

# MAGICKA SERRELLA



a Book of Magic

R P Davis



FEDEREC SERRELL OF TIMBERTOWN

# MAGICKA SERRELLA

DILIGENT READER, in this work, which has just been created and published, you find writ down spells and arcanabulae collected in a long career exploring far foreign places beyond the edges of most knowledgable sage's maps of Faerûn, as well as the results of my delving into the histories and reputations of wizards long dead, and these histories have been reconstituted on the basis of ancient observations, and their magics have moreover been embellished by new and marvelous incantations and philosophies. Here also are most convenient tables, from which you will be able to compute which spells might be useful to your purpose.

Therefore read, learn, and use the lore herein with wisdom and good judgment.



*Let no one untrained in magic enter here.*

TIMBERTOWN, IMPILTUR

*IN THE YEAR OF THE SCARLET WITCH*

BEING 1491 IN DALE-RECKONING



## **BARD SPELLS**

### **CANTRIPS (0 LEVEL)**

Snilloc's Snowball

Wield Skill

### **1ST LEVEL**

Harmony

Nybor's Gentle Reminder

Rosemantle

### **2ND LEVEL**

Force Staff

Gedlee's Electric Loop

Serrell's Halitosis

Spell Shield

### **3RD LEVEL**

Mystic Lash

Manyjaws

Skull Watch

Understand Devices

Warning

### **4TH LEVEL**

Caligarde's Claw

Force Orb

### **5TH LEVEL**

Improved Blink

Inferno

Skull Eyes

Watchware

### **6TH LEVEL**

Acid Storm

Wall of Sand

### **9TH LEVEL**

Elminster's Effluent Eparation

## **CLERIC SPELLS**

### **CANTRIPS (0 LEVEL)**

Wield Skill

### **1ST LEVEL**

Rosemantle

### **2ND LEVEL**

Spell Shield

### **3RD LEVEL**

Bladebane

Mace of Odo

Nchaser's Glowing Orb

Shield of Lathander

Skull Watch

Warning

### **4TH LEVEL**

Favor of Ilmater

Pact of Martyrdom

Recitation

### **5TH LEVEL**

Moonweb

Shield of Lathander, Greater

Soul Scour

### **6TH LEVEL**

Wall of Sand

### **7TH LEVEL**

Holy Star

### **8TH LEVEL**

General of Undeath

### **9TH LEVEL**

Undeath's Eternal Foe

## **DRUID SPELLS**

### **CANTRIPS (0 LEVEL)**

Wield Skill

### **1ST LEVEL**

Claws of the Beast

### **2ND LEVEL**

Blinding Spittle

Force Staff

Spell Shield

### **3RD LEVEL**

Greenfire

Mold Touch

Possess Beast

Quench

Spectral Elk

### **4TH LEVEL**

Nature's Balance

Thorn Spray

### **5TH LEVEL**

Fireward

Inferno

Shroud of Flame

Tree Healing

### **6TH LEVEL**

Wall of Sand

### **7TH LEVEL**

Vipergout

### **8TH LEVEL**

Bombardment

## **PALADIN SPELLS**

### **CANTRIPS (0 LEVEL)**

Wield Skill

### **1ST LEVEL**

Rosemantle

### **2ND LEVEL**

Spell Shield

### **3RD LEVEL**

Battletide

Bladebane

Mace of Odo

Shield of Lathander

Skull Watch

### **4TH LEVEL**

Favor of Ilmater

Pact of Martyrdom

Recitation

## **RANGER SPELLS**

### **CANTRIPS (0 LEVEL)**

Wield Skill

### **1ST LEVEL**

Claws of the Beast

### **2ND LEVEL**

Spell Shield

### **3RD LEVEL**

Battletide

Greenfire

Mold Touch

Quench

Warning

## **SORCERER SPELLS**

### **CANTRIPS (0 LEVEL)**

Snilloc's Snowball

### **1ST LEVEL**

Nybor's Gentle Reminder

### **2ND LEVEL**

Force Staff

Gedlee's Electric Loop

Manyjaws

Serrell's Halitosis

### **3RD LEVEL**

Mystic Lash

### **4TH LEVEL**

Caligarde's Claw

Force Orb

Sinsabur's Baleful Bolt

### **5TH LEVEL**

Ball Lightning

Beltyn's Burning Blood

Bladebane

Fleshshiver

Improved Blink

Lightning Ring

Skull Eyes

Watchware

### **6TH LEVEL**

Acid Storm

Fiendform

Howling Chain

Prismatic Eye

Stone Body

### **7TH LEVEL**



Nybor's Joyful Voyage

Ruby Ray of Reversal

**9TH LEVEL**

Eye of Power

**WARLOCK SPELLS**

**CANTRIPS (0 LEVEL)**

Snilloc's Snowball

Wield Skill

**1ST LEVEL**

Black Talon

Nybor's Gentle Reminder

**2ND LEVEL**

Force Staff

Gedlee's Electric Loop

Serrell's Halitosis

**3RD LEVEL**

Battletide

Manyjaws

Understand Devices

Warning

**4TH LEVEL**

Caligarde's Claw

Force Orb

Sinsabur's Baleful Bolt

**5TH LEVEL**

Fleshshiver

Improved Blink

Presper's Moonbow

Skull Eyes

Soul Scour

**6TH LEVEL**

Acid Storm

Fiendform

Howling Chain

Prismatic Eye

Stone Body

**7TH LEVEL**

Undeath After Death

**8TH LEVEL**

General of Undeath

Transcribe Symbol

**9TH LEVEL**

Elminster's Effluent Eparation

Eye of Power

Sphere of Ultimate Destruction

**WIZARD SPELLS**

**CANTRIPS (0 LEVEL)**

Snilloc's Snowball

**1ST LEVEL**

Nybor's Gentle Reminder

**2ND LEVEL**

Force Staff

Gedlee's Electric Loop

Manyjaws

Serrell's Halitosis

**3RD LEVEL**

Mystic Lash

Nchaser's Glowing Orb

Understand Devices

**4TH LEVEL**

Caligarde's Claw

Force Orb

Sinsabur's Baleful Bolt

Skull of Secrets

**5TH LEVEL**

Ball Lightning

Belty'n's Burning Blood

Bladebane

Fleshshiver

Improved Blink

Lightning Ring

Presper's Moonbow

Simbul's Spell Matrix

Skull Eyes

Soul Scour

Watchware

**6TH LEVEL**

Acid Storm

Fiendform

Ghorus Toth's Magnetism

Howling Chain

Nybor's Psychic Imprint

Prismatic Eye

Spell Phylactery

Stone Body

Stone Walk

**7TH LEVEL**

Nybor's Joyful Voyage

Nybor's Stern Reproof

Ruby Ray of Reversal

Simbul's Spell Sequencer

Triple Mask

Undeath After Death

**8TH LEVEL**

General of Undeath

Transcribe Symbol

**9TH LEVEL**

Elminster's Effluent Eparation

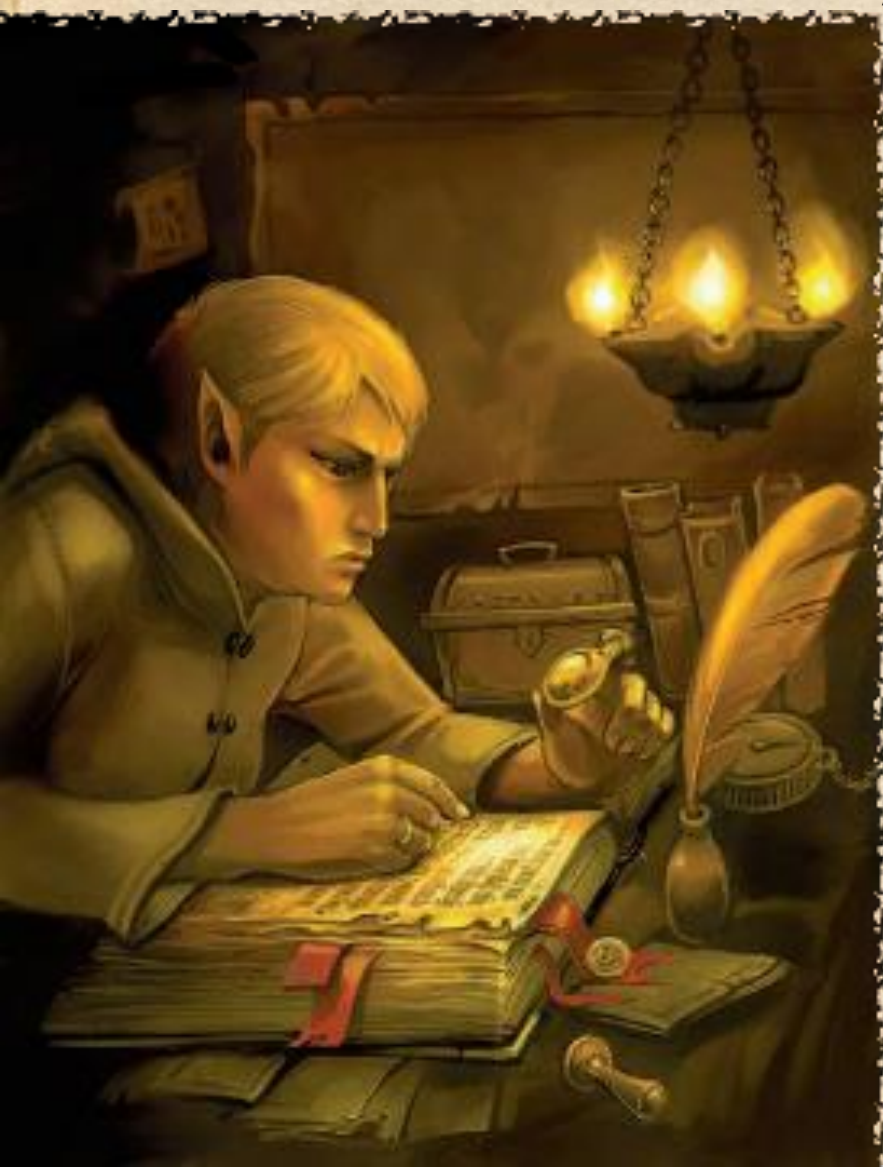
Eye of Power

Mystra's Miasma

Simbul's Spell Trigger

Snilloc's Obedient Avalanche

Sphere of Ultimate Destruction





## CID STORM

*6th-level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

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

**Duration:** Instantaneous

You cause powerful, corrosive acid to rain down in the shape of a cylinder that is 10 feet tall with a 60 foot radius, centered on a point you can see within range. Each creature within the area of effect must make a Dexterity saving throw. A creature takes 8d8 acid damage on a failed save, or half as much damage on a successful one.

## BATTLE TIDE

*3rd-level transmutation*

**Casting Time:** 1 action

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

**Components:** V, S, M

**Duration:** 1 minute

You turn the tide of battle by stealing life energy from your enemy. Choose an enemy creature within range. As long as that enemy remains alive and within the spell's range, you gain the following benefits:

- You gain advantage on attack rolls and saving throws.
- You gain a +1 bonus to your AC.
