

Rite Publishing Presents

# 101 Third Level Spells



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*Rite Publishing Presents:*

# 101 Third Level Spells

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*"The Science and Art of causing Change to occur in conformity with Will."  
- Aleister Crowley*



*Hand of the Marksman*

## Spell Lists

### 3rd-Level Bard Spells

- Animal Mind:** Subject believes it's a specific kind of beast.
- Aura of Peace:** Creatures near target have combat penalties.
- Awesome Striker:** One melee attack per round knocks back foes. (bonus action)
- Beast's Curse:** Target is incessantly hounded by animals.
- Corrosive Blood:** Piercing and slashing weapons take acid damage.
- Curse of Chaos:** Target suffers random changes each day to appearance, abilities, etc.
- Curse of Truth:** Target is incapable of speaking falsehoods.
- Deepsight:** Extend darkvision by 60 ft.
- Euphoria:** Subject feels good despite danger or pain.
- False Pain:** Target creature takes 3d6 nonlethal damage per round and suffers a -2 penalty on attack rolls, checks and saves.
- Frictionless Sheet:** Slippery liquid reduces movement and causes creatures to fall prone.
- Glimpse of Knowledge:** Gain an unprecedented amount of knowledge.
- Glossolalia:** Target's speech becomes random and inappropriate.

- Hand of the Marksman:** Your firearm or crossbow attack has advantage and a better chance to inflict critical damage.
- Indecision:** Target delays action and must succeed on a Charisma saving throw to take any actions.
- Indisputable Fact:** The subject believes something you tell them to believe.
- Intelligent Object:** Item gains semblance of intelligence.
- Lost:** Subject moves at half speed in a random direction each round.
- Magic Shop:** You conjure a sturdy merchant's shop.
- Mocking Laughter:** Target takes 5d6 psychic damage, -4 penalty on attack rolls, saving throws, and checks.
- Overconfidence:** Target takes a cumulative -2 penalty on all checks.
- Plant Spy:** Turn a plant into a recording device.
- Psychic Twin:** You and target share skill proficiencies, neither can be surprised nor flanked unless both are.
- Remembrance:** You instantly recall something specific from your past that you want to remember.
- Secret Speech:** You and creatures you select conceal hidden messages in your normal speech. (bonus action)
- Shadow Healing:** Illusion of *cure wounds* grants 3d8 plus spellcasting modifier temp hp; target has attitude improved by one-step, takes -2 a penalty on saves against enchantment spells.
- Shadow Sentry:** A shadowy warrior guards, patrols or attacks on your command.



**Surge:** Target creature gains +20 to initiative. (bonus or reaction)

**Uncontrollable Rage:** Target gains rage bonuses and penalties but must attack nearest creature; not attacking can cause target to rage as well.

**Weapon of Nightmares:** You infuse a dagger with energy that delivers horrid visions that deal 6d8 psychic damage and renders the victim unconscious.

**Weapons Storm:** You create force duplicates of your weapon that hit what you hit.

### 3rd-Level Cleric Spells

**Armor of Light:** Creates a shimmering armor that grants a +2 bonus to AC and blinds attackers.

**Aura of Peace:** Creatures near target have combat penalties.

**Beast's Curse:** Target is incessantly hounded by animals.

**Bridge of Crystal:** Create a crystal bridge that extends over a large gap.

**Change Fate:** You shape randomness by choosing between two die rolls for some single event.

**Chilling Mist:** Icy vapor heavily obscures an area, deals 1d6 cold damage.

**Contingent Moderate Healing:** Target that takes 8 or more damage instantly heals 3d8 hit points.

**Crown of Terror:** Enemies within 60 feet become frightened when a target attacks.

**Crown of Valor:** Allies within 60 feet gain +2 on attacks, checks, and saves.

**Curse of Capturing:** Target is always knocked unconscious from damage and spells.

**Curse of Chaos:** Target suffers random changes each day to appearance, abilities, etc.

**Curse of Item Rebellion:** A single item acts as if cursed.

**Curse of Truth:** Target is incapable of speaking falsehoods.

**Deepsight:** Extend darkvision by 60 ft.

**Demon Flesh, Lesser:** The subject gains damage reduction against non-silvered or non-magical weapons.

**Euphoria:** Subject feels good despite danger or pain.

**Glass House:** You create a protective cube of magical glass.

**Glossolalia:** Target's speech becomes random and inappropriate.

**Intercession:** Redirect an attack or effect to yourself to protect the intended target. (bonus action)

**Lost:** Subject moves at half speed in a random direction each round.

**Magic Spike:** Bolt of energy inflicts a -5 penalty to spell and ability DCs as well as disadvantage to all spell attacks.

**Secret Speech:** You and creatures you select conceal hidden messages in your normal speech. (bonus action)

**Shadow Healing:** Illusion of *cure wounds* grants 3d8 plus spellcasting modifier temp hp; target has attitude improved by one-step, takes -2 a penalty on saves against enchantment spells.

**Surge:** Target creature gains +20 to initiative. (bonus or reaction)

**Telepathic Overload:** Chaotic thoughts disrupt telepathy and harm mind-readers.

**Troll Arms:** Creature gains increased Strength and reach.

**Weapons Storm:** You create force duplicates of your weapon that hit what you hit.

### 3rd-Level Druid Spells

**Accelerate Decay:** You deal 10d6 necrotic damage and suppress resistance and regeneration of an undead.

**Acid Spit:** Spit deals 6d6 acid damage and blinds target.

**Airsphere:** You create a sphere of fresh air around the individual or object touched; it also negates one breath weapon attack.

**Animal Mind:** Subject believes it's a specific kind of beast.

**Beast's Curse:** Target is incessantly hounded by animals.

**Companion's Vengeance:** If your companion sustains damage, you or your companion receives a morale bonus to the next attack and damage roll.

**Contingent Moderate Healing:** Target that takes 8 or more damage instantly heals 3d8 hit points.

**Cresting Waves:** Continually blows away or knocks down creatures and objects.

**Deepsight:** Extend darkvision by 60 ft.

**Fey Ward:** Barrier keeps out fey creatures.

**Force Spikes:** Spikes of force deal 2d4 force damage and restrains the target.

**Forest Walk:** You move more easily through undergrowth.

**Halt Plants:** Holds plant creatures immobile.

**Lost:** Subject moves at half speed in a random direction each round.

**Plant Spy:** Turn a plant into a recording device.

**Predatory Stealth:** Target creatures become harder to detect.

**Primeval Might:** You gain a number of bonuses versus fey and magical beasts.

**Resinite:** You conjure a sphere of sticky resin that causes a creature to lose its bonus action and move. (bonus action)

**Toady:** Temporarily turns subject into a small, harmless animal.

**Troll Arms:** Creature gains increased Strength and reach.

### 3rd-Level Paladin Spells

**Armor of Light:** Creates a shimmering armor that grants a +2 bonus to AC and blinds attackers.

**Body and Mind:** Add Con modifier to all Wis or Cha saves, add Wis or Cha modifier to melee damage rolls.

**Companion's Vengeance:** If your companion sustains damage, you or your companion receives a morale bonus to the next attack and damage roll.

**Crown of Terror:** Enemies within 60 feet become frightened when a target attacks.

**Crown of Valor:** Allies within 60 feet gain +2 on attacks, checks, and saves.

**Curse of Truth:** Target is incapable of speaking falsehoods.

**Disarmament:** You disarm all of your targets.

**Intercession:** Redirect an attack or effect to yourself to protect the intended target. (bonus action)

**Mighty Steed:** Your mount is enhanced for war.

**No Rest for the Wicked:** You inflict your opponents with three levels of exhaustion.

**Shadow Healing:** Illusion of *cure wounds* grants 3d8 plus spellcasting modifier temp hp; target has attitude improved by one-step, takes -2 a penalty on saves against enchantment spells.

**Shield of Loyalty:** Grant the benefits of your shield to both you and your allies.

**Sudden Smiting:** You can use Divine Smite twice for one spell slot. (action or reaction)

**Weapons Storm:** You create force duplicates of your weapon that hit what you hit.

**Wings of Heaven:** Your mount grows wings and can fly.

### 3rd-Level Ranger Spells

**Accelerate Decay:** You deal 10d6 necrotic damage and suppress resistance and regeneration of an undead.

**Airsphere:** You create a sphere of fresh air around the individual or object touched; it also negates one breath weapon attack.

**Animal Mind:** Subject believes it's a specific kind of beast.

**Beast's Curse:** Target is incessantly hounded by animals.

**Companion's Vengeance:** If your companion sustains damage, you or your companion receives a morale bonus to the next attack and damage roll.

**Deepsight:** Extend darkvision by 60 ft.

**Forest Walk:** You move more easily through undergrowth.

**Halt Plants:** Holds plant creatures immobile.

**Hand of the Marksman:** Your firearm or crossbow attack has advantage and a better chance to inflict critical damage.

**Lost:** Subject moves at half speed in a random direction each round.

**Plant Spy:** Turn a plant into a recording device.

**Predatory Stealth:** Target creatures become harder to detect.

**Primeval Might:** You gain a number of bonuses versus fey and magical beasts.

**Psychic Twin:** You and target share skill proficiencies, neither can be surprised nor flanked unless both are.

**Troll Arms:** Creature gains increased Strength and reach.

**Weapons Storm:** You create force duplicates of your weapon that hit what you hit.

### 3rd-Level Warlock Spells

**Blackout:** Blocks darkvision.

**Blinding Ash:** Obscure vision and cause 2d6 fire damage per round.

**Blood Crystals:** Subject's blood crystallizes and rips through veins causing 4d6 points of damage and disadvantage to Constitution saves and checks.

**Corrosive Blood:** Piercing and slashing weapons take acid damage.

**Counterattack:** You make a free melee attack when threatened by an opponent.

**Curse of Chaos:** Target suffers random changes each day to appearance, abilities, etc.

**Curse of Item Rebellion:** A single item acts as if cursed.

**Demon Flesh, Lesser:** The subject gains damage reduction against non-silvered or non-magical weapons.

**Fey Ward:** Barrier keeps out fey creatures.

**Free Hand:** Hand detaches and moves independently.

**Hemophilia:** Target's wounds bleed profusely, causing extra damage equal to its Con on each hit.

**Holding the Viper:** Transforms weapon into Medium snake.

**Immobilize:** Target object cannot move.

**Indecision:** Target delays action and must succeed on a Charisma saving throw to take any actions.

**Indisputable Fact:** The subject believes something you tell them to believe.

**Molten:** Melts metal object and deals damage to creatures in contact with molten metal object.

**Object Grenade:** Thrown object explodes, inflicting 10d4 piercing damage in a 20-foot radius burst.

**Play Along:** Makes casters believe spells were effective when they were not. (reaction)

**Shadow Healing:** Illusion of *cure wounds* grants 3d8 plus spellcasting modifier temp hp; target has attitude improved by one-step, takes -2 a penalty on saves against enchantment spells.

