

Secretum Secretorum

A collection of arcane and divine spells for 5E



by B.A. Morrier



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BARD SPELLS

CANTRIPS

Elonia's Glamer
Snowball

1ST LEVEL

Assess Creature
Dry

2ND LEVEL

Incite Discord

3RD LEVEL

Destroy Memories
Ecstasy
Exploit Weakness
Unravel Ties

CLERIC SPELLS

CANTRIPS

Death Prayer
Spring

1ST LEVEL

Detect Emotions
Detect Life
Forbid

2ND LEVEL

Bonds of Light
Bountiful Sunlight Seeking Sphere
Shield of Light

3RD LEVEL

Armor of Light
Ecstasy
Exploit Weakness
Unravel Ties

4TH LEVEL

Create Being of Light

5TH LEVEL

Eleanor's
Reincarnation

6TH LEVEL

Light Form

7TH LEVEL

Create Undead
Monstrosity

8TH LEVEL

Choke

DRUID SPELLS

CANTRIPS

Death Prayer
Spring

5TH LEVEL

Eleanor's
Reincarnation
Force Shapechange

PALADIN SPELLS

1ST LEVEL

Death Recall
Detect Life
Forbid

2ND LEVEL

Bountiful Sunlight
Shield of Light

3RD LEVEL

Exploit Weakness
Unravel Ties

4TH LEVEL

Create Being of Light

SORCERER SPELLS

CANTRIPS

Chilling Presence
Elonia's Glamer
Snowball

1ST LEVEL

Blinding Flash
Deflect Missiles
Dry

2ND LEVEL

Chill Metal
Incite Discord

3RD LEVEL

Destroy Memories
Frost Whip

6TH LEVEL

Light Form

7TH LEVEL

Deep Sleep
Flesh to Ice

8TH LEVEL

Choke

WARLOCK SPELLS

CANTRIPS

Chilling Presence

1ST LEVEL

Blinding Flash
Deflect Missiles

3RD LEVEL

Destroy Memories
Frost Whip

5TH LEVEL

Force Shapechange

6TH LEVEL

Light Form

7TH LEVEL

Deep Sleep

8TH LEVEL

Choke

WIZARD SPELLS

CANTRIPS

Elonia's Glamer
Snowball

1ST LEVEL

Assess Creature
Blinding Flash
Deflect Missiles
Dry

2ND LEVEL

Chill Metal
Incite Discord

3RD LEVEL

Destroy Memories
Ecstasy
Frost Whip
Unravel Ties

5TH LEVEL

Force Shapechange

7TH LEVEL

Create Undead
Monstrosity
Deep Sleep
Flesh to Ice

8TH LEVEL

Choke

9TH LEVEL

Create Life

Secretum Secretorum : The Secret of Secrets. Many of the following spells are original spells. Others are converted, reimagined, or adapted from previous editions and other rpgs. To be best of my knowledge and memory, I have tried to remove homebrew content created by other members of the roleplaying community and keep only the spells I have either created myself or those I have modified to some extent.

SECRETUM SECRETORUM SPELLS

ARMOR OF LIGHT

3rd-level abjuration

Casting Time: 1 reaction, which you take when you are hit by an attack or targeted by the *magic missile* spell.

Range: Self

Components: V,S

Duration: Concentration, up to 1 minute

A plate armor of radiant light appears and protects you, granting you AC 18 for the duration (including against the triggering attack), and you take no damage from *magic missile*. The armor provides bright light in a 5-foot radius and dim light for an additional 5 feet. You cannot use this spell if you are already wearing armor. You ignore any modifiers to your AC—including Dexterity modifier, shield, and cover—unless your AC is higher than 18, in which case this spell only provides protection from *magic missile*.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the armor also grants resistance to necrotic damage.

ASSESS CREATURE

1st-level divination

Casting Time: 1 action

Components: S

Range: 30 feet

Duration: Instantaneous

With a wave of your hand, you determine the physical and mental durability of a creature you can see within range. The DM shows the player the creature's number of Hit Dice and Constitution

modifier (e.g. Aboleth : 18d10+36). or translates this metagaming information into appropriate terms.

