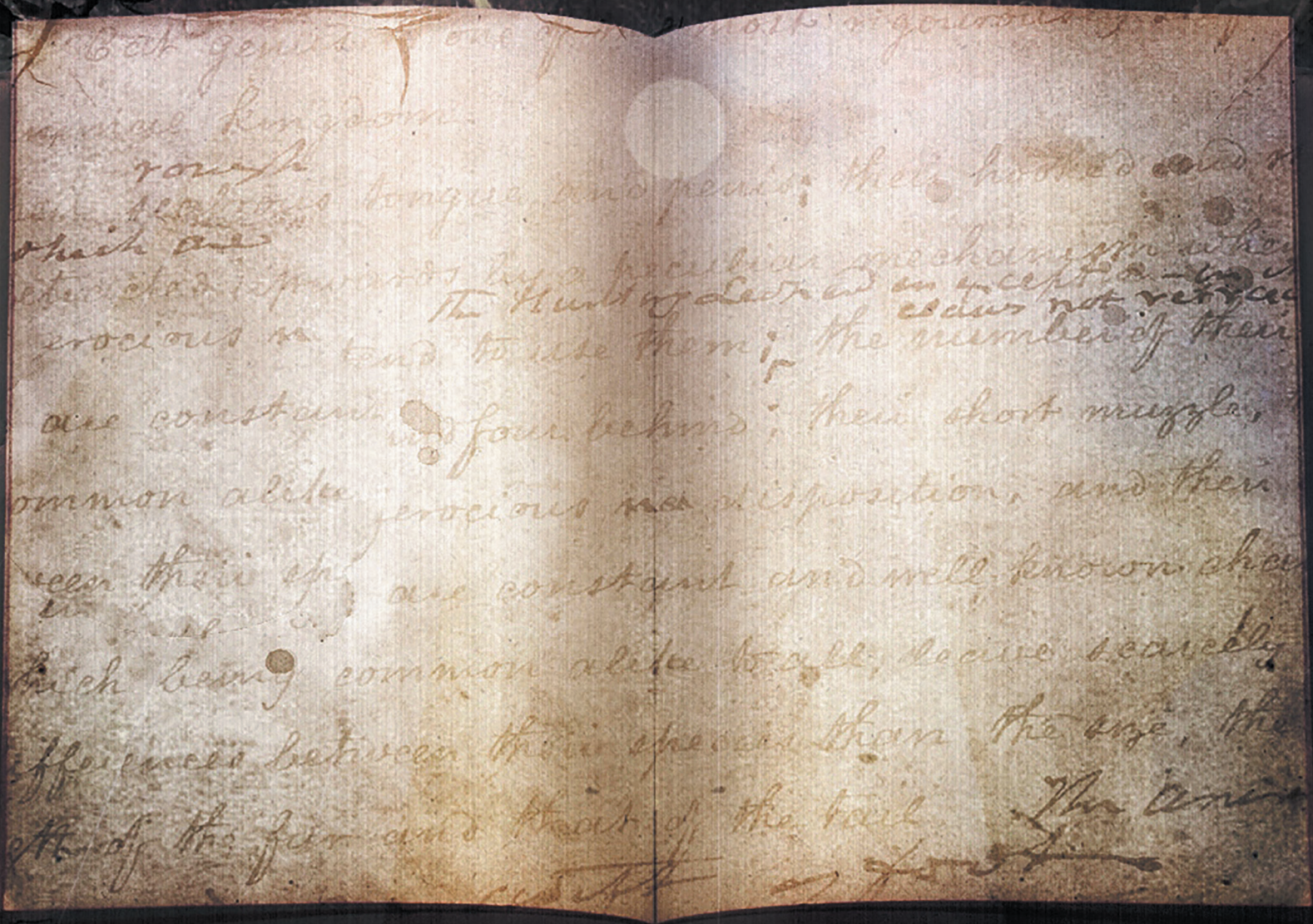


Rite Publishing Presents

# 101 5th Level Spells



Converted by Ed Kabara



Rite Publishing Presents:



# 101 5th Level Spells

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## 101 5th-LEVEL SPELLS

### Spell Lists

#### Bard Spells

##### 5th Level

**Campfire Lullaby:** Causes willing subjects to benefit as if having slept.

**Contingent Critical Healing:** Target that takes 16 or more damage instantly cures 4d8 hit points.

**Deliver Message:** Target must say something to someone else.

**Dissonant Chorus:** Music causes disadvantage on Wisdom checks, saves, and magic attacks and prevents verbal spellcasting.

**Dominate Magic Item:** Controls all the actions of a magic item.

**Enchanting Flames:** Creatures are fascinated by fire source and open to suggestion.

**Environment Prison:** Helpless or willing target is imprisoned forever in a location.

**Eternal Charm:** Permanently charms target.

**Forbidden Script:** Writing with this ink poisons anyone who reads it, except the designated creature.

**Kiss of the Nereid:** Subject's lungs fill with water.

**Locate Individual:** Gives direction and approximate distance to an individual not known to you.

**Manyeyes:** You see in all directions, gain darkvision, *see invisibility*, advantage on Wisdom (perception) and Intelligence (investigation) checks, and do not grant combat advantage.

**Moonbright:** Globe of light blinds and deals 4d4 radiant damage (10d4 radiant damage against undead).

**Ray of Desiccation:** Desiccating rays drain a creature's maximum hit points.

**Remove Condition:** Alleviates unwanted condition.

**Song of Binding:** Targets cannot leave circle and suffer 1d6 damage each round but will not die.

**Song of Suppression:** Subjects cannot cast spells or use spell-like abilities.

**Song of Vengeance:** Share damage with enemies. (bonus action)

**Sonic Wall:** Creates impervious wall of sonic energy. (bonus action)

**Sonic Weapon:** Creates melee weapon that inflicts 5d6 thunder damage and stuns. (bonus action)

**Spell Legs:** Move and take over a magical area of effect.

**Striking Likeness:** You paint an image so realistic it becomes real.

**Voice of Memories:** Hypnotize a target and alter its memories.

#### Cleric Spells

##### 5th Level

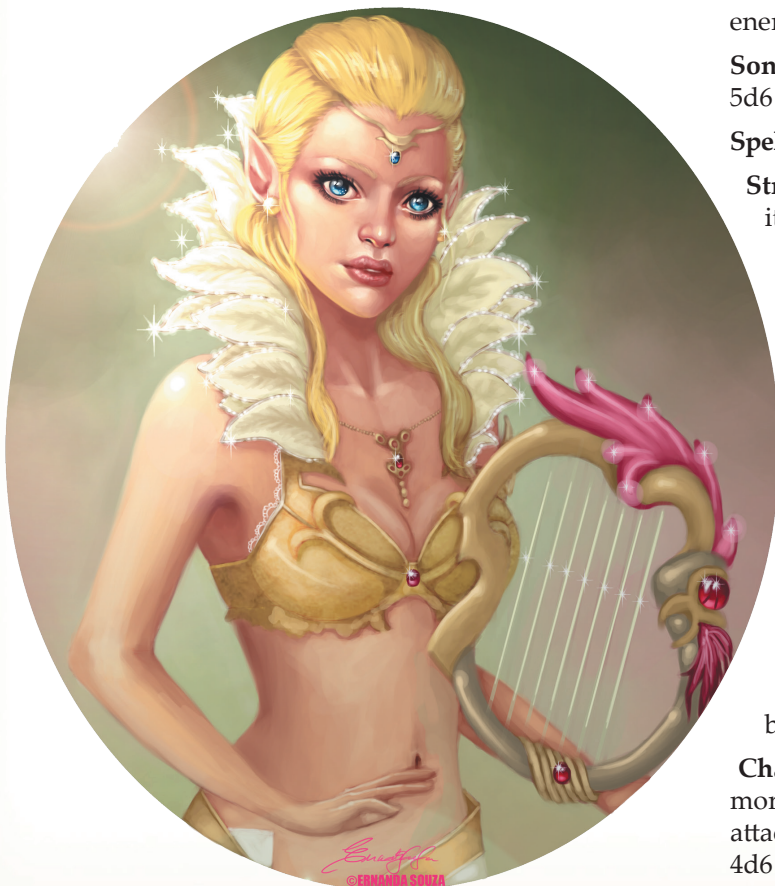
**Army of Shards:** Skeletons explode causing 5d10 piercing damage when destroyed.

**Befoul Spring:** Pollutes one source of fresh water with sight rot.

**Bitter Vintage:** Turns wine into poison of the caster's choice.

**Campfire Lullaby:** Causes willing subjects to benefit as if having slept.

**Chastise:** You cause pain and damage to one or more living creatures, who suffer disadvantage on attack rolls, skill checks, and saves and also suffer 4d6 necrotic damage each round.



**Circle of Moonlight:** Spherical magical barrier protects against lycanthropes and undead.

**Cloak of Gloom:** Barrier or personal effect grants protection, dims light, and saps your enemies' will.

**Contingent Critical Healing:** Target that takes 16 or more damage instantly cures 4d8 hit points.

**Cure Far Wounds:** Cast *cure wounds* at 4th level at range.

**Curse of Narcissism:** Subject is cursed with self-love.

**Curse of Wounding:** Half of the attacks targeting a creature that normally would miss now hit.

**Deliver Message:** Target must say something to someone else.

**Divine Ray:** Cosmic energy ray deals 5d10 radiant damage.

**Furious Assault:** Three subjects gain an extra attack with an attack action, +2 to AC and Dexterity saving throws, and +2 to attack and damage.

**Ghost Blast:** Blast deals 12d8 force damage to incorporeal and ethereal creatures.

**Glimpse of the Reaper:** Target is frightened by visions of its own death.

**Guard Dog:** Summons a guard dog.

**Meteorite, Lesser:** Call down a small meteorite strike.

**Necromantic Sphere:** Sphere you control bestows disadvantage and reduces maximum hit points.

**Pain Circuit:** One creature takes damage instead of you.

**Petrify:** You can transform any non-living organic material into stone.

**Sacrifice, Mortal:** Sacrifice humanoid to confer bonuses to subject.

**Shared Fate:** Damage dealt to one affected creature is dealt to all affected creatures.

**Scoundrel's Guidance:** Gain weapon prowess and sneak attack ability of a rogue.

**Scourge Foes:** Blast of divine power deals 5d8 damage, deafens foes for 2d4 rounds, and stuns for 1 round.

**Shield of the Demiurge:** You gain a +7 bonus to AC and advantage to some saves, but you cannot cast spells or use magic items.

**Song of Sanctuary:** Enemies must make Wisdom saves to attack your allies.

**Will of the Body:** Target can make a Constitution saving throw in place of another required save. (reaction)

**Wrath of the Demiurge:** A blast of divine energy causes 8d6 force damage.

## Druid Spells

### 5th Level

**Bitter Vintage:** Turns wine into poison of the caster's choice.

**Blood to Sap:** Target's blood thickens, dealing damage and limiting movement but increasing armor.

**Circle of Moonlight:** Spherical magical barrier protects against lycanthropes and undead.

**Contingent Critical Healing:** Target that takes 16 or more damage instantly cures 4d8 hit points.

**Cure Far Wounds:** Cast *cure wounds* at 4th level at range.

**Earth Barrier:** A swirling barrier of rocks and earth deflects attacks, deals damage to your attackers.

**Elfhom:** Elves, fey, and animals in area get increased speed, gain climb speed.

**Environment Prison:** Helpless or willing target is imprisoned forever in a location.

**Magnetic Sphere:** Deals 10d6 magical cold iron piercing damage plus magnetizes metal on targets.

**Meteorite, Lesser:** Call down a small meteorite strike.

**Moonbright:** Globe of light blinds and deals 4d4 radiant damage (10d4 radiant damage against undead).

**Path of Stone:** Caster can move through stone as though air.

**Sacrifice, Mortal:** Sacrifice humanoid to confer bonuses to subject.

**Scourge Foes:** Blast of divine power deals 5d8 damage, deafens foes for 2d4 rounds, and stuns for 1 round.

**Transmute Water to Acid:** Transform ordinary water into acid.

**Troglodyte's Curse:** Three subjects produces a stench like that of a troglodyte when stressed.

**Trollskin:** Target regains 10 hit points for 10 rounds at the start of its turn.

**Watery Membrane:** Subjects can breathe underwater, gain a Swim speed, and receive bonuses.

**Woodland Sanctuary:** Within area, grant bonuses to elves, fey, and animals, fix spell effect for one year.

## Paladin Spells

### 5th Level

**Campfire Lullaby:** Causes willing subjects to benefit as if having slept.

## 101 5<sup>th</sup>-LEVEL SPELLS

**Chastise:** You cause pain and damage to one or more living creatures, who suffer disadvantage to attack rolls, skill checks, and saves and also suffer 4d6 necrotic damage each round.

