

ACID BURST

Cantrip Evocation (Druid, Sorcerer, Warlock, Wizard, Witch)

Casting Time: 1 Action
Range: Self (5-foot sphere)
Components: V, S
Duration: Instantaneous

All creatures in 5-foot Emanation must succeed a Dexterity saving throw or take 1d4 Acid damage and be covered in a small amount of acidic ichor until the end of their next turn. Unless the target, or another creature within 5 feet of it, uses an action to clean themselves of the acid, the creature takes an additional 1d4 Acid damage at the end of their next turn.

Cantrip Upgrade. The initial damage and additional Acid damage at the end of the creature's turn increases by 1d4 when you reach levels 5 (2d4, 2d4), 11 (3d4, 3d4), and 17 (4d4, 4d4).

ALTERED FATE

Level 9 Divination (Sorcerer, Wizard)

Casting Time: 1 Reaction*
Range: 30 ft.
Components: V, S, M**
Duration: Instantaneous

The creature fails the d20 Test instead. If the creature used a Legendary Resistance to succeed a saving throw, it does not use the Legendary Resistance this turn.

**which you take when a creature succeeds a saving throw*

*** (a diamond worth 500+ GP which the spell consumes)*

ANIMATED INSTRUMENT

Cantrip Transmutation (Bard)

Casting Time: 1 Action
Range: 10 ft
Components: V, S
Duration: 1 Hour

You point your finger at a nonmagical instrument in range and imbue it with minor magical energy to help in your performances. You create one of the following magical effects within range:

Hovering Music. You make a musical instrument that weighs no more than 10 pounds hover a few feet above the ground.

Remote Play. You make a musical instrument play a tune on your behalf using your instrument proficiency for its Performance check.

Increase Volume. You increase the volume of a musical instrument up to three times as loud as normal.

Note Instrument. You make a color, a small mark, pattern, or a symbol appear on the instrument for 1 Hour.

Quick Instrument. You teleport an instrument you are carrying into your hands with a puff of sparkles accompanying its appearance.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as a Magic action.

AQUA BLAST

Cantrip Evocation (Druid, Sorcerer, Warlock, Witch)

Casting Time: 1 Action
Range: 60 ft
Components: V, S
Duration: Instantaneous

You create a powerful blast of water at a target you can see within range. On a hit, the target takes 1d8 Bludgeoning damage and is pushed 10 feet away from you.

Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

ARCANE INSPIRATION

Level 7 Abjuration (Warlock, Wizard)

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 Minute

At the start of each of your turns, you can choose another creature within range. That creature gains a Heroic Inspiration which lasts until the end of their next turn.

ARCANE PROTECTION

Level 1 Abjuration (Bard, Sorcerer, Wizard)

Casting Time: 1 Bonus Action

Range: 60 ft.

Components: V, S, M*

Duration: Concentration, up to 10 minutes

You weave arcane runes of protection around a creature. The creature gains a +1 bonus to their Armor Class and Saving Throws.

ARCANE WINGS

Level 1 Transmutation (Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 Bonus Action

Range: Self

Components: V, S, M*

Duration: 1 Round

Until the end of your next turn, you have a Fly Speed equal to your Speed. When the spell ends, you fall if you are still aloft unless it can stop the fall.

*(the wings of a Tiny insect)

ASPECT OF THE STORM

Level 6 Evocation (Druid, Sorcerer, Witch)

Casting Time: 1 Action

Range: Self

Components: V, S, M*

Duration: Concentration, up to 1 Minute

You inherit the soul of the storm and gain the following benefits for the duration:

Aspect of the Gale. Creatures of your choice within 30 feet of you have their Speed increase by 10 feet.

Aspect of Lightning. Creatures of your choice within 30 feet deal an additional 2d8 Lightning damage when they make a weapon or spell attack.

Aspect of Thunder. When you cast this spell and at the start of each of your turns, creatures of your choice within 30 feet of you must make a Constitution saving throw or take 2d8 Thunder

damage and have the Deafened condition until the start of your next turn.

Flight. You gain a Fly Speed of 60 feet and can hover.

Storm Surge. As a Magic action on your turn, you can cause the storm to surge. The range of each of your aspects increases to 60 feet and the amount of dice rolled for them is doubled until the end of your next turn.

*(a miniature weathervane)

ASTRAL ESCAPE

Level 4 Conjuration (Sorcerer, Warlock, Wizard, Witch)

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You send yourself to a random location in the Astral Sea, where you remain until the spell ends. While you concentrate on this spell, you can use a Magic action on each of your turns to either return to the plane you originated from, or return to the Astral Sea. When you return, you return to an unoccupied space within 10 feet of where you left.

AWE-INSPIRED

Level 6 Transmutation (Bard, Wizard)

Casting Time: 1 Action

Range: 60 ft.

