

MAGE HAND
PRESS



FROM THE
ARCANE
ARCHIVE



TABLE OF CONTENTS

FOREWORD	1	L	37
SPELL LISTS	1	M	39
TAGS	8	N	42
SPELL DESCRIPTIONS	9	O	42
A	9	P	42
B	14	Q	46
C	15	R	46
D	21	S	48
E	24	T	52
F	27	U	54
G	30	V	55
H	32	W	56
I	34	Y	59
J	36	Z	59
K	37		



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FOREWORD

Within the shelves and halls of the Arcane Archive are nestled every manner of ritual, every shape of spell, and every form of incantation. Great sages and legendary arcanists have compiled the innumerable works contained here, a record of a thousand lifetimes of magical knowledge from around the world.

Sadly, the archive has been lost to history, its location forgotten, and its magical secrets once again sequestered. And though apocryphal stories tell of the archive burning overnight or being buried by the shifting sands, the archive in truth remains.

These pages, the remnants of dozens of spellbooks, scrolls, and missives detail all that is known of the archives contents, but surely much more is yet untold. What mysteries might this archive contain? What magics, known to the ancients but forgotten today, have yet to be uncovered?

MAGE HAND PRESS

From the Arcane Archive compiles all of the spells yet written by Mage Hand Press over its years of developing for 5th edition. It is truly an exhaustive resource, containing around 250 spells and spell lists for every class, including many classes written by Mage Hand Press themselves. Of course, these options might not be suitable for all campaigns or all tables; the GM gets the final say on whether or not a spell from this Archive belongs on your spell list.

SPELL LISTS

The following spell lists show which spells can be cast by characters of each class. In addition to providing spell lists for the principle core classes, spell lists for the Channeler, Warmage, and Witch, published by Mage Hand Press, are also included.

BARD SPELLS

CANTRIPS (LEVEL 0)

Cheat
Concealed Shot
Cryptogram
Finger Guns
Force Buckler
Legendary Libation
Magic Daggers
Magic Mic
Manipulate Clockwork
Moment to Think
Quickstep
Springheel
Technomancy

1ST LEVEL

Antivirus
Autopilot
Break Waves
Chameleon Mask
Conjure Saguaro

Curse of Tomes
Dragon Roar
Elemental Blade
Enhance Reflexes
Flawed Reconstruction
Guided Missile
Hardlight Blaster
Landseek
Lashing Tendrils
Memorize
Psychedelics
Sandbags
Slow Thinking
Snowshoes
Technical Difficulties
Worldseek

2ND LEVEL

Action
Dazzling Ray
Delay
Dragon Shout
Hangover
Hypnotic



Heat Barrel
Intrusive Thought
Jethro's Instant Reload
Nondescript
Perception Hack
Stranger
Unseen Accountant
Vanishing Trick
Zone of Atmosphere
Zone of Sweet Air

3RD LEVEL

Glitterdust
Greater Mending
Phantasmal Beauty
Yellow Sign

4TH LEVEL

Adoration of the Frightful
Arcane Convolution
Curse of Aging
Curse of Youth
Dire Charm
Distort Gravity
False Vision
Feral Footman
Impressions of the Past
Invisibility Purge
Telaros's Speedcycle

5TH LEVEL

Curse Weapon
Power Word: Deafen
Power Word: Fatigue
Power Word: Scan

6TH LEVEL

Corruption Curse
Demand
Frenzy
Power Word: Distract
Power Word: Sicken
Telaros's Terrific Transport

7TH LEVEL

Abduct
Astrogation
Power Word: Blind
Power Word: Pain
Power Word: Silence
Winds of Change

9TH LEVEL

Power Word: Annihilate
Secret Enclave
Zone of Altered Time

CHANNELER SPELLS

1ST LEVEL

Arcane Anomaly
Blood Print
Boomerang
Bullet Storm
Cerebral Ray
Chromatic Bullet
Clue
Déjà Vu
Detect Law and Chaos
Dragon Roar
Flawed Reconstruction
Guided Missile
Hardlight Blaster
Heedless Lash
Icicle Javelin
Landseek
Lashing Tendrils
Rumbling Charge
Sandbags
Technical Difficulties
Transient Bulwark
Worldseek
Zephyr's Feather

2ND LEVEL

Dazzling Ray
Dragon Shout
Geodesic Shield
Glass Blade
Hardlight Nails
Jam Weapon
Jethro's Instant Reload
Mistbound
Petal Storm
Protect Threshold
Stone Bones
Swift Flight
Volting Blade

3RD LEVEL

Conjure Cannonball
Draconic Aura
Frostmail
Hardlight Construction
Hardlight Gauntlet
Polybrachia
Ray of Warping
Scouring Mists
Yellow Sign

4TH LEVEL

Arcing Spark

Logic Bomb
Telaros's Speedcycle
Watery Tentacles

5TH LEVEL

Hardlight Frame
Iron Body
Oblivion
Power Word: Scan

CLERIC SPELLS

CANTRIPS (LEVEL 0)

Amanuensis
Eye of Anubis
Eye of Ra
Relaxing Meditation
Soft Focus

1ST LEVEL

Accursed Act
Antivirus
Autopilot
Boomerang
Detect Law and Chaos
Elemental Blade
Exhume
Faerie Ward
Landseek
Lashing Tendrils
Refrigerate
Slow Thinking
Worldseek
Zephyr's Feather

2ND LEVEL

Aberrate
Chop
Consecrated Armor
Curse Ward
Hangover
Heat Barrel
Iceberg
Lesser Animate Dead
Protection from Ballistics
Repulsor Ring
Wooden Sanctuary
Zone of Atmosphere
Zone of Sweet Air

3RD LEVEL

Create Vacuum
Glitterdust
Greater Mending
Hardlight Construction

Headwind/Tailwind
Restore Youth
Riptide
Ruby-Eye Curse
Undead Lieutenant

4TH LEVEL

Arcane Convolution
Curse of Aging
Curse of Youth
Ice Shape
Impressions of the Past
Intensify Gravity
Invisibility Purge

5TH LEVEL

Power Word: Deafen

6TH LEVEL

Corruption Curse
Frenzy
Winter Flower

7TH LEVEL

Astrogation
Curse of Binding
Power Word: Blind
Power Word: Silence
Zone of Fortification

8TH LEVEL

White Dwarf

9TH LEVEL

Call Avalanche
Fimbulwinter
Zone of Altered Time

DRUID SPELLS

CANTRIPS (LEVEL 0)

Dragon Claws
Elemental Influence
Quickstep
Relaxing Meditation
Snakebite
Springheel

1ST LEVEL

Break Waves
Chameleon Mask
Conjure Saguaro
Detect Law and Chaos
Dragon Roar
Geomantic Discernment
Icicle Javelin
Landseek

Lashing Tendrils
Psychedelics
Slow Thinking
Snowflake Shield
Snowshoes
Spacetime Distortion
Speak with Cacti
Thaw
Worldseek

2ND LEVEL

Aberrate
Chop
Heat Barrel
Iceberg
Leaves to Lacquer
Petal Storm
Rusting Grasp
Stone Bones
Swift Flight
Volting Blade
Wooden Sanctuary
Zone of Atmosphere

3RD LEVEL

Create Vacuum
Desiccate
Draconic Aura
Electrify Water
Frostmail
Glitterdust
Greater Mending
Headwind/Tailwind
Polybrachia
Rain Squall
Ray of Warping
Restore Youth
Riptide
Wyrmskin

4TH LEVEL

Conjure Pseudonatural
Beasts
Curse of Aging
Curse of Youth
Distort Gravity
Hunger of the Earth
Ice Shape
Impressions of the Past
Intensify Gravity
Invisibility Purge
Vortex
Watery Tentacles

5TH LEVEL

Conjure Pseudoelemental
Frolicking Fountain

6TH LEVEL

Corruption Curse
Frenzy
Mandy's Marvelous
Metamorphosis
Winter Flower

7TH LEVEL

Astrogation
Freezing Touch
Inevitable Boulder
Splice
Winds of Change

8TH LEVEL

Permanent Bond
Walking Wood
White Dwarf

9TH LEVEL

Call Avalanche
Fimbulwinter
Liveoak
Secret Enclave

PALADIN SPELLS

1ST LEVEL

Antivirus
Blood Print
Boomerang
Clue
Detect Law and Chaos
Dragon Roar
Faerie Ward
Landseek
Sandbags
Slow Thinking
Transient Bulwark
Worldseek
Zephyr's Feather

2ND LEVEL

Consecrated Armor
Curse Ward
Geodesic Shield
Jethro's Instant Reload
Perforating Smite
Protection from Ballistics
Repulsor Ring
Stone Bones
Zone of Sweet Air

3RD LEVEL

Draconic Aura
Greater Mending
Hardlight Gauntlet
Polybrachia

4TH LEVEL

Invisibility Purge
Telaros's Speedcycle

RANGER SPELLS

1ST LEVEL

Blood Print
Bullet Storm
Chameleon Mask
Chromatic Bullet
Clue
Conjure Saguaro
Dragon Roar
Enhance Reflexes
Geomantic Discernment
Guided Missile
Hardlight Blaster
Icicle Javelin
Landseek
Landseek
Psychedelics
Sandbags
Snowshoes
Speak with Cacti
Worldseek
Zephyr's Feather

2ND LEVEL

Alarm Glyph
Dispel Alarm
Hardlight Nails
Jam Weapon
Jethro's Instant Reload
Leaves to Lacquer
Nondescript
Protection from Ballistics
Rusting Grasp
Stone Bones
Time's Arrow
Vanishing Trick
Wooden Sanctuary
Zone of Atmosphere

3RD LEVEL

Draconic Aura
Electrify Water
Hardlight Gauntlet
Polybrachia

4TH LEVEL

Conjure Pseudonatural
Beasts
False Vision
Invisibility Purge

5TH LEVEL

Conjure Pseudoelemental
Power Word: Scan

SHUGENJA SPELLS

CANTRIPS (LEVEL 0)

Acidic Blade
Amanuensis
Concealed Shot
Cryptogram
Diamond Edge
Elemental Influence
Finger Guns
Glacial Blade
Magic Daggers
Manipulate Clockwork
Molten Blade
Mystical Blade
Phantom Grapnel
Quickstep
Springheel
Storming Blade
Technomancy
Thundering Blade
Voidlight

1ST LEVEL

Antivirus
Autopilot
Break Waves
Bullet Storm
Chromatic Bullet
Curse of Tomes
Déjà Vu
Detect Law and Chaos
Elemental Blade
Enhance Reflexes
Geomantic Discernment
Guided Missile
Icicle Javelin
Landseek
Memorize
Refrigerate
Rumbling Charge
Sandbags
Slow Thinking
Snowflake Shield

Snowshoes
Spacetime Distortion
Technical Difficulties
Thaw
Transient Bulwark
Whispering Wind
Worldseek

2ND LEVEL

Action
Aerial Alacrity
Animate Snow
Burst of Speed
Chop
Circuit Breaker
Glass Blade
Heat Barrel
Iceberg
Jam Weapon
Jethro's Instant Reload
Protection from Ballistics
Rusting Grasp
Stone Bones
Stone Tell
Swift Flight
Unseen Accountant
Volting Blade
Water Jet
Zone of Atmosphere
Zone of Sweet Air

3RD LEVEL

Create Vacuum
Desiccate
Electrify Water
Frostmail
Greater Mending
Headwind/Tailwind
Ice Claw Prison
Rain Squall
Riptide

4TH LEVEL

Arcane Convolution
Arcing Spark
Detonate Ammunition
Distort Gravity
Earth-Shattering Kaboom
Hunger of the Earth
Ice Shape
Impressions of the Past
Intensify Gravity
Invisibility Purge
Logic Bomb
Shape Metal

Vortex
Watery Tentacles

5TH LEVEL

Evasiveness
Flaming Death
Frolicking Fountain
Iron Body
Suffocate

6TH LEVEL

Dislocation in Time
Elemental Curse
Wall of Iron
Winter Flower

7TH LEVEL

Antiballistics Field
Astrogation
Freezing Touch
Inevitable Boulder

8TH LEVEL

Bombardment
Erase
Time Freeze
White Dwarf

9TH LEVEL

Call Avalanche
Fimbulwinter
Transmute Lava
Zone of Altered Time

SORCERER SPELLS

CANTRIPS (LEVEL 0)

Acidic Blade
Amanuensis
Bloody Lancet
Bursting Shot
Card Trick
Cheat
Cryptogram
Diamond Edge
Dragon Claws
Finger Guns
Force Buckler
Force Dart
Glacial Blade
Hardlight Needle
Magic Daggers
Magic Mic
Manipulate Clockwork
Molten Blade
Moment to Think

Mystical Blade
Phantom Grapnel
Quickstep
Snakebite
Springheel
Storming Blade
Technomancy
Thundering Blade
Voidlight

1ST LEVEL

Accursed Act
Animate Body Part
Arcane Anomaly
Blood Print
Break Waves
Bullet Storm
Cerebral Ray
Chaos Shield
Chromatic Bullet
Clue
Conjure Saguaro
Curse of Chains
Curse of Tomes
Déjà Vu
Dragon Roar
Elemental Blade
Enhance Reflexes
Flawed Reconstruction
Guided Missile
Hardlight Blaster
Heedless Lash
Hollowing Curse
Icicle Javelin
Landseek
Psychedelics
Sandbags
Slow Thinking
Snowshoes
Technical Difficulties
Transient Bulwark
Worldseek

2ND LEVEL

Action
Aerial Alacrity
Burst of Speed
Chop
Circuit Breaker
Dazzling Ray
Delay
Dragon Shout
Hangover
Hardlight Nails

Iceberg
Intrusive Thought
Jam Weapon
Jethro's Instant Reload
Mistbound
Nondescript
Petal Storm
Perception Hack
Protect Threshold
Protection from Ballistics
Reckless Dweomer
Rusting Grasp
Stone Bones
Stranger
Swift Flight
Vanishing Trick
Volting Blade
Zone of Atmosphere

3RD LEVEL

After Image
Conjure Cannonball
Create Vacuum
Curse of Blades
Desiccate
Draconic Aura
Electrify Water
Glitterdust
Greater Mending
Hardlight Construction
Hardlight Gauntlet
Headwind/Tailwind
Phantasmal Beauty
Polybrachia
Rain Squall
Ray of Warping
Riptide
Ruby-Eye Curse
Scouring Mists
Wyrmskin
Yellow Sign

4TH LEVEL

Adoration of the Frightful
Arcane Convolution
Curse of Aging
Curse of Youth
Detonate Ammunition
Dire Charm
Duplicate Object
Earth-Shattering Kaboom
Hunger of the Earth
Ice Shape
Intensify Gravity

Logic Bomb
Vortex
Watery Tentacles

5TH LEVEL

Evasiveness
Flaming Death
Frolicking Fountain
Hardlight Frame
Oblivion
Pharaoh's Curse
Power Word: Deafen
Power Word: Fatigue
Power Word: Scan
Temporal Reversion

6TH LEVEL

Corruption Curse
Dislocation in Time
Frenzy
Mandy's Marvelous
Metamorphosis
Power Word: Distract
Power Word: Sicken
Winter Flower

7TH LEVEL

Abduct
Antiballistics Field
Astrogation
Curse of Binding
Freezing Touch
Kyu's Discount Wish
Lesser Time Stop
Power Word: Blind
Power Word: Pain
Power Word: Silence

8TH LEVEL

Conjure Hardlight Avatar
Erase
Permanent Bond
Time Freeze

9TH LEVEL

Call Avalanche
Fimbulwinter
Identity Curse
Mists of Time
Orbital Hardlight Cannon
Paradox
Power Word: Annihilate
Secret Enclave
Zone of Altered Time

WARLOCK SPELLS

CANTRIPS (LEVEL 0)

Acidic Blade
Ante Up
Bursting Shot
Card Trick
Cheat
Cryptogram
Eldritch Orb
Exploding Dice
Flurry of Steel
Force Buckler
Force Dart
Glacial Blade
Hardlight Needle
Magic Daggers
Magic Mic
Manipulate Clockwork
Minor Lifesteal
Molten Blade
Mystical Blade
Phantom Grapnel
Quickstep
Springheel
Storming Blade
Technomancy
Thundering Blade
Voidlight

1ST LEVEL

Accursed Act
Blood Print
Bullet Storm
Cerebral Ray
Chromatic Bullet
Clue
Curse of Chains
Curse of Tomes
Déjà Vu
Faerie Ward
Flawed Reconstruction
Hardlight Blaster
Hollowing Curse
Landseek
Lashing Tendrils
Slow Thinking
Technical Difficulties
Worldseek

2ND LEVEL

Aberrate
Chop
Circuit Breaker

Curse Ward
Dragon Shout
Hardlight Nails
Intrusive Thought
Nondescript
Petal Storm
Protect Threshold
Protection from Ballistics
Repulsor Ring
Stranger
Swift Flight
Unseen Accountant
Vanishing Trick
Zone of Atmosphere

3RD LEVEL

After Image
Benign Dismemberment
Curse of Blades
Electrify Water
Glitterdust
Hardlight Gauntlet
Ice Claw Prison
Phantasmal Beauty
Ray of Warping
Riptide
Ruby-Eye Curse
Undead Lieutenant
Yellow Sign

4TH LEVEL

Arcane Convolution
Curse of Aging
Curse of Youth
Devastate Undead
Dire Charm
Earth-Shattering Kaboom
Feral Footman
Shape Metal
Soul Bond
Vortex
Watery Tentacles

5TH LEVEL

Flaming Death
Frolicking Fountain
Gingerbread Cottage
Pharaoh's Curse
Power Word: Deafen
Power Word: Fatigue
Power Word: Scan

6TH LEVEL

Corruption Curse
Frenzy

Mandy's Marvelous
Metamorphosis
Power Word: Distract
Power Word: Sicken

7TH LEVEL

Astrogation
Curse of Binding
Power Word: Blind
Power Word: Pain
Splice

9TH LEVEL

Fimbulwinter
Mists of Time
Paradox
Power Word: Annihilate
Secret Enclave

WARMAGE SPELLS

CANTRIPS (LEVEL 0)

Acidic Blade
Ante Up
Bloody Lancet
Bursting Shot
Card Trick
Cheat
Concealed Shot
Cryptogram
Diamond Edge
Dragon Claws
Eldritch Orb
Exploding Dice
Finger Guns
Flurry of Steel
Force Buckler
Force Dart
Glacial Blade
Hardlight Needle
Magic Daggers
Magic Mic
Manipulate Clockwork
Molten Blade
Mystical Blade
Phantom Grapnel
Quickstep
Springheel
Storming Blade
Technomancy
Thundering Blade
Voidlight

WITCH SPELLS

CANTRIPS (LEVEL 0)

Bloody Lancet
Cheat
Cryptogram
Eldritch Orb
Eye of Anubis
Manipulate Clockwork
Minor Lifesteal
Moment to Think
Quickstep
Relaxing Meditation
Snakebite
Soft Focus
Springheel
Technomancy

1ST LEVEL

Accursed Act
Antivirus
Blood Print
Cerebral Ray
Chameleon Mask
Clue
Curse of Chains
Curse of Tomes
Déjà Vu
Detect Law and Chaos
Enhance Reflexes
Exhume
Faerie Ward
Flawed Reconstruction
Heedless Lash
Hollowing Curse
Icicle Javelin
Landseek
Lashing Tendrils
Psychedelics
Slow Thinking
Snowshoes
Spacetime Distortion
Speak with Cacti
Technical Difficulties
Whispering Wind
Worldseek

2ND LEVEL

Burst of Speed
Chop
Hangover
Hardlight Nails
Intrusive Thought
Jam Weapon

Leaves to Lacquer
Mistbound
Nondescript
Perception Hack
Protect Threshold
Stone Tell
Stranger
Unseen Accountant
Vanishing Trick
Wooden Sanctuary
Zone of Atmosphere
Zone of Sweet Air

3RD LEVEL

Benign Dismemberment
Create Vacuum
Curse of Blades
Glitterdust
Greater Mending
Headwind/Tailwind
Ice Claw Prison
Rain Squall
Ray of Warping
Restore Youth
Riptide
Ruby-Eye Curse
Scouring Mists
Yellow Sign

4TH LEVEL

Adoration of the Frightful
Arcane Convolution
Curse of Aging
Curse of Youth
Dire Charm
Distort Gravity
Feral Footman
Invisibility Purge
Logic Bomb
Soul Bond
Vortex
Watery Tentacles

5TH LEVEL

Curse Weapon
Evasiveness
Frolicking Fountain
Gingerbread Cottage
Oblivion
Pharaoh's Curse
Power Word: Deafen
Power Word: Fatigue
Suffocate
Temporal Reversion

6TH LEVEL

Corruption Curse
Demand
Elemental Curse
Frenzy
Mandy's Marvelous
Metamorphosis
Power Word: Distract
Power Word: Sicken

7TH LEVEL

Abduct
Astrogation
Curse of Binding
Freezing Touch
Power Word: Blind
Power Word: Pain
Splice

8TH LEVEL

Erase

9TH LEVEL

Fimbulwinter
Identity Curse
Liveoak
Mists of Time
Paradox
Secret Enclave
Zone of Altered Time

WIZARD SPELLS

CANTRIPS (LEVEL 0)