**Cure Far Wounds:** Cast *cure wounds* at 4th level at range.

**Furious Assault:** Three subjects gain an extra attack with an attack action, +2 to AC and Dexterity saving throws, and +2 to attack and damage.

**Ghost Blast:** Blast deals 12d8 force damage to incorporeal and ethereal creatures.

**Guard Dog:** Summons a guard dog.

**Shield of the Demiurge:** You gain a +7 bonus to AC and advantage to some saves, but you cannot cast spells or use magic items.

**Song of Sanctuary:** Enemies must make Wisdom saves to attack your allies.

**Will of the Body:** Target can make a Constitution saving throw in place of another required save. (reaction)

### Ranger Spells

#### 5th Level

**Circle of Moonlight:** Spherical magical barrier protects against lycanthropes and undead.

**Cure Far Wounds:** Cast *cure wounds* at 4th level at range.

**Environment Prison:** Helpless or willing target is imprisoned forever in a location.

**Path of Stone:** Caster can move through stone as though air.

**Trollskin:** Target regains 10 hit points for 10 rounds at the start of its turn.

**Watery Membrane:** Subjects can breathe underwater, gain a Swim speed, and receive bonuses.

### Sorcerer Spells

#### 5th Level

##### *Abjuration*

**Circle of Moonlight:** Spherical magical barrier protects against lycanthropes and undead.

**Impede Magic:** Spells of a school of your choosing are harder to cast in the area of effect.

**Knave Purge:** Protects items with a trap that inflicts 10d6 acid damage.

**Spell Grounding:** Attract spells and negate them.

**Spellsnare:** Prepares gem that is triggered by a specific spell.

**Wall of Shields:** Immobile, invisible shields grant +5 to AC for creatures in same space.

##### *Conjuration*

**Arrow Storm:** Barrage of arrows deals 10d6 damage to all targets in range, possibly pinning some.

**Cloak of Gloom:** Barrier or personal effect grants protection, dims light, and saps your enemies' will.

**Kiss of the Nereid:** Subject's lungs fill with water.

**Wishful Thinking:** You can duplicate the effects of a wish spell although the effects are divided by half or a spell of level four or lower.

**Magnetic Sphere:** Deals 10d6 magical cold iron piercing damage plus magnetizes metal on targets.

**Shredding Spheres:** Two flying spheres of spinning blades attack foes.

**Vacuum Ball:** Sphere of nothingness draws creatures and objects toward it; implosion deals 8d8 bludgeoning damage in 20-ft. radius.

##### *Divination*

**Crystal Probe:** Caster can look into the thoughts of a target.

**Locate Individual:** Gives direction and approximate distance to an individual not known to you.

**Manyeyes:** You see in all directions, gain darkvision, see invisibility, advantage on Wisdom(perception) and Intelligence(investigation) checks, and flanked.

**Mark of Insight:** Subject has advantage on one chosen saving throw type plus other power.

**Mark of Secrets:** Subject has advantage on one skill plus other power.

**Scry Reverse:** You automatically scry the person scrying you.

**X-Ray Vision:** You see through matter.

##### *Enchantment*

**Dazing Shield:** Opponents attacking the caster are subject to being stunned. (bonus action)

**Deliver Message:** Target must say something to someone else.

**Dominate Magic Item:** Controls all the actions of a magic item.

**Enchanting Flames:** Creatures are fascinated by fire source and open to suggestion.

**Eternal Charm:** Permanently charms target.

**Megalomania:** You make subjects believe they are better and more powerful than they really are.

**Phobia:** Subject becomes frightened by a creature, place or thing.

**Song of Binding:** Targets cannot leave circle and suffer 1d6 damage each round but will not die.

**Spell Legs:** Move and take over a magical area of effect.

#### Evocation

**Army of Shards:** Skeletons explode causing 5d10 piercing damage when destroyed.

**Brimstone Storm:** Hot, smoking stones deal 5d6 bludgeoning damage plus 5d6 fire damage; smoke obscures vision, and incapacitates creatures.

**Carpet of Fire:** Fire covers the ground, dealing 10d6 fire damage per round.

**Crystal Spray:** Cone of light sends opponent to random plane.

**Force Ram:** Deals 12d4 force damage to one target.

**Ghost Blast:** Blast deals 12d8 force damage to incorporeal and ethereal creatures.

**Inner Blast:** Explosion deals 10d6 bludgeoning damage to target nonmagical object; 5d6 bludgeoning damage to nearby creatures.

**Kinetic Force:** Ten force missiles deal 1d6+1 damage to enemies in range and push them back.

**Meteorite, Lesser:** Call down a small meteorite strike.

**Moonbright:** Globe of light blinds and deals 4d4 radiant damage (10d4 radiant damage against undead).

**Phasing Ray:** Ray passes through non-living matter, dealing 10d6 lightning damage.

**Pyroclastic Blast:** Explosion deals 8d8 fire/bludgeoning damage in a 30-ft. radius.

**Shooting Star:** A fiery rock speeds away from you dealing 8d6 fire and thunder damage along line of path, plus 8d6 fire and sonic damage in 15-ft.-radius burst.

**Washout:** Massive wave deals 10d6 bludgeoning damage.

**Wildblast:** Deals random amount of damage of a random energy type in a random-sized area.

**Wrath of the Demiurge:** A blast of divine energy causes 8d6 force damage.

#### Illusion

**Darkside of the Moon:** Mask true nature of terrain and affect Divination spells as *nondetection*.

**Opaque Haze:** Five creatures gain benefits from being blurry.

**Phantasmal Lich:** Fearsome illusion permanently paralyzes subject or deals 4d6 damage.

**Phantasmal Nymph:** Fearsome illusion blinds and stuns subject or deals 4d6 damage.

**Phantasmal Swarm:** Fearsome illusion permanently incapacitates subject or deals 4d6 damage.

**Tangled Script:** Reading text causes disadvantage on Intelligence based attacks, checks, and saves and causes creatures to be fascinated.

#### Necromancy

**Bone Chill:** Cloud of necromantic energy deals 5d6 cold damage and incapacitates those inside.



## 101 5TH-LEVEL SPELLS

**Chastise:** You cause pain and damage to one or more living creatures, who suffer disadvantage to attack rolls, skill checks, and saves and also suffer 4d6 necrotic damage each round.

**Curse of Narcissism:** Subject is cursed with self-love.

**Curse of Wounding:** Half of the attacks targeting a creature that normally would miss now hit.

**Forbidden Script:** Writing with this ink poisons anyone who reads it, except the designated creature.

**Glimpse of the Reaper:** Target is frightened by visions of its own death.

**Necromantic Sphere:** Sphere you control bestows disadvantage and reduces maximum hit points.

**Ray of Desiccation:** Desiccating rays drain a creature's maximum hit points.

**Shared Fate:** Damage dealt to one affected creature is dealt to all affected creatures.

**Troglodyte's Curse:** Three subjects produces a stench like that of a troglodyte when stressed.

**Vampiric Drain:** Spell deals 10d8 necrotic damage; caster gains half damage as temporary hit points.

**Weight of Ages:** One living subject becomes older due to a curse.

### *Transmutation*

**Alter Metal:** Transmute 20lb of metal objects.

**Bitter Vintage:** Turns wine into poison of the caster's choice.

**Environment Prison:** Helpless or willing target is imprisoned forever in a location.

**Fell Tree:** You summon a falling tree in a designated direction.

**Flatten:** Three subjects become two-dimensional, gaining a +5 bonus to AC and advantage on Dexterity (stealth) checks.

**Furious Assault:** Three subjects gain an extra attack with an attack action, +2 to AC and Dexterity saving throws, and +2 to attack and damage.

**Keepsake:** Permanently binds an item to you.

**Petrify:** You can transform any non-living organic material into stone.

**Redefine the Tools of War:** Changes weapons and armor into other items of same type.

**Transmute Water to Acid:** Transform ordinary water into acid.

**Watery Membrane:** Subjects can breathe underwater, gain a Swim speed, and receive bonuses.

## Warlock Spells

### 5th Level

**Cloak of Gloom:** Barrier or personal effect grants protection, dims light, and saps your enemies' will.

**Crystal Probe:** Caster can look into the thoughts of a target.

**Curse of Narcissism:** Subject is cursed with self-love.

**Curse of Wounding:** Half of the attacks targeting a creature that normally would miss now hit.

**Dazing Shield:** Opponents attacking the caster are subject to being stunned. (bonus action)

**Deliver Message:** Target must say something to someone else.

**Dominate Magic Item:** Controls all the actions of a magic item.

**Enchanting Flames:** Creatures are fascinated by fire source and open to suggestion.

**Eternal Charm:** Permanently charms target.

**Glimpse of the Reaper:** Target is frightened by visions of its own death.

**Kiss of the Nereid:** Subject's lungs fill with water.

**Locate Individual:** Gives direction and approximate distance to an individual not known to you.

**Megalomania:** You make subjects believe they are better and more powerful than they really are.

**Phantasmal Lich:** Fearsome illusion permanently paralyzes subject or deals 4d6 damage.

**Phantasmal Nymph:** Fearsome illusion blinds and stuns subject or deals 4d6 damage.

**Phantasmal Swarm:** Fearsome illusion permanently incapacitates subject or deals 4d6 damage.

**Phobia:** Subject becomes frightened by a creature, place or thing.

**Shared Fate:** Damage dealt to one affected creature is dealt to all affected creatures.

**Song of Binding:** Targets cannot leave circle and suffer 1d6 damage each round but will not die.

**Spell Legs:** Move and take over a magical area of effect.

**Troglodyte's Curse:** Three subjects produces a stench like that of a troglodyte when stressed.

**Vampiric Drain:** Spell deals 10d8 necrotic damage; caster gains half damage as temporary hit points.

**Weight of Ages:** One living subject becomes older due to a curse.

**X-Ray Vision:** You see through matter.

## Wizard Spells

### 5th Level

#### Abjuration

**Circle of Moonlight:** Spherical magical barrier protects against lycanthropes and undead.

**Impede Magic:** Spells of a school of your choosing are harder to cast in the area of effect.

**Knave Purge:** Protects items with a trap that inflicts 10d6 acid damage.

**Spell Grounding:** Attract spells and negate them.

**Spellsnare:** Prepares gem that is triggered by a specific spell.

**Wall of Shields:** Immobile, invisible shields grant +5 to AC for creatures in same space.

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**Arrow Storm:** Barrage of arrows deals 10d6 damage to all targets in range, possibly pinning some.

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**Vacuum Ball:** Sphere of nothingness draws creatures and objects toward it; implosion deals 8d8 bludgeoning damage in 20-ft. radius.

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**Locate Individual:** Gives direction and approximate distance to an individual not known to you.

**Manyeyes:** You see in all directions, gain darkvision, see invisibility, advantage on Wisdom(perception) and Intelligence(investigation) checks, and flanked.

**Mark of Insight:** Subject has advantage on one chosen saving throw type plus other power.

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**Scry Reverse:** You automatically scry the person scrying you.

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**Washout:** Massive wave deals 10d6 bludgeoning damage.

**Wrath of the Demiurge:** A blast of divine energy causes 8d6 force damage.

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**Darkside of the Moon:** Mask true nature of terrain and affect Divination spells as nondetection.

**Opaque Haze:** Five creatures gain benefits from being blurry.

**Phantasmal Lich:** Fearsome illusion permanently paralyzes subject or deals 4d6 damage.

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**Weight of Ages:** One living subject becomes older due to a curse.