- Your movement increases by 30 feet, to a maximum of twice your normal movement.
- When taking the Attack action, you may make one extra melee attack.
- If you choose not to make the extra attack using the Attack action, you may cast any 0-level or 1st-level spell for which you have a spell slot available.

When the affected creature is freed from the spell's effects, the spell ends instantly.

## BALL LIGHTNING

*5th-level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

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

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

You create one to four 3-foot-diameter spheres of lightning. The more spheres you create, the less powerful each sphere is individually.

Each sphere appears in an unoccupied space you can see within range.

Each sphere sheds dim light in a 30-foot radius.

As a bonus action, you can move each sphere up to 30 feet, but no farther than 120 feet away from you.

When a creature other than you comes within 5 feet of a sphere, the sphere discharges lightning at that creature and disappears. That creature must make a DC 15 Dexterity saving throw.

On a failed save, the creature takes lightning damage based on the number of spheres you created. (4 spheres = 2d4, 3 spheres = 2d6, 2 spheres = 5d4, 1 sphere = 4d12)



## BELTYN'S BURNING BLOOD

*5<sup>th</sup>-level necromancy*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a drop of blood and a pinch of saltpeter)

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

You infuse the blood of a living creature you can see within range with a fiery, corrosive admixture. For the duration, at the beginning of each of its turns, the creature takes 1d8 points of acid damage and 1d8 points of fire damage. The creature can use its action to make a Constitution saving throw; on a success the effect ends.

## BLACK TALON

*1st-level necromancy*

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S

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

You transform one of your arms into a rubbery tentacle ending in a taloned claw. Make a melee spell attack with reach against the target. On a hit, the target takes 1d8 necrotic damage.

## BLADEBANE

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a drop of blood and ruby dust worth 500gp)

**Duration:** 10 minutes

You touch a single slashing weapon and make it more deadly for a short period of time. Choose a creature type. The weapon becomes a magical weapon for the purposes of overcoming resistances, and creatures of that type are vulnerable to damage from the weapon on which *bladebane* was cast.

## BLINDING SPITTLE

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

Your spittle turns corrosive and burns your enemies. Make a ranged spell attack against a creature in range. On a hit, the creature must make a successful Dexterity saving throw or be blinded. At the end of each of its turns, the target can repeat the saving throw. On a success, the effect ends.

## BOMBARDMENT

*8th-level conjuration*

**Casting Time:** 1 action

**Range:** 300 feet

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

**Duration:** Instantaneous

You cause a hail of great stones to fall from the sky, battering and burying your enemies. You create a cylinder that is 10 feet tall with a 60 foot radius, centered on a point you can see within range. Each creature within the area of effect must make a Dexterity saving throw. A creature takes 10d8 bludgeoning damage on a failed save, or half as much damage on a successful one. In addition, on a failed save a creature is knocked prone and is restrained.

## CALIGARDE'S CLAW

*4th-level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a small claw from an beast)

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

You create a Medium claw of shimmering, translucent force in an unoccupied space that you can see within range. The claw lasts for the spell's duration, and it moves at your command. You can either send the claw to attack a target or order it to guard an area.

The hand is an object that has AC 20 and hit points equal to one-half your hit point maximum. If it drops to 0 hit points, the spell ends. It has a Strength of 22 (+6) and a



Dexterity of 18 (+4). On a hit, it deals 1d6+6 slashing damage.

## CALIGARDE

Long, long ago in the mists of time, Caligarde was one of the apprentices of the Seven Wizards of Myth Drannor. Some say he fell when Myth Drannor fell; others say he walks still in the misty forests of Commanthor, sustained by a burning desire for vengeance.

It took ages to decipher this spell from a tattered scroll we found in our travels. But decipher it we did, and it is powerful indeed.

When you order it to attack a target, the claw moves toward the target at a speed of 90 feet, provided the target is within the spell's range. It attacks on your turn and continues to attack until it or its target is reduced to 0 hit points, you direct it to attack another creature, or the spell ends.

When you order it to guard an area, the claw flies at its speed to any unoccupied space within range you designate. There, it makes attacks of opportunity against any creature which comes within 5 feet of it. It can make 5 attacks of opportunity per round. It cannot take the Attack action.

## CLAWS OF THE BEAST

1st-level transmutation

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

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

You become a living weapon, causing your hands to sprout vicious claws. Your unarmed attacks deal 1d8 slashing damage.

## ELMINSTER'S EFFULGENT EPURATION

9th-level abjuration (ritual)

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M

**Duration:** 1 hour

The great wizard himself provided this spell, which we found in a spellbook belonging to a Fraternity of Tharos cultist in Lyrabar. It has proved its efficacy over and over again.

You create 15 floating, silvery spheres, which whirl in a spiral around you or a willing creature within range. The spheres intercepts magic which targets the creature affected by the epuration, negating spells or spell-like abilities which would affect you or have an effect which extends into your space. One sphere is expended for each level of spell negated, including 0-level spells; a *fire bolt* cantrip expends one sphere, and a *fireball* spell cast using a 5th-level slot expends five spheres.