Acidic Blade
Amanuensis
Ante Up
Bursting Shot
Card Trick
Cheat
Concealed Shot
Cryptogram
Dragon Claws
Exploding Dice
Finger Guns
Force Buckler
Force Dart
Glacial Blade
Hardlight Needle
Magic Daggers
Magic Mic
Manipulate Clockwork
Minor Lifesteal
Molten Blade
Moment to Think

Mystical Blade
Phantom Grapnel
Quickstep
Snakebite
Springheel
Storming Blade
Technomancy
Thundering Blade
Voidlight

1ST LEVEL

Accursed Act
Animate Body Part
Antivirus
Arcane Anomaly
Autopilot
Blood Print
Break Waves
Bullet Storm
Cerebral Ray
Chromatic Bullet
Clue

Conjure Saguaro
Curse of Chains
Curse of Tomes
Déjà Vu
Elemental Blade
Enhance Reflexes
Exhume

Faerie Ward
Flawed Reconstruction
Geomantic Discernment

Guided Missile
Hardlight Blaster
Heedless Lash
Hollowing Curse
Landseek
Lashing Tendrils
Memorize
Psychedelics
Refrigerate
Safiya's Industrious Worker
Sandbags
Slow Thinking
Snowshoes
Spacetime Distortion
Technical Difficulties
Thaw
Transient Bulwark
Worldseek

2ND LEVEL

Aberrate
Action

Aerial Alacrity
 Alarm Glyph
 Animate Snow
 Burst of Speed
 Chop
 Circuit Breaker
 Curse Ward
 Dazzling Ray
 Delay
 Dispel Alarm
 Dragon Shout
 Glass Blade
 Hangover
 Hardlight Nails
 Iceberg
 Intrusive Thought
 Jam Weapon
 Jethro's Instant Reload
 Leaves to Lacquer
 Lesser Animate Dead
 Mistbound
 Nondescript
 Petal Storm
 Perception Hack
 Protect Threshold
 Protection from Ballistics
 Repulsor Ring
 Rusting Grasp
 Stone Bones
 Stranger
 Swift Flight
 Time's Arrow
 Unseen Accountant
 Vanishing Trick
 Zone of Atmosphere

3RD LEVEL

After Image
 Benign Dismemberment
 Conjure Cannonball
 Create Vacuum
 Curse of Blades
 Desiccate
 Electrify Water
 Glitterdust
 Greater Mending
 Hardlight Construction
 Hardlight Gauntlet
 Headwind/Tailwind
 Ice Claw Prison
 Phantasmal Beauty
 Polybrachia
 Ray of Warping
 Riptide

Ruby-Eye Curse
 Scouring Mists
 Shrink Object
 Undead Lieutenant
 Yellow Sign

4TH LEVEL

Adoration of the Frightful
 Arcane Convolution
 Conjure Pseudonatural
 Beasts
 Curse of Aging
 Curse of Youth
 Detonate Ammunition
 Devastate Undead
 Dire Charm
 Distort Gravity
 Duplicate Object
 Earth-Shattering Kaboom
 False Vision
 Feral Footman
 Hunger of the Earth
 Ice Shape
 Intensify Gravity
 Invisibility Purge
 Logic Bomb
 Shape Metal
 Soul Bond
 Telaros's Speedcycle
 Vortex
 Watery Tentacles

5TH LEVEL

Conjure Pseudoelemental
 Curse Weapon
 Evasiveness
 Flaming Death
 Frolicking Fountain
 Gingerbread Cottage
 Hardlight Frame
 Iron Body
 Oblivion

Pharaoh's Curse
 Power Word: Deafen
 Power Word: Fatigue
 Power Word: Scan
 Temporal Reversion

6TH LEVEL

Demand
 Dislocation in Time
 Frenzy
 Mandy's Marvelous
 Metamorphosis
 Power Word: Distract
 Power Word: Sicken
 Telaros's Terrific Transport
 Wall of Iron
 Winter Flower

7TH LEVEL

Abduct
 Antiballistics Field
 Astrogation
 Curse of Binding
 Freezing Touch
 Inevitable Boulder
 Kyu's Discount Wish
 Lesser Time Stop

Power Word: Blind
 Power Word: Pain
 Splice
 Winds of Change

8TH LEVEL

Bombardment
 Conjure Hardlight Avatar
 Erase
 Permanent Bond
 Time Freeze
 White Dwarf

9TH LEVEL

Call Avalanche
 Fimbulwinter
 Identity Curse
 Mists of Time
 Orbital Hardlight Cannon
 Paradox
 Power Word: Annihilate
 Secret Enclave
 Transmute Lava
 Zone of Altered Time



TAGS

To better organize these spells, and allow GMs and players to filter spells by their preferences, we've included a few tags, which are located behind the spell's level and school. These tags are as follows:

CHRONOMANCY

Chronomancy spells, marked with the [chronomancy] tag, pull at the very fabric of time and manipulate causal events. This rare and elusive magic is largely practiced by spellcasters known as chronomancers, who walk between the ages and glimpse the beginning and end of time.

FUTURISTIC

Spells marked with the [futuristic] tag originate in the far future, where the advancement of technology has blurred the line between it and magic. These spells feature rules that include spacecraft, mega hit points and damage,

magical technology, blasters, and new skills, all of which can be found detailed within the book, *Dark Matter*. Such spells might not be appropriate for all campaign settings, and GMs are likely to exclude these spells for any campaign which lacks the influence of high technology.

RENAISSANCE

The renaissance age saw dramatic revolutions in logic and science, which magic subsequently learned to influence. The first firearms developed in this age, as did the first ships capable of sailing on ocean-spanning voyages, systems for both of which are described in the book *High Seas*.

Spells from the renaissance age are marked with the [renaissance] tag, but might apply to much later ages as well. Spells which affect or emulate firearms, for example, and relevant even in modern settings. As such, GMs might choose to exclude or focus on spells with this tag, depending on the campaign.



SPELL DESCRIPTIONS

These spells are listed in alphabetical order. If a spell includes a tag, it is listed to the right of its school of magic.



ABDUCT

7th-level conjuration

Casting Time: 1 minute

Range: 1,000 miles

Components: V, S, M (a silver saucer)

Duration: 1 hour

This spell teleports a creature to your location. Choose a creature known to you within range as the target of this spell. An unwilling creature can make a Charisma saving throw to resist this effect. The target is placed at a location of your choice within 30 feet of you. You choose if the target is sitting, standing, prone, or bound with nearby restraints. At the end of the spell's duration, you can choose whether the target remains at your location or is teleported back to the location from which it was abducted.

ABERRATE

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

This spell uses energies from the Far Realm to distort your body. As a result, your anatomy becomes fluid, constantly refreshing into new and more terrible shapes. For the duration, you do not take extra damage from critical hits.

Additionally, your body adapts to threats as it warps. After you take damage while this spell is active, you can use your reaction to gain resistance to that damage type until this spell ends or until you use this ability again to gain resistance to a different damage type.

ACCURSED ACT

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (incense and a black candle)

Duration: Concentration, up to 1 minute

Lighting a candle, you speak dark curses in a lost tongue, directed at one creature you can see within range. That creature must make a Wisdom saving throw or be cursed for the duration. While cursed, whenever that creature takes the Attack or Cast a Spell action, it takes psychic damage

equal to 1d8 + your spellcasting modifier. The creature can repeat their saving throw at the end of their turn, ending the effect on a success.

A *remove curse* spell ends this curse early.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, you deal an additional 1d8 psychic damage for each slot level above 1st.

ACIDIC BLADE

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, M (a weapon)

Duration: 1 round

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the attack deals damage as normal, except that the entire attack deals acid damage instead of its normal type. The creature must also make a Dexterity saving throw or take 1d8 acid damage at the start of its next turn.

At 5th level, the melee attack and secondary damage each deal an additional 1d8 acid damage to the target. Both damage rolls increase by 1d8 at 11th level (2d8/3d8), and 17th level (3d8/4d8).

ACTION

2nd-level transmutation [chronomancy]

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a shaving of licorice root)

Duration: 1 round

Choose a willing creature that you can see within range. During its next turn, the target gains an additional action. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

ADORATION OF THE FRIGHTFUL

4th-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Your piercing eyes turn terror into praise. When you cast this spell, you can choose for each creature you can see that is frightened of you to instead become charmed by you for the duration of this spell.

AERIAL ALACRITY

2nd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a feather from a bird of prey)

Duration: 10 minutes

Target a willing creature within range you can see that has a flying speed (including those with a temporary or magically-bestowed flying speed). That creature gains the following benefits for the duration:

- The target can take the Dash action as a bonus action.
- The target can hover.
- The target has advantage on Dexterity (Acrobatics) checks.
- The target doesn't provoke an opportunity attack when it flies out of an enemy's reach.

AFTER IMAGE

3rd-level illusion

Casting Time: 1 action

Range: Self

Components: V, S, M (a silver hand mirror worth 50 gp)

Duration: 10 minutes

You create an illusory duplicate of yourself which follows your every movement. When you are hit by an attack during the spell's duration, roll any die. On an odd roll, the attack targets and hits the duplicate instead of you. The duplicate vanishes, reappearing after you move 10 feet or more or take the Dodge action. On an even roll, the attack targets you as normal.

ALARM GLYPH

2nd-level abjuration

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (powdered diamond worth 100 gp, which the spell consumes)

Duration: Until dispelled

This spell, based on the *alarm* and *glyph of warding* spells, is used to discourage theft by triggering an alarm when an item is removed from a location. It comes in two versions: one that is cast on an aperture, and one that is cast on an object.

Aperture. You spend ten minutes inscribing invisible glyphs on an aperture such as a door, gate, window or archway no larger than 10 square feet. Whenever an object bearing an alarm glyph passes through the warded area, it produces the sound of a hand bell for 10 seconds within

120 feet. Casting the *knock* spell on the aperture suppresses the effect for 10 minutes.

Object. You spend ten minutes inscribing an invisible glyph on an object. This object will now trigger any alarmed apertures through which it passes.

At Higher Levels. When you cast the aperture version of this spell using a spell slot of 3rd level or higher, you can store one spell of 2nd level or lower (usually *hold person*) inside it. This spell must target be capable of targeting a creature, object, or area and you must expend the appropriate spell slot and spell components when the spell is stored. This stored spell is then cast and expended the first time the alarm is triggered. If the triggering object is being worn or carried, the stored spell targets whoever is carrying it or the location where they are standing. If not, it targets the object directly. Once it has been expended, the stored spell can be re-activated (or changed to a different spell) by touching the glyph and expending another spell slot and spell components.

AMANUENSIS

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a quill or pen, which is animated by the spell)

Duration: 10 minutes

You touch a quill or pen and cause it to copy writing from one source (such as a book) into a blank book, paper, or parchment. This spell copies up to 2,500 words, creating a perfect duplicate of the original. The spell copies only non-magical text, not illustrations or magical writings (such as the text of a spellbook or a spell scroll). If the source contains normal and magical writing (such as a letter with explosive runes), only the normal text is copied, leaving blank space in the copied text where the magical writing would be expected. Likewise, if the source contains both text and illustrations, only the text is copied. The spell does not translate the copied writing. If you do not understand the original, you have no additional ability to understand the copy.

The spell triggers (but does not copy) writing-based magic traps in the material being copied.

Blank paper, parchment, or a book must be provided for the spell to write upon. If more pages in the source exist than blank pages are available, the spell copies the original until it runs out of blank pages. At any time during the spell's duration you can redirect the magic to copy from another source, copy onto a different set of blanks, or

resume a duplication that was interrupted by a shortfall of blank pages.

ANIMATE BODY PART

1st-level necromancy

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (a drop of blood, a piece of flesh, and a pinch of bone dust)

Duration: Instantaneous

This spell creates an undead servant. Choose a severed body part from a Medium or Small creature within range. Your spell imbues the target with a foul mimicry of life, raising it as an undead creature. The target becomes a zombified body part (statistics below).

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over up to four creatures you have animated with this spell, rather than animating a new one.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you animate or reassert control over two additional undead body parts for each slot level above 1st. Each of the creatures must come from a different part of a corpse—for example, you cannot cut one long tentacle down to make multiple smaller tentacles.

CREEPING FOOT

Tiny undead, neutral evil

Armor Class 11

Hit Points 2 (1d4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+2)	11 (+0)	5 (-3)	10 (+0)	4 (-3)

Damage Immunities poison

Condition Immunities charmed, exhausted, poisoned

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10

Languages understands Common but can't speak

Challenge 0 (10 XP)

Turn Immunity. The foot is immune to effects that turn undead.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) bludgeoning damage.

FLAPPING WING

Tiny undead, neutral evil

Armor Class 12

Hit Points 2 (1d4)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	11 (+0)	5 (-3)	10 (+0)	4 (-3)

Damage Immunities poison

Condition Immunities charmed, exhausted, poisoned

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10

Languages understands Common but can't speak

Challenge 0 (10 XP)

Turn Immunity. The wing is immune to effects that turn undead.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) bludgeoning damage.

ROLLING HEAD

Tiny undead, neutral evil

Armor Class 9

Hit Points 3 (1d4 + 1)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	12 (+1)	7 (-2)	12 (+1)	6 (-2)

Damage Immunities poison

Condition Immunities charmed, exhausted, poisoned, prone

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 11

Languages Common

Challenge 0 (10 XP)

Turn Immunity. The head is immune to effects that turn undead.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) piercing damage.

SLITHERING TENTACLE

Tiny undead, neutral evil

Armor Class 12

Hit Points 2 (1d4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	11 (+0)	5 (-3)	10 (+0)	4 (-3)

Damage Immunities poison

Condition Immunities charmed, exhausted, poisoned, prone

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10

Languages understands Common but can't speak

Challenge 0 (10 XP)

Turn Immunity. The tentacle is immune to effects that turn undead.

ACTIONS

Constrict. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage, and the target is grappled (escape DC 11). Until this grapple ends, the creature is restrained, and the tentacle can't constrict another target.

ANIMATE SNOW

2nd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (meltwater from a glacier)

Duration: Concentration, up to 10 minutes

This spell creates a snowy servant from snow within 60 feet. Your spell imbues the target with a semblance of life for the duration, raising it as two separate snowmen.

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you animate two additional snowmen for each slot level above 2nd.

SNOWMAN

Medium construct, neutral good

Armor Class 9

Hit Points 9 (2d8)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	10 (+0)	4 (-3)	6 (-2)	2 (-5)

Damage Vulnerability fire

Damage Resistances cold, piercing

Condition Immunities exhaustion, unconscious

Senses passive Perception 8

Languages Common

Challenge 1/8 (2 XP)

Rebuild. If there is snow on the ground, a damaged snowman can be repaired back to its maximum hit points by any creature that spends 1 minute working on it.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 4 (1d6 + 1) bludgeoning damage.

Smother. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 5 (1d8 + 1) bludgeoning damage and the target is grappled (escape DC 11). Until this grapple ends, the creature is restrained and the snowman cannot smother another target. If the target is a fire elemental, it takes double damage from this attack, but the snowman is instantly destroyed.

ANTIBALLISTICS FIELD

7th-level abjuration [renaissance]

Casting Time: 1 action

Range: Self (40-foot-radius sphere)

Components: V, S, M (a pinch of wet gunpowder)

Duration: Concentration, up to 10 minutes

An invisible 40-foot-radius field of magic extends from you, disrupting bullets and causing firearms to malfunction. Within the sphere, attacks with firearms fail, and firearms used to make an attack immediately jam. A jammed firearm can't be used to make an attack until a creature uses its action to clear the weapon malfunction.

Firearms outside the sphere which are fired into it have disadvantage on attack rolls and deal only half damage on a successful hit.

ANTE UP

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (at least 1 gold piece, which the spell consumes)

Duration: Instantaneous

With a flourish, you toss a number of gold pieces at a target within range. Make a ranged spell attack against the target. On a hit, the target takes 1d12 magical bludgeoning damage.

This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12), but the number of gold pieces required to cast the spell increases as well: 5 gp at 5th level, 10 gp at 11th level, and 25 gp at 17th level. When you can cast this spell, you can choose to cast it as if you were of a lower level, dealing less damage and using less gp.

ANTIVIRUS

1st-level abjuration (ritual) [futuristic]

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 24 hours

You ward a device that you touch from digital interlopers. For the duration, this device can't be disabled by magical effects, such as the *technical difficulties* or *logic bomb* spell, and it can't be infected by the N-Virus. Additionally, creatures have disadvantage on Intelligence (Data) checks made to hack this device.

ARCANE ANOMALY

1st-level abjuration

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (a broken mirror)

Duration: Concentration, up to 1 minute

You spread cracks in the magical energy that suffuses the multiverse. For the duration, whenever a spell is cast within range, roll a d6. On a 1, the spell casting fails, expending a spell slot as normal, but not consuming expensive material components.

ARCANE CONVOLUTION

4th-level abjuration

Casting Time: 1 action

Range: Self (120-foot radius)

Components: V, S, M (a pinch of powdered glass)

Duration: 1 minute

This spell distorts the rules of the universe in a short range around you, wreaking arcane havoc. For the duration, some damage types are exchanged with others, as shown on the table below.

Additionally, no creature within range can regain hit points due to magic. Instead, when a creature would regain hit points, it must make a Constitution saving throw or take necrotic damage equal to the amount it would have regained (rounded down.)

Damage Type	Damage Type
Cold	Fire
Fire	Radiant
Necrotic	Thunder
Acid	Poison
Poison	Psychic



ARCING SPARK

4th-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a silver pin)

Duration: Instantaneous

You create a flash of lightning that arcs toward a target of your choice that you can see within range. Two bolts then leap from that target to as many as two other targets, each of which must be within 20 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts.

A target must make a Dexterity saving throw, taking 4d10 lightning damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, one additional bolt leaps from the first target to another target for every two slot levels above 4th.

ASTROGATION

7th-level divination [futuristic]

Casting Time: 1 action

Range: Self

Components: V, S, M (rare spices and incense worth at least 500 gp, which the spell consumes)

Duration: Concentration, up to 1 minute

By burning rare spices and incense, you can briefly determine your course through the universe. If you perform a void jump while this spell is in effect, you roll twice on the Jump Navigation table (Ships Chapter in *Dark Matter*), taking the result you choose, and add 50 to the roll. If your result is greater than 100, you treat the roll as a 100.

AUTOPILOT

1st-level enchantment (ritual) [futuristic]

Casting Time: 1 action

Range: Touch

Components: V, S, M (a quartz crystal)

Duration: 1 hour

You touch a spaceship, granting it a limited ability to operate without active control by its crew. For the duration, the ship can make ability checks and saving throws that would be made by its pilot, engineer, or gunner, even if there is no one in those roles. The ship's ability scores are treated as being 10 for each ability, and it has no proficiencies.

Additionally, when you cast this spell, you can choose a speed and direction within the ship's cone of movement for the ship to travel when there is no creature in the pilot role. The ship moves automatically at the beginning of the initiative order. This automatic movement ends whenever a creature enters the pilot role.

A ship cannot be commandeered while it is under the influence of this spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration increases to 8 hours.

B

BENIGN DISMEMBERMENT

3rd-level necromancy (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: 1 hour

For the duration, a willing target's body parts (fingers, legs, tail, and even its head) can be harmlessly severed from its body. It takes no damage from such dismemberment, as long as the cut removing the body part is swift and leaves a clean cut. The target's head remains alive and conscious, and parts connected to it also remain alive. All severed body parts become inanimate, but do not begin decomposition for the spell's duration. Any of the target's severed body parts that are removed during this spell's duration can be held back to the stump, which instantly causes the part to knit to the stump, restoring the body part.

At the end of the duration, severed body parts become permanent, and the target dies if vital organs have not been reattached to its head.

BLOOD PRINT

1st-level necromancy (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (an ounce or more of blood)

Duration: Instantaneous

At your touch, wet blood on a surface shifts and reforms into a pattern of crimson blotches. This blood print is unique to the particular creature to whom the blood belongs, but you can determine the creature's kind (such as human, gnoll, deer, or fire giant) by examining the general shape. A print can be preserved by pressing a sheet of paper against the it. If this spell is cast twice, it is possible to match samples of blood originating from the same creature by comparing the prints.

BLOODY LANCET

Necromancy cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, M (a weapon)

Duration: Instantaneous

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects and you drain life energy from them, gaining 1d4 temporary hit points.

This spell deals additional damage when you reach higher levels. At 5th level, the melee attack deals an extra 1d6 necrotic damage to the target, and you gain 2d4 temporary hit points. The damage roll increases by a further 1d6 and the hit points by 1d4 at 11th level and 17th level.

BOMBARDMENT

8th-level conjuration

Casting Time: 1 action

Range: 1 mile

Components: V, S

Duration: Instantaneous

Massive rocks crash to the ground at three different points you can see within range. Each creature in a 20-foot-radius sphere centered on each point you choose must make a Dexterity saving throw. The sphere does not spread around corners. A creature takes 12d8 bludgeoning damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one impact is affected only once.

This spell deals double damage to objects and structures.

At Higher Levels. If you cast this spell using a 9th level spell slot, you can select a fourth 20-foot sphere to target for bombardment.

BOOMERING

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

A dizzying ring of sparks launches from your outstretched hand and returns to it moments later. Make a ranged spell attack roll against a creature within range. On a hit, you deal 3d6 radiant damage. If this attack misses, you can repeat the attack roll against the same target once.