### *Transmutation*

**Alter Metal:** Transmute 20lb of metal objects.

**Bitter Vintage:** Turns wine into poison of the caster's choice.

**Environment Prison:** Helpless or willing target is imprisoned forever in a location.

**Fell Tree:** You summon a falling tree in a designated direction.

**Flatten:** Three subjects become two-dimensional, gaining a +5 bonus to AC and advantage on Dexterity (stealth) checks.

**Furious Assault:** Three subjects gain an extra attack with an attack action, +2 to AC and Dexterity saving throws, and +2 to attack and damage.

**Keepsake:** Permanently binds an item to you.

**Petrify:** You can transform any non-living organic material into stone.

**Redefine the Tools of War:** Changes weapons and armor into other items of same type.

**Transmute Water to Acid:** Transform ordinary water into acid.

**Watery Membrane:** Subjects can breathe underwater, gain a Swim speed, and receive bonuses.

## Spell Descriptions

### Alter Metal

*5th-level transmutation*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** Instantaneous

This spell transmutes one kind of metal into another. The metal you affect (both in its original and transmuted forms) must be solid at room temperature (so that neither mercury nor molten iron can be altered, for example). You can select multiple targets for this spell, up to a total weight of 20 pounds. You can't partially affect an object. If you transmute a metal into a more expensive metal, you must provide material equal to the difference in cost as part of the spellcasting, or the transmutation only lasts a day. A metal object affected by this spell has its damage threshold reduced by 10 (minimum of 0).

Weapons and armor become less effective if transmuted into softer metal (steel to copper, for example), with weapons taking a -1 penalty on attack and damage rolls and armor losing 1 point of AC. Weapons softened by this spell bend and suffer disadvantage on attack rolls after any attack roll of 1. Armor changed by this spell loses an additional point of armor bonus every time it is struck by a natural attack roll of 20.

Unattended, nonmagical items receive no saving throw against this spell, while nonmagical items in a creature's possession cause the wielder to make a Wisdom saving throw to negate the effect. Magic items use their own Wisdom saving throw or their wielder's, whichever is higher. Metal creatures and intelligent metal magic items have advantage on this saving throw.

A successful Intelligence (arcana) check (DC equal to spell save DC) reveals this spell's effect on an item.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, increase the total weight of metal transmuted by 10 pounds for each slot level above 5th.

### Army of Shards

*5th-level evocation*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** Until the target is destroyed or 1 hour

You target up to two skeletons in range. Each target skeleton becomes a shrapnel-blasting weapon. (If any targeted skeleton happens to be unwilling, it may attempt a Wisdom saving throw to negate being affected by the spell.) When any target skeleton is destroyed (or at the end of the duration of *army of shards*), it detonates causing 5d10 magic piercing damage to everything within 25 feet. Against this detonation, all targets may attempt a Dexterity saving throw for half damage.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, increase the damage dealt by 1d10 damage each spell slot above 5th.

### Arrow Storm

*5th-level conjuration*

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S

**Duration:** Instantaneous

You launch a fusillade of arrows, dealing 8d6 piercing damage to each creature within 30 feet of a point in range and inflicting the restrained condition. Creatures can make a Dexterity saving throw to take half damage and negate the restrained condition. At the start of their next turn, restrained targets can use their action to make a Strength (athletics) or Dexterity (acrobatics) check with the DC equal to your spell save DC to escape.

Creatures with cover automatically negate the restrained condition, take no damage on a successful save, and half damage if they fail their save.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, increase the damage dealt by 1d6 damage for each slot level above 5th.

### Befoul Spring

*5th-level necromancy (ritual)*

**Casting Time:** 10 minutes

**Range:** Touch

**Components:** V, S

**Duration:** Permanent

This spell permanently fouls a small cistern or any single source of fresh water no larger than a small stream or spring. It has no effect on salt water, on larger sources of water, or on other liquid of any sort. A spring or stream polluted by the spell will eventually cleanse itself in 1d4 weeks. Any creature that drinks from the fouled water source must immediately make a successful Constitution saving throw (DC equal to the spell save DC) or

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contract sight rot. The Constitution saving throw of the disease changes to your spell save DC.

The curse bestowed by this spell cannot be dispelled with *dispel magic*, but it can be removed with a *dispel evil and good* or *remove curse*.

### Bitter Vintage

*5th-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

You transform up to 5 gallons of wine into the poison of your choice. The wine becomes assassin's blood, midnight tears, pale tincture, torpor or another ingested poison. The wine still tastes and smells untainted if the target fails a Wisdom (perception) or Intelligence (investigation) check (DC equal to spell save DC). The DC of poison is unaffected.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, increase the amount of wine transmuted by 2 gallons for each slot level above 5th.

### Blood to Sap

*5th-level transmutation*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

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

This spell can target one creature you can see within range. If the creature has blood and isn't a construct or undead, you cause its blood to thicken and slow in its veins. An affected creature must make a Constitution saving throw. On a failed save it suffers excruciating pain, taking 5d6 poison damage and is poisoned for the duration.

A creature poisoned by this spell is reduced to half speed and it has disadvantage on all Dexterity saving throws. At the same time, the creature's skin hardens and becomes more resilient, improving its AC by +2.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, increase the amount of damage dealt by the spell by 1d6 and increase the bonus to AC by +1 for each slot level above 5th.



## Bone Chill

*5th-level necromancy*

**Casting Time:** 1 action

**Range:** 100 feet

**Components:** V, S

**Duration:** Concentration, up to 5 minutes

This spell creates a cloud of cold necromantic energy in a 40-foot sphere centered on a point you can see. The cloud freezes the bones and blood of all creatures except constructs and undead touched by it. Affected creatures within the dark cloud take 5d6 cold damage each round they start inside or enter the cloud. Those within the cloud are also incapacitated. A successful Constitution saving throw negates the incapacitated condition and halves the damage. As a bonus action, you can move cloud up to 20 feet.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, increase the amount of damage dealt by the spell by 1d6 for each slot level above 5th.

## Brimstone Storm

*5th-level evocation*

**Casting Time:** 1 action

**Range:** 150 feet

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

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

Smoldering magic stones pound down for 1 round, dealing 3d6 bludgeoning damage and 3d6 fire damage to creatures and objects in a 40-foot high cylinder with a 20-foot radius, centered on a point in range. Any target starting its turn in the area must make a Dexterity saving throw. On a success the target takes half the damage. While the stones fall, and for 10 rounds thereafter, acrid smoke fills the area, heavily obscuring the area. As a bonus action you can move the cylinder 30 feet. The area inside the cylinder is difficult terrain. A strong wind (21+ miles per hour) disperses the smoke in 1 round.

A breathing creature that starts its turn in the area, or enters for the first time on a turn, make a

Constitution saving throw or be incapacitated for as long as it remains inside and for 1 round thereafter.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, increase the amount of damage dealt by the spell by 1d6 fire and 1d6 bludgeoning for each slot level above 5th.

## Campfire Lullaby

*5th-level enchantment*

**Casting Time:** 10 minutes

**Range:** 30 feet

**Components:** V, S

**Duration:** 1 hour

You sing a gentle and soothing lullaby that affects all creatures within 30 feet of you who can hear you. Each creature must make a Wisdom saving throw; a creature can choose to fail if it wishes. On a failed saving throw, the creature falls asleep.

If it sleeps for the full duration of the spell, the creature gains the benefits of completing a long rest, even if it has already completed one within the last 24 hours. To gain the beneficial effects of this spell, the recipients must focus their undivided attention on you while you cast the spell. If they are otherwise distracted, they do not gain any benefits from the spell, but they do not fall asleep either. Sleeping creatures awaken if they take damage, or if a creature uses its action to shake them awake. A creature that doesn't need to sleep is immune to this spell.

A creature can only receive the benefits of this spell once every five days.

## Carpet of Fire

*5th-level evocation*

**Casting Time:** 1 action

**Range:** 100 feet

**Components:** V, S, M (a handful of sawdust)

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

This spell covers an area of the floor or ground with a carpet of fire. You have control over the area at the time of casting and can create nearly any pattern that fits within a 50-foot square; the only conditions are that the covered area has to be in a series of five foot by five foot squares and that the whole area must be contiguous.

When the fire appears, each creature in the area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 fire damage, or half as much damage on a successful save. A creature takes 5d8 fire damage from the fire when it enters the area for the first time on a turn, or starts its turn there.

The fire ignites flammable objects that aren't being worn or carried.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, increase the amount of damage dealt by the spell by 1d8 fire for each slot level above 5th.

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### Chastise

*5th-level necromancy*

**Casting Time:** 1 action

**Range:** 25 feet

**Components:** V, S

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

Select up to three creatures in range. You afflict your targets with excruciating pain. A target must make a Wisdom saving throw. On a failed save it suffers disadvantage to attack rolls, skill checks, and saves and takes 4d6 psychic damage. On a successful save, it takes 4d6 psychic damage and the spell ends for that creature. At the start of its turn, an affected creature takes 4d6 psychic damage. A creature reduced to 0 hit points by this spell is stable, but unconscious. At the end of each of a target's turns, it can repeat the saving throw, ending the spell on itself on a success.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, increase the number of targets affected by 1 for each slot level above 5th.

### Circle of Moonlight

*5th-level abjuration*

**Casting Time:** 1 action

**Range:** Self (10-foot radius)

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

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

You create a spherical barrier marked by a visible circular halo of white light that surrounds you in a 10-foot radius and moves with you, remaining centered on you. The barrier affects shapechangers and undead in the following ways.

- Undead and shapechangers can't pass or reach through. If the creature attempts to do so, it must succeed on a Charisma saving throw.
- Undead and shapechangers can't cast spells or make attacks with ranged or reach weapons through the barrier without succeeding on a Charisma saving throw.
- The barrier's spherical nature and magical composition also prevent flying or incorporeal undead from bypassing the barrier by entering from above or below the visible halo without succeeding on a Charisma saving throw.

While the creatures cannot enter the sphere, they can dispel the sphere through other means.

If you move so that an affected creature is forced to pass through the barrier, the spell ends.

### Cloak of Gloom

*5th-level conjuration*

**Casting Time:** 1 action

**Range:** See text

**Components:** V, S

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

Depending on the version of the spell you cast, you can conceal yourself in a dim aura or create a dusky barrier. Either effect saps your foes' will to fight.

**Personal Cloak:** Your body and everything within 5 feet of you becomes blanketed in magical darkness which does not hinder your sight, but is otherwise heavily obscured. In addition, an enemy who enters the area or starts its turn there must succeed on a Wisdom saving throw or become frightened for as long as they remain within the pitch black area and for 1 round thereafter. A foe that makes a successful Wisdom saving throw cannot be frightened again by this particular casting of the spell.

**Barrier:** You create a wall of magical darkness that blocks sight. The barrier is up to 100 feet long (minimum 10), 10 feet tall, and is 10 feet thick. Enemies which enter the area of the barrier (or are inside when you create it) must succeed on a Wisdom saving throw or become frightened for as long as they remain inside and for 1 round thereafter. A creature that makes a successful save cannot be affected again by this particular casting of the spell.

### Contingent Serious Healing

*5th-level evocation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (drop of sacred oil)

**Duration:** 1 hour

You bestow a small blessing on a target creature that isn't a construct. Whenever the creature takes 16 or more points of damage the spell discharges, and the creature regains 4d8 hit points. If used against an undead creature, make a melee spell attack. On a hit, the spell discharges immediately and deals 4d8 radiant damage to the target. A creature can only be under the effect of one *contingent healing* spell (of any sort) at a time.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, increase the amount of healing or damage by 1d8 for each slot level above 5th.

## Crystal Probe

*5th-level divination*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (1 gem worth 1,000 gp)

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

You can detect the presence of minds within 50 feet through this spell, and also discern information on thoughts that the target has on specific subjects. If the creature you choose has Intelligence 3 or lower or doesn't speak any language, the creature is unaffected. The amount of information gathered on the thoughts of a target depends on how long you study a target. When you cast this spell, and as your action on each turn until the spell ends, you can focus your mind on a creature within range that you can see.

*1st Round:* Information on the surface thoughts of the target. The creature makes a Charisma saving throw. On a success you gain no information, you can't target that creature again with this casting of crystal probe, and the creature knows you were trying to read its mind. On a failed save, you can continue searching through the target's thoughts on subsequent rounds.

