



MAGE HAND PRESS



SHUGENIA

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SHUGENJA

A round pair of spectacles hanging on his nose, a wizened human produces a scrollcase and carefully unfurls the blank parchment within. He examines it in detail, tracing unseen lines, curves, and markings with his eyes. Then, with a flick of his wrist, the parchment leaps from his hands, standing bolt upright at his arm's length, and surges with arcane energy. It burns at the edges, as cryptic symbols and lines flare into and out of existence, as the energy within them is released.

A female dwarf stands at the edge of a lake peaceably, stretching one arm out in a graceful pose, returning it to her center, and then stretching out the other. Eyes closed, she repeats these soothing motions to a silent rhythm. She feels the balance and sway of the elements within her, as the heat of flame sparks to her fingertips and frost pricks at her heels. She pulls the breeze with the flow of her arms and feels the resistance of the earth respond underneath her feet. All is harmony with the elements, and all is harmony within the dwarf.

Shugenja master the esoterica of magic and the raging elements through careful, deliberate calligraphy. Theirs is the painstaking art of crafting the geometry of spells to evoke the elements themselves, and to understand the elements in their fullness.

ARCANE SCRIBES

Arcana is, perhaps, expressed most purely through geometry. Rendered through meticulous diagrams and precise figures, intersections, and angles, a spell scroll hints at the hidden secrets of the multiverse. Depicting these cryptic formulae is a demanding art, but imparts great power to those who master its subtleties.

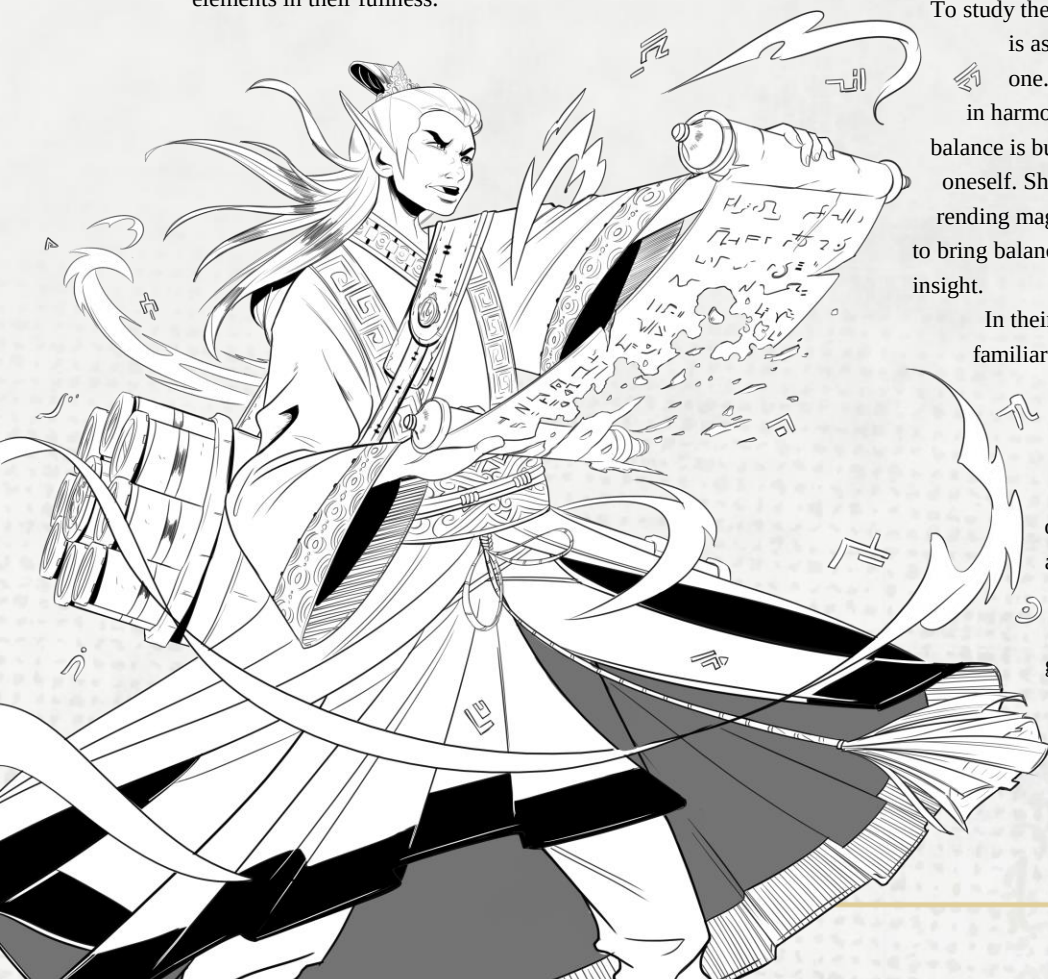
Unlike other spellcasters, shugenja dedicate themselves wholly to the crafting of scrolls, traditionally called *ofudas*. Perfecting the calligraphy and memorizing the forms of powerful runes, sigils, and glyphs is a lifelong challenge requiring patience and persistence.