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

BREAK WAVES

1st-level abjuration

Casting Time: 1 reaction, when you would take bludgeoning damage from water or be pushed against your will

Range: 30 feet

Components: V, S

Duration: Instantaneous

This spell diverts incoming energy when you are struck by a volume of water, either naturally or magically motivated, or by some other force that can push you against your will. You are not moved or knocked prone by the triggering effect. If the effect was a volume of water or some other fluid that would deal damage to you, have immunity to bludgeoning damage from the force of its impact until the end of your next turn.

BULLET STORM

1st-level evocation [renaissance]

Casting Time: 1 action

Range: 40 feet

Components: V, S

Duration: Instantaneous

You bring into existence an ethereal gun and rapidly fire six shots. Make 6 spell attack rolls with disadvantage against targets you can see within range. These attacks always have disadvantage, regardless of circumstance. On a hit, a target takes 1d8 force damage.

At Higher Levels. When you cast this spell using spell slot of 2nd level or higher, you can make two additional attacks with disadvantage for each slot level above 1st, to a maximum of 6 additional attacks.

BURST OF SPEED

2nd-level transmutation [chronomancy]

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S, M (a shaving of licorice root)

Duration: 1 round

Choose a willing creature that you can see within range. Until the start of your next turn, the target's speed increases by 20 feet and it gains a +2 bonus to AC.

BURSTING SHOT

Evocation cantrip [renaissance]

Casting Time: 1 action

Range: Self

Components: V, S, M (a firearm)

Duration: Instantaneous

As part of the action used to cast this spell, you must make an attack with a firearm, otherwise the spell fails. On a hit, the shot bursts, dealing thunder damage equal to your spellcasting ability modifier to the target and 1d6 to each other creature within 5 feet of it.

The spell's damage to creatures other than the target increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).



CARD TRICK

Transmutation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a deck of playing cards)

Duration: Instantaneous

With a flash of your hands, you fling a number of playing cards charged with energy at your opponents. Make a ranged spell attack against a target within range. On a hit, the target takes 1d8 force damage. Alternatively, you can target a space within range instead of a creature; each creature within 5 feet of that space must make a Dexterity saving throw, taking 1d6 force damage on a failed save.

You can throw 1 additional card on your turn at 5th level (2 cards), at 11th level (3 cards), and at 17th level (4 cards).

CALL AVALANCHE

9th-level evocation

Casting Time: 1 action

Range: 1 mile

Components: V, S

Duration: Concentration, up to 1 minute

A wave of snow springs into existence at a point you choose within range. You can make the wave up to 300 feet long, 300 feet high, and 50 feet thick. The wave lasts for the duration.

When the wave appears, each creature within its area must make a Strength saving throw. On a failed save, a creature takes 10d4 bludgeoning damage and 10d4 cold damage, or half as much damage on a successful save.

At the start of each of your turns after the wave appears, the wave, along with any Huge or smaller creatures in it, moves 50 feet in a direction you choose. Any creature inside the wave or whose space the wave enters when it moves must succeed on a Strength saving throw or take 9d4 bludgeoning damage and 9d4 cold damage. A creature can take this damage only once per round. Additionally, any exposed flames that the avalanche moves over, including those created by spells of 8th level or lower, are extinguished. At the end of the turn, the wave's height is reduced by 30 feet, and the damage creatures take from the spell on subsequent rounds is reduced by 1d4 for both damage types. When the wave reaches 0 feet in height, the spell ends.

Any Huge or smaller creature caught in the avalanche is prone and restrained for the duration of the spell.

CEREBRAL RAY

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A translucent beam of violet light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d10 psychic damage and has disadvantage on ability checks until the beginning of your next turn.

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

CHAMELEON MASK

1st-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (a chameleon's tail)

Duration: Concentration, up to 10 minutes

You touch a willing creature and place a minor illusion on it that allows it to blend in with its surroundings. For the

duration, that creature can replace its Dexterity (Stealth) modifier with your spell attack bonus on any Dexterity (Stealth) checks it makes.

CHAOS SHIELD

1st-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 8 hours

You ward yourself against chaotic energies. For the duration, whenever you roll a d100 to generate a random magical effect, you can add or subtract 1 from the roll. Furthermore, you have advantage on any saving throw you are forced to make against any magical effects generated by such a roll (whether they were created by yourself or others).

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can add or subtract any number from your d100 roll, up to the level of the spell slot used.

CHEAT

Divination cantrip

Casting Time: 1 bonus action

Range: Self

Components: S, M (a weighted die)

Duration: 1 round

You subtly twist your fingers and fate seems to follow suit. For the duration, you can reroll any ability check you make to play nonmagical games of skill. Therefore, this ability could influence a game of poker, but not the result of a *Deck of Many Things*.

CHOP

2nd-level evocation [renaissance]

Casting Time: 1 action

Range: 500 feet

Components: V, S

Duration: Concentration, up to 1 minute

A 75-foot-radius area of water that you specify within range begins to roil and pitch as if being affected by a strong gale. Ships in the area move at half speed as they are buffeted about by waves. Each swimming creature you choose in the area must make a Strength (Athletics) check opposed by your spell save DC when it attempts to swim. On a failed check, the creature does not move, and is instead tossed by the waves within its space.

CHROMATIC BULLET

1st-level evocation [renaissance]

Casting Time: 1 action

Range: Self

Components: V, S, M (a firearm)

Duration: Instantaneous

As part of the action used to cast this spell, you must make an attack with a firearm, otherwise the spell fails. On a hit, the target suffers the attack's normal effects and takes an additional 1d4 damage. You can choose for the weapon's damage, as well as this additional damage, to be either acid, cold, fire, lightning, poison, or thunder damage. You do not need to pick the same type for both, and you can leave the weapon damage as whatever type would normally be dealt by the weapon.

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

CIRCUIT BREAKER

2nd-level evocation [futuristic]

Casting Time: 1 reaction, which you take in response to being damaged by a creature within 5 feet of you that you can see

Range: Self (5-foot radius)

Components: V, S

Duration: Instantaneous

You let out a burst of electricity, shocking those nearby and temporarily overloading devices. Each creature within 5 feet of you must make a Dexterity saving throw or take 3d8 lightning damage, or half as much on a successful save. Each piece of magical technology within range is also disabled until the end of your next turn.

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 1st.

CLUE

1st-level divination (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a magnifying glass and pipe)

Duration: 10 minutes

When you cast this spell, all footprints and fingerprints within a 45-foot radius of a point you touch become highlighted and glow faintly for the duration. At the time of casting, choose any period of time up to the last 10 days to the present; only footprints and fingerprints left within that

time will be highlighted. Each creature whose footprints or fingerprints are detected by the spell is assigned a unique color, but are not otherwise identified. Any creature that moves or touches objects in the area will also leave colorful footprints and fingerprints, which might reveal invisible creatures in the area.

CONCEALED SHOT

Illusion cantrip [renaissance]

Casting Time: 1 action

Range: Self

Components: S, M (a firearm)

Duration: Instantaneous

As part of the action used to cast this spell, you must make an attack with a firearm, otherwise the spell fails. The spell then masks any audible or visible output from the weapon, making it impossible to see or hear where the shot came from.

This spell only conceals the first shot you make; any additional shots are not concealed.

CONJURE CANNONBALL

3rd level conjuration [renaissance]

Casting Time: 1 action

Range: 600 feet

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

Duration: Instantaneous

You summon a cannonball, mid-flight and at full velocity, which explodes on impact. Make a spell attack roll against a target you can see within range. On a hit, the target takes 4d10 bludgeoning damage, and each creature within 5 feet of the target must make a Dexterity saving throw. On a failed save, a creature takes half as much damage as the target.

CONJURE HARDLIGHT AVATAR

8th-level conjuration [futuristic]

Casting Time: 1 minute

Range: 90 feet

Components: V, S, M (an emerald ring worth 30 gp)

Duration: Concentration, up to 15 hours

You conjure into being all the shimmering gears, pistons, plates, and motors of a sophisticated hardlight construct. Your choice of a hardlight etherolus or a hardlight juggernaut (statistics are in *Dark Matter*) appears in an unoccupied space within range. The construct disappears when it drops to 0 hit points or when the spell ends.

Roll initiative for the construct, which has its own turns. As a bonus action, you can mentally command the

construct if it is within 500 feet of you. You decide what action the construct will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the construct only defends itself against hostile creatures. Once given an order, the construct continues to follow it until its task is complete.

No magic can restore the construct's hit points, as hardlight always evaporates away with time.

CONJURE PSEUDOELEMENTAL

5th-level conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V, S, M (a cup of human blood)

Duration: Concentration, up to 1 hour

You call forth a horrible creature from beyond the stars, to do your bidding. An elemental creature of your choice (a despair elemental, fear elemental, madness elemental, pain elemental, or rage elemental,) emerges from a portal that opens within range. These elementals are all found in the *Lovecraft Handbook*.

The elemental disappears when it drops to 0 hit points or when the spell ends.

The elemental is friendly to you and your companions for the duration. Roll initiative for the elemental, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no actions.

If your concentration is broken, the elemental doesn't disappear. Instead, you lose control of the elemental, it becomes hostile toward you and your companions, and it might attack. An uncontrolled elemental can't be dismissed by you, and it disappears 1 hour after you summoned it.

The GM has the creatures' statistics.

CONJURE PSEUDONATURAL BEASTS

4th-level conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V, S, M (a cup of human blood)

Duration: Concentration, up to 1 hour

You summon pseudonatural beasts (any beast with the pseudonatural template, as found in the *Lovecraft Handbook*) that appear in unoccupied spaces that you can see within range. You choose one the following options for what appears:

- One beast of challenge rating 2 or lower
- Two beasts of challenge rating 1 or lower
- Four beasts of challenge rating 1/2 or lower
- Eight beasts of challenge rating 1/4 or lower

Each beast 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 has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The GM has the creatures' statistics.

At Higher Levels. When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 5th-level slot, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.

CONJURE SAGUARO

1st-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a saguaro fruit)

Duration: Concentration, up to 1 hour

You summon an immense saguaro cactus that springs out of the ground in an unoccupied space you can see within range. The cactus now occupies a 10-foot cube, blocking movement through this area and conferring 3/4 cover against ranged attacks made through it.

The saguaro is an object with 22 (4d10) hit points and an AC of 14. When the spell ends, the saguaro wilts away, leaving no trace of its existence.

CONSECRATED ARMOR

2nd-level abjuration (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (A drop of blessed oil)

Duration: 8 hours

You trace a holy symbol on your chest, and an invisible barrier protects you until the spell ends. Your base AC becomes 12 + your Dexterity modifier. If you are attacked by a fiend or undead, your AC becomes 15 + your spellcasting ability modifier against that attack.

CORRUPTION CURSE

6th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

With a piercing glare and sinister gesture, you send a ribbon of dark magic into a target's body. A creature you can see within range is cursed for the duration and suffers from one of the following effects of your choice while cursed:

Dull Reflexes. The target has disadvantage on Dexterity checks and saving throws.

Feeble Fortitude. The target has disadvantage on Constitution saving throws and can't regain hit points.

Weak Will. The target has disadvantage on Wisdom saving throws as well as spell attack rolls.

A *remove curse* spell ends this curse early.

CREATE VACUUM

3rd-level conjuration [futuristic]

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of kindling)

Duration: Concentration, up to 10 minutes

You create a spherical area nearly devoid of air centered on a point within range for the duration. The sphere can have any radius you choose to a maximum of 30 feet. Any creature in the area that breathes air must hold its breath or begin suffocating. If the point you choose is on an object you are holding or one that isn't being worn or carried, the sphere is centered on the object and moves with it. Airborne substances such as poisonous gas, smoke, or fog cannot enter the sphere, and any such substances already within the sphere's area are destroyed. If such a substance is created by a spell of a higher level than this one, it is unaffected.

CRYPTOGRAM

Conjuration cantrip

Casting Time: 1 action

Range: Unlimited

Components: V, S, M (a small written message)

Duration: Instantaneous

You send a small scroll with a short message to a creature of your choice. The recipient must be a creature known to you and also be on the same plane of existence as you. This scroll will hover in the air in front of the recipient, deposit

into their pocket, or appear sitting on something nearby.

The scroll's message can be up to 8 characters long (spaces count as characters.) You can send only one scroll to a single target each day.

CURSE OF AGING

4th-level transmutation [chronomancy]

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Until dispelled

A creature you touch must succeed on a Wisdom saving throw or become cursed to age and wither. While cursed, the target ages at twice their normal rate, becoming two days older for every day that passes. In addition, it has disadvantage on all Strength checks and saving throws.

A *remove curse* spell ends this curse.

CURSE OF BINDING

7th-level enchantment (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a body part from the intended target, such as a fingernail, a lock of hair, or a drop of blood)

Duration: Until dispelled

You bind one creature or object to a location, cursing it so that it may never leave. Choose a target and a location within range, both of which you must be able to see. If the target is a creature, it must make a Charisma saving throw (a willing creature may choose to fail this save), or be cursed to be permanently bound to the chosen location. While cursed, the target can act and move around freely, as long as it remains within 20 feet of the point it is bound to. If the target begins its turn outside of this area, it must make a Strength saving throw against your spell save DC or be dragged 60 feet towards the point it was bound to.

In addition, if the creature attempts to teleport or use any other means of extraplanar travel, it must make another Charisma saving throw. On a failure, the travel attempt fails and any resources used are wasted. On a success, the curse is suppressed until the creature returns to the plane on which it was bound, at which point the dragging effect resumes.

A *remove curse* spell ends this curse.

CURSE OF BLADES

3rd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Unholy bands of black energy tie a creature to its weapon. Choose a creature you can see that is holding a weapon within range to make a Wisdom saving throw. On a failed save, the creature is cursed for the duration. A cursed target can't willingly drop or stow its weapon. Additionally, whenever it takes the Attack action on its turn, it makes one additional attack using its weapon targeting itself, against its own AC, dealing damage as normal on a hit.

A *remove curse* spell ends this curse early.

CURSE OF CHAINS

1st-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

A black brand resembling iron shackles darkens the ankles of two creatures you can see. Choose two creatures you can see within range of the spell and within 30 feet of each other to make a Constitution saving throw. A willing creature can choose to fail this saving throw. On a failed save, a target is cursed for the duration. If only one target is cursed by this spell, you can use your action or bonus action on a subsequent turn to choose another target within 30 feet of the cursed creature to make a saving throw. While two creatures are cursed by this spell, they are unable to willingly move further away from each other.

A *remove curse* spell ends this curse early.

CURSE OF TOMES

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 24 hours

You speak the backward words of a dead language, scrambling the letters in a target's mind. Choose one creature within range to make a Wisdom saving throw. On a failed save, the target is cursed for the duration. A cursed target can't read or write any language for the duration, prepare spells from a spellbook, perform rituals, or cast any spells that involve writing runes or sigils. At the end of each hour, the target can repeat this save, ending the effects early on a success.

A *remove curse* spell ends this curse early.

CURSE WARD

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You reach out your hand and touch a willing target within your reach, raising a smoke-like barrier around it. For the duration, the target has resistance to necrotic damage and can't be cursed, possessed, or targeted by a hex. Also, its maximum hit points can't be lowered. If the target is already affected by one of these effects, the effect is suspended until the spell ends.

CURSE WEAPON

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Until dispelled

You touch a weapon. Until the spell ends, the weapon becomes magical (if it wasn't already) and gains the following property in addition to any others it has:

Curse. This weapon is cursed, and touching it extends this curse to you, unless you are a fey creature, in which case you suffer no ill effect. As long as you remain cursed, you are unwilling to part with the weapon, keeping it within reach at all times.

Whenever you roll a 1 on an attack roll with this weapon, roll a d6 and apply the result from the table below.

d6 Effect

- | | |
|---|--|
| 1 | You fall prone and your turn ends immediately. |
| 2 | You are blinded until the end of your next turn. |
| 3 | You are deafened until the end of your next turn. |
| 4 | You are immediately teleported 20 feet in a random direction. If you would end up within a solid obstacle, you take 2d6 bludgeoning damage and end up as close to the destination as possible. |
| 5 | All food items within ten feet of you immediately spoil, becoming completely inedible. |
| 6 | The weapon transforms into a live goose (or another animal chosen by the GM), which is magically bound to your hand and cannot be removed by any means (except by ending the curse). It reverts to its original form after one minute. |

A *remove curse* spell ends this curse.

CURSE OF YOUTH

4th-level transmutation [chronomancy]

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a child's toy)

Duration: Concentration, up to 1 hour

This spell reverses time for a creature that you can see within range until it becomes a helpless baby. An unwilling creature must make a Wisdom saving throw to avoid the effect. Shapechangers and creatures that do not experience infancy automatically succeed on this saving throw.

If the target drops to 0 hit points, it reverts back to its original age, and excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The target retains all of its game statistics except its base movement speed, hit points, and size, which are changed to 10 feet, half of the target's maximum, and one size category smaller, respectively. It cannot take any actions, bonus actions, or reactions, cannot cast spells, and cannot communicate, except by crying (a person using the spell *comprehend languages* or similar abilities can interpret such crying to gain a rough understanding of the baby's emotional state). While under the effects of this spell, the target is prone and cannot stand up without the help of an adult.

The target's gear is unaffected by this spell; it will likely fall off the target due to being vastly oversized.

A *remove curse* spell ends this curse early.

At Higher Levels. If you cast this spell using a spell slot of 7th level or higher and maintain your concentration on it for the entire possible duration, the target makes another Wisdom saving throw. On a failure, the target is cursed to remain as a baby until a *remove curse* spell ends the curse. Additionally, if the target drops to 0 hit points, it does not revert to original age, and begins making death saves as normal. On a success, the effects end.



DAZZLING RAY

2nd-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 round

Three rays of brilliant color shoot from your hand at up to three creatures that you can see within range. Make a ranged spell attack for each ray. On a hit, the target is blinded until the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd, to a maximum of 6 rays.

DÉJÀ VU

1st-level enchantment [chronomancy]

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small silver mirror)

Duration: Instantaneous

You briefly rewind the thoughts a creature of your choice that you can see within range. The target must succeed on a Wisdom saving throw. A creature that took no actions on its previous turn automatically succeeds this saving throw. On a failed save, the target on its next turn must repeat the actions it performed in its previous turn. It can use its reaction as normal; it is not forced to repeat a reaction it made previously. If the situation has changed in such a way that the subject can't take the same actions again, the subject stands still and takes no actions or bonus actions for 1 round.

DELAY

2nd-level transmutation [chronomancy]

Casting Time: 1 action

Range: 60 feet

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

Duration: Instantaneous

You briefly slow time for a creature of your choice that you can see within range. The target must succeed on a Wisdom saving throw or be moved to last place in the initiative order from the beginning of the next round onwards.

DEMAND

6th-level enchantment

Casting Time: 1 action

Range: Unlimited

Components: V, S, M (a snake's tongue and a piece of copper wire)

Duration: Concentration, up to 8 hours

You send a short message of twenty-five words or fewer to a creature with which you are familiar. The creature hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. The spell enables creatures with Intelligence scores of at least 1 to understand the meaning of your message.

You can send the message across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive.

You can use this message to suggest a reasonable-sounding course of activity to the target, in which case the target must make a Wisdom saving throw or be compelled to follow your instructions for the duration, as per the *suggestion* spell.

DESICCATE

3rd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Your hands radiate crimson energy. Make a melee spell attack against a target within your reach. On a hit, the target takes 2d6 necrotic damage and suffers a level of exhaustion, as you siphon the water from its body. Until the spell ends, you can make the attack again on each of your turns as an action. Each creature you target with this spell can only suffer one level exhaustion as a direct result of this spell.

At Higher Levels. When you cast this spell using spell slot of 4th level or higher, the damage increases by 2d6 damage for every slot level above 3rd.

DETECT LAW AND CHAOS

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, you know if there is any creature that has been invested with legal authority or that has been outlawed by such an authority within 30 feet of you, as well as where the creature is located.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

DETONATE AMMUNITION

4th-level evocation [renaissance]

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (flint and steel)

Duration: Instantaneous

You send a mote of fire into an enemy's ammunition pouch or bandolier, triggering a massive explosion. Make a ranged spell attack against a creature you can see within range that is carrying spare firearm ammunition. On a hit, up to 50 spare bullets or shells and all gunpowder and/or explosives that the target is carrying are instantly destroyed, and the target takes 2d10 thunder damage. All creatures within 20 feet of the target (including the target itself) must then make a Dexterity saving throw. A creature takes 6d6 fire damage on a failed save, or half as much on a successful one.

DEVASTATE UNDEAD

4th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (one black onyx stone worth at least 50 gp)

Duration: Instantaneous

Target an undead creature that you control (such as by the *create undead* or *dominate monster* spells) and that you can see within range. That creature is instantly destroyed, leaving no remains. You regain hit points equal to that creature's remaining hit points at the time of its destruction.

DIAMOND EDGE

Transmutation cantrip

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a tiny diamond worth at least 1 gp)

Duration: 1 minute

The edge of a slashing or piercing weapon you are holding is magically sharpened. For the duration, you can use your spellcasting ability instead of Strength or Dexterity for the attack and damage rolls of melee attacks using that weapon, and the weapon deals double damage to objects and structures. The weapon also becomes magical, if it isn't already. The spell ends if you cast it again or if you let go of the weapon.