The spheres follow you at a movement of 60 feet.

They cannot pass through solid objects or force effects. They cannot be harmed by physical or magical attacks except those that dispel or negate magic entirely (such as *dispel magic*, *antimagic field*, and so on).

## EYE OF POWER

9th-level divination (ritual)

**Casting Time:** 1 action

**Range:** Unlimited

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

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

You create a miniature floating eye of faintly glowing blue energy.

Spying your enemy via your magical sensor from the safety of your laboratory, you unleash your spell.





This spell functions like *arcane eye*, except you can cast any spell of 7th level or lower that has a range other than Self through the eye. Any spell so cast functions as though it had been cast from the eye's location rather than yours. Casting any spell of higher than 7th level through the eye not only produces no effect (though the spell slot is still expended), but it destroys the *eye of power* and ends the spell.

Unlike an *arcane eye*, an *eye of power* is visible and corporeal, so it can be destroyed. The eye is a Tiny object with AC 18 and hit points equal to half your hit point maximum. It uses your bonuses for saving throws.

## FAVOR OF ILMATER

*4th-level abjuration*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

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

Choose a target within range. When the target is reduced to 0 hit points but not killed outright, it can drop to 1 hit point instead.

In addition, the target becomes immune to damage from non-magical weapons. It is further immune to effects that would cause it to be charmed, exhausted, frightened, incapacitated, paralyzed, poisoned, restrained, or stunned. If any of the conditions were in effect on the target at the time of casting, they are suspended for the spell's duration. When the spell ends, any effects suspended by the spell that have not expired in the interim (such as levels of exhaustion) return. Effects that expired during the duration of this spell do not resume when it ends.

## FIENDFORM

*6th-level transmutation (ritual)*

**Casting Time:** 1 action

**Range:** self

**Components:** V, M (a bone from a fiend)

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

You transform yourself into the form of a fiend from the deepest pits of the Abyss.

The transformation lasts for the duration, or until you drops to 0 hit points or die. Your new form can be any fiend whose challenge rating is

equal to or less than your level. Your game statistics, including mental ability scores, are replaced by the statistics of the chosen fiend. It retains your alignment and personality.

You assume the hit points of your new form. When you reverts to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

You are limited in the actions you can perform by the nature of your new form. Your gear melds into the new form. You can't activate, use, wield, or otherwise benefit from any of your equipment.

## FIREWARD

*5th-level transmutation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M

**Duration:** 8 hours

*Fireward* has the same functions as *quench* (q.v.). In addition, it has the following effects:

- While *fireward* remains in effect, no fire, magical or non-magical, can function inside its area.
- Any creature of elemental fire which enters the area of effect takes the damage indicated under *quench*, and if it remains in the area takes the same damage at the start of each turn it begins in the area.
- It lasts for 8 hours or until you will the spell to end.

## FLESHSHIVER

*5th-level necromancy*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a bone, which is snapped in half during casting)

**Duration:** Instantaneous

Choose a creature within range. This ghoulish spell, favored by zulkirs of necromancy in the foul halls of Thay, causes terrible pain by twisting and snapping that creature's bones.



The creature must make a Constitution saving throw. On a failure, the target is stunned until the end of its next turn and takes 8d8 bludgeoning damage. On a success, it takes half damage. In addition, the target is poisoned until it makes a successful Constitution saving throw, which it can attempt at the end of each of its turns.

## FORCE ORB

*4th-level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

You create one or more motes of force and hurl them at a creature or object within range. Make a ranged spell attack against the target(s). The orbs deal 8d6 points of force damage, divided any way you wish, but a single orb must deal at least 1d6 points of damage. You must declare the division of damage before you make your attack rolls. If you miss, the orb explodes in a flash. Each creature in a 10 foot radius sphere centered on that point must make a Dexterity saving throw. A target takes 2 points of force damage per die assigned to that orb on a failed save, or half as much damage on a successful one.

## FORCE STAFF

*2nd-level conjuration*

**Casting Time:** 1 action

**Range:** self

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

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

You touch a nonmagical quarterstaff and transform it into a staff of pure force crackling with arcane power. Whenever you hit with a force staff, you deal 1d6 points of force damage and 1d6 points of thunder damage. In addition, when you score a critical hit with it, the target must make a successful Constitution saving throw or be deafened until the end of your next turn.

## GEDLEE'S ELECTRIC LOOP

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** Self (20-foot radius circle)

**Components:** V, S, M (a loop of copper wire and a magnet)

**Duration:** Instantaneous

None of my researches could reveal anything about Gedlee, except that this spell and a number of harmless, beneficial magic items which came from his study of the Weave.

You create a small stroke of lightning that cycles through all creatures in the area. Each creature in the area must make a Dexterity saving throw. A creature takes 2d6 lightning 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 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

## GENERAL OF UNDEATH

*8th-level necromancy (ritual)*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M

**Duration:** Instantaneous

This mighty magic creates an army of undead servants. It functions exactly as does the spell *animate dead*, except that with *general of undeath* you can create up to 30 skeletons or zombies as a number equal to twice your level.

**At Higher Levels.** When you cast this spell using a spell slot of 9th level, you animate or reassert control over 10 additional undead creatures for each slot level above 8th. Each of the creatures must come from a different corpse or pile of bones.



## GHORUS TOTH'S MAGNETISM

*6th-level transmutation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a small lodestone)

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

You fire a brilliant blue ray at a creature within range or yourself. For the duration, you manipulate magnetism to create powerful effects. Choose one of the following:

**Armor.** You steer blades and arrows past you, giving you a +2 bonus to your AC against metal weapons. In addition, you can attempt to catch a metal projectile with magnetism: you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack by a metal weapon, such as a dagger or crossbow bolt. When you do so, the damage you take from the attack is reduced by  $2d10 +$  your spellcasting ability modifier. If you reduce the damage to 0, you can catch the missile in a magnetic field. If you catch a 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. You make this attack with proficiency, regardless of your weapon proficiencies, and you add your spellcasting ability modifier to the attack and damage rolls for the attack, which has a normal range of 20 feet and a long range of 60 feet.

**Attract.** Unattended metal objects in a 30-foot sphere surrounding the target – including weapons, armor, and anything made primarily out of metal – are pulled violently toward the target and strike it with great force, dealing 1d6 points for every object up to 5 pounds which strikes the target. Objects weighing more than 5 pounds deal 1d6 points of damage for every 5-pound increment; for example, a metal inkpot weighing 6 pounds deals 2d6 points of damage, and a bucket weighing 12 pounds deals 3d6. In any case, the maximum is 10d6.

A creature in the area wearing metal armor, wielding a metal weapon, or holding a metal object must succeed on a Strength save or be dragged 5 feet closer to you in a straight line. A creature can drop a metal object it's holding as a free action to avoid the effect if it's not wearing metal armor. Creatures that fail their saves by 5 or more are pulled an additional 5 feet closer for every increment of 5 by which

they failed their saves. Moving away from you counts as difficult terrain.

**Repel.** This functions identically to the attract effect, except creatures and objects are pushed away from you in a 30-foot sphere.

Unwilling targets which make a successful Constitution saving throw avoid the effect.

## GREENFIRE

*3<sup>rd</sup>-level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M

**Duration:** Instantaneous

You cause the earth to swell and burst with primal energy at a point within range. Each creature in a 20 foot radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 acid damage on a failed save, or half as much damage on a successful one.

## HARMONY

*1st-level enchantment*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 10 minutes

Whether you play your instrument, sing a song, recite an epic poem, or speak your words of encouragement, you fill your allies with greater confidence than normal. When you use your Bardic Inspiration ability while this spell is in effect, the die type increases by once size. Thus, if your Bardic Inspiration die is a d6, under this spell it becomes a d8.

## HOLY STAR

*7th-level abjuration (ritual)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 10 minutes

You create a glowing, star-shaped mote of magical energy that rests on your shoulder. It provides dim light in a 10-foot radius.



