

THE MAGIC OF TORMENT

SPELLS AND POWERS FROM THE ACCLAIMED COMPUTER ROLEPLAYING GAME SET IN THE BIZARRE MULTIVERSE OF PLANESCAPE.

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INTRODUCTION

Developed by Black Isle Studios in 1999, Torment has a reputation for being one of the best-written CRPGs of all time. The systems that Torment was built upon – the 2nd Edition of the Advanced Dungeons & Dragons rules, and the Infinity Engine that gave us Baldur's Gate and its sequel – might not have aged gracefully, but the game introduced a number of unique spells that this humble document hopes to reproduce.

Mind your step out there, cutter. If you aren't careful, the Planes will scoop you up and spit you out somewhere you don't want to be.

DESIGN COMMENTARY

Where relevant in the spell entries below, there will be an informative sidebar to explain why a given effect is not necessarily in keeping with the way it was presented in Planescape: Torment. In general, the spells attempt to adhere to the intent of its representative in the game, but as many of those spells were limited to different colors and flavors of explosion (by necessity of its medium), not all survive the transition into this conversion unscathed. New effects may be present on the spell, or its effect may be changed entirely to suit the design conceits of the updated edition.

Some spells did not make the cut at all, as they were quite plainly examples of existing spells with just a different name. Where possible, there were changes made to let the spell survive the conversion, but some examples (such as *pacify*, which is *sleep* by another name, and *flame walk* is simply the fire version of *protection from energy*) did not make it into this document.

SPELLCASTERS OF THE PLANES

Magic is prominent in the multiverse, though the origin and culture of each practitioner varies. In the multitudinous variety of the Prime Material Plane, any number of spellcasting traditions might be found. Among the infinite reaches of the Great Wheel, there are some sources of magic that have particular notoriety.

CELESTIALS

The Upper Planes are the bastion of holy champions and petitioners, and their spells frequently adhere to themes of wisdom, righteousness, and zeal. The *celestial host* spell, as is no surprise, originated in these benevolent realms. *Cloak of warding* and *guardian mantle* were first researched by magi of the guardinals to gird their warriors as they slammed into fiendish lines. Other defenders of the Upper Planes utilize the beautiful and terrible *Elysium's tears* spell to rain destruction upon the wicked.

To learn spells from celestial patrons is to petition the entities of utmost good, and they often exact a heavy toll. This toll may take many forms, but even the most righteous mortals may be unprepared for the acts of contrition they are asked to perform in exchange for such power.

FACTIONS

The factions of Sigil and the planes beyond are many, and each has its own philosophy that demands adherence – even if, as in the case of the Xaositects, that philosophy is raw chaos. Some factions, such as the Sign of One, practice magic as a means of mastering their own personal universe, such as with the *luck* spell. Others perform spells for more utilitarian purposes, such as the Dustmen's creation of the *mystical embalming* spell to protect their contracted servants from routine vandalism by Hive criminals. The Society of Sensation is credited with the creation of the *blood bridge* and *pain mirror* spells.

To learn a spell from a faction, one must be a member of that faction or perform a great service for one of its leaders. A few of the factions, such as the Mercykillers or the Fated, are less free with their knowledge.

FIENDS

Woe be upon the seeker of knowledge that delves into the realms of the fiends, for though there is great potential for power in the Lower Planes, the cost is always too high. The innumerable legions of Baator and the screaming hordes of the Abyss hurl terrible curses and destructive incantations such as *abyssal fury*, *acid storm*, *desert hell*, *conflagration*, *howl of Pandemonium*, and *Stygian ice storm* upon each other. Meanwhile, the canny yugoloths and night hags of the middling Lower Planes develop gruesome magic such as the *adder's kiss*, *black-barbed curse*, *black-barbed shield* and *blacksphere* spells to give to their loyal mortal servants.

To learn these foul spells, one's soul is likely as bleak and irredeemable as the fiends that created them.

ZERTHS

The githzerai of Limbo are a contradiction, inhabitants of a chaotic wasteland who use their sheer force of will to impose temporary order upon the fluid reality in which they dwell. Among their enclaves are *zertths*, which are part protector, part community leader, and part monk in the studious and reverent service of a mythical figure known as Zerthimon.

