

Meowmagic spell lists and descriptions

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Spell lists

Bard

Cantrips

Dress / Undress
Enchanting Gaze
Hairstyle
Sweet Dreams
Thundersnap

Level 1

A hat in Dime
Age
Clear the Air
Doubleblade
Mark the Spot
Medusa's Gaze
Snap Star
Wall of Paper

Level 2

Bareilles' armor
Bridge Over Troubled Water
Carry On
Glasswings
Hypershrink
Inner Fire
Juxtapose
Lesser Consumption
Lesser Mislead
Objectify
Old Town Road
Opening Down
Phantom of Steel
Underside
Zone of Lies

Level 3

Beacon for the Deluded
Bind
Disenchant
Earth, Wind and Fire
Fracture Spirit
Saving Grace
Spiteful Swing
Sword of Damocles
Vacuum Hand

Level 4

Bowsprit
Eolian Blow
Hatch Egg
Pride's Bane
Salt in the Wound
Self Petrification
Shooting Star

Level 5

Amelia's Painted Tie
Deface
Dogmatic Edict
Echoes of You
Superheroism

Level 6

Aspect of Pride
Luck of the Dead
One Last Blow

Level 7

Assign Quarry
Flower Moon
Mordenkainen's Actual
Sword
Reach of the Astral
Dreadnought

Level 8

Sanctum of Magic

Level 9

Delusion of Fear
Prayer for the Wicked
Sun Rises

Level 10

Brave New World

Cleric

Cantrips

Hairstyle
Hallowed Hands

Level 1

Age

Level 2

Carry On
Eyes of Ichor
Inner Fire

Level 3

Aetherthread
Bind
Entomb
Heavenly Prayer
Saving Grace
Sword of Damocles

Level 4

Salt in the Wound

Level 5

Deva's Mace
Five Point Celestial Brigade
Moonlit Death

Level 6

Fallen Angel's Touch

Level 7

Level 8

Soul in the Mirror

Level 9

Call of Justice
Eye of the World
Prayer for the Wicked

Level 10

Bubble
Prophets of Annihilation

Druid

Cantrips

Call Meteorite

Level 1

Aerosphere
Age
Clear the Air
Lion's Maw
Wellspring

Level 2

Eyes of Ichor
Freezing Feet
Inner Fire
Mantis Knight Blade
Skinscales

Level 3

Aetherthread
Avalanche
Coloring Outside the Lines
Cosmic Vision
Earth, Wind and Fire
Entomb
Eyes of Life
Freeze
Glass Ring
Ice Visage Blast
Lesser Passwall
Line of Light
Snakemake
Stunning Stomp
Thunderbolts
Voidhands
Wheel of Force

Level 4

Call Treant Spirit
Greatapple
Hatch Egg
Locate Bizarre Creature
Salt in the Wound
Shooting Star
West Wind

Level 5

Black Hole
Corrode Inner Flesh
Cover of Moonlight
Iron Whirlwind
Mass Freeze
Moonlit Death
Saga's Poison
True Absorb Elements
White Ice

Level 6

All the Lights Are Souls

Level 7

Create Myrmidon
Flower Moon

Level 8

Level 9

Prayer for the Wicked

Level 10

Blood Moon
Prophets of Annihilation
Worldtree

Paladin

Level 1

Level 2

Carry On
Divine / Profane Lance
Eyes of Ichor
Fist of Justice
Healing Smite
Phantom of Steel
Sunlight Strike

Level 3

Double Lightning Helix
Entomb
Heavenly Prayer
Liliander's Hellspear
Saving Grace
Spiteful Swing

Thunderbolts

Level 4

Level 5

Five Point Celestial Brigade
Godsmite
In Shining Armor
Superheroism

Ranger

Level 1

Aerosphere
Lion's Maw
Magic Bomb

Level 2

Mantis Knight Blade
Stand and Deliver

Level 3

Avalanche
Bow of the Huntress
Double Lightning Helix
Entomb
Glass Ring
Liliander's Hellspear
Saving Grace
Snakemake
Spiteful Swing
Stunning Stomp
Thunderbolts

Level 4

Call Treant Spirit
Cold Iron Strike
Greatapple
Locate Bizarre Creature
Salt in the Wound
Shooting Star

Level 5

True Absorb Elements

Sorcerer

Cantrips

Accelerate
Dress / Undress
Gloves of Ember
Hairstyle
Magic Splinter
Thundersnap

Level 1

Age
Boomerang Sigil
Enchanting Gaze
Medusa's Gaze
Snap Star

Level 2

Dragonwings
Fiery Leap
Freezing Feet
Lesser Consumption
Lesser Mislead
Opening Down
Opposing Force
Skinscales

Level 3

Bloody Storm
Coloring Outside the Lines
Double Lightning Helix
Fracture Spirit
Freeze
Ice Visage Blast
Load the Smoking Gun
Material Teleport
Mustang's Flame Alchemy
Royal Death Decree
Saving Grace
Spatial Collapse
Thunderbolts
Trebuchet
Voidhands
Wheel of Force

Level 4

Magic Ballista
Salt in the Wound
Shooting Star
Thirst of the Bloodwyrn

Level 5

Black Fireball
Blink of Gravity
Corrode Inner Flesh
Create Chimera
Deface
Double Breath
Echoes of You
Mass Freeze
Meteor Strike
True Absorb Elements
True Shield
Walk of Ungoliant
White Ice

Level 6

Aspect of Pride

Level 7

Assign Quarry
Create Myrmidon
Flower Moon
Maegis
Reach of the Astral
Dreadnought
Sphinx's Roar

Level 8

Sanctum of Magic
True Dragon's Breath

Level 9

All Time Low
Delusion of Fear
Eye of the World
Line of Unreality
Prayer for the Wicked

Level 10

Allimage
Brave New World
Create Plane
Familiicide
Prophets of Annihilation

Warlock

Cantrips

Dress / Undress
Gloves of Ember
Hairstyle
Magic Splinter

Level 1

A hat in Dime
Age
Boomerang Sigil
Enchanting Gaze
Medusa's Gaze
Snap Star
The Blind Shall See

Level 2

Fiery Leap
Lesser Consumption
Lesser Mislead
Liliander's Hellspear
Objectify
Opposing Force
Zone of Lies

Level 3

Arcane Ties
Beacon for the Deluded
Bind
Blood Money
Bloody Storm
Divine / Profane Lance
Entomb
Fracture Spirit
Glass Ring
Implant Phobia
Leaping Hands
Magnetic Beam
Occult Truths and Lies
Prehistoric Hail
Ravenous Solitude
Spiteful Swing
Thunderbolts
Vampiric Allies

Level 4

Balor's Onslaught
Hatch Egg
Inevitable's Order
Lantern Walker
Misty Walk
Planar Hounds
Pride's Bane
Salt in the Wound
Self Petrification
Shooting Star
Thirst of the Bloodwurm

Level 5

Black Fireball
Black Hole
Corrode Inner Flesh
Create Chimera
Deface
Field of Chains
Moonlit Death
Saga's Poison

Level 6

All the Lights Are Souls
Aspect of Pride
Eyes of Six
Fallen Angel's Touch
Reap

Level 7

Animate Creature
Conjure Invisible Stalker
Assign Quarry
Create Myrmidon
Greater Consumption
Maegis
Reach of the Astral
Dreadnought
Requiem of a Soul

Level 8

Soul in the Mirror

Level 9

Delusion of Fear
Eldritch Grapple
Line of Unreality
Prayer for the Wicked

Level 10

Allimage
Create Plane
Familiicide
Prophets of Annihilation

Wizard

Cantrips

Accelerate
Call Meteorite
Dress / Undress
Gloves of Ember
Hairstyle
Magic Muscle
Magic Splinter
Mirror
Pen
Sweet Dreams
Temporal Beat
Thundersnap

Level 1

A hat in Dime
Age
Boomerang Sigil
Bridge Over Troubled Water
Clear the Air
Doubleblade
Enchanting Gaze
Magic Bomb
Mark the Spot
Medusa's Gaze
Snap Star
The Blind Shall See
Wall of Paper

Level 2

Bareilles' Armor
Dragonwings
Fiery Leap
Freezing Feet
Glasswings
Hide or Reveal Entrance
Hypershrink
Inner Fire
Juxtapose
Lesser Mismatch
Objectify
Old Town Road
Opening Down

Opposing Force
Transposition
Underside

Level 3

Aetherthread
Aldebaran's Palm
Arcane Ties
Bind
Blood Money
Bloody Storm
Cold Iron Strike
Coloring Outside the Lines*
Cosmic Vision
Cruorstorm*
Disenchant
Double Lightning Helix
Earth, Wind and Fire
Eyes of Life
Fist
Fracture Spirit
Glass Ring
Ice Visage Blast
Implant Phobia
Lesser Passwall
Liliander's Hellspear
Line of Light
Load the Smoking Gun
Magnetic Beam
Material Teleport
Mustang's Flame Alchemy
Ravenous Solitude
Saving Grace
Snakemake
Spatial Collapse
Spiteful Swing
Sword of Damocles
Thunderbolts
Trebuchet
Urie's Warped Space
Vacuum Hand
Voidhands
Wheel of Force

Level 4

Autochronal Alteration
Balor's Onslaught
Bowsprit
Call Treant Spirit
Eolian Blow
Hatch Egg

Lantern Walker
Locate Bizarre Creature
Magic Ballista
Planar Hounds
Pride's Bane
Rain of Fists
Salt in the Wound
Self Petrification
Shooting Star
Thirst of the Bloodwurm

Level 5

Amelia's Painted Tie
Artificial Intelligence
Black Fireball
Black Hole
Blink of Gravity
Corrode Inner Flesh
Create Chimera
Deface
Dogmatic Edict
Double Breath
Echoes of You
Field of Chains
Iron Whirlwind
Meteor Strike
Palantir's Inverse Eye

Phoenix Rising
Saga's Poison
Time Slight
True Absorb Elements
True Shield
Walk of Ungoliant
White Ice

Level 6

Aspect of Pride
Chronostep
Eyes of Six
Luck of the Dead
One Last Blow
Reap

Level 7

Animate Creature
Assign Quarry
Conjure Invisible Stalker
Create Myrmidon
Maegis
Mordenkainen's Actual
Sword
Reach of the Astral
Dreadnought

Requiem of a Soul
Sphinx's Roar

Level 8

Sanctum of Magic
Soul in the Mirror
True Dragon's Breath

Level 9

All Time Low
Delusion of Fear
Eye of the World
Line of Unreality
Prayer for the Wicked
Sun Rises

Level 10

Allimage
Blood Moon
Brave New World
Bubble
Create Plane
Dust to Dust
Famulicide
Prophets of Annihilation
Worldtree

Tenth-Level Spells

Wish is 'the mightiest spell a mortal creature can cast', but when more than one of these creatures cooperate, it allows for even higher achievements in magic. These higher spells are 10th-level spells; feats of astounding ability and endless legends are told of them. When performed, they rival gods.

World. 10th-level spells have a ridiculous amount of power. The DM may rule additional requirements to cast one of these spells. Additionally, how they are discovered in the world is a mystery: some or all could be found as spell scrolls; others as inscriptions inside eons-old monoliths. If your DM allows 10th-level spells, ask them how you might come to find a 10th-level spell in the world.

Casters. To be cast, a 10th-level spell demands more than one caster. The number of casters varies by spell and is included in the spell description. To contribute, a caster must expend a 9th-level spell slot to cast a 10th-level spell. Casters perform the spell's components simultaneously. Only true casters can cast a 10th-level spell: a duplicate created by *simulacrum* or another effect can't contribute. As long as each caster has the spell on their list, they can contribute, even if the casters aren't all the same class.

Warlocks. A character with at least 17 levels in the warlock class can expend the use of their 9th-level mystic arcanum spell instead of using a 9th-level spell slot.

Components. 10th-level spells demand legendarily rare components to cast. It could take an entire quest to find only one, and some 10th-level spells demand several.

Casting Time. Some 10th-level spells require as much as or more than an entire day of casting. For each day that you spend casting the spell, you must succeed on a DC 18 Constitution saving throw or gain a level of exhaustion. You make this saving throw at the end of each day spent.

Spell Descriptions

A Hat in Dime

1st-level conjuration (ritual)

- **Classes:** Bard, Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** 60 feet
 - **Components:** V, S, M (any number of coin pieces, worth up to 50 gp, and 3 hats worth at least 1 gp each)
 - **Duration:** Up to 1 minute
-

You hide the coins used in the casting of this spell under one of the three hats, which you place near one another on a flat surface. The hats begin to move, faster and faster until they seem impossibly fast, and then stop suddenly. A creature can choose a hat by touching it. Roll 1d12. On a result of 9-12, you find the coins and they are doubled, but on any other result the hats all flip up empty, the coins lost. The coins or correct hat are not detectable, even by magic.

Accelerate

Transmutation cantrip

- **Classes:** Sorcerer, Wizard
 - **Casting Time:** 1 action
 - **Range:** 120 feet
 - **Components:** V, S, M (a miniscule hard object, such as a rock, tooth, or piece of wood)
 - **Duration:** Instantaneous
-

This spell accelerates an object you are holding out to a creature you can see within range. Make a ranged spell attack against the target. On a hit, the target takes bludgeoning damage: 1d6 if it is within 30 feet of you, 1d8 if it is between 30 and 60 feet, 1d10 if it is between 60 and 90, and 1d12 between 90 and 120.

This spell's damage increases by 1 die when you reach 5th level (two dice), 11th level (three dice), and 17th level (four dice). The dice are all the same type.

Action Image

Illusion cantrip

- **Classes:** Bard, Sorcerer, Wizard
 - **Casting Time:** Varies (see below)
 - **Range:** 60 feet
 - **Components:** V, S
 - **Duration:** Up to 1 round
-

When you cast this spell, you can either capture an image as a reaction to seeing something in range, or display an image as an action. If you capture one, the magic mentally saves a snippet of what you see, such as a building, a street lamp, or a face. You can have up to 2 images captured at one time, losing the oldest if you capture another.

If you wish, you can record the capture for up to 6 seconds. The capture lacks audio when played back, but words appear to detail any sounds that happen.

If you display an image, you choose to show one of your captured images within 5 feet of you, which can be seen by any creature looking. It lasts until the end of your next turn or when you dismiss it (no action required).

You can capture up to 4 images when you reach 5th level, 6 when you reach 11th, and 8 when you reach 17th.

Adamantize

5th-level transmutation (ritual)

- **Classes:** Wizard
 - **Casting Time:** 1 minute
 - **Range:** Touch
 - **Components:** V, S, M (a target object, and adamantine worth any amount weighing half as much, which is consumed by spell)
 - **Duration:** Instantaneous
-

Holding an object in one hand and adamantine in another, you transmute the adamantine to cover and structurally reinforce it. If it is a weapon, it becomes an adamantine one: whenever it hits, the hit becomes a critical hit. If the object is armor, it becomes adamantine: any critical hit against the armor becomes a normal one. If it is another object, that object's AC increases to 20 if it were lower and its hitpoints are multiplied by 5.

You can't adamantize already magical items and it has no effect on ones already containing adamantine.

Aerosphere

1st-level transmutation

- **Classes:** Druid, Ranger
 - **Casting Time:** 1 action
 - **Range:** 30 feet
 - **Components:** V, S
 - **Duration:** Concentration, up to 1 minute
-

You channel the weather of nature into a Medium sized sphere in a space you can see within range. If a creature starts its turn with any part of it in the sphere during this spell, it must make a Dexterity saving throw or suffer an effect, determined by the local weather shown below. Any lingering effects end at the end of the creature's next turn.

As an action while the spell lasts, you can move the sphere up to 30 feet to a location you can see.

Sunny. The creature takes 3d6 radiant damage.

Clouds. The creature takes 3d6 psychic damage.

Rain. The creature takes 4d4 piercing damage.

Thunder. The creature takes 1d10 lightning and 1d10 thunder damage.

Wind. The creature takes 2d8 slashing damage.

Snow. The creature's movespeed is halved and it takes 1d12 cold damage.

Fog. The creature must roll 1d8 and move 5 feet in the resulting direction each time it attempts to move 5 feet.

Aetherthread

3rd-level conjuration

- **Classes:** Cleric, Druid, Wizard
 - **Casting Time:** 1 action
 - **Range:** 60 feet
 - **Components:** V, S
 - **Duration:** Concentration, up to 1 minute
-

You pull threads of aether from the air and effortlessly fling them to up to six creatures you can see within range. Each creature must make a Strength saving throw or its speed drops to 0. A creature can repeat the saving throw as an action, ending the effect on a success.

If one creature bound by the threads takes damage, each other creature bound takes 1 damage of the same type. Bound creatures don't take this damage more than once on the same turn.

If you move out of the spell's range of an affected creature, the spell ends for it as its threads snap.

Age

1st-level ritual

- **Classes:** Bard, Cleric, Druid, Sorcerer, Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** 5 feet
 - **Components:** V, S
 - **Duration:** Up to 1 minute
-

You indicate towards an object or organic material and rapidly age it. For every second that passes, it ages a minute, time passing for it more quickly. You can cook food, ripen a fruit, or melt an icicle. If you target a creature with this spell, the creature must be willing.

Aldebaran's Palm

3rd-level transmutation

- **Classes:** Wizard
 - **Casting Time:** 1 action
 - **Range:** 60 feet
 - **Components:** V, S
 - **Duration:** Concentration, up to 1 minute
-

A creature you choose that you can see within range must make a Wisdom saving throw or come hurtling into your empty palm and be grappled by you. The creature can attempt to escape as an action, making a check against your spell save DC. For the duration of the spell, when you take damage from a source that is more than 5 feet away from you, you can reduce that damage by half as a reaction, interposing the target between yourself and the source of the damage, and the target takes the remaining half.

All The Lights Are Souls

6th-level necromancy

- **Classes:** Druid, Warlock
 - **Casting Time:** 1 action
 - **Range:** Self (120-foot radius)
 - **Components:** V, S
 - **Duration:** Concentration, up to 10 minutes
-

You pull the shape of souls from creatures you have seen die or harmed yourself (your choice). These souls fly around you in a 120-foot radius of dim light and act on your guidance. You can ask them as an action (or immediately when you cast the spell) to either attack or defend.

If asked to attack, each creature other than those of your choice within range takes 5d6 radiant or necrotic damage (if they are souls you have seen or harmed respectively) and is deafened until the start of your next turn.

If asked to defend, each creature of your choice within range gains 5d6 temporary hitpoints that last until the start of your next turn.

All Time Low

9th-level transmutation

- **Classes:** Sorcerer, Wizard
 - **Casting Time:** 1 action
 - **Range:** 60 feet
 - **Components:** V, S, M (a timepiece worth at least 1 gp)
 - **Duration:** Instantaneous
-

You crush a timepiece in your hand at a creature you can see within range. It must make a Charisma saving throw or be removed from time. If it succeeds, it is stunned until the end of its next turn, wracked with visions of its non-existence. If it fails, it is utterly removed from time, as if it had never existed. It occupies a space outside any plane or reality, frozen, conscious, but unable to sense. Memory of the creature is suppressed from all beings lesser to gods, unconscious but not fully erased. Physical evidence of the creature's existence remains. If the creature has a CR or level of 10 or lower, it automatically fails the saving throw.

This spell can alternatively be used to bring a creature back into time that has been cast out by this spell or a similar effect. You speak the creature's name and it returns to time where it was removed, or the closest available space.

Allimage

10th-level transmutation

- **Classes:** Sorcerer, Warlock, Wizard
 - **Casters:** 4
 - **Casting Time:** 3 days
 - **Range:** 15 feet
 - **Components:** V, S, M (any number of spell scrolls, at least one per spell level 0-9 and from each class' spell list; the left hand and weapon of balor or greater demon; and the right hand and weapon of a solar or greater celestial; all of which, except the hands, is consumed by the spell by fire)
 - **Duration:** Instantaneous
-

During the casting of this spell, you inscribe a triskelion of at least Huge size on the ground. The target of this spell is one of its casters, who stands in the middle while the other three stand in the center of each swirl. One of the three holds the spell scrolls, another holds the hands, and another holds the weapons. The target must be within range of all casters for the casting time of the spell.

When the casting is complete, magic is drained in a 1 mile radius, which falls under the effects of an *antimagic field*, and each caster except the target must make a DC 20 saving throw using their spellcasting ability. On a failure, their maximum number of spell slots halves for each spell level, and they lose any excess slots. This can only be reversed with *wish* or by being the target of this spell.

The target adds every 0-9th level spell to its spell list, has an unlimited number of 1st-, 2nd-, and 3rd-level slots, and gains an additional 6th-, 7th-, 8th-, and 9th-level spell slot. The target can immediately change some or all of its spells prepared or known with every list available.

Additionally, the target of this spell loses its hands, which are replaced by the hands used as components of this spell, changing in size as appropriate. Finally, the target gains proficiency with the weapons used.

Amelia's Painted Tie

5th-level necromancy

- **Classes:** Bard, Wizard
 - **Casting Time:** 1 action
 - **Range:** 60 feet
 - **Components:** V, S
 - **Duration:** Up to 1 round
-

When you cast this spell, choose two creatures you can see within range. An infinity symbol appears between them, each of them in the center of a loop. When the first creature is damaged, the second creature regains an amount of health equal to the damage dealt. This lasts until the end of your next turn when spell ends or 80 damage is dealt to the first creature, whichever comes first.

At Higher Levels. When you cast this spell with a spell slot of 6th level or higher, the second creature regains health until the spell ends or an additional 20 damage is dealt per spell slot above 5th level.

Animate Creature

7th-level necromancy

- **Classes:** Warlock, Wizard
 - **Casting Time:** 1 minute
 - **Range:** Touch
 - **Components:** V, S, M (a fist-sized moonstone worth at least 3,000 gp)
 - **Duration:** Instantaneous
-

You can cast this spell only under moon- or starlight (but not sunlight). Choose a corpse of a Huge or smaller creature you can reach that wasn't a construct or an undead. It animates and falls under your control. The creature becomes an undead (requiring no air, food, drink, or sleep), its Intelligence, Wisdom, and Charisma scores lower to 3, 6, and 5 respectively if they were higher, it gains proficiency in Wisdom saving throws, immunity to poison damage and can't be poisoned. It follows your instructions, understanding all languages it knew in life, but can't speak.

The spell fails if the creature's CR was higher than your level. The creature is under your control for 24 hours, after which it stops obeying any command you have given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature before the current 24-hour period ends, reasserting your control over it for an additional 24 hours.

At Higher Levels. When you cast this spell using a spell slot of 9th level, you can animate a corpse of a Gargantuan or smaller creature.

Arcane Ties

3rd-level evocation

- **Classes:** Sorcerer, Wizard
 - **Casting Time:** 1 action
 - **Range:** 30 feet
 - **Components:** V
 - **Duration:** 1 minute
-

Each creature you choose within range that you can see must make an Dexterity saving throw. On a failed save, a target takes 4d6 force damage, or half as much on a success. Targets that fail the saving throw are tied to each other by many thin, permeable arcane strings for the duration of the spell. Whenever one of the tied creatures is damaged (except from this spell), all other tied creatures take 1 force damage.