**Sulfurous Stench:** Cloud of sulfurous gas poisons victims.

**Vermin Kiss:** Vermin creatures are drawn to and nest in and upon the cursed subject.

**Weapon of Nightmares:** You infuse a dagger with energy that delivers horrid visions that deal 6d8 psychic damage and renders the victim unconscious.

### 3rd-Level Sorcerer/Wizard Spells

#### Abjuration

**Armor of Light:** Creates a shimmering armor that grants a +2 bonus to AC and blinds attackers.

**Blackout:** Blocks darkvision.

**Counterattack:** You make a free melee attack when threatened by an opponent.

**Demon Flesh, Lesser:** The subject gains damage reduction against non-silvered or non-magical weapons.

**Fey Ward:** Barrier keeps out fey creatures.

**Glass House:** You create a protective cube of magical glass.

**Magic Spike:** Bolt of energy inflicts a -5 penalty to spell and ability DCs as well as disadvantage to all spell attacks.



**Share Armor:** Caster shares natural armor with a subject.

### Conjuration

**Blinding Ash:** Obscure vision and cause 2d6 fire damage per round.

**Bridge of Crystal:** Create a crystal bridge that extends over a large gap.

**Chilling Mist:** Icy vapor heavily obscures an area, deals 1d6 cold damage.

**Cresting Waves:** Continually blows away or knocks down creatures and objects.

**Crushing Pressure:** A band of water crushes subject, dealing damage and disrupting spells with verbal components.

**Filch:** Teleport one unattended object anywhere within range.

**Force Marbles:** Invisible spheres of force impede movement and provides protection for any surface.

**Frictionless Sheet:** Slippery liquid reduces movement and causes creatures to fall prone.

**Magic Shop:** You conjure a sturdy merchant's shop.

**Sulfurous Stench:** Cloud of sulfurous gas poisons victims.

**Summon Firearm:** You summon a loaded firearm or crossbow directly to your hand. (reaction or bonus action)

**Sunglobe:** Searing globe deals 5d8 fire damage plus blinds targets, as melee attack or splash weapon.

### Divination

**Combat Awareness:** You gain a +3 bonus to AC and advantage on Dexterity saving throws.

**Dream Learning:** Grant proficiency in one Intelligence skill for 24 hours.

**Glimpse of Knowledge:** Gain an unprecedented amount of knowledge.

**Hand of the Marksman:** Your firearm or crossbow attack has advantage and a better chance to inflict critical damage.

**Perilous Strike:** Grant +20 bonus to your next missed attack roll.

**Plant Spy:** Turn a plant into a recording device.

**Psychic Twin:** You and target share skill proficiencies, neither can be surprised nor flanked unless both are.

**Remembrance:** You instantly recall something specific from your past that you want to remember.

**Tracer:** Know the location and direction of an object.

### Enchantment

**Aura of Peace:** Creatures near target have combat penalties.

**Curse of Truth:** Target is incapable of speaking falsehoods.

**Euphoria:** Subject feels good despite danger or pain.

**Glossolalia:** Target's speech becomes random and inappropriate.

**Indecision:** Target delays action and must succeed on a Charisma saving throw to take any actions.

**Indisputable Fact:** The subject believes something you tell them to believe.

**Lost:** Subject moves at half speed in a random direction each round.

**Surge:** Target creature gains +20 to initiative. (bonus or reaction)

**Uncontrollable Rage:** Target gains rage bonuses and penalties but must attack nearest creature; not attacking can cause targets to rage as well.

### Evocation

**Acid Spit:** Spit deals 6d6 acid damage and blinds target.

**Bands of Force:** You entangle and squeeze a single opponent.

**Force Spikes:** Spikes of force deal 2d4 force damage and restrains the target.

**Molten:** Melts metal object and deals damage to creatures in contact with molten metal object.

**Object Grenade:** Thrown object explodes, inflicting 10d4 piercing damage in a 20-foot radius burst.

**Piercing Bolt:** Bolt of force destroys abjurations and force protections and inflicts 3d8 force damage.

**Wall of Water:** Create a thick curtain of water that provides concealment and can damage fire-based creatures.

**Water Blast:** Burst of water deals 6d6 bludgeoning damage and may knock down targets.

**Weapons Storm:** You create force duplicates of your weapon that hit what you hit.

### Illusion

**False Pain:** Target creature takes 3d6 nonlethal damage per round and suffers a -2 penalty on attack rolls, checks and saves.

**Phantasmal Fog:** You cause the target creature to instantly believe that a cloud of fog has suddenly enveloped her.

**Phantom Hawker:** You create a disembodied voice that repeats a message continuously for the spell's duration.

**Play Along:** Makes casters believe spells were effective when they were not. (reaction)

**Predatory Stealth:** Target creatures become harder to detect.

**Secret Speech:** You and creatures you select conceal hidden messages in your normal speech. (bonus action)

**Shadow Healing:** Illusion of *cure wounds* grants 3d8 plus spellcasting modifier temp hp; target has attitude improved by one-step, takes -2 a penalty on saves against enchantment spells.

**Shadow Sentry:** A shadowy warrior guards, patrols or attacks on your command.

**Weapon of Nightmares:** You infuse a dagger with energy that delivers horrid visions that deal 6d8 psychic damage and renders the victim unconscious.

### Necromancy

**Abhorrent Blight:** Target suffers 5d6 necrotic damage and suffers disadvantage to Charisma saves and checks.

**Beast's Curse:** Target is incessantly hounded by animals.



**Bone Tattoo:** Grants resistance against cold, transmutation spells, and mind-affecting attacks.

**Curse of Capturing:** Target is always knocked unconscious from damage and spells.

**Curse of Chaos:** Target suffers random changes each day to appearance, abilities, etc.

**Curse of Item Rebellion:** A single item acts as if cursed.

**Hemophilia:** Target's wounds bleed profusely, causing extra damage equal to its Con on each hit.

**Seek the Soulless:** Deals nonliving creatures and objects 5d6 necrotic damage.

**Skull Sight:** You can see through the eyes of an enchanted skull.

### *Transmutation*

**Awesome Striker:** One melee attack per round knocks back foes. (bonus action)

**Blood Crystals:** Subject's blood crystallizes and rips through veins causing 4d6 points of damage and disadvantage to Constitution saves and checks.

**Corrosive Blood:** Piercing and slashing weapons take acid damage.

**Deepsight:** Extend darkvision by 60 ft.

**Enhance Item:** Magic item DC increases by +2. (bonus action)

**Free Hand:** Hand detaches and moves independently.

**Halt Constructs:** Render up to three constructs immobile.

**Holding the Viper:** Transforms weapon into Medium snake.

**Immobilize:** Target object cannot move.

**Intelligent Object:** Item gains semblance of intelligence.

**Toady:** Temporarily turns subject into a small, harmless animal.

**Troll Arms:** Creature gains increased Strength and reach.

**Vermin Kiss:** Vermin creatures are drawn to and nest in and upon the cursed subject.



*Awesome Striker*



# Spell Description

## Abhorrent Blight

*3rd-level necromancy*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** Instantaneous

With necromantic energies you attack the bond between a living soul and its body, which also damages its driving force of will. The target creature suffers 5d6 necrotic damage and has disadvantage on Charisma saving throws and checks for 1 hour if the target fails a Charisma saving throw. Upon a successful save the target suffers only half the damage and negates the effects on Charisma saves and checks.

## Accelerate Decay

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** Instantaneous

This spell only affects corporeal undead creatures and creatures kept artificially young through magic. This spell accelerates the creatures' rot back to where a body would be ruined if the creature fails a Charisma saving throw. The damage to undead creatures and creatures that are kept artificially young through magic (such as a *potion of youth*) is 10d6 necrotic damage and ignores any resistance and immunity to that damage. Particularly ancient creatures such as creatures aged over 500 years like vampires take double damage. Mummies get +4 to their saves and take only half damage due to their initial preservation techniques when buried. Any sort of regeneration possessed by undead creatures is suppressed for 24 hours. If an undead creature is reduced to 0 hit points, it crumbles into a pile of dust. A successful save results in half damage, negates all other effects, and allows the creature to apply immunity and resistance to the damage.

The spell does not affect artificial constructs unless those constructs are made of corpses, like flesh golems. These creatures also get a Charisma saving throw as normal. If the construct is reduced to 0 hit points or less it falls apart and is destroyed.

## Acid Spit

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** 50 feet



*Accelerate Decay*

**Components:** V, S

**Duration:** 3 rounds

When you cast this spell, you spit acid in the face of one creature, dealing 6d6 acid damage. If the target has eyes and is not somehow protected, the spell also blinds the target. A successful Dexterity saving throw reduces the damage by half and negates the blindness.

On the second round, the spell deals half its original damage, and on the third round it deals half that again (the damage in the second and third rounds is further reduced if the target made its save).

If a target of this spell spends a full round washing the affected area in water (or similar liquid) the spell (including blindness) will be negated.

## Airsphere

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a perfect moonstone worth 10 gp)

**Duration:** 1 hour

This spell creates a 30-foot radius sphere of fresh air around the individual or object touched by the caster. Gaseous and vaporous attacks are unable to penetrate this *airsphere*, and acids or other liquids simply wash over it. The spell generates oxygen, enabling you to breathe underwater or in other areas



with no fresh air (though as the sphere surrounds its recipient or object, it hampers movement in or under water).

This spell doesn't protect against natural or magical effects occurring within the *airsphere*: for example, if a vial of acid is thrown into the sphere, it enters; if it breaks, its contents splash for their normal effects.

This spell was specially crafted to guard against dragon breath; it will absorb and negate any breath weapon upon contact but is itself destroyed, instantly and harmlessly, in doing so.

## Animal Mind

*3rd-level enchantment*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

Choose a beast and a target within range when you cast this spell. If the subject fails a Charisma saving throw, the subject believes it is an animal of the chosen type. If the subject does not know how such an animal would act, it acts in a manner that it believes the animal should act. While affected by this spell, spells and abilities that target beasts will also affect the subject. Any attempt to interact with the subject requires a Wisdom (animal handling) check (DC equal to your spell save DC). If the target of the spell is damaged while you are still concentrating on the spell, the target receives a new saving throw.

**At Higher Levels.** If you cast this spell using a spell slot of 4th level or higher, you may extend the duration up to 10 minutes. If you use a spell slot of 5th level or higher, the duration can be extended up to 8 hours. If cast at 7th level or higher, the duration is 24 hours. If cast as a 9th level slot slot, the spell lasts until dispelled. If this spell is cast using a 5th level or higher spell slot, the duration doesn't require concentration, and the target does not get a new saving throw if dealt damage.

## Armor of Light

*3rd-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

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

**Duration:** 1 minute

This spell causes the creature touched to radiate light from every part of her body. She sheds bright light to a radius of 30 feet and shadowy light an additional 30 feet beyond that. Looking directly at the target creature is difficult, granting a +2 bonus to the AC of the target and blinding anybody who looks directly at the target for 1d6 rounds (Constitution saving throw negates). If a creature looks at the target more than once, she will be re-blinded. The durations of the blind effects do not stack but are renewed whenever the creature becomes re-blinded.