Zerths are represented best by multiclassed fighters and wizards, though magically-inclined fighter archetypes are also suitable. Their scholarly and meditative nature is represented through their patterns of speech and emphasis on *knowing*, as well as through their unique spells that they will teach only to other students of the Way of Zerthimon.

Zerth spells are represented herein by *balance in all things*, *missile of patience*, *power of one*, *reign of anger*, *scripture of steel*, *submerge the will*, *Vilquar's eye*, and *Zerthimon's focus*.

OTHER PLANAR SPELLS

The axiomatic plane of Mechanus, home to the mechanical modrons, is no stranger to magic combined with science. There, the two disciplines are indistinguishable, and the bewildering clockwork plane combines aspects of both into *Enoll Eva's duplication* and the fearsome *Mechanus cannon*, which are described herein.

Magic-using inhabitants of the deeper planes of Acheron, specifically the dark and deadly realm of Ocanthus, are fascinated with spells that cause slicing, bleeding wounds, such as the *bladestorm* spell.

Of course, the Outer Planes are not the only sources of unique magic. The violent and insane sorcerer known as Ignus, once the "mascot" of the Smoldering Corpse Bar in the Hive, created (or was taught, the dark on this particular chant is hazy) a battery of fiery spells that could lay waste to enemies vulnerable to fire. These spells include *elemental strike*, *fiery rain*, *Ignus' fury*, *Ignus' terror*, *infernal orb*, *infernal shield*, *seeking flames*, and *tongues of flame* spells. Only those with Ignus' unique talents for fiery destruction might manifest these particular powers in their repertoire.

Combining elements from various Inner Planes is not always successful, but the *fire and ice* spell, created by briefly tapping elemental sources from those respective planes, is used to good effect.

The Positive and Negative Energy planes have inscrutable and alien inhabitants that practice their own sorceries, and the *deathbolt* spell is a curious example of the former plane's capability to destroy through overwhelming radiant force.

THE NAMELESS ONE

There was once a man that walked the streets of Sigil and the planes beyond, whose memory was fragile and whose power was at once humble and overwhelming. It is not known what became of this man – known only as the Nameless One – nor his eclectic band of companions. Some say he now serves in the Blood War, condemned to a thousand lifetimes of damnation for his crimes, while others say it's all wash.

Among those that insist he was real, they say he was at once a warrior, a wizard, and a cunning rogue that came to know a small collection of spells. From the simple *fist of iron* to the brutal *ax of torment*, these spells were reflections of his painful experiences made manifest. Fiends who peddle in information claim that his passage through the Lower Planes can be tracked by the ominous *rune of torment*, left in his wake when an enemy of sufficient import forces the spell to be cast.

Of course, it could all be barmy screed and no such man existed at all. Who trusts the word of fiends?

SPELLS BY CLASS

BARD

2ND LEVEL

Luck
Pain Mirror

3RD LEVEL

Cloak of Warding
Tasha's Uncontrollable Derisive Laughter

4TH LEVEL

Shroud of Shadows

5TH LEVEL

Enoll Eva's Duplication

CLERIC

1ST LEVEL

Fist of Iron
Halo of Lesser Revelation

2ND LEVEL

Mystical Embalming

3RD LEVEL

Cloak of Warding
Elysium's Tears

7TH LEVEL

Guardian Mantle

9TH LEVEL

Celestial Host

DRUID

2ND LEVEL

Adder's Kiss
Swarm Curse

3RD LEVEL

Ball Lightning

5TH LEVEL

Fire and Ice

7TH LEVEL

Guardian Mantle

SORCERER

1ST LEVEL

Fist of Iron
Missile of Patience
Seeking Flames

Tongues of Flame

2ND LEVEL

Adder's Kiss
Ignus' Terror
Infernal Orb
Infernal Shield

3RD LEVEL

Ax of Torment
Ball Lightning
Blood Bridge
Cloak of Warding
Elysium's Tears
Fiery Rain

4TH LEVEL

Elemental Strike
Force Missiles

5TH LEVEL

Desert Hell
Fire and Ice

7TH LEVEL

Acid Storm
Bladestorm

8TH LEVEL

Ignus' Fury

9TH LEVEL

Abyssal Fury
Conflagration

WARLOCK

2ND LEVEL

Black-Barbed Curse
Black-Barbed Shield
Blood Bridge
Infernal Orb
Infernal Shield
Mystical Embalming
Pain Mirror
Swarm Curse