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

Artificial Intelligence

5th-level transmutation

- **Classes:** Wizard
 - **Casting Time:** 8 hours
 - **Range:** Touch
 - **Components:** V, S, M (rare metals worth at least 500 gp, and a metallic container also worth at least 500 gp)
 - **Duration:** Instantaneous
-

You carefully set wires and metals within a metallic container and close it after spending the time to cast the spell. The container gains a mind with a Intelligence, Wisdom, and Charisma scores equal to your spell save DC, as well as the same AC and number of hitpoints.

On its own, the artificial intelligence can produce speech, hear, and see, but can't act or move. You can input the artificial intelligence into a makeshift metallic creation, such as a larger metal container with arms and hands. Your DM chooses statistics appropriate in materials for the construct, such as a modron, a helmed horror, or animated armor, though it retains its Intelligence, Wisdom, and Charisma scores. If the construct is reduced to 0 hitpoints, it falls apart, and the artificial intelligence remains.

The artificial intelligence is charmed by you for 30 days or until you or your companions do anything harmful to it. When the charmed condition ends, the artificial intelligence chooses whether to remain friendly to you, based on how you treated it while it was charmed.

Ascendant Flame

5th-level evocation

- **Classes:** Sorcerer, Wizard
 - **Casting Time:** 1 action
 - **Range:** 90
 - **Components:** V
 - **Duration:** Concentration, up to 1 minute
-

Flames capture a creature you can see within range and burn inwards, hotter by the second. The target must make a Dexterity saving throw. It takes 6d6 fire damage on a failed save. For this save and any after, whenever the target fails, the flames burn hotter. At the end of its turns, the target must repeat the saving throw. It takes 6d6 fire and an additional 2d6 for each time the fire burns hotter. The burning target sheds bright light in a 30-foot radius and dim light for an additional 30 feet. These magical flames can't be extinguished nonmagically.

On any success, the target takes half as much fire damage as it would have, and the spell ends. You can end the spell at any time (no action required).

Aspect of Pride

6th-level conjuration

- **Classes:** Bard, Sorcerer, Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** Self (30 feet)
 - **Components:** V, S
 - **Duration:** Concentration, up to 1 minute
-

If you are in complete darkness when you cast or for the duration of the spell, the spell immediately fails and ends. For the duration, black shadowy tendrils with many eyes and teeth surround you, waiting for a command.

When you cast the spell, a tendril stretches out to a point you can see within range. Each creature within 5 feet of that point must make a Dexterity saving throw. On a failed save, a creature takes 6d12 piercing damage and is moved 10 feet in any direction of your choice except up. On each of your turns until the spell ends, you can use your action to outstretch tendrils again, targeting the same point or a different one.

At Higher Levels. When you cast this spell using a spell slot of 7th or higher level, the damage increases by 1d12 for each slot level above 6th.

Assign Quarry

7th-level enchantment

- **Classes:** Bard, Sorcerer, Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** 60 feet
 - **Components:** V
 - **Duration:** Concentration, up to 1 hour
-

A creature you see within range must make a Wisdom saving throw or have all its desires switched to the quarry of one creature type of your choice (celestials, fiends, humanoids, etc). For the duration, the target does its utmost to attack and destroy any creatures of its assigned type it is aware of, or hunting them down if there are none nearby. If the target falls below half its hitpoint maximum, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, or if the target falls to 0 hitpoints, the spell ends.

At Higher Levels. If you cast this spell using a spell slot of 8th level, its duration is concentration, up to 8 hours. If you cast it using a spell slot of 9th level, its duration is concentration, up to 24 hours.

Autochronal Alteration

4th-level transmutation

- **Classes:** Wizard
 - **Casting Time:** 1 reaction, which you take when you are attacked or targeted by a damaging effect
 - **Range:** Self
 - **Components:** V, S
 - **Duration:** Concentration, up to 1 round
-

You remove yourself from time for a few seconds. To other creatures, you've disappeared and reappeared. You are immune to the attack or the effect that you casted this spell in reaction to, and you return to time at the start of your next turn.

This could cause the attack or effect to carry on behind you, as with a ranged attack or a line effect. The DM decides if such effects occur.

Avalanche

3rd-level transmutation

- **Classes:** Druid, Ranger
 - **Casting Time:** 1 action
 - **Range:** 150 feet
 - **Components:** V, S, M (a pebble)
 - **Duration:** Instantaneous
-

Choose a point at the center of rocks you can see within range. You cause up to a 20-foot radius of the rocks to slide, fall, and roll about. Each creature touching the rocks must make a Dexterity saving throw or take 3d10 bludgeoning damage and be stunned until the end of its next turn as rocks barrage the area. On a success, a creature takes half as much damage and isn't stunned.

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

Balor's Onslaught

4th-level conjuration

- **Classes:** Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** 30 feet
 - **Components:** V, S, M (a longsword worth at least 15 gp and a whip worth at least 2 gp)
 - **Duration:** Instantaneous
-

The incarnation of fire and ash, the visage of a balor, appears behind you. You hold up the handle of the longsword and whip for it to take, which magnify in its hands. Choose a creature you can see within range. Make two melee spell attacks against the target.

If the first hits, the target takes 2d6+8 slashing damage + 3d6 fire damage, and the target must succeed on a Strength saving throw or you can pull it up to 25 feet closer to you. If the target succeeds or the first attack misses, the balor's visage moves closer to attack again, using the longsword.

If the second hits, the target takes 3d8+8 slashing damage + 3d8 lightning damage. If this hit is a critical hit, you roll triple the damage dice, instead of double.

You then catch the weapons, tossed back to you.

Bareilles' Armor

2nd-level conjuration

- **Classes:** Bard, Wizard
 - **Casting Time:** 1 action
 - **Range:** Self
 - **Components:** V, S
 - **Duration:** Concentration, up to 1 minute
-

You conjure a stylistic set of armor that protects you the more you need it. If you are already wearing armor, it transforms what you're wearing, and you retain its bonuses. For the duration, you add 1d6 to your saving throws and 1 to your AC. When you are below half your hitpoint maximum, you instead add 1d8 to your saving throws and 3 to your AC.

Beacon for the Deluded

3rd-level enchantment

- **Classes:** Bard, Warlock
 - **Casting Time:** 1 action
 - **Range:** 60 feet
 - **Components:** V
 - **Duration:** Up to 1 minute
-

You create a shimmering ball of disco madness at a point you can see within range. Each creature within 30 feet of the ball must make a Wisdom saving throw. On a failure, it must use all of its movement to move within 5 feet of the ball. Once it gets as close as possible without running over another creature, it spends all of its movement in bizarre movements, falling prone.

The first time an unaffected creature moves within 30 feet of the ball, it must make the same saving throw. When an affected creature takes damage, it can repeat the saving throw, ending the spell on itself and becoming immune to this casting of the spell with a successful save.

Belmont Smite

1st-level evocation

- **Classes:** Paladin
 - **Casting Time:** 1 action
 - **Range:** Self
 - **Components:** V
 - **Duration:** Concentration, up to 1 minute
-

Your weapon glows a dull orange while the spell lasts until you hit a creature. The glow transfers from the weapon to that creature, it takes 1d10 fire damage, and from now until the spell ends, it will explode if it is reduced to 0 hitpoints (including as part of the attack). If it explodes, each creature within 5 feet of it must make a Constitution saving throw or take 1d10 fire damage, or half as much damage on a success.

Bind

3rd-level abjuration (ritual)

- **Classes:** Bard, Cleric, Warlock, Wizard

- **Casting Time:** 1 action
 - **Range:** Touch
 - **Components:** V, S, M (a pair of manacles worth at least 2 gp, which the spell consumes)
 - **Duration:** Up to 3 days
-

You grasp the wrists of a willing or unconscious Huge or smaller creature with 0 hitpoints remaining and create a magical bind that holds its hands together, with similar binds appearing around its ankles and mouth. While bound, the creature can't speak, its speed is reduced to 10 feet, it can't fly if it could, and it can't move more than 60 feet away from the caster unless the caster allows it. Additionally, it can't regain more than 1 hitpoint.

When you cast this spell, set a code word in your mind. When you speak it, regardless of where you are, the creature is released and the spell ends early.

Birds of a Fire

5th-level conjuration

- **Classes:** Bard, Cleric, Druid, Sorcerer, Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** 150 feet
 - **Components:** V
 - **Duration:** Concentration, up to 1 minute
-

You spawn hundreds of flame birds at a point you can see within range that coalesce into one gargantuan flying raptor. You can move it on your turn as an action. Anything it moves adjacent to, it touches and sets alight: buildings, trees, grounds, creatures. Creatures can make a Dexterity saving throw to avoid ignition. On a failed save, a creature takes 4d8 fire damage and another 3d8 fire damage at the start of each of its turns. It can repeat the saving throw at the end of each of its turns. On any successful save, a creature takes half as much damage and stops burning. Ignited buildings, objects, and creatures continue burning when the spell ends.

Black Fireball

5th-level evocation

- **Classes:** Sorcerer, Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** 180 feet
 - **Components:** V, S, M (sulfur and ash)
 - **Duration:** Concentration, up to 1 round
-

A maelstrom of swirling black fire appears near your hands. On your next turn, you choose a spot within range as an action, provided this spell hasn't ended. The maelstrom disappears from your hands and reappears centered on that point, grown exponentially. Each creature in a 30-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 7d6 fire and 7d6 necrotic damage on a failed save, or half as much damage on a successful one.

The maelstrom spreads around corners. It ignites flammable objects in the area that aren't being worn or carried, and it withers nonmagical plants.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the fire damage or the necrotic damage (your choice) increases by 1d6 for each slot level above 5th.

Black Hole

5th-level conjuration

- **Classes:** Druid, Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** 120 feet
 - **Components:** V, S, M (a ball of tungsten)
 - **Duration:** Up to 1 minute
-

You call into a space you can see within range a minute piece of a black hole for the duration. Each creature within 20 feet of it must make a Strength saving throw or be pulled 10 feet closer to the center and take 5d6 force damage, or half as much on a success. A creature that fails the save can't move farther away from the center until it succeeds. It must repeat the saving throw at the start of each of its turns, taking the damage or half on a failure or ending the effect on themselves on a success.

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

Black Ice

2nd-level transmutation

- **Classes:** Druid, Sorcerer, Wizard
 - **Casting Time:** 1 action
 - **Range:** 30 feet
 - **Components:** V
 - **Duration:** 10 minutes
-

You change the top layer of up to 6 five-by-five foot squares within range into black ice. Each square must touch at least one other square. The ice is invisible, though a creature can make a Wisdom (Perception) or Intelligence (Investigation) check against your spell save DC to see it.

If a creature starts its turn on or moves onto a square, it must make a Dexterity saving throw (for each square) or fall prone. If the creature moved onto a square, it slides until it reaches ground that isn't covered in black ice. Creatures similarly slide if they are shoved on the ice.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can make one additional square of black ice for each slot level above 2nd.

Blink of Gravity

5th-level transmutation

- **Classes:** Sorcerer, Wizard
 - **Casting Time:** 1 action
 - **Range:** 150 feet
 - **Components:** V, S, M (a small sphere of heavy material)
 - **Duration:** Instantaneous
-

A point you choose within range becomes the center of a gravity well for a split second, as the well pulls them downwards. Each creature in a 20-foot radius sphere centered on that point must make a Strength saving throw. On a failed save, a creature is knocked prone and takes bludgeoning damage depending on how far from the center it is, or takes half as much damage on a success and isn't knocked prone.

A creature takes 10d6 bludgeoning damage if it is within 10 feet of the point, and 2d6 less damage for every 10 feet away from the point a creature is.

The gravity well spreads around corners. It crushes lightweight objects in the area that aren't being worn or carried.

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

Blood Money

3rd-level conjuration

- **Classes:** Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** 60 feet
 - **Components:** V, S, M (up to 30 gp, which is consumed when the spell is cast)
 - **Duration:** Instantaneous
-

You vaporize a bag of money, only for it to hail down in a torrent on a creature within range. The target must make a Dexterity saving throw. On a failure, it is magically dealt slashing damage equal to the number of coins you used to cast this spell, or half as much damage on a success.

Dragons, goblins, and xorns have disadvantage on their saving throw against this spell. If you reduce one of those creatures to 0 hitpoints with this spell, one newly minted gold coin emerges from its corpse. After the damage is dealt, the coins splash around the target, and can be picked up and reused with this spell.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can use up to 5 additional coins for the spell for each slot level above 3rd.

Blood Moon

10th-level transmutation

- **Classes:** Druid, Wizard
 - **Casters:** 6
 - **Casting Time:** 6 days
 - **Range:** Sight
 - **Components:** V, S, M (the head of a demon lord sunken with the blood of each caster into a grail forged from metal of the targetted moon, the contents of which the spell consumes in a red vortex)
 - **Duration:** Instantaneous
-

During the casting of this spell, you inscribe a six pointed star of at least Huge size on the ground, with each caster performing the rest of the spell's casting on a point. The grail sits in the middle. If a

caster or the grail ever moves or is moved from a point, the spell fails. This spell must be cast so that the final night is a full moon that directly shines onto the star and grail.

When the casting is complete, the moon darkens to blood red. Spells that would bring someone back to life automatically fail. If *true resurrection* is cast, the caster can make a spellcasting ability check against the highest DC of the casters of this spell, succeeding in the resurrection on a success. Additionally, spells and effects that animate or create undead can create twice as many when cast.

If a person dies under the *blood moon*, their soul is trapped on this world until the spell is ended. Their body and the bodies of all creatures don't decay upon death.

Finally, you and each other caster gain the ability to take the Veil of the Moon bonus action. When you take it, you can teleport up to 120 feet to an unoccupied space you can see that is in moonlight.

While in effect, the regular turn of the cosmos stops: the moon holds in its position and the sun doesn't rise. This spell can be ended by knocking over the grail, spilling out the red vortex, or if the grail is moved outside of the star. The grail has 5 AC and any melee hit knocks it over.

When the spell ends, each caster is withered to a shell of what they were, losing their magic and using the Vampire Spawn statblock (Monster Manual 298).

Bloody Storm

3rd-level conjuration

- **Classes:** Sorcerer, Warlock, Wizard
 - **Casting Time:** 1 minute
 - **Range:** Touch
 - **Components:** V, S, M (a large glass vial)
 - **Duration:** 1 day
-

You create a whirling mass of clouds and red lightning, like a bloody storm, inside a glassblown container. A creature can throw the container as an action, using its Strength or Dexterity modifier and with proficiency if it is proficient in simple weapons. On a hit, the target creature must make a Constitution saving throw or lose 6d12 hitpoints due to the storm sapping its blood out, and the target is blinded by the blood-filled clouds until the end of its next turn when they dissipate. On a success, a target loses half as much hitpoints and isn't blinded.

If a creature misses the attack, the container shatters 10 feet behind the target of the attack if it would hit the ground or another object. A 5 foot cube of storms erupts where it shattered, which linger until the start of the throwing creature's next turn. If any creature walks into the cube, it must make the same Constitution saving throw, or lose health as if it had been hit and blinded until the storm fades, or lose half as much on a success.

If you cast this spell while a container holds a bloody storm, the first storm ends. When the duration ends, the storm fades away within the container.

Boomerang Sigil

1st-level evocation

- **Classes:** Sorcerer, Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** Self (30-foot radius)
 - **Components:** V, S
 - **Duration:** Instantaneous
-

You shoot a magic sigil at a creature you can see within range. The target must make a Dexterity saving throw or take 2d8 force damage. On a success or fail, the orb curves around at the start of your next turn. The target must make another Dexterity saving throw, taking another 2d8 force damage on a fail.

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

Bow of the Huntress

3rd-level evocation

- **Classes:** Ranger
 - **Casting Time:** 1 action
 - **Range:** 300 feet
 - **Components:** S
 - **Duration:** Instantaneous
-

You momentarily conjure a magic bow and arrow, feylike in nature, a relic from a time before civilization. Choose up to 8 creatures you can see within range, and make a ranged spell attack against each. On a hit, a creature takes 4d6 piercing and 4d6 psychic damage as a green line shoots out from you and bends towards each target. A creature takes half as much psychic damage on a miss.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the piercing damage or the psychic damage (your choice) increases by 1d6 for each slot level above 3rd.

Bowsprit

4th-level evocation

- **Classes:** Bard, Wizard
 - **Casting Time:** 1 action
 - **Range:** Self (120-foot radius)
 - **Components:** V, S
 - **Duration:** Up to 1 round
-

You hold up a number of your own fingers behind your back and call out to a target that can hear you within 120 feet of you, challenging it to guess the number of fingers. If it can speak the language you spoke to it, it must guess the number of fingers.

If the target's guess is wrong, it takes 1d10 psychic damage for every whole number it was away from the actual number of fingers—if you held up 8, and it guessed 2, it would take 6d10 psychic.

Brave New World

10th-level conjuration

- **Classes:** Bard, Sorcerer, Wizard
 - **Casters:** 6
 - **Casting Time:** 12 days
 - **Range:** 30 feet
 - **Components:** V, M (the hand of a deity of creation, the souls of six casters who have cast *time stop* or another time-affecting spell higher than 8th level, which are consumed, and sapient twins of whom one died during childbirth)
 - **Duration:** Instantaneous
-

This spell resets the cosmos onto a new timeline. On the points of a fashioned six pointed star, six casters each hold a soul toward the center, which has the twins laid on the deity's hand. The twins don't need to be humanoid.

Once finished casting, the cosmos resets, going back to its original creation and progressing to the current time. Each caster can change one event while the cosmos progresses, such as "this person is never born", "this person doesn't die here", or "this battle is won by the other side." The cosmos continues with those changes as the new reality. The scope of the changes can be miniscule or grand, and consequential events can spiral continuously.

As the six souls are consumed, the deity's hand rots to a skeleton in an instant, and the twins' lives are swapped: the twin who died during birth instead lives, and the one who lived instead dies.

If a caster of the spell would not be present for the spell's casting in the new cosmos, the spell is still cast and takes place as if they were, avoiding a paradox. However, if that caster is dead at the time of the new casting, their change in the new cosmos fails; if their change led to their own early death, they are simply removed from all realities and the spell is cast with one less caster for the second casting.

Bridge Over Troubled Water

2nd-level illusion

- **Classes:** Bard, Wizard
 - **Casting Time:** 1 action
 - **Range:** Self (30-foot line)
 - **Components:** V
 - **Duration:** Concentration, up to 10 minutes
-

An illusory bridge extends from your feet in a 5-foot wide, 30-foot long line. The bridge appears regardless of the ground or lack thereof. When you cast the spell, you can choose up to six creatures you can see to allow passage. When a creature with passage attempts to move over the bridge, it only expends 1 foot of movement for every 2 that it travels on the bridge. The bridge is difficult terrain for a creature that wasn't granted passage by you.

Though it is illusory, the bridge can be physically interacted with and can support up to a thousand pounds if necessary; if it were connecting across a ravine, for example. If it would need to support more, it shatters, and the spell ends early.

Bubble

10th-level evocation

- **Classes:** Cleric, Wizard
 - **Casters:** 3
 - **Casting Time:** 1 day
 - **Range:** Touch
 - **Components:** V, S, M (a glass sphere and the clockwork heart of an inevitable, which is consumed by the spell)
 - **Duration:** Instantaneous
-

You set a glass sphere atop an inevitable's clockword heart in the middle of a city, and each caster touches the sphere while casting the spell. During the casting, the sphere sinks down and around the heart to encompass it, expanding if necessary, fully encompassing it when the spell is cast.

Once cast, a runic bubble instantly explodes out from the sphere out to the city limits of the city the spell is cast in. It extends into the air and underground, harmlessly passing through objects and the ground. You and any other caster can designate any creature or a group of creatures that can pass through the bubble when you cast it or after its casting. No other creature can pass through it, teleport into or out of the bubble, or move objects in or out of it.

The bubble has 1,000 hitpoints and a damage threshold of 100. If it is reduced to 0 hitpoints, it flickers and the glass sphere shatters before the spell ends. The bubble can be healed for 20 hitpoints if a creature attempts to teleport in or out of it with a conjuration spell of 5th level or higher, and the bubble is unaffected by *dispel magic*, *anti-magic field*, and similar effects.

The glass sphere has 10 hitpoints and 10 AC. If it is destroyed, the bubble falls and the spell ends.

Burning Wheel

4th-level transmutation

- **Classes:** Wizard, Warlock

- **Casting Time:** 1 action
 - **Range:** Self (90-foot line)
 - **Components:** V, S, M (a miniature wheel worth at least 1 sp)
 - **Duration:** Instantaneous
-

A tiny wheel you throw spins, grows, and catches on fire as it rolls in a 90 foot long, 1 inch wide line from you of a direction you choose, though the wheel rolls along the ground. Each creature in the line must make a Dexterity saving throw. A Huge or larger creature automatically succeeds on the saving throw against this spell.

On a failed save, a creature is pulled back to the end of the 90 foot long line. For every 10 feet they are pulled, they take 1d8 fire or bludgeoning damage (your choice for every 10 feet) from being rolled into the ground by the wheel.

Once it reaches the end of the line, the wheel shrinks back down to miniature and stops burning, leaving the affected creatures prone around it.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the line increases in length by 10 feet for each slot level above 4th.

Call Meteorite

Transmutation cantrip

- **Classes:** Druid, Wizard
 - **Casting Time:** 1 action
 - **Range:** 5 feet
 - **Components:** V, S
 - **Duration:** Instantaneous
-

You call a meteorite from the sky onto a creature within 5 feet of you. The creature must be directly beneath the sky. The target must make a Dexterity saving throw or be knocked prone and take 1d4 bludgeoning or fire damage (your choice when you cast the spell).

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

Call of Justice

9th-level conjuration

- **Classes:** Cleric
 - **Casting Time:** 1 minute
 - **Range:** Self
 - **Components:** V
 - **Duration:** Concentration, up to 1 hour
-

You pray to a lesser deity or great celestial, calling for its aid. The being, or its avatar, appears in front of you. It likely takes the statistics, abilities, actions, and so on of the solar (*Monster Manual 18*), but the DM can rule it to use the statistics of another creature (though it should not have a significantly higher or lower CR than the solar). It acts on your turn in combat. A lesser deity or great celestial has no binding to you or requirement to behave as you wish. You can ask the creature as part of casting the spell what you wish for it to do. The creature can't exact payment or trade for its services—it will attempt to fulfill your prayer if it is in accordance with its ideals or not contrary.

If your prayer is contrary to its nature, or once your prayer is fulfilled or you lose concentration, the creature returns to its previous location, leaving a thin glowing halo on the ground where it disappeared, which can't be dispelled and fades after seven days.

Call Treant Spirit

4th-level conjuration

- **Classes:** Druid, Ranger, Wizard
 - **Casting Time:** 1 action
 - **Range:** Touch
 - **Components:** V, S
 - **Duration:** Instantaneous
-

You touch a Large or Huge tree, awakening its spirit for a moment. You must immediately direct it to fight with you or to answer up to 3 questions it may or may not know the answer to, but will generally attempt to answer honestly unless you are known by it to be an enemy of wilderness.

If you direct it to fight, you choose a target within 30 feet of the tree, and the tree animates, uprooting itself, charging towards the target. The treant spirit has 50 hitpoints, AC of 15, and resistance to all damage except fire. It can make two attacks against the target, forgoing either or both for a shove or grapple attempt as normal. The treant spirit uses your spellcasting ability modifier for all its saves, ability checks, and attack rolls, and is proficient with its attacks and Athletics (your proficiency bonus). On a hit, the target takes 3d6+6 force damage, or half as much on a miss.

