

# SCRIBE'S MISCELLANEOUS FOOTNOTES

## SPELLS 2



BY KYLE WAGNER-TOTTY



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## ON THE COVER

Currently in the process of taking a break from taking notes, Scribe the kenku wizard draws a stick figure in an empty book to order to clear his mind by candlelight.

This beautifully drawn hand is done by Ripley, who did an amazing job helping to contrast the poorly drawn magic staff with the amazingly lit and well-drawn hand.

*Disclaimer: The bending of spells as shown within this product, while possible, is not recommended unless you are an expert in such matters. Spell warping can result in many serious and unintended results, the most important of which is death. Scribe is not responsible for the misuse of spells but unprepared spell casters.*

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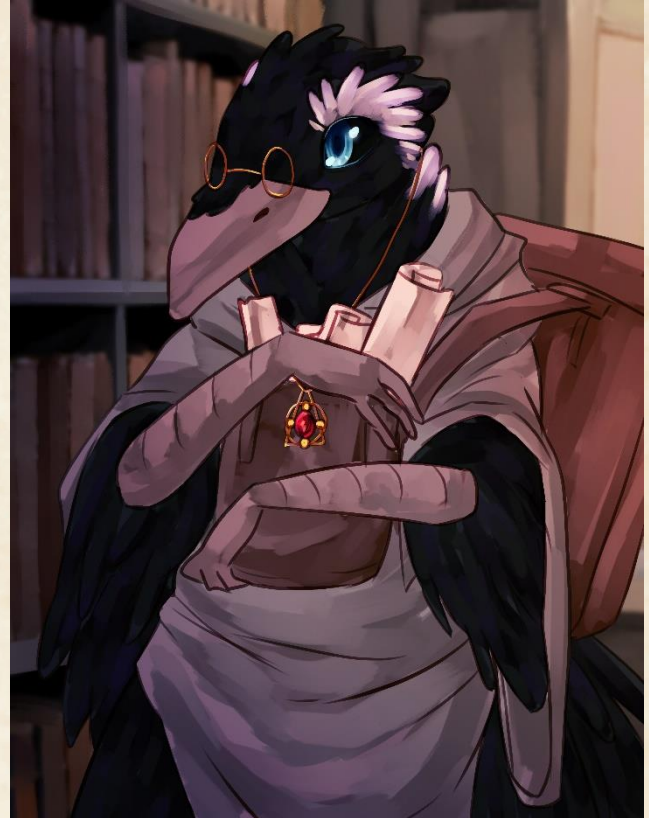
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## WHO IS SCRIBE?

Scribe is a kenku wizard who, through the study of transmutation and magic items, has gained the ability to talk and create. He is currently researching how to gain wings as well and wants to share the information he has found with the rest of the kenku race.

He also discovered the Lost Vaults, a vast underground vault filled with magical items from a lost age that he studies and sells to fund his research. He uses what he has found to help the world and protect it from the more dangerous items he finds there.

He also needs to take a break every now and then, so he scribbles and writes in his free time, leading to these footnotes! Scribe is more of a writer than an artist, but that does not stop him from scribbling to help relax.



***THESE SPELLS ARE ONES THAT MY TEAM AND I RECOVERED FROM THE LOST VAULTS. WHILE MOST OF THEM ARE NOT IN MY GIVEN SPELL BOOK, IT IS STILL IMPORTANT TO WRITE THEM DOWN FOR ACADEMIC REASONS!***



# INTRODUCTION

This is a collection of fourth edition spells, originally called “powers” that have been converted into fifth edition. These spells have been pulled from *The Players Handbook* which only covers the cleric, paladin, warlock, and wizard. Fourth edition was very combat oriented, so the fifth edition spells are similarly so. This gives classes like cleric more options for dealing damage, wizards access to different damage types, and rangers ACTUAL melee spells.

## SPELLS BY CLASS

This section provides information on which classes can cast what spells that are found in *Scribes Recovered Spellbooks*. Spells are provided by spell level first, then in alphabetical order.

**TRIGGER WARNING: SOME SPELLS WITHIN THIS PRODUCT DEAL WITH IDEAS SUCH AS BODY HORROR AND MIND CONTROL.**

### ARTIFICER

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#### CANTRIPS (0 LEVEL)

Acid Orb  
Static Shock

#### 1ST LEVEL

Dazzling Ray  
Impelling Force  
Inspire Competence  
Reinforce Minion  
Shielding Cube  
Spike Wire  
Stone Breaker  
Stretch Spell

#### 2ND LEVEL

Arcane Empowerment  
Aspect of Agility  
Brittle-leg Missiles  
Healing Reserve

Relentless Harrier  
Serpentine Blast

#### 3RD LEVEL

Adamantine Echo  
Barbed Automaton  
Blade Step  
Clockroach Swarm  
Crushing Sphere  
Energy Shroud

#### 4TH LEVEL

Channel Endurance  
Vorpal Edge

#### 5TH LEVEL

Chaos Weapon

### BARD

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#### CANTRIPS (0 LEVEL)

Acid Orb  
Misdirected Mark  
Static Shock

#### 1ST LEVEL

Dazzling Ray  
Impelling Force  
Inspire Competence  
Quick Friends

#### 2ND LEVEL

Great Shout  
Serpentine Blast  
Trickster’s Healing  
Wellspring of Renewal

#### 3RD LEVEL

Crushing Sphere  
Thunderfall  
Unluck



### 5TH LEVEL

Burst of Storms  
Mind Hammer  
Scintillating Starburst  
Sequestering Word  
Whirling Blades

### 6TH LEVEL

Blink Zone  
Masks of Menace

### 7TH LEVEL

Prismatic Explosion

### 8TH LEVEL

Fey lure  
Mirrored Entourage

### 9TH LEVEL

Spellbind

## CLERIC

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### CANTRIPS (0 LEVEL)

Bond of Pursuit  
Bond of Retribution  
Grasping Shards  
Radiant Vengeance

### 1ST LEVEL

Blades of Astral Fire  
Blessing of Vengeance  
Bloodletting  
Enmity's Reach  
Shared Madness

### 2ND LEVEL

Healing Reserve  
Trickster's Healing  
Wellspring of Renewal  
Wraith of the Divine

### 3RD LEVEL

Temple of Shadow

### 5TH LEVEL

Sequestering Word  
Sigil of Carceri

### 6TH LEVEL

Astral Fury  
Vengeful Revenant

### 7TH LEVEL

Vengeful Revenant  
Temple of Respite

### 9TH LEVEL

Final Oath

## DRUID

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### CANTRIPS (0 LEVEL)

Flame Seed  
Howling Strike  
Storm Spike

### 1ST LEVEL

Bloodletting  
Inspire Competence  
Poisonous Exhalation  
Spectral Claws  
Stone Breaker  
Tempest Breath  
Wind Prison

### 2ND LEVEL

Aspect of Agility  
Great Shout  
Wellspring of Renewal

### 3RD LEVEL

Contagious Curse

Swirling Wind  
Thunderfall

#### **4TH LEVEL**

Channel Endurance  
Mountain Grasp

#### **5TH LEVEL**

Burst of Storms  
Devouring Ice  
Primal Instinct  
Scintillating Starburst

#### **6TH LEVEL**

Poisonous Evasion

#### **8TH LEVEL**

Fey lure  
Unyielding Roots

#### **9TH LEVEL**

Leechlife Thorns

### **PALADIN**

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#### **1ST LEVEL**

Blades of Astral Fire  
Blessing of Vengeance  
Enmity's Reach  
Shared Madness  
Stone Breaker

#### **2ND LEVEL**

Executioner's Cloak  
Healing Reserve  
Wellspring of Renewal  
Wraith of the Divine