## Aura of Peace

*3rd-level enchantment (ritual)*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S, M (a dove's feather)

**Duration:** 10 minutes

Choose a creature in range. All creatures, including the caster of this spell, within 40 feet of the target find it hard to fight one another. Creatures within the area who fail a Wisdom saving throw cannot take any offensive action. If attacked, they will defend themselves with the Dodge action.

Creatures who make their save suffer a -2 penalty on all attack and damage rolls during the spell's duration. Casting spells of a destructive nature from within the area requires a Concentration check (DC equal to your spell save DC). The frightened condition is suppressed while within the affected area of *aura of peace*.

## Awesome Striker

*3rd-level transmutation*

**Casting Time:** bonus action

**Range:** 50 feet

**Components:** V, S

**Duration:** 10 rounds

You grant the ability to potentially deliver a powerful melee strike. If the subject makes a successful melee attack within the duration of the spell, the target hit by that attack must make a Strength save or be knocked 10 feet in a direction the subject chooses and fall prone. The subject can only make one successful awesome strike per round, the subject can only push the opponent in a straight line, and the opponent can't move closer to the subject than where it started. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take damage as though struck by a club sized for your opponent (1d6 points of damage for a Medium creature), and the opponent stops in the space adjacent to the obstacle.

## Bands of Force

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S, M (a ribbon of steel)

**Duration:** Concentration, up to 1 minute

With a successful ranged spell attack, your target opponent is restrained. The spell can also squeeze the target creature with a successful ranged spell attack on the following round dealing 2d6 plus your spell casting ability modifier damage as a free action. You can do this second attack once each round for the duration of the spell. A target can negate this spell by making a successful Strength (athletics) or Dexterity (acrobatics) check (DC equal to your spell casting DC).



## Beast's Curse

*3rd-level necromancy*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** Until dispelled

Choose a target in range to make a Charisma saving throw. On a failure, *Beast's curse* makes its target the victim of constant harassment by animals. Whenever a beast passes within either 30 feet or close enough to perceive the victim, whichever is larger, that beast's attitude immediately shifts to hostile. Animals are liable to attack or harass the character: birds fly around and peck at the character, cats trip him, and larger animals might do worse.

The curse bestowed by this spell cannot be dispelled with *dispel magic*, but it can be removed with a *dispel evil and good*(*dispel evil and good*(*break enchantment*)), *limited wish*, *miracle*, *remove curse*, or *wish* spell. *Beast's curse* can also be removed with a successful Wisdom(handle animal) check (DC equal to your spellcasting save DC) over the course of an hour.

## Blackout

*3rd-level abjuration*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S, M(smoky quartz crystal)

**Duration:** 1 hour

You create a 20 foot radius area that looks like shifting shadows to anyone with darkvision. Anyone looking through the area of a *blackout* who has darkvision cannot see into or past the area of this spell. Normal light sources are not blocked by this spell, however, and it does not interfere with normal vision or any other senses. Like *darkness*, this spell may be cast on an object.

## Blinding Ash

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S, M(ash)

**Duration:** 1 minute

Ash, cinders and smoke rise into a great cloud that obscures vision and heats the air within 30 feet of a point in range up to 20 feet high. Once created, the cloud is stationary and blocks all vision through the spell.

Water- and cold-based spells that affect an area such as *cone of cold* or *sleet storm* will clear out the smoke and ash and end the spell. Anyone within the cloud takes 2d6 fire damage each round at the start of their turns or when they enter the cloud. Affected creatures may attempt a Dexterity saving throw for half damage. This spell does not function underwater.

## Blood Crystals

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S, M(ash)

**Duration:** Instantaneous

When cast, the spell causes one subject's blood to crystallize and rip out from the veins on a failed Constitution saving throw. The spell does 8d6 damage and causes the subject to have disadvantage on all Constitution checks and saves until the spell damage is healed, either through magic or over time. A successful save reduces the hit point damage by half and negates the penalty to checks and saves. This spell only works on creatures that have blood to crystallize.

## Body and Mind

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 hour

You fuse body and mind into a perfect fighting whole. While this spell is in effect, you add your Constitution modifier in addition to your Wisdom modifier as a bonus on all Wisdom saves, you add your Constitution modifier to your Charisma modifier to your Charisma saves, and add your Wisdom or Charisma modifier to all melee damage rolls.

## Bone Tattoo

*3rd-level necromancy (ritual)*

**Casting Time:** 1 minute

**Range:** Touch

**Components:** V, S, M (ink and a bone needle)

**Duration:** 1 hour

This spell creates a bone-colored skull-and-bones tattoo pattern on the flesh of a living creature. As long as the tattoo lasts, the tattooed creature has advantage on saves against any spell and creature abilities that cause cold damage, transmutation spells, and any spell or creature abilities that affect the mind. Further, mindless undead creatures react to the tattooed creature as if he were undead.

## Bridge of Crystal

*3rd-level conjuration*

**Casting Time:** 1 minute

**Range:** 200 feet

**Components:** V, S, M (a piece of crystal worth at least 20 gp)

**Duration:** 1 hour

The caster of this spell creates a solid bridge of crystal that spans over any one gap. The bridge is always 5 feet wide and



can span a gap of up to 200 feet. The bridge must connect to two solid surfaces or the spell fails. The bridge itself can hold up to 3,000 pounds. The color and appearance of the bridge is determined by the caster when the spell is cast.

## Change Fate

*3rd-level transmutation*

**Casting Time:** reaction

**Range:** 50 feet

**Components:** V, S, M (a double sided coin)

**Duration:** instantaneous

This spell can only be cast by clerics with the luck domain. You apply your control of randomness to choose between alternatives of existence, correcting the choices of fate you disagree with. You may declare any event, occurring within range of the spell, and affected by a die roll, to be the recipient of this spell. The result of the die roll is rolled again, and you pick which result of the two actually happens. If the die roll is associated with an event beyond the range of this spell, you cannot alter it. *Change fate* can affect attack rolls, initiative checks, saving throws, damage dice (even multiple damage dice, such as a *fireball*), healing dice (from *cure wounds*, for example), and ability checks. It cannot affect your roll for hit points when you gain a level. If it affects an event associated with a roll of multiple dice, you must choose either set of dice rolls; you cannot choose to replace individual die rolls.

You can wait to choose whether to affect a die roll until after it is actually rolled, but must state your intention to alter a die roll before any other actions or rolls occur. You cannot alter the past; you can only shape the present as it slips by.

## Chilling Mist

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You cause a stationary cloud of icy vapor to rise all around you to a radius of 60-feet and 60-feet high. The vapor obscures all sight, including darkvision, beyond 5 feet. All creatures 5 feet away are heavily obscured. In addition, all creatures take 1d6 cold damage each round they remain in the mist. Creatures are entitled to a Constitution save each round to halve the damage. A moderate wind (11+ mph), such as from a *gust of wind* spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A *fireball*, *flame strike*, or similar spell burns away the fog in the explosive or fiery spell's area. A *wall of fire* burns away the fog in the area into which it deals damage.



*Companions Vengeance*

## Combat Awareness

*3rd-level divination*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a cat's-eye marble)

**Duration:** 10 rounds

*Combat awareness* sharpens your battle senses, granting you a +3 bonus to your AC and advantage on Dexterity saving throws.

## Companion's Vengeance

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** Self and any animal summoned or companion

**Components:** V, S

**Duration:** 1 hour

When your animal companion suffers damage at the hands of your enemies, either you or your animal companion (your choice) receives a morale bonus to your or its next attack and damage roll against that specific foe based upon the figures provided in the following chart. The bonus to the damage roll is only applied to the next attack; therefore a miss provides no benefit.

| Damage   | Morale bonus |
|----------|--------------|
| 1-10 hp  | +1           |
| 11-20 hp | +2           |
| 21-30 hp | +3           |
| 31-40 hp | +4           |
| 41+ hp   | +5           |



If more than one opponent hits your animal companion prior to its or your next attack roll, you can grant yourself and your animal companion the aforementioned bonus, but neither can gain more than one bonus in a single round. If you voluntarily end the spell before its effects expire, your companion recovers 3d8 hit points.

## Contingent Moderate Healing

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 8 hours

You bestow a small blessing on a target creature. Whenever the creature takes 8 or more points of damage, this spell discharges, suffusing the creature with positive energy that cures 3d8 points of damage. If used against undead, this spell is triggered in one of two ways, dealing 3d10 radiant damage either the next time the undead target takes normal damage, or the next time the undead target is healed in any fashion. An undead creature can apply resistance, and can attempt a Wisdom saving throw to take half damage.

**At Higher Levels.** When cast at a spell slot of 4th level or higher, you increase the amount healed by 1d8 or the amount of damage to an undead by 2d10 for each spell slot above 3rd.

## Corrosive Blood

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a flask of acid worth 10 gp)

**Duration:** 1 hour

*Corrosive blood* turns your blood into a powerful dissolving agent. This does not cause you any harm, but if you are dealt slashing or piercing damage, a small amount of this potent acidic blood sprays forth, dealing 3d6 acid damage to the weapon in question. If a slashing or piercing natural weapon injures you, the acid affects the creature directly. Either way, the weapon or the creature may reduce the damage by half with a successful Dexterity saving throw.

## Counterattack

*3rd-level abjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, M (a small shard of mirror)

**Duration:** 1 minute

When this spell is cast, any time an opponent makes a melee attack against you, you may attempt one melee counterattack (this does not count as your reaction for the round). You must threaten the opponent in order to make the counterattack; you

cannot move before making the attack. The attack does not interrupt the opponent's action. If your hit points drop below 0 or lower as a result of your opponent's attack, you may not use the counterattack. If you have a cantrip that requires a successful melee spell attack (such as *shocking grasp*), you may use that melee spell in conjunction with the counterattack.

## Cresting Waves

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** 1 minute

This spell creates waves of water (which move at approximately 50 mph) that originate from you in a 10 foot wide, 10 foot tall line, affecting all creatures in their path to the end of the range of the spell. All creatures in this area that are Large or smaller must make a Strength(athletics) with the DC equal to your spell save DC or be blown back 2d6 × 10 feet, knocked prone, and take 1d6 bludgeoning damage per ten feet moved. Large or smaller creatures must exceed the check by 5 or more to move against the force of the waves.

Huge or larger creatures may move normally within the *cresting waves* effect.

This spell can move a creature beyond the limit of its range.

In the area of the *cresting waves*, all non-siege ranged attacks are negated, all Wisdom(perception) and Intelligence(investigation) checks fail, and it automatically extinguishes all flames (*wall of fire*, torch, lanterns etc.).

In addition to the effects noted, a *cresting waves* spell can do anything that a string of 10-foot waves would be expected to do. It can overturn wooden, unsecured buoyant structures, keel over a small boat, and blow gases or vapors to the edge of its range.