After answering 3 questions or making its attacks, the tree takes root in its current location, ends any grapples, becomes a normal tree once again, and the spell ends.

Carry On

2nd-level evocation

- **Classes:** Bard, Cleric, Paladin
 - **Casting Time:** 1 action
 - **Range:** 30 feet
 - **Components:** V, S
 - **Duration:** Instantaneous
-

You choose a creature you can see within range and inspire it to carry on with positive energy. The target regains 3d6 hitpoints. Every other creature of your choice within 5 feet of the target must make a Dexterity saving throw or take an amount of radiant damage equal to the number of hitpoints the target regained.

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

Cataclysmic Wrath

9th-level evocation

- **Classes:** Druid, Sorcerer, Wizard
 - **Casting Time:** 1 action
 - **Range:** Sight
 - **Components:** V, S
 - **Duration:** Instantaneous
-

You unleash cataclysmic power in the form of pure energy from your hands to a point you can see within range. Each creature, object and structure within 300 feet of that point takes 99 radiant damage and must make a Constitution saving throw or be permanently blinded from the energy.

Chips and Salsa

1st-level transmutation

- **Classes:** Bard
 - **Casting Time:** 1 action
 - **Range:** Touch
 - **Components:** V, S, M (a bowl worth at least 1cp)
 - **Duration:** 1 round
-

You set a bowl on the ground or a surface and the air or other material inside magically turns into gorgeous looking chips and salsa. Each creature you can see of your choice within 5 feet of the bowl must succeed on a Wisdom saving throw or spend their next turn moving to and eating from the bowl, which itself has no magical effects from the spell. At the start of your next turn, all of the chips and salsa revert to their previous contents.

Chronostep

6th-level transmutation

- **Classes:** Wizard
- **Casting Time:** 1 action
- **Range:** Self
- **Components:** V, S

- **Duration:** Instantaneous
-

When you cast this spell, you move up to half your speed and regain any hitpoints you lost since the end of your previous turn. You don't provoke attacks of opportunity.

If you cast this spell after casting it your previous turn, roll percentile dice. On a roll of 40 or lower, the health that would be regained by this casting is instead lost, and your hitpoint maximum is reduced by an equal amount.

At Higher Levels. If you cast this spell using a spell slot of 7th level or higher, the percentile dice roll that would cause you to lose hitpoints decreases by 10 for each slot level above 6th.

Cleansing Flood

6th-level abjuration

- **Classes:** Bard, Cleric, Sorcerer, Wizard
 - **Casting Time:** 1 action
 - **Range:** 150 feet
 - **Components:** V, S
 - **Duration:** Instantaneous
-

Ethereal water floods a 30-foot radius sphere centered on a point you can see within range. Spells and magical effects of 5th level and lower ongoing in the area end.

Clear the Air

1st-level transmutation

- **Classes:** Bard, Druid, Ranger, Wizard
 - **Casting Time:** 1 action
 - **Range:** 5 feet
 - **Components:** V, S
 - **Duration:** Instantaneous
-

You clear the air of a Medium space within the spell's range, returning it to clear air, atmosphere perfect for your breathing. This will clear the space of poisonous gas and can provide air if it is a vacuum. If you move through the air before the end of this turn, you can add 1d6 to one attack roll, ability check, or saving throw you make before the end of this turn, as the refreshing air fills your lungs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can make an additional Medium space within the spell's range into clear air for each slot level above 1st.

Cold Iron Strike

3rd-level conjuration

- **Classes:** Atavist, Ranger, Wizard
 - **Casting Time:** 1 action
 - **Range:** Self (30-foot line)
 - **Components:** S, M (a melee weapon made of iron)
 - **Duration:** Instantaneous
-

You flourish the weapon used in casting and then disappear in a flash of iron. Choose up to three creatures in a line extending 30 feet from you and make a melee spell attack against each. On a hit, a target takes 4d10 cold damage and can't take reactions until the end of your next turn. You can then teleport to an unoccupied space you can see within 5 feet of the last target of the spell. Fey take an additional 1d10 cold damage from this spell. co

Coloring Outside the Lines

3rd-level evocation

- **Classes:** Druid, Sorcerer, Wizard
 - **Casting Time:** 1 action
 - **Range:** Self (30-foot radius)
 - **Components:** V, S
 - **Duration:** Concentration, up to 1 minute
-

You evoke two elemental sigils under your control. Choose fire, ice, earth, or air. Immediately and as an action while the spell lasts, you can choose up to four creatures within 30 feet of you. Each creature must make a Dexterity saving throw or take 3d8 damage, the type associated with the chosen element (fire for fire, cold for ice, bludgeoning for earth, and slashing for air).

If a creature moves within 30 feet of you, you use your reaction to require it to make the same saving throw or take the damage of the spell.

Conjure Invisible Stalker

7th-level conjuration

- **Classes:** Warlock, Wizard
 - **Casting Time:** 1 minute
 - **Range:** 10 feet
 - **Components:** V, S, M (fog in a bottle)
 - **Duration:** Instantaneous
-

You conjure and bind an air elemental to your will by the casting of this spell, and it appears within range. It is invisible, but you can see it. The invisible stalker (*Monster Manual* 192) must obey the letter of your commands, but isn't always an enthusiastic pawn. If you issue any order to it other than to hunt down a creature or retrieve an object, the spell ends. Between commands, the invisible stalker stays at your side, but won't necessarily proactively defend you unless you order it to hunt a creature down.

The invisible stalker returns to its plane when it is reduced to 0 hitpoints, when the spell ends, if you cast this spell again, or if you die and it has no tasks remaining.

Corrode Inner Flesh

5th-level evocation

- **Classes:** Druid, Sorcerer, Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** Touch
 - **Components:** V, S, M (a vial of acid worth 25 gp or more, which the spell consumes)
 - **Duration:** Instantaneous
-

You shove an acid vial inside the body of a creature and exponentially intensify the acid within. Any creature that lacks an organic body is immune to this spell, such as elementals, constructs, and creatures with the incorporeal movement feature.

A creature you touch must make a Constitution saving throw. On a failed save, the target is eaten from the inside out by corrosion, taking 12d4 acid damage and another 6d4 acid damage at the end of its next turn. On a success, a creature takes half the initial damage and no damage at the end of its next turn.

If a creature is reduced to 0 hitpoints by the acid damage from this spell, it explodes in a radius of 15 feet. Any creature other than you caught in the radius

must make a Constitution saving throw, taking 4d4 acid damage and another 2d4 acid damage at the end of its next turn, or half the initial damage on and no damage at the end of its next turn a success.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the initial damage the first target takes increases by 2d4 for each slot level above 5th.

Cosmic Vision

3rd-level evocation

- **Classes:** Druid, Wizard
 - **Casting Time:** 1 action
 - **Range:** Self (30-foot radius)
 - **Components:** V
 - **Duration:** Concentration, up to 1 minute
-

You force a vision of the cosmos with a stars, planets, and moons onto your life, using the spirit of the cosmic bindings to fulfill the vision. When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. When an affected creature starts its turn within 30 feet of you, it must make a Charisma saving throw or take 2d10 force damage and be moved up to 15 feet closer to you. On a success, a target takes half as much damage and isn't moved.

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, the force damage is increased by 1d10 for each slot level above 3rd.

Cover of Moonlight

5th-level evocation

- **Classes:** Druid
 - **Casting Time:** 1 action
 - **Range:** 60 feet
 - **Components:** V, S
 - **Duration:** Up to 1 round
-

You bestow a blessing of moonlight upon a creature you can see within range. The target immediately regains 40 hitpoints and until the end of that creature's next turn, it is invisible.

The creature regains an additional hitpoint for each moon of this world shining on the target, if there are any.

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

Create Chimera

5th-level transmutation (ritual)

- **Classes:** Sorcerer, Warlock, Wizard
 - **Casting Time:** 8 hours
 - **Range:** 15 feet
 - **Components:** V, S, M (two beasts and raw gold bars worth at least 999 gp, all of which the spell consumes)
 - **Duration:** Instantaneous
-

You magically analyze the organic makeup of two beasts within range and combine them into a new creature. The beasts need not be willing, but they do need to be within the spell's range for its casting time. Once finished, their physical forms merge into a chimera, a magically combined creature, with the strengths of each.

The new creature is a monstrosity. It has the higher ability score of the two for each of the six, the higher AC, the higher speed and gaining any speeds the other might have had, and gaining proficiencies, senses, features, attacks, actions, and so on. Add the two beasts' current and maximum hitpoints together to find the chimera's hitpoints. If both creatures were the same size, the chimera's size is one size larger; otherwise, it is the size of the larger beast. In combat, it shares your initiative but takes its turn immediately after yours ends.

The monstrosity has a single bond to you, that "My creator is my master, for who I am in service to and would give my life without hesitation." It understands one language of your choice, but it can't speak it. However, the chimera is not natural, and cannot fully live on its own. Unless this spell is cast on it again before 30 days have passed, using the chimera instead of the two beasts for the components, the chimera will die.

At Higher Levels. If you cast this spell using a spell slot of 7th level, you can combine up to three beasts, and the chimera lives for 1 year. If you cast this spell using a spell slot of 9th level, you can combine up to four beasts, and the chimera will live for 10 years.

Optional Rule: Alternate Components

The default use of this spell is to combine beasts. With your DM's permission, you could use this spell to combine different creatures, such as dragons, fiends, and even humanoids. For each different type, a fitting component should be used and consumed. The following can serve as substitutes.

Dragons. Dragon shells, scales, and wealth hoarded by a dragon, altogether worth at least 999 gp.

Fiends. The blood of at least two humanoids who have not killed or otherwise remained innocent, embers of fires that have burned for at least 99 years, and eyes of those who have seen divinity.

Humanoids. A dear or important memory to the caster, which is erased from their mind forever and can't be restored by anything less than a *wish* spell.

Create Myrmidon

7th-level conjuration

- **Classes:** Druid, Sorcerer, Warlock, Wizard
 - **Casting Time:** 8 hours
 - **Range:** Touch
 - **Components:** V, S, M (ritually created armor worth at least 6,000 gp filled with either burning incense for air, soft clay for earth, sulfur and phosphorus for fire, or water and sand for water, which is consumed by the spell)
 - **Duration:** Until dispelled
-

You summon an elemental and bind it to the armor component of the spell, creating a myrmidon in your service, the kind determined from the relevant component used (*Mordenkainen's Tome of Foes*, 202). The myrmidon obeys your commands and takes its turn immediately after yours in combat. If it dies, it is freed and returns to its own plane. The armor is ruined unless the myrmidon is dispelled with *dispel magic*.

If you cast this spell to create a second myrmidon of the same element as any previously created and still in service, the previous gains autonomy and is not bound to your service any longer.

Create Plane

10th-level conjuration

- **Classes:** Sorcerer, Warlock, Wizard
 - **Casters:** 7
 - **Casting Time:** 7 days
 - **Range:** 30 feet
 - **Components:** V, S, M (a brain of a major god, the foundational elements, and the core of the plane, all of which are consumed by the spell in a shrinking bubble)
 - **Duration:** Instantaneous
-

This spell allows the casters to create and shape a new plane of existence. Each caster remains in a point on a heptagonal inscribed circle with a radius no longer than the range of the spell.

The components required for this spell are for the plane's creation: the foundational elements being any elements wanted throughout the plane, such as earth, fire, water, and air. The core of the plane can be nearly any object or creature and determines the nature of the plane. Work with your DM to decide what the core of the plane you intend to make with this spell should be.

When you finish casting this spell, every caster has a Moment of Creation, where they can instantly communicate and envision the plane they shape through this spell's magic. This moment is instant, but can feel like hours or days to the casters of this spell.

If any caster dies or falls to 0 hitpoints while casting this spell, the spell doesn't fail. The soul of that caster is absorbed into the new plane, where it is tied for eternity, and where the caster reforms at 1 hitpoint. If the casting fails, the soul is lost.

Once finished, the plane must be named. Each caster must say the name of the new plane as the final vocal component of the spell. A portal to this new realm opens in the center of the casters, which allows physical travel between the current and new plane.

A caster of this spell gains the (Plane's Name) Shift action, which allows them to open up a temporary portal to the new plane that lasts for up to 10 minutes and is Large sized.

Crown of Ice

4th level abjuration

- **Classes:** ???
 - **Casting Time:** 1 bonus action
 - **Range:** Self
 - **Components:** S
 - **Duration:** Concentration, up to 1 hour
-

You don a crown of ice, marking your connection to an ancient ice monarch. Until the spell ends, any creature that targets you with an attack or a harmful spell must first make a Constitution saving throw. On a failed save, their speed is reduced to 0 and they become prone before they make their attack roll or cast the spell, and you gain advantage on any saving throw you must make against the attack or spell. Once a creature succeeds on the saving throw against this spell, it is immune to it for its duration.

Cruorstorm

3rd-level necromancy

- **Classes:** Atavist, Wizard
 - **Casting Time:** 1 action
 - **Range:** Self (30-foot radius)
 - **Components:** V
 - **Duration:** Instantaneous
-

You let forth a torrent of red iron, joining with your allies to obliterate anything else. When you cast this spell, you must roll any number of d6s (minimum of 1, maximum of 8). Any creature you allow within range can roll one or more d6s instead of you. A creature loses hitpoints equal to the result of the dice it rolls. Once you have rolled these dice, every creature within range who didn't contribute to the spell must make a Constitution saving throw. On a failure, a creature loses hitpoints equal to the total result of all dice rolled, or half as much on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the maximum number of d6s increases by 1 for each slot level above 3rd.

Dark Sphere

2nd-level evocation

- **Classes:** Sorcerer, Warlock
 - **Casting Time:** 1 action
 - **Range:** 90 feet
 - **Components:** V, S
 - **Duration:** Instantaneous
-

You hurl a dark sphere at a creature you can see within range. Make a ranged spell attack against the target. On a hit, the creature takes 4d8 necrotic damage, and you can make ranged spell attacks against any creature within 10 feet of the target as the sphere explodes on impact. On a hit, the surrounding creatures take the same damage.

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

Deck the Walls

4th-level conjuration

- **Classes:** Bard, Wizard
 - **Casting Time:** 1 action
 - **Range:** Touch
 - **Components:** V, S
 - **Duration:** Concentration, up to 1 minute
-

You touch a magic wall, such as one created by a *wall* spell, and either enforce or weaken its effects. The wall doesn't affect you when you touch it as part of casting this spell.

Enforce. You increase the wall's effectiveness by 50%. This usually translates to the wall dealing half as much more damage, or requiring more movement through it if the wall normally demands such. A *wall of force* becomes unable to be destroyed with *disintegrate*. However enforced, the DM has the final say in the effects.

Weaken. You decrease the wall's effectiveness by 50%. Similarly translating to the wall dealing half as much damage, or requiring less movement through it if it normally demands such. A *wall of force* becomes able to be walked through if a creature spends its entire movement to move through it. However weakened, the DM has the final say in the effects.

Deface

5th-level evocation

- **Classes:** Bard, Sorcerer, Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** Touch
 - **Components:** V, S
 - **Duration:** Instantaneous
-

You attack a creature's face with acid to burn it away. A creature within range must make a Dexterity saving throw or take 12d6 acid damage, or half as much on a success. A creature that fails its saving throw against this spell and has a face loses it—its eyes, nose, mouth, and all are removed, potentially causing the creature to suffocate. The target's face can be restored by casting *greater restoration*. Additionally, if the target deals at least 5 damage to itself or allows itself to be damaged for as much on where its mouth was, the skin cuts, allowing it to draw breath.

When you cast this spell, you can remove any number of damage dice, even causing it to deal no damage, if you wish.

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

Delusion of Fear

9th-level enchantment

- **Classes:** Bard, Sorcerer, Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** Touch
 - **Components:** V, S, M (some graveyard dirt)
 - **Duration:** Instantaneous
-

You put your hand on a target's head and attempt to warp their mind into seeing the demise of their life and future, endlessly repeating in new failures. The target must make a Wisdom saving throw or fall unconscious, trapped in their own mind until they die.

If the target dies while under this effect and if it has a soul, its soul is similarly trapped in an endless cycle of fearing life, caught between this world and the next, and will not be willing to be resurrected.

After at least one minute, if the target is contacted by telepathy or met between worlds by a true friend, it can repeat the saving throw against this spell, ending the effect on a success. On a failure, it perceives the contact to be part of its delusion, and it can't attempt the save again for 24 hours. Otherwise, only a *wish* spell can remedy this coma.

Deva's Mace

5th-level conjuration

- **Classes:** Cleric
 - **Casting Time:** 1 action
 - **Range:** 5 feet
 - **Components:** V, S, M (a mace worth at least 5 gp)
 - **Duration:** Instantaneous
-

You toss a mace up into the air and call a celestial for momentary service. Choose a creature within range. The image of a deva flickers into existence long enough to take hold of the mace, attempt to strike the creature, then depart. Make two melee spell attacks against the target. On a hit, the target takes 1d6 + 4 bludgeoning + 4d8 radiant damage. You then catch the mace.

Disenchant

3rd-level abjuration

- **Classes:** Bard, Wizard
 - **Casting Time:** 1 minute
 - **Range:** Touch
 - **Components:** V, S
 - **Duration:** Instantaneous
-

One magic item you touch of uncommon or less rarity becomes mundane, losing its magical properties. For each rarity higher than uncommon, make an ability check using your spellcasting ability. The DC equals 10 + the item's rarity (5 for rare; 7 for very rare; 9, legendary; 11, artifact). On a successful check, the item becomes mundane.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can automatically cause an item to become mundane of a rarity equal to the spell level for all spell slots above 3rd.

Divine / Profane Lance

3rd-level conjuration

- **Classes:** Paladin, Warlock
 - **Casting Time:** 1 action
 - **Range:** 10 feet
 - **Components:** V, S
 - **Duration:** Instantaneous
-

You conjure a lance in two open hands, or enchant a lance you are already holding. Make a melee attack with the weapon against a creature within range. You ignore disadvantage on the attack roll from being within 5 feet of the target. On a hit, you deal the normal damage of hitting the creature with the lance, an additional 5d6 damage, and you impale the target with the lance. On a miss it deals half as much damage, and the effect ends (the lance disappearing if conjured).

A creature can remove the lance from the target as an action, causing the target no additional damage. Additionally, choose divine or profane. The added damage is radiant for the former and necrotic for the latter. On a hit, the spell causes another effect.

Divine. While impaled with the lance, it brilliantly shines within them, causing them to take 3d6 radiant damage at the start of each of their turns.

Profane. While impaled with the lance, the target is crippled by a corruption running through them. The target's speed is halved, it can't take reactions, and it has disadvantage on Strength (Athletics) and Dexterity (Acrobatics) checks.

Once the lance is removed, it fades away or its enchantment fades, if it enchanted a lance that already existed.

Dogmatic Edict

5th-level evocation

- **Classes:** Bard, Wizard
 - **Casting Time:** 1 action
 - **Range:** 60 feet
 - **Components:** V
 - **Duration:** Instantaneous
-

You utter an edict of Law against the chaotic. Choose one point you can see within range. Four 15-foot long lines stretch out from that point facing in the exact cardinal directions. Each creature in a line must make a Charisma saving throw. A creature takes 40 force damage on a failed save, or 20 on a success.

Constructs of Law, such as inevitables and those with the Axiomatic Mind feature, are immune to the damage of this spell.

Double Breath

5th-level transmutation

- **Classes:** Sorcerer, Wizard
 - **Casting Time:** 1 action
 - **Range:** Self (120-foot line)
 - **Components:** V, S, M (two dragon scales worth 100 gp each)
 - **Duration:** Instantaneous
-

You hold a dragon scale in each hand and your hands momentarily turn into dragon heads spouting breath. Two breaths shoot out from you, each 5 feet wide and 120 feet long in directions you choose. Choose acid, cold, fire, lightning, or poison. Each creature in a line must make a Dexterity saving throw. A creature takes 10d6 damage of the chosen type on a failed save, or half as much damage on a successful one.

If a creature is within both of the spell's lines, it takes damage as if it were in one line.

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

Double Lightning Helix

3rd-level evocation

- **Classes:** Paladin, Ranger, Sorcerer, Wizard
 - **Casting Time:** 1 action
 - **Range:** Self (30-foot cone)
 - **Components:** V, S, M (a metal object)
 - **Duration:** Instantaneous
-

A cone of lightning erupts from a metal object you are holding. Each creature in a 30-foot cone must make a Constitution saving throw. A creature takes 6d6 lightning damage on a failed save, or half as much on a successful one. A creature that fails its save can't take reactions until the start of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the lightning damage increases by 1d6 for each slot level above 4th.

Doubleblade

1st-level transmutation

- **Classes:** Bard, Wizard
 - **Casting Time:** 1 bonus action
 - **Range:** Touch
 - **Components:** V, M (a melee weapon)
 - **Duration:** Up to 1 round
-

You touch a melee weapon and an ethereal extension comes out. The weapon's reach is doubled until the start of your next turn. Attacks made outside of the weapon's normal range deal force damage, instead of their normal damage type, and ignore any AC increases of the target from *shield*, *mage armor*, *shield of faith*, or similar spells.

Dragonwings

2nd-level conjuration

- **Classes:** Sorcerer, Wizard
 - **Casting Time:** 1 action
 - **Range:** Self
 - **Components:** V
 - **Duration:** Instantaneous
-

You summon mighty draconic wings behind you that beat with a furious cadence. Each creature within 15 feet of you must make a Dexterity saving throw or be knocked prone and take 2d12 bludgeoning damage. You can then fly up to half your speed.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the bludgeoning damage increases by 1d12 for each slot level above 2nd.

Dragon's Light
4th-level evocation

- **Classes:** Sorcerer, Wizard
 - **Casting Time:** 1 action
 - **Range:** 300
 - **Components:** V
 - **Duration:** Instantaneous
-

You release pure energy from your mouth in a direction of your choice. If it impacts an object, it can obliterate up to 5 feet of nonmagical material in a 1 foot wide circle. If it impacts a creature, the creature automatically takes 30 force damage.

Dress / Undress

Transmutation cantrip

- **Classes:** Bard, Sorcerer, Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** Touch
 - **Components:** V, S, M (a safety pin)
 - **Duration:** Instantaneous
-

A willing creature you touch instantly dons up to 10 unworn and uncarried articles of clothing you can see within 30 feet of you, or doffs as many articles it is wearing. If you doff clothing from it, it appears folded at your feet. Any donned clothing is worn in the order you wish, with any twists, ties, bows, or specific spacing and detail you desire. The clothing can't be behind glass or any other obstruction.

When you reach 5th level, you can don or doff light armor when you cast this spell. At 11th, you can don or doff medium armor, and heavy armor at 17th.

Dust to Dust

10th-level evocation

- **Classes:** Wizard
 - **Casters:** 5
 - **Casting Time:** 1 action
 - **Range:** 100 miles
 - **Components:** V, S, M (rare earth elements in large amounts worth at least 1 million gp)
 - **Duration:** Instantaneous
-

During the casting of this spell, each caster forms a sphere of the elements used in the casting before launching them. Choose up to five different points you can see within range or locations on a map you view that are within range and have the open sky above them.