#### **3RD LEVEL**

Barbed Automaton  
Blade Step

Energy Shroud

#### **4TH LEVEL**

Channel Endurance  
Mountain Grasp

#### **5TH LEVEL**

Fatal Strike  
Sequestering Word  
Sigil of Carceri

### **RANGER**

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#### **1ST LEVEL**

Bloodletting  
Enmity's Reach  
Wind Prison

#### **2ND LEVEL**

Aspect of Agility  
Executioner's Cloak

#### **3RD LEVEL**

Barbed Automaton  
Energy Shroud  
Swirling Wind

#### **4TH LEVEL**

Channel Endurance  
Vorpal Edge

#### **5TH LEVEL**

Fatal Strike

### **SORCERER**

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

Acid Orb  
Chaos Shard



Flame Seed  
Grasping Shards  
Misdirected Mark  
Radiant Vengeance  
Storm Spike

### **1ST LEVEL**

Bloodletting  
Dazzling Ray  
Flame Spiral  
Poisonous Exhalation  
Quick Friends  
Shielding Cube  
Spectral Claws  
Spike Wire  
Stretch Spell  
Tempest Breath

### **2ND LEVEL**

Acidic Implantation  
Arcane Empowerment  
Aspect of Agility  
Great Shout  
Serpentine Blast

### **3RD LEVEL**

Adamantine Echo  
Contagious Curse  
Crushing Sphere  
Swirling Wind  
Temple of Shadow  
Thunderfall

### **4TH LEVEL**

Chaos Link  
Devour Magic

### **5TH LEVEL**

Burst of Storms  
Devouring Ice  
Mind Hammer  
Primal Instinct  
Scintillating Starburst  
Whirling Blades

### **6TH LEVEL**

Astral Fury  
Blink Zone  
Chaos Sanctuary  
Poisonous Evasion

### **7TH LEVEL**

Prismatic Explosion

### **8TH LEVEL**

Black Breath  
Twin Step  
Words of Chaos

### **9TH LEVEL**

Endless Acid

## **WARLOCK**

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

Bond of Pursuit  
Bond of Retribution  
Chaos Shard  
Grasping Shards  
Howling Strike  
Storm Spike

### **1ST LEVEL**

Blessing of Vengeance  
Bloodletting  
Flame Spiral  
Impelling Force  
Poisonous Exhalation  
Quick Friends  
Spectral Claws

### **2ND LEVEL**

Acidic Implantation  
Brittle-leg Missiles  
Executioner's Cloak

### **3RD LEVEL**

Barbed Automaton  
Blade Step  
Contagious Curse  
Energy Shroud  
Temple of Shadow  
Unluck

### **5TH LEVEL**

Mind Hammer  
Scintillating Starburst  
Sequestering Word  
Whirling Blades

### **6TH LEVEL**

Masks of Menace

### **8TH LEVEL**

Black Breath  
Mirrored Entourage  
Twin Step

### **9TH LEVEL**

Leechlife Thorns  
Spellbind

## **WIZARD**

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

Acid Orb  
Chaos Shard  
Flame Seed  
Grasping Shards  
Misdirected Mark  
Static Shock  
Storm Spike

### **1ST LEVEL**

Bloodletting  
Flame Spiral  
Quick Friends  
Shielding Cube  
Spike Wire

Tempest Breath

### **2ND LEVEL**

Aspect of Agility  
Relentless Harrier  
Serpentine Blast

### **3RD LEVEL**

Blade Step  
Crushing Sphere  
Temple of Shadow

### **5TH LEVEL**

Burst of Storms  
Chaos Weapon  
Devouring Ice  
Mind Hammer  
Scintillating Starburst  
Whirling Blades

### **6TH LEVEL**

Blink Zone  
Masks of Menace  
Poisonous Evasion

### **7TH LEVEL**

Prismatic Explosion

### **8TH LEVEL**

Black Breath  
Fey lure  
Mirrored Entourage  
Twin Step

### **9TH LEVEL**

Endless Acid  
Spellbind



## ACID ORB

*Evocation cantrip*

**Class:** Artificer, Bard, Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

With the quick flick of the wrist, you can quickly release a small orb of burning acid. Choose a creature in range. As an action, the chosen creature must succeed on a Dexterity saving throw or take 1d6 acid damage. This ranged spell does not suffer disadvantage against attacking creatures within 5 feet of you.

**At Higher Levels.** The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

## BOND OF PURSUIT

*Abjuration cantrip*

**Class:** Cleric, Warlock

**Casting Time:** 1 action

**Range:** 5 feet

**Components:** V, M (a weapon)

**Duration:** Instantaneous

As you strike a foe with your weapon, you recite a magic oath to follow your foe to the ends of the earth. As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects. If the damaged creature does not end its next turn within 5 feet of you, on your next turn you gain a bonus to your movement speed equal to 5 times your spellcasting modifier until the end of your next turn.

**At Higher Levels.** At 5th level, the melee attack deals an extra 1d6 radiant or necrotic damage to the target. The damage rolls increase by 1d6 at 11th (2d6) level and 17th level (3d6).

## BOND OF RETRIBUTION

*Evocation cantrip*

**Class:** Cleric, Warlock

**Casting Time:** 1 action

**Range:** 5 feet

**Components:** V, M (a weapon)

**Duration:** Instantaneous

As you strike a foe with your weapon, you recite a magic oath that punishes your foe for being outside assistance. As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects. Until the start of your next turn, if a hostile creature other than the damaged one hits or misses you with an attack or spell, the damaged creature takes an amount of radiant or necrotic damage equal to your spellcasting modifier.

**At Higher Levels.** At 5th level, the melee attack deals an extra 1d6 radiant or necrotic damage to the target, and the amount of damage to the damaged creature takes

increases to 1d6 + your spellcasting ability modifier. Both damage rolls increase by 1d6 at 11th level (2d6) and 17th level (3d6).

## CHAOS SHARD

*Evocation cantrip*

**Class:** Sorcerer, Wizard, Warlock

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You release a small shard of chaotic energy towards the foe as it assumes a form that suits your needs. Choose a damage type other than slashing, piercing, or bludgeoning. Make a ranged spell attack against a creature in range. On hit, the creature takes 1d6 damage of the chosen damage type.

**At Higher Levels.** The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

## FLAME SEED

*Evocation cantrip*

**Class:** Druid, Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 60 feet (5-foot radius)

**Components:** V, S

**Duration:** Instantaneous

You hurl a small bead of fire energy at the creature, which explodes and set the ground alight around the creature. Make a range spell attack against a creature in range. On hit, the creature takes 1d6 fire damage and all spaces within 5 feet of the creature are set of fire until the end of the creature's next turn. Whenever a creature starts their turn in the fire, or enters it, they take must succeed on a Constitution saving throw or take fire damage equal to your spellcasting modifier.

**At Higher Levels.** The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).





## GRASPING SHARDS

*Evocation cantrip*

**Class:** Cleric, Sorcerer, Wizard, Warlock  
**Casting Time:** 1 action  
**Range:** 60 feet  
**Components:** V, S, M (a small glass orb)  
**Duration:** Instantaneous

You launch a small crystal-light sphere of energy at a foe, which has the ability to shatter into many pieces if they have harmed an ally. Make a ranged spell attack against a creature in range. On hit, the creature takes 1d8 radiant damage. If the damaged creature dealt damage to an allied creature during their last turn, the damaged creature also takes an additional amount of slashing damage equal to your spellcasting modifier.

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

## HOWLING STRIKE

*Transmutation cantrip*

**Class:** Druid, Warlock  
**Casting Time:** 1 action  
**Range:** Special  
**Components:** V, S, M (a weapon)  
**Duration:** Instantaneous

You dash forward, releasing a scream that empowers you to move further than normal. As part of the action used to cast this spell, you move your full movement. As a part of this movement, you can move an additional 10 feet until the end of your turn. You then must make a melee attack with a weapon against one creature. On a hit, the target suffers the attack's normal effects.

**At Higher Levels.** At 5th level, you can move an addition 10 feet until the end of your turn and the melee attack deals an extra 1d6 thunder damage to the target. The damage rolls increase by 1d6 and movement speed increased by 10 feet at 11th level (2d6, +30 feet) and 17th level (3d6; +40 feet).