3RD LEVEL

Cloak of Warding
Fiery Rain

4TH LEVEL

Blacksphere
Shroud of Shadows

5TH LEVEL

Desert Hell

6TH LEVEL

Howl of Pandemonium
Tongues of Flame

7TH LEVEL

Bladestorm
Stygian Ice Storm

9TH LEVEL

Abyssal Fury
Conflagration
Rune of Torment

9TH LEVEL

Abyssal Fury
Celestial Host
Conflagration
Rune of Torment

WIZARD

1ST LEVEL

Fist of Iron
Missile of Patience
Reign of Anger
Scripture of Steel
Submerge the Will
Vilquar's Eye

2ND LEVEL

Adder's Kiss
Blood Bridge
Luck
Mystical Embalming
Pain Mirror
Power of One
Swarm Curse

3RD LEVEL

Ax of Torment
Balance in All Things
Ball Lightning
Elysium's Tears
Fiery Rain
Tasha's Uncontrollable Derisive Laughter
Zerthimon's Focus

4TH LEVEL

Elemental Strike
Force Missiles
Shroud of Shadows

5TH LEVEL

Desert Hell
Enoll Eva's Duplication
Fire and Ice

6TH LEVEL

Howl of Pandemonium

7TH LEVEL

Acid Storm
Bladestorm

8TH LEVEL

Mechanus Cannon

SPELLS BY NAME

ABYSSAL FURY

9th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a token of a demon lord from the Abyss, worth no less than 1000 gp)

Duration: Concentration, up to 1 minute

You open a yawning fissure to the Abyss beneath the feet of a single creature, dragging it into a pit of screaming, frothing demons; this fissure is of a size equal to the size of the swallowed creature. The creature vanishes from the Material Plane for as long as you concentrate, though the fissure remains open.

At the beginning of each of the victim's turns, they suffer 5d8 points of slashing damage and 5d8 points of fire damage as they are ripped and burned by the claws of fiends. The creature may use its action to try to escape the Abyss through the fissure by making a Strength saving throw. Another creature adjacent to the fissure that is one size category smaller than, or equal to or larger than the swallowed creature may use their action to allow the victim to make another saving throw as they attempt to drag them out of the Abyss. For example, a halfling could help pull a human out of the Abyss, but a pixie could not.

If the creature (or its corpse) is still in the fissure at the end of 1 minute, they are forever dead and condemned to the Abyss, even if they survived the damage inflicted.

ACID STORM

7th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a vial of caustic acid)

Duration: Instantaneous

You choose a point within range and call down a rain of corrosive acid in a 20 foot radius. All creatures in the area of effect must make a Dexterity saving throw or suffer 12d8 points of acid damage and have its AC reduced by 3 as armor and hide alike are eroded away. If this reduces the effective AC of a suit of worn non-magical armor below 10, the armor is destroyed; magical armor is merely damaged. Any armor may later be repaired by spells such as *mending*. If an affected creature has natural armor, they recover their lost AC after completing a long rest. The defenses of a creature cannot be further stripped in this manner by multiple *acid storm* effects.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the damage increases by 2d8 for each slot level above 7th.

ADDER'S KISS

2nd-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a snake's fang)

Duration: Instantaneous

You briefly conjure a small venomous serpent that flies toward a creature within range. The target must succeed on a Constitution saving throw or suffer 5d6 points of poison damage and be poisoned for one minute. If the saving throw is successful, the target suffers half as much damage and is not poisoned.

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.

AX OF TORMENT

3rd-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a small replica ax)

Duration: Instantaneous

You summon a floating, vicious-looking ax to dismember your opponents. The weapon appears in a space adjacent to the target and attacks it twice before vanishing. You use your spellcasting ability to resolve these attacks, and a successful hit inflicts psychic damage equal to 2d10 plus your spellcasting ability modifier. If the target is frightened, these attacks are made with advantage.

At Higher Levels. When you cast this spell using a spell slot of 6th level, you make three attacks with the ax. If you use an 8th level slot, you make four attacks with the ax.

BALANCE IN ALL THINGS

3rd-level evocation

Casting Time: 1 reaction

Range: Self

Components: V, S

Duration: Instantaneous

When you are struck by any source of damage, provided it does not reduce you to zero or fewer hit points, you may cast this spell to cause half as much damage to all enemies within 20 feet of you. The damage type becomes psychic, regardless of the source of the damage inflicted upon you.