But when complete, a spell scroll is like a loaded spring, containing an abundance of arcane energy, restrained within the sweeping lines of ink and calculated intersections. Casting it with the right words and gestures frees the bound energy within, which springs forth suddenly, taking a spell form ordained by its geometry. This release is violent, always burning the words off its page, and often singeing or disintegrating the paper itself in the process. A single scroll is disposable; a courier of arcane power. But with enough scrolls, a shugenja commands arcana itself.

ELEMENTS AND BALANCE

To study the universe, its geometry, and its elements is as much an inward search as an outward one. The universe is a ticking clock erected in harmonious balance; understanding that balance is but one way to attain harmony within oneself. Shugenja approach the geometrical art of rending magic as a meditative process, one intended to bring balance within their souls through wisdom and insight.

In their studies, all shugenja become intimately familiar with the elements. Layered, interwoven, and deeply symmetrical, the elements comprise the fundamental building blocks of all existence. Each element has an opposite, and as one waxes, the other wanes. These pairs are understood as Dualities. While each shugenja studies all the elements, they will attain mastery over only one, to better grasp the nature of its balance.



THE SHUGENJA											
Level	Proficiency Bonus	Features	Cantrips Known	—Spell Scrolls Per Spell Level—							
				1st	2nd	3rd	4th	5th	6th	7th	8th
1st	+2	Duality, Scrollcasting	3	2	—	—	—	—	—	—	—
2nd	+2	Blank Scrolls, Elementalist	3	2	—	—	—	—	—	—	—
3rd	+2	Words of the Ancients	3	3	1	—	—	—	—	—	—
4th	+2	Ability Score Improvement	4	3	2	—	—	—	—	—	—
5th	+3	Share Scroll (1st Level)	4	3	2	1	—	—	—	—	—
6th	+3	Duality Feature	4	3	2	2	—	—	—	—	—
7th	+3	Elemental Ward	4	3	2	2	1	—	—	—	—
8th	+3	Ability Score Improvement	4	3	2	2	1	—	—	—	—
9th	+4	—	4	3	2	2	2	1	—	—	—
10th	+4	Elemental Substitution	5	3	2	2	2	1	—	—	—
11th	+4	Share Scroll (2nd Level)	5	3	2	2	2	1	1	—	—
12th	+4	Ability Score Improvement	5	3	2	2	2	1	1	—	—
13th	+5	—	5	3	2	2	2	1	1	1	—
14th	+5	Duality feature	5	3	2	2	2	1	1	1	—
15th	+5	—	5	3	2	2	2	1	1	1	1
16th	+5	Ability Score Improvement	5	3	2	2	2	1	1	1	1
17th	+6	Share Scroll (3rd Level)	5	3	2	2	2	2	1	1	1
18th	+6	Duality feature	5	3	2	2	2	2	1	1	1
19th	+6	Ability Score Improvement	5	3	2	2	2	2	2	1	1
20th	+6	Master Scribe	5	3	2	2	2	2	2	2	1

CREATING A SHUGENJA

Shugenja are scholars: they are not born, they are educated. Because of this, it is important to understand where you acquired your teachings. Most shugenja have, at the very least, a master who instructs them in writing, etiquette, the sciences, and other fields of study, and guides them in understanding the universe's great mysteries. These masters often establish schools, universities, or temples devoted to both spiritual understanding and higher learning: obtaining instruction from one of these schools is a great honor. If you had a master, who was he? What were his specialties? Is he still alive, and are you still in contact? If you went to a school, what was it called, and who were your masters there?