## Crown of Terror

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** 10 rounds

You conjure a fiery halo that continually sends forth blood-red beams in a 60 foot radius around the target of the spell. Whenever the target charges, attacks, or casts an offensive spell, opponents within 60 feet who witness the action become frightened for one round if they fail a Charisma saving throw. A creature must only make one saving throw per round, but no creature becomes immune to the effect of the spell.

## Crown of Valor

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** 50 feet  
**Components:** V, S  
**Duration:** 1 hour

You conjure a silver halo that continually sends forth brilliant white beams across the area around the target, granting all allies of the target within 60 feet a +2 bonus on saving throws and a +2 bonus on attack rolls, weapon damage rolls, and ability checks.

## Crushing Pressure

*3rd-level conjuration*

**Casting Time:** 1 action  
**Range:** 150 feet  
**Components:** V, S, M (a stone from the ocean floor)  
**Duration:** Concentration, up to 1 minute

This spell places a sheath of water around the torso of the target creature. If it fails a Strength saving throw, the water's pressure deals 1d6 bludgeoning damage to the target the first round. Each successive round, the damage is increased by 1d6 (i.e. on the fourth round you deal 4d6). The target cannot cast spells with verbal components while constricted by this sheath. A successful save each round halves the damage and allows a spellcasting target creature to cast spells with verbal components. Creatures that are normally immune to pressure, such as those that dwell on the ocean floor, gain advantage on their save.

## Curse of Capturing

*3rd-level necromancy*

**Casting Time:** 1 action  
**Range:** 50 feet  
**Components:** V, S, M (a bit of cotton fluff)  
**Duration:** until dispelled

This spell causes the subject to be knocked unconscious instead of being killed by any damage dealt to the target if it fails a Wisdom saving throw. Any spell, effect, or attack that would normally kill or destroy the target instead results in that creature being rendered unconscious.

## Curse of Chaos

*3rd-level necromancy*

**Casting Time:** 1 action  
**Range:** Touch  
**Components:** V, S, M (flask of alcohol with a chrysalis in it)  
**Duration:** until dispelled

Choose a target in range. If they fail a Constitution saving throw, this curse alters random attributes and features of the target every day. The *curse of chaos* can be cast in two forms, baneful or annoying. When casting the spell, choose if you want one or both modes of the curse to affect the target.

**Baneful:** The baneful mode of the fluctuating curse can seriously weaken a person. Each day, one ability at random is

affected. Roll 1d6 to determine which ability is changed. For that particular day, the target has disadvantage on all attacks, checks, and saves that use this ability.

### 1d6 Ability

|   |              |
|---|--------------|
| 1 | Strength     |
| 2 | Dexterity    |
| 3 | Constitution |
| 4 | Intelligence |
| 5 | Wisdom       |
| 6 | Charisma     |

**Annoying:** The second mode of the fluctuating curse is intended to simply frustrate or teach a lesson to the cursed individual, but it can be used in conjunction with the baneful mode of the curse to make the subject's life miserable. Roll for 1d4 physical traits of the cursed creature that change for that day, and then roll to determine how each trait changes.

### 1d12 Physical Change

|    |  |
|----|--|
| 1  | Height                                     |
| 2  | Weight                                     |
| 3  | Hair color                                 |
| 4  | Eye color                                  |
| 5  | Skin color                                 |
| 6  | Body hair                                  |
| 7  | Vocal pitch                                |
| 8  | Apparent age                               |
| 9  | Facial appearance                          |
| 10 | Skin texture                               |
| 11 | Odor                                       |
| 12 | Size or shape of randomly chosen body part |

### 2d4 Amount of Change

|   |  |
|---|--|
| 2 | Changes drastically to that of a different race, sex, or species |
| 3 | Major detrimental change   |
| 4 | Minor detrimental change   |
| 5 | Constant miniscule changes                                       |
| 6 | Minor positive change  |
| 7 | Major positive change  |
| 8 | Cursed individual chooses how he changes                         |

The GM is left to adjudicate exact changes. Changes that are detrimental or positive might grant a circumstance bonus (+/-1 for minor, +/-3 for major) to appropriate skill checks. For example, a majorly detrimental change in weight could make the cursed individual so obese to grant a -3 penalty to all Dexterity-based checks, or a minor positive change in body hair might grant a +1 circumstance bonus to social skills like Charisma (deception) or Charisma (diplomacy) because of how well-groomed the character looks. This spell is not fatal, does not cause damage, and every day the changed attributes revert to normal, and different ones change. All changes of appearance are merely cosmetic. Fish heads do not let the target breathe water, but nor does the target suffocate in air. A *curse of chaos* can be removed with a normal *remove curse*,



restoration, greater restoration, wish, miracle, limited miracle, and can also be affected by *dispel magic*.

## Curse of Item Rebellion

3rd-level necromancy

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Permanent

You are able to impart a curse on an object. This causes the object to function exactly the opposite of how it was meant to work. Thus, a +3 sword becomes a -3 sword, a *ring of fire resistance* causes its wielder to take become vulnerable to fire damage, etc. If the object is unattended, it receives no save. If attended, it uses the wielder's Wisdom saving throw. If unattended at the time of the curse, the object functions as a normal cursed item when picked up by a character.

The curse bestowed by this spell cannot be dispelled with *dispel magic*, but it can be removed with a *dispel evil and good*(*dispel evil and good*(*break enchantment*)), *limited wish*, *miracle*, *remove curse*, or *wish* spell.

## Curse of Truth

3rd-level enchantment

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M(victim's saliva)

**Duration:** Until dispelled

The victim of the curse is unable to tell a lie as per the spell *zone of truth* if they fail a Charisma saving throw.

*Curse of truth* counters *curse of prevarication*.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a *dispel evil and good*(*dispel evil and good*(*break enchantment*)), *curse of prevarication*, *restoration*, *greater restoration*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

## Deepsight

3rd-level transmutation

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M(small fragment of obsidian)

**Duration:** 8 hours

*Deepsight* extends a subject's darkvision (whether natural or from the *darkvision* spell), by an additional 60 feet.

## Demon Flesh, Lesser

3rd-level abjuration

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M(small amount of demon flesh)



### Lesser Demon Flesh

**Duration:** 1 hour

The creature touched gains damage reduction against all non-magic or non-silvered weapon damage for the duration of the spell. Once the spell has prevented a total of 50 points of damage, it is discharged.

**At Higher Levels.** If you cast this spell using a spell slot of 4th level or higher, you increase the damage prevented by 20 additional points for each spell slot above 3rd.

## Disarmament

3rd-level transmutation

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** S

**Duration:** instantaneous

With a wave of your hand, you cause weapons to fly from the hands of all those within 30 feet of a point in range if they fail a Strength saving throw. Paladins cannot use this spell to gain an advantage during single combat. It is most often used to give

a lesser enemy a chance to surrender or to the even the odds against a foe with superior numbers.

## Dream Learning

*3rd-level divination*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 24 hours or until the creature sleeps again

A sleeping creature you touch studies a subject of your choice while it sleeps. The target learns what you know about one subject, and nothing more. The creature learns as much during sleep as it would during a full day of instruction, but it cannot learn anything that it could not learn while awake. In other words, while you can teach arithmetic to a sleeping human, you cannot teach it to a sleeping dog. You grant a creature proficiency in one Intelligence skill you are proficient in for the duration of the spell or until you or the target sleep again. Subjects can only gain the benefits of one *dream learning* at one time.

**At Higher Levels.** If you cast this spell using a spell slot of 4th level or higher, you increase the number of Intelligence skills the target becomes proficient in by 1 for each spell slot above 3rd.

## Enhance Item

*3rd-level transmutation*

**Casting Time:** bonus action

**Range:** 50 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

When cast upon a magic item that has effects that allow a saving throw, this spell increases the DCs of the item's powers by +2. The affected item sparkles with a sudden magical luster for the duration of this spell.

## Euphoria

*3rd-level enchantment*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S, M(small fragment of obsidian)

**Duration:** 10 rounds

Choose a target in range. If that creature fails a Wisdom saving throw, the affected creature is struck by pure pleasure. He suffers disadvantage on Wisdom checks, saves, and attacks and gains advantage on all Constitution checks and saves. In addition, the subject gains advantage on any saves vs. spell or effect that would cause the frightened condition; the advantage over these spells and effects occur even if the save is a Wisdom saving throw. He does not fall unconscious if brought to negative hit points, but still must make death saving throws each round until dead or healed to positive hit points.

## False Pain

*3rd-level illusion*

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S, M(a rusty nail)

**Duration:** 10 rounds

The spell creates the sensation of an excruciating headache, internal distress, burning skin, and the like. If a target creature in range fails a Wisdom saving throw it takes 3d6 damage at the start of each of its turns. This damage may knock a creature unconscious, but it will not cause a creature to start dying or kill an unconscious creature. Furthermore, the target also suffers a -2 penalty on attack rolls, checks and saves. The target can attempt to disbelieve the pain as an action and is entitled to a new Wisdom saving throw. If the target succeeds on the save, the spell ends, but the nonlethal damage remains until healed naturally or by magical means.

## Fey Ward

*3rd-level abjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 10 rounds

A 20-foot radius sphere of yellowish magical energy surrounds you which prevents fey from physically approaching you. The spell moves with you. This spell may be used only defensively, not aggressively.

Forcing a *fey ward* against fey creatures collapses the barrier, but any fey creature attempting to enter the sphere are immediately repelled.

**At Higher Levels.** If you cast this spell using a spell slot of 4th level or higher, you may extend the duration up to 10 minutes. If you use a spell slot of 5th level or higher, the duration can be extended up to 8 hours. If cast at 7th level or higher, the duration is 24 hours. If cast as a 9th level slot slot, the spell lasts until dispelled.

## Filch

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V

**Duration:** instantaneous

You teleport one unattended, unintelligent object within range to any other location within the range of this spell, including into your hands. If cast on any object grasped, touched, or worn by a creature, this spell fails.



## Force Marbles

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V

**Duration:** instantaneous

*Force marbles* creates a layer of invisible spheres of force about one inch in diameter, spaced about one quarter inch apart, which can cover any surface (walls, ceilings, doors, mud, water, snow, quicksand, and so forth) that cover a 20 square foot section. The spheres are fixed, but will spin in place if anything pushes on them, such that any creature on the surface when the spell is cast or moving across it while the spell is in effect must make a successful Dexterity saving throw or fall prone and end their movement, taking 1d6 damage. This save is repeated each round that any creatures remain within the area.

A creature can move over the surface at one-half normal speed with a Dexterity(acrobatics) check (check equal to spell save DC), with failure indicating it can't move that round (and must then make a Dexterity save or fall), while failure by 5 or more means it falls. Alternatively, the layer of spheres causes disadvantage to any Strength(athletics) check to climb any vertical surface.

