

LORD RUMFISH PRESENTS

Spells from Elsewhere

OVER *100* NEW SPELLS
FOR ALL CHARACTER LEVELS



LEGALESE

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Design: Mark “Lord Rumfish” Burton.

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FOREWORD

The book you now hold in your hands is not a book at all, and may not even be held in your hands, yet it is filled with the arcane, divine, and otherworldly knowledge of far-flung planes and other potential worlds. These planes and worlds have been left vague to allow the Game Master / Storyteller (whom some refer to as “Dungeon Master,” though such outmoded terminology sounds risqué, at best) ample room to fit the spells into any setting, including Toril or Ravenloft. However, the spells found herein are also alien enough to elicit gasps, giggles, and grumbles from even the most veteran players. Added to this is the fact that these spells are NOT converted from some past D&D book: **these are 101 brand-new, never-before-seen spells** concocted by myself (Lord Rumfish), as well as a few of my playtesters (special mention for Jonathan). If you seek the strange, the fantastic, the phantasmagoric, and the puzzling, you have chosen wisely. Inspiration may be found here too, or just entertainment; mayhap even some staple effects may be found here that one would suppose ought to exist elsewhere, yet somehow do not.

While you will find a list of credits for those who have made this publication possible, I would be remiss if I did not give credit to a special few here. I must thank my playtesters, who also happen to be some of my oldest friends, for without their direct input and creativity many of these spells would not exist. Jonathan, Bob, Ray, James, the other James, Frank, Jason, John, J.J.G., Jordan, Jesse, Will, and a whole host of others too extensive to name, to all of you I offer my sincere thanks for a lifetime of fun.

Those closest to me are even more instrumental in getting me to this point in my life, let alone anything to do with this spell tome. Mom and Dad, you know I love you both dearly and I couldn’t have asked for a better life. To Mary, the love of my life, and an entire universe unto herself, words will never be enough to express how much I love you and how grateful I am to have the time we are given together. Oh, and Gabriel, Ian, Snickers, Dudley, and Rolo: you guys are groovy, even though you got lumped into the same sentence as the dogs.



SPELLS FROM ELSEWHERE

SPELL LISTS

BARD SPELLS

CANTRIPS

Deep Freeze (evocation)
Disturbing Beauty (illusion)
Dreaded Silence (enchantment)
Instant Bake (evocation)
Mana Drain (abjuration)

1st LEVEL

Achromic Purge (transmutation)
Discern Falsehood (divination)
Hematomancy (divination)
Invisible Pothole (illusion)
Loadbearing (transmutation)
Mental Block (illusion)
Minor Rewind (enchantment)
Thinwik's Labyrinth Key (divination)
Warriors of the Waves (conjunction)

2nd LEVEL

Brush with Chaos (enchantment)
Cliff Slinger (conjunction)
Mental Partitions (enchantment)
Mutual Admiration (enchantment)
Peace Offering (evocation)

3rd LEVEL

Horizon's Depths (transmutation)
Insights of the Master (divination)
Mana Transference (abjuration)
Master Key (transmutation)
Three Brothers' Reunion (abjuration)

4th LEVEL

Dramatic Lighting (evocation)
Fool's Polymorph (illusion)
Gilded Visage (transmutation)
Rewind (enchantment)

5th LEVEL

Spelleater (abjuration)
Voice of the Godbanished (evocation)

6th LEVEL

Foster Ego (enchantment)

7th LEVEL

Gaze of the Godbanished (enchantment)

8th LEVEL

Curse of Ineptitude (enchantment)

9th LEVEL

Arch Rewind (enchantment)
Nullmana Destruction (abjuration)
Thoughts Beyond the Cosmos (divination)

CLERIC SPELLS

CANTRIPS

Accursed Strength (transmutation)
Deep Freeze (evocation)
Instant Bake (evocation)
Mana Drain (abjuration)
Spiteful Strike (necromancy)

1st LEVEL

Discern Falsehood (divination)
Loadbearing (transmutation)
Minor Shielding (abjuration)
Thinwik's Labyrinth Key (divination)

2nd LEVEL

Chaotic Health (necromancy)
Peace Offering (evocation)

3rd LEVEL

Glimpse of Heaven (evocation)
Mana Transference (abjuration)
Three Brothers' Reunion (abjuration)

4th LEVEL

Shielding (abjuration)
Whiteflame (evocation)

5th LEVEL

Dual Corruption (necromancy)
Pancake Patches (conjunction)
Spelleater (abjuration)

6th LEVEL

Heavenbolt (evocation)

7th LEVEL

Leveled Retribution (evocation)
Unwholesome Growth (necromancy)

8th LEVEL

Lifeshift (necromancy)
Skeletal Chariot (necromancy)

9th LEVEL

Arch Shielding (abjuration)

DRUID SPELLS

CANTRIPS

Against the Wind (evocation)
Arcing Bolt (evocation)
Deep Freeze (evocation)
Disturbing Beauty (illusion)
Instant Bake (evocation)

1st LEVEL

Bestial Mindset (enchantment)
I am a Rock (transmutation)
Invisible Pothole (illusion)
Loadbearing (transmutation)
Rock Block (conjunction)
Skystone (conjunction)
Thinwik's Labyrinth Key (divination)

2nd LEVEL

Freeze Solid (conjunction)
Spore Cloud (conjunction)

3rd LEVEL

Boulder Toss (transmutation)
Golem's Bane (conjunction)
Horizon's Depths (transmutation)
Mana Transference (abjuration)
Steam Jet (evocation)

4th LEVEL

Cold Current (evocation)
Crushing Winds (evocation)

5th LEVEL

Behold the Elements (evocation)

6th LEVEL

Form of the Elder Treant (transmutation)

7th LEVEL

Conjure Driftmaws (conjunction)

8th LEVEL

Thunderstruck (evocation)

9th LEVEL

Dawn of the Crabs (conjunction)

SPELLS FROM ELSEWHERE

PALADIN SPELLS

1st LEVEL

Discern Falsehood (divination)
Loadbearing (transmutation)
Thinwik's Labyrinth Key (divination)

2nd LEVEL

Peace Offering (evocation)
Radiant Tabard (abjuration)

3rd LEVEL

Mana Transference (abjuration)
Three Brothers' Reunion (abjuration)

4th LEVEL

Ward of Heaven (transmutation)

5th LEVEL

Pancake Patches (conjunction)

RANGER SPELLS

1st LEVEL

Bestial Mindset (enchantment)
Hematomancy (divination)
Invisible Pothole (illusion)
Loadbearing (transmutation)
Rock Block (conjunction)
Skystone (conjunction)
Thinwik's Labyrinth Key (divination)

2nd LEVEL

Cliff Slinger (conjunction)
Spore Cloud (conjunction)

3rd LEVEL

Horizon's Depths (transmutation)

4th LEVEL

Mantle of Leaves (abjuration)

5th LEVEL

Fossilizing Arrow (transmutation)

SORCERER SPELLS

CANTRIPS

Against the Wind (evocation)
Arcing Bolt (evocation)
Deep Freeze (evocation)

Disturbing Beauty (illusion)
Dreaded Silence (enchantment)
Instant Bake (evocation)
Mana Drain (abjuration)
Spiteful Strike (necromancy)
Timetheft Touch (transmutation)

1st LEVEL

Absorb Harm (abjuration)
Achromic Purge (transmutation)
Bloodbolt (necromancy)
Grip of Eternity (transmutation)
Hematomancy (divination)
I am a Rock (transmutation)
Invisible Pothole (illusion)
Loadbearing (transmutation)
Mental Block (illusion)
Minor Rewind (enchantment)
Minor Shielding (abjuration)
Rock Block (conjunction)
Shadow Blast (illusion)
Silken Shackles (conjunction)
Skystone (conjunction)
Thinwik's Labyrinth Key (divination)
Warriors of the Waves (conjunction)

2nd LEVEL

Brush with Chaos (enchantment)
Burden of the World Turtle (transmutation)
Call the Conscripts (conjunction)
Chaotic Health (necromancy)
Cliff Slinger (conjunction)
Freeze Solid (conjunction)
Moment's Pause (transmutation)
Mutual Admiration (enchantment)
Temporal Banishment (transmutation)

3rd LEVEL

Boulder Toss (transmutation)
Elude the Present (transmutation)
Golem's Bane (conjunction)
Horizon's Depths (transmutation)
Insights of the Master (divination)
Majeri's Major Manaburn (evocation)
Mana Transference (abjuration)
Master Key (transmutation)
Piercing Eye (conjunction)
Pinpoint Perforation (evocation)
Retroactive Continuity (transmutation)
Steam Jet (evocation)

4th LEVEL

Cold Current (evocation)
Crushing Winds (evocation)
Dramatic Lighting (evocation)
Fool's Polymorph (illusion)
Gilded Visage (transmutation)
Incessant Ticking (conjunction)

Rewind (enchantment)
Shielding (abjuration)
Whiteflame (evocation)

5th LEVEL

Dual Corruption (necromancy)
Flickerphase (transmutation)
Pummel (transmutation)
Riddle of Shields (illusion)
Scramble (conjunction)
Shadowfrost Burst (illusion)
Spelleater (abjuration)
Voice of the Godbanished (evocation)

6th LEVEL

Enjoy the View (conjunction)
Foster Ego (enchantment)
Majeri's Magnificent Manaburn (evocation)
Run the Gauntlet (evocation)

7th LEVEL

Conjure Driftmaws (conjunction)
Gaze of the Godbanished (enchantment)
Steal Seconds (transmutation)
Unwholesome Growth (necromancy)

8th LEVEL

Curse of Ineptitude (enchantment)
Skeletal Chariot (necromancy)
Thunderstruck (evocation)
Time Halt (transmutation)

9th LEVEL

Arch Rewind (enchantment)
Arch Shielding (abjuration)
Dawn of the Crabs (conjunction)
Majeri's Monumental Manaburn (evocation)
Nullmana Destruction (abjuration)
Replicate Self (necromancy)
Thoughts Beyond the Cosmos (divination)

WARLOCK SPELLS

CANTRIPS

Accursed Strength (transmutation)
Disturbing Beauty (illusion)
Dreaded Silence (enchantment)
Spiteful Strike (necromancy)

1st LEVEL

Absorb Harm (abjuration)
Achromic Purge (transmutation)
Bloodbolt (necromancy)
Hematomancy (divination)
Loadbearing (transmutation)

SPELLS FROM ELSEWHERE

2nd LEVEL

Brush with Chaos (enchantment)
Chaotic Health (necromancy)

3rd LEVEL

Insights of the Master (divination)
Piercing Eye (conjuration)

4th LEVEL

Gilded Visage (transmutation)
Incessant Ticking (conjuration)

5th LEVEL

Dual Corruption (necromancy)
Scramble (conjuration)
Shadowfrost Burst (illusion)
Voice of the Godbanished (evocation)

6th LEVEL

Enjoy the View (conjuration)
Run the Gauntlet (evocation)

7th LEVEL

Conjure Driftmaws (conjuration)
Gaze of the Godbanished (enchantment)
Unwholesome Growth (necromancy)

8th LEVEL

Curse of Ineptitude (enchantment)

9th LEVEL

Nullmana Destruction (abjuration)
Thoughts Beyond the Cosmos (divination)

WIZARD SPELLS

CANTRIPS

Accursed Strength (transmutation)
Against the Wind (evocation)
Arcing Bolt (evocation)
Deep Freeze (evocation)
Dreaded Silence (enchantment)
Instant Bake (evocation)
Mana Drain (abjuration)
Spiteful Strike (necromancy)
Timetheft Touch (transmutation)

1st LEVEL

Absorb Harm (abjuration)
Achromic Purge (transmutation)
Bestial Mindset (enchantment)
Bloodbolt (necromancy)
Grip of Eternity (transmutation)

Hematomancy (divination)
I am a Rock (transmutation)
Invisible Pothole (illusion)
Loadbearing (transmutation)
Mental Block (illusion)
Minor Rewind (enchantment)
Minor Shielding (abjuration)
Rock Block (conjuration)
Shadow Blast (illusion)
Silken Shackles (conjuration)
Skystone (conjuration)
Thinwik's Labyrinth Key (divination)
Warriors of the Waves (conjuration)