## MISDIRECTED MARK

*Evocation cantrip*

**Class:** Bard, Sorcerer, Wizard  
**Casting Time:** 1 action  
**Range:** 60 feet  
**Components:** V, S  
**Duration:** Instantaneous

A bolt of force shoots forth from an ally's location, letting the attacked creature misperceive the source of the attack. Make a ranged spell attack roll against a target in range. On hit, they take 1d4 force damage. Then choose an allied creature in range. The damaged creature must succeed on a Wisdom saving throw or believes the attack came from the allied creature. The damaged creature suffers disadvantage on attack rolls made against creatures other than the chosen ally until the end of their next turn.

**At Higher Levels.** The spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

## RADIANT VENGEANCE

*Abjuration cantrip*

**Class:** Cleric, Sorcerer  
**Casting Time:** 1 action  
**Range:** 30 feet  
**Components:** V, S  
**Duration:** Instantaneous

You utter a curse of radiant energy on a foe and drain power from their wounds. Target a creature you can see in range. The targeted creature must succeed on a Charisma saving throw. On a failed save, the creature takes 1d4 radiant damage and you gain temporary hit points equal to 1d4 plus your spellcasting modifier until the end of your next turn.

**At Higher Levels.** The spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

**A CURSE THAT IS BORN FROM RADIANT ENERGY? I DIDN'T EVEN THINK A THING WAS EVEN POSSIBLE. I SUPPOSE EVEN A GOD OF LIGHT AND RIGHTEOUSNESS NEEDS A WAY TO ENFORCE THEIR WILL.**

## STATIC SHOCK

*Evocation cantrip*

**Class:** Artificer, Bard, Wizard  
**Casting Time:** 1 action  
**Range:** Varies  
**Components:** V, S, M (a weapon)  
**Duration:** Instantaneous

You use your weapon to transmit a static shock to a creature. As part of the action used to cast this spell, you must make a weapon attack against one creature, otherwise the spell fails. On hit, the target suffers the attack's normal effects and takes an additional 1d4 lighting damage. Additionally, until the end of their next turn, the creature suffers a penalty to their next damage roll equal to your spellcasting modifier.

**At Higher Levels.** The spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).



## STORM SPIKE

*Evocation cantrip*

**Class:** Druid, Sorcerer, Wizard, Warlock

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You attempt to imbed a shard of lightning that charges the air around you into a foe, punishing them for not moving away. Make a ranged spell attack against a creature in range. On hit, the creature takes 1d8 lightning damage. Additionally, if the damaged creature does not move at least 10 feet by the end of their next turn, they take an additional amount of lightning damage equal to your spellcasting modifier.

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

## BLADES OF ASTRAL FIRE

*1st-level abjuration*

**Class:** Cleric, Paladin

**Casting Time:** 1 action

**Range:** 30 feet (10-foot cube)

**Components:** V, S, M (a small glass orb)

**Duration:** 1 round

You summon blades of light that stab into foes then turn into shields for your allied. Choose a location in range. That location becomes the center of a 10-foot-cubed rain of holy light swords from above. All hostile creature in the cube must succeed on a Dexterity saving throw or take 2d4 radiant damage. All allied creatures in the cube gain a +1 bonus to their AC until the start of your next turn.

**At Higher Levels.** Whenever you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d4 for each spell slot used above 1st level.

## BLESSING OF VENGEANCE

*1st-level abjuration*

**Class:** Cleric, Paladin, Warlock

**Casting Time:** Special

**Range:** Self

**Components:** V

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

You recite a quick word to your higher powers and they grant you a reward for taking down a foe. As a reaction when you kill a Medium or larger hostile creature, you gain 3d4 temporary hit points for the duration of the spell.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the temporary hit points increases by 1d4 for each spell level above 1st.

## BLOODLETTING

*1st-level necromancy*

**Class:** Ranger, Druid, Cleric, Sorcerer, Warlock, Wizard

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (an empty vial)

**Duration:** Instantaneous

You draw out the blood from the wounds of a creature. Choose a creature in range. The chosen creature must make a Constitution saving throw. The creature takes 2d8 necrotic damage on a failed save or half as much on a success. If the creature is missing any of its hit points, the creature takes 2d12 necrotic damage instead, or half as much on a successful save.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8/1d12 for each spell level above 1st.

## DAZZLING RAY

*1st-level evocation*

**Class:** Artificer, Bard, Sorcerer

**Casting Time:** 1 action

**Range:** 60 feet

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

**Duration:** Instantaneous

You point toward the face of a creature and release a beam of light from your finger that burns the eyes and reduces eyesight. Choose a creature in range. The chosen creature must succeed on a Constitution saving throw or take 3d4 radiant damage, and has a penalty to their attack rolls equal to your spellcasting modifier until the end of your next turn.

**At Higher Levels.** Whenever you cast this spell using a spell slot of 2nd level or higher, the damage increases by 2d4 for each spell slot used above 1st level.





## ENMITY'S REACH

1st-level evocation

**Class:** Ranger, Cleric, Paladin,

**Casting Time:** 1 action

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

**Components:** V, S

**Duration:** Instantaneous

You unleash a clash of thunder behind foes and draw them closer toward you. All creatures within a 10-foot radius must make a Dexterity saving throw. On a failed save, they take 2d8 thunder damage and are pulled to be within 5 feet of you.

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

## FLAME SPIRAL

1st-level evocation

**Class:** Sorcerer, Wizard, Warlock

**Casting Time:** 1 action

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

**Components:** V, S, M (a dry leaf, twig of wood, or any other flammable material for kindling of a fire)

**Duration:** 1 round

You release a massive burst of fire around you that causes lingering heat that burns foes who stick around. You release a 20-foot-radius sphere of flames centered on yourself. All creatures in the sphere, excluding yourself, must make a Dexterity saving throw. Taking 4d4 fire damage on a failure or half as much on a success. Additionally, the heat from the fire lingers in the area around you. Until the start of your next turn, whenever a creature starts their turn or comes within 20 feet of you, it takes an amount of fire damage equal to your spellcasting modifier.

**At Higher Levels.** Whenever you cast this spell using a spell slot of 2nd level or higher, the damage increases by 2d4 for each spell slot used above 1st level.

## IMPELLING FORCE

1st-level evocation

**Class:** Artificer, Bard, Warlock

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S

**Duration:** Instantaneous

You release a bolt of magnetic force that can draw an enemy closer to an ally. Make a spell attack roll against a creature in range. On hit, the creature takes 1d8 force damage and is pulled 15 feet toward an allied creature of your choice that you can see.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 and the distance pulled is increased by 5 feet for each spell level above 3rd.

## INSPIRE COMPETENCE

1st-level enchantment

**Class:** Artificer, Bard, Druid

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (an object or page of information related to the chosen skill, which the spell consumes)

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

You magically enhance your speech, allowing you and others around you to fully grasp the nuances of a particular skill. When you use the Help action for a skill check during the spell's duration, the creature can make the skill check as if they were proficient in that skill.

## POISONOUS EXHALATION

1st-level evocation

**Class:** Druid, Sorcerer, Warlock

**Casting Time:** 1 action

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

**Components:** V, S, M (any poisonous plant)

**Duration:** Instantaneous

You release a breath of poisonous gas from your mouth. Each creature in a 15-foot cone must succeed on a Constitution saving throw or take 2d6 poison damage and become poisoned. A poisoned creature can repeat the Constitution saving throw at the end of each of their turns, ending the effect on itself on a success.

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

## QUICK FRIENDS

1st-level enchantment

**Class:** Bard, Sorcerer, Wizard, Warlock

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

You make a magically enhanced convincing argument against a creature attacking you or an ally. The targeted creature must be able to hear you and understand your language. The targeted creature makes a Wisdom saving throw. On a failed save, choose yourself or an allied creature in sight. The affected creature cannot attack or cast spells at the chosen creature until the end of your next turn. This effect ends early if they receive damage from your chosen creature.



## REINFORCE MINION

1st-level abjuration

**Class:** Artificer, Wizard

**Casting Time:** Special

**Range:** 60 feet

**Components:** V, S

**Duration:** 1 round

You send out a wave of force to protect a summoned or created companion. As a reaction whenever a creature you have summoned or created is targeted by an attack or spell, you can give that creature a +5 bonus to AC, including against the triggering attack, and they take no damage from *magic missile*.