DIRE CHARM

4th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a nymph's eyelash, worth at least 100 gp. If you are a nymph, you may use one of your own)

Duration: 10 days

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and has disadvantage unless you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends. If you or your companions do anything harmful to it, it can attempt the saving throw. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the duration becomes permanent (until dispelled).

DISLOCATION IN TIME

6th-level transmutation [chronomancy]

Casting Time: 1 action

Range: Self

Components: V, S, M (any device capable of telling the time)

Duration: Concentration, up to 10 minutes

You step out of the normal flow of time, and remain there for the duration or until you use your action to dismiss the spell. While dislocated in time, you can see and be seen by creatures and objects that remain in normal time, but everything there looks grey to you; likewise, you appear blurred and indistinct to those in normal time. You can't be affected by creatures and effects which originate in the normal flow of time. You also ignore objects in the normal flow of time, allowing you to move through objects you perceive on the plane you originated from. Likewise, nothing you do can have any effect on normal time.

DISPEL ALARM

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch an object. If there is an *alarm glyph* or *alarm* spell on the object, the spell is dispelled. This spell can

only be used on the object version of the *alarm glyph*; the aperture version can only be affected by *dispel magic*.

DISTORT GRAVITY

4th-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a gyroscope)

Duration: Concentration, up to 1 hour

This spell changes the direction of gravity within a 60-foot square area on surface you touch. The affected area can wrap around a surface, if its geometry permits. For the duration, creatures and objects within 15 feet of the surface fall toward it as if it were the ground. A creature can walk on this surface as if it were level ground, even if the surface is perpendicular to the ground or upside down.

When the duration ends, all creatures and objects fall from the surface.

DRACONIC AURA

3rd-level illusion

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, S

Duration: Concentration, up to 10 minutes

You assume a formidable aura of draconic presence. Each creature you choose within 15 feet of you, as well as any creature you choose that enters the area or begins its turn there for the first time, must make a Wisdom saving throw or become frightened of you for the duration. While frightened by this spell, a creature treats the area of the spell as difficult terrain and has disadvantage on attack rolls while it is within that area.

If a creature ends its turn outside the area, it can make a Wisdom saving throw. On a successful save, the spell ends for that creature, even if it returns within the spell's area. If the creature fails this save three times, it is frightened for the duration and can no longer make saving throws against it.

DRAGON CLAWS

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: Instantaneous

Spectral dragon claws appear around your hands ready to rend your foes. Make a melee spell attack against a creature within 5 feet of you. On a hit, the target takes 1d10

damage, and you choose whether the attack does acid, cold, fire, lightning, or poison damage when you cast the spell.

The spell allows you to make more than one attack when you reach higher levels: 2 attacks at 5th level, 3 attacks at 11th level, and 4 attacks at 17th level. You can make the attacks against the same target or different ones. Make a separate attack roll for each attack. All of your attacks deal the same damage type.

DRAGON ROAR

1st-level evocation

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V

Duration: 1 round

You bellow forth a great noise like a dragon's roar, audible out to 500 feet. Each creature within 10 feet of you must make a Wisdom saving throw. On a failed save, a creature takes 2d6 thunder damage and is frightened of you until the end of your next turn. On a successful save, the creature takes half that damage and isn't frightened.

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

DRAGON SHOUT

2nd-level evocation

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V

Duration: Instantaneous

You let forth a spirited warcry, which concusses the air in waves of force. Each creature within 15 feet of you must make a Strength saving throw. On a failed save a creature is pushed back 10 feet and is knocked prone. On a successful save, a creature is pushed back only 5 feet and is not knocked prone.

DUPLICATE OBJECT

4th-level conjuration

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a silver mirror)

Duration: Instantaneous

You create an exact copy of a nonmagical, non-living object you can see within range (the copy must also appear within the spell's range.) The object must fit inside a 5-foot cube. The copy is a real, permanent, independent object

that functions exactly like the original. You can't duplicate an object created by this spell.

If the object you wish to copy would be considered a 'complex item' as noted in the Tools of the Trade chapter of the *Complete Craftsman*, you must be proficient in the requisite tools to duplicate it using this spell.

Materials such as adamantite, coldwood, mithral, and zurkhwood count as magical for the purposes of this spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the sides of the cube in which the object must fit are increased by 5 feet for each slot level above 4th, to a maximum of a 20-foot cube. Thus, when cast at 5th level, you could duplicate an object that fits in a 10-foot cube.

EARTH-SHATTERING KABOOM

4th-level evocation

Casting Time: 1 minute

Range: 120 feet

Components: V, S, M (a red button)

Duration: 1 round

Streams of arcane energy pour from your hands and coalesce into a great unstable ball at a point you can see within range. At the end of this spell's duration, when the mass of arcane energy is at its zenith, you rupture the ball of energy, causing a massive detonation. When this happens, roll a d20. On a 1, the ball fizzles into nothingness. On any other roll, each creature in a 30-foot radius sphere centered on that point must make a Dexterity saving throw. A target takes 5d8 thunder damage plus 5d8 radiant damage on a failed save, or half as much damage on a successful one.

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

ELDRITCH ORB

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You fling a ball of eldritch energy at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 force damage, and each other creature within 5 feet of the target must make a Dexterity

saving throw. On a failed save, a creature takes half as much damage.

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

ELECTRIFY WATER

3rd-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

Crackling electricity arcs from your fingertips into a contiguous area of water within range, electrifying it for the spell's duration. The affected area can be no more than 25 feet in any dimension but can be any shape you choose.

When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a Constitution saving throw. On a failed save, a creature takes 4d6 lightning damage, and it can't take reactions until the start of its next turn.

ELEMENTAL BLADE

1st-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 minute

You evoke a blade of destructive energy in your hand. This blade is similar in size and shape to a scimitar, and it lasts for the duration. If you let go of the blade it disappears, but you can evoke it again as a bonus action. The damage type of the spell is acid, cold, fire, lightning, or poison damage, chosen when you cast the spell.

You can use your action to make a melee spell attack with the blade. The target takes 2d6 damage on a hit. The blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

At Higher Levels. When you cast this spell at 2nd level or higher, the damage increases by 1d6 for every level of spell slot above 1st.

ELEMENTAL CURSE

6th-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S,

Duration: Concentration, up to 1 minute

A spark leaps from your finger to a creature you touch, spreading in bright cracks across its skin. The target must

make a Constitution saving throw or be cursed for the duration. While cursed, the target has vulnerability to your choice of acid, cold, fire, lightning, or thunder damage. If creature has resistance to the chosen damage type, it instead only loses that resistance. If the target has immunity to the chosen damage type, it is treated as having only resistance to that damage.

A *remove curse* spell also ends this curse early.

ELEMENTAL INFLUENCE

Transmutation cantrip

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You warp and shape the elements to your will, causing one of the following effects:

- Create a harmless, instantaneous sensory effect related to air, earth, fire, or water, such as a shower of sparks, a puff of wind, a spray of light mist, or a gentle rumbling of stone.
- Instantaneously light or snuff out a candle, a torch, or a small campfire.
- Chill or warm up to 1 pound of nonliving material for up to 1 hour.
- Cause earth, fire, water, or mist that can fit within a 1-foot cube to shape itself into a crude form you designate for 1 minute.

ENHANCE REFLEXES

1st-level transmutation [chronomancy]

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a drop of mercury)

Duration: Concentration, up to 10 minutes

Choose a willing creature that you can see within range. Until the spell ends, the target has advantage on all Dexterity checks.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

ERASE

8th-level transmutation [chronomancy]

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a quartz crystal worth at least 100 gp)

Duration: Instantaneous

You point your finger and fire a pale blue ray at a Small or smaller nonmagical object that you can see within range. Make a ranged spell attack against the target. On a hit, the target is erased from time.

No trace remains of the erased object and the memory any creature (except the caster) that knew of its existence is altered to reflect the fact that the object never existed. If anything else in the world would not make sense in the absence of the object, history is re-written to explain it. The GM determines the new version of events. Generally, this spell makes the smallest possible change that would provide a plausible explanation.

At Higher Levels. When you cast this spell using a spell slot of 9th level, you can target a Medium object or creature. On a hit, the creature takes 10d10 force damage. If it is reduced to 0 hit points by this damage, it is erased from time as described above, along with any nonmagical objects it is wearing or carrying.

EXPLODING DICE

Conjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

With a flick of your wrist, you conjure an exploding die, which you can toss at a hostile target within range. Make a ranged spell attack roll against the target. On a hit, the target takes 1d6 thunder damage. If you roll a 6 on any damage die, you can roll an additional d6 and add its damage to the total, rolling again if this die is also a 6, and so on. Effects which would increase the damage die size of a spell have no effect on this cantrip.

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

EXHUME

1st-level necromancy (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a drop of blood)

Duration: Instantaneous

Choose an unoccupied 20-foot square within range—note that the area must have solid earth beneath it; this spell fails if cast on the upper floor of a building. This spell then causes one pile of humanoid bones to rise out of the ground within that square. If you cast this spell within a burial place such as a graveyard, mausoleum or barrow, 1d4 piles of bones are exhumed instead of 1. The ground itself is not

changed or disturbed by this spell; the bones simply appear out of the ground.

EVASIVENESS

5th-level transmutation [chronomancy]

Casting Time: 1 action

Range: Touch

Components: V, M (a scrap of silk)

Duration: Concentration, up to 1 hour

You touch a willing creature. Until the spell ends, the target gains a superhuman ability to dodge attacks. The target's AC becomes 22, if it were lower, regardless of what kind of armor it is wearing.

This spell puts enormous strain on the target's body. After the spell ends, the target gains one level of exhaustion.

EYE OF ANUBIS

Necromancy cantrip

Casting Time: 1 action

Range: 60 feet

Components: M (a holy symbol)

Duration: Instantaneous

A beam of tenebrous moonlight streaks from your left eye, toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 necrotic damage and can't take the Disengage actions until the end of your next turn.

This spell creates an additional beam and deals more damage at higher levels. At 5th level, you fire a second beam originating from your right eye. Your first beam's damage increases by 1d8 (2d8) when you reach 11th level, and your second beam's damage increases by 1d8 (2d8) when you reach 17th level.

EYE OF RA

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: M (a holy symbol)

Duration: Instantaneous

A beam of furious radiance erupts from your right eye, directed at a creature you can see within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 radiant damage and can't take the Hide action until the end of your next turn.

This spell creates an additional beam and deals more damage at higher levels. At 5th level, you fire a second beam originating from your left eye. Your first beam's

damage increases by 1d8 (2d8) when you reach 11th level, and your second beam's damage increases by 1d8 (2d8) when you reach 17th level.



FAERIE WARD

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a handful of acorns, which the spell consumes)

Duration: Concentration, up to 10 minutes

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, constructs, fiends, giants, oozes, and undead.

The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

FALSE VISION

4th-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch each of diamond, ruby, emerald and sapphire dust, worth a total of 100 gp, which the spell consumes)

Duration: 8 hours

For the duration, you hide a target that you touch from divination magic. The target can be a willing creature, a place, or an object no larger than 10 feet in any dimension. If the target is targeted by any divination magic or perceived through a *scrying* spell's sensors, you are able to present the diviner with false information of your choice, as long as you are conscious at the time of the divination attempt. The target could appear to be in different circumstances, in one or more false locations, or completely undetectable as you desire.

FERAL FOOTMAN

4th-level transmutation

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a small servant's bell)

Duration: Special

After spending the casting time singing a song, you touch a Small or smaller beast. The target must have either no Intelligence score or an Intelligence of 3 or less. The beast then transforms into a humanoid of your choosing. All of the creature's abilities scores are changed to 10. The humanoid is of a friendly disposition to you, has a basic understanding of all simple unskilled labors, and can understand the languages you speak, but does not speak themselves. The humanoid has proficiency in any trade, craft, or profession you have proficiency in and uses your proficiency bonus. Additionally, upon transformation, the animal is clothed in mundane clothing of your choosing with a nominal value no greater than 10 gp (though this clothing cannot be removed from their body for the duration of the spell).

You can instruct the humanoid to do anything that is reasonably within their capability and is not obviously dangerous. They behave as though they are dutifully employed by you.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The humanoid form has 4 (1d8) hit points. When it reverts to its true form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its true form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

This spell's duration varies depending upon when and where it was cast. If cast in a location where time passes normally, the spell lasts until the twelfth stroke of the next midnight, however long that may be. Elsewhere, the spell lasts for 24 hours.

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

FIMBULWINTER

9th-level transmutation

Casting Time: 10 minutes

Range: Self (100-mile radius)

Components: V, S, M (a crystal snowglobe worth at least 1,000 gp)

Duration: 180 days

You change the weather to a state of permanent winter, or strengthen winter conditions already present. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest themselves. The GM determines the current natural weather conditions. You then choose what

wintery conditions you want to manifest; these can include supernatural and extreme conditions such as Arctic Cold Temperatures (found in the *Tundra Update*), hurricane winds and blanket snowfall. Lakes, rivers, and even seas can be frozen over during a *fimbulwinter*, and crop failures and famine are likely.

You control the general tendencies of the weather, such as the direction and intensity of the wind, though it is always cold and wintry. When you select a certain weather condition to occur, the weather assumes that condition 10 minutes later (changing gradually, not abruptly). The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later).

The snowglobe focus can be smashed by using an action to make a DC 20 Strength check. If successful, the spell ends, and the weather gradually returns to normal over the next 10 minutes.

FINGER GUNS

Evocation cantrip [renaissance]

Casting Time: 1 bonus action

Range: 40 feet

Components: V, S

Duration: 1 minute

You extend your index finger and thumb, a dangerous gesture mimicking a gun. For the duration, you can use your action to make a spell attack roll against one creature you can see within 40 feet, dealing 1d8 force damage on a hit.

Your finger gun does not require ammunition, but is still considered to be a firearm for spells and effects such as *bursting shot* and *protection from ballistics*.

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

FLAMING DEATH

5th-level evocation

Casting Time: 1 action

Range: 90 feet

Components: S

Duration: Concentration, up to 1 minute

Flames wreath one creature you can see within range, which must make a Constitution saving throw. The target takes 3d6 fire damage on a failed save, or half as much damage on a successful one. The target is also on fire for the spell's duration. A creature that is on fire repeats this saving throw at the end of each of its turns. It takes 2d6 fire damage on a failed save, and the flames go out on a

successful one. The flames cannot be extinguished by nonmagical means.

If a creature within 90 feet of you is on fire due to this spell, you can use a bonus action on your turn to cause the flames to leap to up to two other creatures within 30 feet of it. Each of these creatures must make a Constitution saving throw or also catch on fire. A creature that successfully saves against this spell can't be caught on fire again by the same instance of it again.

FLAWED RECONSTRUCTION

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a needle and thread)

Duration: Instantaneous

You stitch together the wounds of a creature you touch, which regains 4d6 hit points. However, the mending is imperfect, and the target's maximum hit points is decreased by the same amount until it finishes a long rest. A creature that regains hit points due to this spell will be left with some permanent scars.

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

FLURRY OF STEEL

Transmutation cantrip

Casting Time: 1 action

Range: Self

Components: V, M (a dagger)

Duration: Instantaneous

As part of the action used to cast this spell, you must make a melee attack with a dagger against one creature, otherwise the spell fails. If the attack hits, you can make another attack with the dagger against the same target. You cannot have advantage on any attacks made as part of this spell.

This spell allows you to make more attacks when you reach higher levels. At 5th level you can make up to three attacks, up to four at 11th level and up to five at 17th level. You must hit with each attack in succession before you can roll the next one.

FORCE BUCKLER

Abjuration cantrip

Casting Time: 1 action

Range: Self

Components: V, S, M (A specially prepared gauntlet worth at least 5 gp)

Duration: 1 minute

You summon a translucent, yet visible, field of force which springs forth from the prepared gauntlet. For the duration, you can wield this field of force as a shield, and you have proficiency with it.

FORCE DART

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You fling a dart of magical force at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

FREEZING TOUCH

7th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch a creature and attempt to freeze it in place. Make a melee spell attack against the target. On a hit, the target takes 8d8 cold damage and is restrained. At the end of each of its turns, the creature makes a Constitution saving throw. If it fails its saves three times, it is turned to ice and is petrified for the duration, and if it succeeds three times, the spell ends immediately. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind. Additionally, any creature reduced to zero hit points by damage from this spell is immediately frozen (and stable) as if it had failed three saves against the spell.

If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state. While petrified, it is immune to cold damage and vulnerable to fire damage.

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

FRENZY

6th-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a drop of fresh blood)

Duration: Concentration, up to 1 minute

With a gesture, you reduce a crowd to base instinct and violence. Choose a point you can see within range. Each creature within 20 feet of that point must make a Wisdom saving throw. On a failed save, a creature is frenzied for the duration.

When a creature is frenzied, it draws a melee weapon, if it has one. If it does not have a melee weapon, the creature must use an improvised weapon or unarmed strikes for attacks.

A frenzied creature must use its action at the beginning of its turn to attack a creature within its reach. It uses a melee weapon, if it has one, or an improvised weapon or unarmed strike, if it does not. If multiple targets are within the creature's reach, it chooses its target randomly. If there is no target within the creature's reach, it attacks itself, and automatically succeeds such an attack roll.

At the end of its turn, a frenzied creature can repeat its saving throw, ending the effect on it early on a success.

FROLICKING FOUNTAIN

5th-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a conductor's baton)

Duration: Concentration, up to 1 minute

You cause a 5-foot cube of water within range to animate in a hypnotic motion. The water swirls for the duration, not leaving its space except to send small jets up to five feet into the air. Each creature except for the caster within 60 feet which sees the fountain must make a Wisdom saving throw or become charmed by you for the duration. While charmed by this spell, a creature must use its movement on each of its turns to get as close to the water as possible. A charmed creature can't willingly move away from the fountain. At the end of its turn, a charmed creature can attempt the saving throw again, ending the effect on a success. Once a creature has succeeded on a save against this spell, it cannot be affected by the same instance of it again.

If a creature is within 5 feet of the dancing waters, you can use a bonus action to command the water to lash out at that creature. Make a melee spell attack against the target. On a hit, the water deals 4d6 bludgeoning damage to the target. If the target is charmed by this spell, it can attempt the saving throw again after taking damage from it.

FROSTMAIL

3rd-level abjuration

Casting Time:

1 action **Range:** Touch

Components: V, S, M (a drop of water or piece of ice)

Duration: 8 hours

You touch a willing creature who isn't wearing armor, and a chain shirt, made of glimmering ice, appears on their body. The target's base AC becomes 14 + its Dexterity modifier. Additionally, whenever a creature hits the target of this spell with a melee attack, the attacker takes 1d4 cold damage. The spell ends if the target dons armor or if you dismiss the spell as an action.



GEODESIC SHIELD

2nd-level conjuration [futuristic]

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

Translucent, triangular plates of force assemble to form a 15-foot radius spherical dome around you, centered on a point you touch. The dome contains clean, breathable air, and airborne substances, such as poisonous gas, smoke, or fog can't penetrate within it. The dome insulates those inside it from extreme temperatures, regardless of the outside environment. Creatures can walk freely into or out of the dome, but the dome blocks ranged attacks, spells, and other effects.

The dome has AC 10 and 20 HP. The spell ends when the dome is reduced to 0 HP.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the dome's AC increases by 1 and its HP increases by 10 for each spell level above 2nd.

GEOMANTIC DISCERNMENT

1st-level divination

Casting Time: 1 action

Range: Self (300-foot radius)

Components: V, S

Duration: Concentration, up to 10 minutes

You gain the ability to sense valuable minerals in a 300-foot radius around you. A glowing aura that only you can see appears around any valuable gems, ores, native elements, or other resources in that radius for the spell's duration. You can see this aura through any amount of nonmagical material.