It has three functions. You designate which function to activate at the start of each of your turns:

**Spell Turning:** The *holy star* functions as a *ring of spell turning* (q.v.).

**Cover:** The *holy star* gives you a +5 bonus to AC.

**Fire Bolt:** The *holy star* lashes out with a beam of magic at a creature you designate, as though you cast the *fire bolt* cantrip.

## HOWLING CHAIN

6th-level evocation

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a short length of chain made from platinum links, worth at least 500gp)

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

Choose an unoccupied space within range. In that space, you create a blood-red chain of pure force which whips out to attack your foes, howling rather than rattling. The chain attacks with reach, using your melee spell attack bonus, targeting any creature which approaches it. If it hits, it deals 2d6 points of bludgeoning damage and the target creature must make a successful Dexterity saving throw or be restrained. A *howling chain* can restrain up to three creatures in this way.

## ILYYKUR'S MANTLE

4th-level abjuration

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (an uncut diamond worth at least 50gp)

**Duration:** 1 hour

You cloak yourself in shimmering magical energy which protects against magic used by your foes. You gain advantage on saving throws to avoid the effects of spells and spell-like abilities. In addition, you gain resistance to lightning damage.

## ILYYKUR

One of the Four Founders of the Covenant, long ago in the savage North of the Sword Coast, Ilyykur dedicated his life to battling the Red Wizards of Thay before his untimely death in Ruathym.

I found this spell in a book belonging to a necromancy zulkir we slew. Presumably ancient Ilyykur developed it to protect himself and his adherents from evil Thayan slavers. How the spell found its way into the zulkir's collection I cannot say.

## IMPROVED BLINK

5th-level transmutation

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 1 minute

Like the 3rd-level spell *blink*, *improved blink* lets you vanish from the material plane. Unlike the 3rd-level spell, with *improved blink* you have full control over when and where you blink.

## IMPROVED MAGE ARMOR

3rd-level conjuration

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a tiny platinum shield)

**Duration:** 1 hour

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 17 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the duration increases by 1 hour for each slot level above 3rd.



## INFERNO

*5th-level transmutation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M

**Duration:** Instantaneous

Choose a creature within range. That creature must make a successful Constitution saving throw. On a failure, it bursts into raging flames, taking 6d6 fire damage. At the start of each of its turns, it takes 1d6 fewer points of fire damage until the spell ends or the target extinguishes the flames; thus, inferno deals 5d6 points of fire damage the second round, 4d6 points of fire damage the third round, and so on. At the end of each of its turns, the creature can repeat the saving throw. On a success, the creature has extinguished the flames and the effect ends.

In addition, anything the creature wears or carries, except for magic items, is consumed by the flames.

## LIGHTNING RING

*8th-level evocation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a small glass hoop and a bit of cat fur)

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

You create a ring of crackling, painfully-bright lightning which hovers around you. At the beginning of your turn, choose one of the following options:

- **Lightning Bolts:** As an action, you can cause the *lightning ring* to fire two lightning bolts as if cast using a 3rd-level spell slot, using your spell save DC. You choose the directions the bolts fire.
- **Corona Ring:** As an action, you can release all of the spell's power at once. Each creature within 60 feet of you must make a Dexterity saving throw. A creature takes 6d6 lightning damage on a failed save, or half as much damage on a successful one. When you choose this option, the spell ends.

In addition, while the spell is active you gain resistance to lightning damage.

## MACE OF ODO

*3rd-level evocation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S, M

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

The power of your faith causes a mace of divine force to manifest in your hand which you can use to make melee spell attacks against creatures. On a hit, the mace deals 3d6 points of force damage, and a living creature must make a successful Constitution saving throw or be paralyzed until the end of its next turn.

In addition, undead you hit with it take an additional 1d6 radiant damage.

## MANYJAWS

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** 90 feet

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

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

You summon 5 pairs of disembodied, toothy jaws which fly toward your foes in order to bite them. You can order all the jaws to attack one creature or single jaws to attack separate targets. The jaws wink into existence swirling around you, then move with a flying speed of 40 feet toward the target(s) you designate. You can redirect the jaws as an action.

Each round on your turn, each pair of jaws automatically hits its target for 1d4 piercing damage, or half as much damage on a successful Dexterity saving throw.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you summon another pair of jaws for each slot level above 3rd.

## MOLD TOUCH

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M

**Duration:** Instantaneous

You cause a 5-foot diameter patch of brown mold to appear at a point you can touch.



Whenever a creature moves within 5 feet of the mold for the first time or starts its turn there, it must make a DC 12 Constitution saving throw, taking 3d10 cold damage on a failed save, and half as much damage on a successful one.

You can make a melee spell attack to cause it to appear on a creature. On a hit, the creature must make a successful Constitution saving throw against your spell save DC, taking 4d10 cold damage on a failed save, and half as much damage on a successful one.

As described on p. 105 of the **Dungeon Master's Guide**, if any source of fire is brought within 5 feet of a patch of brown mold, it immediately doubles in size. A patch of brown mold exposed to any effect which causes cold damage is immediately destroyed.

## MOONWEB

*4th-level abjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M

**Duration:** 1 hour

Choose a point within range. You create a glowing, shimmering barrier of force in one of the following shapes:

- A cylinder 5 feet in diameter and 10 feet high around a willing creature.
- A flat, 10-foot square plane covering an aperture, either horizontal (over a pit) or vertical (a doorway).

When you create the barrier, designate an inside and an outside. From the inside the *moonweb* is transparent and you can move through it. From the outside it is impassable and opaque; nothing can pass through it.

## MYSTIC LASH

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** 15 feet

**Components:** V, S, M

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

You create a whip of magical energy to strike down your foes. Make a ranged spell attack against a creature you can see within range. A creature you strike with the mystic lash must make a Constitution saving throw. A target takes 4d6 psychic damage on a failed save, or half as much damage on a successful one. In addition, a target is stunned until the end of its next turn on a failed save, and is not stunned on a successful one.

## MYSTRA'S MIASMA

*9th-level abjuration*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a tiny quilt soaked in water)

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

You conjure a thick cloud of billowing mist, a sphere with a 30-foot radius centered on you, which protects you against magical attacks.





The *miasma* creates a dead magic zone, an area of anti-magic where the Weave fails to function. Each creature which attempts to cast a spell or use a spell-like ability while within the area of effect must make a successful Wisdom saving throw. On a failure, the spell or effect fails.

## NATURE'S BALANCE

*4th-level evocation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 1 hour

You draw upon your connection with the natural world to lend some of your natural abilities to a creature you touch. For the duration, you take a -4 penalty to a single ability score of your choice, granting your target a +4 bonus to that ability score. If you cast the spell again while the spell is in effect, you take 4d10 damage in addition to the usual effect.

## NYBOR

Hundreds of years ago, Nybor was one of the most powerful – and cruel – Red Wizards ever to draw breath.

She rose through the ranks to be *zulkir* of enchantment, having gained that exalted position at an unprecedented young age through a combination of factors, including assassination, spying, and manipulation of lovers.

I am one of the few wizards in western lands to possess a copy of Nybor's *Simple Codex*, a book so vile, so filled with wanton cruelty that the soul of a good person is filled with horror and revulsion at its foul corruption of the Weave.

I present here several of her spells, not in hopes that they come into wide use, but so they may be studied. Nybor's intent in creating these spells, as a *zulkir* of Thay, was undoubtedly malign. It is my hope that, in studying these spells, my fellow mages can learn something with which they can defend good folk.

## NYBOR'S GENTLE REMINDER

*1st-level enchantment*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a thin wooden switch at least 2 feet long)

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

Choose a target creature within range. That target must make a successful Constitution saving throw or suffer excruciating pain for the duration of the spell. The target has disadvantage on all attack rolls, saving throws, and checks. If the target is concentrating on a spell, if it fails its saving throw it must make an additional Constitution saving throw (same DC) or lose concentration.

## NYBOR'S JOYFUL VOYAGE

*7th-level conjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V

**Duration:** Instantaneous

Nybor invented this spell as a means of creatively dealing with those who annoyed her. Do not confuse "joyful" with anything positive.

