

COMPENDIUM OF SPELLS II

Dark magic, the purview of vile necromancers, wicked manipulators, and maddened servants of ancient ideals, remains one of the largest threats to face the world. Ancient and long-forgotten spells fuel the rise to power of many evil spellcasters. Magic itself has no true alignment; it is a force of reality, a part of nature like any other, and the true morality of a spell is determined only by the ideals of the caster. Even so, some magic lends itself better to wicked ends than others.

Not all magic in this collection can be considered evil, however. Mixed among the blood magic and wrathful druidics are other forms of magic, drawing power from the stars, or from the deepest depths of the Shadowfell. Regardless, this is old magic, hidden in the furthest reaches of ancient libraries, locked away in tomes that stink of decay, or perhaps lying forgotten on another plane with a dead wizard's skeletal hand still clutched to the front cover.

THEMATIC TIES

Many of the spells found in this collection are connected by different themes. Not every spell connects with a theme, and some connect to existing spells in the PHB or the first Compendium of Spells.

Some of the themes found here include **Astrology**, the magic of the endless cosmic heavens, which both divines the future, and inflicts celestial vengeance; **Blood Magic**, the foul and profane art of drawing magical power from sacrifice; **Mad Druidics**, the somewhat crazed domain of druids and rangers bent on nothing less than the total return of society to nature; and **Shadow Magic**, which allows an illusionist to replicate other spells with the quasi-real shadowy material drawn from the Shadowfell itself.

Your DM may choose to restrict your class's access to certain spells along the themes given above. Not every druid has the conviction necessary to channel the destructive energies of the Mad Druidic spells, and not every illusionist has the skill to manipulate the intricacies of Shadow Magic.

FORMLESS POTENTIAL

For DMs, this collection reflects not just a series of new ways for players to experience the game. Many spells included here are perfect for the villains of the campaign, whether that be a small-scale crazed druid, to the long-dead spirit of an ancient blood mage bent on revenge.

When creating NPCs and enemies with spellcasting abilities, you may either choose to give the Spellcasting feature or class levels to an existing creature, or you may create a new character much as a player would. However, do so with caution; a lucky roll or a clever scheme may result in your party's wizard gaining access to the spellbook of a powerful archmage.

SPELL LISTS

The following lists include all spells contained in this document, as well as which spells are available to each class.

MASTER SPELL LIST

The following lists all spells in this document, as well as which school each spell belongs to.

1ST LEVEL

Bleed (necromancy)
Crimson Bolt (necromancy)
Guardian Eye (divination)
Shadow Evocation (illusion)
Violent Reflection (transmutation)

2ND LEVEL

Arcane Skill (transmutation)
Blood Curse (necromancy)
Crimson Flame (necromancy)
Shadow Conjuration (illusion)
Rot (transmutation)

3RD LEVEL

Baneful Fate (divination)
Conjure Blights (conjuration)
Greater Mage Armor (abjuration)
Minor Telekinesis (transmutation)

4TH LEVEL

Conjure Rust Monsters (conjuration)
Extraplanar Sense (divination)
Rust (transmutation)

5TH LEVEL

Boiling Blood (necromancy)
Read the Stars (divination)
Starfall (evocation)

6TH LEVEL

Blackmantle (necromancy)
Scarlet Frenzy (necromancy)
Wasting Sickness (necromancy)

7TH LEVEL

Blood Price (necromancy)
Plague (necromancy)
Wildfire (evocation)

8TH LEVEL

Scarlet Haze (necromancy)
Shadowform (necromancy)

9TH LEVEL

Reverse Time (transmutation)

BARD

1ST LEVEL

Guardian Eye
Shadow Evocation
Violent Reflection

2ND LEVEL

Arcane Skill
Shadow Conjuration

3RD LEVEL

Minor Telekinesis

4TH LEVEL

Extraplanar Sense

9TH LEVEL

Reverse Time

CLERIC

Your DM might rule that certain blood magic spells are only available to clerics of evil gods, given the inherent darkness of sacrificial magic.

1ST LEVEL

Bleed
Guardian Eye
Violent Reflection

2ND LEVEL

Blood Curse
Crimson Flame
Rot

3RD LEVEL

Baneful Fate

4TH LEVEL

Extraplanar Sense
Rust

5TH LEVEL

Boiling Blood
Read the Stars

6TH LEVEL

Blackmantle
Scarlet Frenzy
Wasting Sickness

7TH LEVEL

Blood Price
Plague

8TH LEVEL

Scarlet Haze

9TH LEVEL

Reverse Time

DRUID

Many of the spells found on this list are intended for more violent, aggressively-minded druids, either those hailing from savage and primitive cultures, or those with a rather extreme idea of natural reclamation.

1ST LEVEL

Bleed
Guardian Eye

2ND LEVEL

Rot

3RD LEVEL

Conjure Blights

4TH LEVEL

Conjure Rust Monsters
Extraplanar Sense
Rust

5TH LEVEL

Read the Stars
Starfall

6TH LEVEL

Wasting Sickness

7TH LEVEL

Plague
Wildfire

9TH LEVEL

Reverse Time

RANGER

As with the druid spell list, many of these spells are intended for rangers more intent on protecting nature from man, rather than the other way around.