2nd LEVEL

Burden of the World Turtle (transmutation)
Call the Conscripts (conjuration)
Cliff Slinger (conjuration)
Freeze Solid (conjuration)
Mental Partitions (enchantment)
Moment's Pause (transmutation)
Mutual Admiration (enchantment)
Temporal Banishment (transmutation)

3rd LEVEL

Boulder Toss (transmutation)
Elude the Present (transmutation)
Golem's Bane (conjuration)
Horizon's Depths (transmutation)
Insights of the Master (divination)
Majeri's Major Manaburn (evocation)
Mana Transference (abjuration)
Master Key (transmutation)
Piercing Eye (conjuration)
Pinpoint Perforation (evocation)
Retroactive Continuity (transmutation)
Steam Jet (evocation)

4th LEVEL

Cold Current (evocation)
Crushing Winds (evocation)
Dramatic Lighting (evocation)
Fool's Polymorph (illusion)
Gilded Visage (transmutation)
Incessant Ticking (conjuration)
Rewind (enchantment)
Shielding (abjuration)
Whiteflame (evocation)

5th LEVEL

Dual Corruption (necromancy)
Flickerphase (transmutation)
Pummel (transmutation)
Riddle of Shields (illusion)
Scramble (conjuration)
Shadowfrost Burst (illusion)
Spelleater (abjuration)
Voice of the Godbanished (evocation)

6th LEVEL

Enjoy the View (conjuration)
Foster Ego (enchantment)
Majeri's Magnificent Manaburn (evocation)
Run the Gauntlet (evocation)

7th LEVEL

Conjure Driftmaws (conjuration)
Gaze of the Godbanished (enchantment)
Leveled Retribution (evocation)
Steal Seconds (transmutation)
Unwholesome Growth (necromancy)

8th LEVEL

Curse of Ineptitude (enchantment)
Skeletal Chariot (necromancy)
Thunderstruck (evocation)
Time Halt (transmutation)

9th LEVEL

Arch Rewind (enchantment)
Arch Shielding (abjuration)
Dawn of the Crabs (conjuration)
Majeri's Monumental Manaburn (evocation)
Nullmana Destruction (abjuration)
Replicate Self (necromancy)
Thoughts Beyond the Cosmos (divination)

SPELLS FROM ELSEWHERE

SPELLS BY SAVING CONSTITUTION (11) THROW

STRENGTH (11)

Against the Wind (evocation)
Behold the Elements (evocation)
Burden of the World Turtle (transmutation)
Crushing Winds (evocation)
Freeze Solid (conjunction)
Grip of Eternity (transmutation)
Invisible Pothole (illusion)
Pummel (transmutation)
Run the Gauntlet (evocation)
Silken Shackles (conjunction)
Voice of the Godbanished (evocation)

DEXTERITY (9)

Behold the Elements (evocation)
Cold Current (evocation)
Golem's Bane (conjunction)
Grip of Eternity (transmutation)
Instant Bake (evocation)
Invisible Pothole (illusion)
Run the Gauntlet (evocation)
Steam Jet (evocation)
Whiteflame (evocation)

Accursed Strength (transmutation)
Achromic Purge (transmutation)
Behold the Elements (evocation)
Chaotic Health (necromancy)
Cold Current (evocation)
Freeze Solid (conjunction)
Gilded Visage (transmutation)
Lifeshift (necromancy)
Run the Gauntlet (evocation)
Spore Cloud (conjunction)
Thunderstruck (evocation)

INTELLIGENCE (14)

Arch Rewind (enchantment)
Brush with Chaos (enchantment)
Curse of Ineptitude (enchantment)
Dreaded Silence (enchantment)
Fool's Polymorph (illusion)
Foster Ego (enchantment)
Invisible Pothole (illusion)
Mental Block (illusion)
Minor Rewind (enchantment)
Rewind (enchantment)
Riddle of Shields (illusion)
Run the Gauntlet (evocation)
Shadow Blast (illusion)
Shadowfrost Burst (illusion)

WISDOM (9)

Disturbing Beauty (illusion)
Gaze of the Godbanished (enchantment)
Horizon's Depths (transmutation)
Mutual Admiration (enchantment)
Peace Offering (evocation)
Piercing Eye (conjunction)
Run the Gauntlet (evocation)
Thoughts Beyond the Cosmos (divination)
Thunderstruck (evocation)

CHARISMA (12)

Enjoy the View (conjunction)
Flickerphase (transmutation)
Glimpse of Heaven (evocation)
Heavenbolt (evocation)
Incessant Ticking (conjunction)
Mana Drain (abjuration)
Nullmana Destruction (abjuration)
Retroactive Continuity (transmutation)
Run the Gauntlet (evocation)
Scramble (conjunction)
Spelleater (abjuration)
Steal Seconds (transmutation)
Thoughts Beyond the Cosmos (divination)



SPELLS FROM ELSEWHERE

SPELLS (101 TOTAL)

ABSORB HARM

1st level abjuration

Casting Time: 1 reaction, which you take when you take force, necrotic, poison, psychic, or radiant damage

Range: Self

Components: S

Duration: 1 round, then 10 minutes

This spell harnesses a portion of the incoming energy, lessening its effect on you and bolstering your health. You have resistance to the triggering damage type until the start of your next turn. Also, you gain 3 temporary hit points for the next 10 minutes. These hit points also absorb damage from the triggering attack, if any damage remains.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the temporary hit points gained increases by 3 for each slot level above 1st.

ACCURSED STRENGTH

Transmutation cantrip

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

You draw upon dangerous energy to briefly perform feats of strength, which exhausts you afterward. Until the beginning of your next turn, you have advantage on Strength checks, Strength saves, and on attack rolls that use your Strength modifier.

Furthermore, damage from attacks that add your Strength modifier gain 1 additional damage of the same type.

At the beginning of your next turn, make a DC 15 Constitution saving throw or you gain 1 level of exhaustion.

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

ACHROMIC PURGE

1st level transmutation

Casting Time: 1 action

Range: 120-feet

Components: V, S

Duration: 1 round

You bend the laws of light and hue, attempting to harm the target by depriving it of all color and even visibility. The target must make a Constitution save or take 4d6 cold damage as heat, light, and color leave its body and belongings (this leaves a bizarre stain on adjacent floors and walls in the colors of the creature and its belongings). If the target fails the save, it also turns invisible until the end of your next turn, a curious side effect of the purge.

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

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AGAINST THE WIND

Evocation cantrip

Casting Time: 1 action

Range: 60-feet

Components: V, S

Duration: 1 round

This spell creates a vortex of polar wind that pushes against the target until the start of your next turn, impeding their movement. The target must succeed on a Strength saving throw or be pushed 15-feet away from you and take 1d4 cold damage. If it failed the save, the creature must spend 2-feet of movement for every 1-foot it moves for the duration, no matter which direction.

The vortex disperses gas or vapor within the creature's occupied squares, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

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

ARCH REWIND

9th level enchantment

Casting Time: 1 action

Range: 120-feet

Components: V, S, M (an alabaster sculpture of a blank book, worth at least 100 gp)

Duration: Instantaneous

This spell causes multiple targets to forget their memories, starting with recent memories and working backwards. Any number of target creatures must make an

Intelligence saving throw; choose one primary target and all others are secondary targets. If the primary target failed, they forget the last 1 month of events. The subject feels detached afterward, as if disconnected from reality in some way. Secondary targets that fail the save forget the last 2 rounds of events, as if they had been subjected to *Minor Rewind*.

If you target only a single creature with this spell, the primary target can forget much more, up to 50 years of memories. An elf or yuan-ti may only be greatly inconvenienced, but a human or half-orc could be a blank page afterwards! The Game Master / Storyteller will determine how this affects a given NPC, but generally they still have access to their class features, proficiencies, and languages (though some might come as a surprise to the creature, who isn't aware of their underlying knowledge of such things). Personality might be entirely rewritten, along with alignment, choice of deity, and other details.

ARCH SHIELDING

9th level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 24 hours

You ward yourself in a spherical purple glowing barrier that envelops your body. This barrier will sustain 300 damage before dissipating, but the barrier does not benefit from your resistances or immunities (nor suffer detrimental effects from vulnerabilities), it takes the full brunt of damage dealt; it also does not absorb

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psychic damage. If an attack deals more damage than the shielding can absorb, the remainder goes to you, and that remaining damage can be reduced by resistances or immunities (or increased by vulnerabilities).

ARCING BOLT

Evocation cantrip

Casting Time: 1 action

Range: 30-feet

Components: V, S

Duration: Instantaneous

You throw a small bolt of lightning towards a target, which can arc off to strike another target. Make a ranged spell attack roll against a creature within range, and on a hit deal 1d6 lightning damage. You gain advantage on the attack roll if the target is wearing metal armor. If you hit the first target, you can cause the bolt to arc over to a creature within 10-feet of the original target, striking the secondary target automatically for 1d4 lightning damage.

This spell's damage increases by 1d6 for the first target and 1d4 for the second target when you reach 5th level (2d6 / 2d4), 11th level (3d6 / 3d4), and 17th level (4d6 / 4d4).

BEHOLD THE ELEMENTS

5th level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 minute

This spell allows the caster to channel the various elements of nature, creating different effects until each of the elements

has been used. For the spell's duration, you may spend an action to perform one of



the following options (no option may be repeated):

- You coat your fist in rock and make a melee spell attack against an opponent within your reach. If you

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hit, the target takes 5d8 bludgeoning damage and must make a Strength saving throw. On a failure, the target is also pushed back 20-feet and falls prone.

- You throw a piece of elemental fire at a target within 120-feet, making a ranged spell attack. If you hit, the target takes 5d8 fire damage, and at the beginning of your next turn that target takes an additional 2d8 fire damage.
- You cause a creature to frost over, trying to damage them and halt their progress. One target creature within 60-feet must make a Constitution saving throw or take 5d8 cold damage and be restrained until the beginning of your next turn. On a successful save, the target takes half damage and is not restrained.
- You launch a bolt of lightning towards a target creature or object within 120-feet (if you are outdoors, the bolt comes from the sky). The target must make a Dexterity saving throw or take 3d8 lightning damage, 2d8 thunder damage, and be deafened until the beginning of your next turn. On a successful save, the target takes half damage and isn't deafened. This option creates thunderous noise that can be heard up to 300-feet away.
- You pick up a target creature or object within 30-feet in a vortex of wind, or a vortex of water if the target is underwater. The target must make a Strength saving throw, and on a failure the target is restrained, incapacitated, and poisoned (due to nausea) until the beginning of your next turn. If the

target succeeds the save, they are only poisoned until the beginning of your next turn.

Once all of the spell's options have been used once, the spell ends.

BESTIAL MINDSET

1st level enchantment

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

This spell simultaneously bolsters and hinders you as you embrace a primitive and instinctual thought pattern. You have disadvantage on Intelligence checks for the duration, but you have advantage on Wisdom (Perception) checks and Wisdom saves. Additionally, you no longer count as a humanoid, you count as a beast for the duration. If someone reads your mind while you are in this state, they can only sense your feelings, not any other surface thoughts or deeper memories.

Other beasts will treat you like a native to the area while this spell is active, which means most beasts will have a neutral reaction and some may be friendly towards you. Your unarmed strikes deal 1d4 bludgeoning damage plus your Strength modifier while Bestial Mindset is active.

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BLOODBOLT

1st level necromancy

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

This disturbing spell allows you to use the blood from a self-inflicted wound as a magical bolt infused with destructive magic. As an action, you deal 1 damage to yourself and then make a ranged spell attack roll against a target within 200-feet. If you hit, the bolt deals 1d12 necrotic damage to the target. You may opt to deal 2 damage to yourself instead, which increases the bolt to 2d8 necrotic damage. You can always choose to use a less powerful bolt to deal less damage to yourself.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you may power the bolt further in the following pattern: deal 3 damage to yourself to launch a bolt that deals 3d8 necrotic damage using a 2nd level spell slot; add 1 damage dealt to yourself and 1d8 necrotic damage for the subsequent bolt for each slot level above 2nd.