The spheres rapidly ascend into the atmosphere and descend upon the surface. Each creature, building, and object in a 1 mile radius sphere centered on each point you choose takes 100 force and 100 radiant damage. The spheres spread around corners. A creature in the area of more than one sphere's explosion is affected only once.

When the spheres impact the ground, the surface recoils and resurges in a gigantic burst, resulting in a cloud above each point in the shape of a mushroom 10 miles high. The resulting irradiated dust

causes a curse upon the land. Within 10 miles of each sphere's explosion, the land will not bear any food, and any remaining creatures take 1 radiant damage per hour they spend out in the open.

Earth, Wind and Fire

3rd-level conjuration

- **Classes:** Bard, Druid, Wizard
 - **Casting Time:** 1 action
 - **Range:** 30 feet
 - **Components:** V, S, M (pure gold)
 - **Duration:** Instantaneous
-

You call into flickering existence within range an earth, air, and fire elemental, who serve you before falling apart. You direct the elementals to act immediately, and they take their actions in any order you want on your turn. Once your turn ends, the elementals fade to dust, blow away in the wind, or snuff out as appropriate.

The statistics are on pages 124-125 of the *Monster Manual*.

Echoes of You

5th-level conjuration

- **Classes:** Bard, Sorcerer, Wizard
 - **Casting Time:** 1 action
 - **Range:** Touch
 - **Components:** V, S, M (a mirror)
 - **Duration:** Concentration, up to 1 round
-

A creature you touch becomes duplicated in a line leading from you and it, with three duplicates. Each matches the target creature's statistics, features and abilities, but with a complimentary color scheme. Additionally, the three share the original's resources and rest uses and limitations for abilities. If the target can cast, no more than one of the four creatures can cast a spell of 1st level or higher per turn.

The duplicates share the target's initiative. At the end of the target's next turn, the duplicates vanish, and the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 6th- or 7th-level, one additional duplicate is created. When you cast it using a slot of 8th- or 9th-level, two additional duplicates are created.

Eldritch Grapple

9th-level conjuration

- **Classes:** Warlock
 - **Casting Time:** 1 action
 - **Range:** 150 feet
 - **Components:** V, S, M (a stone)
 - **Duration:** Concentration, up to 10 minutes
-

You conjure cosmic limbs from beyond this world to grasp a creature or object you can see within range. The creature is restrained and must make a Charisma saving throw or take 10d6 bludgeoning and 10d6 psychic damage, or half as much damage on a success.

The target can repeat the saving throw at the end of each of its turns. Once it succeeds against this spell three times, the limbs retreat and the spell ends. Each time it fails, it takes an additional 10d6 bludgeoning and 10d6 psychic damage.

Electric Nails

2nd-level evocation

- **Classes:** Druid, Ranger, Sorcerer, Wizard
 - **Casting Time:** 1 bonus action
 - **Range:** Touch
 - **Components:** V, S, M (two pieces of cloth)
 - **Duration:** Concentration, up to 1 minute
-

You touch one willing creature and fervent arcs of lightning cover its hands. Until the spell ends, the creature can use its action to electrify a creature within 15 feet of it as an action. The target of the electricity must make a Constitution saving throw, taking 3d8 lightning damage on a failed save, or half as much on a successful one. The target has disadvantage if it is wearing metal armor.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the target of the spell can target a creature that is an additional 5 feet away from it for each slot level above 2nd.

Enchanting Gaze

1st-level enchantment

- **Classes:** Bard, Sorcerer, Warlock, Wizard

- **Casting Time:** 1 action
 - **Range:** 90 feet
 - **Components:** S
 - **Duration:** 1 round
-

Your eyes take on an arcane aura as you gaze at one creature you can see within range. You can still cast

this spell if you are blinded and could otherwise see the creature. The target must make a Wisdom saving throw or be incapacitated until the start of your next turn, and on its turn, it must use all of its movement to move closer to you, ending the turn if it moves within 5 feet of you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell's range increases by 10 feet for each slot level above 1st.

Entomb

3rd-level necromancy

- **Classes:** Cleric, Druid, Paladin, Ranger, Warlock
 - **Casting Time:** 1 action
 - **Range:** 30 feet
 - **Components:** V, S, M (a handful of nails)
 - **Duration:** Instantaneous
-

You choose a creature within range to magically construct a coffin around, shutting them inside with overlaying chains. The target must make a Constitution saving throw. On a failure, it is locked inside, stabbed with a thousand blades, and magically dealt 5d12 piercing damage. The coffin turns to ash at the start of its next turn. The creature has total cover while it lasts and can't move or escape by any means other than teleporting. On a success, the creature takes half as much damage and the coffin immediately fades.

An undead that has advantage on saving throws against or is immune to effects that turn undead has disadvantage on its saving throw against this spell.

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

Eolian Blow

4th-level evocation

- **Classes:** Bard, Wizard
 - **Casting Time:** 1 bonus action
 - **Range:** Touch
 - **Components:** V, M (a melee weapon)
 - **Duration:** Up to 1 round
-

You enchant a melee weapon you touch with an eolian affect. Until the start of your next turn, the first time you make an attack with this weapon causes wind to burst forth, regardless of whether you hit or miss. Each creature within a half sphere in the direction of your attack with a radius of 30 feet must make a Strength saving throw or be pushed back 15 feet and 6d6 slashing damage, or take half as much damage on a success and not be pushed back. If you land the attack, the target has disadvantage on its save.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the slashing damage increases by 1d6 for each slot level above 4th.

Eye of the World

9th-level conjuration

- **Classes:** Cleric, Sorcerer, Wizard
 - **Casting Time:** 1 action
 - **Range:** 60 feet
 - **Components:** V, S
 - **Duration:** Concentration, up to 10 minutes
-

You summon the eye of the world into a space within range while the spell lasts. You can reveal the eye to any number of creatures you choose. For the duration, you and any other creature that can see the eye can teleport a number of feet equal to their movement speed, consuming movement as if they had moved.

Additionally, when a creature ends its first turn after seeing the eye, it can immediately take another turn. A creature can't do so again for 10 minutes or whenever the spell's duration expires naturally, whichever comes first.

Finally, any creature that can see the eye can't be blinded for the spell's duration, and can always see the eye while it lasts, through any obstruction or distance of space.

Eyes of Ichor

2nd-level divination

- **Classes:** Cleric, Druid, Paladin
 - **Casting Time:** 1 bonus action
 - **Range:** Self
 - **Components:** S
 - **Duration:** Up to 1 round
-

For the duration, your eyes cover in a golden light. Until the end of your next turn, you are blinded, but know the location of every creature within 60 feet of you not behind full cover from you. You know the size, type, and potential race of these creatures, can determine if they are shapechangers and using a false or true form, and can see these creatures even into the Ethereal Plane. While blinded from this spell, you can see the creatures within range and you don't make attacks against them with disadvantage, nor do they attack you with advantage. Finally, you have advantage on Wisdom (Insight) checks made against any creature you can see with this spell.

Eyes of Life

3rd-level transmutation

- **Classes:** Druid, Wizard
 - **Casting Time:** 1 bonus action
 - **Range:** Self
 - **Components:** V, S, M (a pendulum)
 - **Duration:** 3 years
-

This spell allows you to recognize the ephemeral nature of life. From your point of view when you cast it, the world shifts around you to 3 years in the future. However, for the time, you have been petrified as a statue, until the duration of the spell is up or it has been dispelled.

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

Eyes of Six

6th-level divination

- **Classes:** Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** Sight
 - **Components:** V
 - **Duration:** Up to 10 minutes
-

You look into the spirit of up to six creatures you can see. One glowing eye per target manifests near you, trained on its quarry. A target of this spell is always visible to you and appears as an outline behind walls and other obstacles. The first time that the target would damage you, it is foreseen and absorbed by the target's eye, causing you to take no damage. The eye then winks out of existence and the spell ends on its target. As a reaction, you can reflect the damage an eye absorbs back onto its target. The creature must make a Dexterity saving throw or take the damage dice in psychic damage it would have dealt you, or it takes half as much psychic damage on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can target one additional creature per slot level above 6th.

Fallen Angel's Touch

6th-level conjuration

- **Classes:** Cleric, Warlock
 - **Casting Time:** 1 action
 - **Range:** 10 feet
 - **Components:** V, S, M (a white feather burned at the edges and quenched in blood)
 - **Duration:** Instantaneous
-

You reach out to a creature within range and summon a mighty angelic arm and hand, once enacting peace and hope, but now a source of fear and wickedness. Make a melee spell attack against a creature you can see within range. On a hit, the creature takes 6d10 necrotic damage, and the target is poisoned for 1 minute. While poisoned in this way, it is also blinded and deafened. The creature can make a Constitution saving throw at the end of each of its turns, ending the effect on a success.

Familicide

10th-level necromancy

- **Classes:** Sorcerer, Warlock, Wizard
 - **Casters:** 3
 - **Casting Time:** 3 days
 - **Range:** Touch
 - **Components:** V, S, M (a gallon of the target's blood, who must remain alive for the casting of the spell, a branch of the tree of life, and the target's family name inscribed by them on some material, all of which is consumed)
 - **Duration:** Instantaneous
-

The casters of this spell grasp a humanoid target for the duration of the spell's casting, burning the branch and named material used, then flooding the ashes with the blood of this spell's components.

Once finished, every person related to the target except the target themselves dies. A person is related for the purpose of this spell if they are three steps from the target in their family; for example, from a parent to an aunt, and from a spouse to the other; but not from a sibling to a cousin, or a nephew to a first cousin once removed.

Each affected person breaks into inorganic blocks before fully turning to fine dust. No person killed by this spell can be revived unless the target of the spell is dead. Further, every written mention of a related person is scratched through (both present and any future writings), and when someone other than the target attempts to say the name of a related person, they find that they are unable to pronounce the name.

During the casting of this spell, every related person feels their blood begin to boil, and knows that their time is drawing near with an exorbitant dread.

Feebleform

7th-level necromancy

- **Classes:** Atavist
 - **Casting Time:** 1 action
 - **Range:** Touch
 - **Components:** V, S
 - **Duration:** Instantaneous
-

You attempt to obliterate the physical form of a creature. The target takes 3d6 necrotic damage and must make a Constitution saving throw.

On a failed save, the target's Strength and Constitution scores become 1. The creature's hitpoint maximum lowers to match its new Constitution when it finishes a short or long rest, but can't fall below half of its previous maximum. The creature can't lift weapons or any other objects larger than two sizes smaller than it.

At the end of every 30 days, the creature can repeat its saving throw against this spell. If it succeeds on its saving throw, the spell ends.

The spell can also be ended by *greater restoration*, *heal*, *regenerate*, or *wish*.

Field of Chains

5th-level conjuration

- **Classes:** Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** 60 feet
 - **Components:** V, S, M (two interlocked chain links)
 - **Duration:** Instantaneous
-

You choose a number of targets you can see within range up to twice your spellcasting modifier. Chains leap from the ground or nearby objects and structures to grasp and hold the targets, each of which must make a Strength or Dexterity saving throw to avoid the effect (target's choice). On a failure, each target is restrained and is moved up to 15 feet in any direction you choose, bound by the chains from multiple angles. Additionally, a creature who failed the save takes 4d8 bludgeoning damage.

A creature can attempt to break or slip free as an action, and repeats the save. On a success, its chains fade away. On a failure, it takes another 4d8 bludgeoning damage and remain chained.

A creature killed by this spell is permanently chained to the ground, structure, or object it was chained to. If removed, the chains shatter into tiny flakes of iron.

Fiery Leap

2nd-level transmutation

- **Classes:** Sorcerer, Wizard, Warlock
 - **Casting Time:** 1 action
 - **Range:** 30 feet
 - **Components:** S, M (a ring with flames inscribed)
 - **Duration:** Instantaneous
-

You choose an unoccupied space you can see within range to leap toward, stringing fire behind you and beside you. Each creature other than you within 5 feet of the path between your space and the one you leap toward must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much on a success. You don't provoke attacks of opportunity when leaping this way.

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

Fist

3rd-level conjuration

- **Classes:** Wizard
 - **Casting Time:** 1 action
 - **Range:** Self
 - **Components:** V, S
 - **Duration:** Concentration, up to 1 minute
-

A magic gauntlet envelops your fist. You can't wield a weapon in this hand and you can't cast spells with a casting time of 1 action or longer. Your AC becomes 17 if it wasn't already higher, and when you cast this spell and as an action while the spell lasts, you can choose an option below. When the spell ends, the gauntlet fades slowly, and the spell's effects last until the end of your next turn.

Punch. Make a melee spell attack against a creature within 5 feet of you and add your Strength modifier to

the attack roll. On a hit, a target takes 3d6 + your Strength modifier in bludgeoning damage and is grappled by you if it is Huge or smaller. Grapple and shove checks with this hand are Athletics (Strength) + your spellcasting ability modifier, and you can grapple and shove Huge creatures.

Crush. You smash a grappled creature in your fist. The target automatically takes 2d6 + your Strength modifier in bludgeoning damage and is restrained until the end of your next turn or until your grapple ends.

Toss. You toss a Huge or smaller creature within 5 feet of you back a number of feet away from you up to 5 x (your spellcasting ability + your Strength modifiers). A creature can make a Strength saving throw to avoid being tossed. A tossed creature takes 3d6 bludgeoning damage, or twice as much if it collides with an object or creature that is a size smaller than it or larger. If you toss a creature you are grappling, you can choose to toss it down or any horizontal direction, and you can toss it twice as far, ending the grapple on either a success or fail.

Fist of Justice

2nd-level evocation

- **Classes:** Paladin
 - **Casting Time:** 1 attack, which replaces an attack you would make with the Attack action
 - **Range:** Touch
 - **Components:** V, S
 - **Duration:** Instantaneous
-

With an empty hand, you deliver a fist of justice. Make a melee spell attack against a creature you can reach. On a hit, the creature takes 3d10 bludgeoning damage and is pushed back 5 feet. On a miss, the creature takes half as much bludgeoning damage and isn't pushed back.

Five Point Celestial Brigade

5th-level conjuration

- **Classes:** Cleric, Paladin
 - **Casting Time:** 1 action
 - **Range:** 90 feet
 - **Components:** V, S, M (a feather from a bird of prey)
 - **Duration:** Instantaneous
-

You mark a creature within range for the wrath of heaven. The target can make a Charisma saving throw to avoid the celestial incursion. On a failure, celestials appear around the creature, blitzing it

with angelic weapons. The target takes 5d6 radiant and 5d6 piercing damage, and it is knocked prone. On a success, the creature takes half as much damage and isn't knocked prone.

If the target has 30 hitpoints or fewer remaining after taking damage from this spell, it must succeed on a Constitution saving throw or die.

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

Flower Moon

7th-level enchantment

- **Classes:** Bard, Druid, Sorcerer
 - **Casting Time:** 1 action
 - **Range:** Self (30-foot radius)
 - **Components:** V, S, M (a night-blooming flower)
 - **Duration:** Concentration, up to 10 minutes
-

When you cast this spell, an ethereal sylvan flower appears in front of your face. Each creature other than those of your choice within the spell's radius must make a Wisdom saving throw or be paralyzed for the duration. If a target of this spell can see the moon, it sees the flower overtake the moon, and while it is paralyzed, attack rolls against it always hit, even on a d20 roll of 1.

This spell has no effect on fey. At the end of each of its turns, an affected creature can make another Wisdom saving throw. On a success, the spell ends on that creature.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the spell's radius increases by 30 feet for each spell slot above 7th.

Fractosis Plague

7th-level necromancy

- **Classes:** Bard, Wizard
 - **Casting Time:** 1 action
 - **Range:** Touch
 - **Components:** V, S
 - **Duration:** 1 round
-

You infect a creature with a psychic disease called the fractosis plague. It must make an Intelligence saving throw or succumb to the plague. It loses any concentration it is holding on a spell or effect

and it constantly senses multiple incorrect versions of itself, fracturing its mind: the creature spends its next turn attacking itself, using its most potent ability or effect against itself. It makes attack rolls and saving throws as normal. The creature makes an honest effort to harm itself, and it doesn't use features it knows it is immune against.

When you cast the spell, you choose a number of creatures you can see that are immune to the plague (you are always immune). Any creature that isn't immune and sees a creature infected with the plague when it starts its turn must make an Intelligence saving throw or contract the fractosis plague anew. A creature can avert its eyes at the start of its turn, unable to see the infected creature for as long as it averts its eyes or otherwise can't see it.

If a creature contracts the plague, they recover from it at the end of their next turn. The creature then gains immunity to the plague for this casting of the spell.

Any creature that succeeds on the saving throw against the plague instantly takes 6d6 psychic damage, instead of suffering any of the spell's effects.

Fracture Spirit

3rd-level illusion

- **Classes:** Bard, Sorcerer, Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** Self
 - **Components:** S
 - **Duration:** Concentration, up to 1 minute
-

When you cast this spell, you magically replicate a hall of mirrors for yourself in thin air. For the duration an illusory double of you spawns every 5 feet that you move, staying in that space but still appearing as if it were you; for example, if you speak, they all seem to speak. When you end your turn under this spell, you can immediately choose one double to swap places with.

A creature with truesight sees the illusions and you for the reality, and any creature can make an Intelligence (Investigation) check as an action against your spell save DC to determine which is the real you, if any, among those it can see. On a success, it knows which is real until you make more doubles. A double dissipates upon being attacked or forced to save or contest an ability check, and all doubles dissipate when the spell ends.

Freeze

3rd-level transmutation

- **Classes:** Druid, Sorcerer
- **Casting Time:** 1 action

- **Range:** Touch
 - **Components:** V, S
 - **Duration:** Concentration, up to 1 minute
-

You grasp the flesh or armaments of a creature and disperse their heat to the air, freezing them. The target must make a Constitution saving throw. On a failure, it is paralyzed. At the end of its next turn, it must make another Constitution saving throw, and it does so with advantage if it is Large or larger. The spell ends on a success, but on a failure, it is petrified, turned to ice. The creature can repeat the saving throw at the end of each of its turns, ending the effect completely on a success.

If the spell lasts for its entire duration and the creature failed every save, it is permanently turned to ice, which does not melt naturally, even through a blazing summer.

Freezing Feet

2nd-level transmutation

- **Classes:** Druid, Sorcerer, Wizard
 - **Casting Time:** 1 action
 - **Range:** 60 feet
 - **Components:** V, S, M (a frozen acorn)
 - **Duration:** Up to 1 minute
-

You choose a creature you can see that has legs within range and begin freezing them. At the end of the creature's turn, if it has not moved at least 15 feet from where it began its turn, it becomes restrained, with its lower half encased in ice. The creature can make a Strength saving throw at the end of each of its turns after its first, breaking through the ice and ending the spell on a success.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Glass Ring

3rd-level evocation

- **Classes:** Druid, Ranger, Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** 5 feet
 - **Components:** V, S, M (a handful of sand)
 - **Duration:** Instantaneous
-

You form a ring of mystical glass on a finger and punch a creature within range. Make three melee spell attacks against the target. You deal 3d6 psychic damage to the target on a hit, or half as much on a miss. When you land an attack, you both teleport, swapping places if you both can fit. You regain hitpoints equal to the number of dice you roll for psychic damage. After the last attack, the glass ring breaks into sand. If you reduce the target of this spell to 0 hitpoints, the ring remains while the body of the target turns to sand instead; the reflection of the creature frozen within the ring forever.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can make one additional attack for every two slot levels above 3rd.

Glasswings

2nd-level conjuration

- **Classes:** Bard, Wizard
 - **Casting Time:** 1 action
 - **Range:** Self
 - **Components:** S
 - **Duration:** Instantaneous
-

Wings of glass unfold from your back. You gain a flying speed of 30 feet. Additionally, if you are adjacent to a creature, you can give up some or all of your remaining flying speed to strike it with your glass cut wings. Make a melee spell attack against the creature. On a hit, it takes 1d6 slashing damage for every 5 remaining movement you gave up, to a maximum of 30. Additionally, the creature's speed is reduced by 15 until the end of its next turn. The spell ends at the end of your turn, the wings shattering to glitter and fading away.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you gain an additional 10 feet of flying speed for each slot level above 2nd, and you can gain damage to a maximum increased by the same amount.

Gloves of Ember

Evocation cantrip

- **Classes:** Sorcerer, Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** Self (5-foot radius)
 - **Components:** V, S
 - **Duration:** Special (see below)
-

Your hands erupt in flaming gloves of ember, harmless to you but deadly to others. Make a melee spell attack against a creature within range. You have advantage if the target of the attack is a plant. On a hit, the target takes 2d4 fire damage. A creature reduced to 0 hitpoints with this spell burns for 1 minute, its body taking 1 fire damage at the start of each of your turns, unless a creature douses it as an action.

The gloves of ember dissipate at the start of your next turn. While they last, you can attack with them as an opportunity attack, with the same attack and damage.

This spell's damage increases by 2d4 when you reach 5th level (4d4), 11th level (6d4), and 17th level (8d4).

Godsmite

5th-level evocation

- **Classes:** Paladin
 - **Casting Time:** 1 bonus action
 - **Range:** Self
 - **Components:** V
 - **Duration:** Concentration, up to 10 minutes
-

The next time you hit a creature with a weapon attack before this spell ends, your weapon floods with godslaying power, and the attack deals an additional 2d8+10 radiant damage. Additionally, for this attack and until the end of the current turn, the target is vulnerable to radiant damage, even if it was resistant or immune. Once the current turn ends, the spell ends with it.

Grappleground

3rd-level transmutation

- **Classes:** Cleric, Druid, Paladin, Ranger
 - **Casting Time:** 1 action
 - **Range:** 120 feet
 - **Components:** V, S
 - **Duration:** 1 round
-

A 15-foot radius circle of ground you can see within range shapes to grasp whatever is touching it above, holding on to structures, objects, and creatures. Each creature on the ground must make a Strength saving throw or be grappled and take 3d12 bludgeoning damage. A creature takes half as

much damage and isn't grappled on a success. The spell ends at the end of your next turn, freeing all creatures.

Greatapple

4th-level transmutation

- **Classes:** Druid, Ranger
 - **Casting Time:** 1 action
 - **Range:** Touch
 - **Components:** V, S
 - **Duration:** Instantaneous
-

To cast this spell, you touch a Medium or larger plant, and a magic apple grows from it for you to pluck. This magic apple can be eaten or, of course, used as a weapon.

A creature can use its action to eat from the apple, causing it to regain 8d6 hitpoints and gain resistance to all damage until the end of its next turn. If the creature is cursed or has exhaustion, one curse or exhaustion level is removed. Once eaten from, the remainder of the apple rots.

The apple can be used as a weapon with the finesse and thrown properties (20/60) and has proficiency if it is proficient with darts or throwing any other weapon or object. On a hit, it explodes, and the target creature and every creature within 5 feet of it takes 8d6 radiant damage + the attacker's Strength or Dexterity modifier. On a miss, the apple can be used again for this attack.

The apple loses its magic if it hasn't been eaten from or exploded within 24 hours of the casting of this spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the healing and radiant damage increase by 1d6 for each slot level above 4th.

Greater Consumption

7th-level evocation

- **Classes:** Atavist, Warlock
 - **Casting Time:** 1 action
 - **Range:** Touch
 - **Components:** S
 - **Duration:** Instantaneous
-

Make a melee spell attack against a creature you can reach. On a hit, the target takes 7d10 necrotic damage, and you regain hitpoints equal to the damage dealt. If this reduces the creature to 0 hitpoints, you can consume its corpse as part of the spell, and regain hitpoints equal to three of its hit dice + three times its Constitution modifier. On a miss, the target takes half as much damage and you regain half as many hitpoints, though you can't consume the corpse.