1ST LEVEL

Bleed
Guardian Eye

2ND LEVEL

3RD LEVEL

Conjure Blights

4TH LEVEL

Extraplanar Sense
Rust

SORCERER

1ST LEVEL

Bleed
Crimson Bolt
Violent Reflection

2ND LEVEL

Blood Curse
Crimson Flame

3RD LEVEL

Greater Mage Armor
Minor Telekinesis

4TH LEVEL

Extraplanar Sense

5TH LEVEL

Boiling Blood
Read the Stars
Starfall

WARLOCK

1ST LEVEL

Bleed
Crimson Bolt
Shadow Evocation
Violent Reflection

2ND LEVEL

Arcane Skill
Blood Curse
Crimson Flame
Shadow Conjunction
Rot

3RD LEVEL

Baneful Fate
Conjure Blights
Minor Telekinesis

5TH LEVEL

Boiling Blood
Read the Stars
Starfall

6TH LEVEL

Blackmantle
Scarlet Frenzy
Wasting Sickness

7TH LEVEL

Blood Price
Plague

8TH LEVEL

Scarlet Haze
Shadowform

9TH LEVEL

Reverse Time

WIZARD

1ST LEVEL

Bleed
Crimson Bolt
Shadow Evocation

2ND LEVEL

Arcane Skill
Blood Curse
Crimson Flame
Shadow Conjunction

3RD LEVEL

Baneful Fate
Greater Mage Armor
Minor Telekinesis

4TH LEVEL

Extraplanar Sense

5TH LEVEL

Boiling Blood
Read the Stars
Starfall

6TH LEVEL

Blackmantle
Scarlet Frenzy
Wasting Sickness

7TH LEVEL

Blood Price

8TH LEVEL

Scarlet Haze
Shadowform

9TH LEVEL

Reverse Time

VARIANT WIZARD: SHADOW MAGE

With the approval of your DM, you may use the following variant features in place of the ones in the PHB when you choose the School of Illusion as your Arcane Tradition for the wizard class. If there is not a variant feature listed for a particular level, you instead gain the normal feature for the School of Illusion.

Minor Phantasm. When you choose this school at 2nd level, you learn the *minor illusion* cantrip. If you already know this cantrip, you learn a different wizard cantrip of your choice. The cantrip doesn't count against the maximum number of cantrips known. When you cast *minor illusion*, you may replicate the effects of any evocation cantrip from any spell list. When you do so, you deal damage as a 1st level caster of the spell, and the cantrip deals psychic damage.

Shadowed Spell. Starting at 6th level, you may infuse your evocation spells with illusory shadow magic. When you cast a wizard evocation spell of 1st level or higher, you may cast the spell as though you expended a slot one level higher than you did, so long as you possess at least one spell slot of that higher level. When you use this feature, the target or targets of the spell must make an Intelligence saving throw against your spell save DC. On a success, they take no damage from the extra level. On a failure, they suffer the effects of the spell at the higher level. You may use this feature a number of times per day equal to your Intelligence modifier (minimum of once)

SPELLS

ARCANE SKILL

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

For the next hour, you become proficient in one skill, tool, or vehicle type of your choice, if you were not already proficient in it. Your proficiency in this skill is suppressed while within an *antimagic field*, and you do not gain the actual knowledge involved in the skill.

For instance, gaining proficiency with blacksmith's tools does not teach you how blacksmithing works, you can simply perform the appropriate actions as they are needed. In the case of knowledge-based skills, such as Arcana, Religion, or History, you only gain what knowledge you learn from successful skill check rolls; if the roll fails, you learn nothing.

BANEFUL FATE

3rd-level divination (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (frozen ashes)

Duration: 1 week

You pronounce a fell portent, foretelling doom on a target you touch. The creature makes a Wisdom saving throw, and is unaffected by the spell on a success.

On a failure, the target is placed under an impending cosmic fate. As a bonus action or reaction, you may call down the foretold fury, causing a single blazing star to descend and strike the target, dealing 2d6 radiant damage and 2d6 cold or fire damage, your choice each time you cast this spell. The target is also blinded until the end of your next turn.

After you have called down this star, the spell immediately ends. The spell also ends if the duration elapses before the star is called down, and you may also end the spell as an action on your turn.

At Higher Levels. When cast as a 5th level, the duration increases to one month, and you may call down the star twice before the spell ends. When cast as a 7th level, the duration is extended to one year, and you can call down the star three times. If cast as a 9th level spell, the spell lasts until dispelled, or until you have called down the star three times.

BLACKMANTLE

6th-level necromancy

Casting Time: 1 action

Range: Self (30ft sphere)

Components: V, S, M (a bit of broken bone, blackened with soot)

Duration: Concentration, 1 minute

You surround yourself with necromantic energies, negating all healing and restorative magic within the sphere of influence. When you cast this spell, roll 8d10. Any healing within the field of *blackmantle* is negated up to the amount rolled.