BOULDER TOSS

3rd level transmutation

Casting Time: 1 action

Range: 300-feet

Components: V, S, M (a pebble, which you transform into a thrown boulder)

Duration: Instantaneous

You take a pebble and throw it, and the moment it leaves your hand it turns into a hurtling boulder. Make a ranged spell attack against a target within range. On a

hit, the target takes 5d10 bludgeoning damage, is pushed back 10-feet, and is knocked prone. On a miss, the target takes half damage and is not pushed or knocked prone.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, add 1d10 bludgeoning damage for each slot level above 3rd.

BRUSH WITH CHAOS

2nd level enchantment

Casting Time: 1 action

Range: 120-feet

Components: V, S

Duration: Concentration, up to 1 minute

This spell infects a target's mind with chaos, causing hallucinations, jumbled thoughts, overstimulation, and emotional extremes. The target must succeed on an Intelligence saving throw when you cast this spell or be affected by it.

An affected target can't take reactions and must roll a d8 at the start of each of its turns to determine its behavior for that turn (see table).

SPELLS FROM ELSEWHERE

At the end of each of its turns, an affected target can make an Intelligence saving throw. If it succeeds, this effect ends for that creature.

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

BURDEN OF THE WORLD TURTLE

2nd level transmutation

Casting Time: 1 action

Range: 150-feet

Components: V, S

Duration: Concentration, up to 1 minute

This spell causes an oppressive, supernatural weight to settle onto the target creature, which only grows worse with time. The target creature must make a Strength save or be reduced to half speed. The target must repeat this save again at the beginning of each of its turns. After two failed saves, the target is reduced to a speed of 5-feet, as if it was moving using its push/pull/drag weight. After three failed saves, the target falls prone and cannot regain its feet (it may choose to crawl 5-feet). After four failed saves, the target is stunned and takes 2d6 bludgeoning damage at the beginning of each of its turns until the duration expires.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you may target one additional creature and the bludgeoning damage increases by 1d6 for each slot level above 2nd.

Brush with Chaos Behavior	
d8 Roll	Behavior
1	Target begins dancing, taking no action, moving 10-feet in a random direction (roll a d8 and assign a direction to each number), and Strength and Dexterity saves have disadvantage until the beginning of its next turn.
2	The target begins clucking like a chicken. The target takes no action this turn.
3	The target casts the highest-level spell it can use in the highest spell slot available to it, targeting itself. If the target knows multiple spells of that level, it chooses one at random. It takes no other action this turn.
4	The target begins singing boisterously. It cannot communicate, nor can it use verbal components for spells, nor use any command words. The target otherwise may act normally this round.
5	The target takes the Dodge action, focused entirely on avoiding taking damage. The target takes no offensive action but may otherwise act normally.
6	The target uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
7	The target uses its action to make a ranged attack against a randomly determined creature within its range. If the creature has no ranged weapon, it will throw a melee weapon or any other object near at hand as an improvised weapon (PHB p.147-148). If there is no creature within its range, or absolutely no way it can make a ranged attack, the creature does nothing this turn.
8	The creature begins weeping and is blinded until the beginning of its next turn. It may otherwise act normally this round.

SPELLS FROM ELSEWHERE

All in Good Fun

Call the Conscripts is meant to be a humorous inversion of the summoning genre by making humans the "outsiders" who get summoned. However, this could lead to uncomfortable abuses by the players depending on the whims of your group. The Game Master / Storyteller should be clear about what misuses of the spell are going too far, and/or establishing what your group is comfortable with. This is true of all roleplaying, of course, including spells like Friends or Dominate Person, but it bears repeating here. You could also use the summoned commoners as ongoing flavor characters if you keep summoning the same villagers! It might be that the commoners come from an undiscovered material plane world (though the players might visit it later), but if they come from the standard setting of your game then it's always possible the villagers could meet the characters "in real life," with further consequences!

CALL THE CONSCRIPTS

2nd level conjuration

Casting Time: 1 action

Range: 60-feet

Components: V, S

Duration:

Concentration, up to 1 hour

This spell, obviously developed by extraplanar beings, allows you to summon human commoners to any plane other than the prime material to work for you until they die or the spell ends. You summon two human commoners armed with clubs (p. 345 of the Monster Manual) who serve you to the best of their ability for the duration. Like any summoned creature, when a commoner "dies" they return to their original reality unharmed. This spell does not function when cast on the prime material plane (this includes most standard game world settings).

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the number of human commoners summoned increases by 2 and the duration extends by 1 hour for each slot level above 2nd.

CHAOTIC HEALTH

2nd level necromancy

Casting Time: 1 action

Range: 200-feet

Components: V, S

Duration: Instantaneous

You unleash chaos within the target creature's body, altering its health. The target must make a Constitution saving throw, and on a failure takes the full effect of this spell. On a success, the target takes half the effect.

Roll 1d6 to determine the outcome: on a result of 1, 2, or 3, the target takes 3d12 necrotic damage; on a 4, 5, or 6, the target is healed for 3d12.

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

SPELLS FROM ELSEWHERE

CLIFF SLINGER

2nd level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

This spell bolsters a creature's ability to climb, and grants them grappling hooks and rope that can even save them from a fall. The target gains advantage on Strength (Athletics) checks made for climbing, does not have to spend twice as much movement while climbing, and never takes damage from swinging on a rope to land against a solid wall or other object. The creature also gains four coils of silken rope, each 50-feet in length, with grappling hooks already attached.

Finally, should the creature experience a fall, they may use their reaction to roll a Strength (Athletics) check with advantage against DC 15 to toss out a grappling hook and catch themselves after falling 5-feet, stopping the fall.

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



This spell calls forth two unlikely forces of the natural elements, cold and lightning, and forms them into a line to blast your enemies. Creatures within a 5-foot wide, 150-foot long line that starts adjacent to you must make a Dexterity or Constitution saving throw, whichever has the lowest modifier. Creatures that fail take 7d6 cold or electricity damage, whichever would deal more damage (a creature with vulnerability to cold would take cold damage, while a creature immune to cold would take electricity damage). Creatures that succeed take half damage.

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

COLD CURRENT

4th level evocation

Casting Time: 1 action

Range: 150-feet (line)

Components: V, S

Duration: Instantaneous

SPELLS FROM ELSEWHERE

CONJURE DRIFTMAWS

7th level conjuration

Casting Time: 1 action

Range: 60-feet

Components: V, S

Duration: Concentration, up to 8 hours

You summon forth a pair of bizarre creatures known as driftmaws (see sidebars), which appear like floating rocks that can extend grappling tendrils or open giant toothy maws. Two driftmaws appear in unoccupied spaces within range.

The driftmaws are friendly to you and your companions for the duration. Roll initiative for the driftmaws, which have their own turns. Each one obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to a driftmaw, it defends itself from hostile creatures but otherwise takes no actions.

In the plane or home world where driftmaws are native, such creatures can be used (with difficulty) for transportation, and this spell was developed with travel in mind. Though this is *not* a comfortable way to travel, it does allow for long-term flight. Driftmaws

DRIFTMAW

Large monstrosity, unaligned

Armor Class 20 (natural armor)

Hit Points 93 (11d10+33)

Speed 0-feet, fly 10-feet (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	7 (-2)	16 (+3)	6 (-2)

Skills Perception +6, Stealth +2

Senses darkvision 60 ft., passive Perception 16

Languages understands Common, but cannot speak

Challenge 5 (1,800 XP)

False Appearance. While the driftmaw remains motionless, it is indistinguishable from a boulder or rock. In its native world, floating rocks are commonplace and easy to hide amongst. On other worlds, this appearance could still benefit the driftmaw if it lands on a cliff or rocky outcropping.

Grasping Tendrils. The driftmaw can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the driftmaw, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

SPELLS FROM ELSEWHERE

can grapple and carry up to six creatures, although the maximum load for each driftmaw cannot exceed 540 pounds. You cannot exceed a slow pace (18 miles for an 8-hour day of travel) since driftmaws are very slow fliers, but you ignore difficult terrain and may travel “as the crow flies” to cut distances short or make elevation changes easily.

At Higher Levels: When you cast this spell using a spell slot of 9th level, you summon 3 driftmaws rather than 2.

CRUSHING WINDS

4th level evocation

Casting Time: 1 action

Range: 40-feet

Components: V, S

Duration: Concentration, up to 1 minute

This spell causes immense air pressure to bear down on the target creature, crushing and fatiguing them. The target creature must make a Strength saving throw, and on a failure takes 1d8 bludgeoning damage and gains 1 level of exhaustion. At the end of each of the target’s turns, it must repeat the saving throw. This spell does not function in an environment with no air, such as the vacuum of space.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the bludgeoning damage increases by 1d8 for every two slot levels above 4th (2d8 at 6th level, 3d8 at 8th level).

DRIFTMAW, CONT.

ACTIONS

Multiattack. *The driftmaw makes four attacks with its tendrils, uses Reel, and makes one attack with its bite.*

Bite. *Melee Weapon Attack: +7 to hit, reach 5-feet, one target. Hit: 22 (4d8+4) piercing damage.*

Tendril. *Melee Weapon Attack: +7 to hit, reach 50-feet, one creature. Hit: The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the driftmaw can’t use the same tendril on another target.*

Reel. *The driftmaw pulls each creature grappled by it up to 25-feet straight toward it.*

SPELLS FROM ELSEWHERE

CURSE OF INEPTITUDE

8th level enchantment

Casting Time: 1 action

Range: 300-feet

Components: V, S

Duration: Concentration, up to 1 hour

This spell causes a target to forget the most fundamental parts of its training, becoming little better than a tough commoner. The target creature must make an Intelligence saving throw, and on a failure, they treat their proficiency bonus as +0 for the duration. On a success, the target takes 8d6 psychic damage and the spell ends.

DAWN OF THE CRABS

9th level conjuration

Casting Time: 1 action

Range: 300-feet

Components: V, S

Duration: 1 hour

When this spell is cast, a sound of skittering and clacking claws fills the air forebodingly within range, and then a small army of tiny crabs with golden glowing spherical wards emerge from the terrain. You summon 1d6+6 tiny crabs that appear where you designate in unoccupied spaces within range, which are identical to the Monster Manual entry on p. 320 with the following additions:

- The crabs each possess 150 temporary hit points in addition to regular hit points.
- The crabs are under the effects of a *bless* spell, gaining 1d4 added to saves and attacks.

- The crabs have advantage on all attacks, checks, and saves.
- The crabs deal +4d6 radiant damage with their claws, in addition to regular damage.

Finally, whenever a crab dies, you may choose to either deal 4d6 radiant damage to a foe within range or add 150 temporary hit points to one of the remaining crabs.

DEEP FREEZE

Evocation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 24 hours

You freeze food to save for later, or when necessary you deal cold damage to a creature. When you use this spell to preserve objects with cold, the objects turn supernaturally cold and freeze solid, preventing spoilage indefinitely. You may preserve up to 20 pounds of food this way. If you attempt to use this spell offensively, make a melee spell attack against a creature or object within your reach. If you hit, the target takes 2d4 cold damage, and the spell ends.

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

DISCERN FALSEHOOD

1st level divination

Casting Time: 1 action

Range: Touch

Components: V, S

SPELLS FROM ELSEWHERE

Duration: 1 hour

This spell cuts away at illusion and deception, making the truth more plainly revealed. The touched creature gains advantage on Wisdom (Insight) checks made to determine if a creature is lying, and gains advantage on Intelligence (Investigation) checks made to determine if something is an illusion.

DISTURBING BEAUTY

Illusion cantrip

Casting Time: 1 action

Range: 30-feet

Components: V, S

Duration: 1 round

You enhance your features to become both beautiful and terrifying to a target within range. That creature must make a Wisdom saving throw or become charmed and frightened by you until the end of your next turn.

