



New Zurn Spells

Dear Reader,

Greetings from the Zurn team! We enjoy playing many roleplay games, and today we're presenting some new spells for use your next game of Dungeons & Dragons.



We present this for three reasons. First, some schools of magic in D&D are more fleshed out and **complete** than others, which begs the question why a high-level wizard would devote themselves to a given school of magic if they lose steam by 5th, 6th, or 7th level. So we need more options at all levels to show why a wizard would devote their lives to that school of thought.

Second, the schools of magic are **not created equal**: evocation, abjuration, and conjuration spells at 3rd level, for example, are far better than necromancy and illusion spells at that level, and it's not even close. So by choosing to play, say, an Illusion initiate wizard, a person is really taking an uphill climb because of how limited illusion magic is at different points in the game.

And finally, both of these can in part be explained by a **lack of creativity** and a holistic look at the schools of magic when it comes to presenting spells. Necromancy claims to be a lore for manipulating life energy, but we rarely see that in the lore. Illusion magic claims to foil the senses, but the vast majority of the spells involve sight-based illusions and almost all of the rest involve hearing: scent and touch-based illusions are all but absent. So there are ways to flesh out the lores – we just need to present them.

So from one roleplayer to another, may your cup always overflow, may the Light shine around every corner, and may you never cease to dream,

Aaron Kamakawiwoole

Founder and Creator, *The Warriors of Zurn Series*



New Cantrips

Cantrips are the few constant spells you can always cast: no need to count spell slots and your remaining reserves of magical power, you can cast these every minute of the day if you want. This means they are generally not as strong as other spells (which is good), and they are flavorful and thematic (which is also good).

But some schools of magic have a very, *very* small number of cantrips, and toward that end, here's a list of new cantrips for your use.

Acrid Odor (Illusion Cantrip, available to Animist Alphas, Bards, Druids, Sorcerers, Warlocks, and Wizards) (Casting Time 1 Action, Range 15 ft cone, Components S, Duration Instantaneous): You send a foul odor out from you in a 15 ft cone. All targets within range must pass a Wisdom saving throw with a penalty to the roll equal to their proficiency modifier if they are proficient with Wisdom (Perception) checks or suffer 1d6 poison damage.

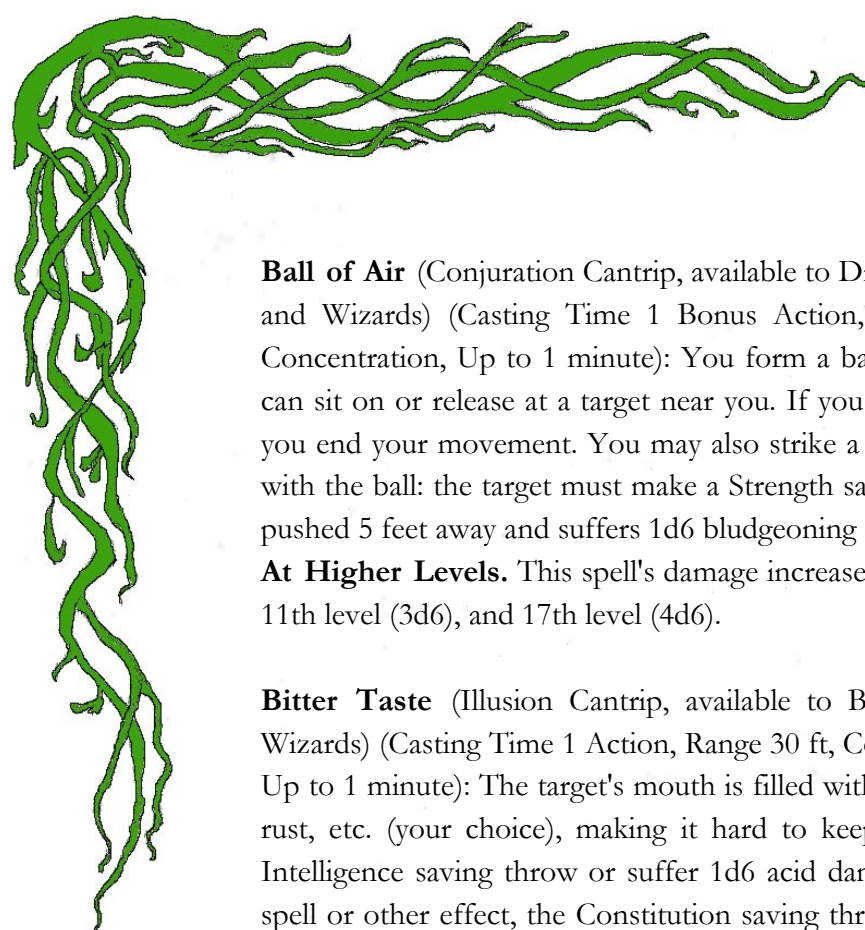
At Higher Levels. This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Arm Blade (Transmutation Cantrip, available to Animist Alphas, Druids, Sorcerers, Warlocks, and Wizards) (Casting Time 1 Bonus Action, Range Touch, Components S, Duration 1 Minute): You touch a willing creature's arm, making their arm into a weapon. The arm takes on the properties of a one-handed magical melee weapon of your choice and uses your spellcasting modifier for its Attack and damage rolls.

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

Badger Claws (Transmutation Cantrip, available to Animist Alphas, Druids, Sorcerers, Warlocks, and Wizards) (Casting Time 1 Bonus Action, Range Self, Components VS, Duration 1 Minute): You transform your fingers into badger claws, allowing you to tear flesh and earth effectively. For the duration of the spell your unarmed attacks gain the *Finesse* property, deal 1d4 + your Strength or Dexterity modifier in damage, and you gain a burrow speed of 10ft.

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

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Ball of Air (Conjuration Cantrip, available to Druids, Way of the Four Elements Monks, and Wizards) (Casting Time 1 Bonus Action, Range Self, Components S, Duration Concentration, Up to 1 minute): You form a ball of wind within 5 feet of you that you can sit on or release at a target near you. If you sit on the ball you may hover wherever you end your movement. You may also strike a target you can see within 30 feet of you with the ball: the target must make a Strength saving throw: on a failed save the target is pushed 5 feet away and suffers 1d6 bludgeoning damage.

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

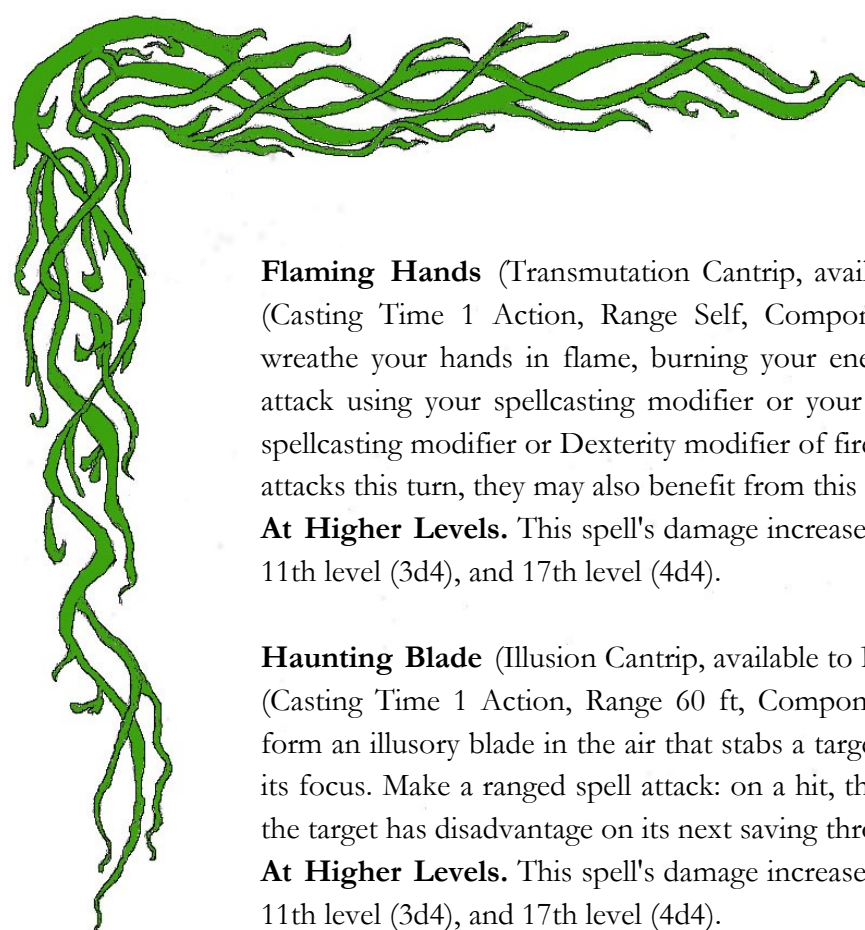
Bitter Taste (Illusion Cantrip, available to Bards, Druids, Sorcerers, Warlocks, and Wizards) (Casting Time 1 Action, Range 30 ft, Components VS, Duration Concentration, Up to 1 minute): The target's mouth is filled with the illusion of the bitter taste of blood, rust, etc. (your choice), making it hard to keep their focus. The target must pass an Intelligence saving throw or suffer 1d6 acid damage. If the target is concentrating on a spell or other effect, the Constitution saving throw to retain concentration is performed at disadvantage. At the start of each subsequent turn as long as the spell is in effect the target suffers the acid damage and disadvantage on the concentration saving throw. At the end of each of its turns the target may perform another Intelligence saving throw: on a successful save the spell ends.

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

Booming Voice (Divination Cantrip, available to Bards, Clerics, Sorcerers, Warlocks, and Wizards) (Casting Time 1 Action, Range Self, Components V, Duration Instantaneous): You speak with a powerful voice, punishing those standing near you. All targets within 5 feet of you must perform a Wisdom saving throw (suffering a penalty equal to their Wisdom (Perception) bonus if proficient with the Wisdom (Perception) skill): on a failed save the target suffers 1d8 thunder damage.

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

Chilling Cackle (Illusion Cantrip, available to Bards, Clerics, Druids, Sorcerers, Warlocks, and Wizards) (Casting Time 1 Bonus Action, Range 30 ft, Components V, Duration Instantaneous): The target hears a shrill cackling sound that sends chills down their spine. The target must pass a Charisma saving throw or be *Frightened* until the end of your next turn. While *Frightened*, the target suffers disadvantage on Strength and Wisdom saving throws.



Flaming Hands (Transmutation Cantrip, available to Druids, Four Elements Monks) (Casting Time 1 Action, Range Self, Components S, Duration Instantaneous): You wreath your hands in flame, burning your enemies. Perform an unarmed melee spell attack using your spellcasting modifier or your Dexterity: the attack deals 1d4 + your spellcasting modifier or Dexterity modifier of fire damage. If you perform other unarmed attacks this turn, they may also benefit from this spell.

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

Haunting Blade (Illusion Cantrip, available to Bards, Sorcerers, Warlocks, and Wizards) (Casting Time 1 Action, Range 60 ft, Components VS, Duration Instantaneous): You form an illusory blade in the air that stabs a target from an arc of your choice, disrupting its focus. Make a ranged spell attack: on a hit, the target suffers 1d4 psychic damage and the target has disadvantage on its next saving throw until the end of its next turn.

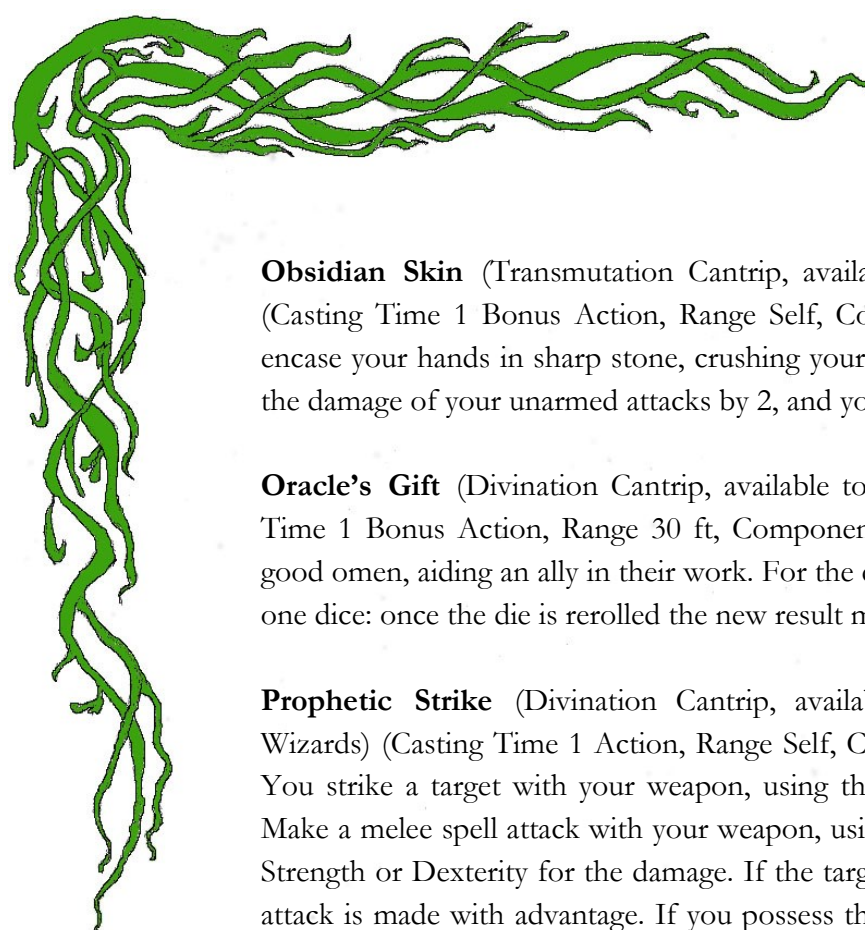
At Higher Levels. This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Nature Call (Enchantment Cantrip, available to Animist Alphas, Bards, Druids, and Wizards) (Casting Time 1 Bonus Action, Range 30 ft, Components VS, Duration Instantaneous): You call to a plant nearby to aid you. Select a single plant within range: the target must succeed on a Wisdom saving throw (with a +0 modifier if the plant has no Wisdom stat), or it performs a single attack action for you, either as a Grapple action (using your spell save DC as the difficulty for the grapple check) or as an Attack action (using your spellcasting modifier for the attack, dealing 1d + your spellcasting stat in damage, with the die being 1d4 for Tiny and Small plants, 1d6 for Medium plants, 1d8 for Large plants, 1d10 for Huge plants, and 1d12 for Gargantuan plants).

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

Nature's Helm (Enchantment Cantrip, available to Animist Alphas, Druids, and Wizards) (Casting Time 1 Bonus Action, Range Touch, Components VS, Duration 1 Minute): You touch a helmet and give it the horns of a wild creature. For the duration of the spell the wearer of the helmet may perform an unarmed attack as a bonus action each turn as long as it moves at least 10 feet in a straight line that turn. The attack deals 1d6 + Strength in magical bludgeoning damage to the target.

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



Obsidian Skin (Transmutation Cantrip, available to Druids, Four Elements Monks) (Casting Time 1 Bonus Action, Range Self, Components S, Duration 1 Minute): You encase your hands in sharp stone, crushing your enemies. For the duration, you increase the damage of your unarmed attacks by 2, and your Armor Class increases by 1.