Healing from spells such as *cure wounds* or *mass healing word* is negated for any creatures within the *blackmantle* field, but the spell slot is expended as normal. If healing comes from a magical item, like a *potion of healing*, the potion is consumed with no effect; similarly, if the healing comes from an item with charges, a charge is expended as per normal. Natural forms of healing, such as regeneration, a fighter's Second Wind feature, or other class or racial abilities also do not function within the field.

If healing would exceed the amount rolled when the spell was cast, then any excess healing is applied as normal, and the spell ends.

BLEED

1st-level necromancy

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (a crimson gem worth at least 10gp)

Duration: Instantaneous

You make a melee weapon attack as part of casting this spell. On a hit, the strike deals an additional 2d8 necrotic damage. Additionally, the target begins to bleed profusely.

At the beginning of each of the target's turns, they must make a Constitution saving throw, ending the effect on a success. On a failure, the target instead takes 3d4 necrotic damage, and their speed is halved for the rest of that turn.

BLOOD CURSE

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (blood equal to 2d8 necrotic damage from the caster)

Duration: Concentration, 1 minute

As an action, you cut yourself and smear the blood on a target you can see within range. Roll 2d8 and take that much necrotic damage, reducing your maximum hit points by half of that amount. This reduction lasts until you finish a short rest. The creature you touch must succeed on a Wisdom saving throw or become cursed for the duration of the spell. When you cast this spell, choose the nature of the curse from the following options:

- Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score.
- While cursed, the target has disadvantage on attack rolls made against you.
- While the target is cursed, your attacks and spells deal an extra 1d8 necrotic damage to the target.
- While cursed, you may force the target to take damage to fuel your blood magic spells, instead of you. Whenever you cast a spell with a blood cost you must pay yourself, you may force the target to make a Constitution save or take that damage themselves, up to a maximum of 2d8 per the level of slot you cast *bestow curse* with.

A *remove curse* spell or similar magic ends this effect. The effect also ends if you lose concentration.

At Higher Levels. If you cast this spell as a 3rd level or higher, the blood cost increases to 3d8 and the duration becomes concentration, 10 minutes. If you use a spell slot of 4th level or higher, the blood cost increases to 4d8 and the duration becomes 8 hours. If you use a spell slot of 6th level or higher, the blood cost increases to 6d8 and the duration becomes 24 hours. Casting this spell with a 4th level or higher spell slot grants a duration that does not require concentration.

BLOOD PRICE

7th-level necromancy

Casting Time: Special

Range: Touch

Components: V, S, M (an amount of blood determined by the spell)

Duration: Instantaneous

Using this foul magic, you may negate the expensive material costs of certain magic by replacing them with blood sacrifice. You must cast this spell in conjunction with another spell that consumes a material component costing more than 100gp. This spell may not be cast with spells that maintain the material component as an object after the spell, such as with the crystal prison variant of *imprison*. This spell must be of a level equal to or lower than the level of slot you use to cast *blood price*.

The amount of life lost to pay for this spell depends on the cost of the original material component for the companion spell. For every 100gp of material cost, you must sacrifice four hit dice worth of sentient, living creatures. So for a 100gp material, you can either sacrifice four creatures with one hit dice each, two creatures with two hit dice each, or one creature with four hit dice.

The amount of blood increases exponentially with increased cost. For any material component that costs above 300gp, you must sacrifice five hit dice worth of creatures per 100gp. For materials costing over 500gp, you must sacrifice seven hit dice of creatures per 100gp. For materials costing over 700gp, you must sacrifice ten hit dice of creatures per 100gp.

To sacrifice these creatures, they must be restrained above a collection bowl of some kind. Over the course of casting this spell, you must slit the throats of each creature, and drain the blood from it into the collection bowl. Draining a creature takes 15 minutes, unless your DM rules that the creature's blood is particularly thick, or more work is required to properly cut the creature's skin. Thus casting this spell takes as long as it would take to sacrifice each victim, rounded up to the nearest hour.

At Higher Levels. When cast as a 9th level spell, you may now create lasting material components with this spell, as required for the *imprison* spell. When you use the spell in this way, the hit die cost per 100gp is doubled from what it would normally be.

BOILING BLOOD

5th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (blood equal to 5d6 necrotic damage dealt to the caster)

Duration: Instantaneous

Your touch causes the target's veins to burn with searing agony. Roll 5d6 and take that much damage, reducing your hit points by half of that amount. This reduction lasts until you finish a short rest. You then touch one target you can see, who must then make a Constitution saving throw.

On a failure, the target takes 6d8 fire damage and 6d8 necrotic damage, and you regain hit points equal to half the necrotic damage dealt. Furthermore, the target's blood begins to burn, giving them disadvantage on all attacks for 1 minute, repeating the save at the end of each turn to end the effect. At the end of each turn while the spell lasts, the target takes a further 3d8 fire damage and 3d8 necrotic damage, and you regain hit points equal to half the necrotic damage dealt.

If you would heal from this spell above your hit point maximum, you instead gain that excess healing as temporary hit points. These temporary hit points replace any temporary hit points you may have, unless your existing temporary hit points are higher.