Conversely, some have no master and no school. These few, through study of a seemingly unrelated topics, tend to stumble upon an unanswerable question or a gap in their

knowledge that cannot be explained, which leads them to the self-discovery of the great Dualities. If you are self-taught, what did you study before your epiphany and what epiphany that led you to this path?

Parallel to this is your choice of Duality. Shugenja seek to understand the balance of all things, and by doing so they gain mastery over one aspect of that balance. What aspect have you chosen to study and pursue, and what led you to that choice?

QUICK BUILD

You can build a shugenja character quickly by following these suggestions. First, your highest ability score should be Intelligence, followed by Dexterity or Constitution. Second, select the Duality of Fire and Ice. Lastly, choose the *elemental influence*, *fire bolt*, and *shocking grasp* cantrips, along with the spells *burning hands*, *fog cloud*, *icicle javelin*, *rumbling charge*, *snowflake shield*, and *whispering wind*.



CLASS FEATURES

As a shugenja, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per shugenja level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per shugenja level after 1st

PROFICIENCIES

Armor: None

Weapons: Simple weapons, shortswords

Tools: Calligrapher's supplies

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, History, Insight, Medicine, Nature, and Religion.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted to you by your background:

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a scholar's pack or (b) any explorer's pack
- 30 sheets of parchment, 4 ounces of ink, and an ink pen
- Calligrapher's supplies
- A master scroll

SCROLLCASTING

As a scholar of the elements, you have learned to prepare scrolls charged with magic energies.

CANTRIPS

At 1st level, you know three cantrips of your choice from the shugenja spell list. You learn additional shugenja cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Shugenja table.

MASTER SCROLL

You have a master scroll, a great piece of parchment upon which you inscribe your spells for permanent use. This scroll contains four 1st level shugenja spells of your choice. You do not inscribe your cantrips, which are instilled in your memory.

Your Master Scroll

The spells that you add to your Master Scroll as you gain levels reflect your discoveries about the nature of the elements. You might also find other spells during your adventures that you can add to your Master Scroll, strengthening your mastery over the elements.

Copying a Spell onto the Scroll. When you find a shugenja spell of 1st level or higher, you can add it to your master scroll if it is of a level for which you can prepare scrolls and if you can spare the time to decipher and copy it.

Copying a spell into your Master Scroll involves reproducing the basic form of the spell, deciphering the notation used by the caster who wrote it, and transcribing it into your Master Scroll using arcane inks.

For each level of the spell, the process takes 1 hour and costs 25 gp. Once a spell is recorded into your master scroll, you can prepare spells scrolls of it just like your other spells.

Your master scroll can hold a number of spells equal to 10 + 3 times your level. You can erase a spell of your choice whenever you copy a new spell into your scroll.

Replacing the Scroll. If your scroll is ever lost or destroyed, you can transcribe a new master scroll from a copy you have made. You can make a nonmagical copy of a spell by spending 1 hour and 10 gp for each level of the copied spell, and you can spend the same amount of time and gold to copy it into a new master scroll.

Filling out the remainder of your master scroll requires you to find new spells to do so, as normal. For this reason, many shugenja keep backup Scrolls in a safe place.

The Scroll's Appearance. Your master scroll is a unique collection of arcana that represents the depths of your knowledge and understanding. It might be a magnificent document in an ivory scroll case, a volume of carefully linked and organized scrolls, or even a burned husk of parchment, salvaged from a fire.

PREPARING AND CASTING SPELL SCROLLS

The Shugenja table shows how many spell scrolls of 1st level or higher you can have when you finish a long rest. When you prepare a spell scroll, you choose exactly one shugenja spell that you have in your master scroll to inscribe on it. The spell scroll upon which you inscribe a spell must be of the same level as the spell or higher. Preparing a spell on a higher level spell scroll is equivalent to casting that spell using a higher level spell slot. You can prepare a single spell more than once on different spell scrolls.