Oracle's Gift (Divination Cantrip, available to Clerics, Druids, and Wizards) (Casting Time 1 Bonus Action, Range 30 ft, Components VS, Duration 1 Hour): You speak a good omen, aiding an ally in their work. For the duration of the spell the target may reroll one dice: once the die is rerolled the new result must be kept, and the spell ends.

Prophetic Strike (Divination Cantrip, available to Clerics, Druids, Warlocks, and Wizards) (Casting Time 1 Action, Range Self, Components V, Duration Instantaneous): You strike a target with your weapon, using the gift of prophecy to guide your strike. Make a melee spell attack with your weapon, using your spellcasting stat in place of your Strength or Dexterity for the damage. If the target has a lower Intelligence than you, the attack is made with advantage. If you possess the *Extra Attack* feature, you may perform all of your attacks with this spell.

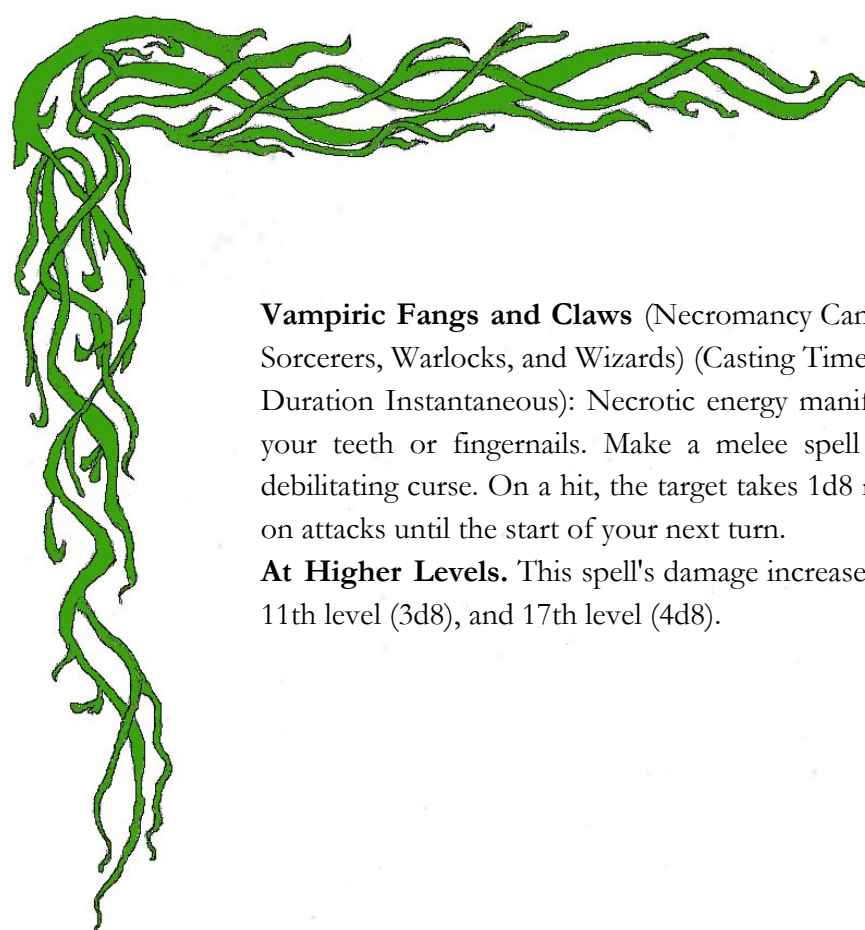
At Higher Levels. The weapon's damage increases by 1 die (matching the damage die of the weapon) when you reach 5th level (2d), 11th level (3d), and 17th level (4d).

Purging Light (Conjuration Cantrip, available to Clerics and Wizards) (Casting Time 1 Action, Range 30ft, Components VS, Duration Instantaneous): You form a small bead of light and hurl it at a creature to burn away their darkness. When you form the bead of light, it creates 10 feet of bright light around you, and 10 additional feet of dim light beyond that. You may perform a ranged spell attack with the bead of light: on a hit, the target suffers 1d6 radiant damage, and the target is illuminated until the start of your next turn (the target cannot benefit from the Invisible condition, and has disadvantage on Dexterity (Stealth) checks).

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

Shocking Blade (Enchantment Cantrip, available to Artificers, Bards, Clerics, Druids, Sorcerers, Warlocks, and Wizards) (Casting Time 1 Bonus Action, Range Self, Components S, Duration 1 Minute): You enchant your blade (or other weapon), adding a jolt of lightning to it. Whenever you perform a weapon attack with the targeted weapon for the duration of the spell you add 2 Lightning damage to the total.

At Higher Levels. The weapon's damage increases to 1d4 when you reach 5th level, 1d6 at 11th level, and 1d8 at 17th level.

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Vampiric Fangs and Claws (Necromancy Cantrip, available to Animist Alphas, Druids, Sorcerers, Warlocks, and Wizards) (Casting Time 1 Action, Range Touch, Components S, Duration Instantaneous): Necrotic energy manifests a curse applied to a target through your teeth or fingernails. Make a melee spell attack against the creature to apply a debilitating curse. On a hit, the target takes 1d8 necrotic damage, and it has disadvantage on attacks until the start of your next turn.

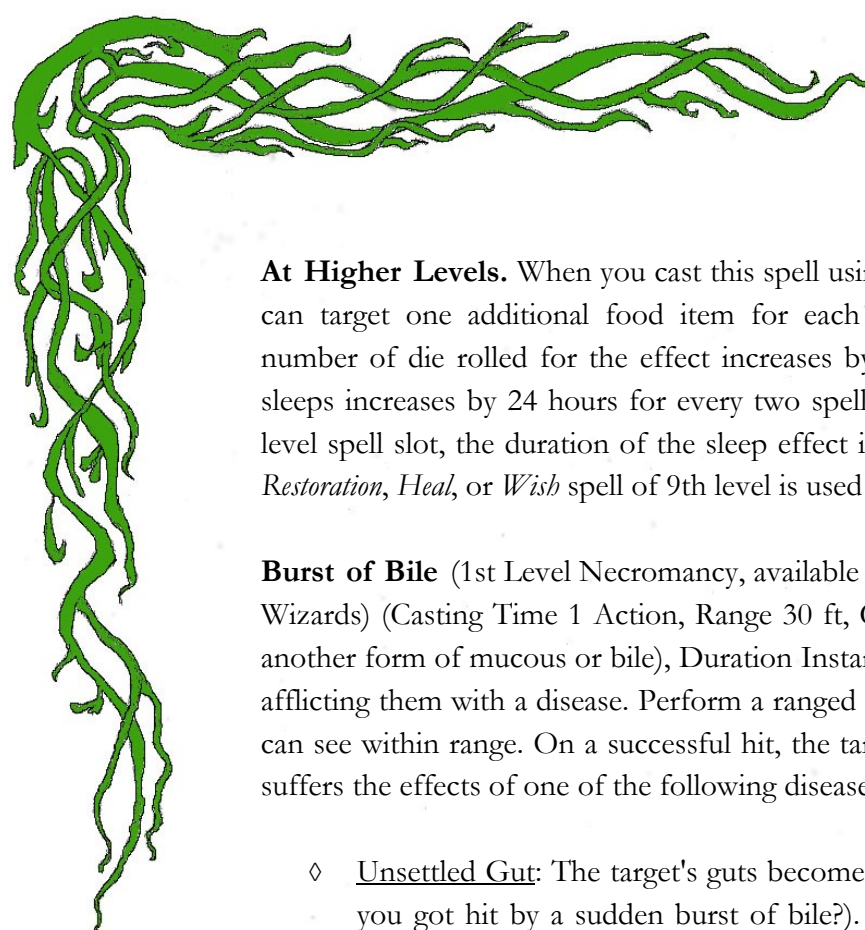
At Higher Levels. This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).



New 1st Level Spells

Bad Apple (1st Level Illusion, available to Animist Alphas, Artificers, Bards, Clerics, Druids, Rangers, Sorcerers, Warlocks, and Wizards) (Casting Time 1 Action, Range Touch, Components VSM (an apple or similar food item, which the spell infuses), Duration Instantaneous): The caster infuses a bit of food with illusory magic, making it look more healthy, pleasing, and safe than it otherwise is. The food item grants advantage on Charisma (Deception) rolls to encourage someone to eat the food (which may be done as an item interaction to retrieve it and a bonus action to eat it), and looks like a desirable version of whatever the food is, with corresponding taste and smell. The effects of the food depend on the type of food you mask with the spell:

- ◇ **Healthy Food:** The food is good - not a bad apple at all. The target recovers 1d4 hit points or gains 1d4 temporary hit points (the target chooses).
- ◇ **Stale Food:** The food is old and stale, upsetting the stomach of the eater. The target performs a Constitution saving throw, suffering 2 (1d4) poison damage on a failed attempt, or half as much on a successful save.
- ◇ **Rotten Food:** The food is rotten, masked by the spell to trick the target into eating it. The target performs a Constitution saving throw, suffering 4 (1d8) necrotic damage on a failed attempt, or half as much on a successful save. If the target failed, the target repeats the save at the start of each of its subsequent turns until it passes the save, as the stomach attempts to wrretch up the rest of the food from the stomach.
- ◇ **Poisoned Food:** The food is poisoned, masked by the spell to trick the target into eating it. The target performs a Constitution saving throw, suffering 4 (1d8) poison damage on a failed attempt, or half as much on a successful save. The target also gains the *Poisoned* condition if the saving throw is failed.
- ◇ **Cursed Food:** The food is cursed, causing the target to fall into a deep sleep. The target performs a Charisma saving throw, suffering 2 (1d4) psychic damage on a successful save as the curse is purged from the target, or 4 (1d8) psychic damage and magically falls asleep for 24 hours on a failed save. The target is awoken if the target suffers damage in subsequent turns. Spells that remove curses remove this effect normally, as does *Greater Restoration* and *Heal*.



At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional food item for each slot level above 1st. Additionally, the number of die rolled for the effect increases by 1 and the number of days the person sleeps increases by 24 hours for every two spell slot levels above 1st. If cast with a 9th level spell slot, the duration of the sleep effect is indefinite unless a *Remove Curse*, *Greater Restoration*, *Heal*, or *Wish* spell of 9th level is used to remove it.

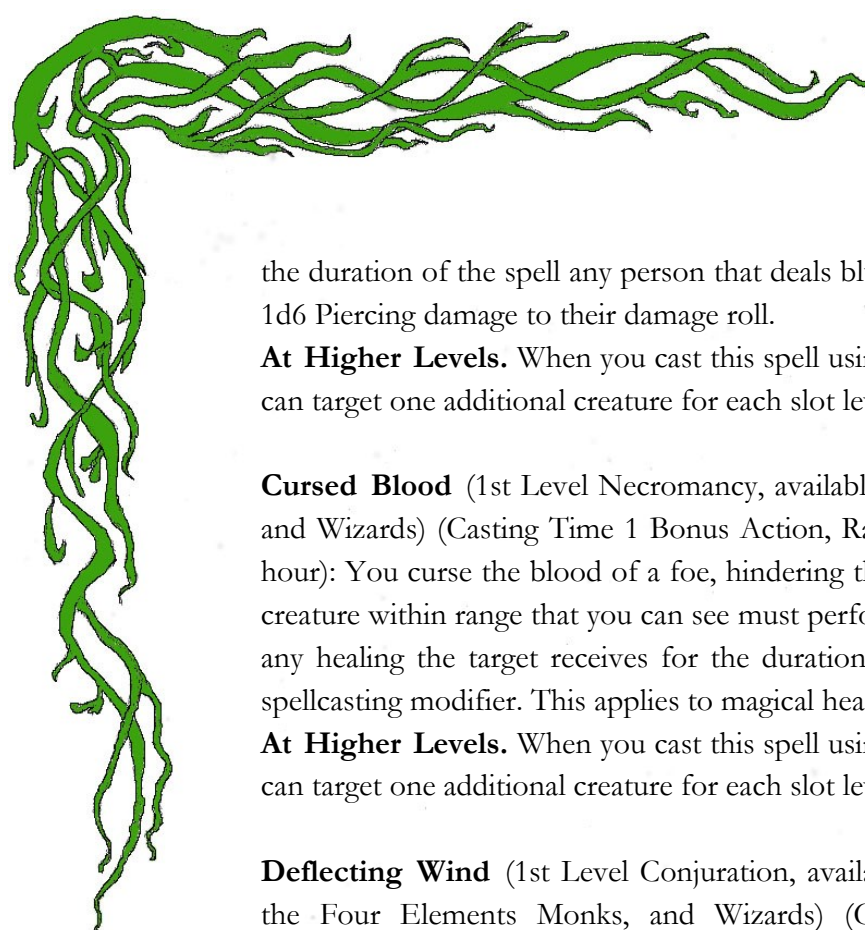
Burst of Bile (1st Level Necromancy, available to Animist Alphas, Druids, Rangers, and Wizards) (Casting Time 1 Action, Range 30 ft, Components VSM (dried or wet snot or another form of mucous or bile), Duration Instantaneous): You hurl magical bile at a foe, afflicting them with a disease. Perform a ranged spell attack against one creature that you can see within range. On a successful hit, the target suffers 9 (2d8) necrotic damage and suffers the effects of one of the following diseases for 1 minute (your choice):

- ◇ **Unsettled Gut:** The target's guts become unsettled (I mean, whose wouldn't be if you got hit by a sudden burst of bile?). As long as the target is affected by the disease, the target suffers from the *Poisoned* condition.
- ◇ **Fungal Rot:** The target's flesh on their feet begins to rot, causing the target to find difficulty moving. As long as the target is affected by the disease, the target suffers from the *Grappled* condition. This grapple is only broken if the spell ends on the target.
- ◇ **Influenza:** The target's breathing becomes more irregular and labored. As long as the target is affected by the disease, the target's movement speed is halved, and the target has disadvantage on dexterity saving throws.
- ◇ **Laryngitis:** The target's throat begins to swell, making it hard to speak. As long as the target is affected by the disease, the target is silenced and may not use verbal components to cast spells.

At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends.

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.

Crown of Thorns (1st Level Conjunction, available to Druids, Rangers, and Wizards) (Casting Time 1 Action, Range 30 ft, Components VSM (a thorny twig), Duration 1 Minute): You create a twisted crown of thorns around the head of the target that sends tendrils of thorns twisting down the body of the target. Perform a melee spell attack against a creature within range: on a hit the target suffers 3d6 Piercing damage, and for



the duration of the spell any person that deals bludgeoning damage to the target may add 1d6 Piercing damage to their damage roll.

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.