CONJURE BLIGHTS

3rd-level conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V, S, M (fresh blood equal to 2d4 necrotic damage)

Duration: Concentration, 1 hour

You summon blights that appear in an unoccupied space that you can see within range. You choose one of the following options for what appears:

- Two **tree blights** (found in the *Curse of Strahd* module)
- Four **vine blights**
- Eight **needle blights**
- Ten **twig blights**

A blight summoned by this spell disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are hostile to all creatures, save for undead or other blights. If you used your own blood in the spell, the blights will be friendly towards you, but not your companions. Roll initiative for the summoned creatures as a group, which has its own turns. You may order the blights to undertake certain courses of action, but cannot prevent them from attacking a certain creature; you can, however, order them to prioritize a certain target over others.

If you don't issue them any commands, the blights will attack the nearest creatures to them, prioritizing the weakest target available.

Your GM has statistics for the blights.

CONJURE RUST MONSTERS

4th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, 1 hour

You summon rust monsters that appear in an unoccupied space that you can see within range. When you cast this spell, you may choose to summon up to four rust monsters. A rust monster summoned by this spell disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which takes its own turns. These summoned creatures will obey any verbal commands you give them (no action required by you). If you give them no commands, they will seek out the nearest sources of metal to eat, only attacking to defend themselves, or if there is no unattended metal nearby.

Your GM has the statistics for the rust monsters.

CRIMSON BOLT

1st-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (blood equal to 2d6 necrotic damage dealt to the caster)

Duration: Instantaneous

You transform your blood into vile, necrotic energy to strike at your enemies. Roll 2d6 and take that much necrotic damage, then lower your maximum hit points by half of that amount. This reduction lasts until you finish a short rest. You then make a ranged spell attack roll against a target you can see within range. On a hit, the target takes 2d6 necrotic damage, and you regain hit points equal to half the damage dealt.

If you would heal from this spell above your hit point maximum, you instead gain that excess healing as temporary hit points. These temporary hit points replace any temporary hit points you may have, unless your existing temporary hit points are higher.

CRIMSON FLAME

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (blood equal to 4d6 necrotic damage)

Duration: Until dispelled

A flame, equivalent in brightness to a torch and stained a blood red, springs from from an object that you touch. Roll 4d6 for you or a willing or restrained creature to take, and reduce the target's maximum hit points by half that amount. This reduction lasts until the target completes a short rest.

The effect looks like a normal flame, save for the deep scarlet color, but it creates no heat and doesn't use oxygen. A *crimson flame* can be covered or hidden but not smothered or quenched. The flame burns for 8 hours, then fades to a dull, reddish glow. The flame can then be reignited at any time by dripping blood equal to 1d4 necrotic damage onto the flame. At that point, the flame surges back to its former size and luminescence.

EXTRAPLANAR SENSE

4th-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (a torn piece of a *bag of holding*)

Duration: Concentration, 1 hour

While under the effects of this spell, you know the location of any extraplanar entities, gates, or other points within 60 feet. This sense detects items such as *bags of holding* or *portable holes*, creatures under the effect of the *etherealness* spell or similar magic, or the portals created by spells such as *gate*. The spell also allows you to detect any rips or tears in the fabric of the plane you are currently on. Furthermore, you can use your action each turn for 1 minute to actively search for extraplanar magic nearby.

Once you have finished your meditation, you know the location of any celestials, elementals, fey, or fiends within 120 feet. You may also sense the location at which any of the previously listed creatures was first summoned onto your current plane. If the creature died and returned to its home plane, you sense that point as well.

Furthermore, your meditation allows you to sense a distinct point wherever a spell such as *plane shift*, *dimension door*, *misty step*, or other teleportation magic has been cast within the past day. You do not know which spell was cast, or when it was cast, only that a teleportation spell was successfully cast at that point. If the teleportation spell creates linked portals, such as with *arcane gate*, then you may sense that the two points where each portal came into being are linked, as long as both points are within range of your sense.

If cast on a plane other than the Material Plane, then you do not sense natives of that plane as "extraplanar," and may instead sense any creatures from the Material Plane as "extraplanar." If cast on certain Upper or Lower Planes, this spell may allow the ruler of that plane to sense your location so long as the spell remains active.

GREATER MAGE ARMOR

3rd-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a fragment of plate armor)

Duration: 8 hours

A protective magical force surrounds you until the spell ends. Your base AC becomes 15 + your Dexterity modifier. The spell fails if you are wearing armor when you cast it and the slot is wasted. The spell also ends if you don armor or if you dismiss the spell as an action.

GUARDIAN EYE

1st-level divination (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: 24 hours

This spell immediately alerts the caster with a mental image when the target is in danger. If the caster targets themselves, they cannot be surprised while conscious. Otherwise, the caster automatically knows whenever the target is in danger, and is woken if the caster is sleeping.

This spell continues to function as long as the caster and target are on the same plane of existence. The spell ends after the full time has elapsed, or after you dismiss the ward as an action.

MINOR TELEKINESIS

3rd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, 1 minute

You gain the ability to wield a portion of your mental power in the physical world. When you cast this spell, and as your action each round for the duration, you can exert your will on one creature or object you can see within range, causing the appropriate effect as below. You can affect the same target every round, or choose a new one at any time. If you switch targets, the prior target is no longer affected by the spell.