## SHARED MADNESS

1st-level illusion

**Class:** Cleric, Paladin

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You call upon the wrath of your god to sear into the mind of your foe, which can echo into the minds of nearby foes. Choose a creature in range. The creature must make a Wisdom saving throw, taking 1d10 psychic damage on a failure, or half as much on a success. Then choose another creature within 15 feet of the original target. The second creature takes 1d6 psychic damage on a failure, or half as much on a successful save.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10/1d6 for each spell level above 1st.

## SHIELDING CUBE

1st-level abjuration

**Class:** Artificer, Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a iron cube inscribed with runes)

**Duration:** Instantaneous

A small cube of force inscribed with runes flies out and bashes into the foe, warding allies against attacks from the creature. Make a ranged spell attack. On hit, the creature takes 1d4 force damage and has disadvantage on melee attacks made against allied creatures until the end of their next turn.

**At Higher Levels.** Whenever you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d4 for each spell slot used above 1st level.

## SPECTRAL CLAWS

1st-level conjuration

**Class:** Druid, Sorcerer, Warlock

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You summon a set of invisible spectral claws that can rend a foe while dragging them away. Make a ranged attack against a creature in range. On hit, the creature takes 2d6 slashing damage. Additionally, for every even number you roll on the damage dice for this attack, you can push the damaged creature 5 feet in any direction you choose.

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

## SPIKE WIRE

1st-level evocation

**Class:** Artificer, Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 30 feet

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

**Duration:** Instantaneous

You throw out a bundle of barbed wire made of force, wrapping around the target that digs into their skin. Make a ranged spell attack. On hit, the creature takes 1d8 force damage, and until the start of your next turn, they take an additional 1d4 force damage from weapon attacks that hit them.

**At Higher Levels.** Whenever you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d8, and the additional damage by 1d4 for each spell slot used above 1st level.

## STONE BREAKER

1st-level transmutation

**Class:** Artificer, Druid, Paladin

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

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

You enchant yourself to more easily take down things that are standing in your way. For the duration of the spell, your weapons and spells deal double damage to objects, walls, and structures.



## STRETCH SPELL

1st-level evocation

**Class:** Artificer, Sorcerer  
**Casting Time:** Special  
**Range:** Self  
**Components:** S  
**Duration:** Instantaneous

You quickly modify your spell to hit a creature at longer distances. As a reaction when you cast a spell of 1st level or higher that has a range of 5 feet or greater, you can increase the range of the spell by an amount equal to 5 times your spellcasting modifier (minimum of +1)

## TEMPEST BREATH

1st-level evocation

**Class:** Druid, Sorcerer, Wizard  
**Casting Time:** 1 action  
**Range:** Self (15-foot cone)  
**Components:** V, S  
**Duration:** 1 round

You exhale a burning mist that burns foes and lingers in the air. Each creature in a 15-foot cone must make a Dexterity saving throw, taking 3d6 acid damage on a failed save, or half as much damage on a success. Additionally, the area the cone covers becomes lightly obscured until the end of your next turn.

**At Higher Levels.** Whenever you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each spell slot used above 1st level. Additionally, when you use a 4th-level or higher spell slot with this spell, the area the cone covers becomes heavily obscured.

## WIND PRISON

1st-level conjuration

**Class:** Druid, Ranger  
**Casting Time:** 1 action  
**Range:** 60 feet  
**Components:** V, S  
**Duration:** Concentration, up to 1 minute

You summon a swirling gust of wind that surrounds a foe that punishes them when they move from a location. Choose a creature in range. That creature must succeed on a Dexterity saving throw or a spiral gust of wind surrounds the creature. While surrounded by this wind, melee attacks against the creature have advantage and ranged attacks against the creature suffer disadvantage. If the creature moves from their current location while surrounded by the winds, the spell ends early, and they fall prone and cannot use the rest of their movement for the rest of their turn.

## ACIDIC IMPLANTATION

2nd-level evocation

**Class:** Sorcerer, Warlock  
**Casting Time:** 1 action  
**Range:** 60 feet  
**Components:** V, S, M (a vial of acid, which the spell consumes)  
**Duration:** Instantaneous

You attempt to implant a bubble of acid in a foe and hurl the foe into its allies, hopefully dousing them all in acid. Choose a creature in range. The chosen creature must succeed on a Constitution saving throw or become implanted with an acid-containing bubble and dragged 15 in any direction of your choosing. After being dragged, the chosen creature is the center of a 10-foot-radius sphere of acid. The target creature takes 5d8 acid damage and every creature in the sphere must make a Dexterity saving throw, taking 2d8 acid damage on a failure, or half as much on a success.

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

## ARCANE EMPOWERMENT

2nd-level evocation

**Class:** Artificer, Sorcerer  
**Casting Time:** Reaction, when you cast an area-of-effect spell  
**Range:** Self  
**Components:** S  
**Duration:** Instantaneous

As you cast a spell, you weave signs and burn additional energy in order to increase the size of the spell. As a reaction whenever you cast a spell that has a cone, cube, sphere, or radius, you can increase the size of the cone, cube, sphere, or radius by 5 feet.

**At Higher Levels.** Whenever you cast this spell using a spell slot of 3rd level or higher, the size of the cone, cube, sphere, or radius increases by 5 feet for each spell slot used above 2nd level.

### IDEAL METAMAGIC

This spell would also work great as a metamagic option for sorcerers as well. If you want to implement them for your Sorcerers, grant them access to this new metamagic option:

#### Widen Spell

When you cast a spell that has a cone, cube, sphere, or radius, you can spend 3 sorcery points to double the size of the spell.



## ASPECT OF AGILITY

2nd-level transmutation

**Class:** Artificer, Druid, Ranger, Sorcerer, Wizard  
**Casting Time:** Reaction, when an opponent makes an opportunity attack against you

**Range:** Self

**Components:** V, S, M (a small bundle of leaves wrapped in thread)

**Duration:** Instantaneous

You enhance your body to move with increased speed to avoid being hit. As a reaction when a creature makes an opportunity attack against you, you can cause the opportunity attack to have disadvantage. You gain a 15-foot bonus to your movement speed until the end of your turn. In addition, you gain a +2 bonus to your AC and Dexterity saving throws until the start of your next turn.

## BRITTLE-LEG MISSILES

2nd-level transmutation

**Class:** Artificer, Warlock

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

You release three darts of transmutation force that help hinder a foe. Each dart hits a creature of your choice that you can see within range. A dart deals 1 force damage to its target and reduces their movement speed by 5 feet until the end of their next turn. The darts all strike simultaneously and you can direct them to hit one creature or several.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the spell creates one more dart for each slot level above 2nd.

## EXECUTIONER'S CLOAK

2nd-level illusion

**Class:** Ranger, Paladin, Warlock

**Casting Time:** bonus action

**Range:** Special

**Components:** V, M (a weapon)

**Duration:** Instantaneous

A cloak of shadows descends on your body as you strike a foe with your weapon, hiding you from their sight. As part of the action used to cast this spell, you must make a weapon attack with against one creature within the weapon's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects and you become invisible to the damaged creature. The damaged creature must make a Wisdom saving throw at the end of its turn, ending the effect on itself on a success.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the weapon attack deals an extra 1d4 necrotic damage to the target for each spell level above 2nd.

## GREAT SHOUT

2nd-level evocation

**Class:** Bard, Druid, Sorcerer

**Casting Time:** 1 action

**Range:** Self (15-foot radius)

**Components:** V

**Duration:** 1 round

You release a massive cry of fury that empowers your allies and frightens your foes. Each hostile creature in range must succeed on a Wisdom saving throw or be frightened of you until the end of your next turn. Until the end of your next turn, any allied creatures in range gain a bonus to their next attack roll equal to your spellcasting modifier.

## HEALING RESERVE

2nd-level evocation

**Class:** Artificer, Cleric, Paladin

**Casting Time:** reaction, when a creature in range regains hit points

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

You draw upon your power to allow an ally who is healing to draw upon their body's reserves in addition to their healing. As a reaction whenever a creature in range regains hit points, you can allow that creature to expend and roll up to 2 of their Hit Die and increase the amount hit points regained equal to the amount rolled.