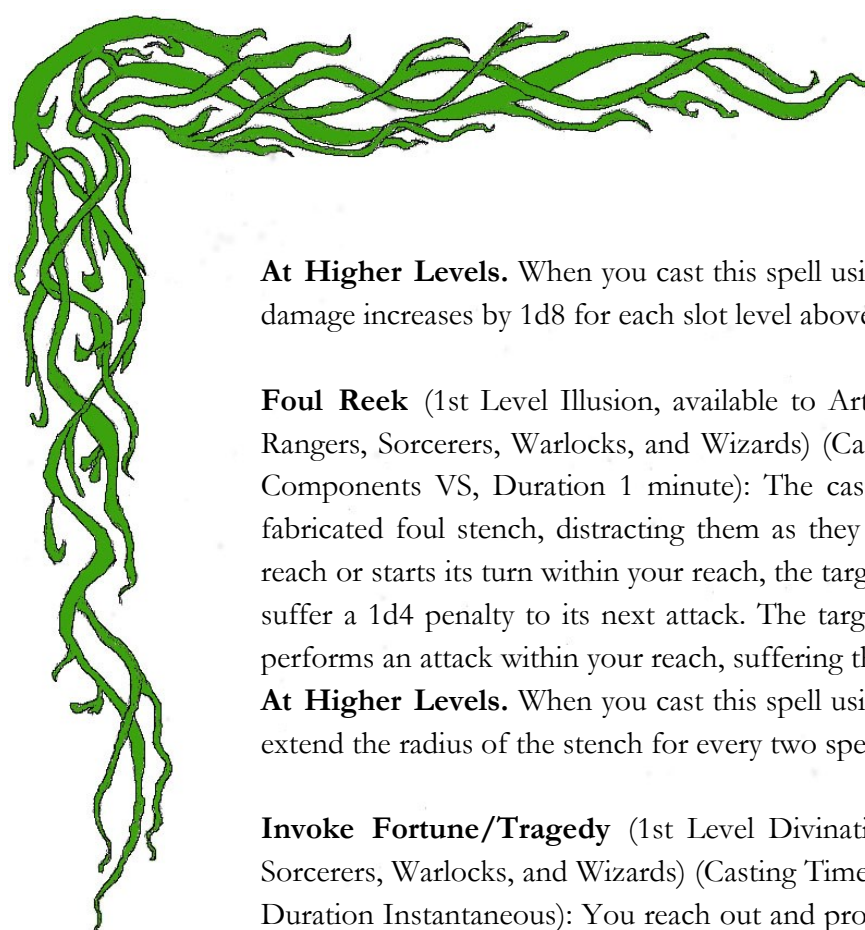
Cursed Blood (1st Level Necromancy, available to Bards, Clerics, Sorcerers, Warlocks, and Wizards) (Casting Time 1 Bonus Action, Range 60 ft, Components VS, Duration 1 hour): You curse the blood of a foe, hindering their ability to recover from injuries. One creature within range that you can see must perform a Charisma saving throw: if they fail, any healing the target receives for the duration of the spell is reduced by 1d4 + your spellcasting modifier. This applies to magical healing, potions, special abilities, hit die, etc.

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.

Deflecting Wind (1st Level Conjuration, available to Animist Alphas, Druids, Way of the Four Elements Monks, and Wizards) (Casting Time 1 Reaction, Range Self, Components S, Duration Instantaneous): The caster quickly summons a wind to protect him from danger. When a weapon attack or breath weapon that you can see successfully hits you, you may spend your reaction to roll 1d8: your Armor Class increases against the weapon attack by the amount on the die, which may cause a successful hit to miss, or your saving throws to resist breath weapons increases by the amount on the die, which may cause a failed saving throw to succeed. The bonus to your Armor Class or saving throws against breath weapons remains in effect until the start of your next turn.

Fire Whip (1st Level Conjuration, available to Animist Alphas, Druids, Rangers, and Wizards) (Casting Time 1 Action, Range 30ft, Components VS, Duration Instantaneous): The caster create a whip of flame to burn and hold down a creature. Perform a ranged spell attack against a creature that you can see that is within 30 feet of you: on a hit, the creature takes 2d10 fire damage, and you can select one of the following effects: deal an additional 1d10 fire damage, pull it up to 15 feet closer to you if it is one size larger than you or smaller, or force the target to perform a Strength saving throw: on a failed save, the target is *Restrained* until the end of your next turn.

Fangs of the Fire Snake (1st Level Conjuration, available to Druids, Way of the Four Elements Monks, Rangers, Sorcerers, and Wizards) (Casting Time 1 Action, Range Self, Components S, Duration Instantaneous): You create long fangs of fire to strike your foes. Perform a melee unarmed spell attack against a creature you can see within 10 feet of you: on a hit, the creature takes 2d8 + your spellcasting modifier in fire damage.



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 level.

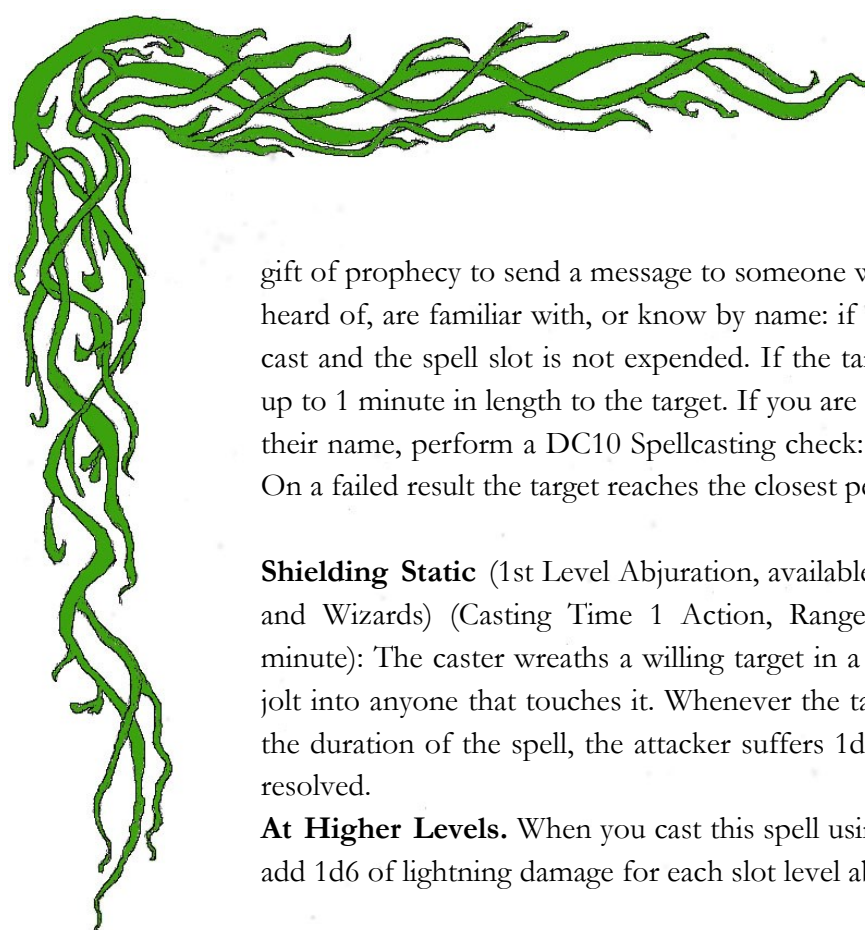
Foul Reek (1st Level Illusion, available to Artificers, Bards, Clerics, Druids, Paladins, Rangers, Sorcerers, Warlocks, and Wizards) (Casting Time 1 Bonus Action, Range Self, Components VS, Duration 1 minute): The caster causes targets near them to smell a fabricated foul stench, distracting them as they approach. When a creature enters your reach or starts its turn within your reach, the target must pass a Charisma saving throw or suffer a 1d4 penalty to its next attack. The target repeats the saving throw each time it performs an attack within your reach, suffering the penalty on a failed saving throw.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you extend the radius of the stench for every two spell slot levels above 1st.

Invoke Fortune/Tragedy (1st Level Divination, available to Bards, Clerics, Druids, Sorcerers, Warlocks, and Wizards) (Casting Time 1 Reaction, Range Self, Components V, Duration Instantaneous): You reach out and pronounce fortune or tragedy on a target as an action is performed, influencing fate. When a creature you can see performs any action, saving throw, or ability involving a d20, you force the target to perform a Charisma saving throw (which they may opt to automatically fail): on a failed save roll 1d10 and choose either “Fortune” or “Tragedy”: if you choose “Fortune,” the roll is replaced by 10 + the result of your d10. This replaces the lowest roll if the roll is made at advantage or disadvantage. If you choose “Tragedy,” the roll is replaced by the result of your d10. This replaces the highest roll if the roll is made at advantage or disadvantage.

Rippling Rocks (1st Level Illusion, available to Animist Alphas, Druids, Rangers, and Wizards) (Casting Time 1 Action, Range 60ft, Components VS, Duration Concentration, Up to 1 Minute): You use your connection with nature to cause rocks in an area to shift, either making a hard path smooth or a smooth path treacherous. Select an area of rocky terrain (a cave tunnel, cobblestone street, rocky path, mountain slope, etc.) with a radius of 30ft within range: if the selected area is difficult terrain it becomes normal terrain for the duration of the spell. If the area is normal terrain it becomes difficult to pass through. Select any number of persons to be immune to the effects of the spell. All others targets that pass through the area must succeed on a Dexterity saving throw: on a successful save they treat the area as difficult terrain. On a failed save they treat the area as difficult terrain and are knocked prone as the ground shifts beneath their feet.

Seer’s Call (1st Level Divination, available to Clerics, Druids, and Wizards) (Casting Time 1 Action, Range 100 miles, Components V, Duration Instantaneous): You use the



gift of prophecy to send a message to someone within range. Select a target that you have heard of, are familiar with, or know by name: if the target is not in range, the spell is not cast and the spell slot is not expended. If the target is within range, you send a message up to 1 minute in length to the target. If you are not familiar with the target or only know their name, perform a DC10 Spellcasting check: on a success the message reaches them. On a failed result the target reaches the closest person to the target.

Shielding Static (1st Level Abjuration, available to Artificers, Clerics, Druids, Sorcerers, and Wizards) (Casting Time 1 Action, Range Touch, Components VS, Duration 1 minute): The caster wreaths a willing target in a protective weave of lightning, sending a jolt into anyone that touches it. Whenever the target is hit by a melee weapon attack for the duration of the spell, the attacker suffers 1d6 of lightning damage after the attack is resolved.

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

Spinal Armaments (1st Level Transmutation, available to Animist Alphas, Artificers, Druids, Rangers, Sorcerers, and Wizards) (Casting Time 1 Action, Range Self, Components VS, Duration 1 minute): The caster grows sharp spines from the forearm which may be launched at his/her enemies. The caster performs a ranged spell attack against a target within 60ft: on a successful hit the target suffers 2d6 piercing damage. The caster may repeat this attack each turn as an action for the duration of the spell.

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

Water Whip (1st Level Conjunction, available to Animist Alphas, Druids, Rangers, and Wizards) (Casting Time 1 Action, Range 30ft, Components VSM (a flask or other source of water), Duration Instantaneous): The caster create a whip of water that shoves, pulls, or disarms a creature. Perform a ranged spell attack against a creature that you can see that is within 30 feet of you: on a hit, the creature takes 2d10 bludgeoning damage, and you can select one of the following effects: knock it prone, pull it up to 25 feet closer to you if it is one size larger than you or smaller, or force the target to perform a Strength saving throw: on a failed save, the target is disarmed and you throw the weapon up to 10ft away from the target in a direction you choose.



New 2nd Level Spells

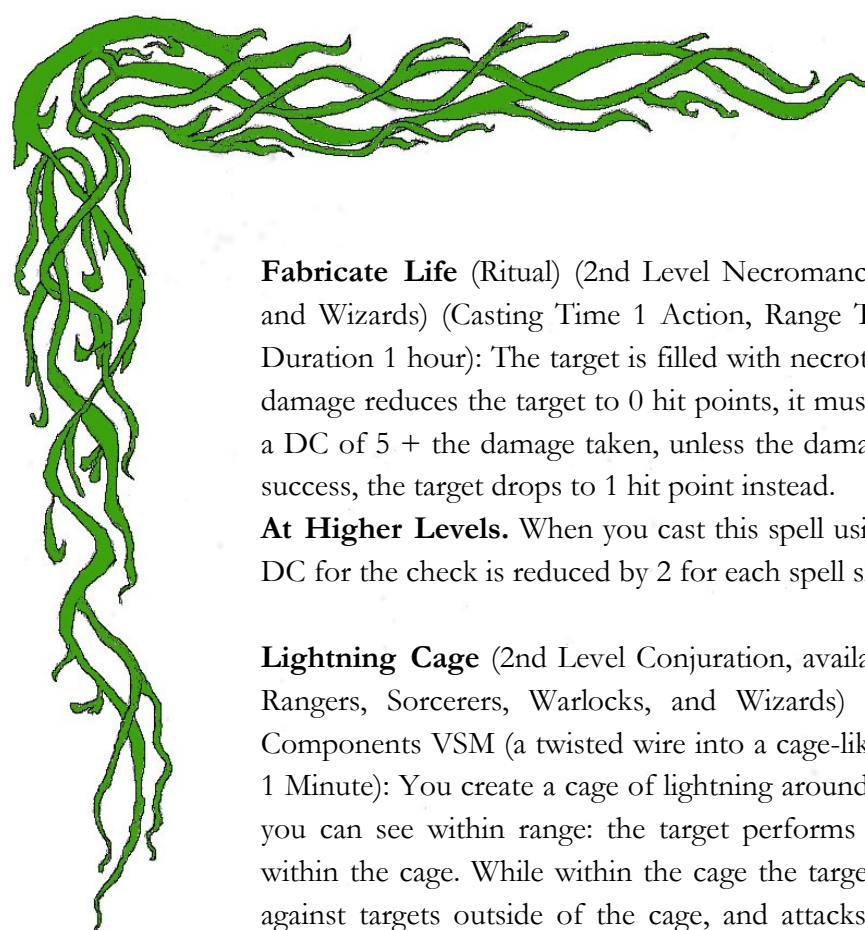
Alkaline Film (2nd Level Transmutation, available to Animist Alphas, Druids, Rangers, and Wizards) (Casting Time 1 Bonus Action, Range Touch, Components VS, Duration 1 minute): You cause the flesh of the target to produce an alkaline film, granting greater resilience to acidic and electric contact. For the duration of the spell the target gains resistance to acid and lightning damage.

Caterwauling (2nd Level Illusion, available to Bards, Druids, Rangers, Sorcerers, and Wizards) (Casting Time 1 Action, Range Self, Components V, Duration Concentration, Up to 1 minute): You release a shrill howl that magically lingers in the target's ears thanks to your illusory magic, hurting the ears of those around you. Creatures within 20ft of you at the end of your move must perform a Wisdom saving throw, suffering a penalty to the roll equal to their proficiency modifier if they are proficient with Wisdom (Perception) checks. The target suffers 10 (3d6) psychic damage on a failed result, or half as much on a successful save. A creature who passes the saving throw is unaffected by the spell for 24 hours, and deaf creatures are immune to the effects of the spell entirely.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you may increase the radius of the effect by 5 ft for each slot level above 2nd.

Confounding Riddle (2nd Level Divination, available to Bards, Clerics, Warlocks, and Wizards) (Casting Time 1 Action, Range 30ft, Components VSM (a riddle scrawled on a piece of paper or cloth), Duration Instantaneous): The target is confused by an esoteric or enigmatic riddle you present. The target must perform an Intelligence saving throw, with targets with an Intelligence of 3 or less being unaffected by this spell. The target suffers 14 (4d6) psychic damage and disadvantage on attacks next turn on a failed result, or half as much damage and no disadvantage on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you may select an additional target for each spell slot above 2nd.