Hairstyle

Transmutation cantrip

- **Classes:** Bard, Cleric, Sorcerer, Warlock, Wizard
 - **Casting Time:** 1 minute
 - **Range:** Touch
 - **Components:** S, M (a comb)
 - **Duration:** Up to 7 days
-

You run your hands along a willing creature's hair that you touch and change its color, shape, form, and even length, up to 1 foot shorter or longer.

If you cast this spell multiple times, you can have up to three creatures styled at a time, and you can dismiss its effects over a creature as an action.

Hallowed Hands

Conjuration cantrip

- **Classes:** Cleric
 - **Casting Time:** 1 action
 - **Range:** Touch
 - **Components:** V, S
 - **Duration:** Instantaneous
-

You summon two divine fists, punching in from either side of a creature you reach for. Make a melee spell attack against a target within range. On a hit, it takes 1d6 fire damage. If you haven't moved this turn, you can reduce your speed to 0 for this turn to deal 2d6 fire damage instead.

The spell's damage increases by 1d6 or 2d6 when you reach 5th level (2d6 or 4d6), 11th level (3d6 or 6d6), and 17th level (4d6 or 8d6).

Hatch Egg

4th-level transmutation (ritual)

- **Classes:** Atavist, Bard, Druid, Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** Touch
 - **Components:** V, S
 - **Duration:** Instantaneous
-

You touch any kind of egg and quicken it to hatch. Over the next minute, the creature within the egg comes to fruition and hatches, breaking away its shell.

The DM can determine that the creature imprints on the first other creature it sees or senses, treating it as if it were its mother, with loyalty and desire of protection.

If the creature has different kinds, such as colors of dragons, you can offer a material component for the spell to be consumed in its casting that matches with the kind of creature, and the egg will hatch as that kind, regardless of what laid it, such as gold for a gold dragon.

Be careful of what sleeping things you waken to life.

Healing Smite

2nd-level evocation

- **Classes:** Paladin
 - **Casting Time:** 1 bonus action
 - **Range:** Self
 - **Components:** V
 - **Duration:** Concentration, up to 1 minute
-

The next time you hit a creature with a melee weapon attack during the spell's duration, your weapon radiates healing energy, and the target regains 6d6 hitpoints after taking the weapon's damage. When you make an attack with a melee weapon during the spell's duration, any target of the attack can be willing, causing it to automatically hit.

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

Heavenly Prayer

3rd-level conjuration

- **Classes:** Cleric, Paladin
 - **Casting Time:** 1 action
 - **Range:** Self
 - **Components:** V
 - **Duration:** Instantaneous
-

You call a celestial being to save you. As part of the casting of this spell, you drop prone in prayer. You instantly regain 5d8 hitpoints, one ongoing effect you are under that you can choose ends, and you have advantage against being frightened until you finish a short or long rest.

Hide or Reveal Entrance

2nd-level transmutation

- **Classes:** Wizard
 - **Casting Time:** 1 action
 - **Range:** Touch
 - **Components:** V, S, M (a pencil, paintbrush, or other device to make an inscription)
 - **Duration:** Concentration, up to 10 minutes
-

You touch an area of a wall or a Large or smaller door or corridor and inscribe a glyph of passage. If you touch a location on a wall that has a hidden entrance within 15 feet of the spot you touch, the entrance is revealed. If you touch a door or corridor, it is hidden from view, melding with the wall and appearing to sight and touch as if it was a continued part of the wall or surrounding material. The illusion can be discovered with a successful Intelligence (Investigation) check against your spell save DC, causing the illusion to vanish. When the spell ends, the affected area returns to how it previously was.

Hypershrink

2nd-level transmutation

- **Classes:** Bard, Wizard
 - **Casting Time:** 1 action
 - **Range:** Touch
 - **Components:** V, S
 - **Duration:** Concentration, up to 10 minutes
-

A creature you touch becomes many times smaller. Its size becomes 1/10th in all dimensions. Until the spell ends, it has disadvantage and -5 to all Strength saving throws, Strength ability checks, and Strength attack rolls, and the weapon damage dice of any of its weapons becomes 1.

An unwilling creature can make a Constitution saving throw to avoid the effect. If it fails, it suffers the same effects, and it can repeat the saving throw at the end of each of its turns, ending the spell on itself on a success.

If the target is in an area too small for its normal size when the spell ends, it is shunted to the nearest unoccupied space, taking 1d6 force damage for every 5 feet travelled.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Ice Visage Blast

3rd-level evocation

- **Classes:** Druid, Sorcerer, Wizard
 - **Casting Time:** 1 action
 - **Range:** 120 feet
 - **Components:** V, S, M (an ice cube)
 - **Duration:** 1 round
-

A small visage of ice extends from your hand to a point you can see within range, taking on a shape of your choice. Each creature within 15 feet of the point must make a Constitution saving throw. On a failure, a creature takes 6d6 cold damage and regains no hitpoints from being healed, regeneration, or any other manner until the end of your next turn. On a success, a creature takes half as much damage and suffers no other effect.

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

Implant Phobia

3rd-level enchantment

- **Classes:** Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** 30 feet
 - **Components:** V
 - **Duration:** Concentration, up to 1 minute
-

You attempt to implant a phobia into the mind of a creature you can see within range. It must make a Wisdom saving throw or gain an irrational fear associated with any concept of your choice, such as a kind of creature, a number, a color, a word, or anything else it is not always exposed to (such as breathing). Whenever the creature is exposed to the concept, or an immediately similar one (such as butterflies and moths), the creature is frightened of the fear's reminder until it is no longer exposed.

A creature under the effects of this spell can attempt to steel itself as an action while exposed to its fear, allowing it to make another Wisdom saving throw. If it succeeds, the effect ends. If it fails, it becomes incapacitated while it remains frightened, and is then frightened and incapacitated whenever it is exposed to the fear.

If you concentrate on this spell for its entire duration, the effects last an indefinite amount of time beyond the spell's duration. The effects can be removed with *greater restoration*.

In Shining Armor

5th-level transmutation

- **Classes:** Paladin
 - **Casting Time:** 1 action
 - **Range:** Self
 - **Components:** V
 - **Duration:** Concentration, up to 1 hour
-

You are transformed into a glorious celestial. You assume the form of a Deva and gain a number of temporary hitpoints equal to its hitpoints. You revert to your normal form when you have no more temporary hitpoints or you die. If the spell ends before then, you lose all your temporary hitpoints and revert to your normal form.

Your game statistics are replaced by the statistics of the Deva, though you retain your alignment and Intelligence, Wisdom and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the Deva. You can't use the Deva's Change Shape action.

You retain the benefit of any features from your class, race, or other source and can use them, provided that your new form is physically capable of doing so. You can't use any special senses you have (for example, truesight) unless the Deva also has that sense.

When you transform, you choose whether your equipment falls to the ground, merges into the Deva, or is worn by it. Worn equipment functions as normal. The DM determines whether it is practical for the Deva to wear a piece of equipment, based on its shape and size. Your equipment doesn't change shape or size to match the Deva, except your weapons, which transform to match its size. Any equipment that the Deva can't wear must either fall to the ground or merge into your new form. Equipment that merges has no effect in that state.

Incinerate Dead

4th-level evocation

- **Classes:** Sorcerer, Wizard
 - **Casting Time:** 1 action
 - **Range:** Touch
 - **Components:** V, S
 - **Duration:** Instantaneous
-

You reach out to a creature you can touch and attempt to burn it to its bones. The creature must make a Constitution saving throw or take 10d6 fire damage, or half as much on a success. If this damage reduces it to 0, you kill it as its corpse incinerates.

If it dies, you can launch its burning remains at a point you can see within 30 feet of you as part of casting the spell. Each creature within 10 feet of the point must make a Dexterity saving throw or take the same fire damage, or half as much on a success.

Inevitable's Order

4th-level transmutation

- **Classes:** Wizard
 - **Casting Time:** 1 action
 - **Range:** 30 feet
 - **Components:** V, S
 - **Duration:** Concentration, up to 1 minute
-

You place the order of an inevitable on a willing creature you can see within range. Until the spell ends, the target's weapon attacks always hit, even on a d20 roll of a 1, and the weapon's damage dice are always their maximum.

When the spell ends, the target's weapon attacks automatically miss until its next turn, as the opposing law takes effect in an attempt to balance fate.

Inner Fire

2nd-level conjuration

- **Classes:** Bard, Cleric, Druid, Wizard
 - **Casting Time:** 1 action
 - **Range:** 60 feet
 - **Components:** V, S
 - **Duration:** Concentration, up to 1 minute
-

You conjure fire up within the body of a creature you can see within range. The creature must make a Constitution saving throw or be incapacitated for the duration with a speed of 0 and take 1d6 fire damage. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Each time it fails, it takes another d6 fire damage.

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

Ironbinds

1st-level conjuration

- **Classes:** Paladin, Ranger, Warlock
 - **Casting Time:** 1 action
 - **Range:** 60 feet
 - **Components:** V
 - **Duration:** 1 minute
-

Chains erupt from the ground around a creature you can see. The creature must make a Dexterity saving throw or take 3d6 bludgeoning damage and be chained. A chained creature can't move, but it can spend all of its movement on its turn to wriggle free. Wriggling free ends the spell and provokes attacks of opportunity from nearby creatures.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can choose one additional creature within range for every two slot levels above 1st.

Iron Whirlwind

5th-level evocation

- **Classes:** Druid, Wizard
 - **Casting Time:** 1 action
 - **Range:** Touch
 - **Components:** S
 - **Duration:** Instantaneous
-

You wrap the air into a perfect spiral that shreds a creature within reach. The target must make a Dexterity saving throw or take 10d8 slashing damage, or half as much on a success. If this reduces the target to 0 hitpoints, its body is cut by the spiral into many pieces, which are flung about. If the target fails and is wearing armor, the armor is utterly destroyed, even for rare and more common magical armor.

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

Judgement Day

4th-level enchantment

- **Classes:** Cleric, Paladin
 - **Casting Time:** 1 action
 - **Range:** 60 feet
 - **Components:** V
 - **Duration:** Instantaneous
-

You announce a charge to a creature you can see within range. The creature must answer if it is guilty or innocent. If the creature lies, it must make a Charisma (Deception) check against your spell save DC. On a failure, you know it to be a lie, and the creature takes 6d12 psychic damage. On a success, it takes half as much damage, but the spell isn't able to affirm or deny what the target says as truth.

Juxtapose

2nd-level illusion

- **Classes:** Bard, Wizard
 - **Casting Time:** 1 bonus action
 - **Range:** Self (15-foot radius)
 - **Components:** V, S
 - **Duration:** Up to 1 round
-

You unveil many illusory clones of yourself that last until the end of your next turn. Every space within the spell's radius that could fit you unveils one of your clones, and as part of casting the spell, you can immediately switch places with one clone. The clones move with you, disappearing if they lack space to follow and would be more than twice the spell's radius away from you.

If a clone is attacked or would take damage, it immediately disperses. A creature can use its action to make an Intelligence (Investigation) check against your spell save DC if it can see your illusions. On a success, it knows which illusion is you.

Lantern Walker

1st-level transmutation (ritual)

- **Classes:** Cleric, Wizard
 - **Casting Time:** 1 action
 - **Range:** Touch
 - **Components:** V, S, M (a lantern worth at least 5 gp)
 - **Duration:** 1 hour
-

A lantern you hold for the casting of this spell sprouts metal legs. On your turn, you can direct it to move up to 30 feet. The lantern shines light when lit as normal, whether it be a hooded, bullseye, or some other.

As an action while the spell lasts, you can look from the lantern's location, as if the lantern's wick was an eye. You are blind to your own senses until the end of your next turn. The lantern can't move more than a mile away from you, and if it becomes more than a mile away, the spell ends. The spell also ends if the lantern is the target of an attack or a spell that deals damage.

The lantern can walk up vertical surfaces, but not upside down. All of its attributes are 1. It can't take any actions.

When the spell ends, the lantern returns to normal, and could be reused for the casting of this spell again.

Leaping Hands

4th-level necromancy

- **Classes:** Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** 150 feet
 - **Components:** V, S, M (at least 5 severed hands at any stage of decay, which are consumed by the spell)
 - **Duration:** Concentration, up to 10 minutes
-

You string together bones and other organic matter to animate many hands in the likeness of the consumed hands, as well as those consumed, in a 30-foot square within range that reach up just below the surface of the ground, invisible and detectable only by magic. When you cast this spell you can designate any number of creatures to be ignored by the hands. Any other creature that moves within the square is instantly grasped by the hands below the ground.

A creature grasped by the hands must make a Dexterity saving throw or take 5d8 bludgeoning damage and be grappled. A grappled creature can repeat the saving throw at the end of each of its turns, ending the spell on itself on a success. As an action while the spell lasts, you can command the hands to crush, dealing another 5d8 bludgeoning damage to all grappled creatures.

When the spell ends, the hands float to the surface, wrists planted in the ground, palms and fingers reaching to the sky. The consumed can be plucked and reused for this spell's casting, the others fade to dust at the next dawn.

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

Lesser Consumption

3rd-level evocation

- **Classes:** Atavist, Warlock
 - **Casting Time:** 1 action
 - **Range:** Touch
 - **Components:** S
 - **Duration:** Instantaneous
-

Make a melee spell attack against a creature you can reach. On a hit, the target takes 7d8 necrotic damage, and you regain hitpoints equal to the number of dice rolled. If this reduces the creature to 0 hitpoints, you can consume its corpse as part of the spell, and regain hitpoints equal to the damage remaining after the target is reduced to 0. On a miss, the target takes half as much damage, and you can't regain any hitpoints or consume the corpse.

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

Lesser Mislead

2nd-level illusion

- **Classes:** Bard, Sorcerer, Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** Self
 - **Components:** V, S
 - **Duration:** 1 round
-

You become invisible at the same time that an illusory double of you appears where you are standing. The double lasts until the end of your next turn, but the invisibility ends if you attack or cast

a spell. You can direct the illusion to move and sound however you like, with the same movement speed as you. As soon as it is attacked or would take damage, it dissipates. When the spell ends, your illusory double fades.

Lesser Passwall

3rd-level transmutation

- **Classes:** Druid, Wizard
 - **Casting Time:** 1 action
 - **Range:** Touch
 - **Components:** V, S, M (one sesame seed)
 - **Duration:** 1 minute
-

A passage appears at a point of your choice that you can see on a wooden, plaster, or stone surface (such as a wall, a ceiling, or a floor) within range, and lasts for the duration. You choose the opening's dimensions: up to 3 feet wide, 4 feet tall, and 5 feet deep. The passage creates no instability in a structure surrounding it. A Medium sized creature must squeeze to move through the opening if the opening is created at its maximum dimensions.

When the opening disappears, any creatures or objects still in the passage created by the spell are ejected to an unoccupied space nearest to the surface on which you cast the spell and take 4d6 bludgeoning damage.

Liliander's Hellspear

3rd-level evocation

- **Classes:** Paladin, Ranger, Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** 60 feet
 - **Components:** V, S
 - **Duration:** Instantaneous
-

You summon a burning incorporeal spear and launch it towards a target within range. Make a ranged spell attack against that target. If there are any creatures 10 feet or less directly behind the target from you in a line and the attack roll would also hit them, they are also hit. On a hit, a creature takes 3d10 piercing and 3d10 fire damage. Additionally, their speed drops to 0 until the start of your next turn, when the spear dissipates.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the piercing damage or the fire damage (your choice) increases by 1d10 for each slot level above 3rd.

Line of Light

3rd-level evocation

- **Classes:** Druid, Wizard
 - **Casting Time:** 1 action
 - **Range:** Self (60-foot line)
 - **Components:** V, S, M (a mirror or reflective surface)
 - **Duration:** Instantaneous
-

You touch a reflective surface, such as a mirror or still water, and pull the light into one condensed string and release it in a line. This light will bounce off of objects up to three times at the same angle that it came into contact with the object. A creature caught in this line must make a Dexterity saving throw or take radiant damage, or take half as much on a success. If the light catches a creature, roll a 1d8 for the direction the light bounces. If the light catches a creature and hasn't bounced yet, the creature must save against 5d8 damage. If the light has bounced once, it must save against 6d8; if it has bounced twice, it must save against 7d8, and if it has bounced three times, against 8d8. After the line comes in contact with a creature or object after its third bounce, the line ends. The line also ends once it has extended the length of its range.

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, the range is increased by 15 feet for each slot level above 3rd.

Line of Unreality

9th-level conjuration

- **Classes:** Sorcerer, Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** 1 mile
 - **Components:** V, S
 - **Duration:** Instantaneous
-

You carve a line out of the fabric of reality, tearing apart everything in its path before it seals up once more. The 1-foot-wide line appears between two points you can see within range. Each creature caught within it must make a Dexterity saving throw. A creature takes 12d20 force damage on a failed save, or half as much damage on a successful one. The spell damages objects caught between the points.

Lion's Maw

1st-level conjuration

- **Classes:** Druid, Ranger
 - **Casting Time:** 1 action
 - **Range:** Touch
 - **Components:** V, S
 - **Duration:** Instantaneous
-

You attempt to bite a creature, with the ethereal visage of a great lion appearing over you. Make a melee spell attack against a creature you can reach. On a hit, a target takes 2d8 piercing damage and is restrained until the start of its next turn.

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

Load the Smoking Gun

3rd-level evocation

- **Classes:** Sorcerer, Wizard
 - **Casting Time:** 1 action
 - **Range:** 60 feet
 - **Components:** V, S
 - **Duration:** Up to 1 minute
-

When you cast this spell, you create an orb of smoke that floats around you. You can immediately launch it or build it as an action while the spell lasts. You can launch the orb as part of building it.

When launched, you choose a point you can see within range, and every creature within 10 feet of that point must make a Constitution saving throw against the spell's damage. The orb deals 3d6 thunder damage + 2d6 thunder damage for each time it has been built on a successful save, or twice as much damage on a failed saving throw.

The orb audibly thunders when you cast the spell and each time it is built, growing louder each time. Once launched, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you create one additional orb for every two slot levels above 3rd. Building one builds them all, and they are all launched together. A creature in the area of multiple orbs' radii is only affected only once.

Locate Bizarre Creature

4th-level divination

- **Classes:** Druid, Ranger, Wizard
 - **Casting Time:** 1 minute
 - **Range:** Self
 - **Components:** V
 - **Duration:** Instantaneous
-

Describe or name a specific kind of aberration, fey, or elemental. You learn the location of the closest creature of that kind to you within 10 miles, if at least one is present. An unwilling creature can make an Intelligence saving throw to avoid being located, and if successful, knows your location at the moment of casting the spell, knows that you attempted to locate it, and is immune to this spell cast by you for 24 hours.

Luck of the Dead

6th-level evocation

- **Classes:** Bard, Wizard
 - **Casting Time:** 1 action
 - **Range:** 30 feet
 - **Components:** V, S
 - **Duration:** Instantaneous
-

You can only cast this spell if you have died at least once. When you cast this spell, you disappear nine coins into your hand and choose a creature you can see within range. The target must make a Wisdom saving throw or regurgitate the coins. Call heads or tails and flip the coins. The side you call is worth 2, and the side you didn't is worth 1. Multiply the value of all coins together. The target takes the result in necrotic damage.

On a success, the coins reappear in your other hand, and the target feels a sudden weight lifted from its chest.

Maegis

7th-level abjuration

- **Classes:** Sorcerer, Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** Touch
 - **Components:** V, S, M (an ornate shield worth 1,000 gp, which the spell consumes)
 - **Duration:** Concentration, up to 1 hour
-

You shatter a valuable shield, moving its thousand tiny pieces over the skin of a creature, a protective magic filling in the gaps between each piece, forming its aegis. Until the spell ends, the target has resistance to all damage except force damage.

As an action, you can dismiss this spell and cause the aegis to explode. Each creature of your choice that you can see within 30 feet of the aegis wearer must make a Dexterity saving throw. On a failure, they take 6d12 force damage, or half as much on a success.

Magic Ballista

4th-level evocation

- **Classes:** Sorcerer, Wizard
 - **Casting Time:** 1 action
 - **Range:** 300 feet
 - **Components:** V, S
 - **Duration:** Instantaneous
-

You create three glowing javelins of magical force. Each javelin hits a creature of your choice that you can see within range. A javelin deals 2d8 + 1 force damage to its target. The javelins 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 6th level or higher, the spell creates one additional javelin for every two slot levels above 4th.

Magic Bomb

1st-level evocation

- **Classes:** Ranger, Wizard
 - **Casting Time:** 1 action
 - **Range:** 30 feet
 - **Components:** S
 - **Duration:** Up to 1 minute
-

You invoke a sphere of magic but quickly contain it in a space within range. The bomb explodes automatically if a creature ends its turn in its space. While it lasts, you can manually explode it and any additional bombs created by multiple castings of this spell as an action. A creature only takes damage from one bomb. When it explodes, each creature within 5 feet must make a Dexterity saving throw. A creature takes 4d8 force damage on a failed save. A *dispel magic* causes the bomb to harmlessly disappear.

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

Magic Muscle

Transmutation cantrip

- **Classes:** Wizard
 - **Casting Time:** 1 action
 - **Range:** Touch
 - **Components:** V, S, M (some milk)
 - **Duration:** Instantaneous
-

You attempt to crush the body of a creature you're grappling, your muscles bolstered by temporary augmentation. The target must make a Strength saving throw or take 1d12 + your Strength modifier in bludgeoning damage.

This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

Magic Splinter

Evocation cantrip

- **Classes:** Sorcerer, Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** 30 feet
 - **Components:** V, S, M (a piece of wood)
 - **Duration:** Instantaneous
-

You hurl a shard of magic that fractures into many splinters. Choose a point you can see within range. Each creature within 5 feet of that point must succeed on a Dexterity saving throw or take 1d4 piercing damage.

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

Magnetic Beam

3rd-level evocation

- **Classes:** Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** Self (60-foot line)
 - **Components:** V, S
 - **Duration:** Instantaneous
-

You point and a jagged line of magnetism erupts from your finger in a 60 foot long, 5-foot wide line. Each creature other than you within 10 feet of the line must make a Strength saving throw. On a failure, a creature is moved to the closest unoccupied space within or adjacent to the line and takes 4d10 force damage. A creature takes half as much damage and isn't moved on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range of the spell's line increases by 15 feet for each slot level above 3rd.

Mantis Knight Blade

2nd-level conjuration

- **Classes:** Druid, Ranger
 - **Casting Time:** 1 bonus action
 - **Range:** Self
 - **Components:** V, S, M (a staff worth at least 5 gp)
 - **Duration:** Concentration, up to 1 minute
-

You magically part a nonmagical staff, summoning a weapon of the feywild used by the nimblest of their knights, the Mantis. This magic weapon counts as a simple melee weapon with which you are proficient. It deals 2d6 slashing damage on a hit and has the finesse property. When you roll the same result on both of the first two damage dice, you can immediately make another attack against the same target, potentially provoking this feature again. Additionally, when you attack charmed targets with this weapon, you make the attack roll with advantage.