**At Higher Levels.** Whenever you cast this spell using a spell slot of 3rd level or higher, the creature can expend an additional Hit Die for each spell slot used above 2nd level.

## RELENTLESS HARRIER

2nd-level transmutation

**Class:** Artificer, Wizard

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

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

You boost the abilities of a summoned or created companion. Choose a summoned or created creature in range. For the duration of the spell, the chosen creature increases their movement speed by 10 feet and gains a +2 bonus to their AC and saving throws.



## SERPENTINE BLAST

2nd-level evocation

**Class:** Artificer, Bard, Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (the skin of a snake)

**Duration:** Instantaneous

You release a bolt of thin lightning that deftly worms through the air, ignoring your foes attempts to hide from it. Choose a creature in range that you can see. The chosen creature must make a Dexterity saving throw. Due to the nature of the spell, the chosen creature does not gain any bonus from half or three-quarters cover when making the Dexterity saving throw. The creature takes 2d10 lightning damage on a failed save, or half as much on a success.

**At Higher Levels.** Whenever you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each spell slot used above 2nd level.

**I HAVE BEEN NOTICING A SLIGHT THEME OF SNAKES AND LIGHTING WITHIN SPELLS RECOVERED WITHIN THE VAULT. I WILL NEED TO LOOK INTO THIS CONNECTION AT SOME POINT. NOTES FOR LATER.**

## TRICKSTER'S HEALING

2nd-level evocation

**Class:** Bard, Cleric

**Casting Time:** reaction, when a hostile creature misses with an attack

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

You release a special healing magic that is formed from the misfortune of an enemy. As a reaction, when a hostile creature misses with melee or spell attack against an allied creature in range, you can heal the allied creature 1d8 hit points.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the amount of hit point healed is increased by 1d8 for each spell level above 2nd.

## WELLSPRING OF RENEWAL

2nd-level evocation

**Class:** Bard, Druid, Cleric, Paladin

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 minute

You call upon a well of internal energy to push yourself forward and cure yourself of harmful effects. You gain a number of temporary hit points equal to your level plus your spellcasting modifier for 1 minute. Additionally, if you are poisoned, you are no longer poisoned.

## WRAITH OF THE DIVINE

2nd-level transmutation

**Class:** Cleric, Paladin

**Casting Time:** reaction, when you are hit with a spell or attack

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

**Components:** V, S

**Duration:** Instantaneous

After suffering a grievous blow, you call upon your deity to summon forth your pain toward another foe. As a reaction when you are hit with a spell or attack, you can choose a creature other than one who dealt the damage to you within a 30-foot radius. The chosen creature must make a Dexterity saving throw. They take 3d8 radiant damage on a failed save, or half as much on a success. If the damage you receive is from a critical hit, the chosen creature makes the saving throw at disadvantage.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the weapon attack deals an extra 1d8 radiant damage to the target for each spell level above 2nd.

## ADAMANTINE ECHO

3rd-level abjuration

**Class:** Artificer, Sorcerer

**Casting Time:** 1 action

**Range:** Self (15-foot cube)

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

**Duration:** 1 round

You unleash a massive echoing blast from your body that hardens it for further battle. Each creature in a 15-foot cube centered on you must succeed on a Constitution saving throw take 3d6 thunder damage and an additional amount of thunder damage at the start of their turn equal to 1d6 plus your spellcasting modifier. Additionally, you gain a +1 bonus to AC until the end of your next turn for each creature that takes damage from this blast.

**At Higher Levels.** Whenever you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each spell slot used above 3rd level.

## BARBED AUTOMATON

3rd-level evocation

**Class:** Artificer, Ranger, Paladin, Warlock

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (A piece of barbed wire)

**Duration:** 1 round

You create a wound ball of barbed-wire energy that can spring to life in a location within range. The ball of wire lasts until the end of your next turn. Whenever a creature starts their turn or moves inside or adjacent to the ball of energy, make a spell attack against the target (no action required). On hit, they take 4d10 force damage and their speed is reduced by half until the end of their next turn.



## BLADE STEP

3rd-level conjuration

**Class:** Artificer, Paladin, Warlock, Wizard

**Casting Time:** 1 action

**Range:** 5 feet

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

**Duration:** Instantaneous

You swing a weapon down on a foe, which then rips a hole in space you can use to move closer to the fray. As part of the action used to cast this spell, you must make 2 weapon attacks against one creature within the weapon's range, otherwise the spell fails. Regardless of whether the attacks hit or not, you teleport up to 50 feet away to an unoccupied location that you can see. The unoccupied location must be as close to another hostile creature as possible.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the weapon attack deals an extra 1d4 force damage to the target for each spell level above 3rd.

## CLOCKROACH SWARM

3rd-level conjuration

**Class:** Artificer

**Casting Time:** 1 action

**Range:** 60 feet (10-foot cube)

**Components:** V, S, M (a small mechanical or clockwork bug)

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

You replicate a massive swarm of clockwork bugs that crawl over foes that you can control from a distance. Choose a location in range. That location becomes the center of a 10-foot cube of clockwork bugs that crawl along the floor. As a bonus action on each of your turns, you can move the 10-foot cube of bugs up to 30 feet.

Whenever a creature starts their turn inside of the cube or enters the cube, they immediately take an amount of piercing damage equal to your spellcasting modifier. If a creature ends their turn inside the cube, all melee and spell attacks against the creature have advantage.

## CONTAGIOUS CURSE

3rd-level conjuration

**Class:** Druid, Sorcerer, Warlock

**Casting Time:** 1 action

**Range:** 60 feet (15-foot sphere)

**Components:** V, S, M (a vial of poison, which the spell consumes)

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

You curse an enemy to emit a toxic cloud of gas from their body, which has the ability to spread to nearby foes. Choose a creature in range. The chosen creature must succeed on a Constitution saving throw or the creature's body becomes the center of a 10-foot-radius sphere of poisonous gas that moves with the creature.

Any creature that starts their turn inside of the sphere or enters the sphere must make a Constitution saving throw,

taking 3d6 poison damage on a failure, or half as much on a success. Additionally, whenever a creature takes poison damage from this spell by failing the saving throw, they become the center of their own 15-foot-radius sphere of poisonous gas that moves with them. Whenever a creature makes a successful save against this spell, they end the effect on themselves. You can only curse a total number of creatures equal to 3 plus your spellcasting modifier (minimum of 1) with this spell.

The effects of these spheres overlap with one another. When a creature starts their turn inside of, or enters multiple overlapping spheres of gas, they are only required to make a single Constitution saving throw, but they take an amount of poison damage equal to 3d6 times the number of spheres they are inside. Additionally, when 2 spheres overlap, the area they overlap becomes lightly obscured. When 4 or more spheres overlap, the area they overlap becomes heavily obscured.

**At Higher Levels.** Whenever you cast this spell using a spell slot of 4th level or higher, you can curse an additional 2 creatures and the damage increases by 1d6 for each spell slot used above 3rd level.

## CRUSHING SPHERE

3rd-level evocation

**Class:** Artificer, Bard, Sorcerer, Wizard

**Casting Time:** 1 action

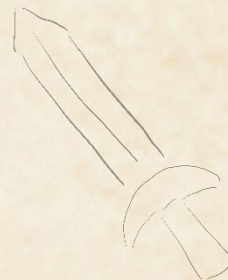
**Range:** 60 feet

**Components:** V, S, M (Small glass orb)

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

You summon a sphere of force around a creature that attempts to collapse on them, crushing and restraining them. Choose a creature in range. The chosen creature must make a Strength saving throw. On a failed save, they take 3d10 bludgeoning damage and are restrained. On a successful save they take half as much damage and are not restrained. While you are concentrating on this spell, you can use a bonus action to crush the creature further, dealing 2d6 bludgeoning to them. The restrained creature can succeed on a Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC to escape the sphere as an action on their turn.

**At Higher Levels.** Whenever you cast this spell using a spell slot of 4th level or higher, the initial damage increases by 1d10 for each spell slot used above 3rd level.





