

OPUS

OF EXTRINSIC SUBSTANCE



0 - 9th level Conjunction, Force, Illusion,
Necrotic, Psychic, and Radiant spells



OPUS OF EXTRINSIC SUBSTANCE

WHILE NATURE MAY BE HARNESSSED AS A powerful weapon of creation and destruction, a great deal of magic's power and scope lie far beyond the limitations of the natural world. Such spells are anchored in what lies beyond the understanding those not familiar with arcane studies in metaphysics.

This collection of arcane manifestations contains spells that can be harnessed through study or powers borrowed from beings beyond the mortal world. Such spells rarely ever occur naturally.

These magical effects will prove rare compared to those found in the *Players Handbook*, but should do much to embolden practitioners in aetherian magic, encompassing lost things that lie beyond the physical planes.

A NOTE ON DESIGN

It was my intention, when tackling this fairly sizable project, to approach each spell as though it were a single tool available in an expansive toolbox. Not all spells will seem useful compared to others of the same level, but particular spells will be incredibly potent in the hands of specific builds or thematically appropriate for certain characters. The intent was to give unique options for each of the six aetherian classifications.

I attempted to keep the power of each spell relative to the various spell levels, as related in the *Dungeon Master's Guide*. My one design goal was to ensure each spell was enjoyable, thematic, and easy for the dungeon master to adjudicate.

With those philosophies in mind, I deemed to design spells that complimented the offerings already on-hand for each of the aethers already present in *Dungeons and Dragons* covering the themes of the environmental manipulation, creature control, and unstoppable forces such as gravity, light, and darkness.

If a spell seems too strong, take into consideration the damage type, the area of effect, the number of creatures affected, and casting ranges. It may seem overly powerful for a spell to multiply the gravity in a given location until one of your companions is dragged into it screaming "Oh no, my bones; I need those to do things!"

AETHERS

An aether, we'll define, is any metaphysical element that composes the universe. The following 6 aethers populate this opus of spells: *conjunction*, *force*, *illusion*, *necrotic*, *psychic*, and *radiant*.

CONJURATIONS

Through the folding of space or time and the manipulation of natural energies to form physical creatures or objects, **conjunctions** are harnessed. Most conjunctions are temporary, though high level effects can be permanent.

Creatures or objects made through conjunction magic deal the damage inherent to the form that was manifested. When used to transport creatures or objects, conjunction magic varies widely from caster to caster: some slip through slivers cut into the fabric of reality while others forcibly tear open such portals with sheer force of will.

FORCE

The manipulation of gravity, the use of non-elemental damage, and manifestation of magical barriers fall into the category of **force**. Force damage is a special type of magical damage that circumvents not only the elements but typed damage present in spells (bludgeoning, piercing, and slashing damage).

Very few creatures have resistance or immunity to force damage. It is considered the most reliable damage type for spell effects.

ILLUSION

The manifestation of physical sensations perceivable by creatures are deemed **illusions**. Many such illusions are non-corporeal and cannot be touched or interacted with directly, though high level practitioners of magic have been known to manifest physical objects based on illusions.

Illusions can sometimes be so realistic as to cause damage to a creature that witnesses them. Such damage often mirrors that of an effect that is harmful to the creature, such as fire, or damages the creature's mind in the form of psychic damage.

NECROTIC

In direct opposition to positive energy and radiant energy, **necrotic** magic is the absorption, destruction, or corruption of life. Necromatic energy can imbue corpses with unlife, causing them to rise as undead creatures.

Necrotic damage is the antithesis of vitality. It can cause living flesh to decay, induce torpor, and draw essential components of life from creatures, such as water or heat. Ancient dead are often immune to such life-destroying magic.

PSYCHIC

Magical abilities sometimes target the mental processes of a creature, beyond their physical bodies. Such spells and spell-like abilities can warp how a creature perceives reality, disrupt their thoughts, or cause harmful **psychic** damage.

While illusions can trick the senses, effects brought on by psychic energy are completely realistic to targeted creatures.

RADIANT

The overabundance of vitality, light, and positive energy manifests itself as **radiant** energy. Even angels, born of the astral essence of benevolent gods, can be seared by spells that harness pure radiance.

Many sources of radiant damage are divine in nature but can be harnessed from the natural creation of light. Even still, it is inherently formed of positive energy.



SPELL LIST BY CLASS

The following classes have access to the expanded elemental spell list presented in this document, focusing on a specific blend of elemental capabilities based on theme. The spell list is a suggestion, your Dungeon Master is the final arbiter in which spells your character may be able to take.

BARD SPELLS

CANTRIPS (0 LEVEL)

Mind Lash

Radiance

Valor

Wave of Force

1ST LEVEL

Hush

Mind Wrack

2ND LEVEL

Blockade

Conjure Monstrous Hound

Transfix

3RD LEVEL

Conceal Contents

Instant Traversal

Magnetize

Mental Vortex

4TH LEVEL

Conjure Magic Weapon

Empathic Shackle

5TH LEVEL

Arrest

False Face

Hurl

Seclude

6TH LEVEL

Concussive Bolts

Control Shadow

Oasis

Psychic Storm

7TH LEVEL

Astral Recurrence

Blast Wave

Breath of Life

Flicker

Summon Slaadi

8TH LEVEL

Cyclone

Obscure

Psychic Disruption

9TH LEVEL

Blackmaw's Unbreaking Barrier

Cerebral Mimicry

Hallowed Star

Illusory Fate

Manufacture Construct

CLERIC SPELLS

CANTRIPS (0 LEVEL)