Components: V, S, M*

Duration: 1 Round

Choose a point you can see within range. A dazzling array of multicolored arcane lights, explosions, and pyrotechnics begin to perform from that point. Each creature of your choice within 60 feet of the performance must make a Wisdom saving throw or have the Deafened and Charmed condition, unable to look away from the awe-inspiring performance.

Creatures Charmed in this way have the Incapacitated condition and can do nothing on their turn except take the Dash action to move as close to the point of the performance as possible in a safe manner. If a creature already is as close as possible, it spends its turn doing nothing and takes 4d8 Psychic damage at the end of its turn. Whenever a creature takes damage, it can make another saving throw to end the effects.

*(a pinch of gunpowder)

BECOME DEATH

Level 9 Necromancy (Cleric, Warlock, Wizard, Witch)

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 Minute

You have Immunity to Cold, Necrotic, and Poison damage and any time a creature dies within 30 feet of you, or you kill a creature, you gain 50 Temporary Hit Points. You also gain a Fly Speed equal to your Speed and can hover.

BEGUILING WHISPERS

Cantrip Enchantment (Bard, Warlock)

Casting Time: 1 Bonus Action

Range: 30 ft

Components: V

Duration: Instantaneous

You weave an enchanting message that fills the target's mind. The target must make a Wisdom saving throw or be unable to take Attacks of Opportunity until the start of your next turn.

BLADE WHIRL

Level 3 Conjuration (Bard, Warlock, Wizard, Witch)

Casting Time: 1 Action

Range: Self

Components: V, S, M*

Duration: Concentration, up to 10 minutes

Sharpened spectral blades spin around you in a 10-foot Emanation for the duration. When you cast this spell, you can designate creatures to be unaffected by it. To any other creature the Emanation is considered Difficult Terrain and whenever the Emanation enters a creature's space and whenever a creature enters the Emanation or ends its turn there, the creature must make a Dexterity saving throw. On a failed save, the creature takes 3d8 Force damage. A creature makes this save only once per turn. Your Speed also increases by 10 feet.

Using a Higher-Level Spell Slot. The damage increases by 1d8 and your Speed increases by 10 feet for each spell slot level above 3.

*(a sword worth at least 1+ CP)

BLOOD SAMPLE

Cantrip Necromancy (Cleric, Druid, Wizard)

Casting Time: 1 Action

Range: Touch

Components: V, S, M*

Duration: Instantaneous

You touch a willing creature or humanoid corpse within range. The creature or corpse takes 1 point of Piercing damage and up to 4 ounces of blood are drawn from the creature if it has any. If you have a vial or other open container within 5 feet of you or the target, you can instantly transfer the blood into the open container. Otherwise, the blood falls to the ground in a pattern you wish in a 5 foot square within range.

Once a living creature has taken this damage three times during a Long Rest, they can no longer have blood drawn until they finish a Long Rest. A corpse can only have blood drawn from it once.

*(a small needle)

BONE ARMOR

Cantrip Necromancy (Sorcerer, Wizard)

Casting Time: 1 Bonus Action

Range: Self

Components: V, S, M*

Duration: Instantaneous

You cover yourself in the spectral bones of recently deceased creatures. While within 5 feet of the corpse of a creature that died no longer than 24 hours ago, you can grant yourself Temporary Hit Points equal to 1 + your Proficiency Bonus. These Temporary Hit Points last for ten minutes or until lost.

Cantrip Upgrade. This Temporary Hit Points increases by 1 when you reach levels 5 (2 + your Proficiency Bonus), 11 (3 + your Proficiency Bonus), and 17 (4 + your Proficiency Bonus).

*(a small piece of bone)

BORROW LUCK

Cantrip Divination (Bard, Warlock)

Casting Time: 1 Bonus Action

Range: Self

Components: V, S

Duration: 1 Round

You borrow luck from the future, to use now. The next d20 Test you make is made with Advantage before the start of your next turn. Attack rolls against you have Advantage until the start of your next turn, and the next d20 Test made after this spell ends is made at Disadvantage.

BRAIN BARRIER

Cantrip Abjuration (Sorcerer, Wizard)

Casting Time: 1 Bonus Action

Range: Touch

Components: V, S, M*

Duration: Concentration, up to 1 Minute

You create a Psychic defense over your mind. Until the start of their next turn, when you are forced to make an Intelligence, Wisdom, or Charisma saving throw and succeed, the creature that forced the saving throw takes 1d6 Psychic damage if they are within 60 feet of you. Once this spell has dealt damage to a creature, the spell ends.

Cantrip Upgrade. The damage increases by 1d6 when you reach levels 5 (2d6), 11 (3d6), and 17 (4d6).