Creature. You can attempt to move a Large or smaller creature. Make an ability check with your spellcasting ability contested by the target's Strength check. If you win the contest, you may move the creature 15ft in any direction along the ground, but not outside the range of this spell.

Object. You can try to move an object weighing up to 100 pounds. If the object isn't being worn or carried, you may move it up to 30ft, but not outside the range of this spell.

If the object is worn or carried by a creature, you must make an ability check with your spellcasting ability, contested by the creature's Strength check. If you succeed, you pull the object away from the creature, and may move it up to 30ft in any direction, but not outside the range of this spell.

You can exert fine control over objects within your telekinetic grip, such as manipulating a simple tool, opening a door or container, stowing or retrieving an object from an open container, or pouring the liquid from a vial.

PLAGUE

7th-level necromancy

Casting Time: 1 action

Range: Self (60ft sphere)

Components: V, S

Duration: 1 minute

Your breath carries disease, infecting all those around you with horrific maladies. When you cast this spell, all creatures within 60ft of you must make a Constitution saving throw. Furthermore, any creature besides you which ends its turn within this cloud of disease must also make the save. On a success, they are not affected by this spell.

On a failure, the creatures is afflicted by a disease of your choosing. You must choose this disease when you cast the spell, and all creatures who become affected by this spell must suffer the same disease. At the end of each of the target's turns, it must make another Constitution saving throw. The creature has disadvantage on these saving throws if they remain within the disease cloud.

After failing three of these saving throws, the disease's duration becomes 7 days, and the creature stops making these saves. After succeeding on three of these saving throws, the creature recovers from the disease, and the spell's effects on them end.

Since this spell induces a natural disease in its target, any effect that removes a disease or otherwise ameliorates a disease's effects apply to it.

Blinding Sickness. Pain grips the creature's mind and its eyes turn milky white. The creature has disadvantage on Wisdom checks and Wisdom saving throws, and is blinded.

Filth Fever. A raging fever sweeps through the creature's body. The creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength.

Flesh Rot. The creature's flesh decays. The creature has disadvantage on Charisma checks and vulnerability to all damage.

Mindfire. The creature's mind becomes feverish. The creature has disadvantage on Intelligence checks and Intelligence saving throws, and the creature behaves as if under the effects of the *confusion* spell during combat.

Seizure. The creature is overcome with shaking. The creature has disadvantage on Dexterity checks, Dexterity saving throws, and attack rolls that use Dexterity.

Slimy Doom. The creature begins to bleed uncontrollably. The creature has disadvantage on Constitution checks and Constitution saving throws. In addition, whenever the creature takes damage, it is stunned until the end of its next turn.

At Higher Levels. When you cast this as an 8th level spell, the duration of the disease becomes one month, should the target fail three saves. When you cast this as a 9th level spell, you may instead imbue the earth in a 60ft circle around you with disease, causing the effects of this spell to remain in that area for 24 hours. Casting the spell in this way every day for a year and a day causes this effect to become permanent.

READ THE STARS

5th-level divination (ritual)

Casting Time: 1 hour

Range: Self

Components: V, S, M (a pair of clear gems worth 50gp each)

Duration: Instantaneous

You may only cast this spell at night, outdoors; if it is daytime or you are inside, the spell is cast with no effect, and the slot is wasted. The skies need not be clear, as the spell allows you to see through clouds, leaves, or other natural phenomenon to the endless heavens above.

Over the course of casting this spell, you divine portents from the stars, reading meaning and purpose into the cosmic alignment of heavenly bodies. When you cast this spell, your DM may either choose from or roll a d10 on the following table, to determine what portents you receive from your divinations. If an option refers to "the party," this group includes any friendly creatures within 30ft of you when you complete casting the spell.

1. Luck. The stars portend good fortune. You gain a pool of luck points equal to half your spellcasting ability modifier, rounded up. You may use these luck points as in the Lucky feat, save that you may also use your reaction to allow another creature you can see within 60ft to benefit from the luck point. These points last until you finish a long rest, or until all of them are expended.

2. Misfortune. The stars warn of nebulous danger. Your DM gains a pool of four luck points. Your DM may use these luck points as in the Lucky feat, affecting any NPC or PC. These points last 24 hours from the point at which this spell concludes, or until all of the points have been expended.

3. Chaos. The stars are uncertain and disordered. Any time a member of the party rolls a skill check, they must first roll a d10. On a result of 5 or lower, they have disadvantage on the skill check; on a result of 6 or higher, they have advantage. Furthermore, any time a creature rolls a 1 or a 20 on an ability check, skill check, attack roll, or saving throw, they gain 5 temporary hit points.

4. Order. The stars favor the law of the heavens. Whenever you cast a spell which deals damage or restores hit points, you may choose to use the average damage, rather than rolling to determine the amount. Thus if you were to cast *burning hands*, you would deal 12 fire damage rather than rolling 3d6 and potentially doing more or less. This effect lasts until you finish a long rest.

5. Power. The stars speak of great strength in your quest. Each creature in the party may, when dealing damage with a spell or weapon attack, choose to deal an additional 3d8 radiant damage. Once a creature does so, this effect ends on that creature. This effect also ends whenever a creature finishes a long rest.