*2nd Round:* The caster can find thoughts on any one subject the target has had within the last month.

*3rd Round:* The caster can find thoughts on any one subject the target has had within the last year. This does not have to be the same subject as in the 2nd round.

*4th and every round after:* The caster can find thoughts on any one subject matter the target has had in its lifetime. This does not have to be the same subject as in previous rounds. All thoughts that are found show themselves inside the gem, which the caster can see. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. You can detect the presence and surface thoughts of creatures within range, even if you can't see it.

## Crystal Spray

*5th-level evocation*

**Casting Time:** 1 action

**Range:** Self (30-foot cone)

**Components:** V, S, M (piece of diamond worth 2 gp)

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

A cone of light of all colors of the rainbow shines out from you in a 30-foot cone. Choose one creature within the area to succeed on a Wisdom saving throw or be sent to a random plane. When the spell ends, the target is transported to the spot from which it left the original plane.

*At Higher Levels.* When you cast this spell using a spell slot of 6th level or higher, increase the number of targets for the spell by 1 for each slot level above 5th.

## Cure Far Wounds

*5th-level evocation*

**Casting Time:** 1 action

**Range:** 100 feet

**Components:** V, S

**Duration:** Instantaneous

By means of this remarkable spell, you deliver healing magic to any creature within range. The creature regains 6d8 plus your spellcasting ability modifier hit points. This spell has no effect on undead or constructs.

*At Higher Levels.* When you cast this spell using a spell slot of 6th level or higher, the healing increases by 1d8 for each slot level above 5th.

## Curse of Narcissism

*5th-level necromancy*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** Permanent

The target is consumed with self-love if it fails a Wisdom saving throw. The ramifications of his new outlook vary depending upon the circumstances. In combat situations, the affected creature does everything possible to avoid injury. The target avoids foes as much as possible attempting to stay more than 30 feet from any enemy, although it can make ranged attacks or cast spells if it can do so from a position of relative safety. If cornered, the cursed creature can fight back.

Under non-stressful situations, the creature incessantly brags about its attributes including physical appearance, intelligence, valorous deeds, romantic conquests and any other subject that casts it in the most favorable light. The creature's endless boasting and self-aggrandizement cause it to suffer disadvantage to Charisma ability checks. If the narcissistic creature sees its reflection in a mirror or another suitable surface, it spends the next 1d6 rounds admiring its beauty to the exclusion of all external events except for those that could cause potential harm, such as combat.

The curse bestowed by this spell cannot be dispelled with dispel magic, but it can be removed with a dispel evil and good, remove curse, or wish spell.

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### Curse of Wounding

*5th-level necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Permanent

You curse the creature touched with terrible fortune. If the target of this spell fails a Wisdom saving throw, the creature can no longer take the Dodge action, gains no benefit from cover less than total, and all attack rolls against the creature are made with advantage.

The curse bestowed by this spell cannot be dispelled with dispel magic, but it can be removed with a dispel evil and good, remove curse, or wish spell.

### Darkside of the Moon

*5th-level illusion*

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S, M (moonstone worth 50 gp)

**Duration:** 1 month



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The character makes natural terrain look, sound, and smell like some other sort of natural terrain. Structures, equipment, and creatures within the area are not hidden or changed in appearance. The area also has the effect of a *nondetection* spell upon the location and all inside it. Anyone attempting to divine the location of anything within the area will only find trees or other natural features of the area if they fail an Intelligence saving throw. The illusion can be disbelieved by succeeding at an Intelligence (investigation) check against your spell save DC if the area is studied in detail. It otherwise functions as hallucinatory terrain.

### Dazing Shield

*5th-level enchantment*

**Casting Time:** bonus action

**Range:** Self

**Components:** V

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

A flaring aura of pale white energy surrounds you. A creature that attempts to touch you or targets you with a melee attack must make a Wisdom saving throw or be stunned until the start its next turn. Once a creature makes its saving throw against this spell, it is no longer affected by this casting.

### Deliver Message

*5th-level enchantment*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** 10 weeks or until discharged

You compel a creature to deliver a message to a third person. If the creature can understand you, it must succeed on a Charisma saving throw or be charmed. While charmed in this way, the creature is compelled to say exactly what you tell it to say the next time it encounters the described recipient. Until the message is delivered, the target is compelled to find the person as if under the effect of a *geas* spell. Although the subject knows he must fulfill his *geas*, he cannot actually recall the message until he has delivered it. Creatures often use this spell to deliver secret messages to their followers. All of the effects listed in *geas* involving the prevention of the target's fulfillment of the *geas* apply to *deliver message*.

### Dissonant Chorus

*5th-level evocation*

**Casting Time:** 1 action

**Range:** 100 feet

**Components:** V, S

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

You create powerful strains of music from thin air that interfere with conversation of all creatures and objects within a 60-foot radius of a point in range. Nothing less than a shout can be heard over the power of the music. It is impossible to cast any spells that require verbal spell components within the area; the power of the music interferes with the magical harmonies embedded in the incantation. Each creature that enters the area for the first time on a turn, or starts its turn there, must succeed on a Wisdom saving throw or suffer disadvantage on all Wisdom checks, spell attacks, and saving throws as long as they remain in the area. If a creature succeeds at its saving throw, it is no longer affected by this spell and can cast spells within the area.

## Divine Ray

*5th-level evocation*

**Casting Time:** 1 action

**Range:** 100 feet

**Components:** V, S

**Duration:** Instantaneous

You release a powerful channel of concentrated divine energy from either your eyes or open palm. Make a ranged spell attack. On a hit, the target takes 5d10 radiant damage.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, increase the amount of damage by 1d10 for each slot level above 5th.

## Dominate Magic Item

*5th-level enchantment*

**Casting Time:** 1 action

**Range:** 100 feet

**Components:** V, S

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

You attempt to establish control over any magic item or construct you can see within range. The target must make a Wisdom saving throw (a magic item's saving throw bonus starts at +0, and increases by +2 for each rarity category above common). If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

For the duration, you have a telepathic link with the affected target as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the target while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature (or target the creature with an effect, in the case of a magic item)," "Run over there," or

"Fetch that object." If the target completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. In the case of an item, you can activate and direct it as if you were wielding it as normal. During this time you can also cause the target to use a reaction, but this requires you to use your own reaction as well. Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

**At Higher Levels.** When you cast this spell using a 6th-level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 8th level or higher, the duration is concentration, up to 8 hours.

## Earth Barrier

*5th-level abjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (necklace of ten stone beads)

**Duration:** 10 minutes or until dispelled

A whirling barrier of earth and rocks spins rapidly around you. The earth barrier gives you three-quarters cover. The barrier also deals damage to any creatures that make melee attacks against you, even with a reach weapon. Such attacks deal damage normally after the reduction from earth barrier, but the attacker takes 2d6 bludgeoning damage from the whirling stones at the same time. Creatures that move into your space, or that are grappling you, instead take 4d6 bludgeoning damage each round. Creatures take this damage only once per round, regardless of how many melee attacks they make against you. Creatures that start their turn in your space take this damage at the start of their turn for as long as the spell functions.

## Elfhome

*5th-level transmutation*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S, M (tiny silver leaf)

**Duration:** 10 days

You harness the power of the woodlands, attuning a 400-foot radius sphere centered on a point in range to the presence of elves and natural creatures. While in the spell's area, all elves,



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gnomes, fey, and beasts gain a climb speed of 20 feet, and their base land speed increases by 10 feet. Creatures that already have a climb speed use the new speed or their original climb speed plus 10 feet, whichever is greater.

### Enchanting Flames

*5th-level enchantment*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S, M (pinch of salt peter)

**Duration:** 10 minutes

You cause a fire source to generate an aura that causes creatures within 15 feet to become fascinated. Each creature in the area must succeed on a Wisdom saving throw or become charmed for as long as enchanting flames lasts. A creature charmed in this way is incapacitated and has its speed reduced to zero (see below), and attacks made against the creature have advantage. A creature is no longer charmed if it takes damage, or if another creature uses an action to shake it back to its senses.

As an action, you can make a *suggestion* (as the spell) to one fascinated creature, which gets a new saving throw against the *suggestion* (but not the fascination). A creature must be able to see the fire source to be affected by this spell, and anything that blocks a fascinated creature's line of sight breaks the effect. If the fire source you chose as the center of the emanation is mobile, fascinated creatures can move only to try to follow the fire source to the best of their ability (but note that the fascinate effect is lost if such movement breaks line of sight). When the source moves, a fascinated creature moves at one-half speed toward it. The creature takes the most direct route available, but if that route leads into a dangerous area (through fire, off a cliff, or the like), that creature gets a second saving throw. If the creature ends its turn outside the area of effect, it is no longer charmed. A creature that makes a successful save or has had line of sight to the fire source broken cannot be affected again by this particular casting of the spell.

### Environment Prison

*5th-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Permanent

You create a cocoon-like prison out of surrounding environment, hidden among the natural setting, to hold a willing creature

motionless. While so imprisoned, the target grows no older and its bodily functions virtually cease. It is incapacitated and restrained. For up to one hour per day, you can mentally communicate with it, although it is in no way compelled to answer any questions or even respond.

Only *locate creature* or similar divinations can find an imprisoned target. A *dispel magic* or *dispel evil and good* effect can free it. The prison itself has AC10 and 10 hp. If reduced to zero hit points, the spell ends.

### Eternal Charm

*5th-level enchantment*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** Permanent, see text

You charm a target in range, convincing him that you are a good friend and trusted ally if the target fails a Wisdom saving throw. If the target is currently fighting you or your allies, it has advantage on the saving throw. The charmed creature regards you as a friendly acquaintance. Any act by you or your apparent allies that threaten the charmed creature breaks the spell. When the spell ends, the creature knows it was charmed by you.

### Fell Tree

*5th-level conjuration*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** 1 day

You summon a single tree at a point in range with a height no greater than 100 feet to appear uprooted and falling in a designated direction. The tree affects a line equal to its height with a width equal to one-quarter its height. Any ceiling with an AC of 17 or more or with 30 hit points or more stops the growth of the tree but does not end the spell. The tree will grow to its full height through any object of less than AC 17 or with less than 30 hit points. Each creature in the path of the falling tree must make a Dexterity saving throw.

On a failed save a creature takes 1d6 bludgeoning damage per ten feet of the tree's height and is knocked prone and restrained, or takes no damage and is pushed outside the area on a successful one. A restrained creature is pinned beneath the tree. A

creature can be freed as an action with a successful Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC. While pinned, a creature takes 1d6 bludgeoning damage per minute. The summoned tree disappears after 24 hours.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the maximum height of the tree increases by 10 feet for each slot level above 5th.

## Flatten

5th-level transmutation

**Casting Time:** 1 action

**Range:** 50 feet

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

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

**F**latten causes up to three targets and their equipment to flatten, such that they are effectively two-dimensional, having only height and width if the target fails a Strength saving throw. A target can choose to fail this saving throw. This enables them to fit under doors or through any opening as long as it gives them sufficient width. Despite the change, the targets still have the same weight and ability to manipulate objects that they normally would. The lack of depth makes the

targets harder to see at certain angles. Attacks from such angles have disadvantage, and the targets gain advantage on Dexterity (Stealth) checks.

For the duration, all of the subject's weapon attacks, including natural weapons, deal slashing damage.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, increase the number of targets by 1 for each slot level above 5th.

## Forbidden Script

5th-level necromancy (ritual)

**Casting Time:** 10 minutes

**Range:** 50 feet

**Components:** V, S, M (a prism and rare poison worth 250 gp)

**Duration:** 10 hours or permanent

**Y**ou imbue a vial of ink with poisonous energy. If used during the duration, the ink produces writing permeated with the energy. This effect becomes permanent once the ink of the writing has dried. At the time of casting, you can designate up to 10 individual creatures as immune to the script's effects. Anything written with the ink after the duration expires is normal script. Once the ink dries, anyone reading the text other than you



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or a designated must make a Constitution saving throw. On a failed save, the reader takes 10d6 poison damage, or half as much on a success.

Merely looking at the text does not trigger the effect, a creature must actually read the writing. The effect of this spell triggers for each page the subject reads that is written using ink from this spell. Some shady spellcasters have been known to write their spellbooks entirely in *forbidden script*.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, increase the number of designated creatures to read the script by 1 for each slot level above 5th.