GINGERBREAD COTTAGE

5th-level conjuration

Casting Time: 10 minutes

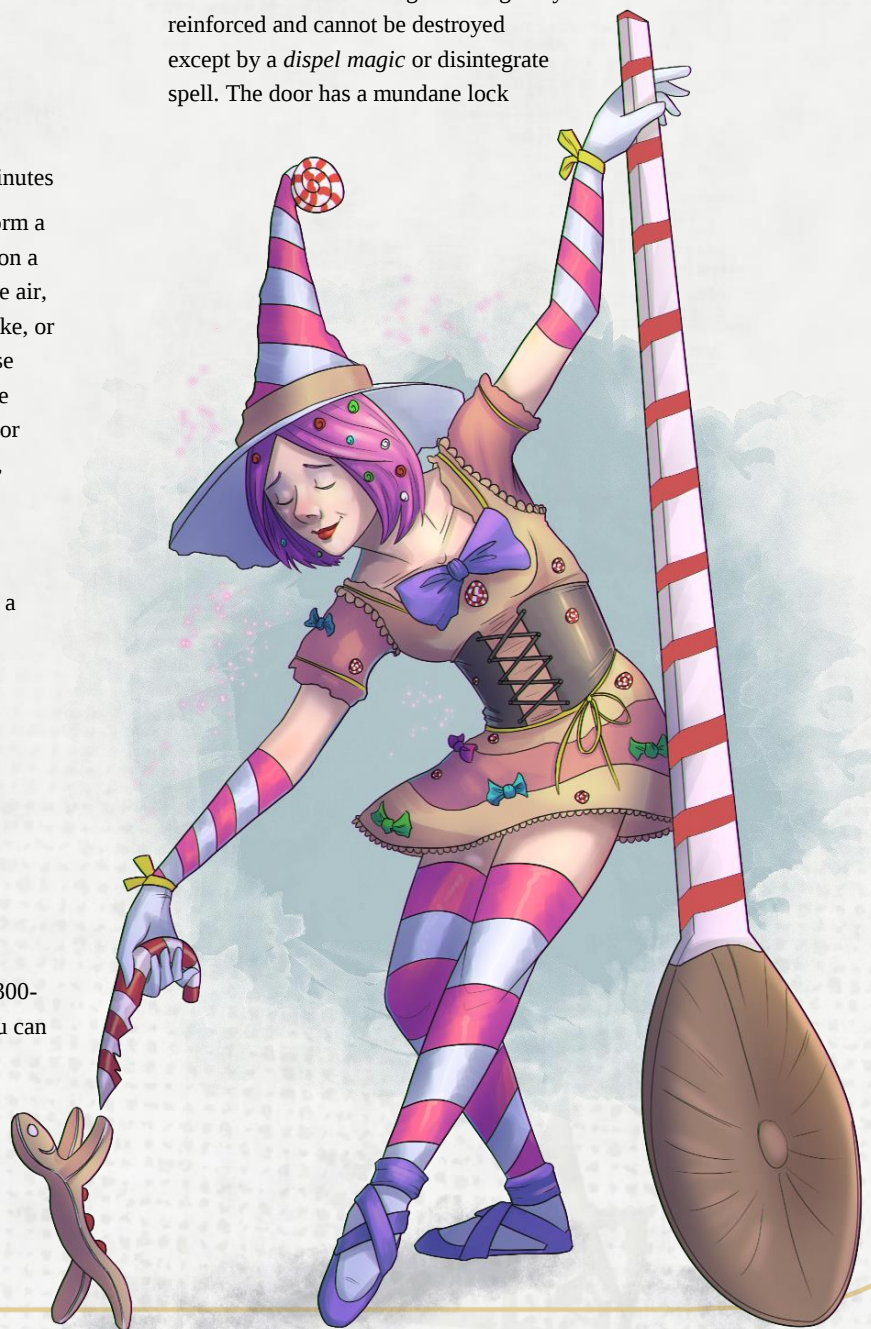
Range: 30 feet

Components: V, S, M (candies, cookies, and cakes worth at least 10 gp, which the spell consumes)

Duration: 8 hours

This spell conjures a small cottage made from bread centered on a point you can see within range. You determine the floorplan of the cottage, though it must fit within a 15-by-15-foot footprint, and may have no more than one story and one door. The interior is comfortably appointed, and up to six people may rest inside (if there are more occupants, it becomes too cramped to allow resting).

The walls of the cottage are magically reinforced and cannot be destroyed except by a *dispel magic* or *disintegrate* spell. The door has a mundane lock



(DC 15 to pick). You can place windows in any of the exterior walls, allowing those inside to see out and those outside to see in. Ranged attacks can be made through windows.

Everything inside the cottage is made out of gingerbread and other sweet treats. There are enough nonessential elements to feed up to six creatures, which gain the following benefits after spending 10 minutes eating in the cottage: the creature is freed from any charm affecting it and is immune the charmed condition. Its hit point maximum increases by 2d6 and it gains the same number of hit points. These benefits last for the next 8 hours.

GLACIAL BLADE

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, M (a weapon)

Duration: 1 round

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the attack does damage as normal, except that the entire attack deals cold damage instead of its normal type. Additionally, the target must make a Constitution saving throw or be covered in brittle frost. If the target is then hit again by an attack before the beginning of your next turn, the target takes an additional 1d8 cold damage.

At 5th level, the melee attack and secondary damage each deal an additional 1d8 cold damage to their targets. Both damage rolls increase by 1d8 at 11th level (2d8/3d8), and 17th level (3d8/4d8).

GLASS BLADE

2nd-level transmutation

Casting Time: 1 bonus action

Range: Self

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

Duration: Concentration, up to 10 minutes

You hold out your palm, and cause sand to whirl through the air and transmute roughly into the shape of a scimitar, whose blade is razor-sharp glass, and which lasts for the duration. If you let go of the blade it reforms into sand, but you can transmute it back again as a bonus action.

You can use your action to make a melee weapon attack with the blade, as if it had the properties of a scimitar. On a hit, the target takes 3d6 slashing damage. This damage is magical for the purposes of overcoming resistance and immunity to nonmagical slashing damage.

The magic of this spell prevents this scimitar from being broken by nonmagical means.

At Higher Levels. When you cast this spell using spell slot of 4th level or higher, the damage increases by 1d6 damage for every two slot levels above 2nd.

GLITTERDUST

3rd-level conjuration

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S, M (a handful of powdered mica)

Duration: Concentration, up to 1 minute

You spray golden particles in a 15-foot cone, covering all creatures and objects in that area. Each creature in the area must make a Constitution save or be blinded for the duration. A creature blinded by this spell can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

An affected creature or object can't benefit from being invisible for the duration.

GREATER MENDING

3rd-level transmutation (ritual) [futuristic]

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (two lodestones)

Duration: Instantaneous

This spell repairs breaks, tears, and other damage in an object you can see within range, such as a smashed control panel, ripped radiation plating, a corrupted keycard, or a jammed turbine. As long as the damaged object is no larger than 10 feet in any dimension, you mend it, leaving no trace of the former damage and restoring it to full working order. Note that this spell cannot restore lost hit points to a damaged ship.

This spell can repair a magic item or construct as long as its magic was present at the time it was broken. The spell does not, however, restore lost charges.

GUIDED MISSILE

1st-level transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V

Duration: Instantaneous

You cast the spell the moment you make a ranged weapon attack, causing the projectile to arc toward its target. You have advantage on this ranged weapon attack.



HANGOVER

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a tiny vial of strong liquor)

Duration: Instantaneous

You emit a drunken aura that quickly washes away, leaving the feeling of an intense hangover. A creature you choose within range must succeed on a Constitution saving throw or take 3d8 psychic damage. The target has disadvantage on Constitution checks it makes to maintain concentration on a spell due to this damage. Additionally, the target is poisoned until the start of your next turn.

HARDLIGHT BLASTER

1st-level conjuration [futuristic]

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (an emerald ring worth 30 gp)

Duration: Instantaneous

You wave your hand and conjure a sophisticated arcane weapon, constructed of brilliant compressed light, which hovers in the air in an unoccupied space within 10 feet of you. The weapon fires a crackling beam of energy at a target you choose within 60 feet of it, making a ranged spell attack using your spell attack bonus. The weapon is the point of origin for this attack; therefore, the attack can target a creature that is not within your line of sight, as long as it is within the weapon's line of sight. On a hit, the target takes 3d6 force damage. After this attack, this weapon dissipates.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you deal an additional 1d6 force damage for each slot level above 1st.

HARDLIGHT CONSTRUCTION

3rd-level conjuration [futuristic]

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (an emerald ring worth 30 gp)

Duration: 10 minutes

You compress waves of light into a solid, shimmering structure composed of hardlight within range. You can create a Huge or smaller object (contained within a 15-foot cube, or 27 connected 5-foot cubes) which persists for the duration. For example, you can build a bridge crossing a chasm, a tower to see over the treeline, or a patch for the

hull of a starship. This object can't have moving parts or deal damage or directly harm anyone. No matter what object you build, it has AC 10 and HP equal to 30 + your spellcasting modifier. The object collapses into nothingness and the spell ends if it is reduced to 0 hit points.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, it's HP increases by 10 per slot level above 3rd. If you cast this spell using a spell slot of 6th level or higher, you can use your action to change the object created into any other object you choose which fits the criteria. Doing so does not restore the object's HP.

HARDLIGHT FRAME

5th-level conjuration [futuristic]

Casting Time: 1 action

Range: Self

Components: V, S, M (an emerald ring worth 30 gp)

Duration: Concentration, up to 10 minutes

Plates of shimmering compressed light swarm your body, landing in the precise positions to form an intricate suit of power armor. For the duration, you gain the following benefits:

- Your AC equals 16.
- You gain 40 temporary hit points. If these temporary hit points are reduced to 0, the spell ends. If any of them remain when the spell ends, they are lost.
- Your size becomes Large, if it was smaller.
- You have advantage on Strength checks and saving throws.
- The armor confers the benefits of a life suit.
- The armor has two built-in battlefists. You have proficiency with these weapons. When you attack with them, you make a melee spell attack against a target within 10 feet of you. On a hit, the battlefists deal force damage equal to 2d12 + your spellcasting ability modifier.
- You can attack twice, instead of once, when you take the Attack action on your turn. You ignore this benefit if you already have a feature, like Extra Attack, that gives you extra attacks.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the temporary hit points bestowed by the spell increases by 10 points for each spell level above 5th.

HARDLIGHT GAUNTLET

3rd-level evocation [futuristic]

Casting Time: 1 action

Range: Touch

Components: V, S, M (an emerald ring worth 30 gp)

Duration: Instantaneous

You conjure a scintillating gauntlet composed of compressed energy and unleash a barrage of strikes. Make three melee spell attacks against a single target. On the first hit, the target takes 1d12 force damage, on the second hit, it takes 2d12 force damage, and on the third hit, it takes 3d12 force damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can make 1 additional attack; the fourth hit deals 4d12 force damage. If you cast this spell using a spell slot of 7th level or higher, you make 2 additional attacks; the 5th hit deals 5d12 force damage.

HARDLIGHT NAILS

2nd-level conjuration [futuristic]

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an emerald ring worth 30 gp)

Duration: Concentration, up to 10 minutes

Thousands of bright, miniscule spikes of compressed light form in a 10-foot square on a surface you choose within range. This area becomes difficult terrain for the duration. When a creature moves within the area, it takes 2d6 force damage for every 5 feet it travels.

As a reaction when a creature moves in front of the area of spikes, you can cause them to explode outward, peppering the target with spikes and ending the spell. Each creature within 30 feet of the spikes must make a Dexterity saving throw, taking 4d6 force damage, or half as much on a successful save.

HARDLIGHT NEEDLE

Conjuration cantrip [futuristic]

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an emerald ring worth 30 gp)

Duration: Instantaneous

You condense light into a razor-sharp pinpoint that you can effortlessly guide. A target you can see within range takes 3 piercing damage.

This spell's damage increases by 3 when you reach 5th level (6), 11th level (9), and 17th level (12).

HEADWIND/TAILWIND

3rd-level evocation [renaissance]

Casting Time: 1 action

Range: 600 feet

Components: V, S

Duration: Concentration, up to 8 hours

A ship of your choice with at least 1 sail that you can see within range is either hastened or slowed (your choice) by a magical wind that fills its sails. If you choose to hasten the ship, it moves at one and one-half times its maximum speed for the duration, regardless of wind direction. If you choose to slow the ship, its helmsman must make a sailing check against your spell save DC. On a failed check, the ship moves at half speed for the duration, or until it is more than 1,200 feet from you. The helmsman may repeat this check at the beginning of each of its turns. On a successful check, the ship can move normally for that round.

HEAT BARREL

2nd-level transmutation [renaissance]

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a piece of iron and a flame)

Duration: Concentration, up to 1 minute

The barrel of a firearm you can see glows white hot. For the duration, the firearm can't be used to make more than one attack per round, and you subtract 2 from attack rolls using it.

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

HEEDLESS LASH

1st-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You conjure forth a glowing, white tendril formed of the Dead Mists of R'lyeh, which lashes out at a foe, but also wracks you with pain. Make a ranged spell attack roll against a creature within range; if you hit, the target takes 4d8 necrotic damage. You take 1d8 necrotic damage when you cast this spell. This damage ignores both damage resistance and damage immunity.

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

HOLLOWING CURSE

1st-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Tendrils of black mist extend from your fingertips, latching onto a creature and draining its vitality. Choose a creature you can see within range to make a Dexterity saving throw. On a failed save, the target takes 1d12 necrotic damage and is cursed for up to one minute. While the target is cursed, you can use your action to deal 1d12 necrotic damage to it automatically. The curse ends early if you use your action to do anything else, or if the target is ever outside the spell's range or if it has total cover from you. A *remove curse* spell also ends this curse.

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

HUNGER OF THE EARTH

4th-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (any kind of gemstone worth at least 100 gp, which the spell consumes)

Duration: Concentration, up to 1 hour

The earth opens up beneath a creature you can see within range, and swallows them up. The target must make a Strength saving throw or be restrained for the duration. Furthermore, if the target fails the save, it sinks two feet into the ground. Climbing out requires ten feet of movement for every two feet the target has been dragged down.

While the target remains in the same space (whether it is restrained by the spell or not), it sinks at a rate of two feet per round. This sinking happens at the start of the caster's turn, and cannot be resisted in any way. If a target that needs to breathe has all of its airways dragged underground, it begins to suffocate, unless provided with some kind of magical or mechanical breathing aid.

If a target is restrained by this spell, the target or another creature can attempt to free the target by using an action to make a Strength check against your spell save DC, freeing the target on a success. The target has disadvantage on this Strength check.

Creatures with a flying speed are immune to this spell.



ICEBERG

2nd-level conjuration [renaissance]

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a vial of seawater)

Duration: 24 hours

You create an iceberg that is up to 25 feet in any dimension centered on a point of water within range. You decide the iceberg's shape within these dimensions. The iceberg is an object with an AC of 12 and 100 hit points. The lowermost 80 percent of it is submerged as it floats. At the end of the spell's duration, the iceberg melts back into water.

As a bonus action on each of your turns, you can move the iceberg up to 50 feet in any direction you choose. If the iceberg collides with a ship or other object of Huge size or larger, both objects take 4d10 bludgeoning damage. If the object is a ship, it gains 1d4 leaks.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, for each slot level above 2nd, the following changes take place:

- The iceberg's AC increases by 2.
- Its hit points increase by 20.
- Its maximum size in any dimension increase by 25 feet.
- The damage dealt when colliding with an object increases by 1d10.

ICE CLAW PRISON

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a crystal claw)

Duration: Concentration, up to 1 minute

You choose an unoccupied 10-foot square area that you can see within range. A Large clawed hand made from razor-sharp ice appears there and lasts for the spell's duration. It acts at your command, though it cannot move from its initial location.

The hand is an object that has AC 18 and hit points equal to half your hit point maximum. If it drops to 0 hit points, the spell ends. The claw doesn't fill its space. When you cast the spell and as a bonus action on your subsequent turns, you can command the claw to perform one of the following tasks:

Slash. The claw lashes out at a target within 10 feet of itself. Make a melee spell attack using your own spell attack bonus. On a hit, the target takes 2d8 slashing or cold damage (your choice.)

Imprison. The claw grabs a large or smaller target within 10 feet of itself. The target must succeed on a Strength saving throw against your spell save DC or be dragged into the claw's space and restrained for the duration. To escape, the restrained target can make a Strength check against your spell save DC on the end of each of its turns. On a success, the target escapes and is no longer restrained by the hand, but on a failure it takes 1d6 cold damage. While a creature is restrained by the hand, the hand can't imprison or slash another creature. The claw can slash a creature it has restrained.

Release. The claw releases an imprisoned target, which is no longer restrained.

ICE SHAPE

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a shard of ice)

Duration: Instantaneous

You touch an ice object of Medium size or smaller or a section of ice no more than 5 feet in any dimension and form it into any shape that suits your purpose. So, for example, you could shape a large block of ice into a weapon, idol, or coffer, or make a small passage through a wall of ice, as long as the wall is less than 5 feet thick. You could also shape an ice door or its frame to seal the door shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

ICICLE JAVELIN

1st-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a small icicle)

Duration: Instantaneous

You fling a massive icicle toward a target of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 3d8 cold damage. If the target is also adjacent to a wall, or a similar large, immobile object, it may also be pinned to that surface on its next turn. At the beginning of its turn, the target can make a Strength saving throw. On a failed save, it has a speed of 0 until the end of its turn.

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

IDENTITY CURSE

9th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Until dispelled

You extend a finger to a creature's temple, who then forgets its own name. Choose one creature you can touch to make a Wisdom saving throw. On a failed save, the target falls unconscious for 1 hour and is cursed to forget its identity. When the target awakes, it loses all its personal memories, though the target retains all of its general knowledge, proficiencies, and other statistics. The target will not realize it has any class features or special abilities, and so does not willingly make use of them. If left to its own devices, the target will quickly adopt a new name and begin to build a new identity.

A *remove curse* spell ends this curse. When this curse ends, the target regains all its past memories.

IMPRESSIONS OF THE PAST

4th-level transmutation [chronomancy]

Casting Time: 1 action

Range: Self

Components: V, S, M (an hourglass and a glass eye worth at least 100 gp)

Duration: Concentration, up to 1 minute

You cast your senses back in time to perceive your current location as it was at some point in the past, including any events that were happening at that time. You must specify the exact time you wish to see, which cannot be more than 100 years ago. When viewing the past, it appears dreamlike and shadowy, but you are able to discern detail and hear conversation as normal, and any special senses you possess (such as darkvision) also work as normal.

While perceiving the past, you can look in any direction, but you cannot move or speak and are unable to sense your present surroundings.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you may share this spell with one other creature that you touch. An unwilling target may make a Wisdom saving throw to avoid being affected. In addition, when you cast this spell using a spell slot of 8th level or higher, you can choose to perceive a time up to 1,000 years ago.

INEVITABLE BOULDER

7th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an almost spherical stone)

Duration: Concentration, up to 1 minute

At a point you choose within range, you conjure into existence a Large 8-foot diameter boulder which rolls in pursuit of one creature that you can see of your choice. The boulder has 18 AC, 75 HP, and resistance to nonmagical bludgeoning, piercing, and slashing damage. If the boulder is reduced to 0 hit points, it vanishes.

At the beginning of each of your turns, the boulder moves 60 feet in the direction of its target. If the boulder enters a creature's space, the creature must make a Dexterity saving throw. On a failed save, it takes 6d10 bludgeoning damage and, if it is Large size or smaller, is knocked prone. The boulder also crushes nonmagical objects smaller than itself in its path. If the boulder reaches its target, it rolls over it and continues on, completing its 60-foot movement. The boulder continues to pursue its target for the duration, rolling over it more than once, if possible.

After the spell ends, the boulder continues to pursue its target for up to 24 hours. Once the boulder strikes its target after the spell ends, it immediately vanishes.

INTENSIFY GRAVITY

4th-level transmutation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a lodestone and iron filings)

Duration: Concentration, up to 1 minute

This spell intensifies gravity in a 50-foot-radius, 100-foot high cylinder centered on a point within range. Each creature in this area must spend two feet of movement for every foot moved, including flying, jumping, and climbing movement. This can be combined with difficult terrain to slow movement to a quarter of normal speed. If a prone creature wishes to stand up, it must succeed on a Strength check against your spell save DC. On a failure, it can't move at all on its turn.

Objects in the area, including those being worn or carried, weigh double their usual weight, which therefore may cause creatures to become encumbered or cause load-bearing spells like *levitate* to fail. Any ranged weapon attacks that pass into, out of, or through the area have disadvantage and any falling damage dealt within the spell's area is doubled.

INTRUSIVE THOUGHT

2nd-level transmutation

Casting Time: 1 reaction, which you take when you see a creature within 60 feet of you taking an action

Range: 60 feet

Components: V, S

Duration: Instantaneous

As a reaction when a creature you can see within range takes the Attack, Dash, Dodge, or Disengage action, you can attempt to distort its thinking. The target makes a Wisdom saving throw. On a failed save, the creature instead takes your choice of those actions.

INVISIBILITY PURGE

4th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (powdered silver worth at least 100 gp)

Duration: Instantaneous

You purge magical invisibility effects within 120 feet of you. Any creature, object, location or effect within 120 feet of you that is hidden by magical invisibility is revealed and the effect dispelled.

This spell applies to innate abilities such as an imp's Invisibility or a faerie dragon's Superior Invisibility (as long as they are magical in nature) but it does not affect creatures on other planes (such as the Ethereal Plane), nor creatures that are naturally invisible. Items that grant magical invisibility (such as a *ring of invisibility*) have their effects suppressed for 1 minute.

IRON BODY

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bar of steel-adamantium alloy worth at least 500 gp, that the spell consumes)

Duration: 8 hours

This spell turns the flesh of a willing creature you touch as hard as iron. Until the spell ends, the target has resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

JAM WEAPON
2nd-level transmutation [renaissance]

Casting Time: 1 reaction, which you take when a creature you can see within 60 feet attacks with a firearm

Range: 60 feet

Components: V, S, M (a pinch of wet gunpowder)

Duration: Instantaneous

The loaded firearm you can see jams upon firing. The attack fails, and the firearm is jammed. A jammed firearm can't be used to make an attack until a creature uses its action to clear the weapon malfunction.