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Fabricate Life (Ritual) (2nd Level Necromancy, available to Bards, Clerics, Warlocks, and Wizards) (Casting Time 1 Action, Range Touch, Components VSM (a dry bone), Duration 1 hour): The target is filled with necrotic energy that disperses deadly strikes. If damage reduces the target to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the target drops to 1 hit point instead.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the DC for the check is reduced by 2 for each spell slot above 2nd level.

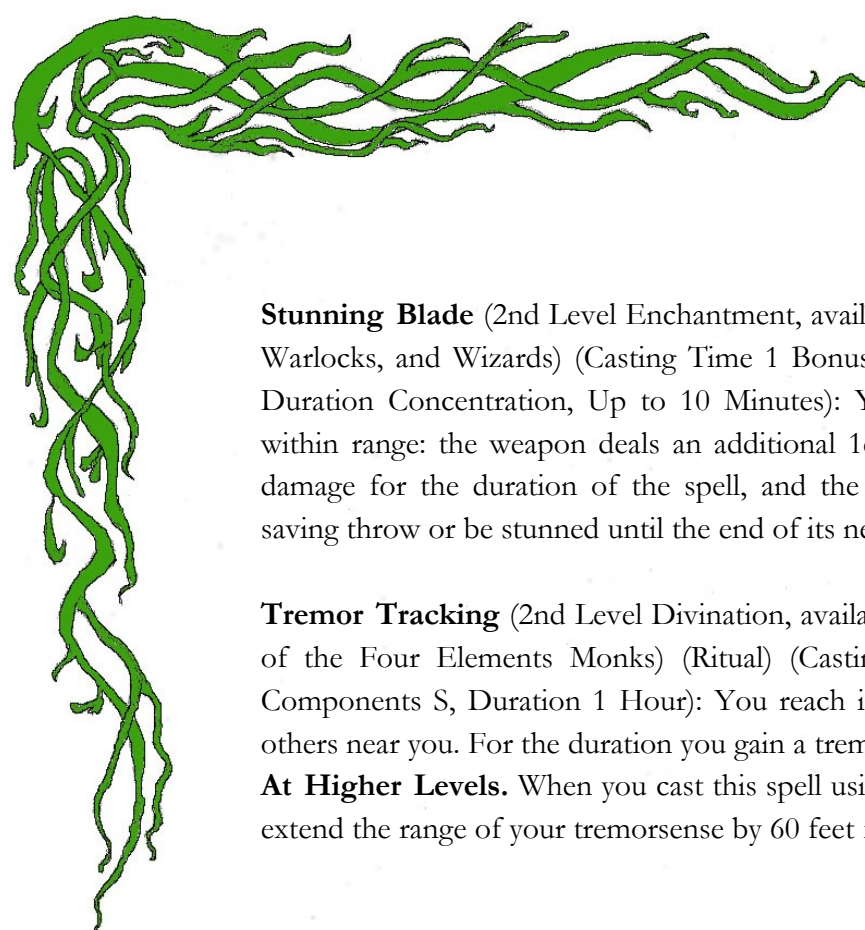
Lightning Cage (2nd Level Conjunction, available to Artificers, Bards, Clerics, Druids, Rangers, Sorcerers, Warlocks, and Wizards) (Casting Time 1 Action, Range 60ft, Components VSM (a twisted wire into a cage-like form), Duration Concentration, Up to 1 Minute): You create a cage of lightning around a target. Select a Large or smaller target you can see within range: the target performs a Dexterity saving throw or is trapped within the cage. While within the cage the target suffers disadvantage on all attack rolls against targets outside of the cage, and attacks made by the target that deal lightning damage automatically miss (as the cage absorbs the lightning as it leaves). The cage may be attacked (AC10, HP: 20, with immunity to lightning, poison, and psychic damage), but each time it is damaged by a melee attack or by a target within the cage the attacker suffers 1d8 Lightning damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the cage gains an additional 10 hit points and deals an additional 1d8 of damage for each spell slot above 2nd level.

Oracle's Wisdom (2nd Level Divination, available to Bards, Clerics, Druids, Paladins, Sorcerers, Warlocks, and Wizards) (Casting Time 1 Action, Range Self, Components VS, Duration Concentration, Up to 1 Hour): You glimpse the future, granting advice and wisdom to others. For the duration of the spell you may select a single target within 30ft each turn: the target may add 1d4 to an ability check they perform that turn, or 1d6 if you are proficient in that ability check. In addition, when you take the Help action for the duration of the spell, the target may reroll the 1d20 they gain from you.

Replenish (2nd Level Necromancy, available to Animist Alphas, Bards, Clerics, Druids, Warlocks, and Wizards) (Casting Time 1 Bonus Action, Range 30 ft, Components VS, Duration Instantaneous): The target's blood is infused with added vigor, boosting the natural healing abilities of the target. The target regains 1d4 expended hit die.

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

A decorative illustration of green, leafless vines. The vines start at the top left, spread horizontally across the top, and then descend vertically down the left side of the page. They are rendered in a simple, stylized green line-art style.

Stunning Blade (2nd Level Enchantment, available to Bards, Clerics, Druids, Sorcerers, Warlocks, and Wizards) (Casting Time 1 Bonus Action, Range Touch, Components S, Duration Concentration, Up to 10 Minutes): You select a weapon (melee or ranged) within range: the weapon deals an additional 1d4 Lightning damage each time it deals damage for the duration of the spell, and the target must succeed on a Constitution saving throw or be stunned until the end of its next turn.

Tremor Tracking (2nd Level Divination, available to Animist Alphas, Druids, and Way of the Four Elements Monks) (Ritual) (Casting Time 1 Bonus Action, Range Self, Components S, Duration 1 Hour): You reach into the earth to feel the movements of others near you. For the duration you gain a tremorsense of 60 feet.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you extend the range of your tremorsense by 60 feet for each spell slot above 2nd level.



New 3rd Level Spells

Cacophony of Voices (3rd Level Illusion, available to Bards, Druids, and Wizards) (Casting Time 1 Bonus Action, Range 60 ft, Components VSM (a bird's beak), Duration Concentration, Up to 10 minutes): You cause an area with a 20 ft radius centered on a point you can see to be filled with an illusion of a cacophony of voices, be they screams, cheers, baby cries, eagle screeches, etc., distracting those within its radius. Targets within the radius or who end their turn within the radius must perform a Wisdom saving throw or be *Deafened* for the duration, even if they leave the radius of the spell effect (as their heads still ring from the sounds of the screams or cheers). Targets immune to the *Deafened* condition are immune to the effects of this spell.

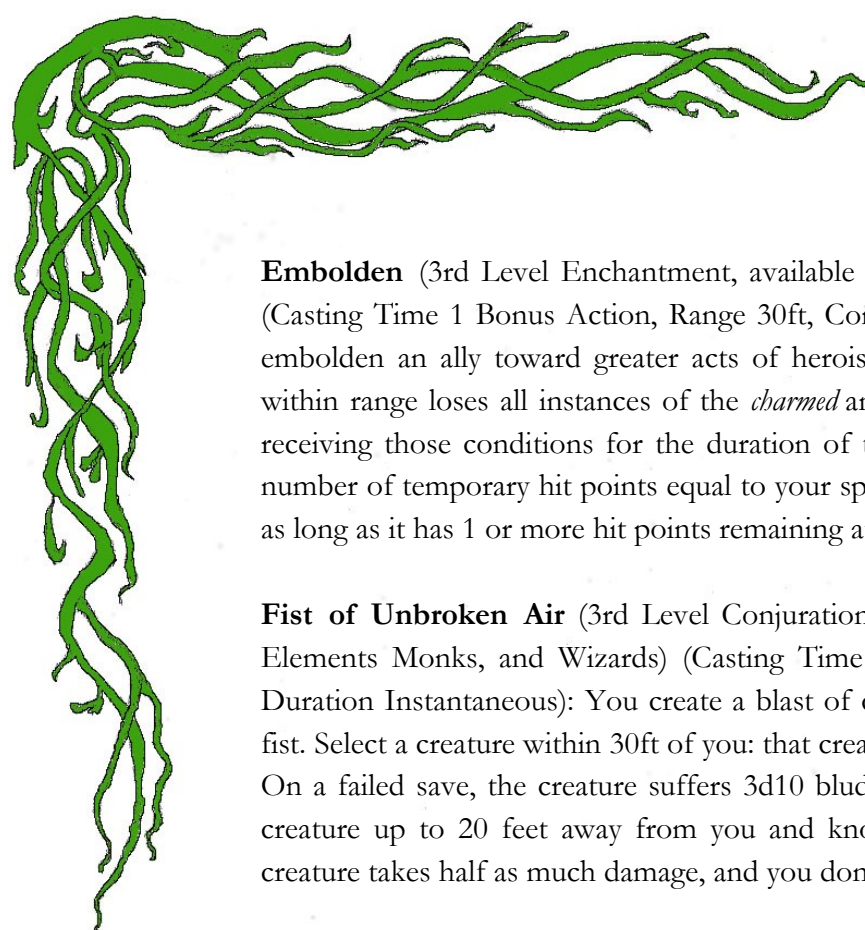
While *Deafened* the target is distracted by the voices: the target suffers disadvantage on all Strength, Dexterity, and Wisdom saving throws while deafened, and suffers disadvantage on all Intelligence, Wisdom, and Charisma ability checks.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the target suffers a -1 to their Wisdom saving throw to resist the spell for each slot level above 3rd.

Create Boulder (3rd Level Conjunction, available to Druids, Way of the Four Elements Monks, and Rangers) (Casting Time 1 Action, Range 60 ft, Components VS, Duration Instantaneous): You form a boulder in the air and hurl it at a target within range. Perform a ranged spell attack: on a successful hit the target suffers 21 (6d6) bludgeoning damage and the target must perform a Strength saving throw (performed at disadvantage on a critical strike): on a failed save the target is knocked prone.

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

Divine Aid (3rd Level Divination, available to Clerics and Paladins) (Casting Time 1 Reaction, Range Self, Components V, Duration Instantaneous): You call for aid from a divine being in your time of need. When you fail a saving throw, Attack roll, or ability check, you may instead change the result on the die to the DC for the saving throw or ability check or the AC for an Attack roll. This is applied before stat modifiers or other modifiers like *Bane*, *Bless*, etc.



Embolden (3rd Level Enchantment, available to Bards, Clerics, Druids, and Paladins) (Casting Time 1 Bonus Action, Range 30ft, Components VS, Duration 1 Minute): You embolden an ally toward greater acts of heroism. For the duration, one willing target within range loses all instances of the *charmed* and *frightened* conditions and is immune to receiving those conditions for the duration of the spell. In addition, the target gains a number of temporary hit points equal to your spellcasting modifier at the start of its turn as long as it has 1 or more hit points remaining at the start of its turn.

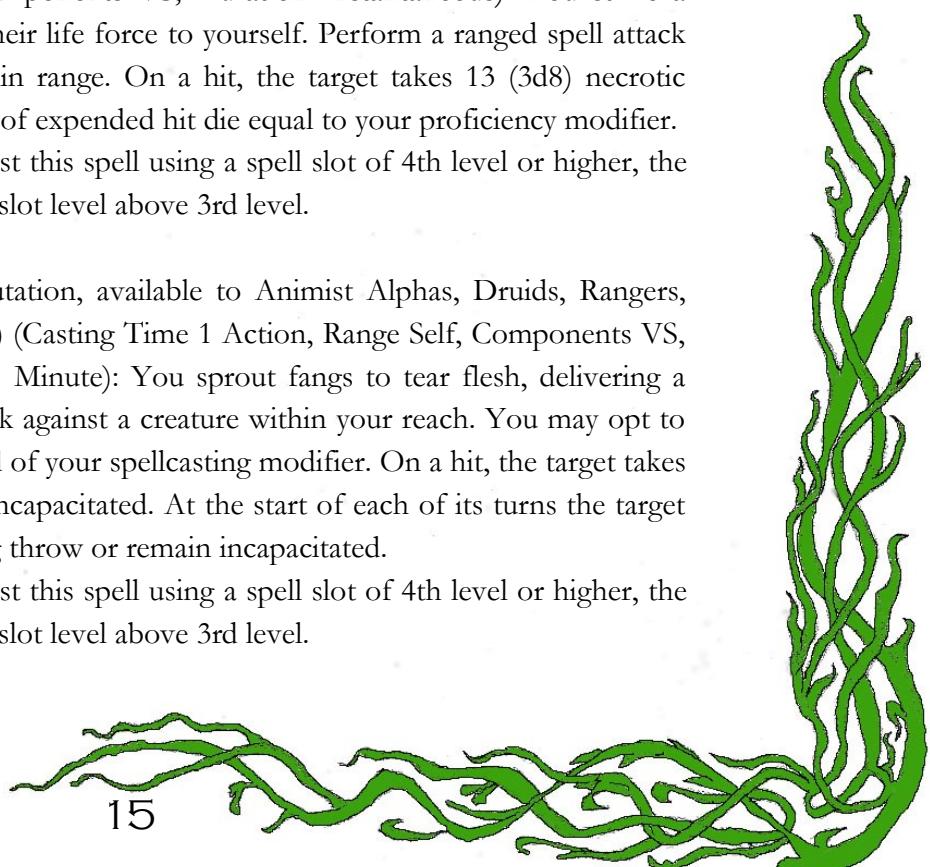
Fist of Unbroken Air (3rd Level Conjuration, available to Druids, Way of the Four Elements Monks, and Wizards) (Casting Time 1 Action, Range 30ft, Components S, Duration Instantaneous): You create a blast of compressed air that strikes like a mighty fist. Select a creature within 30ft of you: that creature must make a Strength saving throw. On a failed save, the creature suffers 3d10 bludgeoning damage, and you can push the creature up to 20 feet away from you and knock it prone. On a successful save, the creature takes half as much damage, and you don't push it or knock it prone.