BALL LIGHTNING

3rd-level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: Instantaneous

You create four spheres of crackling electricity. Each sphere can be flung to a point within range and bursts in a 10 foot radius. A creature cannot be affected by more than one sphere. Creatures in the affected areas must succeed on a Dexterity saving throw or suffer 5d8 points of lightning damage. The target suffers half damage on a successful saving throw.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, each sphere deals an additional 1d8 lightning damage for each slot level above 3rd. When using a spell slot of 5th level, you create one additional sphere. When using a spell slot of 7th level, you create two additional spheres. When using a spell slot of 9th level, you create three additional spheres.

BLACK-BARBED CURSE

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You choose one creature within 30 feet, which must succeed on a Dexterity saving throw or suffer 3d8 points of piercing damage and have its speed reduced by half. At the end of each of its turns for as long as you concentrate, the creature must repeat the saving throw or suffer the damage again and remain slowed.

If any saving throw succeeds, the creature suffers only half of the piercing damage and the effect ends. The damage caused by this spell is considered magical for purposes of overcoming resistance or immunity.

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

BLACK-BARBED SHIELD

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small clump of brambles)

Duration: Concentration, up to 1 hour

You or one creature you touch becomes wreathed in armor of made of tough brambles. The target's AC cannot be less than 15, regardless of what kind of armor it are wearing, and creatures that strike the target with a melee weapon or melee spell attack while within 5 feet of the target suffer 1d6 points of piercing damage.

BLACKSPHERE

4th-level necromancy

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a small black marble)

Duration: Concentration, up to 1 minute

You choose a point within range and hurl a glob of gooey shadows, which explodes in a 20 foot radius. All creatures in the area of effect must succeed on a Dexterity saving throw or suffer 8d6 points of necrotic damage and become restrained by clinging shadows for as long as you maintain concentration. On a successful saving throw, a target is suffers only half damage and is not restrained. A creature restrained by this spell suffers disadvantage with melee or ranged attacks as the clinging shadows entrap them in a sphere of darkness. At the end of its turn, a creature may repeat its saving throw, ending both effects on a success.

BLADESTORM

7th-level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a shard of shattered metal)

Duration: Instantaneous

You create a storm of slashing, icy blades in a 20 foot cube anywhere within range, summoned forth from the frigid darkness of Ocanthus. You make an attack using your spellcasting ability against every creature within the area of effect, dealing 6d8 slashing damage and 6d8 cold damage on a successful hit. The slashing damage inflicted by this spell is considered magical for purposes of overcoming resistances and immunities.

BLOOD BRIDGE

2nd-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (drop of the caster's blood, shed during casting)

Duration: Instantaneous

You take on some of the injuries of a creature within 60 feet of you, transferring up to 10 hit points to the target and suffering an amount of necrotic damage equal to half the amount transferred.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can transfer an additional 10 hit points for each slot level above 2nd.

CELESTIAL HOST

9th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a precious metal or gemstone symbol of a deity or powerful Celestial entity worth at least 2500 gp, consumed in the casting)

Duration: 1 minute

You call forth a group of Celestial beings to aid you in battle. You may summon one of the following groups: six hound archons, four devas, three unicorns, or two planetars. These creatures act on your turn and aid you in battle as best they can, vanishing after 1 minute has passed.

CLOAK OF WARDING

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, M (a thread of spider's silk)

Duration: Concentration, up to 1 hour

You wreath yourself in a cloak of force that absorbs damage. You gain 2d10 temporary hit points and have resistance against damage from non-magical bludgeoning, piercing, or slashing attacks for as long as you have at least 1 of these temporary hit points. The resistance is not nullified until all temporary hit points are removed, but you cannot gain temporary hit points from any other source until the cloak is removed.

CONFLAGRATION

9th-level enchantment

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a charred bone)

Duration: Concentration, up to 1 minute

You point to a creature in range. That creature suffers 8d6 fire damage and is set aflame, with no saving throw. Creatures within 5 feet of the target suffer half of the damage. At the beginning of the initial target's turn, it suffers 6d6 additional fire damage, dealing half of this damage to creatures within 5 feet. The target may attempt a Constitution saving throw at the end of its turn to put out the flames and shake off the effect. If the target is killed by this damage, it is rendered into a fine ash that can only be restored to life through the effects of the *true resurrection* spell.