A creature you touch must make a successful Wisdom saving throw or be instantly teleported 1d100 miles to a random location. Consult the following table:

D%	Teleport Direction
01-10	North
11-20	Northeast
21-30	East
31-40	Southeast
41-50	South
51-60	Southwest
61-70	West
71-80	Northwest
81-90	Diagonally down (roll again; 80+ means straight down)
91-100	Diagonally up (roll again; 80+ means straight up)



Upward teleportation means the creature arrives in midair and had better have plenty of flying magic ready. Downward teleportation means the creature is encased in rock.

There is a 25% chance the creature arrives within a solid object. In this case, the creature takes 2d6 points of bludgeoning damage and is magically shunted to the nearest space large enough to house it. Otherwise, the creature is fused with solid matter and instantly slain.

On a successful saving throw, the target creature takes 5d6 psychic damage from teleport feedback.

### NYBOR'S MILD ADMONISHMENT

*3rd-level enchantment*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M

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

A more powerful version of *Nybor's Gentle Reminder*, when you cast this spell, the creature suffers all those effects and is also stunned for the duration if it fails its saving throw.

### NYBOR'S PSYCHIC IMPRINT

*6th-level transmutation (ritual)*

**Casting Time:** 1 hour

**Range:** Touch

**Components:** V, S, M (A gem of any type worth at least 250 gp times the total of the target's Intelligence, Wisdom, and Charisma ability bonuses)

**Duration:** Special

Nybor used this spell to create spies in the households of her rivals and enemies, copying the minds and personalities of trusted servants into magic items and making gifts of the items to those whom she wished to observe.

You magically copy the mind and consciousness of a creature into a gem. The creature must make a successful Wisdom saving throw to avoid the effect. On a failure, the creature drops to 0 hit points.

The mind transferred to the gem is magically unstable. It will begin to dissipate within 7 days unless the gem is crafted into a magic item.

When a gem is crafted into a magic item, the item becomes sentient (see [Sentient Magic Items](#) in the SRD), using the stats, personality, general memories, and languages known of the creature whose mind was transferred. Since the copy transferred to the gem retains the target creature's memory and personality, any feelings the target had toward you are also felt by the gem. If the target hates you, the item containing the gem will hate you as well.

Note the target can easily recover from its hit point loss. Each copy knows of the other. Whether or not the copies can cope with this knowledge is dependent on the creature.

### NYBOR'S STERN REPROOF

*7th-level enchantment*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a thin steel switch at least 2 feet long, the end of which is bound in gold, worth at least 100gp)

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

An amplified version of *Nybor's gentle reminder*, this spell causes your target to be wracked with white-hot agony. The target must make a successful Constitution saving throw or be reduced to 0 hit points. If the target succeeds on this saving throw, it must then succeed on a Wisdom saving throw or be stunned until the end of its next turn. Irrespective of whether either of these saves is made, the target has disadvantage on all attack rolls, saving throws, and checks for the duration. In addition, spellcasters' concentration is disrupted.

### NCHASER'S GLOWING ORB

*3rd-level evocation (ritual)*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a fist-sized glass sphere)

**Duration:** Instantaneous

Sages say this spell is the source of the uncommon magical *driftglobes* which pop up from time to time.

You cause a magical light source to appear inside the glass sphere. Once you create the orb, it becomes a *driftglobe*, with all the *driftglobe's* characteristics.



## PACT OF MARTYRDOM

4th-level necromancy

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

Choose a creature within range. You exchange hit points totals and conditions with that creature. For example, if the creature was at 10 hit points and was poisoned, you are now at 10 hit points and are poisoned. If the target was at 0 hit points, unconscious, and failed two death saving throws, you gain all those effects, and the target gains your status. If you have fewer hit points than the target when the spell is cast, the spell fails.

## POSSESS BEAST

3rd-level necromancy

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (incense and a morsel of food attractive to the target beast)

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

You magically force your spirit into the body of an animal within range, subjugating its spirit and forcing its body to obey your mental commands. Your body lies unconscious for the duration.

You retain your Intelligence and Wisdom ability scores, but your other scores change to the beast's. You may not cast spells or activate the body's supernatural abilities (if any).

For every 2 hit points of damage the beast's body takes, your real body takes 1 hit point of damage. If your body is reduced to 0 hit points while your spirit is in the beast's body, at the end of the spell's duration you die. If the beast's body is reduced to 0 hit points while your spirit

possesses it, you must make a successful DC 10 Constitution saving throw or die.

## PRESPER'S MOONBOW

5th-level evocation

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a chip of moonstone)

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

You conjure up to 4 motes of crackling energy which spin around you. As part of casting the spell, you can direct any number of the motes to attack targets within the spell's range. Multiple motes may be fired at the same target, or each may be sent against a separate target.

Make a ranged spell attack against each target. A creature struck by a mote takes lightning damage depending on how many motes you created when you cast the spell. 4 motes = 2d4, 3 motes = 2d6, 2 motes = 5d4, 1 mote = 4d12

If you don't immediately fire all the motes, you may fire remaining motes as an action on subsequent turns. If motes remain at the end of your turn, the spell ends.

## PRISMATIC EYE

8th-level evocation

**Casting Time:** 1 action

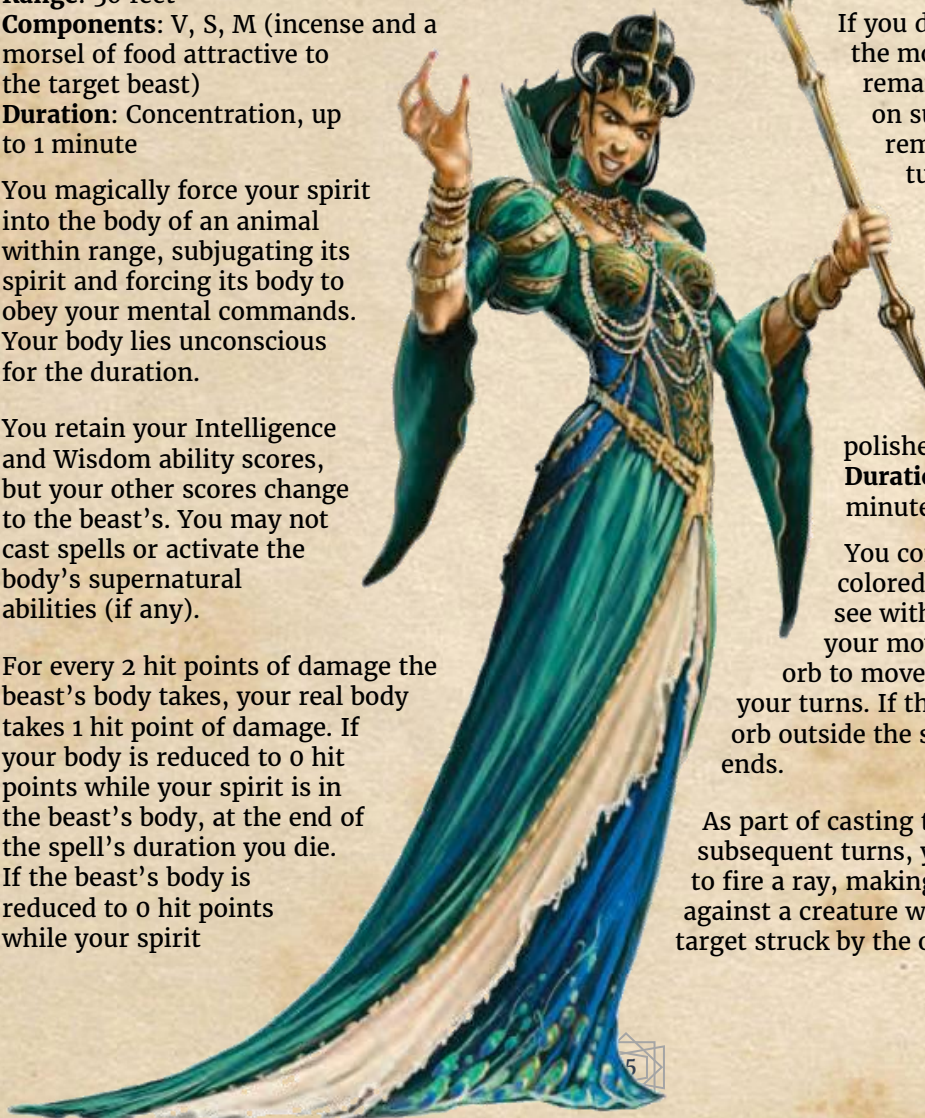
**Range:** 120 feet

**Components:** V, S, M (a polished abalone shell)

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

You conjure a floating, multi-colored sphere at a point you can see within range. You can use your move action to command the orb to move up to 30 feet on each of your turns. If the movement will put the orb outside the spell's range, the spell ends.