### Force Ram

*5th-level evocation*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** Instantaneous

This spell fires a battering ram of force that unerringly strikes any creature or object within range, dealing 12d4 force damage. The *force ram* always hits, even if the targeted object is being used in melee. A *shield* spell can negate the battering ram.

### Furious Assault

*5th-level transmutation*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

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

You imbue three recipients with improved combat abilities, allowing each creature to make one extra attack each time they take the attack action. All recipients also gain a +2 bonus to AC and a +2 bonus on attack rolls, weapon damage rolls, and Dexterity saving throws.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, increase the number of targets by 1 for each slot level above 5th.

### Ghost Blast

*5th-level evocation*

**Casting Time:** 1 action

**Range:** 100 feet

**Components:** V, S, M (phase spider silk)

**Duration:** Instantaneous

Ghost blast sets off an explosion on the Ethereal Plane in a 30-foot sphere of a point you can see

within range. Creatures on the Ethereal Plane, or those with the incorporeal movement trait within the area must make a Dexterity saving throw. An affected creature takes 12d8 force damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, increase the damage of the spell by 2d8 for each slot level above 5th.

### Glimpse of the Reaper

*5th-level necromancy*

**Casting Time:** 1 action

**Range:** 100 feet

**Components:** V, S

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

You force a creature you can see within range to witness brief but cloudy visions of its own death. The target must succeed on a Wisdom saving throw or become frightened. While frightened by the spell, the target suffers 4d6 psychic damage at the start of its turn.

A creature can repeat the saving throw if it ends its turn at least 60 feet away from any enemies, and it can't see any enemies. The spell ends on a success.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, increase the number of targets by 1 for each slot level above 5th.

### Guard Dog

*5th-level conjuration (ritual)*

**Casting Time:** 10 minutes

**Range:** 25 feet

**Components:** V, S

**Duration:** 10 hours

This spell summons a spectral hound that guards an area measuring 100 ft. by 100 ft. Within this area, the dog protects you and any creature you name during casting. The dog summoned is a monstrous shepherd that viciously attacks any intruder; any creature not specified as "friend" during casting is an intruder. For the guard dog, use the statistics for the dire wolf with the following changes:

- The wolf has 60 hit points.
- The wolf gains a bonus to hit and damage equal to your spellcasting ability modifier.
- The Strength saving throw to resist the knockdown effect of the wolf's bite equals your spell save DC.

## Impede Magic

*5th-level abjuration*

**Casting Time:** 1 action

**Range:** Self (30-foot radius)

**Components:** V, S

**Duration:** 1 hour

An invisible harmonic vibration emanates from you when in a 30-foot radius that moves with you. The emanation protects you from a spell school of your choice, impeding all spells of the selected school. When a spell of the chosen school targets anything within the affected area, the caster must make an Intelligence saving throw. On a failure, the spell has no effect.

As a bonus action, you can attempt to dispel an existing spell of the chosen school that is within the area of *impede magic*. Make an ability check with your spellcasting ability score against a DC of 10 plus the spell's level. On a success, the spell ends. You can choose to succeed automatically against a spell you cast.

## Inner Blast

*5th-level evocation*

**Casting Time:** 1 action

**Range:** 200 feet

**Components:** V, S

**Duration:** Instantaneous

You cause one object to explode, potentially destroying the object and spraying debris into those nearby. The explosion deals 10d6 bludgeoning damage to the target object. If the object is destroyed, the explosion caused by the object fills a 10-foot radius. Each creature in the area must make a Dexterity saving throw, taking 5d6 non-magical piercing damage on a failed save, or half as much damage on a successful one. Because the magic of the spell is affecting the object and not those caught in the blast, features that provide advantage against spells, or resistance to spell damage do not apply to those nearby.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, increase the primary damage of the spell by 2d6 and the secondary damage by 1d6 for each slot level above 5th.

## Keepsake

*5th-level transmutation (ritual)*

**Casting Time:** 1 hour

**Range:** Touch

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

**Duration:** Permanent

You bind a particular, non-consumable item to you. If the target item is more than 10 feet away from you when you finish a long rest, it reappears within 10 feet of you. The item can be damaged, but can't be destroyed. If it would be ruined or destroyed it simply appears 24 hours later with half its hit points. If you cast this spell a second time, the first spell ends immediately.

## Kinetic Force

*5th-level evocation*

**Casting Time:** 1 action

**Range:** 100 feet

**Components:** V, S

**Duration:** Instantaneous

This spell creates 10 force bolts, similar to the magic missile spell. Each force bolt hits a creature you can see within range. A target hit by any number of force bolts must make a Strength saving throw. On a failed save, a creature takes 1d6 force damage for each bolt, and is pushed 10 feet away from you for each bolt, to a maximum of 30 feet, and knocked prone. On a successful save the target takes half as much damage, and isn't pushed or knocked prone.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, increase the number of bolts by 1 for each slot level above 5th.

## Kiss of the Nereid

*5th-level conjuration*

**Casting Time:** 1 action

**Range:** 100 feet

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

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

You conjure water in the form of a Nereid that seems to kiss a creature you can see. The target must succeed on a Strength saving throw, or the nereid forces itself into the target's lungs. On a successful save the spell ends.

The affected creature can't breathe or speak for the duration, and must succeed on a Constitution saving throw at the end of each of its turns. If it successfully saves against the spell three times, the spell ends. If it fails its save three times, it immediately drops to 0 hit points and is dying, and can't become stable or regain hit points until it can breathe.

## 101 5TH-LEVEL SPELLS

### Knave Purge

*5th-level abjuration (ritual)*

**Casting Time:** 10 minutes

**Range:** Touch

**Components:** V, S

**Duration:** 10 days

A particularly useful foil for thieves, knave purge allows you to designate 10 objects. You must touch the objects at the time of casting, and again once per day to maintain the spell. If anyone intentionally touches any of these objects without your spoken permission, this spell causes it to spray corrosive energy at the creature, which must make a Dexterity saving throw. The creature takes 10d6 acid damage on a failed save, or half as much damage on a successful one. After this discharge, the object becomes safe for anyone to handle. Items protected by knave purge can be detected and disarmed as with any magical trap.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, increase the number of objects under the effect of the spell by 1 for each slot level above 5th.

### Locate Individual

*5th-level divination*

**Casting Time:** 1 action

**Range:** 1 mile

**Components:** V, S

**Duration:** 10 days

This spell functions as *locate creature*, except you can attempt to locate an individual not known to you. You can locate any individual within range, provided you have seen the subject at least once and studied him for at least 1 minute, or have a detailed description supplied by someone who knows the subject or has studied him. Your visualization is limited to the subject's appearance at the time you made the study (or as it's described to you), so if the subject you seek has changed his appearance, the spell locates the closest individual that fits the description from which you are working. If you cast this spell a second time, the first spell ends immediately.

### Magnetic Sphere

*5th-level conjuration*

**Casting Time:** 1 action

**Range:** See text

**Components:** V, S

**Duration:** 10 minutes or until discharged

You create a sphere of iron, about the size of a walnut in your hand, which you can use to make a melee spell attack or throw as a ranged spell attack with a range of 120 feet. If the sphere is wielded by any other creature, treat it as an improvised weapon. On a hit, it breaks and discharges a flash of iron splinters and magical force. The target takes 10d6 piercing damage, and each creature within 10 feet of the target must make a Strength saving throw.

On a failed save, a creature takes 3d6 piercing damage and metal creatures and all metal objects worn or carried become magnetized for 1 minute. A creature wearing metal armor or any creature made of metal is grappled while the effect lasts, while a creature using metal weapons has disadvantage on attack rolls and deals half damage so long as there is at least 10 pounds of metal on its person or within 5 feet of it.

As an action a magnetized creature can repeat the save, ending the effect on itself on a success.

### Manyeyes

*5th-level divination*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a circlet or collar adorned with eyelike beads or patterns)

**Duration:** 1 hour

This spell enables you to see in all directions at once, granting you 60-foot darkvision and the ability to see invisibility (as the spell) within 60 feet. You gain advantage on all Wisdom (Perception) and Intelligence (Investigation) checks that rely on sight, and targets do not gain advantage against you if an ability would normally grant them that for having an ally engaged with you nor are you vulnerable to sneak attack. However, you cannot avert your gaze or close your eyes when confronted by a creature with a gaze attack.

### Megalomania

*5th-level enchantment*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

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

You cause three creatures you can see within range to believe their skills are equal to any task. A target must make an Intelligence saving throw. On a failed save, the creature has disadvantage on attack rolls, saving throws, and ability checks, can

not take the dodge or disengage action, and will not move away from a conscious opponent that has not yielded in combat. It also believes that it suffers only half damage from all sources, despite taking damage normally.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, increase the number of targets of this spell by 1 for each slot level above 5th.

## Mark of Insight

*5th-level divination*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 2 hours or until discharged

This spell creates a mark of a gold-colored eye on the forehead (or other prominent feature) of up to six creatures. For the duration, the marked creatures gain advantage on a single saving throw type chosen at the time of casting. When a creature fails a save with the chosen ability, it can choose to reroll the saving throw and accept the second result, and the spell ends for that creature. A creature can only bear one *mark of insight* at a time. If it's affected by a second casting while it still bears the first, the first spell ends for that creature.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, increase the number of targets of this spell by 1 for each slot level above 5th.

## Mark of Secrets

*5th-level divination*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Until discharged, up to two hours

This spell creates a mark of a blue-colored eye on the forehead (or other prominent feature) of up to six creatures. Those bearing this mark gain advantage on a single ability check type chosen at the time of casting. When a creature fails a check with the chosen ability, it can choose to reroll the check and accept the second result, and the spell ends for that creature. A creature can only bear one *mark of secretes* at a time. If it's affected by a second casting while it still bears the first, the first spell ends for that creature.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, increase the number of targets of this spell by 1 for each slot level above 5th.



## Meteorite, Lesser

*5th-level evocation*

**Casting Time:** 1 action

**Range:** 200 feet

**Components:** V, S

**Duration:** Instantaneous

*Lesser meteorite* evokes a piece of celestial matter and rains it down upon a foe. When you cast it, the lesser meteorite appears as high above the target as the immediate environment allows (raining down from the sky if no ceiling). The meteorite streaks down with an orange glow, leaving a visible tail and audible thunder in its wake. Make a ranged spell attack to strike the target with the meteorite. On a hit the target takes 12d6 points of bludgeoning damage from the impact. If a targeted meteorite misses its target, it simply explodes next to the target. Once a meteorite strikes, it explodes in a 20-foot-radius sphere that spreads around corners. Each creature in the area must make a Dexterity saving throw. A creature takes 4d6 points of fire damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, increase the number of meteorites fired by 1 for every two spell slots above 5th.

## 101 5TH-LEVEL SPELLS

### Moonbright

*5th-level evocation*

**Casting Time:** 1 action

**Range:** 200 feet

**Components:** V, S

**Duration:** Instantaneous

This spell causes a globe of light about as bright as a full moon to explode silently from a point you select. Each creature within 20 feet of the globe must succeed on a Constitution saving throw. On a failed save, a creature takes 4d4 radiant damage and is blinded for 1 minute, or half as much damage and isn't blinded on a successful one.

An undead creature caught within the globe takes 10d4 radiant damage and is blinded on a failed save, or half as much damage and isn't blinded on a successful one. Moonbright dispels any darkness spells of 6th level or lower within its area. The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures, and shapechangers caught within the globe are incapacitated rather than blinded.

A creature can repeat the saving throw at the end of its turn to end the blindness or incapacitation.

### Necromantic Sphere

*5th-level necromancy*

**Casting Time:** 1 action

**Range:** 100 feet

**Components:** V, S, M (a wight's skull)

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

A 5-foot diameter black globe of necrotic energy appears in an unoccupied space of your choice within range and lasts for the duration. A creature that enters the sphere's space must make a Dexterity saving throw. On a failed save the creature takes 4d6 necrotic damage and its maximum hit points are reduced by the amount of necrotic damage taken, or half as much damage and its maximum hit points aren't reduced on a successful one. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its maximum hit points to 0. When a creature fails its saving throw, you gain 10 temporary hit points.