DEATHBOLT

8th-level conjuration

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a pinch of white sand)

Duration: Instantaneous

You create a bolt of energy from the Positive Energy Plane and hurl it at a creature in range. The creature must make a Dexterity saving throw or suffer 12d10 radiant damage, or no damage on a successful save. The backlash of radiant energy empowers allies within 10 feet, giving them temporary hit points equal to one quarter of the damage suffered by the target.

DESERT HELL

5th-level conjuration

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a handful of sand and crushed glass)

Duration: Instantaneous

You choose a point within range and create a 20 foot radius burst of slashing sands and burning winds conjured forth from the Lower Planes. All creatures in the area of effect must succeed on a Constitution saving throw or suffer 6d6 points of slashing damage and 6d6 points of fire damage; the slashing damage component is considered magical for purposes of overcoming resistance or immunity. Those who fail their saving throw are also blinded until the end of their next turn. A target that succeeds on its saving throw suffers half damage and is not blinded.

ELEMENTAL STRIKE

4th-level conjuration

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a burning coal or fistful of embers)

Duration: Concentration, up to 1 minute

You create a 20 foot cube of torrential flames within range. All creatures within the area of effect must make a Dexterity saving throw or suffer 6d8 points of fire damage. Any creature that ends its turn in the affected area suffers 4d8 additional fire damage for as long as the cube persists.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the initial damage is increased by 2d8 and the persisting damage is increased by 1d8 for each slot level above 4th.

ELYSIUM'S TEARS

3rd-level conjuration

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a symbol of celestial virtue, such as an angel's feather or a holy symbol)

Duration: Instantaneous

You call down streams of celestial fire from the heavens to blast your foe, forcing them to make a Constitution saving throw or suffer 3d6 points of radiant damage and 3d6 points of fire damage, or half as much damage on a successful saving throw. Creatures within 5 feet of the target suffer half of the damage suffered by the initial target (after the saving throw result). If the target is of the fiend or undead type, it suffers disadvantage on its saving throw against this spell.

ENOLL EVA'S DUPLICATION

5th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small, runed gear worth at least 10 gp)

Duration: 1 minute

The recipient of this enchantment may expend it as a reaction when striking a target with a melee or ranged weapon or spell attack roll. The attack resolves normally, but the target may then repeat that attack immediately as time briefly repeats to duplicate the effect, with the same results as the first. For example, you may discharge this ability after scoring a critical hit to immediately score a second critical hit against the same target. The effect of the spell creates the necessary resource to power the attack, if needed, such as one additional arrow fired from a bow or a spell slot consumed to fuel a magical attack, but does not create material components with a value of 10 gp or greater.

THAT SEEMS CRAZY...

It's quite tame compared to its counterpart in the CRPG, where it duplicated everything you did for multiple combat rounds.

A duplicated attack is not always the end of the world for a victim. A duplicated high level spell, such as *meteor swarm*, is asking for abuse.

FIERY RAIN

3rd-level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: Instantaneous

You choose a point within range and cause a rain of burning cinders to fall in a 20 foot radius. Creatures must succeed on a Constitution saving throw or suffer 6d6 points of fire damage and be wreathed in revealing flames until the end of their next turn. Attacks against targets affected by the revealing flames have advantage. On a successful saving throw, targets suffer half damage and are not subject to the revealing flames.

FIRE AND ICE

5th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create two orbs, one of fire and one of ice. Each targets a creature within range of the spell; make a ranged attack roll for each orb (in an order you choose). The fire orb inflicts 5d10 points of fire damage on a successful hit, and the ice orb inflicts 5d10 points of cold damage on a successful hit. If both orbs are hurled at the same target, and the first attack hits, the second attack has advantage against the victim.

FIST OF IRON

1st-level transmutation

Casting Time: 1 bonus action

Range: Personal

Components: V, S

Duration: Concentration, up to 1 hour

One of your fists becomes as hard as iron and capable of striking with great force. For the duration of the spell, your unarmed attacks with that hand deal 1d6 plus your spellcasting ability modifier in bludgeoning damage. The *fist of iron* is considered a magical weapon for purposes of overcoming resistance or immunity. You are considered proficient in the use of this enchanted weapon.