Decaying Veil

Radiance

Valor

1ST LEVEL

Shatter Shield

Witness Devotion

Wounding Bolt

2ND LEVEL

Death's Breath

Glittering Veil

3RD LEVEL

Conceal Contents

Icon of Decay

Icon of Renewal

4TH LEVEL

Armor of Brilliance

Detonate Corpse

Empathic Shackle

Reprising Bulwark

5TH LEVEL

Consign Blood

Flare of Balance

6TH LEVEL

Mark of Judgment

7TH LEVEL

Breath of Life

Void Convergence

8TH LEVEL

Moonfire

Necrotize

9TH LEVEL

Gloom Pyre

Hallowed Star

DRUID SPELLS

CANTRIPS (0 LEVEL)

Decaying Veil

Thrashing Swipe

1ST LEVEL

Sinkhole

2ND LEVEL

Glittering Veil

Muffled Celerity

3RD LEVEL

Icon of Decay

Icon of Renewal

4TH LEVEL

Frenzy

5TH LEVEL

Consign Blood

6TH LEVEL

Oasis

7TH LEVEL

Breath of Life

8TH LEVEL

Cyclone

Moonfire

Necrotize

9TH LEVEL

Hallowed Star

PALADIN SPELLS

1ST LEVEL

Shatter Shield

Witness Devotion

2ND LEVEL

Blockade

3RD LEVEL

4TH LEVEL

Armor of Brilliance

Conjure Magic Weapon

Reprising Bulwark

RANGER SPELLS

1ST LEVEL

Sinkhole

2ND LEVEL

Conjure Monstrous Hound

Opus of Elemental Substance

Muffled Celerity

3RD LEVEL

4TH LEVEL

Conjure Magic Weapon

Frenzy

5TH LEVEL

Arrest

SORCERER SPELLS

CANTRIPS (0 LEVEL)

Decaying Veil

Mind Lash

Radiance

Thrashing Swipe

1ST LEVEL

Hush

Mind Wrack

Shatter Shield

Sinkhole

Wounding bolt

2ND LEVEL

Blockade

Conjure Monstrous Hound

Death's Breath

Muffled Celerity

Transfix

3RD LEVEL

Instant Traversal

Mental Vortex

4TH LEVEL

Detonate Corpse

Reprising Bulwark

5TH LEVEL

Arrest

Flare of Balance

Hurl

Seclude

6TH LEVEL

Concussive Bolts

Oasis

7TH LEVEL

Blast Wave

Flicker

Void Convergence

8TH LEVEL

Cyclone

Necrotize

Obscure

Vector Blast

9TH LEVEL

Blackmaw's Unbreaking Barrier

Illusory Fate

WARLOCK SPELLS

CANTRIPS (0 LEVEL)

Decaying Veil

Mind Lash

Thrashing Swipe

Wave of Force

1ST LEVEL

Hush

Mind Wrack

Wounding Bolt

2ND LEVEL

Conjure Monstrous Hound

Death's Breath

Transfix

3RD LEVEL

Conceal Contents

Instant Traversal

Mental Vortex

4TH LEVEL

Detonate Corpse

Empathic Shackle
 Frenzy
 Reprising Bulwark
5TH LEVEL
 Arrest
 False Face
 Hurl
 Seclude
6TH LEVEL
 Claws of Holashner
 Control Shadow
 Psychic Storm
7TH LEVEL
 Summon Slaadi
 Void Convergence
8TH LEVEL
 Necrotize
9TH LEVEL
 Cerebral Mimicry
 Gloom Pyre
 Illusory Fate

WIZARD SPELLS

CANTRIPS (0 LEVEL)

Mind Lash
 Radiance
 Valor
 Wave of Force

1ST LEVEL

Hush
 Mind Wrack
 Shatter Shield
 Sinkhole
 Wounding Bolt

2ND LEVEL

Blockade

Death's Breath
3RD LEVEL
 Conceal Contents
 Instant Traversal
 Magnetize
4TH LEVEL
 Conjure Magic Weapon
5TH LEVEL
 False Face
 Flare of Balance
 Hurl
6TH LEVEL
 Concussive Bolts
 Psychic Storm
7TH LEVEL
 Astral Recurrence
 Blast Wave
 Flicker
 Summon Slaadi
8TH LEVEL
 Moonfire
 Obscure
9TH LEVEL
 Blackmaw's
 Unbreaking Barrier
 Cerebral Mimicry
 Illusory Fate
 Manufacture Construct



SPELLS 0-9TH

Each spell is detailed here in numerical and alphabetical order based on their spell level from Cantrip (0) to 9th level.

CANTRIPS

Spellcasters spend their careers perfecting magical tricks they learn as acolytes, apprentices, or beginner magical practitioners. Such spells offer brief effects and limited damage, but are inexhaustible resources.

DECAYING VEIL

Necromancy cantrip

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 action

Range: 60 feet (10-foot cube)

Components: V, S

Duration: Instantaneous

You conjure forth a descending pall of necrotic mist at a point within range. Each creature in a 10-foot cube must succeed on a Constitution saving throw or take 1d6 necrotic damage.

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

MIND LASH

Enchantment cantrip

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a dried eyeball)

Duration: Instantaneous

Channel psychic energy into a creature within range. The target must succeed on an Intelligence saving throw or take 1d8 psychic damage. Each creature within 5 feet of the target must succeed on an Intelligence saving throw or take damage equal to the target's Intelligence modifier (min 1).

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

RADIANCE

Evocation cantrip

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 action

Range: Self (20-foot line)

Components: V, S

Duration: Instantaneous

A beam of brilliant light, forming a line 5 feet wide and 20 feet long, bursts from you. Creatures in the area must succeed on a Dexterity saving throw or take 1d6 radiant damage.