As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn. As part of this movement, it can ascend or jump up to 30 feet to strike a target. A *necromantic sphere* rolls over barriers less than 5 feet tall.

### Opaque Haze

*5th-level illusion*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V

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

Choose up to five creatures. The outline of the target of this spell becomes blurred as though seen through a thick and opaque glass. This distortion imposes disadvantage on attack rolls against a target, and a target has advantage on Dexterity saving throws. A *true seeing* spell counters the effects of *opaque haze*, although *see invisibility* does not.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, increase the number of targets of this spell by 1 for each slot level above 5th.

### Pain Circuit

*5th-level necromancy*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S, M (forked copper rod)

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

You create a one-way conduit between yourself and a target creature that isn't an undead or construct. The target must make a Wisdom saving throw. On a failure, half of the damage you suffer from a spell or attack is instead redirected from you to the target. The subject is entitled to a saving throw if the effect allows one, and can apply resistances as normal.

You can intentionally damage yourself to transfer some damage to the target. Whenever you are subjected to an effect that allows a saving throw, you must attempt your saving throw before the effect is passed on to the spell's subject.

If the target dies, the spell ends. If a spellcaster casts *pain circuit* on another spellcaster who has *pain circuit* already active, both spells end immediately and both casters take 6d6 psychic damage from magical feedback.

### Path of Stone

*5th-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

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

This spell allows you to travel through stone. You gain a burrow speed equal to your base walking speed, and can burrow through nonmagical, unworked earth and stone. While doing so, you don't disturb the material you move through. You can breathe while burrowing in this way, but you are blinded and deafened without some other ability to sense your surroundings. The following spells affect you if cast upon the stone that you are occupying: *Stone shape* deals you 3d6 points of damage but does not expel you. *Passwall* expels you without damage.

## Petrify

5th-level transmutation

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

You instantaneously fossilize any organic matter that you touch. Wood, flesh, bone and any other dead material is turned into roughhewn stone, gaining the AC and hit points of this material; therefore, a wooden door or a bone scroll case can be petrified changing all physical properties (weight, density, and any other qualities the object has) to that of stone. If the target object is worn or carried by another creature, or an undead or construct built from any of the aforementioned materials, the creature can make a Constitution saving throw to avoid the spell's effect. If an undead or construct fails its saving throw, it is affected as if by a *flesh to stone* spell.

## Phantasmal Lich

5th-level illusion

**Casting Time:** 1 action

**Range:** 100 feet

**Components:** V, S

**Duration:** See text

You create a phantasmal image of a lich into the subject's mind. Only the spell's subject can see the *phantasmal lich*. You see only a vague shape. The target must succeed on a Wisdom saving throw to recognize the image as unreal. If that save fails, the *phantasm lich* touches the subject, and the subject must succeed on a Constitution saving throw or become paralyzed for as long as you concentrate on the spell with not additional saving throws for the subject of the spell. *Remove curse*, *greater restoration*, *heal*, or *wish* can remove this curse once bestowed on a target. Otherwise,

the effect cannot be dispelled. Anyone paralyzed by *phantasmal lich* seems dead, though a DC 20 Wisdom (medicine) check reveals that the victim is still alive. Even if the Constitution saving throw is successful, the subject takes 4d6 psychic damage. If the subject of a *phantasmal lich* attack succeeds in disbelieving and possesses telepathy or is wearing a *helm of telepathy*, the lich can be turned upon you. You must then disbelieve it or become subject to its effect.

## Phantasmal Nymph

5th-level illusion

**Casting Time:** 1 action

**Range:** 100 feet

**Components:** V, S

**Duration:** See text

You create a phantasmal image of a nude nymph into the subject's mind. Only the spell's subject can see the *phantasmal nymph*. You see only a vague shape. The target must succeed on a Wisdom saving throw to recognize the image as unreal. If that save fails, the *phantasm nymph* touches the subject, and the subject must succeed on a Constitution saving throw or become permanently blinded and stunned for 1 minute. *Remove curse*, *greater restoration*, *heal*, or *wish* can remove this curse once bestowed on a target. Otherwise, the effect cannot be dispelled. Even if the Constitution saving throw is successful, the subject takes 4d6 psychic damage. If the subject of a *phantasmal nymph* attack succeeds in disbelieving and possesses telepathy or is wearing a *helm of telepathy*, the nymph can be turned upon you. You must then disbelieve it or become subject to its effect.

## Phantasmal Swarm

5th-level illusion

**Casting Time:** 1 action

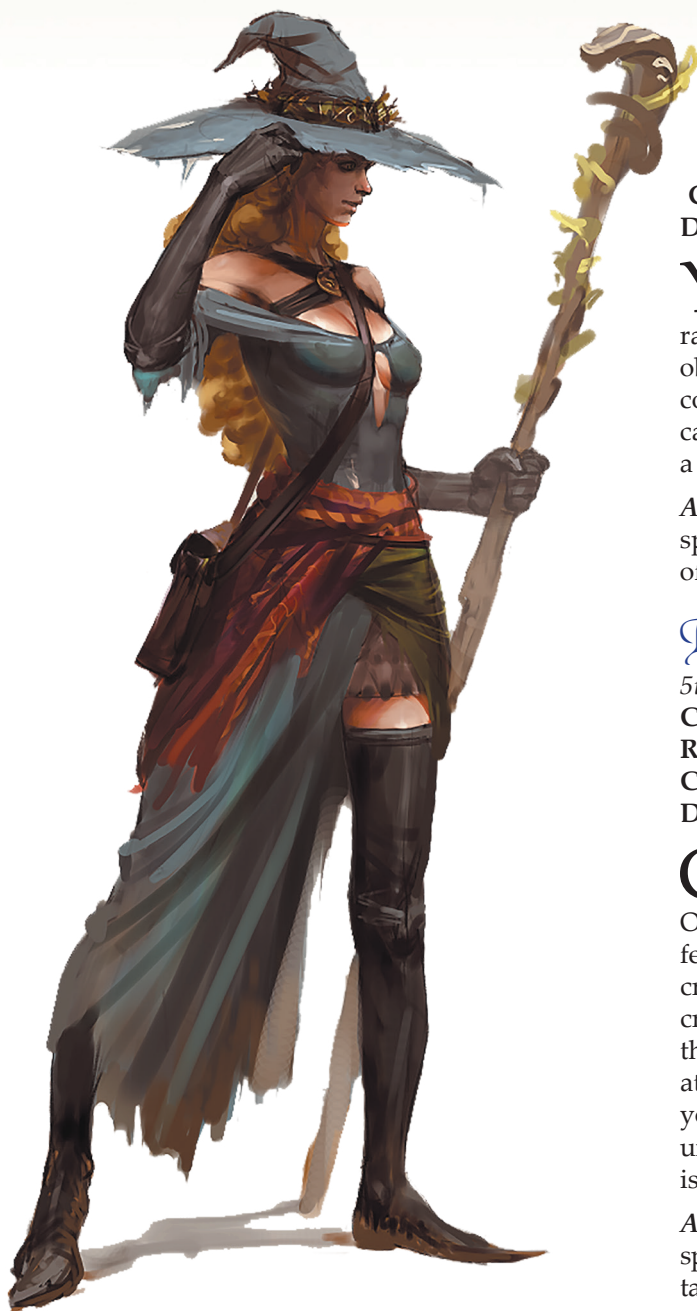
**Range:** 100 feet

**Components:** V, S

**Duration:** See text

You create a phantasmal image of a swarm of creatures into the subject's mind. Only the spell's subject can see the *phantasmal swarm*. You see only a vague shape. The target must succeed on a Wisdom saving throw to recognize the image as unreal. If that save fails, the *phantasmal swarm* touches the subject, and the subject must succeed on a Constitution saving throw or become incapacitated for as long as





you concentrate on the spell with no additional saving throws for the subject of the spell. *Remove curse*, *greater restoration*, *heal*, or *wish* can remove this curse once bestowed on a target. Otherwise, the effect cannot be dispelled. Even if the Constitution saving throw is successful, the subject takes 4d6 psychic damage. If the subject of a *phantasmal swarm* attack succeeds in disbelieving and possesses telepathy or is wearing a *helm of telepathy*, the swarm can be turned upon you. You must then disbelieve it or become subject to its effect.

## Phasing Ray

5th-level evocation

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** Instantaneous

You shoot a ray of energy at a creature other than a construct or undead within range. This ray passes through walls, doors, or any other solid object in the path to the target, ignoring even total cover. Only object that exist on the ethereal plane can block this spell. Make a ranged spell attack. On a hit, the target takes 10d6 lightning damage.

*At Higher Levels.* When you cast this spell using a spell slot of 6th level or higher, increase the damage of the attack by 1d6 for each slot level above 5th.

## Phobia

5th-level enchantment

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** Instantaneous

Choose a creature within range that you can see. The target must make a Wisdom saving throw. On a failed save, the target develops an irrational fear of something of the caster's choosing. When the creature in the presence of its phobia, the affected creature becomes frightened. On a successful save, the affected creature still gains disadvantage on attacks rolls and ability checks until the start of your next turn. The subject remains in this state until a *dispel evil and good*, *remove curse*, or *wish* spell is used to cancel the effect of the *phobia*.

*At Higher Levels.* When you cast this spell using a spell slot of 6th level or higher, increase the number of targets of this spell by 1 for each slot level above 5th.

## Pyroclastic Blast

5th-level evocation

**Casting Time:** 1 action

**Range:** 200 feet

**Components:** V, S, M (charcoal and bat guano)

**Duration:** Instantaneous

You hurl a mote of magma at a point within range. The mote explodes into a 20-foot sphere of molten rock. Each creature in the area must succeed on a Dexterity saving throw. A creature takes 4d8 bludgeoning damage plus 4d8 fire damage on a failed save, or half as much damage on a successful one.

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

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, increase the damage of the spell by 1d8 fire damage for each slot level above 5th.

## Ray of Desiccation

*5th-level necromancy*

**Casting Time:** 1 action

**Range:** 50 feet

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

**Duration:** Instantaneous

You fire up to two desiccating rays that drain the water from a creature. The rays must be fired at different targets and are fired simultaneously. Make a ranged spell attack with each ray. On a hit, the target takes 5d10 necrotic damage, and the target must attempt a Constitution saving throw. On a failure, the target's maximum hit points are reduced by the amount of damage taken. This reduction lasts until the target finishes a long rest. The target dies if this reduces its maximum hit points to 0.

Oozes and aquatic creatures are particularly susceptible, granting you advantage on the attack roll and disadvantage on the saving throw. Constructs and creatures made of fire are immune to this spell.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, increase the number of rays by 1 for every two spell slots above 5th.

## Redefine the Tools of War

*5th-level transmutation (ritual)*

**Casting Time:** 1 hour

**Range:** 50 feet

**Components:** V, S

**Duration:** Permanent

You transform a single weapon, shield, or suit of armor into any other type of weapon, shield, or armor. The new form's size must be within one size category of the original item, it must fall into the same general category (weapons can be turned into other weapons, but not armor), and it must be possible to make the new form from the same material as the original armor (mithral full plate cannot be turned into leather armor). The item adopts all the base qualities of its new form, such as damage, weight, or armor class; however, it is made from the same material as the original item, gains any bonuses granted from special craftsmanship, and retains all of its magical properties.

If the item changes into a form that is incompatible with one of its magical abilities, such as if a vicious weapon were transformed into a bludgeoning weapon, that enchantment is suppressed as long as the item is in its new form. Any part removed from the whole vanishes as soon as it is removed instantly reappearing on the object it was taken from until the spell ends. The object can be damaged to the point of disrepair however if enough damage is dealt to it.

## Remove Condition

*5th-level abjuration*

**Casting Time:** 1 action

**Range:** 50 feet

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

**Duration:** Instantaneous

This soothing melody frees a creature from enchantments, transmutations, curses, and petrification (as well as other magical transformations). You can reverse even an instantaneous effect, such as *flesh to stone*. For each such effect, you make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends. For cursed magic items, you have disadvantage on the check.