DRAMATIC LIGHTING

4th level evocation

Casting Time: 1 action

Range: 300-feet

Components: V, S

Duration: Concentration, up to 4 hours

This spell allows you to take precise control of light levels within the spell's area; it was originally developed to be used in theatrical performances. Within a 60-foot cube inside the spell's range, you may determine whether each 5-foot square is a bright square (bright light within that square), a dim square (dim light within that

square), or a dark square (magical darkness within that square; creatures with darkvision cannot see through it). These light levels totally overwrite existing light levels, including effects from spells of 3rd level or lower. If you wish, dark squares can appear to have such an extreme backlit contrast that nothing useful can be seen within the square, making it more visually dramatic than cubes of darkness without changing its effectiveness. As an action, you can completely rearrange the light levels within the 60-foot cube, creating entirely different



SPELLS FROM ELSEWHERE

patterns of light and darkness. Finally, you may grant any Charisma (Performance) check made within the cube advantage or disadvantage, as you wish.

DREADED SILENCE

Enchantment cantrip

Casting Time: 1 action

Range: 30-feet

Components: V, S

Duration: 1 round

You warp the target's mind, attempting to cut off its sensory perception while psychically overwhelming it with feelings of isolation. The target must make an Intelligence save or take 1d12 psychic damage and be deafened until the end of your next turn. This spell has no effect against constructs and undead.

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

DUAL CORRUPTION

5th level necromancy

Casting Time: 1 action

Range: 60-feet

Components: V, S

Duration: Instantaneous

This spell strikes two targets unerringly, destroying living flesh or healing undead flesh. A living creature struck takes 8d6 necrotic damage. An undead target struck is healed for 8d6. You may strike any combination of two creatures you wish within range, but you cannot target fewer than two creatures with this spell.

ELUDE THE PRESENT

3rd level transmutation

Casting Time: 1 reaction, which you take when you are about to take damage, be struck, make a saving throw, or otherwise suffer some peril

Range: Self

Components: S

Duration: Instantaneous

In response to some malefic peril, you instantly react to transport yourself into the near future, disappearing from the timestream entirely until then. The triggering peril does not affect you, and you are completely removed into the future, perceiving nothing and experiencing no passage of time until the beginning of your next turn. All effects on you are suspended, you can take no damage, and nothing can target you until then; it is as if you do not exist. When you reenter the timestream, you appear standing on the ground in the nearest unoccupied square to the location you previously occupied. However, when you return you inevitably lose a second or two, whether due to timestream problems or to reorienting yourself, and you cannot perform an action on your next turn (you may perform a bonus action, reaction, and/or movement if you wish).

ENJOY THE VIEW

6th level conjuration

Casting Time: 1 action

Range: 300-feet

Components: V, S

Duration: Instantaneous

SPELLS FROM ELSEWHERE

You teleport a creature up to 160-feet to another point within range, which does not have to be in a safe place or even on the ground. The target creature must make a Charisma saving throw, and on a success takes 5d10 force damage with no further effect. On a failure, the target is teleported up to 160-feet, and the location they arrive at can be in midair, or within a liquid (including lava), or behind a *Wall of Force*, but not inside of a solid object. A fall from 160-feet deals 16d6 bludgeoning damage (1d6 per 10-feet) and knocks the target prone unless they avoid taking damage from the fall. If you drop the target into a deeper hole, falling damage caps at 20d6 bludgeoning damage.

FLICKERPHASE

5th level transmutation

Casting Time: 1 action

Range: 30-feet

Components: V, S

Duration: Concentration, up to 1 minute

This spell causes a creature or object to phase in and out of the timestream, effectively losing rounds of activity. A target creature, or object no larger than a 15-foot cube, must make a Charisma save or it phases out of the timestream into the future. A creature or object that is timeshifted cannot be affected in any way: damaged, targeted, moved, etc. A creature does not experience the passage of time nor perceive their surroundings, and all effects on them are suspended until they return. When the creature or object reenters the timestream, it appears standing on the ground in the nearest unoccupied square to the location it previously occupied. At the beginning of your next turn, the creature

phases back into the timestream and experiences one round of time as usual. At the beginning of your turn after that, the creature phases out into the future timestream once more. This cycle repeats for the duration.

FOOL'S POLYMORPH

4th level illusion

Casting Time: 1 action

Range: 60-feet

Components: V, S, M (a chip of pyrite)

Duration: Concentration, up to 1 hour

You fool the target into thinking they've been polymorphed, when in fact they are perfectly fine. The target must make an Intelligence saving throw, and on a failure the target believes they have been transformed into an animal of your choice from the list below:

- Badger (MM p.318)
- Cat (MM p.320)
- Crab (MM p.320)
- Frog (MM p.322)
- Goat (MM p.330)
- Lizard (MM p.332)
- Poisonous Snake (MM p.334)
- Rat (MM p.335)

This may result in all manner of odd behaviors:

- The target loses the ability to speak or manipulate objects that require opposable thumbs.
- The target mistakenly believes that its equipment has melded into its "new form," and cannot activate, use, wield, or otherwise benefit from any of its equipment.

SPELLS FROM ELSEWHERE

- Spellcasters cannot use verbal components, believe they have no access to material components, and believe they do not have hands to form somatic components. They may only cast spells that require none of these components.
- Weapons, shields, and other held objects will be dropped.
- The target falls prone and crawls (they are suddenly crawling or attempting to slither). As long as the spell continues, the target cannot get back to its feet.
- The target might attempt to use movement capabilities of the “new form” to hilarious effect, such as attempting to burrow, swim, or climb a tree.
- The target may be inclined to make unarmed attacks as it attempts to bite, claw, sting, or otherwise injure its foes. The Game Master / Storyteller will determine whether these attacks are effective enough to count as unarmed attacks.

No amount of convincing from bystanders will make the target believe they are still in their normal form. Every time the target takes damage, they receive a new Intelligence saving throw, and a success ends the spell.

FORM OF THE ELDER TREANT

6th level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (an acorn)

Duration: Concentration, up to 1 hour

This spell transforms you into a particularly powerful treant, as long as you have at least 1 hit point. The transformation lasts for the duration, or until you drop to 0 hit points or die. Your game statistics, including mental ability scores, are replaced by the statistics of a treant. You retain your alignment and personality.



SPELLS FROM ELSEWHERE

You assume the hit points of the new form, which in this case is more than a typical treant: 190 hit points. 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 are limited in the actions you can perform by the nature of your new form, in particular you can't cast spells. Any trees you animate will turn inanimate and try to take root when you revert to your normal form; animated trees use normal treant hit points.

Your gear melds into the new form. You can't activate, use, wield, or otherwise benefit from any of your equipment.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, the hit points of your treant form increase by 20 for each slot level above 6th (210 HP at 7th level, 230 HP at 8th level, 250 HP at 9th level).

FOSSILIZING ARROW

5th level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

The next time you make a ranged weapon attack during the spell's duration, the weapon's ammunition, or the weapon itself if it's a thrown weapon, transforms into stone. Make the attack roll as normal. The target takes normal weapon damage plus 1d6 bludgeoning damage on a hit, and if the target's body is made of flesh, the creature must make a Constitution saving throw. On a failed save, it is restrained as its flesh begins to harden. On a successful save, the creature isn't affected and the spell ends.

A creature restrained by this spell must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails saves three times, it is turned to stone and subjected to the petrified condition for the duration. The successes and failures don't need to be consecutive, keep track of both until the target collects three of a kind.

If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state.

If you maintain your concentration on this spell for the entire possible duration, the creature is turned to stone until the effect is removed.

FOSTER EGO

6th level enchantment

Casting Time: 1 action

Range: Self

Components: None

Duration: 10 minutes

This spell creates a secondary active mind within your brain, which acts on your initiative. The secondary mind cannot move or control your body but does receive sight and sound sensory input, cannot speak (except telepathically), and may perform one purely mental action, bonus action, or reaction during a round. The secondary mind does not receive pain input from your body, and is immune to some conditions that affect the body or the primary mind: the charmed, frightened, incapacitated, paralyzed, poisoned, restrained, and stunned conditions have no carryover effect to the secondary mind, while the primary mind being unconscious only causes the secondary mind to be blinded. The secondary mind does not suffer from insanity if the primary mind acquires it after this spell has been cast (preexisting insanity *does* carry over, however).

The secondary mind may perform purely mental tasks on its own, such as having a telepathic conversation, making a mental check such as Arcana or History, making a sensory roll like Investigation or Perception using sight or sound, etc. It may also cast spells, but there are limits. First, your secondary mind cannot cast more spells than the higher of your Intelligence or Charisma modifiers, minimum 1. Second, any spell, including cantrips, you cast from your secondary mind uses a spell slot one level higher than intended with no beneficial effect (so if you wanted to cast *Magic*

Missile as a 3rd level spell, you would have to use a 4th level spell slot to get the desired effect). Third, since your secondary mind cannot perform verbal, somatic, or material components, it must either cast spells (including cantrips) that have none of those components, or use a spell slot one additional level higher with no benefit in order to bypass this problem (so if you wanted to cast a *Magic Missile* as a 3rd level spell, it would take a 5th level spell slot unless you had some way to remove the components, such as the Subtle Spell class feature of Metamagic for sorcerers, in which case it would only require a 4th level spell slot).

Your secondary mind cannot be given extra actions; it is effectively limited to one purely mental action, bonus action, or reaction each round (spells which normally take 1 round or longer to cast take twice as long for a secondary mind to cast). Your secondary mind can concentrate on a spell independently of you, and without risk of interruption by normal means since it receives no pain input, but only on a spell it has cast. An observing creature may make an Intelligence: Arcana check (DC 20) to realize this spell is active; if realized, your secondary mind may then be separately targeted by spells as if it were an independent creature.

You may have one instance of this spell active at a time; a second casting ends the original spell and begins a new instance. It is inadvisable to cast this spell at the same time as *Mental Partitions*; if you do so, after one or both spells have ended you must make an Intelligence saving throw (DC 20) or suffer from a long-term insanity and an indefinite insanity (DMG p.260).

SPELLS FROM ELSEWHERE

FREEZE SOLID

2nd level conjuration

Casting Time: 1 action

Range: 60-feet

Components: V, S

Duration: 1 minute

You coat a creature in ice, stopping it cold. A target creature or object in range must make a Constitution saving throw or take 3d8 cold damage and become restrained for the duration. On a successful save, the target takes half damage and is not restrained, and the spell ends.

At the beginning of the target's turn each round, it takes an additional 1d4 cold damage. At the end of its turn, it must make a Strength saving throw to break free of the ice. On a success, the restrained condition and the spell end.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you may target an additional creature within range for each slot level above 2nd.

GAZE OF THE GODBANISHED

7th level enchantment

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

This spell causes a transformation of your eyes, turning them into solid orbs of glowing purple that debilitate those who meet your gaze. When a creature that can see your eyes starts its turn within 30-feet of you, you can force it to make a Wisdom saving throw if you aren't incapacitated and can see the

creature. If the saving throw fails, the creature is deafened, frightened of you, and restrained with cowering fear. The creature must repeat the saving throw at the end of its turn each round, ending the effect on a success. The effects last until the creature is successful or is freed by other magic. A creature can be affected multiple times by a single casting of this spell.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see you until the start of its next turn, when it can avert its eyes again. If the creature looks at you in the meantime, it must immediately make the save.

GILDED VISAGE

4th level transmutation

Casting Time: 1 action

Range: 60-feet

Components: V, S

Duration: Concentration, up to 1 hour

You temporarily gild a creature's equipment in gold, making it beautiful, but less effective in combat. The target must make a Constitution saving throw, and on a failure, it loses AC as follows: light armor has -1 AC for the duration; medium and heavy armor have -2 AC for the duration; and shields have -1 AC for the duration. Any weapons it wields deal -1 damage, but other tools are unaffected. However, the target is also impressively beautified, gaining advantage on all Charisma checks and social checks for the duration as well.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, you may target an additional creature within range for each slot level above 4th.

SPELLS FROM ELSEWHERE



GLIMPSE OF HEAVEN

3rd level evocation

Casting Time: 1 action

Range: 60-feet

Components: V, S

Duration: Instantaneous

You send waves of rippling light and healing through an area, restoring allies and damaging undead. This spell affects a 20-foot radius area around a point you choose within range. Allies in that radius are healed for 3d6. Undead and fiends within the radius must make a Charisma save, and those who fail take 3d6 radiant damage. Undead and fiends that succeed take half damage.