The spell ends if you cast it again or if you let go of the weapon. When the spell ends, the staff grows back together, the weapon returning to its Mantis in the feywild.

At Higher Levels. When you cast this spell using a 3rd- or 4th-level spell slot, the damage increases to 3d6. When you cast it using a 5th- or 6th-level spell slot, the damage increases to 4d6. When you cast it using a spell slot of 7th level or higher, the damage increases to 5d6.

Mark the Spot

1st-level conjuration

- **Classes:** Bard, Wizard
 - **Casting Time:** 1 bonus action
 - **Range:** 60 feet
 - **Components:** S
 - **Duration:** Up to 1 round
-

You mark a creature's current location, conjuring some symbol beneath it. An unwilling creature can succeed on a Wisdom saving throw to avoid the effect. Otherwise, the target returns to the marked location at the end of its next turn.

Mass Freeze

5th-level evocation

- **Classes:** Druid, Sorcerer
 - **Casting Time:** 1 action
 - **Range:** 60 feet
 - **Components:** V, S
 - **Duration:** Concentration, up to 1 minute
-

You choose up to 6 creatures within range who must each make a Constitution saving throw. Large and larger creatures have advantage on saving throws against this spell. On a failure, they are paralyzed. At the end of their next turn, they must make another Constitution saving throw. The spell ends on a success, but on a failure, they are petrified, turned to ice. The targets can repeat the saving throw at the end of each of their turns, ending the effect on a success.

If the spell lasts for its entire duration for a creature that failed every save, it is permanently turned to ice, which does not melt naturally, even through a blazing summer.

Material Teleport

3rd-level conjuration

- **Classes:** Sorcerer, Wizard
 - **Casting Time:** 1 action
 - **Range:** 60 feet
 - **Components:** V, S, M (an object)
 - **Duration:** Instantaneous
-

You hold a Tiny object in your hand and teleport it to a space you can see within range. If you teleport it into the space of another object, the objects fuse together. If at least one of the objects is magical, the teleport fails. If you teleport it into a creature, the creature must make a Charisma saving throw to force it out.

On a failure, the object fuses with the outer layer of the target, and the creature takes 5d6+15 force damage. On a success, it takes half as much damage and the object is shunted out.

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

Medusa's Gaze

1st-level transmutation

- **Classes:** Bard, Sorcerer, Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** Self (60-foot radius)
 - **Components:** V, S
 - **Duration:** 1 round
-

Choose a creature within 60 feet of you that can see you. It must make a Wisdom saving throw or behold you as a terrible creature that petrifies its enemies. On a failed save, the target is petrified until the end of your next turn.

If a target dies while petrified in this way, its body remains petrified forever.

Meteor Strike

5th-level conjuration

- **Classes:** Sorcerer, Wizard
 - **Casting Time:** 1 action
 - **Range:** Self (120-foot line)
 - **Components:** V, S, M (a meatball)
 - **Duration:** Instantaneous
-

You magically pull an asteroid from beyond the world through space to crash in a line 15 feet wide and 120 feet long stretching out from you in a direction of your choice. Each creature must make a Dexterity saving throw or take 6d6 bludgeoning damage, 6d6 fire damage, and be pushed back in the line 30 feet. On a successful save, the creature takes half as much fire damage and isn't pushed back.

Buildings and objects caught in the line that aren't being worn or carried take 32 bludgeoning and 32 fire damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you choose either the bludgeoning or the fire damage increases by 1d6 for each slot level above 5th.

Mirror

Conjuration cantrip

- **Classes:** Wizard
 - **Casting Time:** 1 action
 - **Range:** 60 feet
 - **Components:** S
 - **Duration:** Up to 1 minute
-

The normal casting of this spell is to conjure a mirror of any size and dimension that can fit into a 5 foot cube within range. It floats in stasis for the duration of the spell. Creatures can pass through it, but otherwise it operates as a regular mirror, reflecting an image.

You can target a creature with this spell, however. If you do, a mirror appears behind them. The next time the target takes damage, it must make a Charisma saving throw or take an additional 1d12 of the first damage type it takes, as the mirror reflects the source of the damage and amplifies it. The mirror then winks out of existence.

If you target a creature with this spell while a mirror you conjured is still behind a previous creature, the previous mirror ceases to exist.

The spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

Misty Walk

4th-level conjuration

- **Classes:** Warlock
 - **Casting Time:** 1 bonus action
 - **Range:** Self
 - **Components:** V
 - **Duration:** Up to 1 minute
-

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see, and can teleport again as a bonus action while the spell lasts.

Moonlit Death

5th-level evocation

- **Classes:** Cleric, Druid, Warlock
 - **Casting Time:** 1 action
 - **Range:** Self (30-foot radius)
 - **Components:** V
 - **Duration:** Instantaneous
-

This spell can only be cast under a moon with at least some part visible. You call the moonlight to burn the bodies of creatures of your choice you can see within range. Each creature must make a Constitution saving throw or take 6d10 radiant damage, or half as much on a success. Undead creatures must save against 8d10 damage.

Monkey See

3rd-level divination

- **Classes:** Wizard
 - **Casting Time:** 1 bonus action
 - **Range:** 60 feet
 - **Components:** V, S
 - **Duration:** 1 round
-

You cast this spell on a creature you can see within range. If that creature cast a spell since its last long rest, its most recently cast spell is presented in your mind. If that spell is 3rd level or lower and on your spell list, you can instantly write that spell into a spellbook, if you have one, and can swap that spell with one you have known or prepared.

The spell lasts until the end of your next turn. While it lasts, you can cast that spell at the level you cast **monkey see** without expending a spell slot once, and if you finish casting it, you retain that spell as known or prepared; otherwise, it fades from your mind when the spell ends.

If the creature most recently cast a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, you can write and swap that spell, as long as you can learn or prepare spells of that level. If not, you can write it into a spellbook, if you have one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can instantly write and learn or prepare the spell if it is less than or equal to the level of the spell slot used.

Mordenkainen's Actual Sword

7th-level conjuration

- **Classes:** Bard, Wizard
 - **Casting Time:** 1 bonus action
 - **Range:** 300 feet
 - **Components:** V, S, M (a miniature platinum sword with a grip and pommel of copper and zinc, worth 250 gp)
 - **Duration:** Concentration, up to 10 minutes
-

You warp the sword used for the casting of this spell into a magnificent arcane-forged blade, glittering in blue magic. The sword remains warped for the duration, becoming magical if it wasn't already, reverting when the spell ends.

When the sword appears and on subsequent turns as a bonus action, you can move it up to 60 feet to a spot you can see and make a melee spell attack against a target of your choice within 5 feet of it. On a hit, you choose one of the effects below.

Fiery Cleave. The creature takes 8d6 fire damage, and each creature within 5 feet of it takes half as much.

Freezing Affect. The creature takes 6d8 cold damage and its speed is reduced by half until the end of its next turn.

Echo Strike. The creature and each creature behind in in a 15-foot line takes 5d10 force damage.

Killing Blow. The creature takes 8d10 necrotic damage, or is instantly slain if it is CR 2 or lower..

Mighty Swing. The creature takes 6d8 bludgeoning damage and is pushed back 30 feet, or 15 if it is Huge or larger.

Poisoned Edge. The creature takes 5d10 poison damage immediately and again when it starts its turn.

Morte Aeterna

9th-level necromancy

- **Classes:** Cleric, Wizard
- **Casting Time:** 1 action
- **Range:** Touch
- **Components:** V, S
- **Duration:** Instantaneous

You touch a creature and test its nature against fate. The target must already have less hitpoints than half its hitpoint maximum to be affected by this spell. You test if its actions are born of righteousness (if you are good or neutral) or if they are born of villainy (if you are evil). The creature must make a Charisma saving throw. On a failure, if the creature does not meet the test of righteousness or villainy, it is removed from the world. The target is shunted into its own universe, where it dies eternally. *Plane shift* or other planar spells can't reach this universe, and the creature can't escape, even with a *wish*. Only the power of a god or a 10th-level spell could restore this creature to the world.

The DM decides if the creature meets the test of righteousness or villainy, which is likely determined by the creature's ideals. The target's universe appears as it would expect, except that it dies, is revived in the same universe, dies once more, and keeps dying forever.

Mustang's Flame Alchemy

3rd-level transmutation

- **Classes:** Sorcerer, Wizard
 - **Casting Time:** 1 action
 - **Range:** 60 feet
 - **Components:** S, M (an inscribed magic circle)
 - **Duration:** Instantaneous
-

A spark erupts into a torrent of flame from your hand. Choose up to eight creatures within range. If you don't know their location or can't see them, you can choose a 5 foot cube in place of one or more of the creatures. Any creature chosen or in a chosen space is a target and must make a Constitution saving throw. A target takes 3d10 fire damage on a failed saving throw and is blinded or deafened (your choice) until the end of their next turn, or half as much damage on a success.

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

Nock Nock

2nd-level conjuration

- **Classes:** Ranger
 - **Casting Time:** 1 bonus action
 - **Range:** Self
 - **Components:** V, S, M (a bow or crossbow worth at least 1cp)
 - **Duration:** Instantaneous
-

You create two magic bolts for your bow or crossbow and launch them against any creature you can see within the range of your weapon. You can aim the bolts at one creature or multiple. Make a ranged spell attack with the ranged weapon, one per bolt. If the target is outside of the first range of the weapon, the attack has disadvantage. On a hit, a target takes 2d10 force damage.

At Higher Levels. When you cast this spell using a slot level of 4th level or higher, you create one additional magic bolt for every two slot levels above 2nd.

Objectify

2nd-level transmutation

- **Classes:** Bard, Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** Range (30 feet)
 - **Components:** V, S, M (piece of a mimic's corpse)
 - **Duration:** Concentration, up to 1 hour
-

Choose one creature you can see within range. You transform that creature into a nonmagical object. An unwilling creature can make a Wisdom saving throw, and if it succeeds, isn't affected by this spell. A target can make a Wisdom saving throw at the end of each of its turns, ending the effect on a success.

The target transforms along with whatever it is wearing and carrying into that form, as long as the object's size is no larger than the creature's size. The target gains 10 temporary hit points. These temporary hit points can't be replaced by temporary hit points from another source. A target reverts to its normal form when it has no more temporary hit points, dies, or the spell ends. If the spell ends before then, the creature loses all its temporary hit points and reverts to its normal form. The creature has no memory of time spent in this form after the spell ends and it returns to its normal form.

Occult Truths and Lies

3rd-level enchantment

- **Classes:** Warlock
 - **Casting Time:** 1 action
 - **Range:** Self (60-foot radius)
 - **Components:** V
 - **Duration:** Instantaneous
-

You pry apart the veil, crying out a truth of reality and bending the minds of a number of creatures you choose that can hear you within range. Each creature must make an Intelligence saving throw or

take 3d8 psychic damage, or half as much on a success. Each creature in range you didn't choose that can hear you instead hears an occult lie, gaining 3d8 temporary hitpoints as their quaint perception of the cosmos deludes them into safety.

You always hear the truth and the lie. You gain the temporary hitpoints but have immunity to the psychic damage, as its fundamental truth is familiar to your mind.

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

Old Town Road

2nd-level conjuration

- **Classes:** Bard, Wizard
 - **Casting Time:** 1 action
 - **Range:** 30 feet
 - **Components:** V
 - **Duration:** Instantaneous
-

Every creature other than you within range must make a Charisma saving throw when you cast this spell, which a target can choose to fail. On a failure, a creature is teleported back to the space where they began their previous turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the range of the spell increases by 10 feet for each slot level above 2nd.

One Last Blow

6th-level evocation

- **Classes:** Atavist, Bard, Wizard
 - **Casting Time:** 1 attack, which replaces an attack you would make with the Attack action
 - **Range:** Touch
 - **Components:** S, M (a melee weapon worth at least 1 gp, which the spell consumes)
 - **Duration:** Instantaneous
-

You make a last blow with your weapon, destroying it as part of the spell. The spell fails if used with an artifact. Otherwise, make a melee spell attack against a creature you can reach. On a hit, the target takes 10d6 force damage, or half as much on a miss. The weapon then crumbles to dust from tip to hilt and can't be remade.

If you use a magic weapon with this spell, it adds 2d6 additional damage for each level of rarity, beginning with uncommon—2d6 for uncommon, 4d6 for rare, and so on.

Opening Down

2nd-level transmutation

- **Classes:** Bard, Sorcerer, Wizard
 - **Casting Time:** 1 reaction, which you take when you can see an explosion begin within range
 - **Range:** 30 feet
 - **Components:** S
 - **Duration:** Concentration, up to 1 minute
-

You contain an explosion that you see begin within 30 feet of you. If the explosion was caused by a 2nd-level or lower spell, the spell's effects are delayed until you lose concentration. If it is from a spell of 3rd level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the spell's explosion is contained. If you lose concentration while containing an explosion, it immediately resumes exploding. If you concentrate on it for the full duration, you can implode it, causing it to disappear without harm.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the explosion is contained if it was created by a spell of a level less than or equal to the level of the spell slot you used.

Opposing Force

2nd-level abjuration

- **Classes:** Sorcerer, Warlock, Wizard
 - **Casting Time:** 1 reaction, which you take when you take bludgeoning, piercing, or slashing damage from a melee attack
 - **Range:** Self
 - **Components:** S
 - **Duration:** Instantaneous
-

You revert some or all of the force of an attack against you back against the foe. Roll 1d10 + your spellcasting ability modifier (minimum of 1). You reduce the oncoming damage by the result, and the attacker takes the amount reduced in damage of the same type it dealt.

Palantír's Inverse Eye

5th-level divination

- **Classes:** Wizard
 - **Casting Time:** 1 reaction, which you take when you realize you are being targeted by a *scrying* spell or being observed with a *clairvoyance* or *arcane eye* spell
 - **Range:** Self
 - **Components:** S
 - **Duration:** Up to 1 minute
-

When you take the reaction to cast this spell, you create a visible sensor of your own that appears in the hands of whoever is observing you and cast the spell that triggered your reaction. For the duration, you can see the creature even if they go invisible or into the Ethereal Plane and can use your action to attempt to harm them with the sensor. They must make a Charisma saving throw or take 5d6 force damage, or half as much on a success. The sensor moves with them, following them if they move. If they teleport away, the sensor fades immediately after.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the force damage you deal with spell increases by 1d6 per slot level above 5th.

Pen

Transmutation cantrip

- **Classes:** Bard, Wizard
 - **Casting Time:** 1 action
 - **Range:** Touch
 - **Components:** S, M (a liquid, of which some is consumed by this spell)
 - **Duration:** Instantaneous
-

You transform the liquid (most often ink) you are holding in a hand to an object or willing creature you touch. You instantly write any amount of desired text on the object or creature, which consumes as much liquid as if it had been written with a quill. It can only write onto one side of any object or creature per casting, such as a single page. If you attempt to write more than you have ink to support, the text stops when it runs out.

The spell fails if it is cast onto an object worn or carried by a creature other than you, unless the carrier or wearer is willing.

At 5th level, you can write on two sides of any object or creature per casting. You can write on three sides at 11th level, and four at 17th.

Phantom of Steel

2nd-level evocation

- **Classes:** Bard, Paladin
 - **Casting Time:** 1 bonus action
 - **Range:** Self
 - **Components:** V, S
 - **Duration:** Up to 1 minute
-

You warp the air into an ethereal steel weapon, crawling with lightning. It can be any melee weapon you choose when you cast the spell. For the duration, this magic weapon deals an additional 1d8 lightning damage on a hit, and once per turn you can force a target you hit with it must make a Charisma saving throw or be teleported to an unoccupied space you can see within 15 feet of you. If the target teleports, you can teleport immediately after to an unoccupied space you can see within 5 feet of the target.

At Higher Levels. If you cast this spell using a spell slot of 5th or 8th level, the lightning damage increases by 1d8 for every third slot level above 2nd.

Phoenix Rising

5th-level transmutation

- **Classes:** Wizard
 - **Casting Time:** 1 action
 - **Range:** Self
 - **Components:** V, S
 - **Duration:** Concentration, up to 1 hour
-

You mantle the form of a phoenix to gain its supernatural abilities. For the duration of the spell, you gain a fly speed of 345 feet and don't draw attacks of opportunity, emit bright sunlight in a 120-foot radius and dim light in another 120, and cast a dazzling array of colors from your plumage. Creatures that start their turn within 5 feet of you must make a Dexterity saving throw or take 4d8 fire damage.

If you die under the effects of the spell, your body turns to ash and leaves behind a Tiny egg. Given one week, the egg hatches and regrows into you, immediately before you died. The egg has an AC and HP of 10, and you die if it is destroyed.

Planar Hounds

4th-level conjuration

- **Classes:** Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** 60 feet
 - **Components:** V
 - **Duration:** Instantaneous
-

You utter a command over canines and summon a pack of planar hounds, which rage through a 30-foot cube within range before returning whence they came. Each creature in the area must make a Strength or Dexterity saving throw (targets' choice). On a failed save, a creature takes 7d6 damage and is knocked prone, or it takes half as much damage on a success and isn't knocked prone. You choose cold, fire, necrotic, psychic, or radiant damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

Pool of Fate

1st-level divination

- **Classes:** Wizard
 - **Casting Time:** 1 action
 - **Range:** 10 feet
 - **Components:** V
 - **Duration:** Concentration, up to 1 minute
-

You create a pool of fate between you and any other creatures you choose within range. This pool of fate is represented by 5d6s. While the spell lasts, any creature affected can take a single d6 when they make an attack roll, ability check, or saving throw, and add it to the result. Once all d6s are taken, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the pool starts with an additional 1d6 for each slot level above 1st.

Popsicles in Summer

4th-level conjuration

- **Classes:** Druid, Sorcerer, Wizard
 - **Casting Time:** 1 action
 - **Range:** 90 feet
 - **Components:** V
 - **Duration:** 1 round
-

A creature you target must succeed on a Wisdom saving throw or be teleported to an unoccupied space within 5 feet of you and encased in ice. The target takes 5d12 cold damage and, until the end of your next turn, it is petrified. The spell then ends as the ice melts, dousing the creature.

Prayer for the Wicked

9th-level abjuration

- **Classes:** Bard, Cleric, Druid, Sorcerer, Warlock, Wizard
 - **Casting Time:** 1 hour
 - **Range:** Sight
 - **Components:** V, M (a magic weapon, thrust into the heart of a titan, laid upon an altar to an extraplanar deity, all of which the spell consumes by burning it to ash when the spell is cast)
 - **Duration:** Until the army is no more
-

You prepare an army for interplanar war. Until the spell ends, any number of creatures you choose that you can see are soldiers in this army. Choose aberrations, celestials, elementals, fey, fiends, or undead. A soldier gains resistance to the damage dealt by the chosen type, has advantage on saving throws against those creatures, and any attack a soldier hits them with becomes a critical hit. Finally, the soldiers' attacks become magical.

This spell can't be dispelled by *dispel magic*. You can discharge any number of soldiers at any time or disband the army, causing them to lose the benefits of the spell. A soldier who dies also loses the spell's benefits. You can't cast this spell again while any creature remains in the army.

Prehistoric Hail

3rd-level conjuration

- **Classes:** Warlock
 - **Casting Time:** 1 action
 - **Range:** Self (60-foot radius)
 - **Components:** V, S, M (some prehistoric item)
 - **Duration:** Instantaneous
-

You call a hail of spears, arrows, and atlatls from a time before civilization. Each creature other than those of your choice within 60 feet of you must make a Dexterity saving throw or be struck. On a failure, a creature's speed is reduced by half until the end of its next turn and it takes 8d4 piercing damage. On a success, a creature takes half as much damage and its speed isn't affected.

A creature has disadvantage on its saving throw if it is within prehistoric ruins.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the piercing damage increases by 1d4 for each slot level above 3rd.

Pride's Bane

4th-level enchantment

- **Classes:** Bard, Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** 60 feet
 - **Components:** V, S
 - **Duration:** 1 minute
-

This spell grows and lessens in proportion with its target. A creature you choose that you can see within range must make a Wisdom saving throw. On a failure, it is restrained, and takes psychic damage equal to three of its hit dice (3d8 if it is Medium, 3d10 if it is Large, and so on). The creature can make the saving throw again at the beginning of each of its turns, ending the spell on a success. Otherwise, it takes the damage again if whenever it fails.

Primal Might

3rd-level abjuration

- **Classes:** Druid
 - **Casting Time:** 1 action
 - **Range:** Self
 - **Components:** V, S, M (a handful of leaves)
 - **Duration:** Concentration, up to 1 minute
-

While you are on the ground, nature extends living roots up into your body. Until the spell ends or you stop touching the ground, you reduce all damage you take by 5 and you add 5 to all Strength, Dexterity, and Constitution saving throws.

Prophets of Annihilation

10th-level transmutation

- **Classes:** Cleric, Druid, Sorcerer, Warlock, Wizard
- **Casters:** 4
- **Casting Time:** 4 days
- **Range:** 30 feet

- **Components:** V, S, M (the pieces of a broken artifact, one of each elemental creature, and four eyes of titans)
 - **Duration:** Instantaneous
-

This spell is cast across space. One caster must be on the Material plane (or another plane of converged elements), one on the Astral, one on the Ethereal, and one in the plane of most chaos. While the spell is being cast, each caster can sense through the others' senses. Each caster takes a piece of the artifact, an elemental, and an eye used in as material components.

Once finished, the caster physically merges with their elemental, gains their titan's eye as an additional eye, and disintegrates their artifact piece to dust. You and every other caster also count as an elemental for abilities and features that require or sense it, and you all have truesight out to the spell's range.

Additionally, the spell grants access to the Annihilation action. When you take this action, a wave of chaos and anti-creation expands from you for the spell's range. Each creature and objects that aren't being worn or carried must succeed on a Charisma saving throw or take 12d6 force damage. The damage changes to another type if there is another best suited to a creature or object's annihilation, such as a vulnerability to bludgeoning damage causing the wave to deal bludgeoning damage to that creature, or if the creature is resistant or immune to force damage. A creature that succeeds takes half damage.

Rain of Fists

4th-level evocation

- **Classes:** Wizard
 - **Casting Time:** 1 action
 - **Range:** Self (30-foot radius)
 - **Components:** V, S
 - **Duration:** Concentration, up to 1 minute
-

Around you a storm of fists appears and swirls for the duration. When you cast this spell, you can designate any number of creatures to be unaffected by it. Any other creature that starts its turn within 30 feet of you in any direction or enters the area for the first time on its turn must make a Dexterity saving throw. On a failure, it takes 5d6 bludgeoning damage and is pulled 15 feet closer to you. A creature that succeeds takes half as much damage and isn't pulled closer.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the bludgeoning damage increases by 1d6 for each slot level above 4th.

Rashni's Iron Judgement

6th-level conjuration

- **Classes:** Cleric, Sorcerer, Wizard
 - **Casting Time:** 1 action
 - **Range:** Touch
 - **Components:** V
 - **Duration:** 1 round
-

You attempt to send a creature to the realm of broken weapons, what could be called the afterlife of everything forged to kill, to be judged by their metallic faces. The nature of such a place (whether it be a plane, a demiplane, or other) is up to the DM. The target must make a Charisma saving throw. It has disadvantage if it has a metal weapon in its hand.