This spell is fooled by any type of magical disguise, polymorph or shapechange, resulting in imprecise information about the creature's strength.

BLINDING FLASH

1st-level evocation

Casting Time: 1 bonus action

Range: Self (5-foot radius)

Components: V, S, M (a pinch of powdered chalk)

Duration: Up to 1 minute

You cause a sudden flash of light in a 5-foot radius. Creatures caught in the area when it goes off are blinded unless they succeed a Constitution saving throw. Allies that have been forewarned have advantage on their save. Blinded creatures can make another saving throw at the start of each of their turns to recover their sight. They make their fourth and subsequent saving throws with advantage.

Creatures with blindsight or no sense of sight are immune to this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you increase the radius range by 5 feet.

BONDS OF LIGHT

2nd-level conjuration

Casting Time: 1 action

Range: Touch

Components: V,S

Duration: Concentration, up to 1 minute

Make a melee spell attack against a humanoid creature you can reach. On a hit, radiant manacles binds the creature's hands and feet, and the target gains the Restrained condition. A creature restrained by the manacles can use its action to make a Strength saving throw against your spell save DC. On a success, it escapes the bond. An undead creature takes 2d6 radiant damage every round it is bound by the manacles.

The manacles shed bright light in a 5-foot radius, and dim light for an additional 5 feet.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or a higher, the radiant damage

inflicted to an undead creature increases by 1d6 for each slot level above 2nd.

BOUNTIFUL SUNLIGHT

2nd-level evocation

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

You release warm light from your body, healing creatures within range by 1 hit point per round.

This spell has no effect on undead or constructs.

CHANNEL KNOWLEDGE

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 8 hours

You touch a dead creature. The spell allows you to gain up to two of the creature's proficiencies (if it had any) for the next 8 hours. The DM decides which skill or tool proficiencies the creature had while alive, and you choose which ones you would like to channel. The proficiency bonus is the one the creature had at the moment of death. If you already have proficiency in a skill, you can use the target's proficiency bonus if higher. If it had expertise in a selected skill, you also benefit from it.

You do not have access to the creature's specific memories about an object, a creature or a place. Rather, the spell borrows from the target's general knowledge to bolster your skills.

At Higher Levels. When using a spell slot of 3rd level or higher, you can channel another proficiency for each slot level above 2nd.

CHILL METAL

2nd-level transmutation

Casting Time: 1 Action

Range: 60 Feet

Components: V, S, M (a piece of metal and a bit of ice or snow)

Duration: Concentration, up to 1 Minute

Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to freeze and gain a thin covering of frost. Any creature in physical contact with the object takes 2d8 cold damage when you cast the spell. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again.

If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

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

CHILLING PRESENCE

Abjuration cantrip

Casting Time: 1 action

Range: Self

Components: V

Duration: 1 hour

A supernatural chill irradiates from your body in a 5-foot radius, lowering the ambient temperature by 20 degrees Fahrenheit, and by 10 degrees Fahrenheit for an additional 5 feet. You do not suffer any ill effect from this chill.

At Higher Levels. When you cast this spell using a spell slot of a higher level, the chill gets colder: the 5-foot radius temperature is lowered by an additional 5 degrees Fahrenheit for each spell-level slot above 0. When you cast this spell using a spell slot of 5th level or higher, you also gain resistance to cold damage.

CHOKER

8th-level transmutation

Casting Time: 1 action

Range: 100 feet

Components: S

Duration: Concentration, up to 1 minute

You make a strangling gesture with your hand, leaving a target you can see within range gasping

for air. If the target has 150 hit points or fewer, it is incapacitated and starts suffocating. It can survive for a number of rounds equal to its Constitution modifier (minimum 1 round). It then drops to 0 hit points at the start of its next turn.

This spell has no effect on creatures that don't have respiratory systems and don't need to breathe (such as constructs, oozes, plants, and most undead).