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

THRASHING SWIPE

Conjuration cantrip

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

You summon the flailing appendage of an otherworldly creature in an unoccupied space within range. The appendage lashes out, targeting a creature within 5 feet of it. The target must succeed on a Strength saving throw or be knocked prone.

This spell can target 1 additional creature when you reach 5th level (2), 11th level (3), and 17th level (4).

VALOR

Illusion cantrip

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 round

A single creature of your choice within range cannot be frightened until the start of your next turn. If the target is already frightened, the condition is suppressed for the duration.

This spell can target 1 additional creature when you reach 5th level (2), 11th level (3), and 17th level (4).

WAVE OF FORCE

Evocation cantrip

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 action

Range: Self (10-foot cone)

Components: V, S

Duration: Instantaneous

A blast of arcane energy rushes out from you in a 10-foot cone. Creatures in the area must succeed on a Strength saving throw or take 2d4 force damage.

This spell's damage increases by 1d4 when you

reach 5th level (3d4), 11th level (4d4), and 17th level (5d4).

1ST – 9TH LEVEL

Learned through study, natural ability, or bestowed by a powerful being, spells of 1st through 9th level vary widely and require great effort from those who cast them.

HUSH

1st-level illusion

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 action

Range: 60 feet

Components: S, M (a strip of wet leather, braided cloth, or spool of thread)

Duration: 1 minute

One creature you can see within range loses the ability to speak, vocalize, or communicate audibly for the duration. While under the effect of this spell, a illusory impediment appears on or over the creature's mouth, if it has one, such as a cloth gag, a metal plate, chains, or stitches.

As an action, the target can make a Charisma check opposed by your spell save DC. On a success, the spell ends on the target.

MIND WRACK

1st-level evocation

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Form a crippling blast of psychic energy in the mind of a creature within range. The target must make an Intelligence saving throw, taking 2d10 psychic damage on a failed save or half as much damage on a successful one.

A creature concentrating on a spell or magical ability takes additional psychic damage equal to its Intelligence modifier and makes its Constitution saving throw made to maintain concentration on the spell or ability at disadvantage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell's damage increases by 1d10 and 5 for each slot level above 1st.

SHATTER SHIELD

1st-level abjuration

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 reaction,

which you take when you are hit by an attack

Range: Self

Components: S, M (an piece of polished shale)

Duration: Instantaneous

A bubble of arcane force absorbs the damage of an attack before bursting into a powerful shockwave. You gain damage reduction against the triggering attack.

Each Huge or smaller creature within 5 feet of you must succeed on a Strength saving throw or be knocked prone.

SINKHOLE

1st-level conjuration

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You cause a 15-foot square of earth, stone, or wood that you can see within range to collapse. A Huge or smaller creature in the area when this spell is cast must make a Dexterity saving throw. On a failed save, the creature is trapped inside the sinkhole.

While trapped, its speed is reduced to 0. As an action, the trapped creature can make a Strength check opposed by your spellcasting ability modifier. On a success, it frees itself from the collapsed ground.

Additionally, the ground in that area becomes difficult terrain until cleared away. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

WITNESS DEVOTION

1st-level evocation

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Infuse your holy symbol with undeniable divine energy. A creature of your choice that can see you within range must succeed on a Charisma saving throw or take your choice of 2d8 radiant or necrotic damage.

A creature that takes damage from this spell has its speed reduced to 0 for the duration. The spell ends early on that creature if it can no longer see the holy symbol, if you move from the space in

which the spell was cast, or cast a spell that does not target the affected creature.

The target can use an action to make a Charisma check opposed by your spellcasting ability modifier. On a success, the spell ends on that creature.

WOUNDING BOLT

1st-level evocation

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a strip of gangrenous flesh preserved in amber)

Duration: Concentration, up to 1 minute

Hurl an orb of necrotic energy at one creature you can see within range. Make a ranged spell attack. On a hit, the target takes 2d8 necrotic damage. For the duration, any time the target would regain hit points, the creature instead regains none and takes necrotic damage equal to your spellcasting ability modifier.

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

BLOCKADE

2nd-level conjuration

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a disk of adamantine worth 50 gp)

Duration: Concentration, up to 1 minute

You create a wall of shimmering force on a solid surface within range. The wall is 10 feet wide, 10 feet high, and 1 inch thick.

The wall has AC 15 and 50 hit points. The spell ends early if the wall is reduced to 0 hit points. A disintegrate spell destroys the wall completely. Creatures and objects cannot pass through the barrier. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side).

As an action you can slide the wall along the ground 5 feet in any direction. When the wall enters a space occupied by a creature, the creature must succeed on a Strength saving throw or be pushed 5-feet back by the wall. On a successful save, the creature and the wall do not move.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the wall's hit

points increase by 5 for each slot level above 2nd.

CONJURE MONSTROUS HOUND

2nd-level conjuration

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a crystal sculpture of a hound worth 25 gp)

Duration: 10 minutes

You summon an otherworldly spirit that takes the form of a grotesque, unnatural **mastiff** which appears in an unoccupied space that you can see within range. The mastiff is also considered a monstrosity, and it disappears when it is reduced to 0 hit points or when the spell ends. The DM has the mastiff's statistics.

When summoned, the mastiff gains temporary hit points equal to half of your hit point maximum and gains a bonus to its attack and damage rolls equal to your spellcasting ability modifier.

The hound is friendly to you and your companions and shares your initiative in combat. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands, it acts with reckless abandon, attacking the nearest creature or object it can see.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the amount of temporary hit points gained by the hound increases by 5 for each slot level above 2nd.