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

JETHRO'S INSTANT RELOAD

2nd-level conjuration (ritual) [renaissance]

Casting Time: 1 action

Range: Self

Components: V, S, M (a spent bullet casing)

Duration: 1 hour

One firearm you are holding becomes enchanted to reload itself automatically. When the weapon's ammunition is depleted, new ammunition teleports from your person into the weapon, reloading it. If the weapon has the Loading property, you can ignore this for the duration. If the weapon takes an action or longer to reload (such as with the Reload (2 actions) property), it reloads itself at the end of your turn.

If you are not carrying sufficient ammunition for the weapon to reload, the spell ends.

K **KYU'S DISCOUNT WISH**
7th-level conjuration
Casting Time: 1 action
Range: Self
Components: V, M (a copper piece, which the spell consumes)

Duration: Instantaneous

This wondrous spell has the power to grant wishes. Unfortunately, it only functions when given a vague, general sense of what the caster wants. When you cast this spell, you must speak the phrase "I wish for..." followed by one of the following words:

Freedom. You are immune to the charmed, grappled, paralyzed, petrified, and restrained conditions for the next 8 hours.

Friendship. The spell conjures two random beasts of CR 2 or lower, as per the *conjure animals* spell, cast with 5th level spell slot.

Happiness. You automatically succeed on the next saving throw you are required to make.

Health. You regain 10d8 hit points and are cured of any diseases and poisons you are suffering from.

Knowledge. You learn 3 things that you didn't know before, determined by the GM. If you are currently engaged in a quest or mission, at least one piece of information will be relevant to it.

Love. One randomly-determined creature that you have previously met falls in love with you.

Peace. Up to 6 creatures of your choice plus 6 creatures of the GM's choice are placed under the effects of a sanctuary spell for the next 8 hours.

Power. Your maximum hit points are increased by 25 for the next hour. Also, one of more of your ability scores chosen at random from the table below becomes 19 for the same duration, unless it is already higher.

d6 Ability Score

- | | |
|---|---|
| 1 | Strength |
| 2 | Dexterity |
| 3 | Intelligence |
| 4 | Wisdom |
| 5 | Charisma |
| 6 | Roll twice on this table and keep both results (re-roll additional sixes) |

Wealth. The spell creates coins or gemstones worth 1d100 × 100 gp, which disappear after 24 hours.

L **LANDSEEK**
1st-level divination
Casting Time: 1 action
Range: Self
Components: V, S, M (a handful of sand)
Duration: Concentration, up to 1 hour

This spell reveals the path to the nearest body of land to you. For the duration, you know the direction and the distance to the nearest island or continent. If you cast this spell while you're on dry land, the spell fails.

LASHING TENDRILS

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (the end of an octopus tentacle)

Duration: Concentration, up to 1 minute

You sprout grotesque, whipping tendrils which automatically attack nearby creatures. When a creature comes within 5 feet of you or begins its turn there, it must make a Dexterity saving throw. A creature takes 2d6 bludgeoning damage on a failed save, or half as much on a successful one.

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

LEAVES TO LACQUER

2nd-level transmutation

Casting Time: 1 action

Range: 20 feet

Components: V, S, M (an empty cocoon)

Duration: 24 hours, or until temporary hit points are exhausted

This spell gathers nearby live foliage within its range to encase one object that you touch with a volume of no more than 1 cubic foot. The plant material transforms into a tough, resilient, waterproof, and airtight coating that protects the object. The object is granted 5 temporary hit points, a fixed AC of 16 unless it would normally higher, and gains resistance to acid, cold, lightning, and thunder damage. A container that opens and closes can be sealed in such a way to protect the contents inside, but while the lacquer remains, it cannot be opened by any means.

This spell can also be used to protect weapons and armor from damage and corrosion but does not provide any benefit to the creature using them.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, each spell level above 2nd increases the total volume affected by 1 cubic foot, grants 5 additional temporary HP, and grants 1 additional point of AC.

LEGENDARY LIBATION

Conjuration cantrip

Casting Time: 1 bonus action

Range: Self

Components: V, M (a container, such as a mug, tankard, or flask, which is filled with liquid that is purified by the spell)

Duration: Instantaneous

You speak a word of power and your container fills with a drink of your choosing, which can be imbibed as an action. The drink is delicious and satisfies the drinker's thirst for the next 24 hours. Furthermore, the drinker has advantage on saving throws against becoming frightened for one hour after consuming this libation. If the drink is not consumed within one hour of being conjured, it loses its magic and turns into mundane, flavorless water.

A creature cannot benefit from more than one *legendary libation* in any given 24-hour period.

LESSER ANIMATE DEAD

2nd-level necromancy

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (a drop of blood, a piece of flesh, and a pinch of bone dust)

Duration: Instantaneous

This spell creates an undead servant. Choose a pile of bones or a corpse of a Small or Tiny beast, monstrosity, or plant within range. Your spell imbues the target with a foul mimicry of life, raising it as an undead creature. The target becomes a skeleton if you chose bones or a zombie if you chose a corpse or a plant (the GM has the creature's statistics, which should represent an undead form of whatever creature was targeted).

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over up to four creatures you have animated with this spell, rather than animating a new one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you animate or reassert control over two additional undead creatures for each slot level above 2nd. Each of the creatures must come from a different corpse or pile of bones.

LESSER TIME STOP

7th-level transmutation [chronomancy]

Casting Time: 1 action

Range: Self

Components: V

Duration: Instantaneous

You briefly stop the flow of time for everyone but yourself. No time passes for other creatures, while you take 2 turns in a row, during which you can use actions and move as normal.

This spell ends if one of the actions you use during this period, or any effects that you create during this period, affects a creature other than you or an object being worn or carried by someone other than you. In addition, the spell ends if you move to a place more than 300 feet from the location where you cast it.

LIVEOAK

9th-level transmutation

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (an amber statuette of a treant worth at least 5,000 gp, which the spell consumes)

Duration: Instantaneous

Choose a single Huge or larger oak tree within range that is alive and healthy. The target becomes a treant (the GM has game statistics for it).

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

LOGIC BOMB

4th-level enchantment [futuristic]

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a component from a construct core)

Duration: Concentration, up to 1 minute

Circuits of arcane energy reach out from your fingertips and embed themselves in nearby technology, afflicting everything it touches with a magical virus. Unattended magical technology you choose within range is disabled for the duration. Each creature you choose that is wearing or carrying magical technology (or has embedded or integrated technology on their person) must make an Intelligence (Technology) check against your spell save DC at the beginning of each of its turns or be unable to use this technology. On a successful save, the spell ends for this target.

Each construct you choose within range must make a Wisdom saving throw. On a failed save, it is incapacitated, even if it would otherwise be immune to being incapacitated, and its speed is reduced to 0 for the duration. At the beginning of each of its turns, a construct can repeat this saving throw, ending the effect on itself on a success.



MAGIC DAGGERS

Conjuration cantrip

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 minute

With a flourish, you summon a number of throwing weapons equal to twice your spellcasting modifier. These weapons can be of any type: daggers, handaxes, sling bullets, darts, etc. For the duration of the spell, the summoned weapons float within easy reach, allowing you to grab and throw them with ease. As an action, you can throw one weapon as a ranged spell attack with a range of 60 feet; on a hit, the weapon deals 1d6 magical piercing, slashing, or bludgeoning damage as appropriate to the weapon thrown. After one hit, the weapon vanishes.

At higher levels, you can make more attacks with your weapons. At 5th level, you can make two attacks, at 11th level, three attacks, and at 17th level, four attacks.

MAGIC MIC

Transmutation cantrip [futuristic]

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

You conjure into existence a spectral microphone, which can hover in front of you or be held in one hand. Speaking through the microphone amplifies your voice to a booming level and allows you to distort your voice. This distortion can change your voice's pitch, cause an echo, make it sound metallic, add a layer of static noise, or any other simple audio effect. It cannot be used to completely duplicate another person's voice. You can change the mic's volume and change the nature of the distortion on your turn (no action required.) Your voice also projects through radio waves allowing you to be heard on comm sets and communication systems within 10 miles.

You can use your action to shout into the mic. When you do so, each creature within 10 feet of you must make a Constitution saving throw or take 1d4 thunder damage.

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

MANDY'S MARVELOUS

METAMORPHOSIS

6th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a butterfly cocoon)

Duration: Concentration, up to 10 minutes

One willing Large or smaller target of your choosing is surrounded by an opaque cocoon of force. Nothing, not physical objects, energy, or other spell effects, can pass through the cocoon, in or out, though a creature within it can breathe there. The cocoon is immune to all damage, and a creature or object inside can't be damaged by attacks or effects originating from outside, nor can a creature inside the cocoon damage anything outside it. A *disintegrate* spell targeting the cocoon destroys it without harming anything inside it.

The cocooned creature can use a bonus action to cause the cocoon to instantly dissolve away. The creature then emerges with butterfly wings that grant it a flight speed of 80 feet for the duration. When it emerges, the creature can also choose to have a butterfly proboscis, which lasts for the spell's duration. This prevents it from speaking or performing the verbal components of spells, but grants the creature a melee bite attack that deals 4d6 necrotic damage on a hit. The creature regains hit points equal to half the damage dealt with this attack.

If the creature is in the air when the spell ends, they float gently to the ground.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, one additional creature can be affected by for each slot level above 6th.

MANIPULATE CLOCKWORK

Transmutation cantrip [chronomancy]

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 round

You effect a minor change in a Small or smaller clockwork item within range that you can see. Examples of things you could do include:

- Make the machine run faster or slower, up to double or half of its normal speed.
- Change the time displayed on a mechanical clock.
- Flip a switch or change a setting.
- Start or stop the device.

You cannot damage or destroy a machine using this spell.

MEMORIZE

1st-level enchantment (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a page of written text and a length of silver string worth 10 gp, tied in a knot, which the spell consumes)

Duration: Instantaneous

While casting this spell, your eyes pass over the words on the page, which are committed to your memory. For the next year, you exactly remember the details of all information on this page. After that time, you have advantage on all Intelligence checks you make to recall this information.

MINOR LIFESTEAL

Necromancy cantrip

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

You drain life energy from a creature you can see within range. The target must succeed on a Constitution saving throw or take 1d4 necrotic damage. You then gain temporary hit points equal to half the amount of damage dealt. This spell has no effect on undead or constructs.

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

MISTBOUND

2nd-level conjuration

Casting Time: 1 action

Range: Self (20-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

When you cast this spell, glowing white tendrils of smoke reach up from the ground in a 20-foot radius area around the point where you stand. When a creature other than you enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw or be grappled by the tentacles until the spell ends. A creature other than you that starts its turn in the area and is already grappled by the tentacles can make a Strength or Dexterity check (its choice) against your spell save DC. On a failure, it can't take actions or reactions until the start of its next turn. On a success, it frees itself.

When you cast this spell, you take 2d8 necrotic damage, and you take an additional 1d8 necrotic damage at the end of each round you concentrate on it. This damage ignores both damage resistance and damage immunity.

MISTS OF TIME

9th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You throw caution to the wind and wrap yourself in the Mists of R'leyh, imposing a shadow of the past on your mind and body. You regain 4 spell slots of 5th level or lower.

When you cast this spell, you can choose drink deep the Dead Mists and take necrotic damage equal to half your current hit points. This damage ignores both damage resistance and damage immunity. If you do so, you regain the expended uses of up to three abilities which normally recover when you take a rest.

Once you cast this spell, you cannot cast it again for 24 hours, even if you have an available 9th level spell slot.

MOLTEN BLADE

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, M (a weapon)

Duration: 1 round

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the attack does damage as normal, except that the entire attack deals fire damage instead of its normal type. Additionally, flame fills the space around the target. Until the start of your next turn, any creature that enters the space or ends its turn there takes 1d8 fire damage.

At 5th level, the melee attack and secondary damage each deal an additional 1d8 fire damage to their targets. Both damage rolls increase by 1d8 at 11th level (2d8/3d8), and 17th level (3d8/4d8).

MOMENT TO THINK

Transmutation cantrip [chronomancy]

Casting Time: 1 action

Range: Self

Components: V

Duration: 1 round

You briefly stop the flow of time for everyone but yourself. When you cast this spell, your current turn ends and no time passes for other creatures, while you take 1 free turn, during which you can use actions and a bonus action as



normal. However, you cannot move from the location where this spell was cast, nor can you affect any object other than those worn or carried by you (as everything else is frozen in time), make any kind of attack, or cast any spells. If you let go of an item you were carrying, it also becomes frozen in time. If you consume a potion during the free turn, it has no effect (though it is consumed). Listed below are a few examples of what you could do on your free turn:

- Make an Intelligence check to remember information about something.
- Make a Wisdom (Perception) check.
- Take the Hide action.
- Deploy a bag of caltrops.
- Draw or stow weapons and shields.

MYSTICAL BLADE

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (a blade-less sword hilt worth at least 5 gp)

Duration: 1 round

You conjure a blade of magical force, channeled through a focusing handle, and lash out at your foes. Make a melee spell attack. On a hit, you deal 1d10 force damage. The blade remains in existence for a short time; until the beginning of your next turn, you can make a single strike with your mystical blade as an opportunity attack.

You can make 1 additional strike on your turn at 5th level (2 attacks), at 11th level (3 attacks), and at 17th level (4 attacks).

NONDESCRIPT

2nd-level illusion

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

This spell makes you seem ordinary and nondescript to others, though it does not change your actual appearance. Creatures who see you while you were under the influence of this spell are unable to recall specific details of your appearance upon being asked if they had seen you or someone matching your description, though their memory of actions you undertook or events they experienced is unaffected.



OBLIVION

5th-level conjuration

Casting Time: 1 action

Range: Self (40-foot radius)

Components: V, S

Duration: Instantaneous

You open an instantaneous portal to the heart of R'lyeh, allowing the Dead Mists to wreak havoc. Each creature within a 40-foot radius area around you (including yourself) must make a Dexterity saving throw. A target takes 6d8 necrotic and 6d8 bludgeoning damage on a failed, or half as much on a successful one.

When you cast this spell, you can choose to take 10 points of necrotic damage, which ignores both damage resistance and damage immunity. If you do so, you can choose a number of creatures in the area equal to your spellcasting modifier. The chosen creatures automatically succeed on the saving throw against this spell.

ORBITAL HARDLIGHT CANNON

9th-level conjuration [futuristic]

Casting Time: 1 action

Range: 500 feet

Components: V, S, M (an emerald ring worth 30 gp)

Duration: Concentration, up to 3 rounds

You focus an aurora of light into an immense hardlight construct: an orbital cannon positioned 1 mile above your head. The cannon fires a blinding beam of energy, which lands in a 15-foot radius, 1-mile high cylinder centered on a point within range.

When a creature enters the spell's area for the first time on a turn or starts its turn there, it is scorched by the beam's energy, and it must make a Dexterity saving throw. It takes 20d10 radiant damage on a failed save, or half as much damage on a successful one. The spell ignites nonmagical flammable objects in the area that aren't being worn or carried.

On each of your turns after you cast this spell, you can use an action to move the beam 60 feet in any direction.



PARADOX

9th-level transmutation [chronomancy]

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

By twisting the flow of time into knots, you cause one action of your choice taken within range within the last

round to be undone. Reality then reasserts itself, recoiling from the damage caused by removing an event from time. The direct effects of that action, such as damage dealt by an attack or spell, are undone, but the indirect effects, such as creatures choosing to move to different locations, are not. The creature that took the action takes 10d8 psychic damage, as it copes with its history being modified.

PETAL STORM

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a handful of flower petals)

Duration: Concentration, up to 1 minute

Choose an unoccupied 5-foot cube of air that you can see within range. An elemental force of swirling winds appears in the cube and lasts for the spell's duration.

Any creature that ends its turn within 5 feet of the petal storm must make a Strength saving throw. On a failed save, the creature takes 1d8 slashing damage and has disadvantage on any attack rolls it makes before the end of its next turn. On a successful save, the creature takes half as much damage and suffers no additional penalty. As a bonus action, you can move the storm up to 30 feet in any direction. If it moves over leaf litter, flowers, bushes, or trees, it sucks up extra material and forms a 10-foot-radius cloud of leaves and petals around itself that lasts until the start of your next turn. The cloud heavily obscures its area.

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.

PERCEPTION HACK

2nd-level illusion [futuristic]

Casting Time: 1 action

Range: 15 feet

Components: V, S, M (a polished mirror)

Duration: Concentration, up to 1 hour

This spell filters your presence from the minds of machines. Choose up to five willing creatures of your choice within range. These targets become silent and invisible to constructs. This spell ends for a target that attacks or casts a spell. Living constructs, such as vect, that would see or hear you can make a Wisdom saving throw to resist the effect of this spell.

PERFORATING SMITE

2nd-level evocation [renaissance]

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you make an attack with a firearm attack before this spell ends, the shot is accelerated to an incredible velocity. Instead of making an attack roll against a single target, the shot becomes a 5-foot-wide line that extends from you out to the weapon's normal range. All creatures in that line must make a Dexterity saving throw, taking the weapon's normal damage on a failure or half as much damage on a successful one.

PERMANENT BOND

8th-level enchantment

Casting Time: 1 minute

Range: 60 feet

Components: V, S

Duration: Until dispelled

You focus on a dragon that is at least one size category larger than you are, attempting to bond with it. It must succeed on a Wisdom saving throw or be permanently charmed by you, regarding you as if you were part of its family (which will have different meanings for different breeds of dragons). If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw. A willing dragon can choose to fail the saving throw.

While the dragon is charmed, it is bound to serve you as a mount in battle, which it does to the best of its ability. You also have a telepathic link with it as long as the two of you are on the same plane of existence and as long as both of you are conscious, each of you can use this telepathic link to communicate with the other.

The dragon knows that it is charmed by you and retains its personality and alignment while under the effects of this spell; for example, a good dragon might refuse to use its breath weapon on innocent civilians. The GM has the dragon's statistics.

This spell ends if either party dies or if you attempt to bond with a different dragon.

PHANTASMAL BEAUTY

3rd-level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You tap into the dreams of a creature you can see within range and create an illusory manifestation of its darkest

desires, visible only to that creature. The target must make a Wisdom saving throw. On a failed save, the target becomes incapacitated and unable to move for the duration. In addition, it has disadvantage on all Wisdom (Perception) checks it makes. The target can repeat its saving throw against this spell when it takes damage, ending the spell on a success.

PHANTOM GRAPNEL

Evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You conjure a chain and hook made of magical force, which you propel at a creature, object, or unoccupied space you can see within range. When you target a space, your grapnel pulls you to that spot in a straight line. You provoke opportunity attacks for this movement as normal.

When you target a creature or object that isn't being worn or carried, you pull the target up to 10 feet towards you. A creature can make a Strength saving throw to resist this movement. If the target is Huge or larger, you are pulled to the target instead.

PHARAOH'S CURSE

5th-level necromancy

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Until dispelled

Opening your palm, you release a puff of dust, the pestilence of mummy rot. Choose one creature within range to make a Constitution saving throw. On a failed save, the target is cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust.

The curse lasts until removed by the *remove curse* spell or any other spell or magical effect that cures mummy rot.

POLYBRACHIA

3rd-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pair of armbands)

Duration: Concentration, up to 10 minutes

Two muscular arms consisting of brilliant arcane energy appear on a creature that you touch. These arms are fully functional and can be used to hold weapons and shields (allowing the target to hold 2 two-handed weapons, or 4 one-handed weapons), perform somatic components of spells, and perform other actions, though the arms themselves don't grant the target additional actions. For the duration, the target has advantage on Strength (Athletics) checks made using the additional arms. Also, if the arms are used to carry weapons, the target can use a bonus action to make an additional melee weapon attack using the arms.

POWER WORD: ANNIHILATE

9th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You utter a word of extreme and terrible power that can completely destroy one creature, object or creation of magical force you can see within range. If the creature or object you choose has 150 hit points or fewer, it dies or is destroyed. Otherwise, the spell has no effect.

When killed by this spell, a creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine grey dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

This spell automatically disintegrates a Huge or smaller nonmagical object or a creation of magical force. If the target is a Gargantuan or larger object or creation of force, this spell disintegrates a 15-foot-cube portion of it. Magic items are unaffected by this spell.

Regardless of whether this spell has any effect on the target, the amount of energy required to cast it is immense, and very harmful to the caster. When you cast this spell, you take 10d6 psychic damage, which cannot be avoided or resisted in any way.

POWER WORD: BLIND

7th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You speak a word of power that can overwhelm the mind of one creature you can see within range, leaving it blind. If the target has 150 hit points or fewer, it is blinded. Otherwise, the spell has no effect.

The blinded target must make a Constitution saving throw at the end of each of its turns. On a successful save, this effect ends.

POWER WORD: DEAFEN

5th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You speak a word of power that can overwhelm the mind of one creature you can see within range, leaving it deafened. If the target has 150 hit points or fewer, it is deafened. Otherwise, the spell has no effect.

After 1 minute, the deafened target must make a Constitution saving throw at the end of each of its turns. On a successful save, this effect ends.

POWER WORD: DISTRACT

6th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You speak a word of power that can overwhelm the mind of one creature you can see within range, leaving it distracted. If the target has 150 hit points or fewer, all attacks against the creature have advantage. Otherwise, the spell has no effect.

The distracted target must make a Constitution saving throw at the end of each of its turns. On a successful save, this effect ends.

POWER WORD: FATIGUE

5th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You speak a word of power that drains the body of one creature you can see within range, leaving it tired and fatigued. The target gains one level of exhaustion.