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

GOLEM'S BANE

3rd level conjuration

Casting Time: 1 action

Range: 200-feet

Components: V, S

Duration: 2 rounds

This spell draws upon the power of corrosive acid, bathing your target in an agonizing deluge. The target must make a Dexterity saving throw or take 6d6 acid damage at the beginning of their next turn, then 6d4 at the beginning of their turn after that one. Success on the save deals half damage at the start of their next turn, and no further damage.

Against constructs and creatures made of earth, crystal, or stone, the damage increases to 6d8 acid damage at the beginning of their next turn, then 6d6 at the beginning of their turn after that one.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the initial damage increases by 1d6 (1d8 for golems, etc.) and the secondary damage increases by 1d4 (1d6 for golems, etc.) for each slot level above 3rd.

SPELLS FROM ELSEWHERE

GRIP OF ETERNITY

1st level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You imbue yourself with the eternal flow of time, and prepare to drag another creature outside of its flow with you. While you are imbued, you attempt to start a grapple using an Attack action as normal: your Strength (Athletics) check vs. the target's Strength (Athletics) or Dexterity (Acrobatics), and you cannot grapple a creature two or more sizes larger than you or outside of your reach. If you succeed, this spell triggers and both you and the grappled opponent are pulled outside of the timestream in stasis. Neither you, nor your victim, are aware of what transpires while in stasis. All effects on both of you are suspended for the duration, and nothing can damage or target you or your victim, although an effect like *Dispel Magic* can shunt you both back to the present. You continue to occupy your respective squares, seeming to be blurry, indestructible statues.

The amount of time you can remain in stasis is normally up to 1 minute (you can end the spell sooner, but you must specify how long for the stasis to last when you cast it; this duration is independent of the duration of time needed to make a grapple and does not require concentration).

When you come back to the normal timestream, you can choose to continue with your grapple, or you can choose to let go and stop the grapple.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the length of stasis extends (see table).

Grip of Eternity Stasis	
Level	Maximum length
1	1 minute
2	10 minutes
3	1 hour
4	6 hours
5	1 day
6	1 week
7	1 month
8	1 year
9	100 years*

*In a 9th level spell slot, this spell also allows you to affect a creature of any size even if you cannot grapple it (roll the contest as usual, but it does not result in the grappled condition).



HEAVENBOLT

6th level evocation

Casting Time: 1 bonus action

Range: 60-feet

Components: V, S

Duration: Instantaneous

SPELLS FROM ELSEWHERE

This spell creates a bolt of divine energy and quickly launches it towards an ally, a fiend, or undead. A non-fiend, non-undead creature within range is healed for 8d12 points of damage as the bolt revives them.

A fiend or undead creature struck by the bolt must make a Charisma saving throw or take 8d12 radiant damage. A successful save halves the damage.

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

give a vague but accurate prediction based on the table below, failure has no effect.

Hematomancy Results	
Check Result	Information Gained
4 or less	A false prediction ("You will meet the love of your life before midnight.")
DC 5	No information given ("The visions are too murky to make sense of.")
DC 10	A vague but accurate prediction ("You will spill more of your blood before midnight.")
DC 15	A more interesting prediction or information ("The blood of kings flows in your veins.")
DC 20	A more specific prediction or information ("You are a direct descendant of the fallen Kings of Shadow. One of your ancestors will spill your blood before midnight.")
DC 30	Detailed predictions or information ("You are of the lost line of the Kings of Shadow, and your soul is calling out to the crypts we are approaching, which marks them as the Tombs of Shadow. If we enter, your ancestor Ungarth the Reviled will spill your blood, though he has been dead for over 300 years.")

HEMATOMANCY

1st level divination

Casting Time: 1 action

Range: Touch

Components: V, S, M (the blood to be touched and augured)

Duration: 1 round

This spell allows the caster a brief glimpse into the past, to determine what happened when the blood was spilled. It can also grant a vague but accurate divination about a subject when taken deliberately, much like a palm reading or tea leaves. When used to divine information about a creature, you must deal 1 damage to that creature with cutting or piercing damage (such as with a dagger) in order to get the required blood, assuming they are not wounded already. You must roll an Intelligence (Arcana) or Intelligence (Religion) check, success will

When using this spell with blood that has been found in questionable circumstances (sprayed on a wall, dried on the floor, etc.), it grants the caster a brief, accelerated vision of the events that caused the blood to be there, from the perspective of the creature whose blood was spilled. The vision has the element of every sense the creature the blood was taken from possessed, so while a blind man's blood won't have any visuals, the rest of the senses (tactile, smell, taste, auditory) will remain. The caster will also know how long the blood has been here (even down to a specific time) and what kind of blood it is (i.e., what creature it came from, what blood type it is, what toxins it had, etc.).

SPELLS FROM ELSEWHERE

HORIZON'S DEPTHS

3rd level transmutation

Casting Time: 1 action

Range: 100-feet

Components: V, S

Duration: 10 minutes

The affected subject can choose to make a Wisdom saving throw. If the subject fails (or chooses not to resist) then the air becomes like water in terms of density and resistance. The subject is able to swim through air using the normal swimming rules. However, they cannot move faster than their swimming speed, and they face underwater fighting penalties: all melee weapon attacks for creatures without a swim speed have disadvantage unless using a dagger, javelin, shortsword, spear, or trident. All ranged weapon attacks have disadvantage within their normal range unless the weapon is a crossbow, a net, or is thrown like a javelin (including a spear, trident, or dart); ranged weapon attacks beyond their normal range automatically miss. The subject does not benefit from resistance to fire damage, since they are not immersed in water.

I AM A ROCK

1st level transmutation

Casting Time: 1 reaction, which you take when you are hit by an attack or take damage

Range: Self

Components: V, S

Duration: 1 round

In response to being attacked or taking damage, you immediately turn to stone for a brief time. Until the beginning of your next turn, you become petrified. This has a

variety of effects, which includes resistance to all damage, including against the triggering damage, and immunity to disease and poison (though it only suspends any that are currently ongoing). The triggering attack does not gain advantage against you, but any subsequent attacks do, as normal. If you are immersed in water while petrified, you immediately sink 60-feet (your weight is increased by a factor of ten).

INCESSANT TICKING

4th level conjuration

Casting Time: 1 action

Range: 60-feet

Components: V, S, M (a small piece of machinery, such as a tiny gear)

Duration: Concentration, up to 1 minute

This spell creates a psychic attack that seems to create a loud ticking noise, but only the target can hear it. The target creature must make a Charisma save at the beginning of each of its turns for the duration, failure results in taking 1d8 psychic damage as the ticking grows louder and begins to smother the creature's other thoughts. Succeeding on 3 saves in a row causes the spell to end; failing 3 saves in a row causes the creature to planeshift to the Clockwork Nirvana of Mechanus, and the spell ends. The spell offers no return trip. If the spell is cast while visiting Mechanus, the duration will continue regardless of the number of failures with no teleportation.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, you may target two additional creatures for each slot level above 4th.

SPELLS FROM ELSEWHERE

INSIGHTS OF THE MASTER

3rd level divination

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a well-worn fragment of adventuring gear)

Duration: Concentration, up to 1 minute

You gain flashes of insight from the knowledge of past heroes and heroines, which gives you four benefits you can take as reactions during the duration. Each benefit may only be used once. Once all the benefits have been used, the spell ends. The benefits are:

- Gain advantage on a weapon attack roll and add 1d6 to the damage dealt if that attack hits.
- Gain +5 AC against a triggering attack, which can cause that attack to miss. The AC lasts until the end of your next turn.
- Gain advantage on a saving throw.
- Gain advantage on an ability check.

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

INSTANT BAKE

Evocation cantrip

Casting Time: 1 action

Range: 20-feet

Components: V, S

Duration: 1 round

The target object or creature is instantly cooked, usually providing a nutritious meal. This spell can produce cooking results as you dictate for temperature, making meat anywhere from rare to well done, popping popcorn, baking cakes, etc. As to whether the meal tastes good, that depends on your Intelligence or Wisdom check (proficiency in artisan's tools: cook's utensils helps).

Occasionally you may want to bake other things. If you are firing pottery with this spell, it generally requires two back-to-back castings to fire a given ceramic piece, depending on the clay. As to whether the ceramic object is pretty or functional, that depends on your Dexterity or Intelligence check (proficiency in artisan's tools: potter's tools helps).

If you are particularly desperate, Instant Bake can deal 1d6 fire damage to a creature or object; creatures must make a Dexterity saving throw, and on a success take no damage. This spell won't catch anything on fire - it will leave something looking singed and blackened afterwards.

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

SPELLS FROM ELSEWHERE

INVISIBLE POTHOLE

1st level illusion

Casting Time: 1 action

Range: 120-feet

Components: V, S

Duration: Concentration, up to 1 hour

You mask a 5-foot square of terrain and exaggerate any uneven features it possesses, turning it into a trap for land vehicles and creatures alike. The square becomes difficult terrain that is particularly hazardous to land vehicles like a carriage or wagon, and poses some threat to creatures that walk or run. When a creature approaches within 10-feet of the affected square, it must make an Intelligence save to notice that something doesn't match up quite right with the terrain in the area. A creature who succeeds on the save treats the square as difficult terrain, but has no further problems.

Creatures who fail must make a Dexterity save if they step into the square, tripping and falling prone and ending their current movement if they fail. Success on the Dexterity save allows a creature to treat the square as difficult terrain and move as usual. A creature who rolls a natural 1 on the Dexterity save twists an ankle or has a hard landing on the ground, taking 1d6 bludgeoning damage.

Land vehicles have even greater threats posed to them: if a land vehicle enters the square and the creature operating it failed the Intelligence save, the land vehicle operator must make a Dexterity check (with land vehicle tool proficiency, if applicable) with disadvantage against your spell save DC, or the land vehicle becomes restrained, stubbornly stuck in the pothole. Creatures can attempt to dislodge the land vehicle by making a Strength save (use the highest save among creatures trying to budge the vehicle), with disadvantage if those creatures are smaller than huge size.



SPELLS FROM ELSEWHERE

Success removes the restrained condition from the land vehicle and moves it forward 5-feet at the end of the creature's turn. Once the vehicle is freed, it treats that square only as difficult terrain.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you affect two additional squares for each slot level above 1st.

LEVELED RETRIBUTION

7th level evocation

Casting Time: 1 action

Range: 300-feet

Components: V, S

Duration: Instantaneous

This spell taps into the energy of the target's soul and creates a related amount of force damage, which unerringly strikes it. You deal 1d6 force damage to the target for every point of CR (challenge rating) it has,

minimum 1d6. For example, you would deal 19d6 force damage to a balor (CR 19), but only 4d6 force damage to a chuul (CR 4).

LIFESHIFT

8th level necromancy

Casting Time: 1 action

Range: 80-feet

Components: V, S

Duration: Instantaneous

You drain the life of nearby foes and heal yourself and your allies. Up to three target creatures within range must make Constitution saving throws or take 13d6 necrotic damage. Those who succeed take half damage.

Add the damage you dealt to each creature up until you have a total. That number becomes a pool of healing you may distribute amongst you and your allies within range.

SPELLS FROM ELSEWHERE

LOADBEARING

1st level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 24 hours

This spell enables you to carry heavy burdens, and potentially move faster in heavy armor. Your carrying capacity is increased by 100 pounds, which also affects the weight you are able to lift off the ground, or push or drag. Additionally, you may ignore any Strength requirements of armor and move at your normal speed while wearing such armor.

MAJERI'S MAGNIFICENT MANABURN

6th level evocation

Casting Time: 1 action

Range: 100-feet

Components: V, S

Duration: 1 round

You unleash raw mana shaped to bypass a target's defenses and keep them lowered. A target creature within range takes 8d10 force damage and has disadvantage on all saves against magic it makes until the end of your next turn.

MAJERI'S MAJOR MANABURN

3rd level evocation

Casting Time: 1 action

Range: 60-feet

Components: V, S

Duration: 1 round, or until the target makes a saving throw against a spell

You unleash raw mana shaped to bypass a target's defenses and keep them lowered. A target creature within range takes 4d10 force damage and has disadvantage on the next save against magic it makes until the end of your next turn.