DEATH'S BREATH

2nd-level necromancy

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 action

Range: 60 feet (10-foot radius)

Components: V, S

Duration: Instantaneous

Flood a 10-foot radius sphere with negative energy. Creatures in the area must succeed on a Constitution saving throw or take 5d6 necrotic damage.

A corpse in the area of this spell when it is cast becomes invested with a malevolent spark of unlife and lashes out at a creature within 5 feet of it. Make a melee spell attack. On a hit, the target takes bludgeoning damage equal to 1d6 + your spellcasting ability modifier.

GLITTERING VEIL

2nd-level evocation

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 action

Range: 120 feet (60-foot cube)

Components: V, S, M (a diamond worth 50 gp)

Duration: Concentration, up to 1 minute

A flash of brilliance comes to life at a point within range and expands to fill a 60-foot cube for the duration. The area is bright light. You can choose up to 3 creatures to not be affected by the spell when you cast it.

Any other creature that ends its turn in the area must succeed on a Constitution saving throw, taking 2d6 radiant damage on a failed save or half as much damage on a successful one.

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

MUFFLED CELERITY

2nd-level illusion

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 action

Range: Touch

Components: S, M (a pouch filled with wool and toenail clippings)

Duration: 1 hour

A creature you touch makes no sound while moving at half speed or slower. The illusion muffles such noises as footfalls, the sounds of equipment being jostled, and the swish of fabric from clothing or a cape. It does not conceal outside sources of noise, such as a kicked pot or dropped weapon.

Creatures take a -10 penalty to Wisdom (Perception) checks made to detect the target through hearing.

TRANSFIX

2nd-level enchantment

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 action

Range: 30 feet

Components: V, M (a length of braided silk rope)

Duration: Concentration, up to 1 minute.

You lace mundane words and movements with engrossing magic. Up to 2 creatures of your choice that can see and hear you within range must make an Intelligence saving throw. Any creature that can't be charmed succeeds on the saving this saving throw automatically. On a failed save, the target

cannot willingly move more than 30 feet away from you for the duration and spends its action on each of its turns gazing at you, captivated. On a successful save, the target is unaffected and is unaware a spell was cast on it.

The spell ends early if the target takes damage or is forced to make a saving throw.

CONCEAL CONTENTS

3rd-level illusion

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a blank sheet of parchment)

Duration: Instantaneous

You infuse a powerful illusion into a single tome or container weighing no more than 10 pounds such as a journal, spellbook, bag, or lockbox.

All script inside a book targeted by this spell, including on the cover, is obscured with magical illusions that make it impossible to read by anyone other than the caster or creatures designated by the caster when this spell is cast.

Any creature attempting to decipher the illusory text must succeed on a Wisdom saving throw or be forced to return the book to the caster, as though under the effects of a *suggestion* spell.

A container targeted by this spell appears empty upon visual inspection. Any contents are rendered invisible and give off no odor. The illusion ends of the contents of the container are removed or the container is destroyed.

ICON OF DECAY

3rd-level necromancy

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 hour

Range: Touch

Components: V, M (a small onyx box worth 150 gp filled with skin from a humanoid cadaver)

Duration: 24 hours

You target a non-magical object no larger than a 10-foot cube. The target is imbued with an aura that draws life from all living creatures near it.

Each creature that ends its turn within 30 feet of the icon takes 2d6 necrotic damage. Creatures in the area cannot regain hit points and make death saving throws at disadvantage.

Undead and constructs are unaffected by this spell. Corpses inside the area of this spell

deteriorate 10 times faster than normal.

If you cast this spell over 24 hours, the duration increases to 10 days.

ICON OF RENEWAL

3rd-level evocation

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting time: 1 hour

Range: Touch

Components: V, S, M (a platinum oil lantern worth 200 gp)

Duration: 24 hours

You target a non-magical object no larger than a 10-foot cube. The target is imbued with an aura that bombards all creatures near it with waves of positive energy.

Each creature that starts its turn within 30 feet of the icon takes 2d6 radiant damage. Creatures that are not undead or constructs within the area regain an additional 1d6 hit points when healed by magic.

A creature that has 0 hit points takes no damage from this spell and is instead stabilized at the start of its turn.

If you cast this spell over 24 hours, the duration increases to 10 days.

INSTANT TRAVERSAL

3rd-level conjuration

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 minute

Range: Touch

Components: V, M (an amethyst or amethyst dust worth 5 gp which the spell consumes)

Duration: Instantaneous

Trace an arcane glyph onto an object that weighs no more than 10 pounds. The arcane mark sheds dim light out to a distance of 5 feet.

While within 1 mile of the glyph, you can use a bonus action to teleport yourself to an unoccupied space within 5 feet of the item, which appears in your open hand. The glyph then disappears from it.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can teleport with an additional creature that is within 5 feet of you for each spell slot level above 3rd.

MAGNETIZE

3rd-level enchantment

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 action

Range: Touch

Components: V, M (a disk of pure iron)

Duration: 1 minute

You infuse an object no larger than 5 feet on a side that is not being worn or carried with arcane energy. For the duration, the item is immovable while in contact with a surface. You can use a bonus action on each of your turns to cause the enchanted object to draw in one creature of your choice within 20 feet of it. The target must make a Strength saving throw. On a failed save it is pulled adjacent to the enchanted object and is grappled for the spell's duration. A creature weighing 1,000 pounds or more automatically succeeds on the saving throw against this effect.