On a failed save, the target is banished to that realm until the end of its next turn. Until then, it is judged by the broken weapons. If the target has killed with a metal weapon before, it takes 6d6 + 30 force damage. Otherwise, the weapons find the target innocent. If it has killed with a metal weapon in its hand, that weapon stays behind to join the broken weapons, unless it is an artifact.

If the target succeeds on the save but has still killed with a metal weapon it is holding, the broken weapons reach across their realm, and the target takes 6d6 force damage. Otherwise, the spell has no effect.

If a creature dies in the realm of broken weapons, its body becomes a weapon to join the armory.

Ravenous Solitude

3rd-level enchantment

- **Classes:** Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** 60 feet
 - **Components:** V, S
 - **Duration:** Up to 1 round
-

You make a creature's thoughts turn against itself with attacks of rejectedness, anxiety, and loneliness. Choose a creature you can see within range and that isn't within 15 feet of one of its allies. The creature must make a Wisdom saving throw or take 5d6 psychic damage, or half as much

on a success. If it ends its next turn more than 15 feet away from an ally, it must save again against another 5d6 psychic damage or half as much on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the initial psychic damage increases by 1d6 per slot level above 3rd.

Reach of the Astral Dreadnought

7th-level conjuration

- **Classes:** Bard, Sorcerer, Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** Self (90-foot radius)
 - **Components:** V, S, M (a cord of silver)
 - **Duration:** Instantaneous
-

You momentarily conjoin parts of the astral and your current plane, allowing an astral dreadnought through via your summons. Choose one creature you can see within 90 feet of you as the target for the astral dreadnought. Make three melee or ranged spell attacks against it. If the first or second hit, they each deal 3d6+9 slashing damage.

If the third hits, it deals 5d10+9 piercing damage. If the target is Huge or smaller and this damage reduces it to 0 hit points, the astral dreadnought swallows it. The swallowed target, along with everything it is wearing and carrying, appears in an unoccupied space on the floor of the dreadnought's Demiplanar Donjon. This is a demiplane that can be entered by no other means except a *wish* spell or the astral dreadnought's Donjon Visit ability. A creature can leave the demiplane only by using magic that enables planar travel, such as the *plane shift* spell. The demiplane resembles a stone cave roughly 1,000 feet in diameter with a ceiling 100 feet high. Like a stomach, it contains the remains of the dreadnought's past meals. The dreadnought can't be harmed from within the demiplane. If the dreadnought dies, the demiplane disappears, and everything inside it appears around the corpse. The demiplane is otherwise indestructible.

After you make the three attacks, the planes realign and the dreadnought is shunted to the astral once more. While conjured by you, the dreadnought is a façade, and not a true creature. Additionally, this spell fails if cast on the astral plane.

Reap

6th-level conjuration

- **Classes:** Warlock, Wizard
- **Casting Time:** 1 action
- **Range:** 120 feet
- **Components:** S, M (a scythe)

- **Duration:** Instantaneous
-

Choose two points you can see within range. A colossal scythe appears and swings between the points before fading away. Each creature caught in its path must make a Wisdom saving throw. A creature takes 6d6 + 30 necrotic damage on a failed save. If this leaves a creature in its true form with less than 10 hitpoints, it is instantly slain and can't be resurrected by magic of lower than 6th level.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the necrotic damage increases by 1d6 for each slot level above 6th.

Requiem of a Soul

7th-level necromancy

- **Classes:** Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** Self (150-foot radius)
 - **Components:** V, S, M (a soul, either trapped within a *soul cage*, a phylactery, or a signed contract of a creature handing off its soul, which is consumed in the spell)
 - **Duration:** Concentration, up to 1 minute
-

You hold a soul in your hands and begin a nuclear process that maximizes its power. Immediately or as an action on a later turn, you can release the soul, choosing a point you can see within 150 feet of you. Each creature within a 30-foot-radius sphere centered on it must make a Charisma saving throw or take 12d6 force damage, or half as much on a success. You can increase the power of the explosion as an action, adding 2d6 to its eventual explosion.

If you lose concentration or end it without releasing the soul, it explodes centered on you. When charging, every creature within 1 mile can feel the presence of soul being burned away to its essence at your location.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the initial force damage increases by 3d6 for each slot level above 7th.

Rose Gate

3rd-level abjuration

- **Classes:** Paladin, Bard, Druid, Wizard
- **Casting Time:** 1 action
- **Range:** Self (60-foot radius)

- **Components:** V, M (a rose)
 - **Duration:** Up to 1 round
-

You protect yourself and up to 6 allies you can see within 60 feet of you with the rose gate, a calming and beautiful force. Each creature protected has resistance to all damage until the end of your next turn.

Royal Death Decree

3rd-level enchantment

- **Classes:** Sorcerer
 - **Casting Time:** 1 action
 - **Range:** Self (30-foot cone)
 - **Components:** V
 - **Duration:** Instantaneous
-

You issue a decree of death. Each creature in a 30-foot cone starting from you takes 6d8 psychic damage. A creature can take half as much damage by dropping prone when it hears the decree, or if it is prone already.

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

Saga's Poison

5th-level conjuration

- **Classes:** Druid, Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** 30 feet
 - **Components:** V, S, M (the fang of a poisonous reptile)
 - **Duration:** Instantaneous
-

You shape your fingers into the head of a naga and fling its poison at a creature you can see within range. The creature must make a Constitution saving throw. The target takes 10d8 poison damage on a fail, or half as much on a success.

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

Salt in the Wound

4th-level transmutation

- **Classes:** Bard, Cleric, Druid, Ranger, Sorcerer, Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** Touch
 - **Components:** V, S, M (a handful of salt)
 - **Duration:** Instantaneous
-

You reach out and throw salt into the wound of a creature, magically invoking it to worm through its body and shred its insides. Make a melee spell attack against a creature you can reach. On a hit, the target loses 4d8 hitpoints if it is above half health or 8d8 hitpoints if it is below, or loses half as many hitpoints on a miss. Oozes lose twice as many hitpoints from this spell.

Santa Claws

Transmutation cantrip

- **Classes:** Druid, Sorcerer, Wizard
 - **Casting Time:** 1 action
 - **Range:** Touch
 - **Components:** V, S
 - **Duration:** Instantaneous
-

Your hands become icy claws as you make a melee spell attack against a creature you can reach. On a hit, you deal 1d6 slashing damage, and if you move around the creature in a circle on the current turn (returning to where you began), you deal an additional 1d6 cold damage as the winter winds pierce the wound.

The spell's damage increases by 1d6 when you reach 5th level (2d6 slashing and a possible 2d6 cold), 11th level (3d6 and 3d6), and 17th level (4d6 and 4d6).

Sanctum of Magic

8th-level conjuration (ritual)

- **Classes:** Bard, Sorcerer, Warlock, Wizard
 - **Casting Time:** 8 hours
 - **Range:** Touch
 - **Components:** V, S, M (a colored diamond worth at least 3,000 gp, which is consumed)
 - **Duration:** Instantaneous
-

You create a sanctum of your magic. This sanctum could manifest as a tower, a small dungeon, an enchanted tree, or more abstractly, such as a mural or tattoo on a willing creature. Work with your DM to create the specifics of your sanctum. Once finished, your sanctum's range is 120 feet.

You can enter and exit the sanctum as an action when you touch it. If another creature knows the sanctum's nature, it can also enter and exit as an action. If your sanctum isn't a physical space, as with a mural or tattoo, the creatures and objects appear in the depiction and are visible to any creature that sees it.

If you are within range of your sanctum and you expend the last of one of your spell slots, there is a 50% chance you regain it if it is 1st level, a 25% chance if it is 2nd level, and so on, to a maximum of 4th level.

Additionally, as an action while inside or touching your sanctum, you can swap one of the spells you know for another on your spell list.

Finally, while you are within range of your sanctum and fail a saving throw, attack roll, or ability check, you can draw from the sanctum's magic to reroll it with advantage. You can't access that sanctum or use any abilities with it for 24 hours while its magic recharges.

A sanctum of magic can't be dispelled with *dispel magic*, but can be destroyed with *disintegrate*.

At Higher Levels. You can have up to 8 sanctums at once. To create an 9th, you must cast this spell at 9th-level while you already have 8 sanctums to create a 9th.

Saving Grace

3rd-level evocation

- **Classes:** Bard, Cleric, Paladin, Ranger, Sorcerer, Wizard
 - **Casting Time:** 1 action
 - **Range:** 30 feet
 - **Components:** V
 - **Duration:** Concentration, up to 1 minute
-

A willing humanoid you can see within range gains a healing ability and will to carry it out through the darkest times. The target of the spell ignores difficult terrain, they don't provoke attacks of opportunity, they have advantage on Strength checks and Strength saving throws, and as an action they can cause a creature other than themselves that they touch to regain 4 hitpoints.

Finally, a creature under the effect of this spell who is frightened can still move closer to the source of its fear.

Scorchline Artifact

6th-level evocation

- **Classes:** Cleric, Sorcerer
 - **Casting Time:** 1 action
 - **Range:** Self (60-foot circle)
 - **Components:** V, S, M
 - **Duration:** Instantaneous
-

A circle of fire and a line of force erupt from you to a point you can see within 60 feet of you. The circle starts with you on one side and the point on the opposite side of the circle, with the 1-inch-wide line between you. Each creature affected must make a Dexterity saving throw. On a failed save, a creature takes 6d8 fire damage, and an additional 6d8 force damage if it is within the line, or half as much fire damage (and force if within the line). Whether or not a creature affected by the line fails, it is pushed to the side it is closer to, and then the fire and line fade.

Self Petrification

4th-level transmutation (ritual)

- **Classes:** Bard, Warlock, Wizard
 - **Casting Time:** 1 minute
 - **Range:** Self
 - **Components:** V, S
 - **Duration:** Varies
-

You petrify yourself into stone. You can choose how long you remain petrified, from as little time as a minute to as long as a year. If you take damage while petrified in this way, you immediately revert. Additionally, you can set any number of conditions for you to revert early of the duration, such as a word someone speaks to your petrified form or an amount of blood poured over your stone.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the amount of time you can petrify yourself multiplies by five years for each slot level above 4th.

Shooting Star

4th-level evocation

- **Classes:** Bard, Druid, Ranger, Sorcerer, Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** Self (120-foot line)
 - **Components:** S
 - **Duration:** Instantaneous
-

A star shoots out from your eye to pierce through space in front of it. The first creature in a line stretching the spell's line length from you must make a Constitution saving throw or take 4d6 force, 4d6 radiant, and 4d6 piercing damage, or half as much on a success. On a failure, the star pierces through them and on to the next creature in the line, who must make the same saving throw, taking the same damage or half. The star continues until a creature succeeds, caught in their body to wink out, or it travels the spell's line length and fades away.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the spell's line length increases by 30 feet per slot level above 4th.

Skinscales

2nd-level abjuration

- **Classes:** Druid, Sorcerer
 - **Casting Time:** 1 action
 - **Range:** Touch
 - **Components:** V, S, M (a bit of shedded snakeskin)
 - **Duration:** 1 hour
-

You touch a willing creature and grant it supernatural scaly defenses. For the duration the creature can reduce incoming damage by twice the caster's spellcasting ability modifier as a reaction. The spell ends once the creature has reduced damage in this way three times.

At Higher Levels. The creature can reduce damage one additional time for every spell level above 2nd.

Snakemake

3rd-level transmutation

- **Classes:** Druid, Ranger, Wizard
 - **Casting Time:** 1 action
 - **Range:** Touch
 - **Components:** V, S, M (an object you are holding)
 - **Duration:** Instantaneous
-

When you cast this spell, you turn any non-artifact item you are holding into a giant constrictor snake under your control, the statistics of which can be found in the *Monster Manual* on page 324. When you cast this spell, and as an action on each of your subsequent turns, you can control the action of the creature, using its senses when you do so. If it could take a reaction, you must use your reaction to do so. If you don't control the creature, it takes the Dodge action if there are hostile creatures around it, or otherwise does nothing. When you are controlling the creature and it deals damage, you are healed for half the damage it deals. The snake turns back into the object after 1 hour or when it is killed.

Snap Star

1st-level evocation

- **Classes:** Bard, Sorcerer, Wizard, Warlock
 - **Casting Time:** 1 action
 - **Range:** 30 feet
 - **Components:** V, S
 - **Duration:** Instantaneous
-

You snap and create a tiny facsimile of a star at a point you can see within range. Each creature that isn't blinded and within 15 feet of the point must succeed on a Constitution saving throw or take 2d4 radiant damage and be blinded until the end of their next turn, or no effect on a success.

When you cast this spell, you can close your eyes to avoid being blinded, and you automatically succeed on the save.

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

Soul Burning Implosion

1st-level evocation

- **Classes:** Cleric, Wizard, Warlock
 - **Casting Time:** 1 action
 - **Range:** 300 feet
 - **Components:** V, S, M (one tenth of the remaining years of your life (rounded up to the nearest whole number), which is consumed by the spell)
 - **Duration:** Instantaneous
-

You burn one or more years of your life and create an implosion centered on one point you can see within range. Each creature within a 30-foot radius sphere of the point must make a Wisdom saving throw. On a failed save, a creature takes 6d10 necrotic damage and is stunned until the end of their next turn. The necrotic damage can't be reduced or prevented in any way. On a success, a creature takes half as much necrotic damage and isn't stunned.

The removal of one year or more of your life could cause you to die of old age earlier or some other death ordained by fate. The DM has the final say. If you cast this spell again, it takes 1/10th off of your life without any castings of this spell: if you cast it a 10th time, it will be 10 of 10, and you will die and can't be revived, short of *true resurrection.*

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

Soul in the Mirror

8th-level necromancy

-
- **Classes:** Cleric, Warlock, Wizard
 - **Casting Time:** 1 hour
 - **Range:** Self
 - **Components:** V, S, M (a humanoid corpse, 1,000 gp worth of silver powder, and a reflective surface)
 - **Duration:** Instantaneous
-

You touch a creature's body and call its soul back into its body to revive it. The creature must be willing and not more than 100 years dead. The body need not be complete, and the spell regenerates lost organs and limbs. However, once revived, the creature is shunted into the reflective surface used for this spell (a mirror, glass, reflective metal, etc). It exists in a mirror dimension within the reflecting item, imprisoned until that item is destroyed, setting the creature's soul free and returning its empty body. The prisoner exists in stasis, needing nothing to sustain.

While imprisoned, you can shapeshift into the prisoner as an action. Only your physical form changes, using the prisoner's Strength, Dexterity, and Constitution scores, gaining any racial benefits, and any other physical boons that might accompany the prisoner's body. You can revert to your form as an action.

You can have any number of prisoners, but only one prisoner per reflective surface. If a prisoner is freed while you are shapeshifted to their form, you immediately revert and must make a Charisma saving throw against your own spell save DC or lose your soul and die.

Spatial Collapse

3rd-level evocation

-
- **Classes:** Sorcerer, Wizard
 - **Casting Time:** 1 action
 - **Range:** 120 feet
 - **Components:** S
 - **Duration:** Concentration, up to 1 minute
-

You warp space around and within a creature to condense, turning it into a dense ball of mass. A creature you can see within range must make a Constitution saving throw or take 7d6 bludgeoning damage and begin to condense. It can repeat the saving throw at the end of each of its turns. For

each saving throw it fails, it is condensed one level higher, as shown on the table below, and it takes an additional 4d6 bludgeoning damage.

If the target succeeds, it takes half as much damage and it lowers one condensed level. The spell ends if it lowers from level 1. If a target's size is reduced below Tiny, its dimensions are reduced to a fourth of its previous.

Condensed Level

Level	Effect
1	Target's speed is halved
2	Target's size is reduced by 1
3	Target's speed is 0 and it is incapacitated
4	Target's size is reduced by 1 and it is paralyzed
5	Target is petrified and sphere shaped
6	Target is reduced to 0 hitpoints

Spellglobe

Conjuration cantrip

-
- **Classes:** Bard, Sorcerer, Wizard
 - **Casting Time:** 1 action
 - **Range:** Self
 - **Components:** V, S, M (a glass globe and another object worth at least 1 cp each)
 - **Duration:** Instantaneous
-

This spell is a commonly learned first cantrip for arcane casters. You magically teleport an object in your hand into the glass globe in your other, provided it can fit. The object can't be bigger than 5 feet in any dimension. The globe can be broken with 25 bludgeoning damage (or other types of damage the DM rules applicable) and it has 10 AC. Casting this spell on a globe with an item in it while you have an empty hand teleports the item to that hand. Breaking the globe always keeps the internal object intact.

When you reach 5th level, the object you teleport can be up to 10 feet in any dimension. It can be up to 15 when you reach 11th level, and 20 when you reach 17th level.

Sphinx's Roar

7th-level evocation

-
- **Classes:** Sorcerer, Wizard
 - **Casting Time:** 1 action
 - **Range:** Self (60-foot cone)
 - **Components:** V
 - **Duration:** Concentration, up to 1 minute
-

You produce an exuberant magical roar. Each creature in a 60-foot cone must make a Wisdom saving throw. A target that fails the save is deafened and frightened for the duration. While frightened, a target is paralyzed, and at the end of each of its turns, it can make another Wisdom saving throw. On a success, the spell ends on the target.

Spiteful Swing

3rd-level evocation

- **Classes:** Bard, Paladin, Ranger, Warlock, Wizard
 - **Casting Time:** 1 attack, which replaces an attack you would make with the Attack action
 - **Range:** Touch
 - **Components:** S, M (a melee weapon worth at least 1 cp)
 - **Duration:** Instantaneous
-

You make a melee spell attack against a creature that damaged you since the end of your last turn within your weapon's range, brandishing it at the target. On a hit, the target takes 3d6 psychic and 3d6 additional damage, or half as much on a success. The second damage dealt is the weapon's damage type.

Stand and Deliver

2nd-level transmutation

- **Classes:** Atavist, Ranger
 - **Casting Time:** 1 reaction, which you take immediately before a creature's turn
 - **Range:** 60 feet
 - **Components:** V
 - **Duration:** Instantaneous
-

You move with a supernatural speed immediately before a creature you can see begins its turn. You can move up to your speed and make one weapon attack. Whether you hit or miss, the target takes an additional 10 force damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the spell deals 5 additional force damage for each slot level above 2nd.

Steps of a Tower

3rd-level divination (ritual)

- **Classes:** Wizard
 - **Casting Time:** 1 action
 - **Range:** Touch
 - **Components:** V, S, M (a bottle of white ink)
 - **Duration:** Concentration, up to 1 hour
-

You inscribe a magic glyph onto a step or area of ground no larger than a 5 foot square. For the duration of the spell, you can inscribe additional glyphs onto similar areas as an action. The glyphs are invisible to creatures other than you, though they are easily visible with **detect magic**. You know when an area with a glyph is stepped on by a creature, a rough estimate of that creature's weight, and one more clue that you choose as a glyph variant when you cast the spell.

State of Nature. You learn the creature's type and one factoid about its anatomy, e.g. it has three arms, it has an exoskeleton, or it has blue eyes.

State of Strength. You learn generally how strong the creature is. The DM tells you if the creature is far below your own power, slightly below, about the same, slightly above, or far above.

State of Mind. You learn the creature's current emotional state: if it is feeling happy, sad, fear, anger, disgust, or surprise. The DM may or may not elaborate.

If you inscribe the same glyph on an area every day for a year, it becomes permanent, and you always gain the information as long as you are on the same plane. If you inscribe two glyphs on the same area, you only receive information from the newest one.

Still Waters Run Deep

9th-level transmutation

- **Classes:** Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** Self
 - **Components:** V, S, M (the heart of a meteor that fell into ocean depths)
 - **Duration:** Concentration, up to 10 minutes
-

You transform yourself and everything you're wearing into a Kraken. You gain its statistics, retaining your alignment and Intelligence, Wisdom and Charisma scores. You also retain all of your proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you, but higher than yours, use the creature's bonus in place of yours.

You assume the hit points and Hit Dice of the kraken. When you revert 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 retain the benefit of all features from your class, race, or other source and can use them if the kraken could physically use them.

You have no regional effects or lair actions, but you can use the kraken's legendary actions. Additionally, you have the Legendary Resistance trait (if you fail a saving throw, you can choose to automatically succeed) and can use it up to three times while the spell lasts.

Stunning Stomp

3rd-level evocation

- **Classes:** Druid, Ranger
 - **Casting Time:** 1 action
 - **Range:** Self (15-foot radius)
 - **Components:** V, S
 - **Duration:** Up to 1 round
-

You channel the stomping might of titanic creatures. Each creature within 15 feet of you must make a Constitution saving throw. On a failure, a creature takes 4d6 thunder damage and is stunned until the start of your next turn. On a successful saving throw, a creature takes half as much damage and isn't stunned.

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

Sun Rises

9th-level evocation

- **Classes:** Druid, Wizard
 - **Casting Time:** 1 action
 - **Range:** 30 feet
 - **Components:** V
 - **Duration:** Concentration, up to 1 minute
-

You create a miniature sun over a creature you can see within range. The target immediately and at the start of each of its turns for the duration takes 10d10 radiant damage and can't regenerate hitpoints while under the sun. The sun casts bright sunlight for 150 feet, and dim for another 150. It stays with the target if it moves or teleports less than 300 feet.

The target can attempt to destroy the sun by making a Charisma saving throw against your spell save DC as an action, ending the spell on a success.

Sunlight Strike

2nd-level evocation

- **Classes:** Paladin
- **Casting Time:** 1 action

- **Range:** 15 feet
 - **Components:** V, M (a melee weapon)
 - **Duration:** Instantaneous
-

You point a melee weapon and move forward in a line up to the spell's range at the speed of light for a moment, striking a creature that is in sunlight and within your weapon's range. Opportunity attacks made against you have disadvantage until the end of the current turn. The creature must make a Dexterity saving throw or take three times your weapon's damage dice + 4d4 in radiant damage, or half as much damage on a successful save. On a success or fail, you reappear in front of the creature.

At Higher Levels. If you cast this spell using a spell slot of 3rd level or higher, the radiant damage increases by 1d4 for each slot level above 2nd.

Superheroism

5th-level enchantment

- **Classes:** Bard, Paladin
 - **Casting Time:** 1 action
 - **Range:** 30 feet
 - **Components:** V
 - **Duration:** Concentration, up to 10 minutes
-

Up to five willing creatures that hear you within range are imbued with a super heroic energy. Until the spell ends, an affected creature is immune to being frightened and charmed and gains 15 temporary hitpoints at the start of each of its turns. If a creature is under half its hitpoint maximum, it gains 20 temporary hitpoints instead.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can target one additional creature for each slot level above 5th.

Sweet Dreams

Enchantment cantrip

- **Classes:** Bard, Wizard
 - **Casting Time:** 1 minute
 - **Range:** Touch
 - **Components:** V
 - **Duration:** Instantaneous
-

You put your hand on a willing creature and hum, whisper, or softly sing a melody, putting it to sleep. The creature sleeps through a long rest, dreaming of happy and good things, and doesn't awaken due to insomnia or the like

Sword of Damocles

3rd-level conjuration

- **Classes:** Bard, Cleric, Wizard
 - **Casting Time:** 1 action
 - **Range:** Touch
 - **Components:** V
 - **Duration:** Up to 10 minutes
-

In the casting of this spell, you touch a creature and conjure a sword of Damocles over its head. The first melee attack that the creature hits each turn while under the spell's effect deals an additional 6d6 radiant damage. If the target of the spell is hit with a melee attack from a hostile creature, the sword of Damocles transfers to the attacker, and the attacker gains the effects of the spell instead. This can continue until the duration ends. Once the weapon of divinity affects a creature other than the first target, the spell can't be ended early or dispelled.