MAJERI'S MONUMENTAL MANABURN

9th level evocation

Casting Time: 1 action

Range: 200-feet

Components: V, S

Duration: 24 hours, or until the target takes an extended rest

With a rush of tearing mana, you decimate a target's ability to resist your spells, and deal significant damage in the process. A target creature within range takes 12d10 force damage and has disadvantage on all saves against magic for 24 hours, or until the creature takes an extended rest.

MANA DRAIN

Abjuration cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

This spell disrupts a target's connection to mana and gives you a window to siphon that energy. Make a melee spell attack against the target. If you hit, the target must make a Charisma saving throw, and if the target fails they lose one of their lowest-level spell slots that still has slots remaining (for example, if a target has no 1st level

SPELLS FROM ELSEWHERE

spell slots left, you would check 2nd level spells next). If the target loses a spell slot, you gain a spell slot of the same level unless the target was a warlock. You keep this extra spell slot until you use it, or until you take an extended rest, whichever comes first.

MANA TRANSFERENCE

3rd level abjuration

Casting Time: 1 action

Range: 30-feet

Components: V, S

Duration: Instantaneous

You give up some of your own mana by casting this spell, and you transfer it into an ally nearby. An allied creature within range gains an extra 1st level spell slot, which they keep until they expend it or take an extended rest, whichever comes first. This spell fails if a warlock attempts to cast it using a warlock spell slot.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the level of the spell slot the target gains increases by one for each slot level above 3rd.

MANTLE OF LEAVES

4th level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

You cloak yourself in a magical swirl of leaves, becoming stealthier and more magic resistant. For the duration, you have advantage on Stealth checks, and advantage on saving throws against spells

and magical effects. You may take a reaction while this spell is active to gain resistance to all damage types until the beginning of your next turn; doing so ends the spell at the beginning of your next turn.

MASTER KEY

3rd level transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a 1-pound piece of steel, such as a dagger)

Duration: 8 hours

This spell allows you to reshape one pound of steel however you like, and you can continue to reshape it for the duration by spending a bonus action on your turn. It is particularly useful if you form it into a master key (see below). If you split it into multiple pieces, the shape cannot be changed again unless all of the pieces are in your hands once more. The object(s) have an obvious aura of magic, so merchants will not buy the item(s). While ingenious players can come up with other uses, here is a list of potential objects to get you started:

- A key that might fit any lock (for each lock encountered, roll a Dexterity or Intelligence check with advantage, your choice, against the lock's DC, often DC 15; if you are proficient with thieves' tools, add your proficiency bonus to the roll)
- Dagger
- 13 sling bullets
- 50 bells
- Scroll case
- 1-foot of chain
- Flask or tankard
- Holy symbol (amulet)

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- Lamp (does not include oil)
- Lock
- Mess kit
- 2 steel mirrors
- 4 pitons
- 50 signal whistles
- 50 signet rings (steel is a questionable material for looking noble)
- 50 dice sets
- 2 dragonchess sets
- Flute
- Thieves' tools

Once the spell has ended, the steel object you used as the material component reverts to its original form unless it is in multiple pieces and separated by more than 5-feet. If it is separated when the spell ends, the steel object is consumed and disappears.

MENTAL BLOCK

1st level illusion

Casting Time: 1 action

Range: 60-feet

Components: V, S

Duration: 1 minute

This spell creates the illusion of a crushing weight coming down on a creature, which becomes true in the creature's mind. A target creature within 60-feet must make an Intelligence save, and on a failure has their speed set to 5-feet and they take 1d6 psychic damage at the beginning of their turn each round. The creature can attempt a new Intelligence saving throw at the end of each of its turns, ending the effect on a success.

MENTAL PARTITIONS

2nd level enchantment

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 24 hours

You subdivide your mind to include a multitude of dormant minor minds, which you can use to bait and counteract spells and effects that target your psyche in some way. When you cast this spell, you create a number of partitions equal to your Intelligence modifier (minimum 1). These partitions lay dormant until you fail an Intelligence, Wisdom, or Charisma saving throw. When that happens, instead of taking the spell or power's effect, one of your partitions sacrifices itself to keep your primary mind functional. You lose spell levels equal to the level of the effect you failed the saving throw for, and effectively counter that effect on yourself (losing a portion of your available mind, however small, decreases your spells for the day). If you do not have enough spell levels available, you are affected as normal. If the effect does not have an effective spell level, you lose one of your lowest-level spell slots that is still available to counter it.

MINOR REWIND

1st level enchantment

Casting Time: 1 action

Range: 30-feet

Components: V, S

Duration: Instantaneous

This spell erases part of the subject's recent memory, allowing you to potentially recover from blunders. The target creature must make an Intelligence saving throw. If failed, they forget the last 2 rounds of events. The subject is slightly disoriented afterward, but nothing points to you or to a spell effect, necessarily.

MINOR SHIELDING

1st level abjuration

Casting Time: 1 action

Range: 30-feet

Components: V, S

Duration: 1 minute

A target creature within range gains a pale blue glowing protective barrier that envelops their body. This barrier will sustain 10 damage before dissipating, but the barrier does not benefit from the subject's resistances or immunities (nor have detrimental effects from the subject's vulnerabilities), it takes the full brunt of damage dealt. It also does not absorb psychic damage. If an attack deals more damage than the shielding can absorb, the remainder goes to the creature, and that remaining damage can be reduced by resistances or immunities (or increased by vulnerabilities).

As an example, the wizard Lefty Pyrothin casts Minor Shielding on himself for a total of 10 damage prevention. Lefty has slashing resistance, so when a minotaur attacks him with a greataxe for 25 damage, the shielding takes a full 10 damage, dissipating, and the remaining 15 damage pushes through, slashing resistance reduces the 15 by half to leave 7 damage dealt to Lefty. If the minotaur had missed his attack roll, the shielding would not need to prevent damage from the attack and would remain intact.

Only one instance of a shielding spell may be active upon a subject at a time.

MOMENT'S PAUSE

2nd level transmutation

Casting Time: 1 reaction, which you take immediately when you are about to make an initiative roll

Range: Self

Components: V, S

Duration:

Instantaneous

This spell sends your conscious thought process into an alternate timestream, allowing you a moment to consider your options calmly. Your mind enters an alternate flow of time for 1 minute (10 rounds), during which everything seems to be frozen in stasis.

During this minute you cannot perform any physical action, nor can you cast any spell, use any psionic power, or affect any creature or object in stasis in any way. You can consider your tactics, make a visual inspection of the area (although you cannot move your eyes), and use purely mental skills to recall bits of lore and the like. This period of calm preparation gives you advantage on the triggering initiative roll.

Slow Players

Slow players can sometimes grind the action to a halt at a roleplaying table, but so too occasionally a Game Master / Storyteller can demand quick thinking a little too often.

In general, it should be fine to give the player room to breathe after casting Moment's Pause, allowing them to make skill rolls and think about their battle plans. If the player is still being too slow, the Game Master might set a timer (stopwatch, cell phone app, hourglass, whatever) for 1 minute, which gives the player identical time to their character to make up their mind and move forward with the game.

Obviously, if they wrap up before the minute is through, get back to the action!

SPELLS FROM ELSEWHERE

MUTUAL ADMIRATION

2nd level enchantment

Casting Time: 1 action

Range: 60-feet

Components: V, S, M (a pair of friendship bracelets)

Duration: 1 hour

You create a strong sympathetic connection between yourself and another creature, causing each of you to admire and respect the other. The target creature must make a Wisdom saving throw or become charmed by you for the duration. If the target fails the save, you also become charmed by the target for the duration; effectively, you both become fast friends who will do no ill to one another. Once the duration ends, the target realizes it was influenced by magic, but reactions to this spell vary. Undead and constructs are unaffected by this spell.

NULLMANA DESTRUCTION

9th level abjuration

Casting Time: 1 action

Range: 30-feet

Components: V, S

Duration: Instantaneous

This spell harnesses pure nullmana and creates a piece within the target creature. The creature must make a Charisma saving throw, and on a failure loses two of its highest-level spell slots. On a success, the creature loses one of its highest-level spell slots. The creature then takes 1d10 necrotic damage per spell level lost this way (for example, a creature who lost a 9th level spell slot and an 8th level spell slot has lost 17 total spell levels, taking 17d10 necrotic damage).



PANCAKE PATCHES

5th level conjuration

Casting Time: 1 action

Range: Self

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

Duration: 1 hour

You bring forth six hearty pancakes on a platter, which can include toppings such as butter, syrup, fresh fruit, and whipped cream. There are two ways to use the pancakes: to eat them, or to throw them on wounds like bandages. If you wish to eat them, the pancakes take 20 minutes to consume and

will disappear after 1 hour, and the beneficial effects don't set in until the pancakes are wholly consumed. Up to six other creatures can partake of the pancakes.

SPILLS FROM ELSEWHERE

A creature that partakes of a pancake gains 2d8 temporary hit points, and one pancake is sufficient nourishment for an entire day. These temporary hit points last up to 24 hours, or until an extended rest is taken.

If the pancakes are not eaten, or if any are left over, before 1 hour has passed a creature in possession of a pancake can use an action to apply it to a wound on itself or an adjacent creature to heal 2d8 hit points. A creature can also attempt to throw a pancake on a wounded creature within 60-feet by making a ranged spell attack using your spellcasting ability modifier and proficiency bonus; this attack has advantage if the target is willing (they try to dodge into the throw). On a hit, the target creature heals 2d8 hit points of damage as the pancake wraps around the wound and turns into a magical bandage. A creature healed this way does not receive nourishment from the pancake.

PEACE OFFERING

2nd level evocation

Casting Time: 1 action

Range: 60-feet

Components: V, S, M (a dove's feather or an olive twig)

Duration: Instantaneous, or up to 8 hours

This spell can heal your allies, but it can also give your wounded foes an opportunity to surrender. If you cast this spell on an allied creature, that creature is healed for 2d10 hit points and the spell ends.

If you cast this spell on an enemy creature, it may choose to be healed for 2d10 hit points. The creature must make a Wisdom saving throw afterwards or be charmed for 8 hours; the save is made with advantage if

the creature chose to receive no healing, and the save is made with disadvantage if the creature chose to be healed. A creature charmed this way ceases all hostility towards your allies as well.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you heal the target for 1d10 more hit points for each slot level above 2nd.

PIERCING EYE

3rd level conjuration

Casting Time: 1 action

Range: 30-feet

Components: V, S

Duration: Concentration, up to 10 minutes

This spell creates a bizarre servant: a tiny floating construct shaped like an orb with a great central eye, with whirring mechanical wings and blunt spinning blades keeping it aloft and a sharp needle for self-defense (see sidebar). You maintain a telepathic connection to the construct, which works over any distance but not across planes of existence. You mentally receive visual information from the construct, which has normal vision and darkvision out to 30-feet. The construct can look in every direction, and may pass through an opening as small as six inches in diameter.

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a chamber or corridor. If you issue no

SPELLS FROM ELSEWHERE

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

In addition to its physical attack, the construct can launch a psychic assault against a foe within 30-feet as an action. Though the attack is not subtle, it can reveal information with some luck. A creature targeted by this attack must make a Wisdom saving throw (DC 14) or take 1d8 psychic damage, or half damage if it

succeeds. If the creature rolls a natural 1 on its saving throw, you learn a random but often useful piece of information or brief memory from the target's mind, generally something that will lead you to further adventure or treasure.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you summon one additional creature for each slot level above 3rd.

PIERCING EYE

Tiny construct, unaligned

Armor Class 15 (natural armor)

Hit Points 21 (6d4+6)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	12 (+1)	8 (-1)	15 (+2)	18 (+4)

Saving Throws Int +1

Skills Perception +4, Stealth +4

Damage Immunities poison, psychic

Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 30 ft., passive Perception 15

Languages understands Common, but cannot speak

Challenge 1/4 (50 XP)

Construct Nature. A piercing eye doesn't require air, food, drink, or sleep, although it needs the presence of some atmosphere to fly.

ACTIONS

Needle Jab. Melee Weapon Attack: +4 to hit, reach 5-feet, one target. Hit: 3 piercing damage.