The immobile spheres form a barrier of sorts over any surface they cover. The layer itself has an AC of 10, 25 hit points per 5-foot square section. The *force marbles* are damaged before the surface they cover.

You can shape this spell's effect to cover any four 5-foot squares on a surface, so long as the squares are contiguous. If you attempt to cast the spell into air or empty space, the layer collapses and the spell is wasted.

## Force Spikes

*3rd-level evocation*

**Casting Time:** bonus action

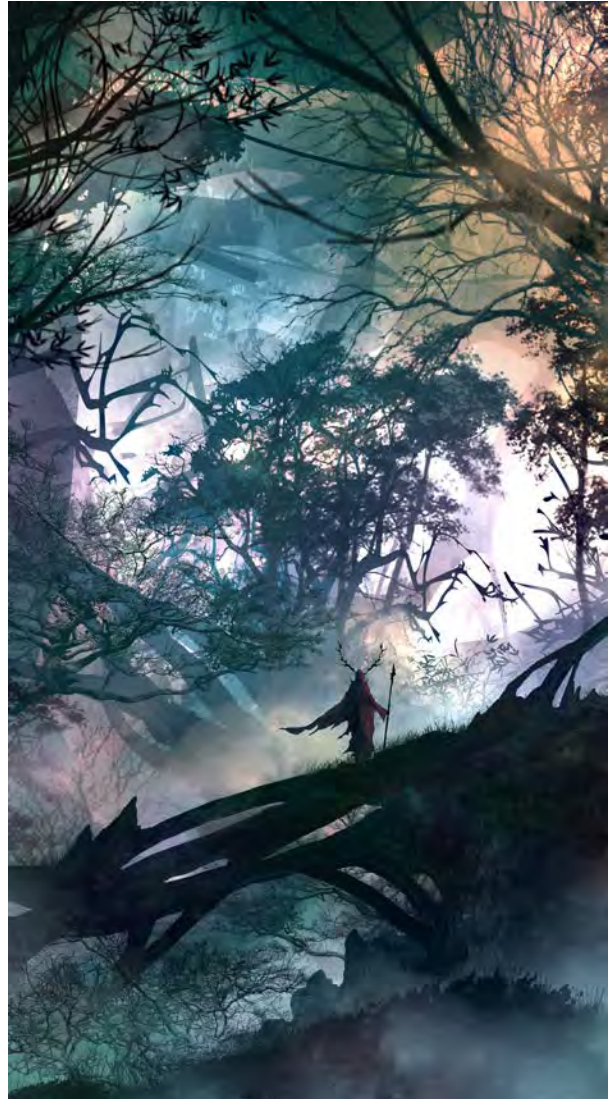
**Range:** 150 feet

**Components:** V, S, M (a platinum pin worth 2 gp)

**Duration:** 1 minute

You create 4 shimmering spikes, made purely of force, which you can hurl at creatures as an action. You fire all the spikes at the same time and can divide them among potential targets as you see fit. To hit with each spike, you make a ranged spell attack roll, and each spike deals 2d4 force damage.

In addition, the spikes remain in the creature and while they do not continue to deal damage, the spikes lodge themselves into the Ethereal Plane and hold the creature in place. If the target is hit with two spikes, the target is restrained. The creature can escape from the spikes as a move by making a Strength(athletics) or Dexterity(acrobatics) check. The DC is equal to your spell save DC.



*Forest Walk*

**At Higher Levels.** If you cast this spell using a spell slot of 4th level or higher, you fire an additional two spikes for each spell slot above 3rd.

## Forest Walk

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 8 hours

This spell improves your ability to travel while in the wild and your ability to interact with the wild. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion or cause you to become lost still affect you and those you travel with, but if such magical effects grant a saving



throw or require a check, you and any you travel with gain advantage on the save or check. In addition, you and any group of up to six creatures and their mounts you travel with gain advantage on Dexterity(stealth) checks in areas of medium to dense vegetation (GM's discretion), and you gain advantage on all Charisma(diplomacy) and Charisma(deception) checks made to influence elves, gnomes, plant and fey creatures.

## Free Hand

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 8 hours or until destroyed/dispelled

You cause one of your hands to drop from your wrist and allow it to act semi-independently. This process causes you no pain. While separated from you, your hand counts in some ways as an independent creature, and in other ways as a part of you. The hand is considered to be a quadruped creature of a size category three smaller than you. The free hand has 10 hit points and base AC of 10 + your dexterity modifier. The hand can take a move action and an action each round, and it may make a single attack each round using your normal statistics for the attack.

The hand can deliver melee spells that you cast by touching the intended target the same round that you cast the spell, but it cannot cast spells independently.

The hand uses your saving throws. You retain the sense of touch from the severed hand and you can feel anything your hand can feel.

When acting independently, your hand can move as far from you as desired, but you must direct your hand. If the hand goes out of your sight range, it is effectively blind; if it goes out of your hearing range, it is effectively deaf.

While you are missing your hand, you cannot do anything requiring two hands (such as using two-handed weapons or holding two different weapons), and you suffer disadvantage to all Strength and Dexterity checks. Despite the name, your hand is severed and does not count as free for the purpose of spells with somatic components.

If the hand is destroyed, dispelled, dismissed, or at the end of the spell's duration it reappears attached to your wrist.

## Frictionless Sheet

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** 50 feet

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

**Duration:** 1 hour

You conjure a thin, 40-foot radius circular sheet of slick liquid metal that coats the floor's surface. The sheet slows base movement to one quarter normal, and creatures moving on top

of the substance must make a Dexterity saving throw or fall to the ground.

Creatures trying to return to a standing position as a standard or move action must make an additional Dexterity saving throw or Dexterity(acrobatics) check (same DC) or fall prone again. Creatures expending a full-round action to right themselves automatically succeed. Naturally, *frictionless sheet* only affects creatures in direct contact with it.

## Glass House

*3rd-level abjuration*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S, M(a one inch cube of glass)

**Duration:** 1 hour

You create a shimmering 10 ft. square cube of magically enhanced, transparent glass. This *glass house* can be used as a means to trap opponents that can fit within the cube (succeeding on a Dexterity saving throw avoids the entrapment and places any potential occupants next to the house), or it can be used as a protective enclosure for the caster and any companions that can fit inside of it. When created, the *glass house* must be supported by a solid surface below it capable of holding 500 pounds or the spell fails. The *glass house* has 100 hit points and its AC is 20. The walls of the glass house have resistance to acid, cold, electricity, and fire and non-magic weapons. While the occupants can see out of the house and any creatures can see into the house, the house blocks line of effect and line of sight for all spells and abilities. The house must be destroyed for the occupants to be attacked.

If any creatures are inside the *glass house* when it breaks, they take 3d6 total points of slashing and piercing damage from the exploding glass walls. If the duration of the spell ends, then it simply fades away and does not damage any occupants.

## Glimpse of Knowledge

*3rd-level divination (ritual)*

**Casting Time:** 1 minute

**Range:** Self

**Components:** V

**Duration:** Instantaneous

You make an arcane, history, medicine, nature, or religion check with advantage using your spell casting ability modifier in place of the normal check and are considered proficient with this check. You may only gain knowledge from this spell instead of an ability such as using medicine to treat an illness or injury. If you are not a bard, you are stunned for 1 minute after you cast this spell as you are flooded with information.

## Glossolalia

*3rd-level enchantment*

**Casting Time:** 1 action



**Range:** 50 feet

**Components:** V, S, M (soda Ash and lemon juice)

**Duration:** Until dispelled

You target a creature in range and it must make a Wisdom saving throw. On a failure, this spell afflicts the target with random bouts of glossolalia, a condition in which a person's speech is random and often incomprehensible. Unlike the standard symptoms of this unfortunate ailment, the victim of the spell simply has no control and often says inappropriate things, especially at inopportune times. Consult the chart below for the effects during any given round.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a *dispel evil and good*(*dispel evil and good*(*break enchantment*)), *curse of truth*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

| d%     | Behavior  |
|--------|---|
| 01-10  | Target says horrible things about the caster, regardless of whether the caster is known. These have nothing to do with actual truth concerning the caster unless he is known by the victim. Spellcasting is possible but requires a Concentration check (DC equal to your spellcasting DC). |
| 11-20  | Speak normally. Spellcasting is unaffected.   |
| 21-50  | Babble incoherently. Spells with verbal (V) components cannot be cast.  |
| 51-70  | Target speaks something incredibly personal, embarrassing or damning to the nearest creature. Spells with verbal (V) components cannot be cast.   |
| 71-100 | Target says horrible things about the nearest creature. Spellcasting is possible but requires a Concentration check (DC equal to your spellcasting DC).   |

## Halt Constructs

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S, M (fur and a glass rod)

**Duration:** Concentration, up to 1 minute

With a command and a complex gesture, you cause one or more constructs to stop. You render up to three constructs immobile and helpless if they fail a Wisdom saving throw. The Construct is entitled to a new saving throw at the end of each of its turns. The effect is broken if the halted creatures are attacked or take damage.

## Halt Plants

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S, M (small twig wrapped in wire)

**Duration:** Concentration, up to 1 minute

With a command and a complex gesture, you cause one or more plant creatures to stop. You render up to three plant creatures immobile and helpless if they fail a Wisdom saving throw. The plant creatures are entitled to a new saving throw at the end of each of its turns. The effect is broken if the halted creatures are attacked or take damage.

## Hand of the Marksman

*3rd-level divination*

**Casting Time:** bonus action

**Range:** Self

**Components:** V, S, M (a small iron replica of a firearm or crossbow)

**Duration:** see text

You gain a limited precognition that allows you to aim your attacks more precisely. Your next ranged attack roll made with a firearm or crossbow (if it is made before the end of the next round) has advantage, and your critical range is considered to be 18 to 20 for this one attack.

## Hemophilia

*3rd-level necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a drop of cobra venom)

**Duration:** 10 rounds

This spell causes the blood of the victim to thin and prevents blood clotting if it fails a Constitution saving throw. Any wounds sustained by the subject during the spell's duration from slashing or piercing weapon attacks inflict additional damage equal to the Constitution modifier of the target per blow. Living creatures that do not have blood are immune to the effects of this spell.

## Holding the Viper

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S, M (a viper's fang)

**Duration:** Concentration, up to 1 hour

*Holding the viper* causes one weapon to turn into a venomous snake. If the object is attended or held and the character holding the weapon does not want the weapon to change, the creature holding the weapon makes a Charisma saving throw

to negate this spell. This snake has all the stats of a poisonous giant snake. This snake follows your commands to the best of its ability. It always acts on your turn, and can attack beginning on the round the spell is cast. You can issue a commands as a bonus action on your turn to the snake, but the snake must be within hearing range to understand your commands. If the snake is killed, it returns to its original form.

## Immobilize Object

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S, M( an adamantine pin worth 10 gp)

**Duration:** 10 rounds, see text

This spell causes the object or construct to be pinned in place, even defying gravity. The object can hold up to 5,000 pounds. Similarly, a creature can end the spell by pushing against the target object with a successful Strength check (DC equal to the caster's spell save DC + 10).