POWER WORD: PAIN

7th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You speak a word of awful power that can overwhelm the mind of one creature you can see within range, leaving it in intense pain. If the target has 150 hit points or fewer, it is incapacitated. Otherwise, the spell has no effect.

The incapacitated target must make a Constitution saving throw at the end of each of its turns. On a successful save, this effect ends.

POWER WORD: SCAN

5th-level divination

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You speak a secret word of power that reveals to you details about one creature you can see within range. Choose one of the following pieces of information: armor class, current hit points, damage immunities, damage resistances, damage vulnerabilities, enchantments. The GM must share with you the requested information (enchantments reveals any spells that are currently affecting the target creature, such as *bless* or *haste*).

POWER WORD: SICKEN

6th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You speak a word of disgusting power that can overwhelm the body of one creature you can see within range, leaving it sickened. If the target has 150 hit points or fewer, it is poisoned. Otherwise, the spell has no effect.

The sickened target must make a Constitution saving throw at the end of each of its turns. On a successful save, this effect ends.

POWER WORD: SILENCE

7th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You speak a word of power that can overwhelm the mind of one creature you can see within range, leaving it silenced. If the target has 150 hit points or fewer, it is unable to speak or perform the verbal components of spells. Otherwise, the spell has no effect.

After 1 minute, the silenced target must make a Constitution saving throw at the end of each of its turns. On a successful save, this effect ends.

PROTECT THRESHOLD

2nd-level abjuration (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (an ounce of salt for each foot of the warded portal's perimeter)

Duration: 10 minutes

Tracing arcane sigils along its boundary, you can ward a doorway, window, or other portal from entry. For the duration, an invisible eldritch creature stalks the warded portal. Any creature that attempts to pass through the portal must make a Wisdom saving throw or take 4d6 psychic damage, or half as much on a successful save.

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.

PROTECTION FROM BALLISTICS

2nd-level abjuration [renaissance]

Casting Time: 1 action

Range: Self (20-foot sphere)

Components: V, S

Duration: Concentration, up to 1 minute

You project a shimmering sphere of energy in a 20-foot sphere around yourself for the duration. Creatures within the sphere are protected against attacks made by firearms located outside of the sphere—such attacks have disadvantage and the creatures have resistance to any damage they would deal.

PSYCHEDELICS

1st-level illusion

Casting Time: 1 action

Range: Self (60-foot radius)

Components: V, S, M (a mushroom)

Duration: 1 hour

For a moment, the colors around you shift in a rainbow swirl, before coming to rest far from their original hues. The colors of all creatures and objects you choose within range change randomly and remain brightly and unnaturally colored for the duration. Additionally, each affected creature you choose must make a Dexterity saving throw. On a failed save, a creature has disadvantage on attack rolls until the end of its next turn.



QUICKSTEP

Transmutation cantrip

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: 1 round

You call upon your inner reserves to give you a brief flash of speed. When you cast this spell, your base movement speed increases by 10 feet for the duration.



RAIN SQUALL

3rd-level conjuration

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a rag soaked in water)

Duration: Concentration, up to 10 minutes

Until the spell ends, heavy rain falls in a 40-foot-tall cylinder with a 60-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused. Creatures in the area have resistance to fire damage, but suffer disadvantage on ranged attack rolls and Wisdom (Perception) checks relying on hearing.

On each of your turns after you cast this spell, you can use an action to move the squall 60 feet in any direction.

RAY OF WARPING

3rd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

A sapphire beam leaps forth from your fingertips, twisting and contorting the form of a creature it touches. Make a ranged spell attack roll against a target you can see within range. On a hit, the creature takes 2d8 bludgeoning damage, and for the duration, its speed is halved and its highest ability score is reduced to be the same as its lowest ability score (to a minimum of 3). If two or more of the creature's ability scores are tied for highest, you choose which ability score is reduced. The creature also has disadvantage on saving throws with its lowest ability scores. On its turn, the target can use its action to make a Constitution saving throw, ending this spell on a success.

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, the initial damage increases by 1d8 per slot level above 3rd. Additionally, if you cast this spell



using a spell slot of 7th level or higher, the creature's second highest ability score is also reduced to be the same as its lowest ability score.

RECKLESS DWEOMER

2nd-level evocation

Casting Time: 1 action

Range: Special

Components: V

Duration: Special

You draw upon the power of raw chaos to create unpredictable effects. This spell duplicates the effects of a 1st-level spell of your choice from your class' spell list. Any material components required for the spell appear magically in your hands when you cast the dweomer, only to disappear once they have been used. The effects of the spell are then applied instantly.

After you cast this spell, you must immediately roll on the Weird Arcana table, found in the *Fey Folio*.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the potential set of spells that can be duplicated expands to include all of those up to one level lower than the slot from which the dweomer is cast, up to a maximum of 5th. There is no additional benefit from casting the dweomer at 7th level or higher. The spell then counts as being cast at the level that was used for the dweomer minus one, also to a maximum of 5th level.

REFRIGERATE

1st-level evocation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 24 hours

You touch one object weighing up to 30 lb., fixing its temperature at 20 degrees Fahrenheit for the spell's duration. Food and drink under the influence of this spell will not spoil, though it does not preserve corpses for the purposes of *raise dead* spell or similar magic.

RELAXING MEDITATION

Enchantment cantrip

Casting Time: 10 minutes

Range: Self

Components: S

Duration: 1 hour

You perform a calming ritual that clears the head and makes it easier to focus on what you're doing. For the duration, whenever you are forced to make a saving throw to maintain your concentration, you have advantage on the save.

REPULSOR RING

2nd-level abjuration

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (a piece of chalk)

Duration: Concentration, up to 1 minute

You outline a 5-foot diameter circle on the ground, which is warded against intruders. Only creatures you choose can step within the circle. Any ranged attack roll made against a target within the circle has disadvantage. If a hostile creature makes a melee attack against a target within the circle, the attacker is pushed back 10 feet immediately after the attack.

RESTORE YOUTH

3rd-level transmutation (ritual) [chronomancy]

Casting Time: 8 hours

Range: Touch

Components: V, S, M (gold dust worth at least 500 gp, which the spell consumes)

Duration: Instantaneous

You perform a long, complex ritual on another creature, reducing its apparent age by 3d10 years, to a minimum of 13 years. This effect does not extend the creature's lifespan.

RIPTIDE

3rd-level evocation

Casting Time: 1 action

Range: 120 feet

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

Duration: Instantaneous

You create a forceful blast of water that strikes one creature or object you can see within range. The target must make a Strength saving throw. On a failure, it takes 4d10 bludgeoning damage and is either knocked prone or shoved 30 feet away from you (your choice). On a success, the target takes half as much damage and is not knocked prone or pushed. If the target is on fire, it is immediately extinguished.

RUBY-EYE CURSE

3rd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

A red haze clouds the eyes of a creature that meets your gaze. Choose one creature you can see within range to make a Constitution saving throw. On a failed save, the creature is cursed for the duration. A cursed target can see normally out to 5 feet, but is blind beyond this radius.

A *remove curse* spell ends this curse early.

RUMBLING CHARGE

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a lump of granite)

Duration: Instantaneous

You imbue yourself with the elemental power of a landslide. When you cast this spell, you immediately move 30 feet in a straight line. If your path is blocked by a creature or object, you stop moving there and that creature or object must make a Strength saving throw or take 2d12 bludgeoning damage, or half as much on a successful save.

RUSTING GRASP

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

The touch of your acid-soaked hand can corrode metal and burn flesh. Make a melee spell attack against a creature within your reach. On a hit, the target takes 2d6 acid damage, and any nonmagical armor it is wearing takes a permanent and cumulative -1 penalty to the AC it offers. On a miss, any shield it is wielding takes a similar -1 penalty. Armor reduced to an AC of 10 or a shield that

drops to a +0 bonus is destroyed. Until the spell ends, you can make the attack again on each of your turns as an action.

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.



SAFIYA'S INDUSTRIOUS WORKER

1st-level transmutation [chronomancy]

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a bar of iron)

Duration: 8 hours

You touch a willing creature. For the next 8 hours, they are able to perform manual tasks with exceptional speed.

Every hour spent crafting items under the influence of this spell provides 4 hours' worth of output. This can be combined with other effects; for example, a character with expertise using this spell would produce 8 hours' worth of work per hour.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

SANDBAGS

1st-level conjuration (ritual) [renaissance]

Casting Time: 1 bonus action

Range: 10 feet

Components: V, S, M (a duck figurine)

Duration: Concentration, up to 1 hour

You conjure a low wall of sandbags, a perfect source of cover, at a point you can see within range. The wall is 18 inches thick and is composed of three 5-foot-long-by-3-foot-high segments. Each segment must be contiguous with at least one other segment.

A Medium creature that hunkers behind the sandbag wall has half cover from ranged attacks and a Small creature that hunkers behind it has three-quarters cover from ranged attacks. A prone creature has full cover behind the wall. The wall can be leapt over the wall without using any additional movement.

The sandbag is an object that can be damaged and thus breached. Each segment has AC 10 and 120 hit points. Reducing a segment of the wall to 0 hit points causes it to crumble, destroying it.

Once summoned, the sandbags from the wall can be removed from the wall or rearranged into a different

configuration. The wall and all its sandbags disappear when the spell ends.

SCOURING MISTS

3rd-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a handful of white phosphorous)

Duration: Instantaneous

With a gesture, you fling 4 waves of the Dead Mist at targets within range, rending their flesh from their bones. You may fire them at one target or several. A target must make a Dexterity saving throw for each wave they are targeted with. A target takes 3d6 necrotic damage on a failed save, and half as much on a successful one.

When you cast this spell, you take 1d8 necrotic damage for each wave you launch. This damage ignores damage resistance and damage immunity.

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, you can fling an additional wave per slot level above 3rd.

SECRET ENCLAVE

9th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a tiny, silver bell)

Duration: 10 minutes

You conjure a shimmering, multicolored portal, large enough to admit Large or smaller creatures, which connects to a pocket dimension, much like the *demiplane* spell. The enclave is a cube with 900 foot sides and behaves as if it were part of the Feywild. The floor is made of earth that is fertile but cannot be burrowed through. When the spell ends, the portal into the enclave disappears, but the portal exiting it remains, appearing as an ornate gateway that cannot be destroyed by any means.

As long as you are within an enclave that you originally created, you can freely control the weather inside it, as per the *control weather* spell.

You or anyone else can create another portal leading back to the enclave by casting this spell again. However, once an enclave has been created, its location is fixed, and the portal can only be opened from that same location (or from within the enclave). The location of a secret enclave cannot be detected by divination magic of any kind, though a *wish* spell can reveal the location of the nearest enclave.

You can create *secret enclaves* within *secret enclaves*, but only if the original enclave was created by you.

SHAPE METAL

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a handful of iron or copper filings)

Duration: Instantaneous

You touch a metal object of Medium size or smaller or a section of metal no more than 5 feet in any dimension and form it into any shape that suits your purpose. So, for example, you could shape a bar of metal into a weapon, idol, or tool, or make a small passage through a portcullis, as long as the metal is less than 5 feet thick. You could also shape a metal door or its frame to seal the door shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible. This spell cannot affect magical metals such as adamantine and mithral.

SHRINK OBJECT

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 day

You touch an object that is not being worn or carried and cause it to grow smaller for the duration. The target's size is divided by 4 in all dimensions, and its weight is reduced to one-sixteenth of its previous weight. This reduction decreases its size by two categories—from Medium to Tiny, for example—unless it would still be Gargantuan after shrinking. If the target is a standard weapon, it is transformed into the nearest equivalent on the Tiny Weapons table. If no equivalent exists, the weapon is unusable for the duration.

This spell can affect an assembly or collection of objects, as long as they form a single cohesive entity, such as a ship or building. Contents of the collection or assembly that are not creatures are also shrunk. Any creatures that are inside an object when it is shrunk are magically shunted to the nearest available space outside the object if they would no longer fit inside it.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the object's dimensions are halved again, its weight is divided by 8 again, and its size is decreased by one additional category for each slot level above 3rd, to a minimum of 1/16th the original object's dimensions at 5th level.

SLOW THINKING

1st-level transmutation [chronomancy]

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a drop of alcohol)

Duration: 1 minute

You slow down the thought processes of a creature of your choice that you can see within range. The target must succeed on a Constitution saving throw or have disadvantage on all Intelligence checks and saving throws for the duration.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Snakebite

Evocation cantrip

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a snake fang and a vial of snake venom)

Duration: 1 round

Pointing with two fingers, you let loose spectral set of snake fangs in a bright green flash, which lunge at the spell's target. Make a ranged spell attack roll. On a successful hit, the target takes 1d8 poison damage and has disadvantage for the duration on their next Constitution saving throw against being poisoned.

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

Snowflake Shield

1st-level abjuration

Casting Time: 1 action

Range: Self

Components: V, M (a few snowflakes)

Duration: 1 hour

You create an intricate fractal of ice, shaping it to form a shield. This shield hovers in your space and protects you. For the duration of this spell, while you are not already wielding a shield, your AC increases by 2. This spell ends early if you take fire damage.

Snowshoes

1st-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a sprig from an evergreen tree)

Duration: Concentration, up to 1 hour

You transform the footwear of yourself and your companions, enabling you all to walk easily on snow. For

the duration, each creature you choose within 30 feet of you (including you) can walk on snow or ice without being impeded or imperiled in any way. Furthermore, your feet do not penetrate through snow, meaning that you do not leave an obvious trail in snowy conditions.

Soft Focus

Illusion cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

When you cast this spell, everything you see becomes slightly hazy and out-of-focus, which makes the world seem comforting and safe. You have advantage on Intelligence, Wisdom, and Charisma saving throws for the duration. This spell ends early if you take damage.

Soul Bond

4th-level necromancy (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (two nails from a coffin)

Duration: 24 hours

This spell forges a mortal connection between yourself and a creature that you touch. A target creature must be present for the entire time of casting. If the creature is unwilling, it must make a Constitution saving throw to resist the spell's effects.

For the duration, if you are reduced to 0 hit points, the target is also reduced to 0 hit points, and vice versa. This spell ends if you cast it again, or if you choose to dismiss it as an action.

Spacetime Distortion

1st-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You warp spacetime around a creature you can see within range. An unwilling creature can make a Constitution saving throw to resist this effect. Creatures within 5 feet of the target are treated as if they are 10 feet away, and creatures 10 feet away are treated as if they are 5 feet away. Moreover, other creatures can move through the target's space, as long as they do not end their movement there.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can choose to exponentially

distort space around the target. Creatures 5 feet away from the target are treated as if they are 60 feet away from the target, creatures 10 feet away from the target are treated as being 5 feet away, and creatures up to 15 feet away from the target are treated as being 10 feet away. Ranged attacks against this creature have disadvantage.

SPEAK WITH CACTI

1st-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 10 minutes

You touch one natural cactus and imbue it with a limited sentience, giving it the ability to communicate with you. You can question the cactus about events in the immediate area within the past day, gaining information about creatures that have passed, weather, and other circumstances.

SPLICE

7th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a special glass syringe, worth 1,000 gp)

Duration: 1 hour

With a pinprick beam of arcana, you steal a sample of genetic information from a target creature you can see within range and bestow that information upon a recipient creature you touch. The target creature need not be alive or even whole, as long as you target part of a creature that has died within the last 10 days.

The recipient creature gains any of the following traits from the target creature that you choose: the target's movement speed and types of movement, all of the target's damage resistances, the target's special senses, or one of the target's special traits, such as a ghast's Stench trait. If selected, the GM decides which special trait, if any, the recipient gains from the target creature. The recipient does not gain any traits from the creature that do not result from its race or monster statistics.

The recipient's appearances changes to resemble a hybrid of the target creature and itself. These changes, as well as the traits gained by the recipient creature, last for the duration.

SPRINGHEEL

Transmutation cantrip

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: 1 round

You flood magic into your legs, allowing you to bound high into the air from a standstill. When you cast this spell, your jump distance increases 10 feet for the duration, and you can make a running high jump or a running long jump without a running start.

STONE BONES

2nd-level transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: 1 round

You touch a creature, granting it resistance to bludgeoning, piercing, and slashing damage until the end of its next turn.

STONE TELL

2nd-level divination

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 10 minutes

You touch a Large or smaller piece of natural rock or worked stone and imbue it with limited sentience and animation, giving it the ability to communicate with you and follow your simple commands. If you touch a larger piece of stone, a 10-foot-square section of it is affected. You can question rocks about events in their area within the past day, gaining information about creatures that have passed, things that have been said, and other circumstances.

If cast on a stone door or chest, you can use your action to command the object to open, close, lock or unlock.

If cast on an earth elemental or stone-based construct, you can communicate with it as if you shared a common language, but you gain no magical ability to influence it.

This spell can cause spikes created by the *spike growth* spell to recede around a creature you specify, granting them immunity to that effect.

STORMING BLADE

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, M (a weapon)

Duration: 1 round

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the attack does damage as normal, except that the entire attack deals lightning damage instead of its normal type. Additionally, you can cause your lightning to jump to a creature within 5 feet of your target, dealing lightning damage equal to your spellcasting modifier.

At 5th level, the melee attack and secondary damage each deal an additional 1d8 lightning damage to their targets. Both damage rolls increase by 1d8 at 11th level (2d8), and 17th level (3d8).

STRANGER

2nd-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You make a creature that you touch look and sound completely unfamiliar. You don't decide the exact nature of these changes. Instead, the creature's appearance, including its clothing, armor, weapons, and belongings, change to seem completely unremarkable to anyone that sees it. For example, if the target is present at a royal ball, it might appear as a well-dressed nobleman, or if the target is walking among a group of orc mercenaries, it might appear as a typical orc warrior.

Different creatures may perceive different changes wrought by this spell. If two creatures that have seen the target discuss its appearance or voice in detail, they can discern that it is disguised with a successful Intelligence (Insight) check against your spell save DC.

SUFFOCATE

5th-level abjuration

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Concentration, up to 1 hour

You seal shut the mouths, blowholes or other airways of a creature you can see within range. While the creature remains within range for the duration, that creature cannot breathe and must hold its breath or begin suffocating. If a creature takes damage while holding its breath it must make a Constitution saving throw (DC equal to 10 or half the damage taken, whichever is higher) or be forced to release its held breath and immediately begin suffocating.

SWIFT FLIGHT

2nd-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (scales from a dragon's wing)

Duration: 1 round

Streaks of energy flow from your back, tracing the shapes of dragon's wings. For the duration, you have a fly speed of 30 feet.



TECHNICAL DIFFICULTIES

1st-level transmutation [futuristic]

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a bit of frayed wire)

Duration: Concentration, up to 1 minute

This spell causes lights to flicker, blasters to malfunction, and arcane terminals to crash. Choose a piece of magical technology within range. The device malfunctions in unpredictable ways, such that it is unusable for the duration.

TECHNOMANCY

Transmutation cantrip [futuristic]

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

With a complex input gesture, you can manipulate a technological device you can see within range. You can use this ability to perform any basic operation on the device, including, but not limited to, pressing an external button, entering a dozen keystrokes of data, activating an authorized operation (such as opening an unlocked door), dimming or brightening a screen, or muting a device that has a speaker. You can't disconnect or reconnect wires, or perform an unauthorized operation, such as crashing a device or changing its password without knowing the original.

TELAROS'S SPEEDCYCLE

4th-level conjuration [futuristic]

Casting Time: 1 minute

Range: 30 ft

Components: V, S

Duration: 1 hour

A Large vehicle with two wheels and holographic circuits appears on the ground in an unoccupied space of your

choice within range. The cycle has AC 10 and 10 hit points. It roars to life whenever its controls are grasped. For the duration, you or a creature you choose can ride the cycle, and one creature can ride as a passenger. The cycle has a speed of 100 feet and can travel 10 miles in an hour.

Wherever the cycle moves, it leaves behind a brightly-chromatic, translucent wall of force behind it. The wall is 10 feet high and nothing can physically pass through it. It is immune to all damage, but a 20-foot long portion of it can be destroyed by a *dispel magic* or *disintegrate* spell. Portions of the wall that the rider creates by moving the cycle vanish at the end of the rider's next turn.

The spell ends if you use an action to dismiss it, if the cycle is reduced to 0 hit points or more points, or if the cycle collides with its walls or another substantial obstacle. The walls of force vanish when the spell ends. If the spell ends as a result of taking damage or a collision, the rider and passenger both fall prone.

TELAROS'S TERRIFIC TRANSPORT

6th-level conjuration [futuristic]

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a detached launch button from a starship)

Duration: 1 hour

A Huge shuttle with glowing, holographic circuits on its surface appears in front of you. The shuttle has room for 5 Medium creatures (a pilot and four passengers) and can carry up to 1,000 pounds of cargo. The shuttle is enclosed and contains clean, breathable air. It can fly at a speed of 100 feet per round, or up to 1,500 feet per round in a vacuum. The shuttle can carry its passengers into space by flying vertically for 5 minutes on most planets and can enter a planet's atmosphere by descending for the same amount of time. The shuttle has life support and sensors, and is designed to dock with larger ships in the same way a fighter can.

The shuttle has AC 10 and 5 mega hit points. The spell ends if the shuttle is reduced to 0 hit points. When the spell ends, the shuttle gently descends to the ground (if there is a substantial planetoid nearby), giving the passengers time to exit.