Psychic Assault. The piercing eye targets one creature it can see within 30 feet of it. The target must make a DC 14 Wisdom saving throw or take 1d8 psychic damage on a failure, or half damage on a success. If the target rolls a natural 1 on the saving throw, the piercing eye learns a random but often useful fact or brief memory from the target's mind.

SPELLS FROM ELSEWHERE

PINPOINT PERFORATION

3rd level evocation

Casting Time: 1 action

Range: 60-feet

Components: V, S

Duration: Instantaneous

This spell creates missiles of both magical force and some substance, piercing your foes with perfect precision. Up to six target creatures within range are struck unerringly by piercing force missiles, taking 3d6 piercing damage and 3d6 force damage. You cannot target the same creature more than once.

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

PUMMEL

5th level transmutation

Casting Time: 1 action

Range: 120-feet

Components: V, S

Duration: Concentration, up to 1 minute

This spell pummels a target every round, dealing damage and knocking them around the battlefield. When you cast this spell, a target within range must make a Strength saving throw or take 2d8 force damage and be pushed 10-feet in a direction of your choice. A successful save halves the damage and does not push the creature.

Each round, you may spend an action to repeat this attack, and it does not have to target the same creature.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the force damage increases by 1d8 and the distance of the push increases by 5-feet for each slot level above 5th.

RADIANT TABARD

2nd level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

You don a radiant tabard bestowed by higher powers, shedding light and protecting yourself. For the duration, you gain +1 AC, have resistance to necrotic damage, shed bright light in a 20-foot radius, shed dim light for a further 20-feet, and have disadvantage on Dexterity (Stealth) checks.

REPLICATE SELF

9th level necromancy

Casting Time: 1 action

Range: 30-feet

Components: V, S, M (the skull of a humanoid creature)

Duration: Concentration, up to 1 hour

A second physical version of you appears, animated into a semblance of life using a fragment of your soul. It acts immediately on your initiative. Copies of your attuned magical items appear equipped and attuned on the replica as long as those items do not use charges or limited daily uses (or copies of items with no charges left can appear), but if the items are removed from the creature for longer than 1 round they disappear. You may have any of your other gear be equipped to it upon creation, though this means you will have to retrieve it later (any items still in the creature's possession

SPELLS FROM ELSEWHERE



when it dies, or the spell ends, fall to the ground in the square it occupied); otherwise it appears in mundane clothes that are identical to yours. It is similar to you in all respects except for the following: it knows all of the cantrips and spells you know, but it does not possess spell slots, and it will not act without your instructions. You may transfer 3rd level or lower spell slots to the replica upon creation; the slots do not return even if the replica dies or the spell ends. You directly control it through a telepathic link. If the replica dies before the duration expires, you take 10d6 necrotic damage as backlash energy tears at your soul.

RETROACTIVE CONTINUITY

3rd level transmutation

Casting Time: 1 reaction

Range: Self

Components: S

Duration: Instantaneous

This spell allows you to travel back in time for a moment to change a small detail. You go back in time up to 10 hours, in exactly the place you were at that moment. You can change a single minor detail of the past, but with significant restrictions. The change cannot involve other creatures, or objects being worn or carried by other creatures, due to the risks of extreme paradox (such an attempted change gives you disadvantage on the later Charisma save and may bring unwanted changes to the present timestream). The change must also be accomplished within a single round. Examples of low-risk changes include:

- “Remembering” to take some item with you when you left the house in the morning;
- Leaving a door or container locked or unlocked;
- Writing a very brief note (6 words or less) and leaving it somewhere (if you describe future events, this becomes a high-risk change);
- Stealing an object from a dusty, seldom-used room.

If the Game Master / Storyteller believes you have attempted a high-risk change that is likely to result in paradox, you must make a Charisma save when you return to the present timestream (with disadvantage if

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you attempted to interact directly with creatures or their worn or carried objects) or take 2d6 psychic damage as your mind is wrenched with changes. On a successful save you take half damage. However, the Storyteller may also alter events in the game world to reflect the paradox you have introduced, which often has unforeseen consequences. If you cast this spell to revisit the exact same point in time again, regardless of how careful you are you must make a Charisma save upon returning to the present, and the psychic damage increases by 2d6 for every subsequent visit to the same moment in time (4d6 the second time, 6d6 the third time, etc.).

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you may go back in time 1 additional hour for each slot level above 3rd, and you may change 1 additional round of events for every two slot levels above 3rd (2 rounds at 5th, 3 rounds at 7th, 4 rounds at 9th).



REWIND

4th level enchantment

Casting Time: 1 action

Range: 60-feet

Components: V, S

Duration: Instantaneous

This spell causes a target to forget recent memories, which might allow you to exploit the target or just recover from a series of mistakes. The target creature must make an Intelligence saving throw. If failed, they forget the last 1 hour of events. The subject feels confused afterward, but more about their lack of attention and memory than to suspicion of spellcraft.

RIDDLE OF SHIELDS

5th level illusion

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You create a complex illusion of shields shifting around you, which does not hamper your sight or attacks but causes problems for most enemies. You gain +1 AC for the duration, and the first time each round each creature attempts to make an attack roll against you, that creature must make an Intelligence save, on a failure they cannot attack you during their turn that round and must take some other action or no action. If a creature succeeds, you still benefit from having +1 AC.

Time Travel

It might go without saying that a Game Master / Storyteller should feel free to ban Retroactive Continuity from their game if they feel it would be too disruptive, but let me also advocate for Retroactive Continuity: it has the potential to allow a character to do very finite, limited amounts of time travel, to do it as early as 3rd level spells, and may be able to accomplish all of that without breaking the game. That's a very cool payoff for a time-manipulation-themed chronomancer, so don't be too hasty to ban this spell.

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

ROCK BLOCK

1st level conjuration

Casting Time: 1 reaction, which you take in response to a melee or ranged attack, or to an area damage effect such as a dragon's breath attack or a *Fireball*

Range: Self

Components: V, S

Duration: Instantaneous

This spell conjures a sheet of rock between you and harm, absorbing some or all of the incoming damage. The conjured rock has 10 hit points, which it uses to absorb damage from the triggering attack or area effect. If any damage is left over, the remainder is dealt to you. The rock does not prevent psychic damage. If you save for half damage from an effect such as *Fireball*, the rock absorbs the damage after it has been halved (so a *Fireball* that deals 28 damage would first be halved to 14 damage on a successful save, then this spell would reduce the damage left to 4 points). The rock does not benefit from any resistances or immunities you possess or suffer from your vulnerabilities.

Any further attacks, or damage in later rounds from an area effect, are treated as normal. This spell only reduces one single instance of damage.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the rock's hit points increase by 10 for each slot level above 1st.

RUN THE GAUNTLET

6th level evocation

Casting Time: 1 action

Range: 150-feet

Components: V, S

Duration: 6 rounds

You launch a veritable storm of effects at a target within range, which they will be hard pressed to resist entirely. The target creature must make six saving throws, as follows:

- A Strength save, or be grappled by telekinetic force for the duration (forced movement does not break the grapple);
- A Dexterity save, or take 4d10 force damage and be knocked prone;
- A Constitution save, or take 4d10 poison damage and be poisoned for the duration;
- An Intelligence save, or take 4d10 psychic damage and be frightened of you for the duration;
- A Wisdom save, or be blinded for the duration;
- A Charisma save, or you can choose to teleport the creature to any unoccupied solid surface within range. This does not end the grapple if the target failed its Strength save.

SCRAMBLE

5th level conjuration

Casting Time: 1 action

Range: 300-feet

Components: V, S

Duration: 1 round

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This spell creates a multitude of tiny teleportations within a creature or object, sending pieces elsewhere both inside and outside of the structure and causing terrible damage. The target creature or object must make a Charisma saving throw, and on a failure takes 8d10 slashing damage and is stunned until the end of your next turn. On a success, the target takes half damage and is not stunned.

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

SHADOW BLAST

1st level illusion

Casting Time: 1 action

Range: 80-feet (line)

Components: V, S

Duration: Instantaneous

A blast of malevolent shadow energy spews forth from your outstretched hands in a line 5-feet wide by 80-feet long. Creatures in the line must make an Intelligence saving throw or take 1d4 necrotic damage and 1d4 psychic damage. Those who succeed take half of the necrotic damage and no psychic damage.

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

SHADOWFROST BURST

5th level illusion

Casting Time: 1 action

Range: 300-feet

Components: V, S

Duration: Instantaneous

This spell generates an attack of bitter cold manifested out of shadow, which makes it partially real. Creatures within a 20-foot radius burst centered on a point in range must make Intelligence saving throws or believe the burst to be completely real, taking 6d6 cold damage and 6d6 psychic damage. Creatures who succeed still face a faint echo of real cold, taking half of the cold damage and no psychic damage.

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

SHIELDING

4th level abjuration

Casting Time: 1 action

Range: 30-feet

Components: V, S

Duration: 1 hour

A target creature within range gains a dark blue glowing protective barrier that envelops their body. This barrier will sustain 30 damage before dissipating, but the barrier does not benefit from the subject's resistances or immunities (nor have detrimental effects from the subject's vulnerabilities), it takes the full brunt of damage dealt. It also does not absorb psychic damage. If an attack deals more damage than the shielding can absorb, the remainder goes to the creature, and that remaining damage can be reduced by resistances or immunities (or increased by vulnerabilities). A creature may only be affected by one shielding spell at a time.

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SILKEN SHACKLES

1st level conjuration

Casting Time: 1 action

Range: 60-feet

Components: V, S

Duration: Concentration, up to 1 minute

You conjure ribbons of silk to bind one or more of your foes. When you cast this spell, choose whether you will affect a single foe, or a 15-foot cube. If you choose a single target, that creature must make a Strength save or become restrained for the duration. If you choose to affect a 15-foot cube, each creature within the cube must make a Strength save with advantage or become restrained for the duration.

SKELETAL CHARIOT

8th level necromancy

Casting Time: 1 action

Range: 30-feet

Components: V, S

Duration: 24 hours

This spell creates a chariot of bones held aloft by scores of ghostly hands. It can carry the caster and up to five passengers, and moves by the caster's telepathic command, though it cannot move if any passenger is carrying more than a heavy load. The chariot flies at a speed of 70-feet. The chariot provides those riding in it with half cover (+2 to AC and Dexterity saving throws). The chariot has an option of emitting an eerie ectoplasmic green glow with a command word, providing bright light within 40-feet and dim light for an additional 40-feet.

SKYSTONE

1st level conjuration

Casting Time: 1 bonus action

Range: 60-feet

Components: V, S

Duration: 1 minute

This spell creates a floating rock in midair, which can be useful for multiple applications. The conjured rock is 5-feet wide by 5-feet long by 1-foot thick, turned flat like a flagstone creating a place to stand or climb in midair. The stone can support any amount of weight, although particularly massive creatures may have trouble balancing on it. The stone slab has a lip running around the edge of it, which allows fingers and grappling hooks to find easy purchase (DC 5 on checks made to climb the rock).

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you create two additional floating rocks and the duration increases by 1 minute for each slot level above 1st.

SPELLEATER

5th level abjuration

Casting Time: 1 action

Range: 100-feet

Components: V, S

Duration: 1 minute

You inject toxic mana into a target within range that eats away at spell power as well as the physical form. One target creature within range must make a Charisma saving throw, and on a success takes 3d12 force damage and the spell ends. On a failure, the target takes 1d12 force damage at the beginning of their turn for each round of the

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duration, and each round also eats away at their active spells. Cantrips with a duration affecting the target are automatically dispelled, and one spell cast from a 1st level spell slot affecting the target is dispelled at random as well. Every round at the beginning of the target's turn, all cantrips and one spell cast from a 1st level spell slot is automatically dispelled once more. Any creature using a dispel effect on the target gains advantage on ability checks made to dispel the target. This spell cannot be removed with *Dispel Magic*, but *Greater Restoration* will end the effect.

If the target has no active spells, this spell eats away at their innate mana, causing the target to lose access to their cantrips, and losing one random 1st level spell slot at the beginning of their turn each round.

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.



SPITEFUL STRIKE

Necromancy cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You draw upon your spite and hatred, channeling it into a mutually destructive touch. Make a melee spell attack against a creature, if you hit the target takes 2d8 necrotic damage and you take half of that amount.