6. Weakness. The stars read of increased danger. Each creature in the party has disadvantage on whichever saving throws their class grants proficiency in at 1st level. This effect lasts until the creature finishes a short rest.

7. Sickness. The stars shine with an ill gleaming. Each creature in the party loses 3d6 hit points from their hit point maximum. This may not reduce a creature's maximum health below half of their normal maximum. This effect lasts until the creature finishes a long rest.

8. Health. The stars glow with a comforting light, full of vitality and life. Each creature in the party gains 3d8 temporary hit points. These hit points refresh any time the creature expends hit dice during a short rest. These hit points then fade when the creature finishes a long rest.

9. Doom. The stars burn with hateful malice and impending doom. Your DM chooses two of the following options, as detailed above: Misfortune, Chaos, Weakness, or Sickness. These effects take place as normal.

10. Glory. The stars blaze with power and celestial glory. Choose one of the other options on this table and gain the effect associated with that result.

REVERSE TIME

The spell *reverse time* is a bit difficult. As such, two versions are available.

Version A. The more complicated version, which is also stronger and more true to the original.

Version B. The simpler version, which is also thereby made weaker and perhaps too weak (for a 9th level spell).

REVERSE TIME (VERSION A)

9th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a shard of a mirror worth at least 500gp)

Duration: Special

You bend the flow of time so out of shape that it reverses, with time moving backwards instead of forwards, undoing actions and reverting changes to the world. When you cast this spell, you may choose how many rounds of time to reverse. If you wish to reverse only one round, you must make a DC 17 ability check using your spellcasting modifier. This increases to DC 21 to reverse two rounds, and DC 25 to reverse three rounds. On a success, the spell continues as normal; on a failure, the spell fails and the spell slot is wasted.

After casting the spell, time immediately stops, and begins to move backwards. Rivers flow in reverse, all spoken words become meaningless backwards gibberish, and actions are slowly undone. Each turn that occurred during the time span replays in reverse, undoing healing and damage. Spells cast return to their casters, un-expending spell slots. Any uses of class features are returned. A creature that died is even returned to life, as though the life-ending action had never occurred. A dead creature returned to life in this way must make a Wisdom saving throw, or be stunned for 1 round while they reel from the experience of being so roughly yanked back to life.

REVERSE TIME (VERSION B)

9th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a shard of a mirror worth at least 500gp)

Duration: Special

You bend the flow of time so out of shape that it reverses, with time moving backwards instead of forwards, undoing actions and reverting changes to the world. When you cast this spell, record the current position and condition of all creatures within a 120ft sphere around you. For the next 1d4 + 2 rounds, you may use your action to revert time to this recorded point.

This reverses everything that happened in the intervening time. Wounds that were healed reopen, and wounds that were caused disappear. Spells cast return to their casters, un-expending spell slots. Any uses of class features are returned. A creature that died is even returned to life, as though the life-ending action had never occurred. A dead creature returned to life in this way must make a Wisdom saving throw, or be stunned for 1 round while they reel from the experience of being so roughly yanked back to life.

ROT

2nd-level transmutation

Casting Time: 1 action

Range: 90ft

Components: V, S

Duration: Instantaneous

When you cast this spell, all food and other organic material within 30ft of a point you can see within range begins to rot away. This spell affects only non-living organic material, such as food, timber, and cloth. This spell has no effect on living plants, creatures, or the organic materials found on either.

This spell automatically causes all food within the area of effect to spoil, and become inedible. Water is unaffected. The cloth of clothing and other fabrics also begins to rot, unless the cloth is inorganic. Timber, wood used for building, does not rot unless the entire wooden object can fit within a 10ft cube.

At Higher Levels. When cast as a 4th level spell, organic materials worn by creatures are also damaged by this spell. Clothing will become worn and gain holes in the cloth, and leather armor will be destroyed as with metal armor in the *rust* spell. If cast as a 6th level spell, the area of wood this spell can rot away increases to a 30ft cube, rather than a 10ft cube, as long as at least half of that structure is within the area of effect of the spell.

RUST

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

When you cast this spell, all metal you touch begins to rust and corrode away. As an action, you reach out and make a melee spell attack against a creature or object.

If the target is a creature, all nonmagical metal objects currently equipped by the target begin to rust. Magical items are immune to this effect, and do not rust. All other items, however, begin to slowly degrade. At the end of your turn, the target's AC decreases by 1, and all attacks made with the rusting weapons have disadvantage. At the end of your next turn, all metal equipment has completely corroded away.

If the target is an object, such as a metal door or an unattended weapon, then you do not have to make a spell attack roll to touch the target. Once you touch the object, a 10 ft cube of metal around the area you touched begins to rust away. If the object is smaller than that area, it rusts away entirely within 1 minute. If the object is larger, a hole approximately 5 ft by 5ft rusts away. A magically enchanted object is immune to this effect.

At Higher Levels. When you cast this spell with a 6th level spell slot, you may target a creature within 30 feet, making a ranged spell attack to hit it. When you cast this spell with an 8th level spell slot, you may target three creatures rather than one, or you may rust away a 30ft cube of unattended metal rather than a 10ft cube.