A creature caught within immobilized armor is restrained until the armor is removed or the creature makes a successful Strength(athletics) or Dexterity(acrobatics) check (DC equal to the caster's spell save DC) to leave the armor. While the target can leave the armor, the armor is still frozen in place.

## Indecision

*3rd-level enchantment*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** 10 rounds

Target a creature in range. If that creature fails a Charisma saving throw, it becomes unable to make a decision and is paralyzed with indecision. At the start of each round, the target must make a Charisma saving throw or lose all its actions for that turn (bonus action, action, free, move, and reaction). Success means it may take its actions normally. On the round following a failed save, the target makes a new initiative check with a -4 circumstance penalty to determine when it may act.

## Indisputable Fact

*3rd-level enchantment*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** 10 Days

This enchantment causes the target creature to believe one idea, no matter how ridiculous, if it fails an Intelligence saving throw. The "fact" may not be about the target, it may not suggest a future action or event, and it must be expressed in a single sentence of 20 words or fewer that the target can understand. Statements such as "These papers authorize us to

be here," "The First Hero performs unspeakable acts with kobolds," or "The Questor's Society keep everyone poor and ignorant" will work. However, "The First Hero must die" will not.

**At Higher Levels.** When cast at a spell slot of 4th level or higher, you increase the duration of the spell by 10 days for each spell slot above 3rd.

## Intelligent Object

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S

**Duration:** 1 day

You temporarily give an item or object the semblance of intelligence. The item is of the same alignment that you are and is considered friendly towards you. The target object can see and hear as a normal human could within a range of 60 feet, and it can speak and read any two languages you can.

If the wielder of the targeted item tries to uses it against you or your allies, the wielder must make a Charisma saving throw or be unable to perform the desired action. Attacks with other weapons or abilities are unaffected.

## Intercession

*3rd-level transmutation*

**Casting Time:** bonus action

**Range:** Self

**Components:** V, S

**Duration:** 1 hour or until discharged

With *intercession*, you can sacrifice yourself to protect another from a harmful event. Once the spell is cast, during the duration, you may take a reaction action to place yourself adjacent to or in the same square as another creature within range of your movement. (This creature cannot be an enemy.) You provoke opportunity attacks for this movement. When you arrive, you may place yourself in the path and become the target of one attack, spell, or other harmful effect that was going to affect your ally. You suffer the consequences of this attack as if you were the initial target instead of the other creature. The creature you are protecting completely avoids all effects of the attack. This discharges the *intercession* spell.

You may intercede at any point during the attack, but cannot intercede once the attacker's turn is over. For example, you could intercede before the target rolled a saving throw, after the saving throw and before damage was rolled, or after damage was rolled and before the attacker finished his actions for the turn. However, once the attack is complete and the target has suffered the effects, the opportunity for *intercession* is over.

Multiple attacks from the same creature in a single round (such as iterative attacks from a weapon, several *magic missiles* from a single spell, or multiple eye rays from a many-eyed creature)



count as one attack for the purpose of this spell. If you intercede against one of them, you intercede against them all.

Special abilities such as evasion that allow you to avoid damage from certain attacks cannot prevent you from taking damage from the attack, since you are deliberately putting yourself in harm's way to save another. You may still roll a saving throw as normal (if the attack allows it).

If you are incorporeal, gaseous, or otherwise physically unable to prevent an attack from reaching the creature (including being paralyzed, ethereal, and so on), the *intercession* has no effect and is discharged.

You can have only one *intercession* active at one time.

## Lost

*3rd-level enchantment*

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S

**Duration:** Concentration, up to 10 minutes

You target up to three creatures in range. If the target fails a Wisdom saving throw, the affected creatures believe themselves to be completely lost, and wander randomly as long as the spell is in effect. Creatures that fail their save no longer recognize their surroundings, although they feel a vague, nagging sense of uneasiness as the lost memory flutters just beyond reach.

Each affected creature moves at half speed in a random direction each round, and do not remember previous changes in direction. They recognize enemies, but if they attempt to move toward them, the direction they move is still random. They defend themselves from attacks, but if they chose to move away they move in a random direction, until the spell ends. Shaking or otherwise attempting to disturb affected creatures has little effect, and they will continue to try puzzling their way out of their predicament.

Creatures affected by *lost* can attempt a new Wisdom saving throw each minute to try to resist the spell's effects. On a successful save, the creature suffers becomes aware of its surroundings once more.

**At Higher Levels.** When cast at a spell slot of 3rd level or higher, you increase the number of targets by 1 for each spell slot above 3rd.

## Magic Shop

*3rd-level conjuration*

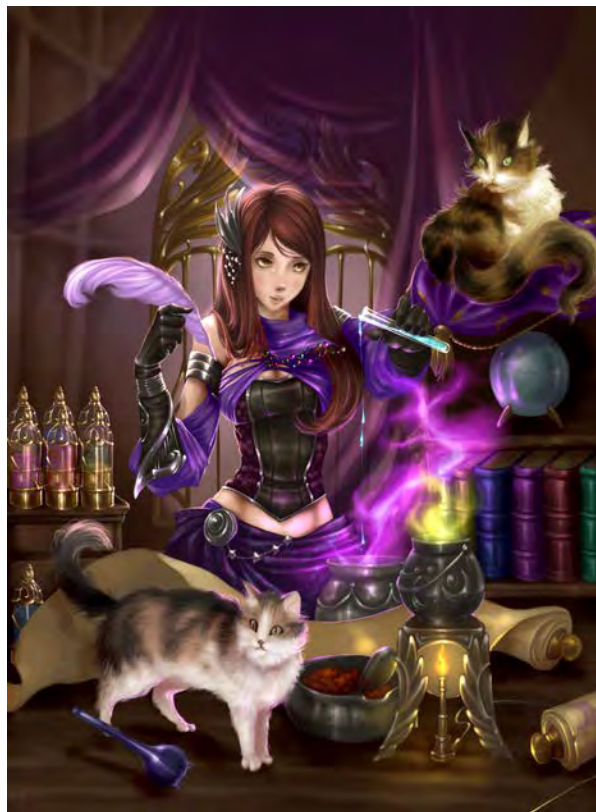
**Casting Time:** 10 minutes

**Range:** 50 feet

**Components:** V, S, M (chip of stone, silver wire, and a silver bell worth 2 gp)

**Duration:** 10 hours

You conjure a sturdy merchant's shop (20 feet square) made of material that is common in the area where the spell is cast. The floor is level, clean, and dry. In all respects the building



*Magic Shop*

resembles a merchant's shop, with a sturdy door, two shuttered windows, and a sign that depicts any simple image you designate.

The shop has no heating or cooling source (other than natural insulation qualities). Therefore, it must be heated as a normal building, and extreme heat adversely affects it and anyone inside. The dwelling does, however, provide considerable security otherwise—it is as strong as a normal stone building, regardless of its material composition. The dwelling resists flames and fire as if it were stone. It is impervious to normal missiles (but not the sort cast by siege engines or giants).

The door and shutters are secure against intrusion, being *arcane locked*. In addition, these two areas are protected by an *alarm* spell. Finally, an *unseen servant* is conjured to provide service to you for the duration of the shop.

The *magic shop* contains simple furnishings—a countertop, display shelves, a workbench, two stools, and a writing desk.

## Magic Spike

*3rd-level abjuration*

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S, M (cold iron spike)

**Duration:** Permanent



You form a bolt of magical energy that strikes a target and robs it of its magical energy. With a successful ranged magic attack and upon a failed Wisdom saving throw, your target's spell save DCs and the DCs of any abilities it possesses suffer a -5 penalty and the target has disadvantage on all spell and magical attacks. A *magic spike* can be removed with a normal *remove curse*, *restoration*, *greater restoration*, *wish*, *maricle*, *limited maricle*, and can also be affected by *dispel magic*.

## Mighty Steed

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 1 hour

Your mount is infused with righteous power, preparing it for battle. For the duration of the spell, it enjoys advantage on Strength, Constitution, Dexterity checks and saves and its armor class increases by 5. This spell only works on a mount and does not work on any other creature, including yourself.

## Mocking Laughter

*3rd-level enchantment*

**Casting Time:** 1 action

**Range:** 100 feet

**Components:** V, S, M (handful of mud)

**Duration:** 10 rounds

You unleash a torrent of braying laughter combined with a stream of vile expletives and invective, directed against one target within range. If the target fails a Charisma saving throw, *mocking laughter* deals 5d6 psychic damage, but may not die or be killed from this damage and is instead knocked unconscious if this spell would kill the target. In addition, the target is filled with humiliation, shame, and self-loathing, taking a -2 penalty on attack rolls, saving throws, and checks for the duration of the spell.

## Molten

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** 50 feet

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

**Duration:** 10 rounds or instantaneous

When you cast this spell, you superheat one target object in range to its melting point, effectively ruining it. If the object is attended, then the owner can perform a Charisma saving throw. Even if the object succeeds on the saving throw it gains a -2 to armor class provided, if it is an armor, or a -2 to attack rolls, if it is a weapon, or is reduced to half its hit points if it is another item type and requires a *mending* spell or an artisan to fix the object, if another object. If the save is successful, it is immune to any further effects of this spell for 24 hours. If the object is

not attended, then the object is melted outright, providing -5 to any provided armor class, if armor, or -5 to any attack rolls, if a weapon. If the object contains another object such as the liquid in a potion of healing, on a save, the potion is still contained, but on a failure the potion leaks from the container. If the object melts while in someone's possession, the wielder risks taking damage. Molten metal deals 2d6 fire damage for each round of exposure. Even after a creature is no longer in contact with the metal, it takes 1d6 fire damage for 1d3 rounds. If the object is simply held in the hands, such as a weapon, the wielder may make a Dexterity saving throw. If successful, he drops the object quickly enough to negate taking any damage. Even if he fails his initial save, the wielder of a handheld item can clear his hand of molten metal as a move. If *molten* destroys a subject's armor, the molten metal is harder to avoid. The subject is not entitled to a Dexterity saving throw, and removing the molten metal requires two full rounds (not necessarily consecutively). Alternately, if another creature assists a creature in molten armor, together they can clear it by each taking a full round action, but in that case the assisting creature also takes damage from exposure as described above. At the end of the spell's duration, the affected objects instantly cool, reforming in whatever is their current shape (likely a puddle on the ground).

*Molten* can also be used to damage most creatures made of metal (for example some constructs and elementals). In this case, the duration of the spell is instantaneous. *Molten* deals 6d8 fire damage when used in this way.

## No Rest for the Wicked

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** 400 feet

**Components:** S

**Duration:** Instantaneous

The target of this spell gains three levels of exhaustion if it fails a Constitution saving throw. At the end of the target's turns, it can make a new saving throw to lose these levels of exhaustion. You can not use this spell to inflict more than the third level of exhaustion.