CONDITION

3rd-level divination

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 8 hours

You touch a willing creature. You can monitor the creature's condition (whether it is unharmed, injured, dying, dead or suffering from any condition). You also sense the direction to the creature's location, as long as that creature is within 500 feet of you. If the creature leaves the current plane of existence, you can monitor its condition but not its location.

CREATE BEING OF LIGHT

4th-level conjuration

Casting Time: 1 action

Range: Touch

Components: V,S,M (phosphorus)

Duration: Concentration, up to 1 hour.

You can cast this spell only during the day. You create a wispy, luminous ball with the appearance of life, but completely under your control. The entity is a fey creature and has the appearance and game statistics of a Will-O'-Wisp with the following modifications: it is unaligned, its damage immunities are radiant, lightning and poison, it does not speak (but understands the spellcaster's language), and it deals radiant damage instead of lightning damage.

On each of your turn, you can use a bonus action to mentally command the creature if it is within 120 feet of you. You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no

commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for up to 1 hour, after which time it stops obeying any command you have given it and either wanders away or vanishes into the Feywild.

CREATE LIFE

9th-level transmutation

Casting Time: 1 hour

Range: Self

Components: V,S,M (a diamond worth at least 1000 gp, rare oils and unguents worth another 1000 gp, water, a pint of blood, and a single hair, which the spell consumes)

Duration: Instantaneous

You brew the ingredients in a steel cauldron for 1 hour with the required Somatic and Verbal components. The magic fashions a humanoid body with a soul taken from one of the recently deceased awaiting judgment on the Fugue Plane. The creature has a 10% chance of recalling its former life and experiences.

The race and sex of the creature is based on the single hair chosen as material component. The spell can create a dwarf, elf, gnome, halfling, orc or human. If the hair belonged to a deceased creature known to the caster, there is a 25% chance that this creature returns to life, if the soul is free and willing.

The new creature has a young adult body, and is free of any poison, disease or madness that might have afflicted the former creature when it died. The creature knows one language the soul spoke in its former life.

Create life otherwise works as the *resurrection* spell, including initial penalties on attack rolls, saving throws, and ability checks.

CREATE UNDEAD MONSTROSITY

7th-level necromancy

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (body parts belonging to dead creatures)

Duration: Instantaneous

You can cast this spell only at night. Choose a creature's corpse. You can also choose body parts belonging to up to four other Medium or Small creatures. The DM will assist you in creating your undead monstrosity using the Zombie as a template.

The head determines the creature's Intelligence, Wisdom, and special senses such as blindsight, darkvision, keen smell or keen sight, based on the original creature's abilities. Other parts determine what other monster features and special abilities the created monstrosity will have.

The creature might be unaligned (50%), evil (40%) or retain its former alignment (10%), but does not remember its previous life and experiences.

This spell is otherwise identical as the spell *create undead*.

DEATH PRAYER

Abjuration cantrip

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: 10 days

You pray over a corpse, reducing the likelihood that it will rise as an undead. If the creature was doomed to rise as undead due to the way it was killed (such as being drained by a vampire), or someone casts a spell such as *animate dead* on the corpse, it will only have a 50% chance of success.

This spell provides protection once before dissipating.

DEEP SLEEP

7th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S,

Duration: Concentration, up to 1 hour

You send a creature you touch into a deep, magical slumber. The target is unconscious until the spell ends or until it takes considerable damage (totaling at least half its hit points maximum). Shaking, slapping or moving the creature does not wake the sleeper. While sleeping this way, the target is immune to psychic damage, as well as telepathic and illusory intrusions. Each 10 minutes spent

sleeping reduces the target's exhaustion level by one, and the creature recovers all spent Hit Dice after an uninterrupted hour of sleep.

An unwilling creature can make a Wisdom saving throw against your spell save DC to avoid falling asleep. Undead and creatures immune to being charmed aren't affected by this spell.

DEFLECT MISSILES

1st-level abjuration

Casting Time: 1 reaction, which you take when you are hit by a ranged weapon attack

Range: Self

Components: V, S

Duration: Instantaneous

When you are hit by a ranged weapon attack, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your fighter level.