If the effect comes from some permanent magic item, such as a cursed sword, this spell does not remove the curse from the item but merely frees the victim from the item's effects and ends any attunement to the item, leaving the item still cursed. For example, a cursed sword always returns to the wielder's hand if discarded. *Remove condition* allows the victim to be rid of the sword, but the sword's curse remains intact and affects the next person to pick it up (even if it's the *remove condition* recipient again).

## Sacrifice, Mortal

*5th-level necromancy*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

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

This ritual requires the death of a willing or incapacitated sentient being. The dead person's life energies are conferred upon the target, who gains temporary hit points equal to half the victim's maximum hit points, has advantage on attack rolls, and attack rolls are made against the target with disadvantage. A creature can draw benefits from only one *mortal sacrifice* spell at a time. This is an extremely evil act that may change the target's alignment.

## 101 5TH-LEVEL SPELLS

### Scoundrel's Guidance

*5th-level necromancy*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (three teeth from a hanged rogue)

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

You open a portion of your spirit to possession by the soul of a dead rogue. You gain proficiency with all simple weapons, short swords, and rapiers, and gain the sneak attack ability of a rogue of your level. This spell taxes the mind as you share your soul with the dead rogue. When the spell ends, make a Wisdom saving throw. On a failure, you gain three levels of exhaustion.

### Scourge Foes

*5th-level evocation*

**Casting Time:** 1 action

**Range:** Self (60-foot cone)

**Components:** V, S

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

You channel a blast of divine energy that explodes with a thunderclap and leaves foes reeling. Each creature in the spell's area must make a Constitution saving throw. A creature takes 3d8 thunder damage and 3d8 radiant damage and is stunned for 1 round on a failed save, or half as much damage and isn't stunned on a successful one.

*At Higher Levels.* When you cast this spell using a spell slot of 6th level or higher, the thunder damage or the radiant damage (your choice) increase by 1d8 for each slot level above 5th.

### Scry Reverse

*5th-level divination*

**Casting Time:** reaction

**Range:** See text

**Components:** V, S, M (a silver mirror worth 50 gp)

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

If you become aware that you are being scried and cast this spell, you immediately begin scrying the scrier as if the caster failed a saving throw against a scrying spell of your own. This spell functions even if you know nothing about the scrier, and you can continue to scry him even if he ends his own scry.

This reversal does not end the original scry.

### Shared Fate

*5th-level Necromancy*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

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

When you cast this spell, choose up to three creatures you can see within range. Each creature must make a Wisdom saving throw or be linked by shared fate. If any creature affected by this spell suffers damage, every other creature affected by this spell suffers damage as well, although the amount of damage dealt to these creatures is reduced by half. Any resistance and immunities the creatures may have to any damage types still apply, but only the damage the individual creature is dealt and are not shared through this spell. Only injuries are shared in this manner, thus magical and non-magical effects that do not deal damage, such as paralysis, blindness and death are not shared. Self-inflicted damage is also not shared.

*At Higher Levels.* When you cast this spell using a spell slot of 6th level or higher, increase the number of targets of the spell by 1 for each slot level above 5th.

### Shield of the Demiurge

*5th-level abjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 10 minutes

You wrap yourself in a shimmering shield at the cost of being able to cast other spells. While in effect, *shield of the demiurge* provides a +7 bonus to AC as well as advantage on all saving throws vs spells and magical effects. However, during this time you cannot cast spells, use magical abilities, or activate magic items. The shield's power simply absorbs and negates any such attempts (spells cast or magic item charges used while the shield remains active are lost as if used). Any beneficial spells affecting you such as *bless* also end for you when you cast this spell. You can't maintain concentration while you are affected by this spell. Any beneficial spell, such as *cure wounds* or *bless*, cast upon you or you and other targets instantly fails for all targets. As a bonus action, you can end this spell.

## Shooting Star

*5th-level evocation*

**Casting Time:** 1 action

**Range:** 100 feet

**Components:** V, S, M (a bit of iron)

**Duration:** Instantaneous

A fist-sized chunk of superheated rock shoots from your hand toward a creature, object, or point in space you can see within range, trailing fire and emitting an ear-splitting scream as it goes. Creatures along the star's path must make a Dexterity saving throw, taking 3d6 fire damage plus 3d6 thunder damage on a failed save, or half as much damage on a successful one. When it reaches its target, it explodes in a 15-foot radius sphere. The original target of the spell must make a Dexterity saving throw. A creature takes 3d6 fire damage plus 3d6 thunder damage on a failed save, or half as much damage on a successful one. If the original target was a creature or object, on a failed save it takes an additional 2d6 bludgeoning damage plus 2d6 piercing damage.

## Shredding Spheres

*5th-level conjuration*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S, M (small cold iron sphere worth 500 gp)

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

For the duration, two hovering spheres made entirely of spinning blades come into being in a space you occupy. Each sphere can be directed to attack a target within the spell's range as a bonus action or action. If you direct both spheres at the same target, you can control them both with a single action or bonus action. The spheres have a fly speed of 30 feet and can hover. You make a melee spell attack against each target, dealing 4d6 slashing damage on a successful hit. The spheres' attacks are treated as magical for the purpose of overcoming damage resistances and immunities. Whenever a sphere moves outside of the spell's range, it flies back toward you at 30 feet per round until it is once more within range, where it can be controlled normally. Each sphere has AC 18 and 50 hit points.

## Song of Binding

*5th-level enchantment*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

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

When you cast this spell, energy lances from your hands and traces a circle with a 30-foot radius on the ground centered on a point in range. Anyone within the circle and who can hear the song at the time of casting is trapped within it if they fail a Wisdom saving throw. A trapped creature suffers 1d6 thunder damage when it starts its turn within the circle. At the end of each of a trapped creature's turns, it may attempt another Wisdom saving throw to end the effect. A creature reduced to 0 hit points by this spell is unconscious and stable. Trapped individuals can't leave the circle (even spells such as *teleport* and *plane shift*). If you enter the circle, the spell ends.

## Song of Sanctuary

*5th-level abjuration*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

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

This spell wards allies from direct attack. When the spell is cast, choose up to three creatures to ward. Any opponent attempting to strike or otherwise directly attack the warded creatures, even with a targeted spell, must attempt a Wisdom saving throw. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack. That part of his action is lost, and the opponent can't directly attack the warded creatures for the duration of the spell. This save must be repeated for every attack. Those not attempting to attack the subjects remain unaffected. This spell does not prevent the warded creature from being affected by area of effect spells or abilities. The subjects cannot attack without breaking the spell but may use nonattack spells or otherwise act.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, increase the number of targets of the spell by 1 for each slot level above 5th.

## 101 5TH-LEVEL SPELLS



### Song of Suppression

*5th-level enchantment*

**Casting Time:** 1 action

**Range:** 100 feet

**Components:** V, S

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

You can target up to three creatures in range to make a Charisma saving throw. If a target fails this save, the affected target cannot cast spells, make spell attacks, and can't activate magic items other than potions. At the end of an affected creature's turns, it may attempt a Charisma saving throw to end this effect.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, increase the number of targets of the spell by 1 for each slot level above 5th.

### Song of Vengeance

*5th-level abjuration*

**Casting Time:** bonus action

**Range:** Self

**Components:** V

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

You sing a song that expresses the pain you feel in a very potent fashion. For the duration of this spell, whenever an enemy deals damage to you, all enemies within 30 feet of you must make

a Constitution saving throw. On a failed save, a creature takes thunder damage to the damage equal to the damage you were dealt. Make your concentration saving throw after the enemies are dealt their damage.

### Sonic Weapon

*5th-level evocation*

**Casting Time:** bonus action

**Range:** Touch

**Components:** V

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

You shape a melody into an appropriately sized melee weapon of sonic energy that you can wield one-handed. You attack with this weapon using a melee spell attack which inflicts 5d6 thunder damage, plus any normal damage modifier (such as from class abilities); any foe it strikes at least once per round must make a Constitution saving throw. On a failed save, the creature is stunned until the start of your next turn. On a successful save, the target is immune to the stunning effect of this casting of the spell.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, increase the damage of the weapon by 1d6 for each slot level above 5th.

## Sonic Wall

*5th-level evocation*

**Casting Time:** bonus action

**Range:** 50 feet

**Components:** V

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

You create a plane of solid thundering energy. The wall cannot move. It can take 1000 points of damage before being destroyed. *Silence* immediately destroys it. Creatures, breath weapons, and spells cannot pass through the wall in either direction, although teleportation spells and effects can bypass the barrier. It blocks incorporeal creatures, (though incorporeal creatures can usually get around the wall by floating under or over it through material floors and ceilings).

A *sonic wall* cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. The wall is 1 inch thick. It covers up to 100-foot-square area. The plane can be oriented in any fashion as long as it is “anchored.” A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, increase the size of the wall by 10-square feet for each slot level above 5th.

## Spell Grounding

*5th-level abjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (an iron nail)

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

This spell creates an invisible aura around you that attracts rays and chain-type spells, such as scorching ray and chain lightning. Any time you are within range of a spell that does not have the range of touch, you can use your reaction to negate the spell ending all its effects and damage.

## Spell Legs

*5th-level enchantment*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** Instantaneous

You usurp control of a spell with an ongoing effect such as a *fog cloud*, *stinking cloud* or *darkness* if you succeed at an ability check using

your spellcasting ability. The DC equals 10 + the target spell’s level. If you are successful, you can move the spell at a rate of 20 feet per round as a bonus action and take control of the spell from the original caster. You are now considered the caster of the spell, and you must maintain concentration on it, if required.

The usurped spell functions as normal but is now under your control. At the end of the original spell’s duration, the spell ends as normal.

## Spellsnare

*5th-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a gem worth 1000 gp)

**Duration:** Permanent until triggered

*Spellsnare* imbues a gem with the power to absorb a spell, and then to later release its energy. The gem becomes invisible and hovers in the air, tied to a specific creature, object, or 10-foot cube of space designated by you. If associated with a creature or object, the gem moves when the creature or object moves, remaining always within 1 foot. The gem stays dormant until someone casts a particular spell (which can be of any level), which you specified earlier, on the creature, object, or area. At this time the gem activates, absorbing the spell and becoming visible. An active gem no longer moves, even if it had been tied to a moving creature or object. The triggered gem floats right where it is, defying gravity. If anything or anyone touches the gem after it has become active, it explodes, ruining the gem and inflicting 2d6 force damage for each level of the spell it absorbed to all within a 20-foot radius sphere. A successful Dexterity saving throw halves the damage. Only one *spellsnare* can be tied to a specific creature, object, or 10-foot cube or space (neither gem will function if a tied creature also carries a tied object, or enters a tied area).

## Striking Likeness

*5th-level illusion*

**Casting Time:** 1 day

**Range:** Touch

**Components:** V, S, M (painting supplies worth 2,000 gp)

**Duration:** 3 months

When you cast this spell, you spend an hour painting an object as part of casting the spell. Once the painting is complete, the object springs into being from the canvas. For its duration, it

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functions as though it really were what it represents (except for a curious tendency to leave paint stains on anything it touches), but then it molds into formless shadows and color and is no more once the spell ends. This spell cannot create magic items or creatures. Items created by this spell cannot be used as spell components or spell foci. For specific objects such as a special key, you must have seen the object in person at least once.

### Tangled Script

*5th-level illusion*

**Casting Time:** 1 day

**Range:** Touch

**Components:** V, S, M (painting supplies worth 2,000 gp)

**Duration:** 10 days or until dispelled

You create a 10 pages of text that appears normal and harmless at first glance, but poses a serious danger to anyone reading it. In this case, “reading” the script means any attempt to study it, identify it, or fathom its meaning. On a successful Wisdom saving throw, the reader of the *tangled script* is able to look away with only a slight sense of discomfort, but a failed save causes the reader to suffer a phantasmal assault that wreaks havoc on the mind, causing the subject to suffer disadvantage on Intelligence-based attack rolls, saving throws, and ability checks for 24 hours. Additionally, the creature becomes charmed for 1 minute. While charmed in this way, it can only continue to read. For every additional round the subject continues to read, it can repeat the Wisdom saving throw. For each failure, increase the duration of disadvantage by an additional 24 hours. If the creature takes damage, or if another creature uses an action to shake it awake, the fascinate effect ends, and the reader suffers *confusion* (as the spell) for 1d4 rounds.