*(a small metal ring or circlet)

BRONTOSAURUS FORM

Level 7 Transmutation (Druid)

Casting Time: 1 Bonus Action

Range: Self

Components: S

Duration: Concentration, up to 1 Minute

You unleash a mighty bellow, drawing on prehistoric magics to transform yourself, taking on the features of the mighty brontosaurus. You become Gargantuan and gain the following benefits until the spell ends:

Natural Weapons. You can use your spellcasting ability instead of Strength for the attack and damage rolls of Unarmed Strikes. Your Unarmed Strikes deal 4d8 Bludgeoning damage and are magical. When you hit a creature with your Unarmed Strikes they must succeed a Strength saving throw or have the Prone condition.

Extra Attack. You can attack twice, instead of once, when you take the Attack action on your turn, provided both attacks are made with your Natural Weapons. You ignore this benefit if you already have a feature, like Extra Attack, that gives you extra attacks.

Mighty Health. You gain 50 Temporary Hit Points and while you have these Temporary Hit Points, damage cannot break your Concentration. If any of these Temporary Hit Points remain when the spell ends, they are lost.

BUZZING PROTECTION

Cantrip Conjuration (Bard, Cleric, Druid)

Casting Time: 1 Action

Range: Self

Components: V, S, M*

Duration: 1 Round

You summon a swarm of spectral bees to buzz around you defensively. While they swarm, attacks against you have Disadvantage until the start of your next turn. The next creature that hits you with a melee attack before the start of your next turn takes 1d8 piercing damage, and then the spell ends.

Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17(4d8).

*(a tiny bee or wasp)

CAUTIOUS STEP

Cantrip Abjuration (Cleric, Warlock)

Casting Time: 1 Bonus Action

Range: Self

Components: V, S

Duration: 1 Round

You use surrounding magics to keep yourself safe from potential harm. You have Advantage on the next Dexterity saving throw you make until the start of your next turn.

CHOSEN FUTURE

Level 6 Divination (Bard, Sorcerer, Warlock, Wizard, Witch)

Casting Time: 1 Action

Range: Self

Components: V, S, M*

Duration: Concentration, up to 1 Hour

Choose up to five willing creatures you can see within range (not including yourself). Roll a d20 for each creature and record the outcome. For the duration, you can replace one d20 Test the creature makes with the recorded roll.

*- (a small pile of bones or bird entrails)

COMPEL SILENCE

Level 2 Illusion (Bard, Sorcerer, Warlock, Wizard, Witch)

Casting Time: 1 Action

Range: 120 ft.

Components: V, S

Duration: Concentration, up to 1 Minute

One creature that you can see within range must succeed on a Constitution saving throw, or it cannot speak, take Magic actions, or cast spells with a Verbal component. At the end of each of its turns,

the target repeats the save, ending the spell on itself on a success.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 2.

CONJURE CAVALRY

Level 5 Conjuraton (Paladin, Ranger, Sorcerer, Warlock)

Casting Time: 1 Action

Range: 60 ft.

Components: V, S

Duration: Concentration, up to 10 Minutes

You summon forth the spirits of fallen mounts of war as well as their riders. You create four 10 foot spheres in unoccupied spaces you can see. The visage of a warhorse and its rider appear in each of the spheres.

Whenever you start your turn you can move the spheres up to 60 feet in any direction. If you start your turn inside a sphere, or within 5 feet of a sphere, you can move with the sphere without provoking Opportunity Attacks or using your Speed. If the sphere ends its space in the air, you must have a way to keep yourself aloft or fall.

Whenever a creature you can see enters the visage's space or starts its turn within 5 feet of the visage, you can force them to make a Dexterity saving throw. On a failure, the creature takes 3d8 Force damage and has the Prone condition. On a success, the creature takes half this damage and is not Prone. A creature can only take damage from this spell once per turn.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 5.

DEATHLY DEAL

Level 7 Necromancy (Sorcerer, Warlock, Witch)

Casting Time: 1 Action

Range: 30 ft.

Components: V, S, M*

Duration: Until Dispelled or Triggered

You beseech a dark entity of the Plane of Shadow to make a short-term pact with you to preserve your life. When you cast this spell, you must also expend and roll 5 Hit Point Dice. Your Hit Point maximum decreases by the amount rolled and you lose this many Hit Point Dice. These reductions last until you are no longer under the effects of this spell, and the spell ends if a spell restores your Hit Point maximum, like Greater Restoration. If this reduction reduces you to 0 Hit Points, you die, and the spell immediately triggers.

While you are under the effects of this spell, the next time you die, your body is teleported to the Plane of Shadow, where the otherworldly entity appears and

restores you to life with one Hit Point and grants you 10d8 Temporary Hit Points and you are cleansed of any contagions or conditions that were afflicting you. If you do not have a body, a new one is forged for you by the entity and restores it to life with your soul in the same manner. You then appear in the space you left from at the start of your next turn. The spell then ends.