Only one creature can be grappled by this spell at a time. A grappled target can use an action to make a Strength check against your spell save DC. On a success, the creature breaks free.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the number of creatures that can be grappled by the spell increases by 1 for every two slot levels above 3rd.

MENTAL VORTEX

3rd-level evocation

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 action

Range: 60 feet

Components: S, M (a pouch of sapphire dust worth 500 gp)

Duration: 1 minute

You disrupt the concentration of one creature with an Intelligence of 6 or higher that you can see within range. The target must make an Intelligence saving throw. On a failed save, the target has disadvantage on Intelligence, Wisdom, and Charisma checks for the duration.

In addition, the next spell cast by the target fails and the creature takes damage equal to twice the spell level of the spell it attempted to cast.

ARMOR OF BRILLIANCE

4th-level evocation

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a piece of silk and a topaz worth 50gp, which the spell consumes)

Duration: 10 minutes

Target creature gains a +1 bonus to Armor Class for the duration. The first time a creature hits the target with a melee attack on a turn, the creature

takes 2d4 radiant damage and must succeed on a Constitution saving throw or be blinded until the end of the turn.

CONJURE MAGIC WEAPON

4th-level conjuration

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 action

Range: Self

Components: V, S, M (a 1-inch bar of platinum worth 30 gp, which the spell consumes)

Duration: 24 hours

A magical +1 simple or martial weapon appears in your hands. Alternatively, you can conjure 10 pieces of +1 ammunition, which disappear after hitting or missing a target. Weapons or ammunition summoned by this spell are ethereal and obviously conjured through magic and disappear after 24 hours.

Alternatively, this spell can be cast on a single non-magical melee weapon. Its gains a +1 magical bonus to attack and damage rolls for 24 hours. If this spell is cast on the weapon each day for 10 consecutive days, the weapon becomes magical and the bonus becomes permanent.

DETONATE CORPSE

4th-level necromancy

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 action

Range: 60 feet

Components: S, M (a 1-inch rod of onyx and platinum worth 50 gp)

Duration: Instantaneous

Infuse one Large or smaller inanimate corpse within range with an overabundance of necrotic energy, causing it to explode. Each creature within 10 feet of the corpse must make a Constitution saving throw, taking necrotic damage on a failed save or half as much damage on a successful one. The damage dealt is equal to the hit dice the corpse had in life, such as 2d6 for a goblin or 7d10 for an owlbear. A creature killed by this spell explodes as though this spell were cast on it.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the radius of the explosion increases to 20 feet at 6th level and 30 feet at 8th level.

EMPATHIC SHACKLE

4th-level enchantment

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 action

Range: 30 feet

Components: S, M (a nerve preserved in salt and wax)

Duration: Concentration, up to 1 minute

One creature that you can see within range must succeed on an Intelligence saving throw. On a failed save the target's attacks deal half as much damage and it has disadvantage on Strength saving throws for the duration.

Each time the target takes damage while under the effects of this spell, you take half as much psychic damage.

FRENZY

4th-level illusion

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to obfuscate the battlefield for one creature within range. The target must make an Intelligence saving throw. The target succeeds automatically if it is immune to being charmed. On a successful save, the target takes 2d10 psychic damage. On a failed save, the target takes 2d10 psychic damage and must roll a d6 at the start of each of its turns for the duration. On a roll of 4, 5, or 6, the target has advantage on attack rolls until the end of its turn. It then becomes hostile to and attacks the nearest creature that it can see to the best of its ability.

Each time it takes damage, the target can make another Intelligence saving throw. On a success, the spell ends.

REPRISING BULWARK

4th-level abjuration

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 action

Range: Touch

Components: V, S, M (an opal worth 20 gp, which the spell consumes)

Duration: Concentration, up to 1 minute

A creature you touch is shrouded with volatile arcane energy, granting the target a +1 bonus to AC for the duration.

If a creature hits the target with a melee attack while the shield is active, the creature takes force damage equal to your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the bonus to AC increases to +2.

ARREST

5th-level enchantment

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

One creature you can see within range is overloaded with psychic energy. The target takes 10 psychic damage and is paralyzed until the end of your next turn.

This spell has no effect on creatures with legendary actions, undead creatures, or creatures with an intelligence score of 3 or lower.

CONSIGN BLOOD

5th-level necromancy

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an opal worth 100 gp)

Duration: Instantaneous.

One creature you can see within range takes 30 necrotic damage. Another creature of your choice that you can see within 10 feet of the target regains 15 hit points.

This spell has no effect on constructs or undead.

FALSE FACE

5th-level illusion

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 hour

You make a single humanoid target within range – including its clothing, armor, weapons, and other belongings – look different until the spell ends, until the target takes damage, or until you use your action to dismiss the spell early.

You can make the target appear up to 1 foot shorter or taller and can appear thin, fat, or in between. You can't change the target's body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the

illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to a target's outfit, objects pass through the hat, and anyone who touches it would feel nothing

To discern that the target is disguised, a creature can use its action to inspect its appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

FLARE OF BALANCE

5th-level evocation

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 action

Range: Self (120-foot line)

Components: S, M (a drop of dew)

Duration: Instantaneous

A beam of pure radiance flares from your outstretched hand in a 5-foot wide 120-foot long line. Each creature you choose in the area must succeed on a Constitution saving throw taking 10d6 radiant damage on a failed save or half as much on a successful one. All other creatures in the area regain 10 hit points.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 and the healing increases by 2 for each slot level above 5th.

HURL

5th-level transmutation

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

One Large or smaller creature or an object weighing no more than 1,000 pounds within range is blasted 30 feet away from you. If the target strikes an object before the end of this movement, the target takes 2d10 bludgeoning damage for every 10 feet it was moved by this spell before hitting the object.