FORCE MISSILES

4th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You conjure five projectiles of concussive force. Each can be sent to a target in range, striking unerringly. Each target must succeed on a Strength saving throw or suffer 2d6 points of force damage and be knocked prone. On a successful saving throw, the target suffers only half damage and is not knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you create one additional projectile for each slot level above 4th.

GUARDIAN MANTLE

7th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a small cage of wrought crystal worth 25 gp)

Duration: Concentration, up to 10 minutes

You become wreathed in a crystalline cage of force that deflects physical harm. You become immune to damage from non-magical bludgeoning, piercing, and slashing attacks and your AC cannot be worse than 18 for the duration of the spell.

HALO OF LESSER REVELATION

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You become the center of a glowing halo that radiates out to 10 feet, shedding dim light. Creatures you choose who end their turn in the effect must succeed on a Charisma saving throw or have their weaknesses revealed. All attacks against creatures suffering from the effect are made with advantage. The effect ends if the creature leaves your aura, or if they succeed on their saving throw. A successful saving throw renders a target immune to your *halo of lesser revelation* for 24 hours.

HOWL OF PANDEMONIUM

6th-level illusion

Casting Time: 1 action

Range: Personal

Components: V

Duration: Instantaneous

You howl in a 50 foot cone, unleashing a torrent of thunderous energy and terrifying emotions. Any creature in the area of effect must make a Constitution saving throw or suffer 5d8 thunder damage and 5d8 psychic damage, as well as becoming deafened for 10 minutes. If the target is already deafened, they are stunned until the end of their next turn.

IGNUS' FURY

8th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You choose up to ten creatures within 100 feet of you. These creatures become the targets of spheres of explosive flame that erupt from your fingertips, seeking them out and detonating in a 10 foot radius. Each creature struck or in the area of effect must succeed on a Dexterity saving throw or suffer 10d6 fire damage; areas of effect may overlap, but a single creature cannot be struck by the effects of more than one sphere. A successful saving throw halves the damage suffered.

IGNUS' TERROR

2nd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You invoke the spell to cause all creatures within 30 feet of you to make a Wisdom saving throw or become frightened until the end of their next turn and must move as far as they can from you on their next turn. If you are brandishing any source of open flame (such as a torch), the targets make their saving throws with disadvantage.

INFERNAL ORB

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: S, M (a thumbnail-sized lump of brimstone)

Duration: Instantaneous

You hurl an orb of screaming flames at your victim. Make a ranged spell attack roll against one creature in range. If the attack hits, the victim suffers 3d8 fire damage and suffers disadvantage on Strength and Dexterity saving throws until the end of its next turn as the hellish flames weaken the body.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the orb deals an additional 1d8 points of fire damage for each slot level above 2nd.

INFERNAL SHIELD

3rd-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a tiny shield made from paper, which is ignited as the spell is cast)

Duration: Concentration, up to 1 hour

You cloak yourself in a shimmering field of phantom flames. You become resistant to fire damage; if you are already resistant, you become immune to fire damage. Creatures that end their turn within 5 feet of you suffer 1d10 fire damage and become vulnerable to fire until the end of their next turn.

LUCK

2nd-level enchantment

Casting Time: 1 action

Range: Touch

Components: S, M (a commoner's symbol of luck, such as a clover or rabbit's foot)

Duration: Concentration, up to 1 hour

For the duration of this spell, you or one creature you touch may reroll any die result of 1, once per round. You may choose to expend the effect of this spell to gain advantage on any single attack roll, saving throw, or ability check before the roll is made; the spell then immediately ends, so that even if one of the die results comes up as a 1, you may not reroll it.

MECHANUS CANNON

8th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an adamantite gear from the titular cannon on the plane of Mechanus, worth at least 1000 gp)

Duration: Instantaneous

You choose a point within range and choose a direction from that point. A one-way portal to the axiomatic plane of Mechanus is torn open, revealing the mouth of an enormous cannon which fires in a 200 foot line, obliterating most obstacles in its path. All creatures and objects within the area of effect must make a Dexterity saving throw or suffer 15d8 points of radiant damage and have their defenses stripped away for 10 minutes, causing all attacks against them to have advantage. Objects suffer double, maximized damage (240 radiant damage) from this effect. A successful saving throw halves the damage and nullifies the effect of stripped defenses.