*Tangled script* vanishes if even one creature reads it; but several different creatures can begin reading in the same round and all be affected.

### Transmute Water to Acid

*5th-level transmutation*

**Casting Time:** 1 action

**Range:** 50 feet

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

**Duration:** Instantaneous

This spell transforms up to 20 gallons of nonmagical water that you can see into an equal volume of highly corrosive acid. Any creature touching this acid suffers 1d6 acid damage

per round of exposure except in the case of total immersion (such as in a vat of acid), which deals 10d6 acid damage per round.

Glass bottles containing the liquid are unaffected, but other containers, like leather wineskins, may be dissolved by the acid, taking damage as if they were touched the acid. An attack with acid, such as from a hurled vial or a monster’s spittle, counts as a round of exposure. The fumes from most acids are inhaled poisons. Creatures who start their turn within 5 feet of a large body of acid must make a Constitution saving throw against your spell save DC or take 3d6 poison damage. If the acid is consumed, the victim must make a Constitution saving throw against your spell save DC. It takes 10d6 acid damage on a failed save, or half as much on a successful one.

This spell cannot be used to change water that a creature has already consumed or ingested. If targeted against a water-based creature, it make a Constitution saving throw against your spell save DC. It takes 10d6 acid damage on a failed save, or half as much on a successful one.

Only *true polymorph*, *wish*, or similar magic can restore waters transmuted by this spell.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, increase the amount of liquid changed to acid by 2 gallons for each slot level above 5th.

### Troglodyte’s Curse

*5th-level necromancy*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** Permanent

When you cast this spell, choose three creatures within range. A target must succeed on a Wisdom saving throw, or suffer the troglodyte’s curse. When the victims of troglodyte’s curse are angry or frightened, including any combat situation, they secrete an oily, musk-like chemical that nearly every form of life finds offensive. Any creature other than a troglodyte that starts its turn within 30 feet of the target must succeed on a Constitution saving throw, become poisoned until the start of the creature’s next turn. In addition, the affected creature has disadvantage on all Charisma checks except for Charisma(intimidate) checks. Creatures that successfully save cannot be affected by the same victim’s stench for 1 hour. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive advantage on the Constitution saving throw.

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

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, increase the number of targets by one for each slot level above 5th.

## Trollskin

*5th-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

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

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

The target creature regains 5 hit points at the start of its turn for the duration. If the target takes acid or fire damage, they don't regain hit points on their next turn. If the target loses a limb or body part, it can reattach the severed member instantly by holding it to the stump. This spell does not allow targets to regrow limbs or body parts lost before the spell was cast. If the target creature would otherwise have resistance or immunity to fire or acid, then those resistances or immunities remain.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, increase the number of targets by one for each slot level above 5th.

## Vacuum Ball

*5th-level conjuration*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** Instantaneous

When this spell is cast, a sound of rushing air surrounds a 1-foot-diameter sphere of nothingness that appears above your outstretched hands. Once created, you determine range and height for the *vacuum ball's* implosion, up to 50 feet away and up to a 20-foot radius, hurling it along a line between you and the target point. Within 15 feet of the line between you and the point of implosion, all creatures and unattended objects are pulled inward 5 feet if the target fails a Strength saving throw. If any creature so moved is pulled into a space adjacent to the path of the *vacuum ball*, the ball implodes there. Unattended objects pulled adjacent to the path of the ball do not cause it to implode, but are sucked into the vacuum and lost on a random plane.

When the ball implodes, all creatures within 20 feet are pulled 5 feet toward the center of the implosion. Each creature in the area must make a Dexterity saving throw. A creature takes 8d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, increase damage by 1d8 for each slot level above 5th.

## Vampiric Drain

*5th-level necromancy*

**Casting Time:** 1 action

**Range:** 20 feet

**Components:** V, S

**Duration:** Instantaneous

You hurl a swirling bolt of green and black energy at a creature within range. Make a ranged spell attack. On a hit, the target takes 10d8 necrotic damage, and you gain temporary hit points equal to half the damage the spell deals. You can't gain more than the target's current hit points.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, increase damage by 1d8 for each slot level above 5th.

## Voice of Memories

*5th-level enchantment*

**Casting Time:** 1 minute

**Range:** 50 feet

**Components:** V, S

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

You weave magic into your voice or music to hypnotize a creature within range that can hear you. The target must succeed on a Wisdom saving throw, or become charmed by you for the duration. While charmed in this way, the creature is incapacitated. During this time, you can instill false memories or to cause the target to forget painful experiences. New memories are somewhat fragmented, yet the target's own mind fills them in actually making the spell more effective over time. New memories that go far against anything the target has ever experienced allow a second Wisdom saving throw to reject the "memory" as nothing but a dream. This spell can be used to set up a "patsy" to take the blame for a crime, or it can be used to help erase and erase painful memories to help an individual begin to move back into normal life after a horrible trauma. You receive no information about memories already contained in the target's mind; you need to be familiar



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with the character's background before attempting to erase memories or add new memories. A special trauma or careful examination of one's past can offer another save to reject new memories or overcome a block to recalling erased memories. Normal healing spells cannot overcome the memories created by this spell but a *break enchantment*, *remove curse*, *wish* or similar magic can instantly return the target to normal. Hypnosis or other spells of the mind also stand a chance of identifying the changed memories (at the GM's option).

### Wall of Shields

*5th-level abjuration*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

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

You create five immobile and invisible shields that float above the floor, each occupying a 5-foot space. You can place these shields anywhere within range, and they need not be in adjacent spaces. Any creature who occupies a space also containing a shield gains a +5 bonus to AC. These creatures are protected against *magic missile* spells as per the *shield* spell. Creatures cannot use these shields for cover. As a bonus action, you can move one of these shields up to 30 feet.

### Washout

*5th-level evocation*

**Casting Time:** 1 action

**Range:** 150 feet

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

**Duration:** Instantaneous

*Washout* creates a massive wave (even on dry land) that sweeps through a line 100 feet long, and 40 feet wide, washing away everything in its path. All creatures in the area must make a Strength saving throw. On a failure, the wave deals 8d6 points bludgeoning damage to all creatures within the area. Large and Huge creatures are knocked prone by the wave, while Medium or smaller creatures are carried to the end of the wave's path (usually the maximum range of the spell from you) and are knocked prone. A successful save reduces the damage by half and negates the knock down effect. The water from the spell can also extinguish fires. Mundane fires within the area of the spell are automatically extinguished. Magic fires can also be extinguished, but require you to make an ability check using your spellcasting ability. The DC of the check is equal to 10 + the spell's level to extinguish the fire.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, increase damage by 1d6 for each slot level above 5th.

### Watery Membrane

*5th-level transmutation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a handful of fish entrails)

**Duration:** 10 hours

Target up to 5 creatures you can see within range. You alter a target's body so that it exudes a thick pink gel, forming a layer over its skin and clothing. For the duration, the target can breathe both water and air. In addition, gains a swimming speed of 30 feet, and has advantage on Strength (athletics) checks made to swim. When you cast this spell, you can affect several creatures, dividing the spell's duration evenly among all the creatures you touch.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, increase the total duration of the spell by 2 hours for each slot level above 5th.

### Weight of Ages

*5th-level necromancy*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** Permanent

This curse causes the targets to become old and decrepit, and must succeed on a Constitution saving throw or age half its maximum age and incur penalties from this aging. The target's AC is reduced by 4, and it suffers disadvantage to attack rolls, ability checks, and saving throws that rely on Strength, Dexterity, and Constitution.

This curse only affects the physical bodies of the creatures, not their minds. It also does not affect creatures that gain benefits from aging such as true dragons.

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

### Wildblast

*5th-level evocation*

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S, M (a set of dice)

**Duration:** Instantaneous

**Wildblast** is an unpredictable spell. When cast, you simply choose a point you can see within range. Then the spell explodes in a sphere with a radius of 5d10 feet, rolled randomly each time. The type of energy dealt by the spell is one or two of the five energies as determined by rolling 1d6 and consulting the table below.

**Table: Wildblast Energy Type**

D6	Energy Type
1	Acid
2	Cold
3	Lightning
4	Fire
5	Thunder
6	Roll again twice. (Damage is split between elements, not doubled; ignore further rolls of a six.)

Determining the number of damage dice is done by rolling 1d20 and adding your level to the roll, then consulting the following table.

**Table: Wildblast Dice Damage**

D20	Die Dmg	D20	Die Dmg
10	1d6	23	13d6
11	2d6	24	14d6
12	3d6	25	15d6
13	4d6	26	16d6
14	5d6	27	16d6
15	6d6	28	17d6
16	6d6	29	17d6
17	7d6	30	18d6
18	8d6	31	18d6
19	9d6	32	19d6
20	10d6	33	19d6
21	11d6	34	20d6
22	12d6	35+	21d6

### Will of the Body

*5th-level transmutation*

**Casting Time:** 1 reaction, which you take when a creature you can see within range is require to make a Dexterity, Constitution, Intelligence, Wisdom, or Charisma saving throw.

**Range:** 50 feet

**Components:** V, S

**Duration:** Instantaneous

The target can make a Constitution saving throw instead, applying all the usual modifiers. Abilities that depend on the result of a particular kind of saving throw (such as evasion requiring a Dexterity saving throw) can't be used if the subject opts to make a Constitution saving throw instead. The target must choose whether to substitute the saving throw before rolling the save.

### Wishful Thinking

*5th-level conjuration*

**Casting Time:** 1 action

**Range:** Self (50-foot cone)

**Components:** V, S

**Duration:** Instantaneous

This spell duplicates the effects of a *wish* except the effects are divided by a half. As an example you can create an item that costs up to 12,500 gp or you could grant five creatures immunity to one spell for four hours. Alternatively, you can only cast spells up to 4th level.

All the negative effects of the *wish* are still applied to *wishful thinking* and not divided by half. In addition, after you cast *wishful thinking* for any purpose other than to duplicate a spell and you fail the 33 percent chance after suffering the stress of *wishful thinking*, you are also unable to ever cast *wish* unless someone else casts *wish* on you.

### Woodland Sanctuary

*5th-level abjuration*

**Casting Time:** 24 hours

**Range:** Touch

**Components:** V, S, M (herbs worth 3,000 gp total)

**Duration:** one year

**Woodland sanctuary** infuses a region of wilderness terrain that is a mile in radius with the raw power of nature. Elves, fey, gnomes, and animals within the *woodland sanctuary* gain advantage on all saving throws, Wisdom (Perception), Dexterity (Stealth), and Wisdom (Survival) checks. As well, elves, fey, gnomes, and animals gain an increase of 10 feet to base speed for all their natural movement modes (but not those granted by spell or effect, such as *fly*). In addition, you can choose to fix a single spell effect to the *woodland sanctuary*, much as you can fix a single extra effect to a *hallow* site. The spell effect lasts for one year and functions throughout the region, regardless of the spell's normal duration and area. You can designate whether the effect applies to all creatures or only to elves, fey, gnomes, and animals. At the end of the year, the chosen effect lapses, but

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it can be renewed or replaced simply by casting *woodland sanctuary* again. Spell effects that may be tied to a *woodland sanctuary* include *aid*, *bless*, *protection from poison*, *detect evil and good*, *detect magic*, *detect poison and disease*, *zone of truth*, *dispel magic*, *entangle*, *faerie fire*, *fog cloud*, *freedom of movement*, *see invisibility*, *protection from energy*, *purify food and drink*, *silence*, *speak with animals*, *speak with plants*, and *tongues*.

### Wrath of the Demiurge

*5th-level evocation*

**Casting Time:** 1 action

**Range:** Self (50-foot cone)

**Components:** V, S

**Duration:** Instantaneous

You call upon the power of the demiurge to blast your foes with divine energy in a 50-foot cone. Each creature in the area must make a Dexterity saving throw. A creature takes 8d6 force damage on a failed save, or half as much damage on a successful one.

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

### X-Ray Vision

*5th-level divination (ritual)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a piece of glass)

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

The target can see into and through solid matter for the duration. At a range of 20 feet, the subject can see as if it were looking at something in normal light—even if there is none. For example, if the subject looks into a locked chest, it can see inside even if there's no light within. *X-ray vision* can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

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