A Huge or larger creature targeted by this spell must make a Strength saving throw. On a failed save, the target takes 8d10 force damage and is knocked prone. On a successful save, it takes half as much damage and isn't knocked prone.

SECLUDE

5th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

One creature you can see within range is teleported to an unoccupied space that you can see within range. That space must be on the ground or on a floor.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the range increases to 500 feet.

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PALADIN WIZARD

CLAWS OF HOLASHNER

6th-level necromancy

Casting Time: 1 action

Range: 80 feet

Components: V, S, M (a petrified centipede)

Duration: Concentration, up to 1 minute

You flood an area within range with potent necrotic energy. The area is 5 feet wide, 15 feet long, and 10 feet tall. Each creature in the area when this spell is cast or that ends its turn there must make a Constitution saving throw, taking 4d10 necrotic damage on a failed save or half as much on a successful one.

As an action you can cause the necrotic energy to temporarily coalesce into a wall of 10-foot tall razor sharp talons that slice through the ground in a 60-foot line straight toward you. Each creature, including you, caught in the talon's path must make a Dexterity saving throw, taking 4d10 slashing damage and 4d10 necrotic damage on a failed save or half as much damage on a successful one.

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DRUID WARLOCK
PALADIN WIZARD

CONCUSSIVE BOLTS

6th-level evocation

Casting Time: 1 action

Range: Self (60 feet)

Components: S, M (a crystal ring worth 30 gp)

Duration: Concentration, up to 1 minute

You concentrate volatile arcane force into your clenched hand. For the duration, you can use your action to make a ranged spell attack against a creature you can see within 60 feet. On a hit, the target takes 5d10 + 10 force damage. A Huge or smaller creature hit by this spell is pushed 10 feet directly away from you.

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

CONTROL SHADOW

6th-level illusion

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

You weave an intricate illusion for one creature within range that casts a shadow. The target must make a Wisdom saving throw. On a failed save, the target believes their shadow is animate and hostile toward them. For the duration, the creature treats the shadow as a dangerous creature. If the target moves, the shadow moves with it.

While the illusion persists, the target takes 6d8 psychic damage at the start of each of its turns as the shadow attacks it. The target can repeat its saving throw against this spell at the end of each of its turns, ending the effect on a success.

BARD RANGER
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DRUID WARLOCK
PALADIN WIZARD

MARK OF JUDGMENT

6th-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a braided gold chain worth 80 gp)

Duration: Concentration, up to 1 minute

Make a melee spell attack. On a hit, the target takes 8d12 radiant damage and a searing mark of brilliance appears on them for the duration.

While the mark remains on the target, you can use an action to teleport up to 30 feet toward the target. If teleporting in this way brings you adjacent to the marked creature, you can repeat this spell attack on the target as a bonus action.

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

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

OASIS

6th-level conjuration

Casting Time: 1 minute

Range: Sight

Components: V, S, M (a gold or platinum chalice worth 200 gp, which the spell consumes)

Duration: 24 hours

You weave powerful creation magic into an 80-foot radius sphere that you can see, reshaping it to your needs. The area becomes a shelter from the

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surrounding environment: steam vents form in the frozen tundra, a crystal clear pool springs to existence in the desert, a bountiful island appears on the open sea.

The oasis shelters creatures inside it from harsh conditions, such as extreme heat or cold. for the duration. In addition, it supplies enough food and drinking water to sustain 8 medium creatures.

When the spell ends, the oasis shimmers and disappears as though it were a mirage.

PSYCHIC STORM

6th-level enchantment

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 action

Range: 60 feet

Components: S, M (a hair pulled from an insane humanoid)

Duration: Concentration, up to 1 minute

One creature you can see within range is wracked with wave after wave of mind-crippling psychic energy. The target must make an Intelligence saving throw or take 8d10 psychic damage and an additional 3d10 psychic damage at the start of each of its turns. The target can repeat its saving throw at the end of each of its turns, ending this effect on a successful save.

Each time a creature takes damage from this spell, it loses concentration on any spell it is currently concentrating on.

ASTRAL RECURRENCE

7-level abjuration

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 reaction, which you take when a creature within range is damaged or healed

Range: 60 feet

Components: V, S, M (a loop of platinum)

Duration: Concentration, up to 1 minute

You copy a single moment that affected a creature inside a pocket of the astral plane.

Once before the spell ends, you can use an action to damage or heal the target by the amount that triggered this spell.

Damage. The target must succeed on a Charisma saving throw or take psychic damage equal to the triggering damage plus your spellcasting ability modifier. No other effects are copied.

Heal. The target regains hit points equal to the amount it regained when this spell was cast. No other effects are copied.

BLAST WAVE

7th-level evocation

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 action

Range: Self (20-foot radius)

Components: V, S

Duration: Instantaneous

Each creature of your choice within 20 feet of you must succeed on a Strength saving throw. On a failed save, the target takes 6d10 + 10 force damage and is knocked prone. On a successful save, the target takes half as much damage and isn't knocked prone.

BREATH OF LIFE

7th-level evocation

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S

Duration: Instantaneous

You exhale a gust of positive energy in a 30-foot cone. Creatures you choose in the area regain 7d6 hit points. A creature targeted by this spell that has 0 hit points instead regains hit points equal to half their hit point maximum.

Undead in the area of the spell must make a Constitution saving throw, taking 12d6 radiant damage on a failed save or half as much on a successful one. An undead creature killed by this spell cannot be regenerated or reanimated by any means short of a *wish* spell.