As part of casting the spell or as an action on subsequent turns, you can command the orb to fire a ray, making a ranged spell attack against a creature within 30 feet of the orb. A target struck by the orb's ray suffers the effect





of one random beam from the [prismatic ray](#) spell, using your spell save DC. Once seven rays have been fired, the orb remains but it can fire no more rays.

## QUENCH

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M

**Duration:** Instantaneous

Often used to put out conflagrations such as forest fires, *quench* extinguishes all nonmagical fires in its area. The spell also dispels any magical fires in an area equal to a cylinder that is 10 feet tall with a 60 foot radius, centered on a point you can see within range. Any fire spell of 3rd level or lower in the area ends. For each spell or effect of 4th level or higher in the area, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell or effect ends.

Each creature of elemental fire within the area of the spell takes 8d6 points of damage.

## RECITATION

*4th-level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M

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

As you chant sacred passages from your deity's scriptures, you fill yourself and your allies with your deity's blessings, and you fill your enemies with dismay. All allies within the area of effect who can see and hear you gain advantage on attack rolls and saving throws, and all enemies within the area of effect have disadvantage on attack rolls and saving throws.

## ROSEMANTLE

*1st-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

Your prayers cause a creature you touch to glow slightly. That creature enjoys advantage on

saving throws against fear and poison spells and effects, as well as those spells and effects which work by causing great pain, such as the Nybor's spells.

## RUBY RAY OF REVERSAL

*7th-level abjuration*

**Casting Time:** 1 action

**Range:** 60 feet

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

**Duration:** Instantaneous

You create a thin ray of bright light which can negate many hazards, magical or non-magical. It can also reverse many magical effects. Below are a few examples.

- The ray loosens chains, unlocks manacles, and unties knots, causing restraints to simply fall away.
- Locks are opened, whether intricate mundane versions or *arcane locks*.
- A statue of a creature turned to stone by a petrification spell or effect is returned to its normal state.
- A creature which has been polymorphed is returned to its natural state.
- A 1-foot-radius hole is blasted into a wall of force or similar spell or effect.

In any case, you must be aware of the device or effect for the spell to reverse it.

## SERRELL'S HALITOSIS

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** Self (15 foot cone)

**Components:** V, S

**Duration:** Instantaneous

One of my own inventions, which I have found useful in my travels, especially when belabored by crowds of ruffians.

A blast of noxious fumes erupts from your mouth. Each creature in a 15-foot cone must make a Constitution saving throw. On a failure, the creature takes 1d8 poison damage, and is poisoned until the end of its next turn.



## SHIELD OF LATHANDER

*3rd-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M

**Duration:** Instantaneous

You create a shimmering field of force which surrounds the creature touched. That creature gains resistance to slashing, piercing, and bludgeoning damage until the end of its next turn.

## SHIELD OF LATHANDER, GREATER

*5th-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M

**Duration:** Instantaneous

You create a shimmering field of force which surrounds the creature touched. That creature gains resistance to all damage types until the end of its next turn.

## SHROUD OF FLAME

*5th-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a pinch each of saltpeter and phosphorus wrapped in a spiderweb)

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

The druids in the service of the Nentyarch call this spell "Trollkiller," and you can easily see why. With it, you wreath a creature in fire.

Target a creature within range. That creature bursts into flame, taking 2d6 fire damage immediately. At the beginning of each of its turns it takes another 2d6 points of fire damage. At the end of each of its turns, it can make a Dexterity saving throw. On a success, the spell ends.

In addition, while the creature is aflame, each other creature within 5 feet of it must make a successful Dexterity saving throw or take 1d6 fire damage.

## SIMBUL'S SPELL MATRIX

*5th-level transmutation (ritual)*

**Casting Time:** 10 minutes

**Range:** 60 feet

**Components:** V, S, M (a piece of amber worth at least 500gp)

**Duration:** Special

This spell allows you to knit a small pocket in the Weave which allows you to store a spell for later use. As part of casting *Simbul's spell matrix*, cast another spell you wish to store. This spell can be of up to 3rd level.

Casting *Simbul's spell matrix* deals 1d6 psychic damage to you, and this damage overcomes any resistances or immunities you may have. In addition, this damage cannot be healed as long as your *matrix* exists.

As a bonus action, you can cast the spell you stored in the *matrix*. Once cast, that spell and the *matrix* cease.

A casting of *dispel magic* which successfully destroys the *matrix* also destroys the spell stored therein. Contact with an antimagic field causes both the *matrix* and the spell it holds to harmlessly dissipate. If you die or are rendered unconscious while the *matrix* is active, the *matrix* dissipates, releasing the spell contained therein with consequences determined by your DM.

## SIMBUL'S SPELL SEQUENCER

*7th-level transmutation (ritual)*

**Casting Time:** 10 minutes

**Range:** 60 feet

**Components:** V, S, M (a sapphire worth at least 1000gp)

**Duration:** Special

This spell duplicates *Simbul's spell matrix*, except you can store up to two spells of up to 3rd level and the psychic damage dealt by the *sequencer* increases to 2d6.



## SIMBUL'S SPELL TRIGGER

9th-level transmutation (ritual)

**Casting Time:** 10 minutes

**Range:** 60 feet

**Components:** V, S, M (a diamond worth at least 2000gp)

**Duration:** Special

This spell functions like the previous two Simbul's spells, except that with it you can store up to 3 spells of up to 3rd level, and the psychic damage increases to 3d6.

In addition, you can designate one spell held in the *trigger* to come into effect under a condition you specify when you cast the *trigger*. This spell is subject to the conditions of the [contingency](#) spell.

## SINSABUR'S BALEFUL BOLT

4th-level necromancy

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

The name attached to this spell has left no legacy. No one knows who Sinsabur was. Thus is fame proved fleeting.

A black streak of necrotic energy forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one.



## SKULL OF SECRETS

4th-level illusion (ritual)

**Casting Time:** 1 minute

**Range:** 60 feet

**Components:** V, S

**Duration:** Permanent

Choose an unoccupied point within range. In it, you create an intangible, harmless illusion of a floating, leering skull trailing black flames. The skull has a flying speed of 40 feet, though it cannot travel farther than 20 feet from its point of origin.

When you cast the spell, you must specify two conditions for the spell to be triggered. The first condition activates a message the spell speaks per the [magic mouth](#) spell. The second condition causes the skull to expel a 10-foot-long jet of flame at the creature which triggered the condition.

That creature must make a Dexterity saving throw, and takes 5d8 points of fire damage on a failed save, or half as much damage on a successful one.

Note the conditions can be equal, so that the skull speaks its message while at the same time firing its flame. Once the trigger for one condition has been met, the skull will not produce that effect again. Once both triggers have been met, the skull disappears.

## SKULL EYES

5th-level transmutation

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

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

While this spell is active, the pupils of your eyes have skull-shaped irises, and you become very charming indeed.



Each creature within 30 feet of you which can see and hear you must succeed on a Wisdom saving throw or be subject to the charmed condition.