## DISTRACTING SHOUT

3rd-level evocation

**Class:** Bard

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

You shout at a creature with such force that their attention is focused on you. The targeted creature must make a Wisdom saving throw. On a failed save, they suffer 4d8 thunder damage and have disadvantage on opportunity attacks until the start of their next turn. They take half as much damage on a successful save and suffer no penalty.

**At Higher Levels.** Whenever you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each spell slot used above 3rd level.

## ENERGY SHROUD

3rd-level evocation

**Class:** Artificer, Ranger, Paladin, Warlock

**Casting Time:** 1 action

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

**Components:** V, S

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

You summon a shroud of arcane energy that punishes those who get too close to you. For the duration of the spell, whenever a creature within a 10-foot radius of you makes an attack against you or casts a spell against you, they must make a Dexterity saving throw. They take 3d12 force damage on a failure, or half as much on a success.

**At Higher Levels.** Whenever you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d12 for each spell slot used above 3rd level.

## SWIRLING WIND

3rd-level conjuration

**Class:** Druid, Ranger, Sorcerer

**Casting Time:** 1 action

**Range:** 15-foot cone

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

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

You conjure a cone of wind that can pull foes toward you. You summon a 15-foot cone from your hands. Each creature in the cone must succeed on a Strength saving throw or take 3d8 bludgeoning damage and be pulled 15 toward you. If you successfully pull more than one creature, each creature that is pulled takes an additional amount of bludgeoning damage equal to your spellcasting modifier times the number of creatures pulled.

**At Higher Levels.** Whenever you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 and the range of the cone increases by 5 feet for each spell slot used above 3rd level.

## TEMPLE OF SHADOW

3rd-level illusion

**Class:** Cleric, Sorcerer, Warlock, Wizard

**Casting Time:** 1 action

**Range:** 60 feet (5-foot radius)

**Components:** S, M (coal powder, ink, tar, or any other black substance smeared on the back of your hand)

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

You create an odd illusion on a creature that pulls the shadows from underneath the creature, creating walls that allows one to see but not touch your allies. Choose a creature in range. The creature must succeed on a Charisma saving throw or a 5-foot radius of shadowed walls surround the creature. The walls are incorporeal, do not hinder movement of the creature, and moves with the creature. The affected creature considers all creatures outside of the shadowed walls to have three-quarters cover. The affected creature can repeat the Charisma saving throw at the end of each of their turns, ending the effect on themselves on a success.

## THUNDERFALL

3rd-level evocation

**Class:** Bard, Druid, Sorcerer

**Casting Time:** 1 action

**Range:** 90 feet (20-foot radius)

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

**Duration:** Instantaneous

You call down a bead of force into a location in range that explodes in a 20-foot-radius sphere with massive thunderous energy. Each creature in range of the explosion must make a Dexterity saving throw, taking 6d8 thunder damage on a failure, or half as much on a successful save. Additionally, when a creature fails the saving throw, it is pushed 15 feet away from the center of the 20-foot radius and knocked prone.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each spell level above 3rd.

## UNLUCK

3rd-level enchantment

**Class:** Bard, Warlock

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a black four-leaf clover)

**Duration:** Instantaneous

You say a short phrase of the worst-case scenario for the creature you point at, warping the fate of the creature. The targeted creature must succeed on a Wisdom saving throw or take 4d8 necrotic damage. You then roll a d20 and save the result. You can use this result to replace any one attack roll, saving throw, or skill check the damaged creature makes before the end of their next turn.

**At Higher Levels.** Whenever you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each spell slot used above 3rd level.



## CHANNEL ENDURANCE

4th-level transmutation

**Class:** Artificer, Druid, Ranger, Paladin

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (an acorn or other hard seed or nut)

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

You magically enhance your own body to be tougher, more resilient, and harder to bring down. For the duration of the spell, you gain 6d8 temporary hit points, have advantage on Constitution saving throws, and are immune to being poisoned.

## CHAOS LINK

4th-level abjuration

**Class:** Sorcerer

**Casting Time:** reaction, when you are targeted by a spell or magical effect

**Range:** 120 feet

**Components:** V

**Duration:** Instantaneous

You magically bind yourself to a foe or ally in an instant, sharing your experience of your body and mind with them. As a reaction when you are targeted with a spell or a magical effect, you can choose a creature in range that you can see other than yourself. The effect or spell also affects the chosen creature. If the spell requires concentration, the spell stops for both creature when concentration drops or the spell ends.

## DEVOUR MAGIC

4th-level abjuration

**Class:** Sorcerer

**Casting Time:** reaction, when targeted by a 1<sup>st</sup>-4<sup>th</sup>-level spell

**Range:** 120 feet

**Components:** S, M (a small empty jar, bottle, or vial)

**Duration:** Instantaneous

You pull the arcane force of a spell out of the air as it flies toward you, drawing its power into yourself and weakening the spell. As a reaction when you are targeted by a spell of 1<sup>st</sup> through 4<sup>th</sup> level, you can draw out the power of the spell. If it is casting a spell of 5<sup>th</sup> level or higher, make an ability check using your spellcasting ability. The DC equals 10+ the spell's level. On a success, if the spell requires an attack roll, it is made with disadvantage. If the spell requires a saving throw, you have advantage on the saving throw. Additionally on a success, you regain a spell slot equal to half the spell slot level of the spell rounded down. You are unable to regain the spell slot if you have not expended a spell slot of the level you are regaining.

**At Higher Levels.** When you cast this spell using a spell slot of 5<sup>th</sup> level or higher, the spell is devoured if its level is less than or equal to the level of the spell slot you used.

## MOUNTAIN GRASP

4th-level transmutation

**Class:** Druid, Paladin

**Casting Time:** 1 bonus action

**Range:** Self

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

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

You enhance your strength to make it even harder to foes to escape your grasp. For the duration of this spell, you have advantage on Strength (Athletics) checks made to make and maintain grapples. Additionally, while you have a creature grappled, you can use a bonus action to crush them, dealing 4d6 bludgeoning damage.

**At Higher Levels.** When you cast this spell using a spell slot of 4<sup>th</sup> level or higher, the damage increases by 1d8 for each spell level above 3<sup>rd</sup>.

## VORPAL EDGE

4th-level transmutation

**Class:** Artificer, Ranger

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a diamond worth at least 300 gp, which the spell consumes)

**Duration:** 1 hour

You touch a weapon and draw out its hidden abilities. For the duration, the enchanted weapon scores a critical hit on a roll of 17-20.

*I WONDER WHICH CAME FIRST: THE SPELL OR THE BLADE? THE OLDEST RECORDS I CAN FIND SAY THE BLADE, BUT LET'S NOT RULE ANYTHING OUT YET.*

## BURST OF STORMS

5th-level evocation

**Class:** Bard, Druid, Sorcerer, Wizard

**Casting Time:** 1 action

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

**Components:** V, S, M (a lightning rod)

**Duration:** 1 round

You release a large burst of lightning bolts around yourself, damaging foes and empowering your allies with lightning. All hostile creatures within a 20-foot radius of you must make a Dexterity saving throw, taking 5d8 lightning damage on a failure, or half as much on a success. All allied creatures in range deal an additional 2d6 lightning damage to their next melee attack until the start of your next turn.

**At Higher Levels.** Whenever you cast this spell using a spell slot of 6<sup>th</sup> level or higher, the damage increases by 1d8 and the bonus for allies increases by 2d6 for each spell slot used above 7<sup>th</sup> level.



## CHAOS WEAPON

*5th-level transmutation*

**Class:** Artificer, Wizard

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S

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

You touch a weapon and allow its wielder to pull energy from the Elemental Chaos. Whenever the wielder of the weapon makes an attack, they can choose from the following damage types; acid, cold, fire, force, lighting, or thunder damage. Whenever the enchanted weapon deals damage, it deals an additional 4d6 damage of the chosen type.

## DEVOURING ICE

*5th-level evocation*

**Class:** Druid, Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

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

You instantly encase the foe in ice, which slowly freezes before shattering and imbedding ice shards in them. Choose a creature in range. The creature must succeed on a Constitution saving throw or become encased in ice, causing them to be restrained. At the end of each of the creatures turns, it must repeat the saving throw, ending the effect on itself on a success. Whenever the creature fails the saving throw at the end of their turn, it takes 3d6 cold damage. Additionally, when the spell ends, the ice shatters, dealing 3d6 piercing damage to the creature.