If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch the missile in this way, you can make a ranged attack with the weapon or piece of ammunition you just caught as part of the same reaction, provided you are wielding the appropriate weapon.

DESTROY MEMORIES

3rd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You affect the short-term memories of an individual. Target within range must succeed a Wisdom saving throw or completely forget what transpired during the last minute, as if waking up from an unconscious state. The spell does not affect a person's abilities, only their conscious memories.

At Higher Levels. When using a spell slot of 4th level or higher, the number of forgotten minutes increases by 1d4 for each spell slot above 3rd level.

DETECT EMOTIONS

1st-level divination

Casting Time: 1 action

Range: Self

Components: V,S

Duration: Concentration, up to 10 minutes

For the duration, you sense the current emotional state (love, hope, joy, peace, fear, lust, anger, hatred, sadness, or envy) in creatures within 30 feet of you, as well as where the emotion is coming from. You can identify the type of emotion, but not the cause.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

DETECT LIFE

1st-level divination

Casting Time: 1 action

Range: Self

Components: V,S

Duration: Concentration, up to 10 minutes

For the duration, you know if there is a living creature within 30 feet of you, as well as where the creature is located. You can't detect the presence of an aberration, celestial, elemental, fey, fiend or undead using this spell.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

DRY

1st-level transmutation

Casting Time: 1 action

Range: Self (15 ft. radius)

Components: V,S

Duration: Instantaneous

You immediately dry any wet body in a 15-foot radius. The spell also harms water elementals, oozes, and other creatures made entirely of liquid. A vulnerable creature caught in the radius must make a Constitution saving throw. The creature takes 3d6 necrotic damage on a failed save, or half as much on a successful one.

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

ECSTASY

3rd-level enchantment

Casting Time: 1 action

Range: 10 feet

Components: S

Duration: Concentration, up to 1 minute

Choose a creature you can see within range. The target must succeed a Wisdom saving throw or become intoxicated with a feeling of utter ecstasy. A creature can choose to fail this saving throw if it wishes. The sensation of pleasure is so powerful that target's senses are completely clouded; it spends its action that turn squirming, writhing and gasping, gaining in effect the Stunned condition. At the end of each of its next turns, the target can make another Wisdom saving throw to negate the spell effect.

This spell has no effect on aberrations, celestial, elemental, fey, fiend, and undead.

ELEANOR'S REINCARNATION

5th-level transmutation (ritual)

Casting time: 10 minutes

Range: 150 feet

Components: V, S, M (rare oils and unguents worth at least 200 gp, which the spell consumes).

Duration: Instantaneous

You touch a dead beast or a piece of a dead beast. Provided that the creature has been dead no longer than 10 days, the spell forms a new adult body for it and then calls the animal's soul to enter that body.

The magic fashions a new body for the creature to inhabit, which likely causes the creature's type to change. The new body can be either male or female (50/50 chance).

The DM rolls a d100 and consults the following table to determine what form the creature takes when restored to life, or the DM chooses the new form.

d100	Creature
01-04	Butterfly
05-10	Insect (any)
11-15	Mastiff
16-20	Bat
21-25	Boar
26-30	Wolf
31-35	Brown Bear
36-40	Hawk
41-45	Tiger
45-50	Riding Horse
51-55	Crocodile
56-60	Cat
61	Frog
62	Elephant
63	Octopus
64	Squid
65	Shark
66	Mule
67	Owl
68	Raven
69	Zebra
70	Flying Snake
71	Elk
72	Badger
73	Skunk
74	Hyena
75	Duck
76	Lion
77	Hippopotamus
78	Rooster (Chicken)
79	Gorilla
80	Sheep
81	Sea Turtle
82	Hedgehog
83	Pig
84	Tapir
85	Sloth
86	Giant Tortoise
87	Small fish (any)
88	Koala (50%) Panda (50%)
89	Opossum
90	Llama
91	Exotic bird (any)
92	Mole
93	Rhinoceros
94	Porcupine

95	Pseudodragon
96	Whale
98-00	Humanoid (roll on the <i>Reincarnate</i> table)

The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast (or determined by the DM if no statistics exist). If the reincarnated creature has an Intelligence score above 1, it retains its alignment (if any) and recalls its former life and experiences.