## SKULL WATCH

*3rd-level necromancy (ritual)*

**Casting Time:** 1 minute

**Range:** Touch

**Components:** V, S, M (a humanoid skull)

**Duration:** Special

Your magic causes a humanoid skull to float 5 feet off the ground, facing a direction you choose. It monitors a 60 foot cone in that direction, subject to sight lines. If a living creature enters that area, it utters a piercing shriek which can be heard for hundreds of yards, then falls to the ground, its magic spent. Provided you are on the same plane of existence as the skull, even if you can't hear it you are aware of it when it is triggered.

Every creature other than you within 30 feet of the skull when it activates must make a successful Constitution saving throw or be deafened until the end of its next turn.

The skull can be destroyed by a creature which approaches from a direction not part of its monitoring zone. The skull has AC 12, 10 hit points, is resistant to slashing and piercing damage, and is vulnerable to bludgeoning damage. You are not made aware of the skull's demise if it is destroyed without triggering.

The skull's magic works until it is triggered or the next dawn.

## SNILLOC'S OBEDIENT AVALANCHE

*9th-level conjuration*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

You cause a massive tsunami of snow and ice to appear out of thin air, pounding your foes and burying them in icy death.

The avalanche appears in a cylinder that is 10 feet tall with a 60 foot radius, centered on a point you can see within range. Each creature in the cylinder must make a Dexterity saving

throw. A creature takes 8d8 bludgeoning damage and 8d6 cold damage on a failed save, or half as much damage on a successful one. In addition, a creature which fails its saving throw is buried under snow and ice, is rendered unconscious, and will suffocate in a number of rounds equal to its Constitution bonus.

## SNILLOC'S SNOWBALL

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

You hurl an icy mote of bitter cold at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 cold damage.

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

## SNILLOC

Snilloc was a great wizard who roamed the wilds of Faerûn with a party of adventurers which fought all manner of evil creatures in the 13<sup>th</sup> century Dalereckoning. He and his companions slew villains from beholders to undead, pirates to vampires. His fame increased when he helped save Drocampur from a horde of hobgoblins.

He wrote a book full of patronizing, arrogant anecdotes on how to defeat such monsters. The book also contained a variety of evocations reliant on the power of cold and frost, several of which are detailed in these pages.

I have heard it said that Snilloc was publicly infuriated when Volothamp Geddarm published some of his work in "Volo's Guide to All Things Magical," opining that Master Volo should spend "most of eternity as a dung beetle crushed under a rock at the bottom of a cesspool."

Rumor has it that Snilloc spent his final years living in Zakhara, far from the cold lands of his birth – and the spells of cold to which he lent his specialized enthusiasm.



## SOUL SCOUR

5th-level necromancy

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (Pinch of dust from a the bones of an undead creature of challenge rating 15 or above)

**Duration:** Instantaneous

Your touch corrupts the target creature's soul, rendering it helpless. Make a melee spell attack against the target. On a hit, the target takes 3d8 necrotic damage, and it is stunned until the end of its next turn.

## SPECTRAL ELK

3rd-level conjuration

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M

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

Choose an unoccupied point within range. In it, you summon a [giant elk](#) made of pure magical force which you can command to attack your foes or act as a mount. The elk can act as soon as it appears, acting exactly as a [phantom steed](#) spell except the elk has a movement of 60 feet.

In addition, the elk can attack using the giant elk's attacks and Charge ability.

When the spell ends, the elk disappears. If you were using it as a mount, you land safely.

## SPELL PHYLACTERY

6th-level transmutation (ritual)

**Casting Time:** 10 minutes

**Range:** Touch

**Components:** V, S, M

**Duration:** Instantaneous

As part of casting *spell phylactery*, you create a scroll containing a spell you are able to cast. The spell must be one which can affect you, must have a casting time of 1 action or 1 bonus action, and can be no higher than 1st level. You cast that spell as part of casting *spell phylactery*, expending spell slots for both, but the scroll spell doesn't come into effect. Instead, it takes effect when a certain circumstance occurs. You describe that circumstance when you cast the two spells. For example, a *spell phylactery* cast

with *cure wounds* might stipulate that *cure wounds* comes into effect when your hit points total drops below a certain number.

The scroll spell takes effect immediately after the circumstance is met for the first time, whether or not you want it to, and then *spell phylactery* ends.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, the spell allows you to store a spell of one higher level for each slot level above 6th. Thus, if you spend a 7th-level slot on *spell phylactery*, you can store a 2nd-level spell.

## SPELL SHIELD

2nd-level abjuration

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M

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

You cloak yourself in divine protection, gaining advantage on saving throws to resist the effects of spells and spell-like abilities.

## SPHERE OF ULTIMATE DESTRUCTION

9th-level conjuration

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (Dust from a creature destroyed by a Disintegrate spell or effect)

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

You conjure a featureless black sphere composed of absolute nothingness that destroys almost anything with which it comes into contact. The sphere flies at up to 30 feet per round and occupies a 5ft space. If the sphere goes beyond 120 feet from you, it vanishes out of existence.

The target can be a creature, an object, or a creation of magic, such as the wall created by *wall of force* or a *wall of fire*.

A creature targeted by this spell must make a Dexterity saving throw. On a failed save, the target takes 10d6 + 40 force damage. If this damage reduces the target to 0 hit points, it is utterly destroyed. The creature and everything it is wearing and carrying, except magic items, are sucked into the void of the sphere. The



creature can be restored to life only by means of a *wish* spell.

This spell automatically disintegrates a Large or smaller object. If the target is a Huge or larger object or magical creation, the sphere disintegrates a 10 foot cube portion of it. Magic items are unaffected by this spell.

## STONE BODY

*6th-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a chip from a stone golem)

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

You harden your flesh to the strength of stone, and give yourself the strength of golems.

You gain immunity to damage from bludgeoning, piercing, and slashing from non-magical attacks that aren't adamantite. In addition, you gain a +4 bonus to your Strength score and a -4 penalty to your Dexterity score for the duration. Your speed is reduced by half.

## STONE WALK

*6th-level abjuration (ritual)*

**Casting Time:** 10 minutes

**Range:** Touch

**Components:** V, S, M (a paste made from rubies worth 2500gp and a 2500gp diamond)

**Duration:** Instantaneous

You smear a magical paste of precious gems on two stone surfaces while designating a command word. A creature can stand on one prepared surface, speak the command word, and be magically teleported to the other prepared surface. Once the command word is used and the spell completes its teleport, the magic fades. The spell can transport two Medium or smaller creatures.

## THORN SPRAY

*4th-level transmutation*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S

**Duration:** Instantaneous

You hurl a tangle of briars in the direction of a target within range. Your magic turns the tangle into a spray of thorns which injures and poisons creatures in its area.

Each creature in a 60 foot cone must make a Dexterity saving throw. A creature takes 8d8 piercing damage on a failed save, or half as much damage on a successful one.

A creature which fails its saving throw is poisoned. It can use its action to attempt a Constitution saving throw. On a success the effect ends.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

## TRANSCRIBE SYMBOL

*8th-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a piece of slate which has been wiped clean)

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

Your magic encases your hand, allowing you to approach and touch an un-triggered magical sign, such as a *glyph of warding* or *symbol* spell. When you touch it, your magic copies the arcane writing onto your hand and erases it from the surface on which it was written, after which you can touch a creature to discharge it.

You must make an Intelligence (Arcana) check. The DC equals 10 +





the spell's level. On a successful check, the spell is copied onto your hand and safely erased from the surface on which you found it. On a failure, you have triggered the *glyph* or *symbol* and are subject to its effects. As long as you concentrate, the magic potential remains in your hand. If your concentration lapses, the sigil is triggered.

You can use your action to make a melee spell attack. On a hit, the sigil's magic is discharged on the creature you hit.

Should you wish to transfer the magical writing from your hand to another surface, you must make another successful Intelligence (Arcana) check as above.

## TREE HEALING

*5th-level conjuration (ritual)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M

**Duration:** 1 day

When you cast this spell, you must be touching a living creature and a normal tree at the same time. That tree must be large enough to accommodate the creature's body in each dimension. When you finish casting the spell, the creature's body melds into the trunk of the tree. You can designate yourself as the spell's recipient.