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

## FATAL STRIKE

*5th-level necromancy*

**Class:** Ranger, Paladin

**Casting Time:** 1 action

**Range:** 5 feet

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

**Duration:** 1 round

You empower your weapon with a dark energy that prevents the body from healing. As part of the action used to cast this spell, you must make a weapon attack against one creature within the weapon's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, plus an additional 5d6 necrotic damage. Additionally, the creature is unable to recover any hit points until the start of their next turn.

## MIND HAMMER

*5th-level evocation*

**Class:** Bard, Sorcerer, Wizard, Warlock

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You release the sounds of howling chaos directly into the mind of a creature, knocking them down and possibly even preventing them from standing up. Choose a creature in range. The chosen creature must make an Intelligence saving throw. On a failed save, the creature takes 6d10 psychic damage and is knocked prone. On a success, the creature takes half damage and is not knocked prone. When a creature fails the saving throw by 5 or more, it is unable to use their movement on its next turn to stand up.

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

## PRIMAL INSTINCT

*5th-level transmutation*

**Class:** Druid, Sorcerer

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 8 hours

You touch a creature and enhance their senses to an extremely heightened level. For the duration, the target creature has blind sight out to 60 feet.

## SCINTILLATING STARBURST

*5th-level evocation*

**Class:** Bard, Druid, Sorcerer, Wizard, Warlock

**Casting Time:** 1 action

**Range:** 240 feet

**Components:** V, S

**Duration:** Instantaneous

You release a series of streaking motes of light that can blind a foe when enough hit. Choose a creature in range. Make 4 ranged spell attack rolls against the creature. Each mote of light deals 5d4 radiant damage on hit. If at least 2 motes of light hit the creature, the creature must also succeed on a Constitution saving throw or be blinded for 1 minute. If at least 4 motes of light hit the creature, the creature makes the save at disadvantage. The creature can repeat the save at the end of each of their turns, ending the effect on themselves on a success.

**At Higher Levels.** Whenever you cast this spell using a spell slot of 6th level or higher, you release another mote of light for each spell slot used above 5th level.



## SEQUESTERING WORD

*5th-level conjuration*

**Class:** Bard, Cleric, Paladin, Warlock

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

You utter a word of challenge to a foe, which teleports them and you to a location to duel. Choose a creature in range. The creature must succeed on a Charisma saving throw or take 4d8 psychic damage and teleports to a location you can see within 25 feet of you. You then teleport to be within 5 feet of the creature.

## SIGIL OF CARCERI

*5th-level abjuration*

**Class:** Cleric, Paladin

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a stone with the Sigil of Carceri on it)

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

You attempt to mark the creature with sigil of Carceri, a prison realm of the gods, binding them with spectral chains. Choose a creature in range. The creature must succeed on a Constitution saving throw or their movement speed is reduced to zero as they're bound with spectral chains. If the creature is flying, they remain mid-air and do not fall. Additionally, if the creature targets a creature more than 30 feet away with an attack or spell, the attack or spell automatically fails. The creature can repeat the saving throw at the end of their turns, ending the effect on itself on a success.

## WHIRLING BLADES

*5th-level evocation*

**Class:** Bard, Sorcerer, Warlock, Wizard

**Casting Time:** 1 action

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

**Components:** V, S, M (a sword handle)

**Duration:** Instantaneous

You summon a collection of swirling force blades to spin around you and protect you, allowing you to focus in on a single target more easily. Make a single melee spell attack against all creatures within a 10-foot-radius around you. On hit, the creature takes 8d6 slashing damage. If there is only creature within the 10-foot-radius, you can make the melee spell attack with advantage.

## ASTRAL FURY

*6th-level conjuration*

**Class:** Cleric, Sorcerer, Warlock

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a vial of mist from the Astral Sea)

**Duration:** Instantaneous

You attempt to force a creature to hurtle through the Astral Sea for a few moments, psychically draining them and leaving them vulnerable. Choose a creature in range. The chosen creature must make a Charisma saving throw. On a failed save, they take 5d10 psychic damage and are stunned until the end of their next turn. On a success, the creature takes half damage and is not stunned.

## BLINK ZONE

*6th-level transmutation*

**Class:** Bard, Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 60 feet (20-foot radius)

**Components:** V, S

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

You create a localized distortion of space that bleeds into the Ethereal Plane. Choose a location in range. That location is the center of a 20-foot-radius sphere of distorted ethereal energy. Whenever you or an allied creature is standing in the sphere, they gain a +2 bonus to their AC, and can teleport to any other unoccupied location in the sphere as a bonus action. As a bonus action on your turn, you can move the sphere to any other location in range that you can see. When you do, willing allied creatures within the sphere are relocated along with the sphere, appearing in an unoccupied location within the sphere's new location.

## CHAOS SANCTUARY

*6th-level abjuration*

**Class:** Sorcerer

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components:** V, S

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

You weave the powers of magic around your allies, protecting them from collateral damage from your spells. Choose any number of creatures within range. For the duration of this spell, the chosen creatures automatically succeed on any saving throws against any of your spells. Additionally, whenever when they would take half damage from a successful saving throw, they instead take no damage.



## MASKS OF MENACE

6th-level illusion

**Class:** Bard, Wizard, Warlock

**Casting Time:** 1 action

**Range:** 60 feet

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

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

You warp the mind of a creature, psychically damaging them and causing them to perceive all but one ally as a monstrous creature. Choose a creature in range. The chosen creature must make a Wisdom saving throw, taking 6d6 psychic damage on a failure, or half as much on a success. Additionally, for the duration the damaged creature is frightened of all creatures in range. The damaged creature can repeat the saving throw at the end of their turn, ending the effect on themselves on a success.

## POISONOUS EVASION

6th-level abjuration

**Class:** Druid, Sorcerer, Wizard

**Casting Time:** reaction, when an attack against you misses

**Range:** Self (20-foot sphere)

**Components:** V, S

**Duration:** 1 minute

You leave a massive cloud of poisonous smoke where you previously were, leaving your foes behind to choke. As a reaction when an attack targeted at you misses, you teleport up to 50 feet away to a location you can see. Your previous location becomes the center of a 20-foot-radius sphere of poisonous smoke that lasts for 1 minute. Whenever a creature enters the smoke or starts their turn there, they must make a Constitution saving throw, taking 10d6 poison damage on a failed save, or half as much on a success. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

## VENGEFUL REVENANT

6th-level abjuration

**Class:** Cleric

**Casting Time:** reaction, when you are stabilize from death

**Range:** Self

**Components:** V, S

**Duration:** 1 round

You help to empower yourself to come back from the brink of death. Whenever you either successfully makes your third death saving throw or are healed from zero hit points, you can use a reaction to cast this spell and come back with a boost to defense. You can expend up to 3 Hit Dice, regaining hit points equal to the total rolled, and gain a +5 bonus to your AC and saving throws until the end of your next turn.

## PRISMATIC EXPLOSION

7th-level evocation

**Class:** Bard, Sorcerer, Wizard

**Casting Time:** 1 action

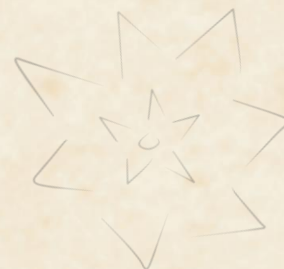
**Range:** 120 feet (20-foot sphere)

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

**Duration:** Instantaneous

A multicolor bead of energy shoots from your pointing finger to a point you choose within range then blossoms into an explosion of color and elemental chaos. Each creature in a 20-foot radius must make a Dexterity saving throw. For each target, roll a d8 to determine which color explosion affects it.