If the new body is that of a humanoid, the Intelligence score is determined by rolling 2d4. The creature can't speak any language until it learns one.

ELONIA'S GLAMER

Illusion cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of ruby dust and a pinch of chalk dust)

Duration: 1 hour

You subtly change the appearance of yourself or one other humanoid, making that person more or less attractive. This does not make that person look like someone else. Rather, for the positive version, makes the target's eyes appear to sparkle, their skin clearer and smoother, their teeth straighter and whiter, and their hair thicker and more lustrous; or for the negative version, makes the person seem lackluster and unkempt. An unwilling target may make a Wisdom saving throw to resist, while a creature can use its action to inspect your appearance and succeed on an Intelligence (Investigation) check against your spell save DC to see through the illusion.

EXPLOIT WEAKNESS

3rd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute.

You choose a creature you can see within range; it must succeed a Constitution saving throw. On a

failed save, the spell finds the creature's vulnerabilities and makes them weaker. If the target has vulnerability to a damage type, damage of that type against it is doubled as usual, but the creature suffers an additional 1d10 damage of the same type each time it is hit by such an attack during the spell duration.

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

FLESH TO ICE

7th-level transmutation

Casting Time: 1 action

Range: 60 feet

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

Duration: Concentration, up to 1 Minute

This spell works exactly like the spell *flesh to stone* except the target is turned to ice, it has vulnerability to bludgeoning damage, and it suffers 1d10 cold damage each time it fails a Constitution saving throw.

FORBID

1st-level enchantment

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

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute.

You veto an action by the spell's target, prohibiting him from even attempting to do it. By default, the forbidden action is the specific action the target was about to take when the spell was cast as a reaction (e.g. not only using the Attack action, but attacking a specific target; not only casting a spell, but casting a specific spell; not only walking, but walking to a specific location; not only using the Use an Object action, but using a specific object). The target must succeed on a Wisdom saving throw or be incapacitated or paralyzed with regards to that specific action.

If you choose to veto a general action instead of a specific one (attacking, moving, talking), the target has advantage on its saving throw. At the end of

each of its turn, the target can make another Wisdom saving throw. On a success, the spell ends.

At higher levels. When you cast this spell using a spell slot of 3rd level, you can maintain your concentration for up to 10 minutes. When you cast this spell using a spell slot of 5th level or higher, you can maintain your concentration for up to 1 hour.

FORCE BLAST

2nd-level evocation

Casting Time: 1 action

Range: Self (20 foot-radius)

Components: V, S

Duration: Instantaneous

You release a burst of magical force from your body. Each creature within 20 feet must make a Strength saving throw. On a failed save, a target is pushed back 15 feet away from you and is knocked prone. On a successful save, a target is pushed back 5 feet or suffers 1d8 force damage (target's choice).

Unsecured objects that are completely within the area of effect are pushed 10 feet away from you by the spell's effect. The spell emits no audible sound.

FORCE SHAPECHANGE

5th-level transmutation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a hair from a lycanthrope and a butterfly)

Duration: Instantaneous

You point to one creature within range that you can see. If that creature is shapechanged, either through natural ability or by spell, that creature must make a Constitution saving throw or be forced back to its true shape and take 3d10 force damage from the forced change. If the creature succeeds on its saving throw, it doesn't change back and takes half-damage.

This spell has no effect on illusory disguises.

FROST WHIP

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

You create a ten-foot long, blue-white, glowing line of solidified coldness, which you can use as a whip. You use your spell attack modifier to attack. On a hit, it does 3d10 cold damage to living tissue and the creature must make a Constitution saving throw or be paralyzed for 1 round.

INCITE DISCORD

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V,S,M (a nut shell)

Duration: Concentration, up to 1 minute

This spell assaults minds, spawning anger, irritation, paranoia, mistrust, and hatred. Each creature in a 10-foot radius sphere centered on a point you choose within range must succeed on a Wisdom saving throw when you cast this spell or be affected by it.