WHAT THE HELL IS THIS!?

As with many of Torment's high-level spells, *Mechanus cannon* was simply a flashy destructive spell wrapped in a full motion video. I gave it some more utilitarian use for stripping defenses and blasting down castle walls.

Unless that exclamation of disbelief was about summoning extraplanar artillery, in which case, you should read more Planescape!

MISSILE OF PATIENCE

1st-level evocation

Casting Time: 1 action

Range: 150 feet

Components: S

Duration: Concentration, up to 1 minute

The curious spell taught by the Seventh Circle of Zerthimon was not some mighty incantation to level cities, but the humble *missile of patience*. With this spell, you create a small glowing projectile in the form of an arrow, a dagger, or dart. This projectile hovers over your hand for as long as you concentrate on the spell.

When you cease concentrating on this spell for any reason, the missile is unleashed toward a target you can see within range and strikes with unerring precision. The missile inflicts 2d8 points of force damage to the target.

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

WHAT A WEIRD SPELL!

The use of the *missile of patience* may not be immediately apparent, but the rules of concentration reveal its intent; you may cease concentration at any time, even when it is not your turn. Thus, you may wait for the right moment to strike before an enemy can regain their balance, so long as you are capable of concentrating until the time is right.

I felt this was a better take on the spell than having it just suck at early levels and be useful only at later levels.

MYSTICAL EMBALMING

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small amount of embalming fluid)

Duration: 8 hours

Intended for undead guardians, this spell nevertheless has the curious side effect of functioning properly on those who were once subjected to the *raise dead*, *revivify*, *resurrection*, or *true resurrection* spells. If this spell is used on any target that does not meet the above criteria, it has no effect and the spell is wasted.

The touched creature gains a +1 bonus to AC and its current and maximum hit points increase by 3 for the duration of the spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the target's hit points increase by 3 for each slot level above 2nd. If you expend a slot of 5th level to cast this spell, the target gains an additional +1 to AC. If you expend a 7th level slot, the target gains yet another +1 to AC (for a total of +3).

WHOA, THIS BEATS AID ANY DAY!

The restriction of it needing to be cast on an undead creature, or a character brought back from death, does provide some counterbalance to this spell, but it's worth monitoring for abuse.

PAIN MIRROR

2nd-level illusion

Casting Time: 1 action

Range: Self

Components: S, M (a broken mirror)

Duration: Concentration, up to 1 minute

For the duration of this spell, whenever you or a creature within 30 feet suffers damage, you may duplicate and redistribute the damage suffered among two other creatures that are also within 30 feet. The damage type changes to psychic, and each creature suffers half of the triggering damage; the damage on the initial sufferer is not reduced in any way, merely amplified upon others. If you cannot find two creatures within range other than the initial creature that suffered the damage, the effect fails.

POWER OF ONE

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You or a creature you touch may add 1d6 to any attack and damage rolls made with any melee weapon with the heavy, two-handed, or versatile qualities, as well as with any Strength ability checks or saving throws.

REIGN OF ANGER

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create three blades of mystical force. Each blade strikes a creature of your choice that you can see within range, inflicting 1d6 points of piercing damage to its target. The blades strike simultaneously, and you can direct them to hit one creature or several. The slashing damage from these blades is considered magical for purposes of overcoming resistances or immunity.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more blade for each slot level above 1st.

MAGIC MISSILE BY ANY OTHER NAME...

The original *reign of anger* was indistinguishable from *magic missile* save that it inflicted 1d4+2 points of damage rather than 1d4+1.

RUNE OF TORMENT

9th-level conjuration

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a rune of crafted steel worth 10 gp)

Duration: Instantaneous

You tightly grasp the steel rune, allowing it to dig into the skin of your hand and pierce the flesh. You suffer 1 point of piercing damage and unleash the torments of the multiverse in a 20 foot radius at a point within range. Every creature in the area of effect suffers 20d10 psychic damage and is stunned for 1 minute as they are consumed by pain, rage, regret, and sorrow. An affected creature can make a Charisma saving throw at the end of each of its turns to shake off the stunning effect as they reassert their force of presence and overcome the crushing despair.

The ground in the area of effect, regardless of its composition, is forever etched with the rune of torment. No material is immune to this effect.