SCARLET FRENZY

6th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (the teeth of a dead barbarian)

Duration: Concentration, 1 minute

You cause a target to rage with unnatural fury, as their blood surges with violence and anger. Choose one creature within 30 feet, who then enters a rage. An unwilling target makes a Wisdom saving throw against this effect; a creature with the Rage feature has advantage on this save. If the target is willing or fails their save, they gain the following effects:

- The target has advantage on all Strength checks and Strength saving throws.
- Whenever the target makes an attack roll using Strength, they deal an extra 1d6 damage on a hit.
- The target has resistance to bludgeoning, piercing, and slashing damage.
- The target may make an additional attack as a bonus action on each of its turns.
- The target must move towards or attack a creature on its turn. If physically restrained from doing so, the target may remake their Wisdom saving throw at the end of each turn when they are restrained; they will still spend each turn attempting to break free, and do not get to remake the save if they manage to escape.
- The target makes any death saving throws at disadvantage.

When this spell ends, whether through the duration elapsing or the caster losing concentration, the target immediately gains one level of exhaustion. Furthermore, they must make a Constitution saving throw. On a success, the target is stunned for 1d4 +1 rounds. On a failure, the target immediately takes 5d8 necrotic damage, bypassing immunity or resistance, falls unconscious, and must begin making death saving throws.

The caster gains no control over the target while its raging. However, the target will only attack the caster if there are no other living creatures within their movement range.

SCARLET HAZE

8th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a ruby worth at least 500gp)

Duration: Concentration, 1 minute

You create a thin blood-red fog in a 30ft sphere around a point you can see within range. All creatures within the cloud must make Wisdom saving throws against your spell save DC. Any creature that ends its turn within the fog must also make this save. On a success, the creature begins to cough and hack, and immediately begins to attempt to leave the fog.

On a failure, the creature begins to rage uncontrollably, murderously striking at anything nearby. This effect lasts for 1 minute, even if the creature leaves the fog. While raging, the creature is under the following effects:

- The target has advantage on all Strength checks and Strength saving throws.
- Whenever the target makes an attack roll using Strength, they deal an extra 1d6 damage on a hit. While within the red fog, the extra damage increases to 2d4, and deals necrotic damage rather than weapon damage.
- The target has resistance to bludgeoning, piercing, and slashing damage. While within the red fog, the target does not have resistance to any attacks made by another creature affected by this spell.
- The target may make an additional attack as a bonus action on each of its turns.
- The target must move towards or attack a creature on its turn. If physically restrained from doing so, the target may remake their Wisdom saving throw at the end of each turn when they are restrained; they will still spend each turn attempting to break free, and do not get to remake the save if they manage to escape.

When this spell ends, whether through the duration elapsing or the caster losing concentration, the affected creatures gain one level of exhaustion. Furthermore, each creature must make a Constitution saving throw. On a success, the target is stunned for 1 round. On a failure, the target is stunned for 1d4 + 1 rounds, and takes 2d8 necrotic damage.

Any target killed while under the effects of this spell has its body mangled, as it rips itself apart trying to continue fighting. The caster gains no control over any creature affected by this spell, though creatures will attack any other target within range before striking the caster.

SHADOWFORM

8th-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (a silken shroud worth 200gp, left wrapped around centuries-old bones for a week)

Duration: Concentration, up to 10 minutes

You transform yourself into a shadow, imbuing yourself with dark energy and necromantic magic. As a shadow, your speed increases to 40 feet, your AC becomes 12 + your Dexterity modifier, and you gain the following other features:

- While in dim light or darkness, you may take the Hide action as a bonus action. You have advantage to all Stealth checks made in dim light or darkness. You also have darkvision out to 60 feet.
- You gain resistance to cold damage and immunity to necrotic damage. You also gain vulnerability to radiant damage.
- You may move through a gap as narrow as 1 inch wide without squeezing.
- While in sunlight, you have disadvantage on all attack rolls, skill checks, and saving throws.
- You gain an unarmed strike which deals 2d8 necrotic damage. This attack uses your Dexterity modifier, and reduces the targets Strength score by 1d4 - 1 on a hit. If a target is reduced to 0 Strength in this way, it dies instantly, and rises 1d4 days later as an independent shadow.

Your gear merges into this form when you cast this spell, and you may not use it while transformed. Furthermore, you may not cast spells or use class or racial abilities while transformed. This spell ends when the duration elapses, you lose concentration, or you drop to 0 hit points. If you are in a location where your body cannot reappear, then you are shunted to the nearest available space, and take 2d6 bludgeoning damage.

SHADOW CONJURATION

2nd-level illusion

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 10 minutes

As an action, you pull material from the Shadowfell and shape it into the form of a summoned creature to mimic a conjuration spell. When you cast this spell, choose a 4th level or lower conjuration spell that summons at least one creature. This spell then summons a creature as though you had cast that spell.

However, the creature you summon is a quasi-real illusion composed of shadow magic, not a true conjured creature. You may use your bonus action each turn to control this illusory creature, making it attack nearby creatures, though these attacks do only 1d4 psychic damage.