## Object Grenade

*3rd-level evocation*

**Casting Time:** bonus action

**Range:** Touch

**Components:** V, S

**Duration:** 10 minutes or until discharged

This spell imbues a small object (of a size and shape that can be easily thrown) with explosive force. The object detonates on impact in a 20-foot radius burst, dealing 10d4 piercing damage in addition to its normal damage when thrown (if any) Any target in the radius can make a Dexterity saving throw against



your spell save DC to take half damage. Throwing this object requires an action. This detonation ruins the object thrown.

## Overconfidence

*3rd-level enchantment*

**Casting Time:** 1 action

**Range:** 100 feet

**Components:** V

**Duration:** 10 minutes

If the target of the spell fails a Wisdom saving throw, you impose a cumulative  $-2$  penalty on all checks made by the subject of *overconfidence*. Each time the subject succeeds on any check, she gains an additional  $-2$  penalty on all future checks for the duration of the spell.

## Perilous Strike

*3rd-level divination*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, M

**Duration:** 10 rounds or until discharged

This spell guides the caster's claw (or other weapon) with supernatural knowledge. The next attack the caster makes during the duration that would miss its target gains a  $+20$  bonus. This attack can also be a melee spell attack. The spell affects only one attack and then ends.

## Phantom Fog

*3rd-level illusion*

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S

**Duration:** 10 minutes

With this spell, you cause the target creature to instantly believe that a cloud of fog has suddenly enveloped her if she fails a Wisdom saving throw. The effect obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet is slightly obscured. Creatures farther away are totally obscured. The target does not make an initial disbelief save if it has ever encountered or has knowledge of the *fog cloud* spell (proficient in Intelligence(arcana)), but must elect to actively save as a bonus action on its turn.

## Phantom Hawker

*3rd-level illusion*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S, M (rooster's comb and jade dust worth 10 gp)

**Duration:** 8 hours

This spell creates a disembodied voice that repeats a message continuously for the spell's duration. The message, which must be fifty or fewer words long, can be in any language you know, and can be delivered over a period of up to five minutes. The *phantom hawker* cannot utter verbal components, use command words, or activate magical effects. You set the volume of the voice when you cast the spell—from a whisper to a shout.

## Piercing Bolt

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S

**Duration:** instantaneous

The *piercing bolt* spell allows you to hurl a single missile of force energy that has two effects. You make a single ranged spell attack when casting *piercing bolt*; if you succeed, you automatically dispel all abjuration spells protecting the target and all protective spells that have the force descriptor (such as *mage armor* or *shield*) of 3rd level or less as per the spell *dispel magic*. It even suppresses items like *brooch of shielding* and *bracers of defense* for  $1d4+1$  rounds. You also inflict  $3d8$  force damage to the target.

## Plant Spy

*3rd-level divination (ritual)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 10 Days

You make a non-sentient, non-animate plant into a spy of sorts. For the duration of the spell, all visible and auditory activities that occur within fifty feet of the plant are "stored" magically within the plant. At any time afterward, you (and only you) can touch the plant and experience the information stored within it. Once you have accessed the information, you cannot do so again. The plant's "senses" are the same as a normal human's (regardless of the race of the caster)—it cannot see in the dark, it cannot see invisible creatures, and so on.

**At Higher Levels.** If you cast this spell using a spell slot of 4th level or higher, you extend the duration by one day for each spell slot above 3rd.

## Play Along

*3rd-level illusion*

**Casting Time:** reaction

**Range:** Self

**Components:** V, S

**Duration:** 1 hour or until discharged

You fool someone who cast a spell upon you. If you make your saving throw against a spell, the caster and everyone observing

sees instead an image of you failing it. Thus, you could convince an opposing spellcaster attempting to use *charm person* on you that the spell succeeded, or that an answer you give under a *zone of truth* is the truth when it is a lie. The spell can also create an illusion that makes it appear to the caster of a damage-inflicting spell that you were killed by the spell when in fact you have made your saving throw and are now invisible as per the *invisibility* spell.

Creatures encountering an illusion usually do not receive Wisdom saving throws to recognize it as illusory until they study it carefully or interact with it in some fashion.

## Predatory Stealth

*3rd-level Illusion*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** 1 hour

*Predatory stealth* masks the presence of the selected creatures. You select five creatures granting them advantage on Dexterity(stealth) checks and preventing them from being automatically detected by scent. Creatures with the scent ability must make Wisdom(perception) checks to detect affected creatures (and any items they carry) as if they lacked that ability. Creatures with the blindsight ability are likewise unable to detect the subjects' presence without a Wisdom(perception) check, while those with truesight can detect the subjects' presence as normal.

## Primeval Might

*3rd-level Divination*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 1 hour

The spell imbues the creature touched with an extensive knowledge of the strengths and weaknesses of fey and magical beasts, improving his combat prowess against these adversaries. The spell grants him a 1d6 bonus to attack rolls, AC, and saving throws whenever he fights against fey and magical beast creatures. At the time of casting, the recipient chooses one weapon that becomes cold iron and silvered for the spell's duration. If the weapon is a nonmagical weapon, it also becomes a +1 magical weapon, but only against fey and magical beasts.

**At Higher Levels.** If you cast this spell using a spell slot of 4th level or higher, you can touch an additional creature for each spell slot above 3rd.

## Psychic Twin

*3rd-level divination*

**Casting Time:** 1 action

**Range:** 50 Feet

**Components:** V, S, M (a pair of platinum rings worth 50 gp worn by both you and the target)

**Duration:** 1 hour

You forge a psychic link between you and one target humanoid within range. Once the link is established, you share the experiences of your ally, granting both of you the ability to use skills the other is proficient in as if you were proficient as well. In addition, while under the effects of *psychic twin*, neither character can be affected by extra damage and advantage from being unaware when a character would be attacked unless both characters are unaware of the attack. Likewise, neither character is surprised unless both characters are surprised.

**At Higher Levels.** If you use a spell slot of 5th level or higher, the duration can be extended up to 8 hours. If cast at 7th level or higher, the duration is 24 hours. If cast as a 9th level slot slot, the spell lasts until dispelled.

## Remembrance

*3rd-level divination*

**Casting Time:** 1 round

**Range:** Self

**Components:** V, S, M (1 cp)

**Duration:** Instantaneous

This spell allows you to instantly recall something specific from your past that you want to remember (such as the precise route taken through a maze of corridors, the contents of a scroll read long ago, the face of someone you met only fleetingly, or the activation words for a magic item). Remembrance comes to you with vivid clarity, as if you've just experienced it for the first time, and you will be able to examine it repeatedly without fading or distortion until the next time you sleep. This spell can only restore memory of an event or piece of information the caster once knew; it can't be used to reveal something you never experienced. If the memory you are seeking has been magically suppressed, remembrance grants an immediate reroll with advantage on any saves required to remember and counteract that magic or ability.

## Resinite

*3rd-level conjuration*

**Casting Time:** bonus action

**Range:** 50 feet

**Components:** V, S

**Duration:** 10 rounds

You conjure a small sphere of sticky, viscous resin that automatically strikes the target creature. The substance immediately hardens on contact, causing the creature to lose its move and bonus action each turn. A creature can negate this effect with a Strength(athletics) or Dexterity(acrobatics) check with the DC equal to your spell save DC as a reaction when the spell is first cast and as an action each round after.



## Secret Speech

3rd-level illusion

**Casting Time:** bonus action

**Range:** 30 feet

**Components:** V, S

**Duration:** 1 hour

This spell allows you and up to three other creatures you select to conceal hidden messages of up to twenty-five words in your normal conversation. This is a free action. When using this spell, you appear to all observers (including characters using a *comprehend languages* or *tongues* spell) to be speaking completely normally even as you conceal your hidden message at any point while *secret speech* lasts.

A creature that receives the same casting of the spell as you hears the hidden message clearly (provided that the creature could normally hear and understand you). This spell does not allow you to converse with deaf creatures or with creatures that don't understand the language you speak, nor does it allow a subject that normally cannot speak to talk.

Anyone who hears the secret message spoken can attempt to discern it by making a Wisdom (insight) check (DC equal to your spell casting DC).

**At Higher Levels.** If you use a spell slot of 4th level or higher, increase the number of creatures affected by this spell by 1 for each spell slot above 3rd.

## Seek the Soulless

3rd-level necromancy

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S, M (feather dipped in lacquer)

**Duration:** instantaneous

*Seek the soulless* creates a 40 foot cone of strange magical energy. Within its area, living mortal creatures with souls (all creatures other than undead, constructs, plants, or outsiders) find themselves surrounded by a momentary nimbus of light that protects them from the spell's influence. All those not protected suffer 5d6 necrotic damage with a Constitution saving throw reducing the damage to half on a successful save. Inanimate objects suffer full damage from this blast of energy. This spell proves useful for fighting undead or other creatures without worrying about harming your friends.

**At Higher Levels.** If you use a spell slot of 4th level or higher, increase the damage by 2d6 for each spell slot above 3rd.

## Shadow Healing

3rd-level illusion

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 1 hour



*Shadow Sentry*

When laying your hand upon a living creature, you channel shadow energy that grants 3d8 temporary hit points + spell casting modifier temporary hit points, though the target and those who observe him believe it has actually healed actual hit point damage. Your touch also casts a shadow over any feelings of irritation and rage the target feels. An NPC who fail his Wisdom save has his attitude improved by one step. In addition, any target of this spell who fails a Wisdom save takes a -2 penalty on all saving throws against enchantment spells and effects for the duration of *shadow healing*. A successful save results in half healing, negates the improvement in attitude, and the penalty to saving throws. This spell appears to outside observers and the target as *cure wounds*, unless properly identified by an Intelligence (arcana) or Intelligence (religion) check.

**At Higher Levels.** If you use a spell slot of 4th level or higher, increase the number of temporary hit points by 1d8 for each spell slot above 3rd and the penalty to enchantment spells by 1 for each two spell slots above 3rd.

## Shadow Sentry

*3rd-level illusion*

**Casting Time:** 1 round

**Range:** 50 feet

**Components:** V, S, M (a tiny replica sword made of onyx)

**Duration:** 8 hours

*Shadow sentry* creates either a shadowy or three-eyed humanoid (AC 15) under your command. The sentry may be commanded to "guard," where it shouts an alarm if it notices anyone approach within 30 ft (using the caster's Wisdom(Perception)+5), "patrol," where it follows a route first walked by the caster and calls an alarm if it notices anyone approach within 30 feet, and "attack," where it attacks with its shadowy greatsword (1d12 + caster's spellcasting modifier for damage). The sentry's attack modifier is equal to the spellcaster's melee spell attack modifier. The sentry may provide an ally the ability to perform sneak attacks as a normal ally would. The sentry is discharged after being successfully struck for 40 hp of damage. It has saves equal to the caster's.