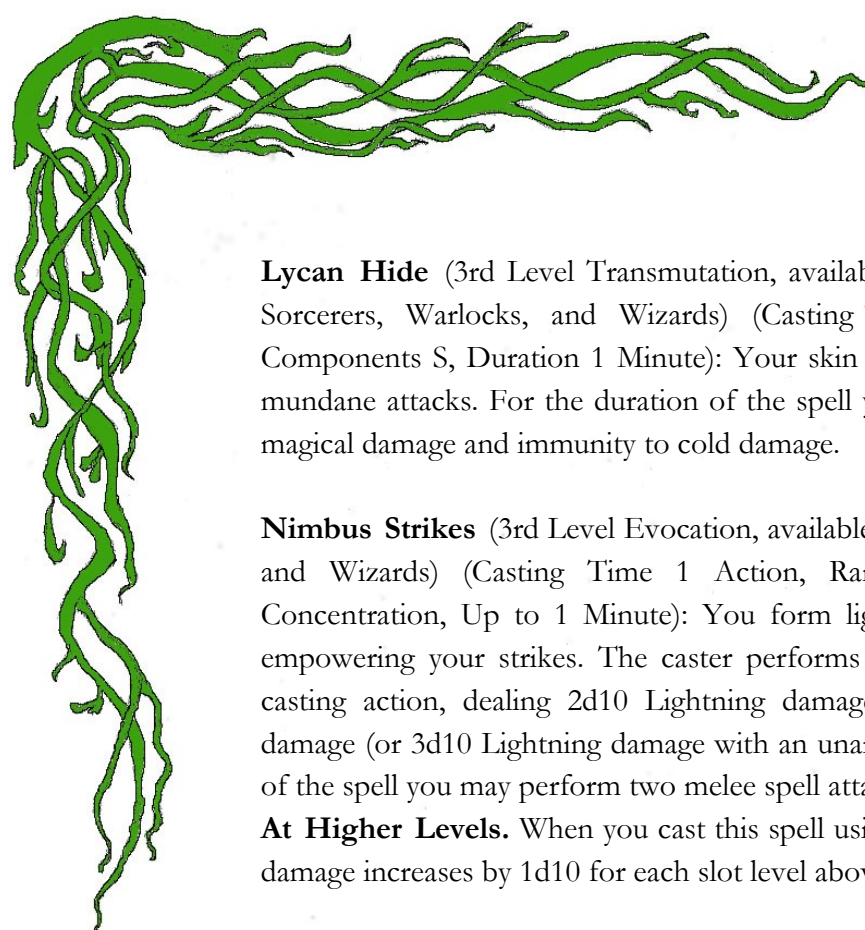
Inspire Hope (3rd Level Divination, available to Bards, Clerics, Druids, and Paladins) (Casting Time 1 Action, Range Touch, Components V, Duration Instantaneous): You reach out to an ally near you to inspire them with hope. The target recovers 20 hit points and may end one instance of the *Charmed* or *Frightened* condition on the target.

Invigorating Blast (3rd Level Necromancy, available to Warlocks and Wizards) (Casting Time 1 Action, Range 60 ft, Components VS, Duration Instantaneous): You strike a target within range and transfer their life force to yourself. Perform a ranged spell attack against a target you can see within range. On a hit, the target takes 13 (3d8) necrotic damage, and you regain a number of expended hit die equal to your proficiency modifier.
At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd level.

Lycan Bite (3rd Level Transmutation, available to Animist Alphas, Druids, Rangers, Sorcerers, Warlocks, and Wizards) (Casting Time 1 Action, Range Self, Components VS, Duration Concentration, Up to 1 Minute): You sprout fangs to tear flesh, delivering a curse. Perform a melee spell attack against a creature within your reach. You may opt to use your Strength modifier instead of your spellcasting modifier. On a hit, the target takes 13 (3d8) piercing damage and is incapacitated. At the start of each of its turns the target must succeed on a Wisdom saving throw or remain incapacitated.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd level.





Lycan Hide (3rd Level Transmutation, available to Animist Alphas, Druids, Rangers, Sorcerers, Warlocks, and Wizards) (Casting Time 1 Bonus Action, Range Self, Components S, Duration 1 Minute): Your skin grows thick, with a natural resilience to mundane attacks. For the duration of the spell you gain resistance to non-silvered non-magical damage and immunity to cold damage.

Nimbus Strikes (3rd Level Evocation, available to Clerics, Druids, Sorcerers, Warlocks, and Wizards) (Casting Time 1 Action, Range Self, Components VS, Duration Concentration, Up to 1 Minute): You form lightning around your weapon (or fists), empowering your strikes. The caster performs two melee spell attacks as part of the casting action, dealing 2d10 Lightning damage in addition to the standard weapon damage (or 3d10 Lightning damage with an unarmed attack). Each turn for the duration of the spell you may perform two melee spell attacks as an action with this ability.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd level.

Storm Shield (3rd Level Abjuration, available to Clerics, Druids, Paladins, Sorcerers, Warlocks, and Wizards) (Casting Time 1 Action, Range 10ft, Components VS, Duration Concentration, Up to 1 Minute): You create a protective shield around a willing target within range. For the duration of the spell, anytime the target is attacked their Armor Class increases by 1d4, and the target gains resistance to Lightning damage. After a target performs a melee attack against the target of the Storm Shield the attacker must succeed on a Strength saving throw or their weapon is grappled by the shield, inflicting disadvantage on all attacks with the weapon. The DC for escaping the grapple is done against the caster's spell save DC.



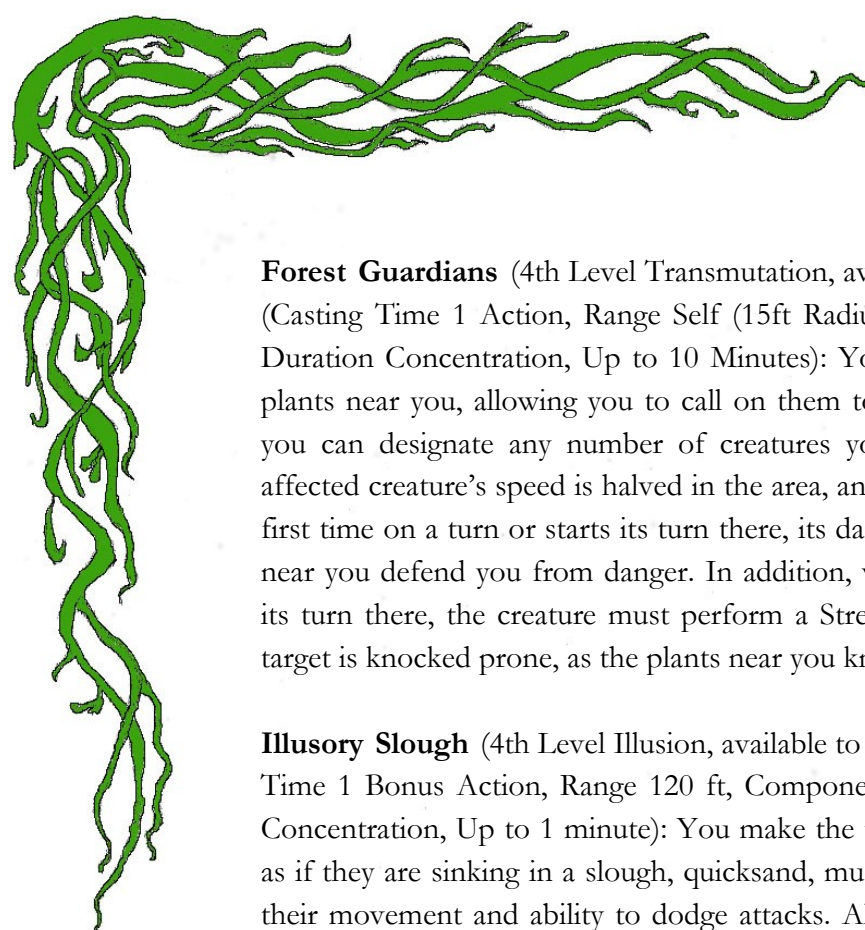
New 4th Level Spells

Beguiling Thoughts (4th Level Illusion, available to Bards, Sorcerers, Warlocks, and Wizards) (Casting Time 1 Bonus Action, Range 30 ft, Components S, Duration Concentration, Up to 10 minutes): You choose a target you can see within range and fill their head with false thoughts and impressions from others around them. The target performs a Charisma saving throw: if it passes it suffers 10 (3d6) psychic damage from the magic touching its mind and suffers no other effects. If it fails, the creature hears thoughts of your choosing in its head whenever it looks at another creature for the duration of the spell. These thoughts could be pleasant: "I have full trust in you, [NAME]" or "I am desperately in love with you, [NAME]" for example. These thoughts could be hostile: "I will kill you for a past wrong" or "I'll never trust you." The target believes these impressions are real, and justifies them in his/her mind. Creatures that are immune to being charmed automatically pass the saving throw for this spell.

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

Combat Foresight (4th Level Divination, available to Clerics, Sorcerers, Warlocks, and Wizards) (Casting Time 1 Bonus Action, Range 30 ft, Components VS, Duration Concentration, Up to 1 minute): You choose a target you can see within range who sees visions of the near future before them to aid them in battle. For the duration, whenever the target is targeted by an attack that they can see, the attacker gains disadvantage on the attack. When the target is targeted by an attack they can see that requires a saving throw, they perform the saving throw at advantage.

Conduit (4th Level Transmutation, available to Druids, Way of the Four Elements Monks, Rangers, Sorcerers, and Wizards) (Casting Time 1 Reaction, Range Self, Components S, Duration 1 minute): You ground yourself against a lightning strike, redirecting it in another direction (including back at its source). When you suffer lightning damage, you perform a Constitution saving throw against the target's DC: if you succeed, for the next minute you automatically redirect all lightning damage you suffer to another target of your choice within range of the spell (as if you were the caster).



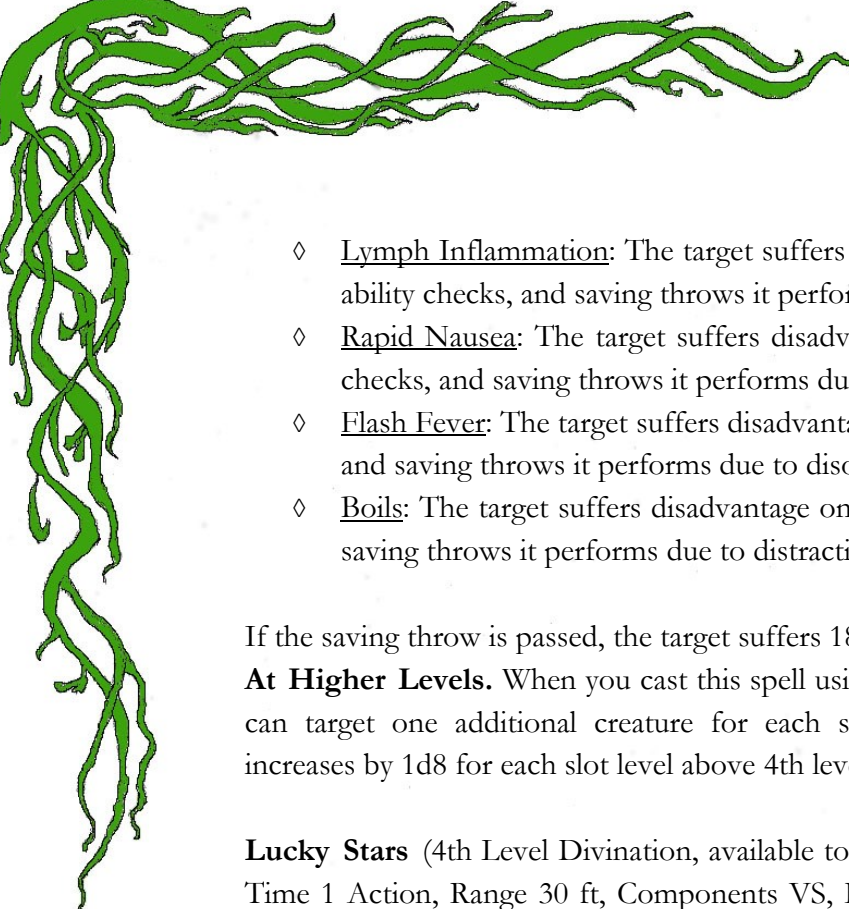
Forest Guardians (4th Level Transmutation, available to Druids, Rangers, and Wizards) (Casting Time 1 Action, Range Self (15ft Radius), Components VSM (a twig or fern), Duration Concentration, Up to 10 Minutes): You connect your consciousness with the plants near you, allowing you to call on them to protect you. When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. An affected creature's speed is halved in the area, and when a creature enters the area for the first time on a turn or starts its turn there, its damage against you is halved, as the plants near you defend you from danger. In addition, when a creature enters the area or starts its turn there, the creature must perform a Strength saving throw: on a failed save the target is knocked prone, as the plants near you knock the creature to the ground.

Illusory Slough (4th Level Illusion, available to Artificers, Druids, and Wizards) (Casting Time 1 Bonus Action, Range 120 ft, Components VSM (a handful of mud), Duration Concentration, Up to 1 minute): You make the targets within the radius of the spell feel as if they are sinking in a slough, quicksand, mudslide, or similar phenomenon, reducing their movement and ability to dodge attacks. All targets within a 20ft radius of a point you can see must perform an Intelligence saving throw or they believe they are being dragged down into a slough, mudslide, quicksand, etc. While the spell remains in effect and the target remains within the radius, the target treats the area as difficult terrain (even if it is not), suffers disadvantage on all Strength and Dexterity saving throws, and attacks against the targets have advantage. Once outside of the radius, the target may spend an action to perform an Intelligence (Investigation) check or a Wisdom (Survival) check against the spell save DC to learn that the spell is an illusion, ending its effects. Otherwise the creature still treats the area as its illusory terrain type, assuming they will move at half speed and have difficulty passing saving throws while in that area.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you may increase the radius of the effect by 10 ft for each slot level above 4th.

Inflict Disease (4th Level Necromancy, available to Clerics, Druids, Rangers, Sorcerers, and Wizards) (Casting Time 1 Action, Range 30 ft, Components VS, Duration 1 Minute): The target is struck by a magically induced disease, causing agony as long as it remains. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, select one of the following diseases to afflict the target for the duration:

- ◇ **Leprosy:** The target suffers disadvantage on all Strength attacks, ability checks, and saving throws it performs due to lack of sensitivity in the hand.
- ◇ **Harsh Cough:** The target suffers disadvantage on Dexterity attacks, ability checks, and saving throws it performs due to shortened breathing and loud coughs.

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- ◇ **Lymph Inflammation:** The target suffers disadvantage on all Constitution attacks, ability checks, and saving throws it performs due to a weakened immune system.
 - ◇ **Rapid Nausea:** The target suffers disadvantage on all Intelligence attacks, ability checks, and saving throws it performs due to lack of focus.
 - ◇ **Flash Fever:** The target suffers disadvantage on all Wisdom attacks, ability checks, and saving throws it performs due to disorientation and clouded thinking.
 - ◇ **Boils:** The target suffers disadvantage on all Charisma attacks, ability checks, and saving throws it performs due to distraction and blemishing from itching skin.

If the saving throw is passed, the target suffers 18 (4d8) necrotic damage instead.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th. The damage also increases by 1d8 for each slot level above 4th level.