A creature under the sword can only move if movement brings the creature closer to a hostile creature than when it started moving. The moment the sword of Damocles is conjured, each creature that can see it feels the fragility of the blessing and knows that it could easily be taken.

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

Talos Arcana

10th-level transmutation

- **Classes:** Bard, Sorcerer, Wizard, Warlock
 - **Casters:** 6
 - **Casting Time:** 3 days
 - **Range:** 30 feet
 - **Components:** V, S, M (an inanimate construct of Gargantuan size worth at least 1,200,000 gp, and the components consumed by the spell: 6 lich phylacteries, adamantine worth 300,000 gp, and the heart of a tarrasque)
 - **Duration:** Instantaneous
-

Six casters instill soul and mind into a gigantic mechanical construct, the Talos Arcana. Each focuses their magic on one part of the it: the head, the core, the right arm, the right leg, the left arm, and the left leg. The phylacteries are used to create a mighty soul (a phylactery can be substituted with a caster's soul) and the adamantine to fortify it for movement and combat.

The Talos Arcana can fight on its own, but can be piloted willingly by a child of one of the liches (or casters). This grants the Talos Arcana another turn in combat at 10 higher initiative than the first it rolls every round, though the pilot controls its actions unless incapacitated.

The Talos Arcana has a personality with quirks and traits derived from the liches (or casters) consumed to create its soul, but it has an ideal written into it by the casters of the spell they chant while casting. Such an ideal could be "I will protect the world from interplanar threat", or "I will only fight if one or more of my creators are in danger, and otherwise sleep endlessly", or even "The gods oppress humanoids with the cultural myth of reaching godhood which turns them against each other and must be locked away and left behind"; whatever the casters decide.

—

> ## Talos Arcana

> *Gargantuan construct (titan), lawful neutral*

> —

> - **Armor Class** 30 (natural armor)

> - **Hit Points** 615 (30d20+300)

> - **Speed** 300ft., fly 300 ft. (hover)

> —

> |STR|DEX|CON|INT|WIS|CHA|

> |:---:|:---:|:---:|:---:|:---:|:---:|

> |30 (+10)|20 (+5)|30 (+10)|20 (+5)|20 (+5)|20 (+5)|

> —

> - **Saving Throws:** Str +19, Con +19

> - **Skills:** Athletics +19, Insight +14, Perception +14

> - **Damage Resistances:** acid, cold, fire, lightning, thunder

> - **Damage Immunities:** bludgeoning, piercing, and slashing from nonmagical attacks; force, poison

> - **Condition Immunities** charmed, frightened, paralyzed, poisoned, unconscious

> - **Senses** truesight 300 ft., passive Perception 24

> - **Languages** all but rarely speaks

> —

> ***Immutable Form.*** Talos Arcana is immune to any spell or effect that would alter its form.

>

> ***Legendary Resistance (3/Day).*** If Talos Arcana fails a saving throw, it can choose to succeed instead.

>

> ***Freedom of Movement.*** Talos Arcana ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. They can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

>

> ***Magic Weapons.*** Talos Arcana's attacks are magical.

>

> ***Magic Resistance.*** Talos Arcana has advantage on saving throws against spells and other magical effects.

>

> ### Actions

> ***Multiattack.*** Talos Arcana makes any combination of two fist attacks or two crushes.

>

> ***Fist.*** *Melee Weapon Attack:* automatic hit, reach 30 ft., one target. *Hit* 120 force damage, and the target is grappled (escape DC 27) or pushed (up to 30 feet away from Talos Arcana if it is Gargantuan or smaller (Talos Arcana chooses either when it hits).

>

> ***Crush.*** Talos Arcana makes one fist attack against a Huge or smaller target it is grappling. If it hits, the target is crushed. The crushed target is blinded and restrained, and it takes 60 bludgeoning damage at the start of each of Talos Arcana's turns. Talos Arcana can't attack another target with this hand, and can only crush up to two targets at once.

Temporal Beat

Abjuration cantrip

-
- **Classes:** Wizard
 - **Casting Time:** 1 action
 - **Range:** Self
 - **Components:** V, S
 - **Duration:** Instantaneous
-

You can cast this cantrip when you must make a saving throw against an effect at the start or end of your turn. You immediately make a saving throw against it, even if you already have this turn. If you succeed and the effect ends, you can Dash or Disengage as a bonus action.

You gain a 1d4 bonus to the saving throw when you reach 5th level. This bonus increases to 1d6 at 11th level, and 1d8 at 17th.

The Blind Shall See

1st-level divination

- **Classes:** Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** Touch
 - **Components:** S
 - **Duration:** 1 minute
-

You put your hand over the eyes of a willing creature. The target has blindsight to a range of 60 feet, but is blind beyond that radius. The creature can end the effect early as an action.

Thirst of the Bloodwyrn

4th-level evocation

- **Classes:** Sorcerer, Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** 10 feet
 - **Components:** S
 - **Duration:** Instantaneous
-

You reach out a hand and draw the life force out of a creature you can see within range and into you. The target must make a Constitution saving throw. On a failure, it loses 4d10 hitpoints due to life loss and you regain the same amount. On a success, it loses half as much.

Through the Fire and Flames

3rd-level transmutation

- **Classes:** Druid, Sorcerer, Ranger, Wizard
- **Casting Time:** 1 reaction, which you take when you become covered in fire

- **Range:** Self
 - **Components:** V, S
 - **Duration:** Instantaneous
-

When you are covered in fire, as with an explosion, area of effect fire spell, or some fire creating ability such as a red dragon's breath, you can move up to your speed and take one action. That action can only be the Attack action, the Cast a Spell action (a cantrip only), the Dash action, the Hide action, or the Search action.

If you made a saving throw or were the target of an attack for the triggering fire, you take no damage on a successful save or a missed attack and only half as much fire damage on a failed save or a hit attack.

Thunderbolts

3rd-level evocation

- **Classes:** Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard
- **Casting Time:** 1 action
- **Range:** 300 feet
- **Components:** S
- **Duration:** Instantaneous

You spawn three thunderbolts in your hand, shimmering and sounding with radiance and power. You can hurl them at one target or several.

Make a ranged spell attack with each ray. On a hit, a target takes 3d8 thunder or radiant damage (your choice when you cast the spell). You can forgo one of the d8s on a hit to knock the creature prone if it is Large or smaller.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you create one additional thunderbolt for every two slots above 3rd.

Thundersnap

Evocation cantrip

- **Classes:** Bard, Sorcerer, Wizard
- **Casting Time:** 1 action
- **Range:** 30 feet
- **Components:** S

- **Duration:** Instantaneous
-

You audibly snap at a creature within range, sending a visible focused sonic wave at it. Make a ranged spell attack against the target. On a hit, the target takes 1d8 thunder damage. You can't miss objects with this spell that aren't being worn or carried.

On a critical hit with this cantrip, you roll triple the damage dice, instead of double.

At 5th level, the thunder damage increases to 2d8. It increases to 3d8 at 11th level, and 4d8 at 17th.

Time Slight

5th-level transmutation

- **Classes:** Wizard
 - **Casting Time:** 1 action
 - **Range:** Self (30-foot radius)
 - **Components:** V, S
 - **Duration:** Instantaneous
-

You choose a number of creatures you can see within range. Each creature can take their turn on your turn, acting in order of their initiative results, giving up their next turn, skipping it. Each creature chosen can't be affected again until after the end of the next round.

Transposition

2nd-level conjuration

- **Classes:** Wizard
 - **Casting Time:** 1 action
 - **Range:** 30 feet
 - **Components:** V, S, M (a folded piece of paper)
 - **Duration:** Instantaneous
-

You warp the space of two Large or smaller creatures or objects you can see within range. A target must make a Charisma saving throw, which it can choose to fail (objects automatically fail). If both targets fail, they swap places. The spell fails if either target succeeds on the saving throw or if a target would be teleported to a space smaller than it.

Trebuchet

3rd-level transmutation

-
- **Classes:** Sorcerer, Wizard
 - **Casting Time:** 1 action
 - **Range:** 120 feet
 - **Components:** S, M (a small piece of paper with a comparison of two large devices)
 - **Duration:** Instantaneous
-

Choose one Medium or smaller sized creature or object that isn't being worn or carried. The target is launched in a horizontal line up to 120 feet in a direction you choose before falling to the ground, stopping if it impacts a solid surface. A creature can make a Dexterity saving throw to avoid being launched. If the target impacts a creature, the launched creature takes 4d12 + your Strength modifier in bludgeoning damage, and the impacted creature must make a Dexterity saving throw or take the same damage, or half as much on a success.

If the target impacts a 1 foot thick wood or stone wall or thinner, it crashes through the wall, leaving a Medium sized gap in it.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage both creatures take increases by 1d12 per slot level above 3rd.

True Absorb Elements

5th-level abjuration

- **Classes:** Druid, Ranger, Sorcerer, Wizard
 - **Casting Time:** 1 reaction, which you take when you take acid, cold, fire, lightning, or thunder damage
 - **Range:** Self
 - **Components:** S
 - **Duration:** 1 round
-

This spell completely stops incoming energy from harming you and taking some of its energy for your own. You have immunity to the triggering damage type until the start of your next turn. Additionally, you regain a number of hitpoints equal to this spell's level.

True Dragon's Breath

8th-level transmutation

- **Classes:** Sorcerer, Wizard
 - **Casting Time:** 1 bonus action
 - **Range:** Touch
 - **Components:** V, S, M (a ghost pepper)
 - **Duration:** Concentration, up to 10 minutes
-

You touch one willing creature and imbue it with the immense power to breathe out a magical frenzy from its mouth, provided it has one. Choose acid, cold, fire, lightning, or poison. Until the spell ends, the creature can use an action to exhale energy of the chosen type in a 30-foot cone or 30 foot long, 5 foot wide line (it chooses each time it takes the action). Each creature in that area must make a Dexterity saving throw, taking 12d6 damage of the chosen type on a failed save, or half as much damage on a successful one.

True Shield

5th-level abjuration

- **Classes:** Sorcerer, Wizard
 - **Casting Time:** 1 reaction, which you take when you are hit by an attack or make a saving throw against a spell or effect and would take damage
 - **Range:** Self
 - **Components:** V, S
 - **Duration:** 1 round
-

A sphere of energy erupts from you, encasing and protecting you. Until the end of your next turn, the shield absorbs up to 50 damage that you would've taken before shattering, including the triggering attack, spell, or effect, leaving you unharmed. Line effects and spells, such as *lightning bolt* and some dragons' breaths, stop completely at the sphere if its damage is entirely absorbed.

The shield reflects a *magic missile* spell back to the caster, using its spellcasting ability, instead of absorbing the damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the amount of damage the shield absorbs increases by 10 for each slot level above 5th.

Twist This Fate

5th-level transmutation

- **Classes:** Bard, Sorcerer, Wizard
 - **Casting Time:** 1 bonus action
 - **Range:** Self (300-foot radius)
 - **Components:** V
 - **Duration:** Instantaneous
-

You can cast this spell even if you have already cast a spell of 1st level or higher on your turn. When you do, you twist fate to return to the start of your turn. Spent resources are returned, positions are reverted, and time is reset for you and all other creatures within the spell's radius.

If you cast this spell one or more times across iterations of the same turn, you don't regain the spell slot used to cast this spell. On your second or subsequent iteration of your turn, creatures other than you can gain no benefit from **foresight.** Creatures retain memory of the original turn.

Underside

2nd-level transmutation

- **Classes:** Bard, Wizard
 - **Casting Time:** 1 action
 - **Range:** Touch
 - **Components:** V
 - **Duration:** Up to 1 hour
-

You touch the shadow of a creature and your physical form disintegrates and your soul moves within the shadow. For the duration you exist in the creature's shadow, moving with it. If light causes the shadow to disappear, the spell ends, or you end it early as an action, you reappear next to the shadow fully physical.

While in the shadow, you can't be attacked or affected by spells or other magical effects, but you can see out of the shadow.

Urie's Warped Space

3rd-level conjuration

- **Classes:** Wizard
 - **Casting Time:** 1 action
 - **Range:** 30 feet
 - **Components:** V, S, M (an octagon drawn onto paper)
 - **Duration:** Concentration, up to 1 minute
-

You warp up to five unoccupied 5-foot cube spaces within range into blurred, shifting space. If you walk into any of these spaces, you can teleport into another by using 5 feet of movement. If another creature attempts to move through, it can make a Charisma saving throw to attempt to teleport to another space. On a success, it can choose a space and teleport, expending the same movement.

An object or magical effect, such as a spell's area of effect, that goes into a cube can be directed by you to teleport to another cube. For example, you can redirect a shot arrow, or a dragon's breath. You still use the rolls of the creature the attack, effect, or spell is originating from. If the attack, effect, or spell would exceed its range because of the distance travelled, it ends as normal.

Vacuum Hand

3rd-level transmutation

- **Classes:** Bard, Wizard
 - **Casting Time:** 1 action
 - **Range:** 120 feet
 - **Components:** S
 - **Duration:** Instantaneous
-

You move your hand and create a thin vacuum between the hand and a Large or smaller object or creature you can see within the spell's range. A creature can make a Strength saving throw to avoid the effect. Otherwise, the target is pulled 60 feet closer to you in a line, or yourself 60 feet closer to the target (you choose when you cast the spell).

Vampiric Allies

3rd-level conjuration

- **Classes:** Warlock
 - **Casting Time:** 1 action
 - **Range:** 60 feet
 - **Components:** V
 - **Duration:** Up to 1 round
-

You bestow spiritual, vampiric allies to a creature you can see within range. At the end of the target's next turn, the vampiric allies bite onto the souls of creatures within 15 feet of the target. Each creature except those of the target's choice within range must make a Wisdom saving throw or be stunned until the end of its next turn and take 6d4 psychic damage, or take half as much damage and not be stunned on a success. The spell then ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the vampiric allies affect creatures an additional 5 feet away from the target for each slot level above 3rd.

Voidhands

2nd-level conjuration

- **Classes:** Druid, Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** Touch
 - **Components:** V, S
 - **Duration:** Concentration, up to 1 minute
-

You touch the hands of a creature and infuse them with the power of the void. Unarmed attacks the target makes deal an additional 1d6 force damage for the duration of the spell, count as magical, and deal double damage against objects and structures.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the additional force damage increases by 1d6 for every two slot levels above 2nd.

Walk of Ungoliant

5th-level evocation

- **Classes:** Warlock, Wizard
 - **Casting Time:** 1 action
 - **Range:** Self (15-foot radius)
 - **Components:** V
 - **Duration:** Concentration, up to 1 minute
-

You gain eight legs of darkness, increasing your walking speed to 80 feet and allowing you to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. Additionally, you can attack up to three creatures within 15 feet of you as an action. Make an attack roll using your spellcasting ability. On a hit, a creature takes 5d10 necrotic damage.

Your legs of darkness are not fully material, allowing you to still slip and move in the amount of space you otherwise could.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you gain an additional leg and 10 feet of walking speed for every slot level above 5th.

Walk the Ground

4th-level evocation

- **Classes:** Druid, Ranger
 - **Casting Time:** 1 action
 - **Range:** 60 feet
 - **Components:** V, S
 - **Duration:** Special
-

You conjure a relentless seeking energy on a creature you can see within range. A magical line appears between you and it, which follows that creature wherever it goes. At the start of each of its turns, it takes 10 force damage from the line. The spell doesn't end until the creature is dead or the creature spent the time between the end of one of its turns and the start of its next turn not touching the ground, however it accomplishes that feat. The spell can end early if it deals 60 total damage or if a creature successful casts **dispel magic** on the target of the spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the spell can deal an additional 10 damage before it ends early for each slot level above 4th.

Wall of Paper

1st-level evocation

- **Classes:** Bard, Wizard
 - **Casting Time:** 1 action
 - **Range:** 60 feet
 - **Components:** V, S, M (a piece of parchment)
 - **Duration:** Concentration, up to 1 minute
-

A wall of paper unwraps into existence at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 5 feet, or you can shape a flat surface made up of five 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is literally paper thin. It lasts for the duration. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side).

The wall can't be seen through. If moved into, the wall moves with the creature, collapsing on top of it. If the wall is attacked or would take damage, it tears, cuts, or burns easily. If it would be damaged with fire, it spreads, burning one 5 by 5 foot area per adjacent burning area per round. A burned section harmlessly drifts off as ash, as paper would.

Weapon's Kairos

2nd-level conjuration

- **Classes:** Paladin, Ranger
 - **Casting Time:** 1 reaction, which you take when a creature makes a melee attack against you
 - **Range:** Self
 - **Components:** V
 - **Duration:** Instantaneous
-

When a creature makes an attack against you but before the outcome of the attack is decided, you teleport into an unoccupied space within 5 feet of them and make a melee weapon attack as part of the spell. The attack that triggered the spell automatically misses.

Wellspring

1st-level transmutation (ritual)

- **Classes:** Druid
 - **Casting Time:** 1 action
 - **Range:** Touch
 - **Components:** V, S, M (a sigil of water inscribed on the bone of a buffalo)
 - **Duration:** 1 minute
-

You transform and pull up water out of the ground into a miniature spring that lasts for the duration. If left entirely alone, it will form a small oasis, and plant life will begin growing around it. If it is otherwise drunk from, stepped in, or physically interacted with, the spring dries up when the spell ends. Altogether the spring releases ten gallons. The water is especially savory.

West Wind

4th-level evocation

- **Classes:** Druid
 - **Casting Time:** 1 action
 - **Range:** Self (60-foot line)
 - **Components:** V, S
 - **Duration:** Instantaneous
-

You briefly summon the West Wind, a gale of storms, death, and destruction. Each creature in a line 60 feet long and 15 feet wide from you must make a Strength saving throw. On a failure, a target is pushed back 30 feet and takes 4d8 necrotic damage, or half as much damage on a success.

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

What's Mine is Yours

2nd-level transmutation

- **Classes:** Bard, Wizard
 - **Casting Time:** 1 action
 - **Range:** Touch
 - **Components:** V, S
 - **Duration:** 1 minute
-

When you are under the effect of a spell, you transfer it to a creature you touch. If the creature is unwilling, it must make a Dexterity saving throw. On a failure, you transfer the effects of all spells of 2nd level or lower to the target, and you lose those effects. On a success, the spell fails and you retain the effects.

If the original duration was more than 1 round, the spell(s) last 1 minute for the target, before *What's Mine is Yours* ends and the effects fade. Otherwise, it lasts until the end of the target's next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you transfer the effects to the target of spells of levels equal to or less than the level of the spell slot you used, and you lose them.

What's Yours is Mine

2nd-level transmutation

- **Classes:** Bard, Wizard
 - **Casting Time:** 1 action
 - **Range:** Touch
 - **Components:** V, S
 - **Duration:** 1 minute
-

You touch a creature under the effect of a spell and attempt to transfer its effects to you. Make a spellcasting ability check contested by the caster of the spell's spellcasting ability check. If the target is under the effect of spells from multiple casters, use only the check of the highest level spellcaster.

If you succeed, you gain the effects of all spells the target is under of 2nd level or lower, and the target loses the effects of those spells. Regardless of the spells' duration, they last 1 minute for you, before *What's Yours is Mine* ends and they fade.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you gain the effects of spells of levels equal to or less than the level of the spell slot you used, and the target loses them.

Wheel of Force

3rd-level evocation

- **Classes:** Druid, Sorcerer, Wizard
 - **Casting Time:** 1 action
 - **Range:** Self (30-foot radius)
 - **Components:** V, S, M (a fan)
 - **Duration:** Instantaneous
-

A swirl of wind erupts from you. Choose clockwise or counterclockwise when you cast this spell. Each creature in a 30 foot radius around you must make a Strength saving throw. Huge and larger creatures automatically succeed. On a failed save, a creature is rotated around you in the direction of your choice half or a quarter of the circumference of the circle (you choose when you cast the spell). Each creature that failed the save is then incapacitated until the end of their next turn. While incapacitated by this spell, a creature has a speed of 0, and attack rolls against it have advantage.

White Ice

5th-level transmutation

- **Classes:** Druid, Sorcerer, Wizard
 - **Casting Time:** 1 action
 - **Range:** Self
 - **Components:** V, S
 - **Duration:** Concentration, up to 10 minutes
-

You are enveloped by a thick coat of living ice. You gain 20 temporary hitpoints which fade when the spell ends. While these temporary hitpoints last, the coat lasts, which grants you a number of benefits:

- You can reduce any damage you take by 2 + your spellcasting ability modifier.
- The air and objects around you freeze, allowing you to finely control some physics within. If a ranged attack misses you or you reduce its damage to 0, you can target it back towards the attacker as a reaction, making a ranged spell attack against the creature and using its damage roll.
- Your hands are natural melee weapons with which you can attack twice as an action using your spellcasting ability modifier. On a hit, a target takes 2d6 slashing + 2d6 cold damage.
- As a bonus action, you can make a bridge of ice starting from you and extending up to 60 feet in front of you and up to 5 in the air. It is difficult terrain for creatures other than you and

creatures of ice, which expend only 1 foot of movement for every 2 travelled on it. The bridge melts when you make a new bridge or when the spell ends.

As an action, you can gain 10 temporary hitpoints, remaking the coat.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the amount of damage you can reduce increases by 1 and the amount of temporary hitpoints you initially gain increases by 5 for each slot level above 5th.

Worldtree

10th-level conjuration

- **Classes:** Druid, Wizard
 - **Casters:** At least 2
 - **Casting Time:** 1 day
 - **Range:** 60 feet
 - **Components:** V, S, M (a seed from the first tree, and dirt, rock, or other natural parts from any number of planes, all of which is consumed in the tree's growth)
 - **Duration:** Instantaneous
-

You plant a seed into a ground fertilized with pieces of at least one different plane of existence. The more casters partake in casting this spell, the more planes can be connected to the tree. Each caster must have travelled to and deposited a natural part of any given plane for the world tree to form a connection with.

Over the spell's casting, the seed germinates and grows rapidly from the ground. The tree grows as high as 30 feet per caster. Once the spell is finished, any creature can willingly touch any part of the tree and transport itself to one of the planes connected. If a creature takes with them a leaf from the tree and burns it once transported, the world tree calls them back to where it is planted.

Every thousand years, one plane at random is disconnected from the world tree, until all have been severed, and the tree slowly withers and dies.

Zone of Lies

2nd-level enchantment

- **Classes:** Bard, Warlock
 - **Casting Time:** 1 action
 - **Range:** 60 feet
 - **Components:** M (a silver tongue)
 - **Duration:** 10 minutes
-

You create a magical zone that fosters deceit in a 15-foot-radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't discern lies from truth while in the radius, as with making a Wisdom (Insight) check or another way. A creature that fails the save and that can automatically discern lies, such as one with the Divine Awareness trait, can't automatically discern them, but can make Wisdom (Insight) checks to determine truth as normal.

You know whether each creature succeeds or fails on its saving throw. However, creatures affected by this spell don't know if they are or not. Any Wisdom (Insight) checks they make to determine truth are inconclusive. If this spell affects another player character, the DM makes their saving throw in secret.