1. **Red.** The target takes 7d6 fire damage on a failed save, or half as much on a success. Additionally, on a failed save the creature is set on fire for 1 minute. The creature must spend an action to put out the fire, otherwise they take 2d8 fire damage at the end of their turns.
2. **Orange.** The target takes 7d6 acid damage on a failed save, or half as much on a success. Additionally, on a failed save, if the creature moves on their next turn, they take an additional 2d8 acid damage.
3. **Yellow.** The target takes 7d6 radiant damage on a failed save, or half as much on a success. Additionally, on a failed save, the creature is blinded until the end of their next turn.
4. **Green.** The target takes 7d6 poison damage on a failed save, or half as much on a success. Additionally, on a failed save the creature is poisoned for 1 minute. They can make a Constitution saving throw at the start of each of their turns to end the effect on themselves.
5. **Blue.** The target takes 7d6 cold damage on a failed save, or half as much on a success. Additionally, on a failed save the creature's speed is reduced by 10 feet for 1 minute.
6. **Turquoise.** The target takes 7d6 lighting damage on a failed save, or half as much on a success. Additionally, on a failed save the creature is knocked prone.
7. **Violet.** The target takes 7d6 psychic damage on a failed save, or half as much on a success. Additionally, on a failed save the creature suffers a 1d6 penalty to their attack rolls for 1 minute. They can make a Wisdom saving throw at the start of each of their turns to end the effect early.
8. **Special.** The target is struck by two explosions. Roll twice more, rerolling any 8.





## TEMPLE OF RESPITE

7th-level abjuration

**Class:** Cleric

**Casting Time:** 1 action

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

**Components:** V, S, M (a blessed holy symbol worth at least 1,000 gp, which the spell consumes)

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

You create a zone of protection that gives allies breathing rooms while making it harder for foes to approach. You create a 20-foot-radius aura around you that follows you as you move. For the duration, any allied creatures who ends their turn inside of the aura gains a +2 bonus to their saving throws and gains a 2d4 bonus to any hit points they recover while inside the sphere. Hostile creatures consider the affected area difficult terrain.

## BLACK BREATH

8th-level conjuration

**Class:** Sorcerer, Wizard, Warlock

**Casting Time:** 1 action

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

**Components:** V, S

**Duration:** Instantaneous

You exhale a massive cone of pitch-black mist that burns the flesh off bones, similar to that of black dragons. Each creature in the cone must make Dexterity saving throw, taking 12d10 acid damage on a failed save, or half as much on a success.

## FEY LURE

8th-level enchantment

**Class:** Bard, Druid, Wizard

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

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

You emit a bolt of strange glowing light that sears foes while enchanting them to follow it. Choose a creature that you can see in range. The targeted creature must make a Wisdom saving throw. On a failed save, the creature takes 4d12 radiant damage and is charmed. While charmed by this spell, the creature has no control over its movement action, and is instead controlled by you. The creature can repeat the save at the end of their turn, ending the effect on themselves on a success. On a failed save at the end their turn, the creature also takes an additional 4d4 radiant damage.

## MIRRORED ENTOURAGE

8th-level illusion

**Class:** Bard, Wizard, Warlock

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** V, S, M (a silver mirror worth at least 500 gp, which the spell consumes)

**Duration:** 1 hour

You create multiple illusionary copies of those around you, making it much harder for you and your allies to be hit by conventional means. Choose any number of creatures in range. You create 2 illusionary copies of the chosen creatures. The copies share the same space as the original creature and follow the creature around. For each illusionary copy the creature has, their AC is increased by +4. Whenever a spell or melee attack misses a creature with illusionary copies, one of the illusionary copies disappears.

## TWIN STEP

8th-level conjuration

**Class:** Sorcerer, Warlock, Wizard

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** 1 round

You cloak yourself in a thin spatial rift that allows you to move great distances instantly. You teleport to an unoccupied location that you can see within 90 feet. At the end of your turn, you teleport up to an additional 90 feet to another unoccupied location that you can see.

## UNYIELDING ROOTS

8th-level evocation

**Class:** Druid

**Casting Time:** 1 action

**Range:** 60 feet (10-foot radius)

**Components:** V, S, M (a root from the feywild)

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

You summon a group of roots that wrap around the legs of allies, healing them overtime and helping them stand their ground. Choose a location in range. The location is the center of a 10-foot radius burst of vines that wrap around the legs of any allied creatures within before breaking off the ground. While under the effects of this spell, each allied creature regains an amount of hit points equal to 2d4 + your spellcasting modifier at the start of each of their turn. Additionally, if the allied creature is subjected to a spell or effect that pushes, pulls, or drags them unwillingly, the vines root themselves to the ground, preventing the effect or spell.



## WORDS OF CHAOS

8th-level conjuration

**Class:** Sorcerer

**Casting Time:** 1 action

**Range:** 120 feet (20-foot sphere)

**Components:** V, S, M (some material for the Elemental Chaos)

**Duration:** 1 minute

You warp the plane around you to bleed into the elemental chaos, warping all spells that area. Choose a creature in range. That creature becomes the center of a 20-foot-radius sphere of chaos magic, which follows the creature. Whenever a creature within that sphere casts a spell of any level, they must roll on the Wild Magic Surge table (*Players Handbook*).

## ENDLESS ACID

9th-level conjuration

**Class:** Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a vial of acid, which the spell consumes)

**Duration:** Instantaneous

You cause acid bubbles to begin to boil within a creature's body, searing them inside and out. Choose a creature in range. The chosen creature must make a Constitution saving throw taking 20d10 acid damage on a failure, or half as much on a success.

When a creature fails the first saving throw, they must make a Constitution saving throw at the end of their next turn. On a failed save, they take 10d10 acid damage, or half as much on a success.

When a creature fails the second saving throw, they must make a Constitution saving throw at the end of their next turn. On a failed save, they take 5d10 acid damage, or half as much on a success.

When a creature fails the third saving throw, they must make a Constitution saving throw at the end of their next turn. On a failed save, they take 2d10 acid damage, or half as much on a success.

## FINAL OATH

9th-level abjuration

**Class:** Cleric

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S

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

You call upon extremely sacred words to help bring down a foe. Choose a creature in range. The chosen creature must succeed on a Charisma saving throw or have disadvantage on saving throws against your spells and abilities (except for this spell), and you gain advantage on attack rolls against the chosen creature. Additionally, whenever you roll damage against the chosen creature, you can roll the

damage result twice and use the higher result. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## LEECHLIFE THORNS

9th-level conjuration

**Class:** Druid, Warlock

**Casting Time:** 1 action

**Range:** 120 feet (15-foot radius)

**Components:** V, S, M (a thorn from the Shadowfell)

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

You summon a mass of black thorned roots that dig into your enemies, draining their life and transferring it to yourself. Choose a location in range that you can see. That location becomes the center of a 15-foot radius sphere of black thorns. Each creature in the sphere must make a Dexterity saving throw. On a failed save, the creature takes 4d8 piercing and 4d8 necrotic damage and is restrained, or half as much damage on a success and is not restrained. Additionally, whenever you restrain a creature, you regain hit points equal to half the amount of necrotic damage done to them. A restrained creature can make a Strength (Athletics) check against your spell save DC in order break out of the vines as an action. However, whenever they do so, they take an additional 2d8 piercing and 2d8 necrotic damage for each attempt, and you regain hit points equal to half the amount of necrotic damage done to them. The spell ends early if all creature break from the restrains.

## SPELLBIND

9th-level enchantment

**Class:** Bard, Wizard, Warlock

**Casting Time:** 1 minute

**Range:** None (Unlimited)

**Components:** V, S, M (an object that the creature you are targeting owns, or a part of the creature you are targeting)

**Duration:** Concentration, up to 12 hours

You create the ultimate enchantment on a creature you have a token of, which allows you to control them like a puppet from any distance. Choose a creature that you have the related material components for. The chosen creature must make a Wisdom saving throw. The creature has disadvantage on the saving throw if you destroy the material component as a part of casting this spell. On a failed save, the creature is charmed by you for the duration of the spell.

While charmed in this way, you are able to see through their and share their senses with a bonus action. During this time, you are deaf and blind with regards to your own senses. You can psychically issue commands to the creature for the duration of the spell. You can issue any command you choose, short of an activity that would result in certain death. Should you issue a suicidal command, the spell ends. You can end the spell early by using an action to dismiss it. A *remove curse*, *greater restoration*, or *wish* spell also ends it.



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