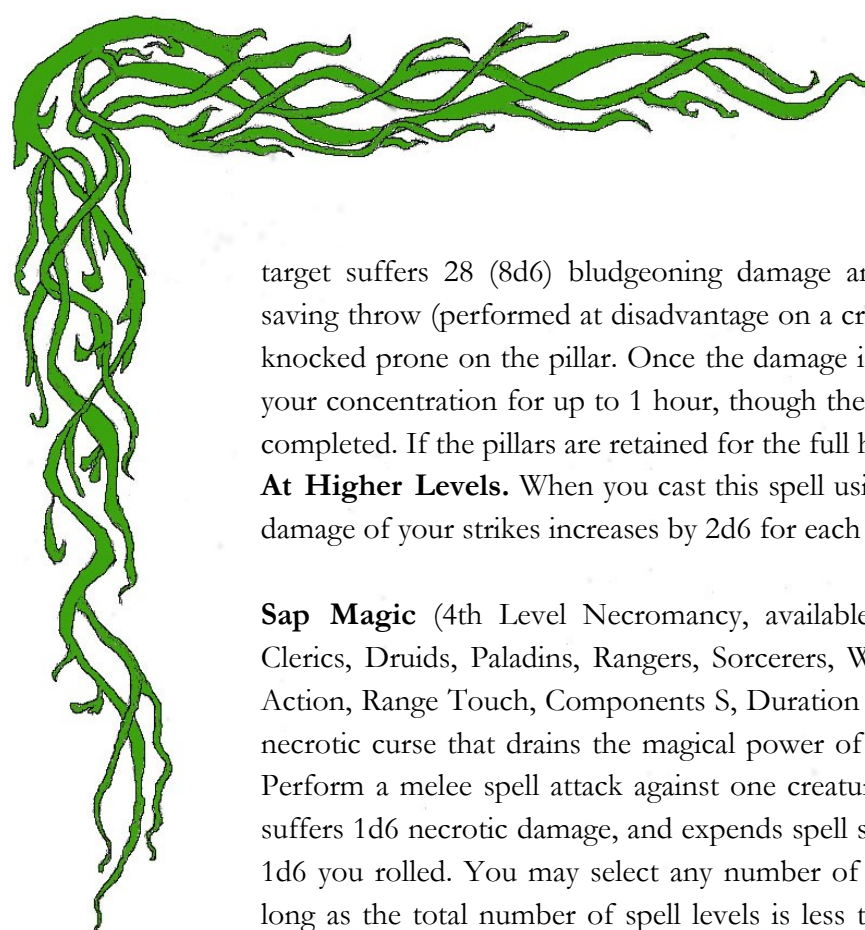
Lucky Stars (4th Level Divination, available to Bards, Sorcerers, and Wizards) (Casting Time 1 Action, Range 30 ft, Components VS, Duration Concentration, Up to 1 hour): You choose a target you can see within range and place them under lucky stars. Each turn for the duration, the target may reroll a single dice and must keep the new result.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the target may reroll an additional dice each turn for every two slot levels above 4th.

Mass Blindness/Deafness (4th Level Necromancy, available to Bards, Clerics, Sorcerers, Warlocks, and Wizards) (Casting Time 1 Bonus Action, Range 60 ft, Components V, Duration 1 minute): You can blind or deafen a horde of foes. Choose any number of creatures you can see within 60 ft of you: they make a Wisdom saving throw. Any creatures that fail the save are either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Wisdom saving throw. On a success, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the target suffers a -1 to the saving throw for each slot level above 4th level.

Pillars of Stone (4th Level Conjuration, available to Druids, Way of the Four Elements Monks, and Rangers) (Casting Time 1 Action, Range 90 ft, Components VS, Duration Instantaneous): You pull pillars of stone up from the ground, striking foes or lifting allies (or both). The spell creates four pillars: you may choose to either Lift or Strike a target within range that you can see with each pillar. If you choose to Lift a target, the target is safely raised up to 60 feet in the air (you may choose how high it goes). If you choose to Strike a target, perform a melee spell attack against the target: on a successful hit the



target suffers 28 (8d6) bludgeoning damage and the target must perform a Strength saving throw (performed at disadvantage on a critical strike): on a failed save the target is knocked prone on the pillar. Once the damage is dealt, the pillars may be maintained on your concentration for up to 1 hour, though they may not be moved once their action is completed. If the pillars are retained for the full hour, they become permanent.

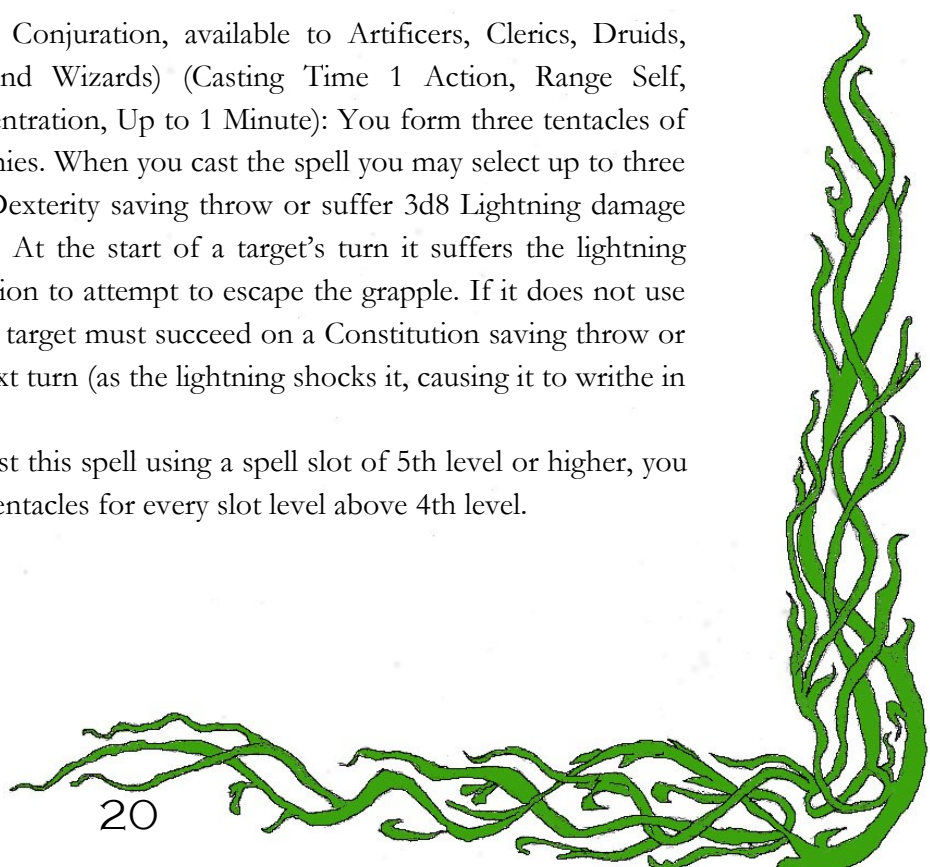
At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage of your strikes increases by 2d6 for each slot level above 4th level.

Sap Magic (4th Level Necromancy, available to Animist Alphas, Artificers, Bards, Clerics, Druids, Paladins, Rangers, Sorcerers, Warlocks, and Wizards) (Casting Time 1 Action, Range Touch, Components S, Duration Instantaneous): The target is struck by a necrotic curse that drains the magical power of the target and transfers it to the caster. Perform a melee spell attack against one creature that you can see. On a hit, the target suffers 1d6 necrotic damage, and expends spell slots equal to the necrotic damage on the 1d6 you rolled. You may select any number of unexpended spell slots on the target so long as the total number of spell levels is less than or equal to the number on the die. You regain expended spell slots equal to the spell slots the target lost (with excess spell slots of a given level disappearing if you cannot regain them).

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you add 1d6 necrotic damage to the spell for every two slot levels above 4th level, the target loses spell slot levels equal to the combined total on the d6s you roll, and you regain spell slots equal in combined levels to the total on the d6s you roll.

Tempest Tentacles (4th Level Conjuration, available to Artificers, Clerics, Druids, Rangers, Sorcerers, Warlocks, and Wizards) (Casting Time 1 Action, Range Self, Components VS, Duration Concentration, Up to 1 Minute): You form three tentacles of lightning that grasp and stun enemies. When you cast the spell you may select up to three targets: they must succeed on a Dexterity saving throw or suffer 3d8 Lightning damage and be grappled by the tentacles. At the start of a target's turn it suffers the lightning damage again, and may use its action to attempt to escape the grapple. If it does not use its action to break the grapple the target must succeed on a Constitution saving throw or be stunned until the start of its next turn (as the lightning shocks it, causing it to writhe in pain as the jolts run through it).

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you add 1d8 lightning damage to the tentacles for every slot level above 4th level.





New 5th Level Spells

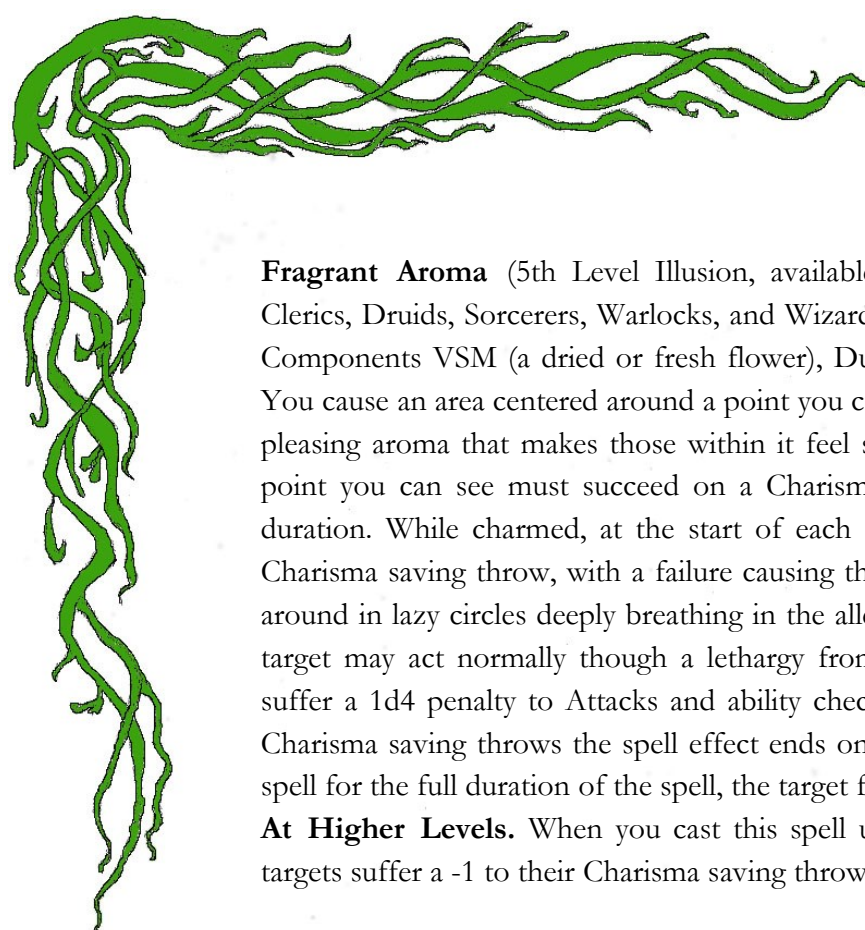
Augur's Call (5th Level Divination, available to Clerics, Druids, Paladins, Warlocks, and Wizards) (Casting Time 1 Action, Range Self, Components V, Duration 1 minute): You boom with a loud voice, pronouncing doom on those near you. For the duration all targets you select within 10 ft of you must perform a Wisdom saving throw (suffering a penalty equal to their Wisdom (Perception) modifier if they are proficient with the Wisdom (Perception) ability check). On a failed save the target suffers 18 (4d8) thunder damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by an additional 1d8 for each slot level above 5th.

Flaming Barb (5th Level Transmutation, available to Artificers, Druids, Rangers, Sorcerers, and Wizards) (Casting Time 1 Action, Range 60 ft, Components VSM (a small thorn, dart, or stake), Duration Instantaneous): You form a barb of fire and hurl it at an enemy, lodging it deep in them to consume them. Perform a ranged spell attack against the target: on a successful hit, the target suffers 6d8 fire damage, and the barb becomes lodged in the target. The target suffers 3d8 fire damage at the start of each of its turns until the target successfully performs a Strength (Athletics) skill check as an action for the turn against your spell save DC.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by an additional 1d8 for each slot level above 5th.

Forest Allies (5th Level Transmutation, available to Animist Alphas, Bards, Druids, Rangers, and Wizards) (Casting Time 1 Action, Range 30 ft, Components VS, Duration Concentration, 1 minute): You touch plants around you to make them your allies in battle. You may select a single plant within range: it becomes a plant creature that is allied with you until the end of the duration of the spell. It acts at the start or end of your turn, and you may telepathically give it commands. If the creature dies, you may use your action to select another plant within range to be your ally until the spell ends. Your GM selects a profile appropriate for the awakened plant; we commend the statistics for the Awakened Shrub or the Awakened Tree from the [System Reference Document](#) or consider a profile from one of the plant creatures in one of our pre-built adventures. Our 7th level plant-themed dungeon, *The Siege of Varos*, has dozens of options to consider.



Fragrant Aroma (5th Level Illusion, available to Animist Alphas, Artificers, Bards, Clerics, Druids, Sorcerers, Warlocks, and Wizards) (Casting Time 1 Action, Range 60 ft, Components VSM (a dried or fresh flower), Duration Concentration, Up to 1 minute): You cause an area centered around a point you can see to be filled with the sensation of a pleasing aroma that makes those within it feel sleepy. Targets within a 20ft radius of a point you can see must succeed on a Charisma saving throw or be charmed for the duration. While charmed, at the start of each of its turns, the target must perform a Charisma saving throw, with a failure causing the target to lose their action as they spin around in lazy circles deeply breathing in the alleged fragrance. On a successful save the target may act normally though a lethargy from the illusory fragrance causes them to suffer a 1d4 penalty to Attacks and ability checks. If the target passes three successive Charisma saving throws the spell effect ends on the target. If a target is affected by the spell for the full duration of the spell, the target falls asleep until awoken.

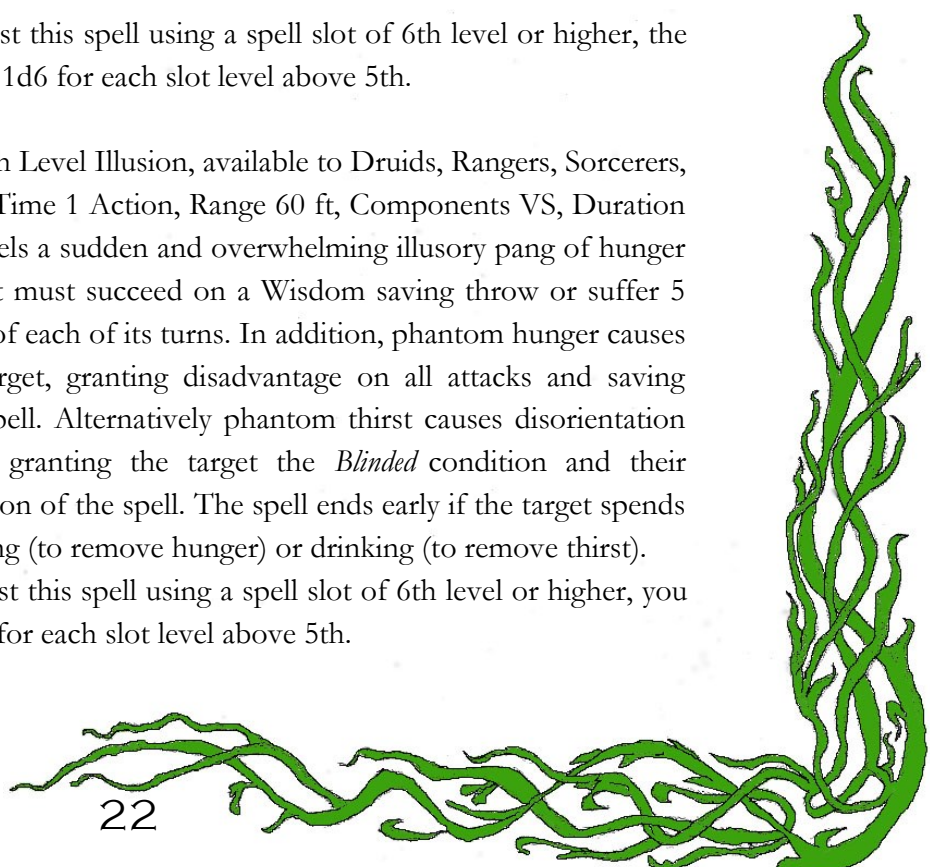
At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, targets suffer a -1 to their Charisma saving throws for each slot level above 5th.