This spell's damage increases by 2d8 when you reach 5th level (4d8), 11th level (6d8), and 17th level (8d8).

SPORE CLOUD

2nd level conjuration

Casting Time: 1 reaction, which you take in response to you or an ally being attacked or taking damage

Range: 200-feet

Components: S

Duration: 2 rounds

With a sudden wave of your hand, you bring a 20-foot radius cloud of spores into being in the area, which makes the area lightly obscured. Creatures in the affected area must make a Constitution saving throw or they begin sneezing uncontrollably and become disoriented, suffering disadvantage on attacks and checks. This can cause a triggering attack to have disadvantage. The cloud also softens physical damage, reducing bludgeoning, piercing, and slashing damage by 2 points while the cloud persists; this also applies to ranged attacks that pass through the cloud, and applies to all attacks regardless of whether creatures

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succeeded or failed their save. A wind of moderate or greater speed (10 MPH or more) disperses the cloud.

Perhaps even more interesting, the spores can create a new species: roll a d20. On a roll of 20, you create a new species of mushroom with possible beneficial effects. On a roll of 1, you create a new species of mushroom with detrimental effects. The character won't know until the spores are given a chance to grow. If the environment isn't friendly to fungus, the mushrooms might never grow. The Game Master / Storyteller has final say on this.

STEAL SECONDS

7th level transmutation

Casting Time: 1 bonus action

Range: 30-feet

Components: V, S

Duration: 1 round

You steal precious seconds of time from a target within range. The target creature must make a Charisma saving throw or be unable to take an action on their next turn (they may still move, take a bonus action, and take a reaction), and you gain an extra action this round. If the target succeeds on their save, they take 7d10 necrotic damage and the spell ends. You may only cast this spell once per round.

STEAM JET

3rd level evocation

Casting Time: 1 action

Range: Self (60-foot line)

Components: V, S

Duration: 1 round

This spell sprays out a line of boiling hot steam 5-feet wide by 60-feet long, and it works equally well underwater (creatures underwater do not gain resistance to this spell's fire damage). Targets in the line must make a Dexterity saving throw or take 3d12 fire damage, or half damage on a successful saving throw. Those who failed their saves continue to suffer from being scalded for 1 round, with disadvantage on attacks and checks until the beginning of your next turn. Creatures and objects dealt damage by this spell do not catch on fire.

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

TEMPORAL BANISHMENT

2nd level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 round

This spell causes a creature or object to phase out of the timestream, effectively losing rounds of activity. Make a melee spell attack against a creature within your reach, and on a hit, it phases out of the timestream into the future. A creature that is timeshifted cannot be affected in any way: damaged, targeted, moved, etc. The creature does not experience the passage of time nor perceive their surroundings, and all effects on them are suspended until they return. When the creature reenters the timestream, it appears standing on the ground in the nearest unoccupied square to the location it previously occupied.

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At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the duration increases by 1 round for every two slot levels above 2nd (2 rounds at 4th level, 3 rounds at 6th level, and 4 rounds at 8th level).

THINWIK'S LABYRINTH KEY

1st level divination

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

This spell enhances the skills and thinking ability of a creature, which often comes in handy when solving puzzles or navigating mazes. A touched creature gains advantage on the next check they make before the duration expires, which can include an Intelligence check to remember directions or think through a puzzle to get a clue.

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

THOUGHTS BEYOND THE COSMOS

9th level divination

Casting Time: 1 action

Range: 120-feet

Components: V, S

Duration: Instantaneous

This spell gives disturbing visions of other realities and timestreams to the target creature, which may not be mentally the same afterwards. The target creature must make a Charisma saving throw, and on a

success takes 13d10 psychic damage and suffers no further effects. On a failure, the target's mind is transported to the Far Realm, where they receive the sensory input of a creature native to that plane (usually an aberration): the tactile, visual, auditory, olfactory, and gustatory perceptions of the creature, and potentially any additional senses that go beyond those five. Since the laws of reality do not apply in recognizable ways in the Far Realm, the target may experience an unknown length of time in the instant of the spell taking place in the normal timestream. All sorts of alien experiences are possible, and while it would be impossible to give an exhaustive list, here are a few suggestions:

- The target experiences the perceptions of a creature in several different time periods or alternate realities simultaneously, stretching the target's ability to multitask to the breaking point.
- The target is drawn into a vivid nightmare being painstakingly crafted by an aberration for a being of a material plane world, made even more horrific by experiencing the nightmare from the perspective of the dream's architect.
- The target experiences a nauseating series of rapid, irritating, and disturbing lights, colors, noises, smells, flavors, and textures, creating sensory overload.
- The target gets a firsthand perspective of an aberration dying a violent death in a Far Realm battle, and then having its body and consciousness painfully absorbed into a larger and more powerful aberration.

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The target must make a Wisdom saving throw after the experience has played out, and on a failure acquires short-term, long-term, and indefinite madness at the same time (DMG p.259-260), takes 15d10 psychic damage, and is stunned for 1d4+1 rounds. On a success, the target takes 15d10 psychic damage and is stunned for 1 round but does not acquire any form of madness. If the target rolls a natural 20 on the Wisdom saving throw, they glean some useful piece of information from the aberration they inhabited, such as the location of an ancient tome of forbidden knowledge or where to look for a long-lost portal. If the target rolls a natural 1 on the Wisdom saving throw, the target will be affected as if by a new casting of this spell every time they roll a 1 on a Wisdom or Charisma saving throw for the rest of their life. *Remove Curse* followed by *Greater Restoration* can reverse this malady, or a *Wish* spell.

THREE BROTHERS' REUNION

3rd level abjuration

Casting Time: 1 reaction, which you take when you or an ally are attacked or forced to make a saving throw

Range: 60-feet

Components: V, S

Duration: 3 rounds

This spell was created based on a fable from faraway lands. In the story, three brothers who had been separated and enduring hardships came back together at a critical

battle and realized that their strengths complemented each other's weaknesses. One brother was a powerful magician yet terribly unlucky; one brother was a great thief but poorly trained for battle; and the last brother was a magnificent warrior who was weak of will. Together they overcame their flaws, and the caster of this spell hopes to accomplish something similar.

Choose three target creatures within range; you cannot target less than three. Each of the targets gains one of the following blessings for the duration, but no blessing can be repeated:

- One target can gain advantage on up to 3 attacks, checks, or saves.
- One target gains +3 AC.
- One target gains +3 on Intelligence, Wisdom, and Charisma saving throws.



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Special: If the caster distributes the bonuses to targets who are like the characters in the story (advantage rolls to someone unlucky, AC to someone with low AC, and save bonuses to someone who is bad at mental saves), or at least have gotten as close as they can with the targets chosen, the GM is encouraged to give a bonus to the caster, such as an inspiration point or a brief prophetic vision.

THUNDERSTRUCK

8th level evocation

Casting Time: 1 action

Range: 300-feet

Components: V, S

Duration: 2 rounds

This spell creates a devastating bolt of lightning with equally booming thunder, which comes down vertically to strike a target object or creature within range. The target must make both a Constitution saving throw and a Wisdom saving throw. If the Wisdom saving throw is failed, the target takes 10d6 lightning damage and is stunned until the end of your next turn. If the Wisdom save succeeds, it takes half of the lightning damage and is not stunned from lightning. If the Constitution saving throw is failed, the target takes 10d6 thunder damage and is stunned until the end of your next turn. If the Constitution save succeeds, it takes half of the thunder damage and is not stunned from thunder.

If the creature fails both saving throws, it is instead stunned for 2 rounds, until the end of your turn after your next turn.

TIME HALT

8th level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

This spell pauses time briefly, a less powerful variant of the well-known *Time Stop*. You stop the flow of time for everyone but yourself. No time passes for other creatures, while you take 1 turn, during which you can use actions and move as normal.

This spell ends if one of the actions you use during this period, or any effects that you create during this period, affects a creature other than you or an object being worn or carried by someone other than you. In addition, the spell ends if you move to a place more than 1,000-feet from the location where you cast it.

TIMETHEFT TOUCH

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 round

You gather chronomantic energy and direct it into your hand, hoping to siphon time from a touched foe. Make a melee spell attack against a creature within your reach. On a hit, the target's timestream is briefly slowed to a crawl as they become restrained until the end of your next turn. During that time, the target is also unable to take reactions. At the same time, if you successfully hit, your reaction speed increases briefly, granting you advantage on the next Dexterity check or Dexterity saving throw you make until the end of your next turn.

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UNWHOLESOME GROWTH

7th level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Permanent

This spell creates a supernatural tumor inside the touched creature, lowering their health and fueled by excess healing. Make a melee spell attack against a target within your reach. On a hit, the target's maximum hit points are reduced by 8d6, and whenever the victim is magically healed, any healing that would go beyond their maximum hit points flows into the tumor, further lowering their maximum HP by that amount.

A mundane physician can make a Wisdom (Medicine) check (DC equal to your spell save DC) to remove the tumor with one



hour of uninterrupted work. If the first attempt fails, subsequent attempts have disadvantage and deal 2d4 slashing damage to the creature. This spell cannot be removed by traditional healing magic like *Heal* or *Greater Restoration* but can be reversed by *Dispel Magic*.

VOICE OF THE GODBANISHED

5th level evocation

Casting Time: 1 action

Range: 60-feet (cone)

Components: V

Duration: Instantaneous

This spell turns your speech into a quaking roar that thrums through the air in heavy pulses. Creatures in the 60-foot cone must make Strength saving throws or take 2d12 bludgeoning damage and 2d12 thunder damage, are pushed 30-feet, and fall prone. Those who make the save take half damage, are not pushed, and do not fall prone. Unattended objects that weigh 800 pounds or less are also pushed by the spell, and objects in the area take damage as normal.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the thunder damage increases by 1d12 for each slot level above 5th.

WARD OF HEAVEN

4th level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

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You are enveloped in divine radiance and manifest a pair of angel wings, gaining multiple benefits. You shed warm white bright light to a radius of 30-feet, with an additional 30-feet of dim light. You gain +1 AC, you cannot be blinded, and you are immune to necrotic damage for the duration. You and allies within 30-feet of you heal 1 hit point at the start of your turn, and whenever you are struck in melee the attacker takes 1 radiant damage. Finally, you can choose to take flight at a speed equal to your base speed.

WARRIORS OF THE WAVES

1st level conjuration

Casting Time: 1 bonus action

Range: 60-feet

Components: V, S

Duration: 10 minutes

This spell summons forth tridents for you and your allies, ornamented with carvings of seashells, kelp, fish, tentacles, and other signs of the ocean. Up to six willing creatures within range gain two tridents either in hand or strapped to their back, ready for use. The tridents remain for the duration, even if they don't stay in the original target's possession. This spell is useful for underwater encounters, where tridents are suitable weapons, but this spell can also come in handy if your adventuring group didn't pack enough ranged weapons for an encounter with flying creatures, or archers across a chasm.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you may choose additional targets, conjure more tridents, and the duration extends (see table):

Warriors of the Waves			
Level	Creatures Targeted	Tridents Per Target	Duration
1	6	2	10 minutes
2	7	4	20 minutes
3	8	6	30 minutes
4	9	8	40 minutes
5	10	10	50 minutes
6*	11	12	1 hour
7	12	14	1 hour 10 minutes
8	13	16	1 hour 20 minutes
9	14	18	1 hour 30 minutes

* If you use a spell slot of 6th level or higher, all the summoned tridents are +1 magical weapons and weigh 1 pound each.

WHITEFLAME

4th level evocation

Casting Time: 1 action

Range: 60-feet

Components: V, S

Duration: Concentration, up to 1 minute

A target creature or object within range bursts into brilliant white fire and must make a Dexterity saving throw. On a failure, the target takes 10d4 fire or radiant damage initially (whichever is most effective at dealing damage) and continues to burn for 2d4 fire or radiant damage at the beginning of their turn every round.

Additionally, the target glows brightly, shedding 20-feet of bright light and an additional 20-feet of dim light, which makes Stealth checks impossible for the target. On a successful save, the target takes half of the initial damage, and does not continue to burn or shed light.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, both the initial damage and burning damage increase by 1d4 for each slot level above 4th.