When you cast one of the spell scrolls you have prepared, you expend the spell scroll, destroying it in the process. Unused scrolls become mundane parchment when you finish a long rest.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your shugenja spells, since you learn your spells by constructing the intricate geometries of spell scrolls. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a shugenja spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

RITUAL CASTING

You can cast a shugenja spell as a ritual if that spell has the ritual tag and you have the spell in your Master Scroll. You don't need to have the spell prepared.

SPELLCASTING FOCUS

Your spell scrolls themselves act as an arcane focus for shugenja spells you cast of 1st level or higher.

LEARNING SPELLS OF 1ST LEVEL OR HIGHER

Each time you gain a shugenja level, you can add one shugenja spell of your choice to your Master Scroll. Each of these spells must be of a level that you can prepare, as shown on the Shugenja table. On your adventures, you might find other spells that you can add to your Master Scroll (see the “Your Master Scroll” sidebar).

DUALITY

Starting at 1st level, you embrace one of the dualities that give substance and meaning to the universe. Choose one of the elemental dichotomies: Fire and Ice, or Earth and Wind. Each Duality is detailed at the end of the class description. Your choice grants you bonus spells known at 1st, 3rd, 5th, 7th, 9th levels, and features at 1st, 6th, 14th, and 18th levels.

DUALITY SPELLS

Each Duality has a list of spells that you add to your Master Scroll at the shugenja levels noted in the Duality description. These spells do not count against the number of spells you add to your Master Scroll each level, and they are considered to be shugenja spells for you.

BLANK SCROLLS

By 2nd level, not all of your spells need to be inscribed in advance. With effort, you can cast a shugenja spell recorded in your master scroll by writing it in magical energies on blank parchment while the spell is cast. You have one blank scroll of each level of spell that you can prepare, up to 5th level. For example, at 5th level, you have 3 blank scrolls, 1 of 1st level, 1 of 2nd level, and 1 of 3rd level. A blank scroll can only be used to cast spells of its level.

Once per day, you can recover all expended blank scrolls when you finish a short rest. You recover all expended blank scrolls when you finish a long rest.

ELEMENTALIST

By 2nd level, you are an experienced scholar of the elemental planes. You learn the Primordial language and one other language of your choice. Additionally, you have advantage on all Intelligence checks relating to the elements, elementals, or the elemental planes.

WORDS OF THE ANCIENTS

Starting at 3rd level, you understand any written language that you see, provided you touch the surface on which the words are written as you read them. It takes about 1 minute to read one page of text. This ability doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

SHARE SCROLLS

Starting at 5th level, your allies can use 1st level prepared scrolls that you create. When casting one of these scrolls, your allies use your spell attack bonus and spell save DC for the spell.

At 11th level, your allies can use scrolls of 2nd level that you create, and at 17th level, they can use scrolls of 3rd level that you create.

ELEMENTAL WARD

At 7th level, you learn to protect yourself from the elements. When you finish a short or long rest, choose one of the following damage types: acid, cold, fire, lightning, or thunder damage. You have resistance to that damage type until you use this feature again.

ELEMENTAL SUBSTITUTION

Starting at 10th level, you can flexibly bend the elements as you see fit. Whenever you cast a spell of 1st level or higher that deals acid, cold, fire, lightning, or thunder damage, you can replace half the spell's damage, rounded down, with another damage type from that list.

MASTER SCRIBE

At 20th level, you have mastered the art of scrollcasting. As an action, you can expend any two prepared scrolls to create a blank scroll. This blank scroll has a level equal to the highest of the prepared scrolls sacrificed, or 5th level, whichever is lower. This blank scroll lasts until it is used, or until you take a short or long rest.

Additionally, as an action, you can expend a blank scroll to instantly prepare a number of spell scrolls whose combined level is equal to that of the blank scroll expended. You choose which spells are prepared on these scrolls when you create them. These prepared scrolls last until they are used, or until you take a long rest. Once you create prepared scrolls in this way, you can't do so again until you finish a short or long rest.