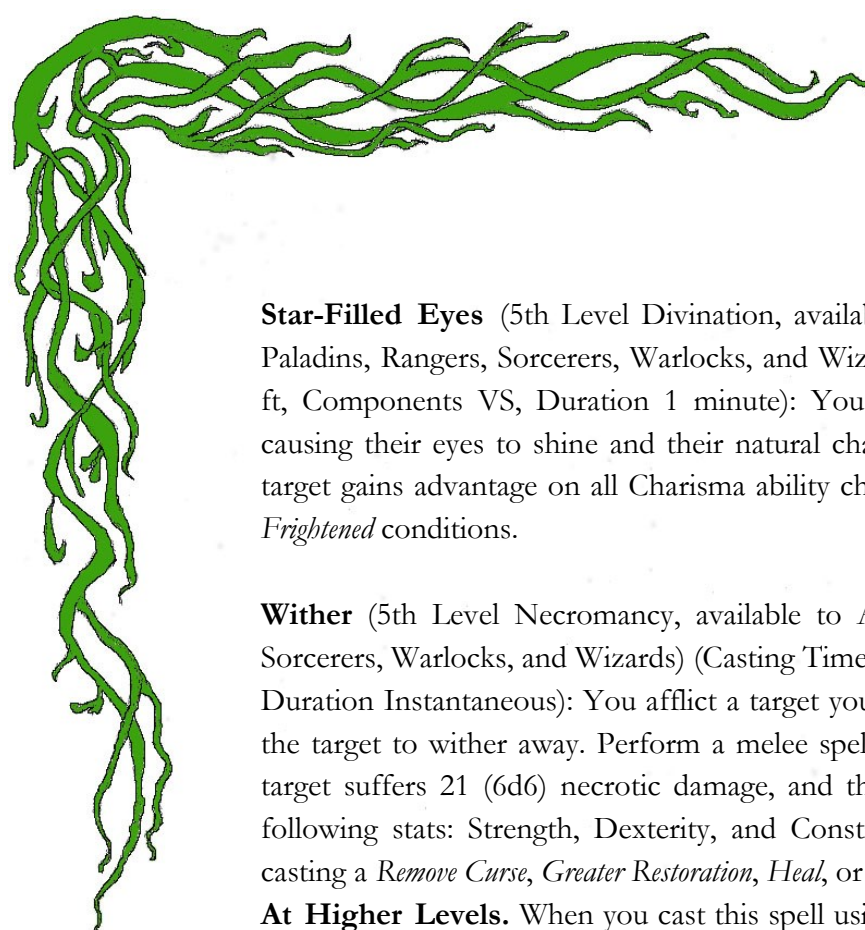
Lightning Bolts (5th Level Conjunction, available to Clerics, Druids, Sorcerers, Warlocks, and Wizards) (Casting Time 1 Action, Range Self, Components VS, Duration Concentration, Up to 1 minute): You form lightning bolts in your hand and rain down judgment on your foes. When you cast the spell select two targets within 120ft of you: perform a ranged spell attack against the targets: on a successful hit the target suffers 10d6 Lightning damage. Each turn for the duration of the spell you may use your action to repeat the attacks.

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

Phantom Hunger or Thirst (5th Level Illusion, available to Druids, Rangers, Sorcerers, Warlocks, and Wizards) (Casting Time 1 Action, Range 60 ft, Components VS, Duration 1 minute): A target you can see feels a sudden and overwhelming illusory pang of hunger or thirst (your choice). The target must succeed on a Wisdom saving throw or suffer 5 (2d4) psychic damage at the start of each of its turns. In addition, phantom hunger causes a lethargy to descend on the target, granting disadvantage on all attacks and saving throws for the duration of the spell. Alternatively phantom thirst causes disorientation and unsteadiness in the target, granting the target the *Blinded* condition and their movement is halved for the duration of the spell. The spell ends early if the target spends their action and bonus action eating (to remove hunger) or drinking (to remove thirst).

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can target one additional creature for each slot level above 5th.



A decorative illustration of green, leafless vines. The vines start at the top left, spread horizontally across the top, and then descend vertically down the left side of the page. They are rendered in a simple, stylized manner with varying thicknesses and some small loops.

Star-Filled Eyes (5th Level Divination, available to Artificers, Bards, Clerics, Druids, Paladins, Rangers, Sorcerers, Warlocks, and Wizards) (Casting Time 1 Action, Range 30 ft, Components VS, Duration 1 minute): You cause a target to be filled with hope, causing their eyes to shine and their natural charisma to increase. For the duration the target gains advantage on all Charisma ability checks, and is immune to the *Charmed* and *Frightened* conditions.

Wither (5th Level Necromancy, available to Animist Alphas, Bards, Clerics, Druids, Sorcerers, Warlocks, and Wizards) (Casting Time 1 Action, Range Touch, Components S, Duration Instantaneous): You afflict a target you touch with a debilitating curse, causing the target to wither away. Perform a melee spell attack against the target. On a hit, the target suffers 21 (6d6) necrotic damage, and the target suffers a 1d8 reduction to the following stats: Strength, Dexterity, and Constitution. The curse may be removed by casting a *Remove Curse*, *Greater Restoration*, *Heal*, or *Wish* spell at 5th level or higher.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage of the spell increases by 1d6 and the target suffers an additional -1 to their physical statistics for each slot level above 5th. Creatures must also expend a spell slot of equal level to remove the effects of the curse.



New 6th Level Spells

Binding Bolt (6th Level Enchantment, available to Bards, Clerics, Druids, Sorcerers, Warlocks, and Wizards) (Casting Time 1 Action, Range 60ft, Components VS, Duration Concentration, Up to 1 Minute): You form a bolt of lightning designed to bind and restrain a target, shocking it into submission. Perform a ranged spell attack against a target you can see within range: on a successful hit the target suffers 6d8 Lightning damage, and the target is restrained. At the start of the target's turn it suffers 4d8 Lightning damage, and the target may attempt to perform a Strength saving throw as an action for the turn to break free from the binding bolt. If the target succeeds on the saving throw the spell ends.

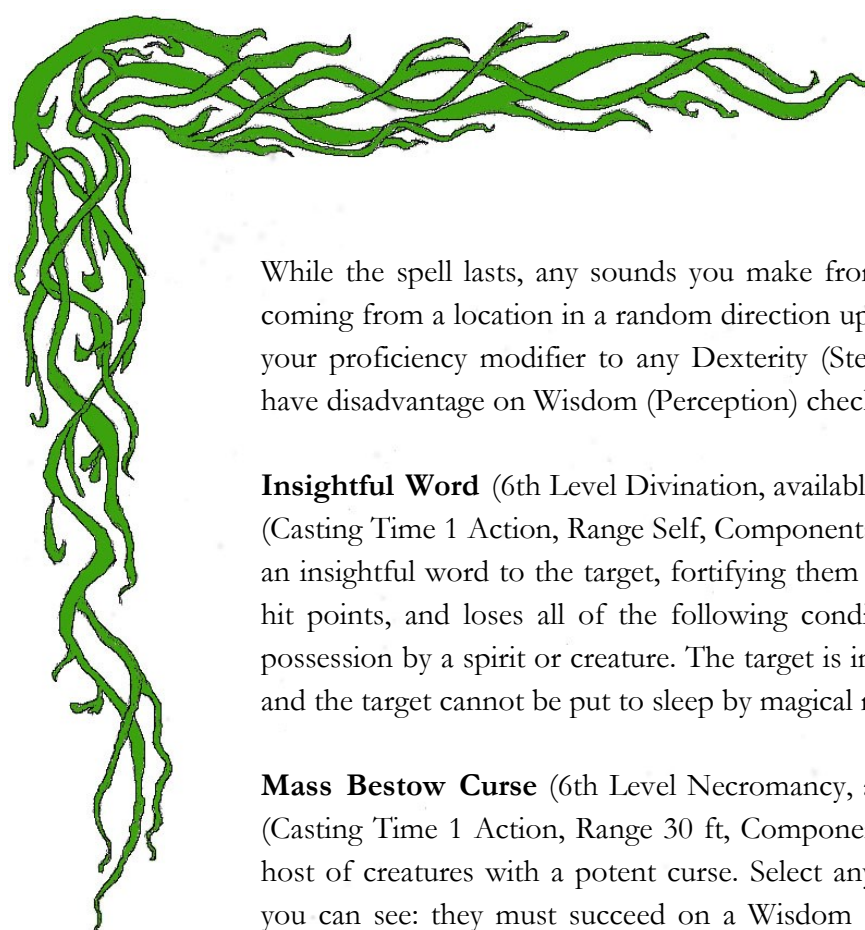
Conjure Undead (6th Level Conjuration, available to Druids and Wizards) (Casting Time 1 Action, Range 60ft, Components VS, Duration Concentration, Up to 1 Hour): You summon undead spirits that appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One undead of Challenge rating 5 or lower
- Two undead of Challenge rating 4 or lower
- Four undead of Challenge rating 3 or lower
- Eight undead of Challenge rating 2 or lower
- Sixteen undead of Challenge rating 1 or lower

The undead disappears when it drops to 0 hit points or when the spell ends. The summoned undead are friendly to you and your Companions. Roll Initiative for the summoned undead 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 DM has the creatures' statistics.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, you summon twice as many undead.

Distorted Sounds (Ritual) (6th Level Illusion, available to Bards, Sorcerers, Warlocks, and Wizards) (Casting Time 1 Action, Range Self, Components V, Duration 1 hour): You cause sounds you make to be distorted and rearranged, coming from another location.



While the spell lasts, any sounds you make from talking, moving, etc. are perceived as coming from a location in a random direction up to 30 feet away from you. You also add your proficiency modifier to any Dexterity (Stealth) rolls you perform, and opponents have disadvantage on Wisdom (Perception) checks to detect you that rely on hearing.

Insightful Word (6th Level Divination, available to Bards, Clerics, Druids, and Wizards) (Casting Time 1 Action, Range Self, Components V, Duration Instantaneous): You speak an insightful word to the target, fortifying them against their fears. The target regains 40 hit points, and loses all of the following conditions on them: *Charmed*, *Frightened*, and possession by a spirit or creature. The target is immune to these conditions for 24 hours, and the target cannot be put to sleep by magical means for the next 24 hours.

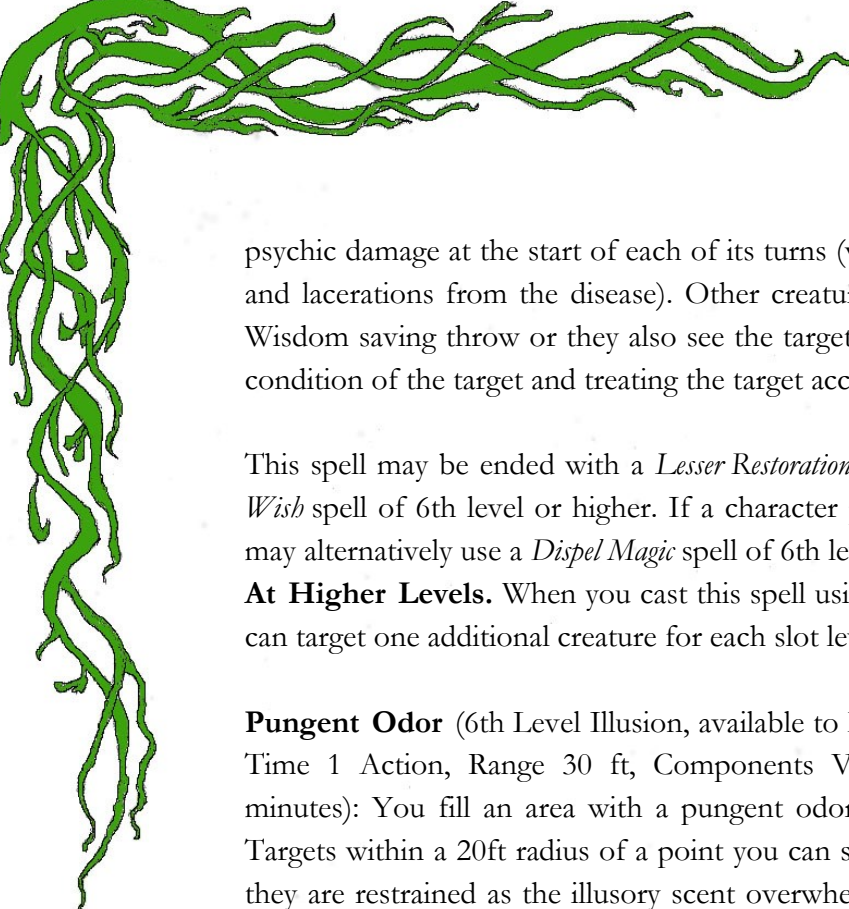
Mass Bestow Curse (6th Level Necromancy, available to Bards, Clerics, and Wizards) (Casting Time 1 Action, Range 30 ft, Components VS, Duration 8 hours): You afflict a host of creatures with a potent curse. Select any number of creatures within range that you can see: they must succeed on a Wisdom saving throw or become cursed for the duration of the spell. When you cast this spell, choose the nature of the curse from the following options:

- ◇ Choose two ability scores. While cursed, the target has disadvantage on ability checks and saving throws made with those ability scores.
- ◇ While cursed, the target has disadvantage on attack rolls against you.
- ◇ While cursed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.
- ◇ While the target is cursed, your attacks and spells deal an extra 2d8 necrotic damage to the target.

A *Remove Curse* spell cast with a 6th or higher level spell slot ends this effect.

At Higher Levels. If you cast this spell using a spell slot of 7th level or higher, the duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled.

Phantom Leprosy (6th Level Illusion, available to Clerics, Druids, Sorcerers, and Wizards) (Casting Time 1 Action, Range 30 ft, Components V, Duration Until Dispellled): You cause a target you can see to look as if it has developed a skin disease that reduces the sensory feeling of the limbs (even though their limbs are actually just fine). The target must pass a Wisdom saving throw or it believes it is afflicted with leprosy (or a similar skin disease). The target suffers disadvantage on weapon attacks, Strength and Dexterity ability checks, and Dexterity saving throws, and suffers 5 (2d4)

A decorative illustration of green, leafless vines. The vines start at the top left, spread horizontally across the top, and then descend vertically down the left side of the page. They are rendered in a simple, stylized green color.

psychic damage at the start of each of its turns (which it interprets as pain from the boils and lacerations from the disease). Other creatures who see the target must also pass a Wisdom saving throw or they also see the target as having leprosy, gaining the *Frightened* condition of the target and treating the target accordingly.

This spell may be ended with a *Lesser Restoration*, *Remove Curse*, *Greater Restoration*, *Heal*, or *Wish* spell of 6th level or higher. If a character passed their Wisdom saving throw, they may alternatively use a *Dispel Magic* spell of 6th level or higher to remove the effect.