FLICKER

7th-level illusion

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 10 minutes

You envelop a creature you touch with an illusion that distorts it, causing it to shift and flutter unnaturally.

For the duration, each time the target is hit by a melee or ranged attack, it must roll a d6. On a roll of 3 or higher, the attack misses instead.

An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

SUMMON SLAADI

7th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a ruby worth 200 gp, which the spell consumes)

Duration: Instantaneous

You forcibly pull a **red slaad** from the plane of Limbo in an unoccupied space within range. The slaad makes a Wisdom saving throw. On a failed save, the slaad considers you a familiar acquaintance. On a successful save, you gain no special power over the creature, and it is free to act as the GM deems appropriate. It might leave, attack you, or help you.

You have advantage on Charisma checks made to influence the slaad but it is not under your control.

Only one slaad can be summoned by this spell at a time. Each subsequent time the spell is cast, the previously summoned slaad is returned to limbo and a new one is summoned.

At Higher Levels. When you cast this spell using a spell slot of 9th level, the slaad's control gem appears in your open hand.

BARD RANGER
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DRUID WARLOCK
PALADIN WIZARD

CYCLONE

8th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a pinch of dust or a drop of water)

Duration: Concentration, up to 1 minute

A violent, twisting storm appears, centered at a point within range. The storm fills a 20-foot radius, 100-foot tall cylinder with swirling dust, gusting winds, and debris. Any creature that ends its turn within the storm must make a Strength saving throw, taking 8d6 bludgeoning damage on a failed save or half as much on a successful one.

A creature weighing 1,000 pounds or less that fails its saving throw is also lifted 50 feet off the ground, suspended inside the storm. The area of the spell is heavily obscured and ordinary projectiles fired into or through the storm are deflected upward and automatically miss.

A creature caught in the cyclone can move through flight or by pushing or pulling against a fixed object within reach, such as a tree, wall, or ceiling. Because of the force of the storm, though, the creature must make a successful Strength (Athletics) check against your spell save DC in order to move at all. If it fails the check, it can't move. A creature that moves out of the area falls to the ground.

As an action, you can move the cyclone up to 30 feet along the ground within range.

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PALADIN WIZARD

VOID CONVERGENCE

7th-level conjuration

Casting Time: 1 action

Range: 300 feet (60-foot cube)

Components: V, S

Duration: Concentration, up to 1 minute

You form an expansive gateway to the heart of the Plane of Shadow in a 60-foot cube within range. For the duration, the area is flooded with negative energy.

The area becomes devoid of air and natural light for the duration. Spells that create light only illuminate 5 feet of the darkness. The temperature in the area of negative energy drops to -32 degrees .

A creature that starts its turn in the area must make a Constitution saving throw, taking 7d8 necrotic damage on a failed save or half as much on a successful one.

A creature that ends its turn in the area must succeed on a Constitution saving throw or suffer 1 level of exhaustion. Any levels of exhaustion go away when the spell ends.

BARD RANGER
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DRUID WARLOCK
PALADIN WIZARD

MOONFIRE

8th-level evocation

Casting Time: 1 action

Range: 240 feet

Components: V, S, M (an ornate opal hoop worth 500 gp)

Duration: Concentration, up to 1 minute

A soft pillar of glittering light beams down in a 10-foot-radius, 120-foot-high cylinder centered on a point within range. Until the spell ends, bright light fills the cylinder.

When a creature enters the spell's area for the first time on a turn or ends its turn there, it is scorched by silvery-white ghostly flames. The target must make a Constitution saving throw, taking 10d6 radiant damage on a failed save or half as much on a successful one.

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As an action, you can move the pillar of light up to 30 feet. If a creature comes in contact with the light, that creature must make the saving throw against the spell's damage.

A creature can take damage from this spell only once per turn. Undead killed by this spell erupt in flash of brilliant light, dealing 5 points of radiant damage to each undead within 5 feet of them.

NECROTIZE

8th-level necromancy

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 action

Range: Touch

Components: S, M (a black pearl worth 500 gp)

Duration: Instantaneous

Virulent necrotic energy bubbles from your hand. Make a melee spell attack. On a hit, the target takes 14d12 necrotic damage.

A creature that takes this damage must make a Constitution saving throw. On a failed save, the target takes 1 point of necrotic damage at the start of each of its turns for 1 hour (10 necrotic damage each minute).

OBSCURE

8th-level illusion

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 action

Range: 120 feet

Components: V

Duration: Varies

One creature you can see within range must make a Charisma saving throw or be temporarily hindered by a powerful illusion.

When you cast this spell, choose the nature of the illusory impediment from the following options:

- The target's environment sways and distorts for 1 minute. It has disadvantage on ability checks, attack rolls, and saving throws. The target can repeat its saving throw at the end of each of its turns, ending this effect on a success.
- The target becomes *blinded* or *deafened* (your choice) for 30 days.
- The creature's appearance and voice, if any, become distorted and unrecognizable for 10 days. A creature must succeed on an Intelligence (Investigation) check opposed by your Spell Save DC in order to determine the creature's identity.

- The target can no longer hear, see, or smell a single creature or object of your choice that you can see within range, which remains hidden for 10 minutes. The target can repeat its saving throw at the end of each of its turns, ending this effect on a success.

PSYCHIC DISRUPTION

8th-level evocation

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Concentration, up to 10 minutes

One creature you can see within range must succeed on a Charisma saving throw or be wracked with pain each time it exerts itself for the duration.

Each time the target uses an action to Attack, Cast a spell, Dash, or use an item, the target takes 5d10 points of psychic damage.

The target can use its action to make a Charisma check opposed by your spell save DC. On a success, the spell ends for that creature. On a failure, the creature is stunned until the end of its next turn.