TEMPORAL REVERSION

5th-level transmutation [chronomancy]

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

The wounds of a creature you touch travel back in time to before they were inflicted. The creature regains hit points equal to 7d4 + your spellcasting ability modifier. This healing works as normal on undead and constructs.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the healing increases by 1d4 for each slot level above 5th.

THAW

1st-level evocation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a frozen object, causing any nonmagical ice or snow in a 10-foot cube to melt into water. The meltwater is drinkable if desired.

THUNDERING BLADE

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, M (a weapon)

Duration: 1 round

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the attack does damage as normal, except that the entire attack deals thunder damage instead of its normal type.

Additionally, a clap of thunder rings out from your strike, forcing all creatures except yourself and the target within 5 feet of the target to succeed on a Dexterity saving throw or take 1d8 thunder damage.

At 5th level, the melee attack and secondary damage each deal an additional 1d8 thunder damage to their targets. Both damage rolls increase by 1d8 at 11th level (2d8/3d8), and 17th level (3d8/4d8).

TIME'S ARROW

2nd-level transmutation [chronomancy]

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of sand from an hourglass)

Duration: 1 hour

This spell enchants a physical missile, such as an arrow, bolt or sling bullet so that it freezes in time and space. You may reposition the missile as part of the action to cast the spell, and the spell may be used on magical or otherwise enchanted missiles.

The missile remains frozen in place until either a creature passes within 60 feet in front of it, something touches it, a strong wind blows upon it, the enchantment is dispelled or the duration ends. At that point, the missile moves suddenly, as if it was just fired or thrown. If a creature is in the line of fire, the missile makes an attack which adds your spell attack bonus to the attack roll, and does the basic damage of whatever missile type was used (missiles that vary by launcher use the highest possible damage dice).

TIME FREEZE

8th-level transmutation [chronomancy]

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an iron hourglass)

Duration: Instantaneous

Choose a creature that you can see within range. If the target has 150 hit points or fewer, it is paralyzed and frozen in time, unaware of its surroundings. Otherwise, the spell has no effect.

The target must make a Wisdom saving throw at the end of each of its turns. On a successful save, this paralysis effect ends.

TRANSIENT BULWARK

1st-level abjuration (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (a pearl worth 10 gp, which the spell consumes)

Duration: 8 hours

The next attack made against you within the duration has a -10 penalty to hit.

TRANSMUTE LAVA

9th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (clay and water)

Duration: Concentration, up to 10 minutes

You choose an area of stone or lava that you can see that fits within a 40-foot cube and that is within range, and choose one of the following effects.

Stone to Lava. Nonmagical stone of any sort in the area becomes an equal volume of thick and flowing lava that remains for the spell's duration and sets fire to any flammable material it comes into contact with. If you cast the spell on an area of ground, any creatures in that area

begin to sink into it. Each foot that a creature moves through the lava costs 4 feet of movement, and any creature on the ground when you cast the spell must make a Strength saving throw. A creature must also make this save the first time it enters the area on a turn or ends its turn there. On a failed save, a creature sinks into the lava, takes 10d10 fire damage, and is restrained, though it can use an action to end the restrained condition on itself by pulling itself free of the lava. On a successful save, or when a creature uses its action to pull itself out of the lava, the creature takes 5d10 fire damage. If you cast the spell on a ceiling, the lava falls. Any creature under lava when it falls must make a Dexterity saving throw. A creature takes 4d8 bludgeoning damage and 10d10 fire damage on a failed save, or half as much damage on a successful one.

Lava to Stone. Nonmagical lava or magma in the area no more than 10 feet deep transforms into soft, cool stone for the spell's duration. Any creature in the lava when it transforms must make a Dexterity saving throw. On a failed save, a creature becomes restrained by the stone. The restrained creature can use an action to try to break free by succeeding on a DC 20 Strength check or by dealing 25 damage to the stone around it. On a successful save, a creature is shunted safely to the surface to an unoccupied space.



UNDEAD LIEUTENANT

3rd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a symbol of authority such as a badge, scepter, or flag)

Duration: 1 hour

You imbue one undead creature that you control with an enhanced sentence and, if required, the ability to speak one language of your choice, such that you can delegate some degree of command to it. When you cast this spell, you may explain an objective or set of objectives for the lieutenant to achieve. These may be as abstract and complex as you wish, and the spell's power compels the target to understand your orders. You also designate up to 4 other undead creatures that you control. Those creatures then remain under the command of the lieutenant for the duration of the spell (even if your own control over them would expire within that time).

On each of its turns thereafter, the lieutenant can use a bonus action to mentally command any of its subordinates, as long as they are within 60 feet of it—it will use this ability whenever it can in pursuance of the objective(s) you

set. It can command any or all of them at the same time, issuing the same command to each one. If it issues no commands (such as if it is incapacitated or out of range), the subordinates only defend themselves against hostile creatures. Once given an order, a creature continues to follow it until its task is complete.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the duration becomes 8 hours and when you cast this spell using a spell slot of 6th level or higher, the duration becomes 24 hours.

UNSEEN ACCOUNTANT

2nd-level conjuration (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an abacus)

Duration: 8 hours

This spell creates an invisible, shapeless force that performs intellectual tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, an Intelligence of 12, and it can't attack. If it drops to 0 hit points, the spell ends.

Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The accountant can perform intellectual tasks that a human clerk could do, such as assaying prices, updating accounts, managing inventories or computing interest. Once you give the command, the accountant performs the task to the best of its ability until it completes the task, then waits for your next command. The accountant can perform no physical labor and is not able to lift any object heavier than a bottle of ink.

If you command the accountant to perform a task that would move it more than 300 feet away from you, the spell ends.

VANISHING TRICK

2nd-level conjuration

Casting Time: 1 reaction, which you take when you are targeted by an attack

Range: Self

Components: V, S, M (a pinch of pixie dust)

Duration: Instantaneous

You vanish in a puff of glitter just as your opponent makes their attack. When you cast this spell, you immediately teleport into an unoccupied space within 5 feet. This may cause the triggering attack to miss, either because you are

no longer in range, or because it puts you behind cover that raises your AC.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the teleport distance increases by 5 feet for every spell level above 2nd.

VOIDLIGHT

Conjuration cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

For the briefest possible instant, you open a portal into the Void, revealing the hideous lights beyond. Choose one creature you can see to make a Constitution saving throw. The target has advantage on this roll if it can't see you. On a failed save, the target takes 1d8 radiant damage. If you roll an 8 on any damage die, you can roll an additional d8 and add its damage to the total, rolling again if this die is also an 8, and so on. You can roll total a number of damage dice for this cantrip equal to twice the number of damage dice you initially rolled.

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

VOLTING BLADE

2nd-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You speak the ancient words and call forth a bolt of lightning from the heavens and fashion it into a stormy blade. This magic sword lasts until the spell ends. It counts as a simple melee weapon with which you are proficient. It deals 2d8 lightning damage on a hit and has the finesse, light, and thrown properties (range 20/60). In addition, when you are flying or in stormy weather, you make the attack roll with advantage.

If you drop the weapon, or throw it, it dissipates at the end of the turn. Thereafter, while the spell persists, you can use a bonus action to cause the sword to reappear in your hand.

At Higher Levels. When you cast this spell using a 3rd- or 4th-level spell slot, the damage increases to 3d8. When you cast it using a 5th or 6th-level spell slot, the damage increases to 4d8. When you cast it using a spell slot of 7th or higher, the damage increases to 5d8.

VORTEX

4th-level evocation [renaissance]

Casting Time: 1 action

Range: 600 feet

Components: V, S, M (a cork or rubber stopper tied to a string)

Duration: Concentration, up to 1 minute

A 100-foot-radius area of water that you specify within range begins to rapidly rotate, becoming a violent whirlpool in seconds. When a ship enters the affected area for the first time on a turn or starts its turn there, its helmsman must make a Dexterity (Sailing) check against your spell save DC. On a failed check, the ship cannot move for that turn, and is pulled 50 feet toward the center of the area. Ships that are pulled into the center of the area take 4d10 bludgeoning damage and gain 1d4 leaks.

At the start of your turn, swimming creatures and floating objects within the area are pulled 25 feet toward the center of the vortex. If a creature starts its turn in the center of the vortex, it must succeed on a Strength saving throw or be pulled under the water by suction forces. The creature can repeat the save at the start of each of its turns.



WALKING WOOD

8th-level transmutation

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a branch cut from one of the trees to be awakened)

Duration: Instantaneous

You brandish the branch of a Huge or smaller plant, shouting for it to grow legs and move at your bidding. The target must have either no Intelligence score or an Intelligence of 3 or less. The target, along with up to 5 other Huge or smaller plants within 60 feet of it, gains an Intelligence of 10 and the ability to speak one language you know. The targets also gain the ability to move their limbs, roots, vines, creepers, and so forth, and gain senses similar to a human's. Your GM chooses statistics appropriate for the awakened plants, such as the statistics for the awakened shrub or the awakened tree.

The awakened plants are charmed by you for 30 days or until you or your companions do anything harmful to any of them. When the charmed condition ends, the awakened creatures choose whether to remain friendly to you, based on how you treated them while they were charmed.

WALL OF IRON

6th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a small bar of iron)

Duration: Concentration, up to 10 minutes

A nonmagical wall of solid iron springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with at least one other panel. Alternatively, you can create 10-foot-by-20-foot panels that are only 3 inches thick.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall. The wall can have any shape you desire, though it can't occupy the same space as a creature or object.

The wall doesn't need to be vertical or rest on any firm foundation. It must, however, merge with and be solidly supported by an existing structure or the ground. Thus, you can use this spell to bridge a chasm or create a ramp.

If you create a span greater than 20 feet in length, you must halve the size of each panel to create supports. You can shape the wall to create crenellations, battlements, arrow loops, windows with bars or shutters, doors with hinges and locks, and so on. Mechanical detail finer than a lock cannot be created with this spell.

The wall is an object made of metal that can be damaged and thus breached. Each panel has AC 18 and 60 hit points per inch of thickness. Reducing a panel to 0 hit points destroys it and might cause connected panels to collapse at the GM's discretion. The wall is immune to slashing and piercing damage from nonmagical weapons that are not made from adamantite, as well as necrotic, psychic and poison damage.

If you maintain your concentration on this spell for its whole duration, the wall becomes permanent and can't be dispelled. Otherwise, the wall disappears when the spell ends.

WATER JET

2nd-level evocation

Casting Time: 1 action

Range: Self (30-foot line)

Components: V, S, M (a smooth river stone)

Duration: Instantaneous

When you cast this spell, a 30-foot long and 5-foot wide jet of water blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 3d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

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

WATERY TENTACLES

4th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (an octopus tentacle)

Duration: Concentration, up to 1 minute

When you cast this spell, three tentacles made of water appear around your body for the duration. As part of the action used to cast the spell, and as a bonus action on subsequent turns until the spell ends, you can command one of these tentacles to grapple a Large or smaller creature that you can see within 30 feet of you. The target must make a Strength saving throw or be grappled and restrained by the tentacle. At the end of each of its turns, a restrained target can repeat the saving throw.

You can grapple as many creatures as you have tentacles. You can use an action or bonus action on your turn to release a grappled creature, or to drag it up to 20 feet in a direction you choose. A watery tentacle can lift a creature up to 10 feet into the air as part of this move, but the creature must begin and end its move on solid ground. If it does not, the grapple automatically ends.

You can also use the tentacles to manipulate nonliving objects as an action or a bonus action. Each tentacle can lift up to 100 lb., and you can command multiple tentacles to work together to lift the same object as part of the same action or bonus action. Watery tentacles are not capable of detailed control—for example, they cannot open a chest or uncork a bottle. Burning objects are extinguished when the tentacle grabs them.

At Higher Levels. When you cast this spell using spell slot of 5th level or higher, you gain an additional tentacle for every slot level above 4th.

WHISPERING WIND

1st-level evocation

Casting Time: 1 action

Range: 1 mile

Components: V, S, M (a feather)

Duration: 1 round

You point your finger in a direction and whisper a message, while specifying up to six creatures to be the targets. If a target is in range and in the approximate direction indicated, they (and only they) hear the message carried on the wind. They can reply in a whisper that only you can hear.

You can cast this spell only when there is a clear path for air to move between you and the target(s). The spell doesn't have to follow a straight line and can travel freely around corners or through openings, but is blocked by solid objects and areas of magical silence.

WHITE DWARF

8th-level conjuration

Casting Time: 1 action

Range: 1 mile

Components: V, S, M (a pair of spectacles made from darkened glass)

Duration: Concentration, up to an hour

A brilliant 20-foot radius artificial star, complete with its own solar heat and gravitational pull, appears at an unoccupied location you choose within range. When you cast this spell, you can choose any number of creatures to be unaffected by it while they are further than 30 feet from the star.

Any creature that comes within 120 feet of the star for first time on a turn or starts its turn there, must make a Constitution saving throw. A creature within 30 feet of the star automatically fails this save. On a failed save, a creature takes 4d12 radiant damage, or half as much on a successful save.

If a creature comes within 30 feet of the star for first time on a turn or starts its turn there, it must make a Strength saving throw or be pulled 10 feet closer to the star by its gravitational pull. Medium or smaller objects weighing less than 2,000 pounds in this area that aren't being worn or carried are pulled into the star. If a creature or object touches the star, it takes 8d12 fire damage plus 8d12 radiant damage and is blinded until the end of its next turn.

The star sheds bright light in a 1-mile radius sphere and dim light for an additional mile. If any of this star's bright light overlaps with an area of darkness created by a spell of 8th level or lower, the spell that created the darkness is dispelled.

WINDS OF CHANGE

7th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a fan)

Duration: Instantaneous

Howling winds swoop in, orbiting a point that you designate within range and rearranging creatures caught within a 30-foot radius. Each creature within the spell's area is teleported to an unoccupied position you choose within the area. An unwilling creature can make a Charisma saving throw to avoid this effect.

WINTER FLOWER

6th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a crystal flower)

Duration: 24 hours

You cause a Small white flower to grow in an unoccupied 5-foot square you can see within range. The flower has an AC of 15, 3 hit points, and vulnerability to fire damage. During the duration of the spell, you can use a bonus action to command it to explode in a shower of ice. Alternatively, the flower will explode if it is reduced to 0 hit points. When the flower explodes, each creature within 30 feet of it must make a Dexterity saving throw. On a failed save, a creature takes 10d8 cold damage, or half as much on a successful one. The flower withers and dies if it does not explode within 24 hours.

WOODEN SANCTUARY

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You step into a wooden object or tree large enough to fully contain your body, melding yourself and all the equipment you carry with the wood for the duration. Using your movement, you step into the wood at a point you can touch. Nothing of your presence remains visible or otherwise detectable by nonmagical senses.

While merged with the wood, you can't see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the wood. You can use your

movement to leave the wood where you entered it, which ends the spell. You otherwise can't move.

Minor physical damage to the wood doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals 3d6 bludgeoning damage to you; the same happens if your concentration is broken while merged with the wood. The wood's complete destruction (or transmutation into a different substance) expels you and deals 25 bludgeoning damage to you. If expelled, you fall prone in an unoccupied space closest to where you first entered.

WORLDSEEK

1st-level divination (ritual) [futuristic]

Casting Time: 1 action

Range: Self

Components: V, S, M (a spyglass)

Duration: Concentration, up to 1 hour

This spell reveals the path to the nearest planet to you. For the duration, you know the direction and the distance to the nearest planet, planetoid, or moon. If you cast this spell while you're on a planet, planetoid, or moon, the spell fails.

WYRMSKIN

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, M (a dragon scale)

Duration: Concentration, up to 1 hour

This spell transforms you into a dragon of the same color as the scale provided for the material component. The transformation lasts for the duration, or until you drop to 0 hit points or die. Your draconic form is a wyrmling of the dragon whose scale you possess. Your game statistics are replaced by the wyrmling's statistics, though you retain your alignment and Intelligence, Wisdom, and Charisma scores. You lose the ability to cast spells in this form and the ability to use any class features that your draconic form could not feasibly perform. Your gear melds into the new form. You can't activate, use, wield, or otherwise benefit from any of your equipment.

At Higher Levels. Casting this spell using a 6th or 7th level spell slot allows you to transform into the young dragon of the dragon whose scale you provided as the material component for this casting. Casting this spell using an 8th or 9th level spell slot allows you to transform into the adult dragon of the dragon whose scale you provided as the material component for this casting.

Y YELLOW SIGN

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You trace in the air the insidious symbol from Lost Carcosa, the yellow sign, where it hangs for a long moment in a sickening yellow light. Each creature you choose within 30 feet of the sign must make a Wisdom saving throw. On a failed save, a creature takes 6d6 psychic damage, or half as much on a successful save. Aberrations take no damage from this spell. The sign fades at the end of your turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the yellow sign lingers longer in the air. The duration of this spell increases by one round for each slot level above 3rd and requires that you maintain concentration on it. If this spell is active at the beginning of your turn, you can use your action to cause each creature within range to make another saving throw against it, taking damage as normal on a failed save.

Z ZEPHYR'S FEATHER

1st-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a dove's feather)

Duration: Concentration, up to 1 minute

You wave your hand and three alabaster feathers, magically sharpened to a razor's edge, appear and orbit you. When you cast this spell, make a ranged spell attack using one of your feathers against a creature within 120 feet of you. On a hit, the target takes 2d8 slashing damage. Until the spell ends, while you have feathers remaining, you can make the attack again on each of your turns as an action.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st. You gain an additional 2 feathers when you cast this spell using a spell slot of 3rd level or higher (5 feathers), and 5th level or higher (7 feathers).

ZONE OF ALTERED TIME

9th-level Transmutation [chronomancy]

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pair of hourglasses, worth at least 100gp each)

Duration: 1 hour

You create a transparent magical zone where time flows differently in a 50-foot cube centered on a point of your choice within range. No material, spell or effect can pass into or out of the zone unless it travels through another plane of existence to do so (such as by using *misty step*, *etherealness*, or *dimension door*.) Choose one of the following effects for the zone.

Dilated Time. Time passes slower inside the zone, so that any creatures inside it experience 10 minutes for every hour that passes outside.

Hyperbolic Time. Time passes faster inside the zone, so that any creatures inside it experience 24 hours for every hour that passes outside.

ZONE OF ATMOSPHERE

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a glass fish bowl worth 10 gp)

Duration: 1 hour

You create a spherical area of clean, breathable air centered on a point within range for the duration. The sphere can have any radius you choose to a maximum of 30 feet. If the point you choose is on an object you are holding or one that isn't being worn or carried, the sphere is centered on the object and moves with it.

Airborne substances such as poisonous gas, smoke, or fog cannot enter the sphere, and any such substances already within the sphere's area are destroyed. If such a substance is created by a spell of a higher level than this one, it is unaffected.

The area's temperature is comfortable, regardless of the outside environment.

ZONE OF SWEET AIR

2nd-level abjuration (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a silk handkerchief)

Duration: 10 minutes

You create an invisible magical zone that eliminates noxious airs in a 15-foot radius sphere centered on a point of your choice within range.

All poisonous or otherwise damaging gases of natural or magical origin, except those created by breath weapons, are blocked by this spell and cannot enter the zone. Fresh air passes into the zone without hindrance. If any fumes are

present when the spell was cast, or are created inside the area of protection, they are instantaneously purged from it.

ZONE OF FORTIFICATION

7th-level conjuration [renaissance]

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a replica castle figurine worth at least 100 gp)

Duration: 24 hours

You conjure defenses to protect up to 5,000 square feet of floor space (an area approximately 70 feet square, or two hundred 5-foot squares or fifty 10-foot squares). The protected area can be up to 20 feet tall, and shaped as you desire. You can fortify several stories of a stronghold by dividing the area among them, as long as you can walk into each contiguous area while you are casting the spell.

When you cast this spell, you can specify individuals that are unaffected by any or all of the effects that you choose. You can also specify a password that, when spoken aloud, makes the speaker immune to these effects.

Zone of fortification creates the following effects within the fortified area.

Corridors. Caltrops fill all the fortified corridors. In addition, at each intersection or branching passage offering a choice of direction, there is a 50 percent chance that a

creature other than you will believe it can hear gunfire from one randomly-determined direction.

Ballistic Protection. You can place up to two fixed instances of the protection from ballistics spell in two locations of your choice within the fortified area.

Doors. All doors in the fortified area are magically locked, as if sealed by an *arcane lock* spell. In addition, you can replace up to ten doors with armored bulkheads that are immune to nonmagical damage and feature gunports that allow creatures adjacent to the door to make ranged attacks through them, while benefiting from full cover against anyone on the other side.

Sandbags. You can also place up to twenty-five sections of sandbags anywhere in the fortified area. Each section is five feet long and one foot thick, has 10 HP, 16 AC and is immune to all damage except thunder. The sections must be supported by solid ground and can be contiguous, but do not have to be. Sandbags confer half cover to anyone crouched behind them.

Stairs. Stairs in the fortified area are sown with ball bearings from top to bottom. These balls reappear in 10 minutes if they are dispersed while spell lasts.

The entire fortified area radiates magic. A *dispel magic* cast on a specific effect, if successful, removes only that effect.

You can create a permanently fortified structure by casting this spell there every day for one year.



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