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

Pungent Odor (6th Level Illusion, available to Druids, Sorcerers, and Wizards) (Casting Time 1 Action, Range 30 ft, Components VS, Duration Concentration, Up to 10 minutes): You fill an area with a pungent odor, making it hard to breathe and move. Targets within a 20ft radius of a point you can see must pass a Wisdom saving throw or they are restrained as the illusory scent overwhelms them, bringing them to their knees. Once a target is outside of the radius, the target may spend an action to perform an Intelligence (Investigation) check or a Wisdom (Survival) check against the spell save DC to learn that the spell is an illusion. Otherwise the creature still treats the area as being filled with an overwhelmingly horrific odor and acts accordingly.



New 7th Level Spells

Debilitate (7th Level Necromancy, available to Sorcerers and Wizards) (Casting Time 1 Action, Range 60 ft, Components VS, Duration Until Dispelled): The mage uses necrotic energy to slowly sap the target of its strength until it dies. Perform a ranged spell attack: the target suffers 18 (4d8) necrotic damage, and is afflicted by a curse. Until the spell is removed by a *Dispel Magic*, *Remove Curse*, *Greater Restoration*, *Heal*, or *Wish* spell of 7th level or higher, the target suffers 36 (8d8) necrotic damage and its maximum hit points are reduced by the same amount every dawn. In addition, roll 1d6 and 1d4: the target suffers the 1d4 penalty to the corresponding stat on the 1d6 roll (Strength = 1, Dexterity = 2, Constitution = 3, Intelligence = 4, Wisdom = 5, Charisma = 6). If the target is reduced to 0 maximum hit points or a stat is reduced to 0, the target is slain, shriveling up into a withered husk by the consuming magic.

Grounding Magic (7th Level Transmutation, available to Clerics, Druids, Sorcerers, and Wizards) (Casting Time 1 Bonus Action, Range Self, Components VSM (a metal spike or piton), Duration 1 Minute): You turn yourself into an attraction for lightning, amplifying your magic. Whenever you cast a spell that deals lightning damage, the damage increases by 10, and you may reroll damage rolls of 1 or 2 (and must use the new result).

Portending Doom (7th Level Divination, available to Clerics, Druids, and Wizards) (Casting Time 1 Action, Range 60 ft, Components V, Duration Concentration, Up to 1 Minute): You pronounce a cursed fate on the target, frustrating the work of their hands. Select a target you can see within range: the target must succeed on a Charisma saving throw or suffer a curse for the duration: the target performs all Attacks, ability checks, and saving throws at disadvantage for the duration. If the target requires another target to perform a saving throw, the saving throw is performed at advantage. If the target passes the Charisma saving throw, the magical voice rolls over them, causing them to suffer 30 (9d6) thunder damage.



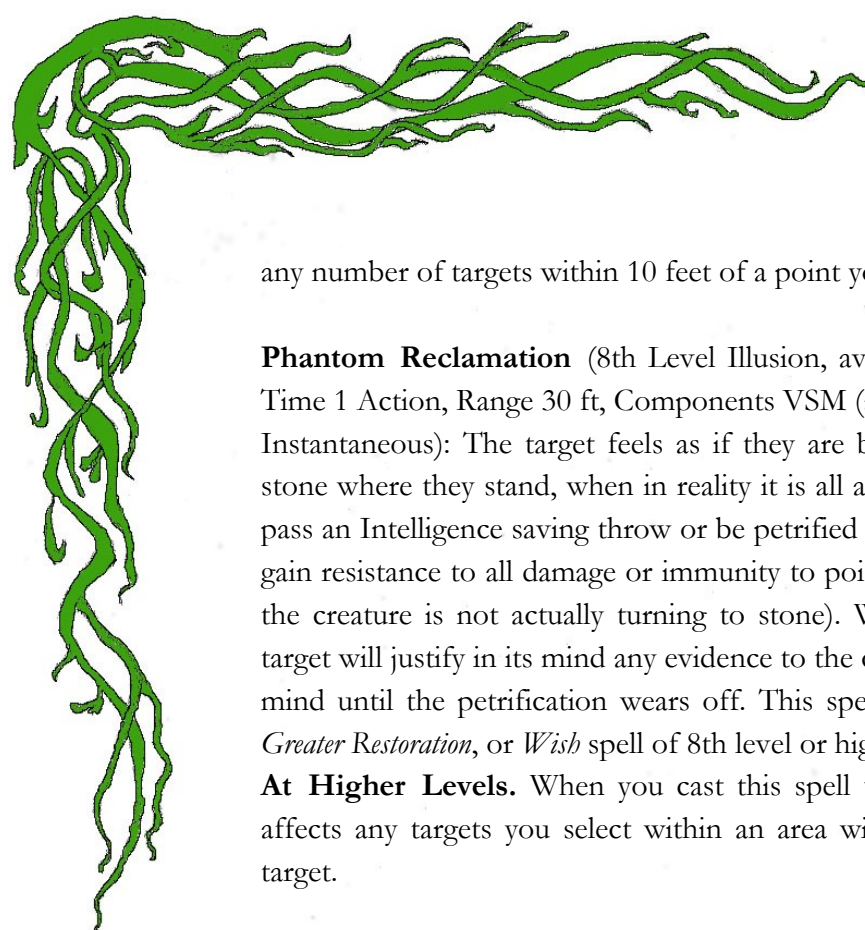
New 8th Level Spells

Almighty Arms (8th Level Conjuration, available to Clerics, Druids, Sorcerers, and Wizards) (Casting Time 1 Action, Range Self, Components VS, Duration Concentration, Up to 1 Minute): You form two massive arms of lightning to grasp and crush your foes. For the duration of the spell you may use your bonus action to grasp a target within 10ft of you: the target must succeed on a Dexterity saving throw or the target is grappled and restrained by the arms. While grappled and restrained the target suffers 30 Lightning damage at the start of its turn, and the target may spend an action to perform a Strength saving throw: on a successful save the target escapes the arms. You may have up to two targets grappled at a time in this way. In addition, if you have one or fewer targets grappled, you may use your reaction to use the free arm to shield you from an attack you can see, granting disadvantage to the attack.

Fate's Favor (8th Level Divination, available to Clerics, Druids, and Wizards) (Casting Time 1 Reaction, Range 30 ft, Components VS, Duration Instantaneous): You surround a target you can see within range with favorable fate to preserve them from an imminent danger. When a target you can see within range is hit by an attack, you may cause the target to gain resistance to all damage for up to 1 minute. If the target already has resistance to a damage type before being targeted by this spell, the target instead gains immunity to that damage type for the duration of the effect.

Perceived Exhaustion (8th Level Illusion, available to Wizards) (Casting Time 1 Action, Range 60 ft, Components VS, Duration Instantaneous): You cause a target to feel an oppressive and swift bout of exhaustion, making it hard to function. The target must pass a Constitution saving throw or the target feels as if it is suffering 1d4 levels of exhaustion until it completes a long rest. The target suffers the effects of those levels of exhaustion, but in reality this is an illusion: no actual levels of exhaustion are applied to the target. The exhaustion effects suffered may not take the target past the fifth level of exhaustion. If the target fails the Constitution saving throw, the creature attempts another saving throw at the start of its next turn: if the saving throw is passed, the target does not suffer any additional exhaustion effects. If the saving throw is failed, the target suffers an additional level of exhaustion. The creature stops performing the Constitution saving throw if it passes the save or when it reaches five levels of exhaustion.

At Higher Levels. When you cast this spell using a spell slot of 9th level, you can select



any number of targets within 10 feet of a point you can see for each slot level above 3rd.

Phantom Reclamation (8th Level Illusion, available to Druids and Wizards) (Casting Time 1 Action, Range 30 ft, Components VSM (a rock with runes carved on it), Duration Instantaneous): The target feels as if they are being reclaimed by the earth, turning to stone where they stand, when in reality it is all an illusion in their mind. The target must pass an Intelligence saving throw or be petrified for the next 24 hours (except it does not gain resistance to all damage or immunity to poison or disease while under this effect, as the creature is not actually turning to stone). While under the effects of the spell the target will justify in its mind any evidence to the contrary, treating the illusion as real in its mind until the petrification wears off. This spell may be removed with a *Remove Curse*, *Greater Restoration*, or *Wish* spell of 8th level or higher.

At Higher Levels. When you cast this spell using a spell slot of 9th level, the spell affects any targets you select within an area with a radius of 10 ft instead of a single target.

Rampant Death (8th Level Necromancy, available to Druids, Sorcerers, and Wizards) (Casting Time 1 hour, Range 300 ft, Components VSM (a skull matching the predominate species in the selected area), Duration Until Dispelled): You cause disease to flourish around a point you choose. Select a point you can see within range: the area within 150 ft is cursed with a mortal disease. All creatures within the radius must perform a Constitution saving throw. Creatures who have not reached adulthood or have reached old age have disadvantage on the Constitution saving throw. If a target fails the saving throw they lose 15 (6d4) hit points each dawn and their maximum hit points are reduced by the same amount. If the target drops to 0 hit points they are slain.

Undead and constructs are not affected by this spell, nor are creatures that are immune to disease.

The disease may only be removed on the target by casting a *Lesser Restoration*, *Remove Curse*, *Greater Restoration*, *Mass Heal*, or *Wish* spell at 8th level or higher. The spell itself can only be removed by casting *Dispel Magic*, *Mass Heal*, or *Wish* at 8th level or higher.

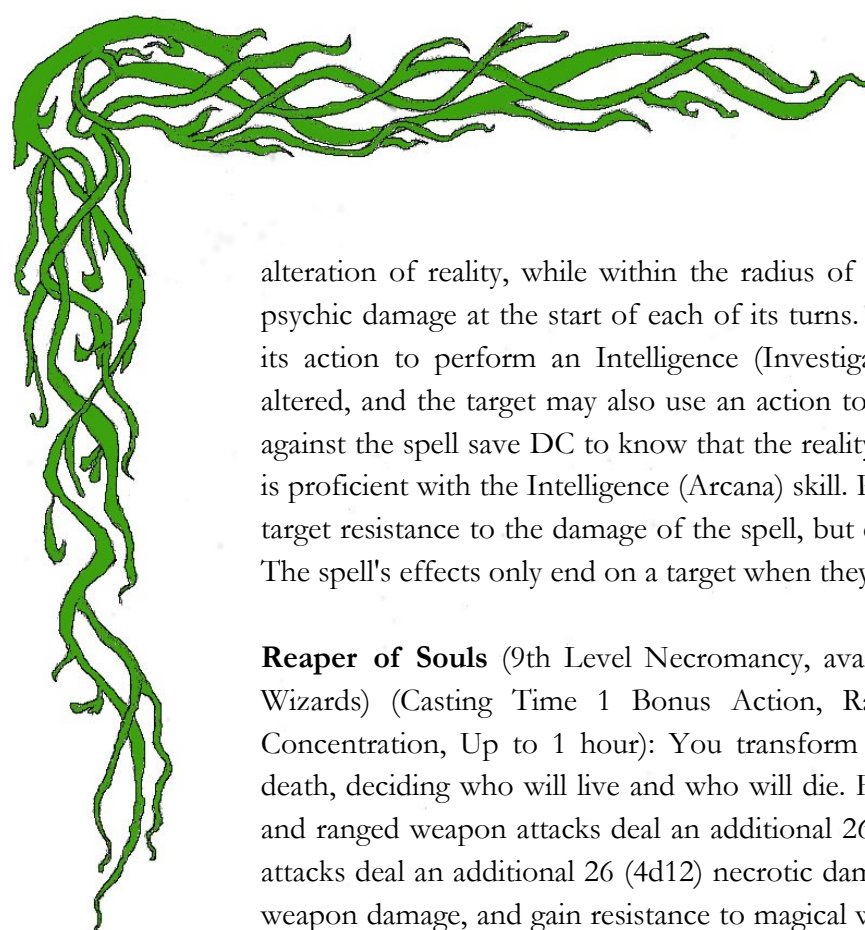


New 9th Level Spells

Duplication Projection (9th Level Illusion, available to Sorcerers and Wizards) (Casting Time 1 Action, Range 120 ft, Components VSM (a strand of your own hair), Duration 1 hour): You project multiple convincing duplicates of yourself, allowing you to assault your enemies from various angles. You create 3d6 copies of yourself within range: you may perform actions using their line of sight and positioning, they are all immune to damage and effects that do not specifically target them, and if an attack hits them they are destroyed. Your duplicates have your Armor Class, ability scores, and saving throw proficiencies. Your duplicates take up their spaces, though targets you select when casting the spell can know that they are illusions (and thus are able to move through their space as if it was unoccupied). While an attack is performed against a creature within 5ft of a duplicate the attack is performed with advantage. Creatures with blindsight sense that a creature is present in the illusion's space, though targets who can see through illusions, as with truesight, are able to discern that the target is an illusion.

Harbinger of Doom (9th Level Divination, available to Clerics, Druids, and Wizards) (Casting Time 1 Action, Range 60 ft, Components VS, Duration 1 Minute): You portend the destruction of your enemies, bringing them to their knees in terror. Select any number of targets within range at the start of each of your turns: the targets must succeed on a Charisma saving throw or suffer 45 (10d8) thunder damage, or half as much on a successful save. If the target does not have immunity to the *Frightened* condition and fails the saving throw, the target is *Frightened* for the duration. If the saving throw is passed or has immunity to the *Frightened* condition, the target is immune to the thunder damage from the spell in subsequent turns but instead suffers a -3 (1d6) penalty to its Attacks and Spell Save DC for the duration.

Fabricate Reality (9th Level, available to Bards, Sorcerers, and Wizards) (Casting Time 1 Action, Range Line of Sight, Components VSM (a totem tied to a memory of the caster), Duration Until Dispelled): You fabricate an illusion that warps reality for targets within the radius. Select an area you can see within line of sight: you create an illusion in the minds of all persons within up to a mile radius of that point must pass an Intelligence saving throw or their perception of reality is altered by the illusion. The illusion cannot change the physical presence of things within the radius, but memories, emotions, and knowledge of those things can be altered. Due to the mental dissonance caused by this



alteration of reality, while within the radius of the illusion the target suffers 27 (5d10) psychic damage at the start of each of its turns. A target affected by the illusion can use its action to perform an Intelligence (Investigation) check to realize reality has been altered, and the target may also use an action to perform an Intelligence (Arcana) check against the spell save DC to know that the reality extends for a 1 mile radius if the target is proficient with the Intelligence (Arcana) skill. Passing the investigation check grants the target resistance to the damage of the spell, but does not remove the effects of the spell. The spell's effects only end on a target when they leave the radius.

Reaper of Souls (9th Level Necromancy, available to Clerics, Druids, Sorcerers, and Wizards) (Casting Time 1 Bonus Action, Range Self, Components VS, Duration Concentration, Up to 1 hour): You transform yourself for an hour into an avatar of death, deciding who will live and who will die. For the duration of the spell, your melee and ranged weapon attacks deal an additional 26 (4d12) necrotic damage, and your spell attacks deal an additional 26 (4d12) necrotic damage. You gain immunity to non-magical weapon damage, and gain resistance to magical weapon and spell damage. Whenever you drop a target to 0 hit points, you regain hit points equal to the necrotic damage from the attack.