DUALITIES

Shugenja specialize in manipulating the fundamental building blocks of the universe. Because the universe is erected in perfect harmony, each elemental force is balanced by its opposite, creating a universal Duality. As one element of a Duality becomes more powerful, the other becomes weaker; it is this symmetry and tension that maintains the universe's balance.

Shugenja each choose a duality as a focus of study, becoming expert in not one element, but also its opposite. In learning to balance the elemental duality, shugenja also learn to find balance within themselves.

FIRE AND ICE

Fire and ice are the classically opposed elements, representing the disparity between light and dark, summer and winter, heat and cold. Fire is destructive and hungry,

devouring any food it happens to find, and leaving a trail of ash in its wake. Cold, too, is destructive, but by means of frigid stillness and cold death. Whereas one element grows and consumes, the other restrains and withers.

Masters of this duality learn to manage the tempers of the destructive magics, turning them on their foes. Their magic is devastating and tinged with elemental fire or ice.

FIRE AND ICE SPELLS

Shugenja Level	Spells
1st	<i>burning hands, icicle javelin</i>
3rd	<i>flame blade, water jet</i>
5th	<i>fireball, ice claw prison</i>
7th	<i>wall of fire, watery tentacles</i>
9th	<i>cone of cold, flaming death</i>

CHAINS OF WINTER

Starting at 1st level, whenever you deal damage with a spell of 1st level or higher on your turn, you can use your bonus action to blanket the target in ice. Choose one of the spell's targets that took damage to make a Constitution saving throw. On a failed save, the target's speed is halved until the end of its next turn.

ELEMENTAL ATTUNEMENT

At 6th level, you have gained an affinity for the elements associated with your duality. Whenever you cast a spell that deals damage, you can deal an additional 1d8 fire or cold damage, your choice, to one of the spell's targets.

MANTLE OF FLAME

Starting at 6th level, you can unleash fiery wrath upon those who stand too close. As an action, you can cloak yourself with an aura of blazing heat that lasts for one minute or until you choose to end it as a bonus action. Any hostile creature that comes within 5 feet of you or starts its turn there takes fire damage equal to half your shugenja level.

Once you use this ability, you must finish a short or long rest before using it again.

ARCTIC STRIDE

At 14th level, you learn to freeze the very ground you walk upon. Whenever you move, you can choose to turn the ground you move across into difficult terrain until the start of your next turn. Additionally, you can move across liquid surfaces using this ability, freezing the liquid behind you.

FROSTBURN

At 18th level, your magic mingles frigid cold with scorching heat. Spells you cast ignore resistance to damage.

EARTH AND WIND

Earth and wind are elements separated by physicality and mass. Earth is powerful and immobile, but its great weight tethers it down and makes mountains slow. By contrast, the wind is free and unburdened, dancing as high or as low as it pleases. The earth is steady and unmoving, but the wind brings with it great and sudden turbulence, changes that can destroy.

Shugenja that master this duality learn to balance the immovable force of stone with the swift fury of the storm. In combat, they wield a sword as nimby as a quill, and stand strong with warriors and mages alike.

EARTH AND WIND SPELLS

Shugenja Level	Spells
1st	<i>fog cloud, rumbling charge</i>
3rd	<i>gust of wind, stone bones</i>
5th	<i>fly, meld into stone</i>
7th	<i>arcing spark, hunger of the earth</i>
9th	<i>suffocation, wall of stone</i>

BONUS PROFICIENCIES

When you choose this duality at 1st level, you gain proficiency with light armor and two martial weapons of your choice.

DISPLACED FORM

At 1st level, you can distort the air around you, concealing your true location. Whenever you cast a spell of 1st level or higher, you can use a bonus action to impose disadvantage on ranged attack rolls against you. This effect lasts until the beginning of your next turn.

ARCANE STRIKE

At 6th level, when you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

STRENGTH OF STONE

Starting at 6th level, you can assume the power and durability of earth. When you take a short or long rest, choose a damage type: bludgeoning, piercing, or slashing. You have resistance to that damage type until you choose a different one with this feature.

Additionally, you automatically succeed DC 10 Constitution saving throws that you make to maintain your concentration.

WINDWALKER

At 14th level, the wind is solid beneath your feet. While you are not wearing heavy armor, you have a flying speed equal to your current walking speed.