## Share Armor

*3rd-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 1 hour

The caster causes another willing creature to have the same armor class as the caster as long as the caster's armor class is from natural armor. Spells such as *barkskin* are considered to cause the caster to have a natural armor for the purposes of this spell. If the caster has natural armor from an item, this would also work for this spell.

## Shield of Loyalty

*3rd-level abjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 10 rounds

You grant the benefits of your shield to your allies. You and each of your allies within 40 feet of you gain all the defensive benefits of your shield for the duration of the spell. This includes its shield bonus to AC and any special defensive qualities, magical or mundane, it possesses.

## Skull Sight

*3rd-level necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (an intact skull)

**Duration:** 8 hours

By touching the skull and speaking the magic words, you enchant a skull so you can see through its eye sockets. The skull's range of sight is the same as your normal vision (and darkvision, up to 60 ft.). You can also see through your own eyes regularly, but you have merely to concentrate to focus on either one. If the caster leaves the skull behind, he can move up to 10 miles away. If he moves beyond that range, the spell ends. Also, if the skull is broken, the spell ends.

## Sudden Smiting

*3rd-level transmutation*

**Casting Time:** 1 action or reaction

**Range:** Self

**Components:** V

**Duration:** instantaneous

You make two melee attack rolls. You can use your Divine Smite class feature to increase the damage as normal, but will only use a single spell slot which is used for casting this spell. **At Higher Levels.** If you cast this spell using a spell slot of 4th level or higher, you increase the Divine Smite damage as normal for using a higher level spell slot.

## Sulfurous Stench

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** 150 feet

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

**Duration:** 1 minute

You conjure a wispy, stationary cloud of pale yellow vapors in a 20 foot radius of a point in range. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet are light obscured. Creatures farther away are total obscured. More importantly, if any living creature within the cloud or passing through the fumes fails a Constitution saving throw, the noxious odor overcomes the victim and the target is poisoned for the spell's duration. Each round, the victim receives a new saving throw to shrug off the aforementioned effect. Whenever a creature makes a successful save against the spell, it is immune to the cloud's toxic effects for the balance of the spell's duration. Note that the creature receives immunization only from that particular spell and not from subsequent castings of *sulfurous stench*.

A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round. The spell does not function underwater.

## Summon Firearm

*3rd-level conjuration*

**Casting Time:** reaction or bonus action

**Range:** N/A

**Components:** V

**Duration:** instantaneous



You can call forth one small loaded firearm or crossbow directly to your hand. The loaded firearm or crossbow must be one you have previously had in your possession. If the firearm or crossbow is in the possession or worn by another, they may make a Charisma saving throw to cancel this spell. The loaded firearm or crossbow is summoned from any distance, but not from a different plane.

## Sunglobe

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (faceted bead of crystal)

**Duration:** 1 hour or until expended

A brilliant, searing globe about the size of a walnut appears in your palm, glowing as brightly as a torch. The globe is hot enough to ignite flammable materials and deals 1d8 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 globe to automatically strike a single creature within 120 feet. When the globe automatically hits, it breaks and releases a flash of heat and light. The flash deals 5d8 fire to the target struck (Dexterity saving throw for half damage), while the target and all engaged creatures with the target must make a Dexterity saving throw or be blinded for 1d4 rounds. The intense light from the flash deals 5 fire damage to undead, fungi, mold, oozes, or slimes struck directly or caught in the splash (no save). A creature struck directly takes the flash damage in addition to the fire damage from the spell. The flash from the globe counters or dispels any darkness effect of 3rd level or lower, but a darkness effect of 3rd level or higher counters or dispels the globe if it is not in your possession. A darkness effect of 3rd level or higher merely suppresses it if you have it in your possession, but you can rekindle the globe on your turn as an action.

## Surge

*3rd-level enchantment*

**Casting Time:** bonus action or reaction

**Range:** 150 feet

**Components:** V

**Duration:** instantaneous

You infuse a target with energy. The subject of surge increases his initiative count with a +20 bonus for the duration of the current encounter.

## Telepathic Overload

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 hour

You surround yourself with a sphere of bizarre telepathic images and thoughts of a totally random nature. Within a radius of 50 feet, this sphere negates all forms of telepathy and telepathic links. Additionally, anyone attempting to read a creature's thoughts (with the third round of *detect thoughts*, a *helm of telepathy*, etc.) must make a Charisma save or take 3d10 psychic damage and be stunned for 1 round.

## Toady

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

As *polymorph*, except the duration is shorter and the target still has its mental statistics and hit points. Also, the new form cannot prove fatal to the creature and any damage will allow the target a new Wisdom saving throw to end the spell.

## Tracer

*3rd-level divination*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 10 days

For the duration, you remain aware of the distance to and direction of the target object's location.

## Troll Arms

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a hunk of troll flesh)

**Duration:** 1 hour

The subject of this spell gains the long, lanky, powerful arms of a troll. The target creature must have arms or arm-like appendages or the spell has no effect. The subject gains a +2 bonus to Strength-based attack and damage rolls, and its natural reach increases by 5 feet. The subject also gains two natural claw attacks with which it is automatically proficient. The claws deal slashing damage appropriate for the creature's size (1d6 for a Medium sized creature) plus the subject's Strength modifier. It can, as a bonus action, make an additional claw attack with one of these arms.

## Uncontrollable Rage

*3rd-level enchantment*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** 1 minute

The affected creature explodes in a frothing lunatic frenzy, immediately attacking the nearest creature, friend or foe.

If the target of the spell fails a Wisdom saving throw, it enters an *uncontrollable rage*, the target gains advantage on bonus to Strength and Constitution saves and checks, a +2 bonus to all melee-based weapon damage rolls, is compelled to attack the nearest creature to it (taking all opportunity attacks if possible), and loses the ability to cast spells, abilities, use items, or use non-melee attacks. In addition, whenever the target successfully hits a creature, that creature must make a Wisdom saving throw against the spell's DC or become enraged itself. Each turn that a target fails to make an attack the target must make a Wisdom saving throw. On a success, the target exits the rage.

Subsequently affected creatures gain the same bonuses and penalties as the initial target, and their attacks can cause other creatures to become enraged as well. There is thus no limit to the total number of targets that can be affected by *uncontrollable rage*, but the effect ends in all creatures when the spell's duration expires.

## Vermin Kiss

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** touch

**Components:** V, S

**Duration:** until dispelled

Casting the spell culminates with the caster kissing the victim full upon the lips and then spitting on him as a melee spell attack.

The spell may be held ready for up to 12 hours, but at the end of that time, if not cast, it is lost. The act of kissing and then spitting on the target represents the absolute proximity of the curse and rejection of the victim—soon to be made manifest by the curse. Vermin creatures flock to the victim, finding comfort in him.

Flies, gnats, and other vermin creatures make their home in his hair and skin, laying their eggs on him, becoming a constant nuisance and getting into his nose, mouth and eyes. The vermin constantly infect the victim, weakening his immune system and causing disadvantage on all saves to resist diseases.

The cloud of vermin also attracts attention and makes it difficult to see. Any skill rolls that depend on visual acuity suffer a disadvantage and any ranged attacks. In addition, all Charisma-based checks suffer disadvantage. Also, 2d4 tiny vermin creatures accompany you at all times, often sleeping with the victim at night and may be found in the victim's pockets or equipment. There is a 50% chance every night that the vermin will chew up any paper materials they can access or eat any accessible food. If they begin starving, they attack the victim. They also make sneaking difficult and any Dexterity(stealth) attempts have disadvantage.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a *dispel evil and good(break enchantment)*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

## Wall of Water

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** 50 feet

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

**Duration:** 10 minutes

An immobile curtain of water springs into existence in a 25 feet long by 10 feet high area you designate. The wall need not be anchored on its sides, but it must touch the ground. Depending on the material component used, the wall can be composed of saltwater, freshwater, or brackish water. A *wall of water* is 3 inches thick. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object. The wall is immune to damage of all kinds, and is unaffected by most spells (*dispel magic* still affects it). *Disintegrate* immediately destroys it, as does a *sphere of annihilation*. *Control water* destroys a single 5-ft. section of the wall. Creatures on one side of the *wall of water* have total obscurity from creatures on the other side. Ranged attacks made through the wall suffer disadvantage on attack rolls. Spells can be cast successfully through the wall though it blocks vision and any spell that requires the caster to see his targets fails. Creatures can move through the wall at their normal movement rate without harm.

Fire creatures or those with a weakness to water take 10d4 damage.

*Hemisphere:* The wall takes the form of a hemisphere whose maximum radius is 10 ft. The *hemisphere* functions as the curtain.

**At Higher Levels.** If you use a spell slot of 4th level or higher, increase size of the wall by 5 feet in length and 5 feet in height or 5 feet in radius for each spell slot above 3rd.

## Water Blast

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** 400 feet

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

**Duration:** instantaneous

When you cast the spell, a burst of water explodes at the location designated. The blast deals 6d6 bludgeoning damage to all creatures in a 20 foot radius of a point in range. Medium and Large creatures are knocked prone, and Small or smaller creatures are pushed 1d4 x 10 feet away from the center of the blast and knocked prone. A successful Dexterity saving throw reduces the damage by half and prevents the target from being knocked prone or pushed. This damage will not kill a creature but will knock it unconscious.



The water from the spell can also extinguish fires. Mundane fires within the area of the spell are automatically extinguished. Magical fires can be extinguished, but require a check as per *dispel magic*.

Elemental (fire) creatures, or other creatures that are vulnerable to water, will be killed from damage from *water blast*.

## Weapon of Nightmares

*3rd-level illusion*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You imbue a weapon with energy that visits horrid visions upon the victims of its strikes. With an eerie purple light, energy crackles through the weapon as the spell is cast. When you make a successful melee attack with the weapon, it deals damage normally and the target must make a successful Wisdom saving throw or fall victim to horrible visions. If the target fails his Will save to disbelieve the horrible visions, he must then make a successful Constitution saving throw or suffer 6d8 psychic damage and fall unconscious for 1d4 rounds. If the target's Constitution saving throw is successful, he suffers only half the spell's damage and is not rendered unconscious. Upon a successful melee attack with this weapon, the spell is discharged.

## Weapons Storm

*3rd-level evocation*

**Casting Time:** bonus action

**Range:** Touch

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You touch one weapon and call forth the essence of its martial spirit. Three duplicate weapons made of pure force are created. For the duration of the spell, if the target weapon successfully strikes a target, the duplicates also inflict force damage as they damage the victim. The duplicate weapons deal only base damage; bonuses for Strength or other effects are not added. The spell is immediately dispelled if you no longer hold the weapon (such as if you are disarmed or you give the weapon to another person).

**At Higher Levels.** If you use a spell slot of 4th level or higher, increase the number of weapons created by this spell by 1 for each spell slot above 3rd.

## Wings of Heaven

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

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

**Duration:** 1 hour

You cause your mount to sprout wings like a pegasus and gain the ability to fly. The mount has a flying speed of 120 ft.. This spell can only be cast on a mount, and not any other creature, including yourself.



*Wings of Heaven*

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