VECTOR BLAST

8-level evocation

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 action

Range: Self (150-foot line)

Components: V, S

Duration: Concentration, up to 1 minute.

For the duration, you become a conduit of potent arcane force. While you concentrate on this spell, your speed is reduced to 0 and you cannot take actions.

Once before the spell ends, you can use a bonus action to cause a destructive beam of arcane force to blast out from your outstretched hand in a 10-foot wide, 150-foot long line. Each creature in the area must make a Dexterity saving throw. On a failed save, the target takes 5d10 force damage and is knocked prone.

The damage of the blast increases by 10 for each round you spend concentrating on the spell before releasing it, up to a maximum of 5d10 + 100 force damage.

BLACKMAW'S UNBREAKING BARRIER

9th-level conjuration

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a bar of adamantine worth 200 gp, which the spell consumes)

Duration: Instantaneous

A massive impenetrable barrier of inky black arcane force springs into existence within range.

The wall is 1/4 inch thick, up to 50 feet tall, up to 300 feet wide, and lasts until dispelled. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side).

Nothing can physically pass through the barrier and it is immune to all damage. A creature that touches the wall or hits it with a melee attack takes 15d10 force damage and is pushed 10 feet directly away from it.

The wall also extends into the Ethereal Plane, blocking ethereal travel through it. You are made aware when the wall is attacked or dispelled while you are on the same plane of existence as it.

CEREBRAL MIMICRY

9th-level illusion

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 reaction which you take when you see a creature within 60 feet of you cast a spell or use a spell-like ability

Range: 60 feet

Components: V, S

Duration: Instantaneous

You gain perfect understanding of a magical effect a creature creates.

If the creature is casting a spell of 8th level or lower, you can innately cast the spell once before finishing your next long rest, requiring no material components. Treat the spell as though it were cast at 8th level, using your spell save DC, spell attack bonus, and spellcasting ability modifier.

If the creature is using a spell-like ability, such as a Behir's lightning breath, you can use an action to copy the effect exactly before finishing your next short or long rest. The ability uses the save DC, attack bonus, and ability modifier of the creature that cast it. This spell can't copy legendary or lair actions.

GLOOM PYRE

9th-level evocation

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Instantaneous

A creature you can see within range is consumed by nightmarish black fire. The target must make a Constitution saving throw against the spectral flames. On a failed save, the target takes 15d10 fire damage, 15d10 necrotic damage, and cannot regain hit points until it finishes a long rest. On a successful save, the target takes half as much damage and can regain hit points normally. If this damage reduces a creature to 0 hit points, it is vaporized.

A vaporized creature and everything it is wearing and carrying, except magic items, are utterly destroyed. The creature can be restored to life only through divine intervention or a *wish* spell.

Good aligned creatures within 100 feet of the target feel an overwhelming sense of dread and loss. Creatures that can see the black flames but are unaffected by them experience an unnatural icy chill for 1 minute.

HALLOWED STAR

9th-level conjuration

BARD RANGER
CLERIC SORCERER
DRUID WARLOCK
PALADIN WIZARD

Casting Time: 1 hour

Range: Self

Components: V, S, M (a diamond worth 1,000 gp, which the spell consumes)

Duration: Instantaneous

A fist-sized orb of gentle light flares to existence and orbits you until dispelled, casting dim light out to a distance of 20 feet.

Undead creatures that end their turn inside the light are seared for 5 points of radiant damage.

Creatures of your choice within the orb's glow gain a +10 bonus to death saving throws. If a creature within the area would be killed outright, it is instead reduced to 0 hit points.

As an action, you can cause the star to explode with impossible brilliance and disappear. Each creature of your choice within 20 feet of you must make a Constitution saving throw. On a failed save, the target takes 14d6 radiant damage and is *blinded* for 30 days. On a successful save, the target

takes half as much radiant damage and is not blinded.

Only one *hallowed star* can be formed at a time.

ILLUSORY FATE

9th-level illusion

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 hour

You attempt to trap the mind of a single creature that can see you within a powerful, often deadly, illusion.

The target must make a Intelligence saving throw. On a successful save, the target is incapacitated until the end of its next turn. On a failed save, the target is paralyzed and becomes unaware of its physical surroundings.

While paralyzed in this way, the target experiences a perfect illusion of your design. The illusion can be as complex or simple as you desire and can affect all of the target's senses. Time inside the illusion can pass as quickly or slowly as you wish.

If the illusion is purposefully harmful to the target, it takes 30 points of psychic damage at the start of each of its turns. Each time the target takes this damage, it can repeat the saving throw, ending the spell on a successful save.

The spell ends for an affected creature if it takes any damage from a source other than this spell.

BARD RANGER
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DRUID WARLOCK
PALADIN WIZARD

MANUFACTURE CONSTRUCT

9th-level conjuration

Casting Time: 24 hours

Range: 30 feet

Components: V, S

Duration: Instantaneous

BARD RANGER
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DRUID WARLOCK
PALADIN WIZARD

You permanently create a single construct of challenge rating 4 or lower, such as a **scarecrow** or **helmed horror**. The construct has the statistics of the chosen form, though it can have a wide variety of cosmetic alterations, chosen by you when you cast the spell.

When the construct drops to 0 hit points, it disappears, leaving behind only fine gray dust.

If this spell is cast targeting the construct, it gains temporary hit points equal to five times your spellcasting ability modifier.

You can't have more than one construct created by this spell at a time. Future castings of this spell can manifest the same construct or a new one. As an action, you can cause a manufactured construct to disappear.