STORM, QUAKE, THUNDER

Starting at 18th level, as an action, make a melee weapon attack against a creature within your reach. On a hit, lightning strikes the target from above and the earth shatters beneath its feet. The target takes 5d10 thunder damage and 5d10 lightning damage, is knocked prone, and make a Constitution saving throw. On a failed save, the target is stunned until the beginning of your next turn.

Once you use this ability, you must finish a long rest before using it again.

ELEMENTAL SPELLS

This chapter contains spells that channel the primal arcane elements and are available to the shugenja.

SHUGENJA SPELL LIST

CANTRIPS (0 LEVEL)

Acid Splash
Diamond Edge
Elemental Influence
Fire Bolt
Guidance
Mending
Poison Spray
Produce Flame
Ray of Frost
Resistance
Shocking Grasp

1ST LEVEL

Break Waves
Burning Hands
Comprehend Languages
Create or Destroy Water
Detect Magic
Faerie Fire
Feather Fall
Fog Cloud
Geomantic Discernment
Guided Missile
Icicle Javelin
Illusory Script
Refrigerate
Rumbling Charge
Snowflake Shield
Snowshoes
Thaw
Thunderwave
Whispering Wind

2ND LEVEL

Acid Arrow
Animate Snow
Aerial Alacrity
Continual Flame
Flaming Sphere
Glass Blade

Gust of Wind
Heat Metal
Levitate
Rusting Grasp
Scorching Ray
Stone Bones
Stone Tell
Shatter
Water Jet
Zone of Sweet Air

3RD LEVEL

Call Lightning
Dessicate
Dispel Magic
Fireball
Frostmail
Fly
Gaseous Form
Glyph of Warding
Haste
Ice Claw Prison
Lightning Bolt
Meld into Stone
Protection from Energy
Rain Squall
Riptide
Sleet Storm
Stinking Cloud
Water Breathing
Water Walk
Wind Wall

4TH LEVEL

Arcing Spark
Control Water
Conjure Minor Elementals
Fire Shield
Hunger of the Earth
Ice Shape
Ice Storm

Intensify Gravity
Shape Metal
Stone Shape
Stoneskin
Wall of Fire
Watery Tentacles

5TH LEVEL

Cone of Cold
Conjure Elemental
Flame Strike
Flaming Death
Frolicking Fountain
Legend Lore
Iron Body
Suffocate
Wall of Stone

6TH LEVEL

Chain Lightning
Flesh to Stone
Freezing Sphere
Move Earth
True Seeing
Wall of Ice
Wall of Iron
Wind Walk
Winter Flower

7TH LEVEL

Delayed Blast Fireball
Fire Storm
Freezing Touch
Inevitable Boulder
Plane Shift
Symbol
Winds of Change

8TH LEVEL

Antimagic Field
Bombardment
Control Weather
Earthquake
Incendiary Cloud

9TH LEVEL

Call Avalanche
Fimbulwinter
Meteor Swarm
Storm of Vengeance
Transmute Lava

ELEMENTAL SPELLS

These spells are presented in alphabetical order.

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.

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.

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.

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.

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.

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.

DESICCATE

3rd-level necromancy

Casting Time: 1 bonus 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.

DIAMOND EDGE

Transmutation cantrip

Casting Time: 1 bonus action

Range: Touch

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

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.



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.

FIMBULWINTER

9th-level transmutation

Casting Time: 10 minutes

Range: Self (100-mile radius)

Components: V, S, M (a crystal snowglobe worth at least 1000 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 wintry conditions you want to manifest; these can include supernatural and extreme conditions such as Arctic Cold Temperatures, 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 your 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.

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.

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 subjected to the petrified condition 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.

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: 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 a 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.

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.

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.

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.

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 100gp, 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.

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.

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, and 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.

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.

IRON BODY

5th-level transmutation

Casting Time: 1 action

Range: Touch

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

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 nonmagical bludgeoning, piercing, and slashing damage.

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 1 minute

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.

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.

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.

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.

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 adamantite and mithral.

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.

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.

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.

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.

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.

Transmute 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.

Transmute 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.

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 adamantine, 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.

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 size 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.

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.



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