THE NAMELESS ONE'S OPUS

This was the crown jewel of the Nameless One's magical repertoire. The pain of every incarnation, the pain of all who suffered for or because of him, was made manifest in this psyche-destroying spell.

It is extremely unlikely this spell could be found now, unless the Nameless One's grimoire could be recovered. Where might it lie in the infinite planes, and what secrets could it hold?

SCRIPTURE OF STEEL

1st-level abjuration

Casting Time: 1 action

Range: Personal

Components: V, S, M (a small steel disk)

Duration: Concentration, up to 1 minute

You can improve the acuity of yourself or your allies when it is needed most. Whenever you or an ally within 50 feet of you makes an attack roll or a saving throw while this spell is in effect, you may use your reaction to add your spellcasting ability modifier to the result before success or failure is announced. The effect of the spell is then discharged.

SEEKING FLAMES

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You point an accusing finger at the intended target, promising fiery agony. The victim must succeed on a Constitution saving throw or become vulnerable to fire damage for as long as you concentrate on this spell. If the target is resistant to fire, they instead lose their resistance. If the target is immune to fire, they instead become merely resistant to it.

SHROUD OF SHADOWS

4th-level illusion

Casting Time: 1 action

Range: Self

Components: V, S, M (a strip of dark cloth)

Duration: Concentration, up to 1 hour

You gird yourself in a mantle of darkness. Your AC can never be worse than 15 while under the effects of this spell, and you have advantage on Dexterity (Stealth) checks made to stay hidden in conditions of dim light or darkness. Attacks made against you suffer disadvantage as you flit in and out of concealing shadows created by your shroud.

STYGIAN ICE STORM

7th-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create a maelstrom of ice and frigid cold from the icy channels of the River Styx in a 20 foot radius at a point within range. All creatures in the area of effect must make a Dexterity saving throw or suffer 10d8 points of cold damage and become confused (per the spell) for 1 minute as their memories become jumbled by the touch of Styx waters. A successful saving throw halves the damage and ignores the confusion effect. An affected creature may attempt a saving throw at the end of its turn to end the confusion effect.

SUBMERGE THE WILL

1st-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small piece of crystal)

Duration: Concentration, up to 1 minute

A strong will is a resilient body. For as long as you concentrate on this spell, the touched recipient gains a +1 bonus to AC and makes Wisdom saving throws with advantage.

SWARM CURSE

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, M (a live beetle or wasp)

Duration: 1 minute

You designate a 15 foot cube within range. All victims in the area of effect are engulfed by a cloud of biting and stinging insects unless they succeed on a Constitution saving throw. At the beginning of each turn, a creature suffers 1d10 points of piercing and 1d10 points of poison damage. Creatures may make another saving throw at the end of each of their turns to end the effect. The effect also ends immediately if, as an action or by circumstance, a creature wholly submerges in water.

TASHA'S UNBEARABLE DERISIVE LAUGHTER

3rd-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

You point and laugh at a creature, forcing it to make an Intelligence saving throw. On a failure, the target is cursed by an incessant, mocking laugh that all can hear, afflicting them with disadvantage on attack rolls, ability checks, and saving throws for the duration of the effect, as well as rendering them vulnerable to psychic damage. At the end of each of their turns, the creature may repeat its saving throw to end the effect.

TONGUES OF FLAME

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create four fiery darts that hover around your hand. Each dart strikes a creature of your choice that you can see within range, dealing 1d4 points of fire damage to the target.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more fiery dart for each slot level above 1st.

IGNUS' MAGIC MISSILE-ALIKE

As with *reign of anger*, this spell was a copycat of *magic missile* save being themed for fire, as befit its owner. Combining it with *seeking flames* allows for some serious hurt on potentially vulnerable targets.

VILQUAR'S EYE

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: S, M (a small piece of concave glass or crystal)

Duration: Instantaneous

You level this curse upon a creature you can see within range, forcing it to make an Intelligence saving throw. Failure causes the target to be blind until the end of its next turn.

ZERTHIMON'S FOCUS

3rd-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You center yourself to gain significant martial prowess. For the duration of the spell, you critically hit on a natural roll of 19 or 20 and all of your melee or ranged attack rolls with weapons inflict an additional 1d10 damage of its corresponding type. Additionally, you have advantage on Strength and Wisdom saving throws for the duration of the spell.