Any time another creature attacks this illusory creature and would hit it, the illusion takes no damage, and the attacking creature may make an Investigation or Perception check versus your spell save DC to realize the illusion. Once a creature succeeds on such a check, they then perceive the illusory creature as a thin profile of shadows. If the attacking creature rolls a 20 on their attack roll, they have advantage on the following skill check.

At Higher Levels. If you cast this spell as a 3rd level spell, you may mimic a conjuration spell of up to 5th level, and the damage dealt by the illusory creature increases to 1d6.

SHADOW EVOCATION

1st-level illusion

Casting Time: 1 action

Range: Special

Components: V, S

Duration: Special

You twist shadow magic to mimic more destructive magics. When you cast this spell, choose an evocation spell of 3rd level or lower. This spell must deal damage, cannot have a duration longer than 1 minute, and must require the target to make a Dexterity saving throw.

When you cast this spell, the range and duration mimics the evocation spell you chose. However, the spell deals only 1d6 psychic damage, rather than the normal damage dealt by the evocation spell. If the spell you chose deals damage to targets in an area, you split the number rolled equally among all targets.

If a target succeeds on their Dexterity saving throw, they take no damage from this spell. Furthermore, if the damage from this spell must be split among too many targets, then any leftover targets take no damage even if they failed the Dexterity save. Any creature that takes no damage from this spell may immediately make an Investigation or Perception check contested by your spell save DC. On a success, the creature perceives the spell as having been illusory, and is immune to any *shadow evocation* spell you cast for the next 24 hours. If you cast another *shadow evocation* spell, that creature sees it as a shadowy copy of the intended spell.

STARFALL

5th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a shard of meteorite iron)

Duration: Instantaneous

Seven brilliant stars descend from the heavens and strike seven points that you can see within range. Any creature within 5ft of each point must make a Dexterity saving throw or take 5d8 radiant damage and 5d8 cold or fire damage, your choice each time you cast this spell. On a success, the creature takes no damage.

A creature damaged by this spell is affected with the *faerie fire* spell for 1 minute, as they are outlined in gently blazing silver light.

At Higher Levels. When cast using a 7th level spell slot or higher, this spell deals an extra 2d8 radiant damage and 2d8 cold or fire damage. Additionally, all targets within 5ft of the impact point of a star are blinded until the end of your next turn.

VIOLENT REFLECTION

1st-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, 1 round

You cause an opponent's attacks to turn against them. One target you can see within range makes a Wisdom saving throw. On a success, the spell ends. On a failure, the target's next strikes turn against them. Until the end of their next turn, any melee or ranged attack the creature makes, save with a spell, has its damage reflected back on them.

The creature makes attack rolls as normal, and if the creature misses, then nothing further occurs. If the attack hits, the attacking creature rolls damage as normal, then takes that damage themselves, rather than dealing it to their intended target. Once this occurs, the target must make another Wisdom saving throw or lose any further attacks they may have gotten that turn.

At Higher Levels. When you cast this spell with a 3rd level or higher spell slot, the effect lasts for 2 rounds, rather than one. Cast as a 5th level or higher spell, the effect lasts 3 rounds, and no longer requires concentration.

WASTING SICKNESS

6th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, 1 minute

You afflict a target you can see within range with a horrific wasting disease. The target must make a Constitution saving throw. The target takes 8d10 necrotic damage, or half as much on a successful save. Undead and constructs are immune to this spell.

Additionally, any creature that fails the saving throw begins to suffer a horrible malady which saps their strength and vitality. For each turn after the first that the creature is afflicted with this disease, they take 3d6 necrotic damage, and their hit point maximum is reduced by the same amount.

If you maintain concentration on this spell for the full minute, then the disease becomes permanent. The creature then loses 3d6 hit points from their hit point maximum every 24 hours, until the disease is cured. If this damage reduces the target to 0 hit points, the creature dies, and its body rapidly rots away.

WILDFIRE

7th-level evocation

Casting Time: 1 action

Range: 500ft

Components: V, S, M (a charred branch from a forest fire)

Duration: Concentration, 1 minute

You create a raging fire at a point on the ground that you can see within range. For the duration, wild flames engulf the area in a 60ft radius circle centered on the point, burning all creatures within it.

The ground in this area becomes difficult terrain, unless the creature has fire resistance or immunity. At the end of each creature's turn, if they remain within the range of the fire, the creature must make a Dexterity saving throw. On a failure, the creature takes 8d8 fire damage and is set on fire, halving the creature's speed until the end of their next turn. On a success, the creature takes half damage, and is not set on fire.

For every turn you spend concentrating on this spell, the wildfire grows and engulfs new area in flames. At the end of each of your turns while you are concentrating, roll a d20. On a result of 11 or above, you may control the direction that the fire spreads, otherwise the direction is determined randomly by your DM. The wildfire expands by 20ft per turn; the side of the circle in the direction of the spread is pushed out until the total radius increases by 20ft, while the opposite side of the circle remains static.

Magic such as *gust of wind* can help aid the spread of this fire. If a *gust of wind* spell is active within the radius of the wildfire, then the flames will automatically spread in that direction at the end of your turn. If you choose to attempt to spread the fire with the wind, the area increase rises to 30ft for that turn; meanwhile, if you attempt to spread the fire in the opposite direction, then the area of the fire does not grow that turn.