An affected target is drawn to engage verbal assault with surrounding creatures. Friendly and indifferent targets become hostile and creatures prone to violence may attack. For the duration, an affected target has disadvantage on attack rolls.

LIGHT FORM

6th-level transmutation

Casting Time: 1 action

Range: Self

Components: V,S

Duration: Concentration, up to 1 minute

Your body (along with everything it's wearing and carrying) is transformed into a body of pure luminous energy. While in this state, you can enter and occupy the space of another creature and pass through small holes and narrow openings. You have resistance to nonmagical and radiant damage, but gain vulnerability to necrotic damage.

While in this form, you can't talk, cast spells, drop, or manipulate objects. You can, however, use the weapon you were holding at the time of the casting (or your unarmed hands) to make melee spell attacks that deal 1d8 + spellcasting ability modifier radiant damage.

REPEAT

1st-level transmutation

Casting Time: 1 action

Range: 60 feet

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

Duration: Instantaneous

You briefly wind back the thoughts of a creature of your choice that you can see within range. The target must succeed on a Wisdom saving throw or be forced on its next turn to repeat the actions it performed in its previous turn. If the situation has changed in such a way that the subject wouldn't take the same actions again, it will still go through the motions as if the reality hadn't change from the previous round. If going through the motions is impossible, the subject stands still and takes no action, bonus action or reaction for 1 round.

SEEKING SPHERE

2nd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V,S

Duration: Concentration, up to 1 minute

A 5-foot diameter hovering sphere of radiant light appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 radiant damage on a failed save, or half as much damage on a successful one.

As a bonus action, you can move the sphere up to 30 feet in every direction, including upward. If the sphere touches a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn. You must be able to see the sphere in order to move it. It sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

SHIELD OF LIGHT

2nd-level abjuration

Casting Time: 1 action

Range: Self

Components: V,S

Duration: Concentration, up to 1 minute

A shield of radiant light appears in your hand. For the spell's duration, you have a +2 bonus to AC, and you gain resistance to necrotic damage. You don't need shield proficiency to benefit from this spell, but you need a free hand to wield the magic shield. The shield is an improvised weapon for attacking purposes, and causes 1d4 radiant damage on a successful hit. It provides bright light in a 5-foot radius and dim light for an additional 5 feet.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the shield created by this spell cannot be dispelled by magical darkness.

SNOWBALL

Conjuration cantrip

Casting Time: 1 action

Range: 120 feet

Components: V,S

Duration: Instantaneous

An icy sphere of bitter cold appears in your hand, harming neither you nor your equipment. You can use the snowball to strike opponents with a melee spell attack, or you can throw the orb as a ranged spell attack at a creature or object within range. Either use deals 1d8 cold damage.

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

SPRING

Transmutation cantrip

Casting Time: 1 action

Range: 300 feet

Components: S,M (Y-shaped twig or rod)

Duration: Instantaneous

You draw forth any nearby current or stream, underground or otherwise, causing a spring to flow from the spot you designate. The spell affects up to 10 gallons of natural liquids within range. If no liquid is present, the spell has no effect.

UNRAVEL TIES

3rd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Instantaneous

Using this spell, you undo ties that permits a spellcaster to control or influence creatures through conjuration, enchantment or necromancy magic. When cast using a spell slot of 3rd level, the spell unravel magical ties from 3rd-level spells or lower. It can be used on controlled creatures within range, but it is always the conjurer, enchanter or necromancer that must succeed a Wisdom saving throw in order to retain control of the creatures. On a failed save, charmed creatures are no longer subjected to the Charmed condition, while conjured creatures or controlled undead no longer obey commands and can't be dismissed by ending concentration. (Conjured creatures still disappear after the maximum spell duration).

This spell has no effect on ties created through means other than spellcasting.

At higher levels. When you cast this spell using a spell slot of 4th level or higher, you can unravel ties created by spells of an equal level or less than the level of the spell slot you used.