You can spend up to 24 hours within the tree. For each hour you spend in the tree, the tree nourishes and heals you. You have no need to breathe, eat, or sleep. You gain 1 hit die of healing for each hour you spend in the tree. In addition, one debilitating condition, and one level of exhaustion (if any) is removed from you. You choose which condition is lifted at what time.

If you remain in the tree for the duration, you are returned to your hit point maximum, and all negative effects are removed from you.

The tree grants you total cover and concealment, and you gain immunity to all effects from extreme temperatures and environmental conditions.

Minor damage to the tree does no harm to you. If the volume of the tree is reduced to the extent you can no longer fit within it, you are

magically expelled from it and take 5d6 psychic damage. If the tree is totally destroyed, you are expelled from the tree and instantly slain unless you make a successful DC 15 Constitution saving throw.

## TRIPLE MASK

*7th-level illusion (ritual)*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M

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

This spell creates three magical duplicates of you, each appearing at an unoccupied point you can see within range. These duplicates look and sound like you, but are otherwise exactly like the entity summoned by an *unseen servant* spell. They can perform simple tasks.

You can program a duplicate to move in a particular direction or to a place you know. That duplicate moves at your speed until either reaches the point you specify or you switch your senses to it and cause it to do something else.

As a bonus action, you can switch your senses with one of the duplicates, causing it to move and act as though it were you in the flesh. The other duplicates and your real body become motionless and unreactive.

You can cast spells from a duplicate you control. Any spell which you have prepared and for which you have spell slots available can be cast from the duplicate, except those that target "self."

Any spell or effect which causes you to leave the plane of existence on which the duplicates exist causes the spell to end.

## UNDEATH AFTER DEATH

*7th-level necromancy (ritual)*

**Casting Time:** 10 minutes

**Range:** Touch

**Components:** V, S, M (a heart-shaped piece of obsidian and an onyx worth at least 500gp)

**Duration:** Instantaneous

You manipulate a humanoid creature's life force, removing its soul, corrupting it, and replacing it within its body.



When the creature dies, it undergoes a horrible and blasphemous transformation. 24 hours after its death, it animates as a **crypt spawn** (see Appendix). The creature can make a successful Constitution saving throw to avoid the effect.

## UNDEATH'S ETERNAL FOE

*9th-level abjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M

**Duration:** 1 minute

Choose any number of creatures who can see and hear you within range. Your prayers reach them, and your divine faith gives them strength to destroy undead.

Each target gains the benefits of a *protection from evil and good* spell, specific to the Undead creature type. In addition, each target gains immunity to special attacks from undead which cause the drain of hit points, such as that of a **wraith**, or which afflict the target with disease or poison. Finally, each target gains advantage on attack rolls to hit undead creatures.

## UNDERSTAND DEVICES

*3rd-level divination*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** 1 minute

Your magic provides an intuitive insight into how mechanical devices such as locks and traps work.

Choose a target which can see and hear you within range. If the target is not proficient in the use of Thieves Tools and/or the Intelligence (Investigation) skill, it gains proficiency in them for the duration. If it is already proficient in them, it gains advantage on rolls using them.

## VIPERGOUT

*7th-level conjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a shed snakeskin)

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

You cause 2d4 **giant poisonous snakes** to leap from your mouth to attack your enemies. Starting when you complete the spell, you can spit up to three snakes into an unoccupied square next to you. Those snakes then rush off to the extent of their movement to attack creatures you can see.

While you concentrate on this spell, though your mouth does not physically contain snakes, you can neither speak nor cast spells with a verbal component nor use items which require speech to activate.

The snakes disappear at the end of the spell's duration, they are destroyed, you lose consciousness, or you die.

## WALL OF SAND

*6th-level conjuration*

**Casting Time:** 1 action

**Range:** 3120 feet

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

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

You create a wall of viscous, opaque, swirling sand. The wall appears within range on a solid surface and lasts for the duration. You choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick or a circle that has a 20 foot diameter and is up to 20 feet high and 5 feet thick. The wall blocks line of sight.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature is hurled through the air and lands roughly, taking 7d6 bludgeoning damage, or half as much damage on a successful save.

A creature can move through the wall, albeit slowly and only with great effort. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. Furthermore, the first time a creature enters the wall on a turn or ends its turn there, the creature must make a Strength saving throw. It takes 7d6





bludgeoning damage on a failed save, or half as much damage on a successful one.

In addition, creatures within the *wall of sand* are blinded and deafened, unable to speak or breathe. Creatures will begin to suffocate if they remain in the wall too long. In addition, spells with verbal components cannot be cast within the wall, and any caster concentrating on a spell or effect must make a DC 15 concentration check with disadvantage or lose concentration on their spell.

## WARNING

*3rd-level divination*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M

**Duration:** 10 minutes

You magically heighten the senses of the creature you touch, increasing their awareness of danger.

The target gains a +5 bonus to their passive Wisdom (Perception) skill, as well as advantage on Wisdom (Perception) and Intelligence (Investigation) skills.

In addition, for the duration the subject gains the Rogue's Evasion and Uncanny Dodge abilities.

## WATCHWARE

*5th-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (A sprinkling of rare reagents worth at least 500gp)

**Duration:** Instantaneous

You create a magical connection with a single inanimate object, and when that object is moved, damaged or touched at a later date, you are instantly aware of the fact. If another creature physically touches the object, you also receive a mental image of the creature

The spell functions but once, and then it is discharged. You can designate a password that allows another creature to handle the object without sounding the mental alarm. The spell counts as a magical trap.

## WIELD SKILL

*Divination cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 1 minute

The creature touched gains a bit of divine guidance, granting it advantage on one skill check of its choice, or proficiency with a single weapon or armor, for the duration.



# APPENDIX

## CRYPT SPAWN

A **crypt spawn** is a kind of undead created when a person uses the *undead after death* spell to avoid true death. People transformed into **crypt spawn** often seek out those who killed them, exact their revenge, and then resume their previous activities (although those with access to magic such as *resurrection* might wish to return to their living state).

A **crypt spawn**'s creature type gains the "undead" keyword. It retains the statistics and abilities it enjoyed in life. It gains a natural armor bonus to its AC of +2 provided it wears no armor. This bonus stacks with spells like *mage armor*, but does not stack with AC calculations such as those found in the Monk or Barbarian class descriptions.

A **crypt spawn** has advantage on saving throws to resist a cleric's Turn Undead ability and similar effects. In addition, it has advantage on Charisma (Intimidation) checks.

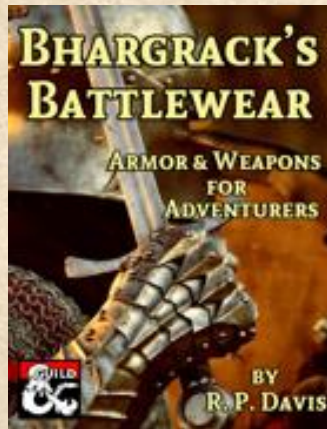




# CREDITS

**Magicka Serrella** is the second in a series of products which convert magic items and spells from previous editions to the 5<sup>th</sup> edition of D&D. The spells herein come from the 3.5e books "Unapproachable East," "Player's Guide to Faerûn," and "Forgotten Realms Campaign Guide."

Other conversions include [Bhargrack's Battlewear](#):



## ABOUT THE AUTHOR

R P Davis is a freelance writer, editor, and adventure designer. He's been a tabletop gamer the entire time he's been sentient, and a role-playing addict for more than 30 years. In that time he's written countless things, from simple spell effects to D&D campaign worlds to complete role-playing games. Most of it sucked, but he likes to think he learned from the process.

You can find R P Davis at [The DM's Guild](#), [his website](#), and on [Facebook](#).

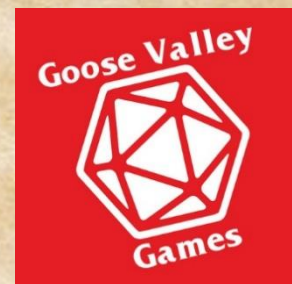
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