*- (a Tiny gilded coffin worth 1,000+ GP)

DETECT CURRENCY

Cantrip Divination (Bard, Warlock)

Casting Time: 1 Minute

Range: Touch

Components: S

Duration: Instantaneous

You reach your hand out and touch a stack of paper currency, a pouch, chest, register, or similar container, and learn one or more pieces of information about the stack or container's contents:

Minted Currency. The total number of minted coins or paper currency in the container and what substance the coins are made from or denomination the paper currency is in.

Weight. Total weight of the container's contents.

Enchanted Currency. If any minted currency in the container is under the effects of a spell.

Antiquities. If any minted currency is currently worth more than its minted value.

DIVINE SANCTUM/INFERNAL COLOSSEUM

Level 9 Conjuration (Cleric, Warlock)

Casting Time: 1 Action

Range: Self

Components: V, S, M*

Duration: Concentration, up to 10 Minutes

When you cast this spell an immobile 60-foot Emanation of infernal or divine magic roars from your body to force all creatures in the area into an arena of your patron's choosing. The edge of the Emanation becomes a solid 1-inch barrier of magical force as per the Forcecage spell and a Disintegrate spell cannot harm the barrier. If a creature willingly moves to a space within 5 feet of the barrier from either side, they must succeed a Strength saving throw or be pushed 15 feet away from the barrier.

Lastly, you gain a bonus to Constitution saving throws to maintain concentration equal to your spellcasting ability modifier. Creatures in the Sphere are subjected to the following effects depending on which arena is chosen:

DIVINE SANCTUM

- Up to eight creatures of your choice in the Emanation (chosen when you cast this spell) have Advantage on attack rolls and ability checks.
- Up to eight creatures of your choice (chosen when you cast this spell) deal an extra 2d8 Radiant damage on attack damage rolls. Celestials chosen within the arena deal an additional 1d8 Radiant damage.
- Up to eight creatures of your choice (chosen when you cast this spell) are resistant to Necrotic and Poison damage. Celestials chosen within the arena are immune to these damage types.
- Creatures of your choice in the arena regain the maximum number of Hit Points possible from any healing.
- Creatures in the arena are immune to the Frightened condition.
- Fiends and Undead in the Emanation must make a Charisma saving throw when you cast this spell or have Disadvantage on d20 Tests. Creature's can repeat this saving throw at the end of each of their turns, ending the effect on a success.

INFERNAL COLOSSEUM

- Up to eight creatures of your choice in the Emanation (chosen when you cast this spell) must succeed a Charisma saving throw or have Disadvantage on attack rolls and ability checks and cannot regain Hit Points. On a success, the creature does not have Disadvantage on attack rolls and ability checks, and all healing received is halved. Creature's can repeat this saving throw at the end of each of their turns, ending the effect on a success.
- Up to eight creatures of your choice (chosen when you cast this spell) deal an extra 2d8 Necrotic damage on attack damage rolls. Fiends chosen within the arena deal an additional 1d8 Necrotic damage.
- Up to eight creatures of your choice (chosen when you cast this spell) are resistant to Fire, Necrotic, and Poison damage. Fiends chosen within the arena are immune to these damage types.
- Creatures of your choice in the arena have Disadvantage on saving throws against the Frightened condition.
- Fiends and Undead have Advantage on d20 Tests.

*- (an small statuette in honor of your patron or deity worth 3000+ GP)

DISPEL ARCANA

Level 8 Abjuration (Bard, Cleric, Druid)

Casting Time: 1 Action

Range: Self

Components: S

Duration: Concentration, up to 1 Minute

You become a beacon of negative arcane. For the duration you can attempt to interrupt an arcane spell from taking effect. As a Reaction, which you take when you see a creature within 60 feet of yourself casting a spell with Verbal, Somatic, or Material components on the Sorcerer, Warlock, or Wizard spell list, you force the creature to make a Wisdom saving throw.

On a failed save, the spell dissipates with no effect, and the action, Bonus Action, or Reaction used to cast it is wasted. If that spell was cast with a spell slot, the slot isn't expended.

ECHOLOLOCATION

Level 3 Transmutation (Druid, Ranger)

Casting Time: 1 Action

Range: Self

Components: V, S, M*

Duration: Concentration, up to 1 Minute

You are gifted with incredible hearing and the ability to echolocate, at the cost of your sight. For the duration, you have Blindsight out to a range of 120 feet and are blind beyond this range. In addition, you have Advantage on Wisdom (Perception) checks that rely on hearing.

If you have the Deafened, you lose these benefits of the spell and have the Blinded until you no longer have the Deafened condition.

*- (a mummified bat head or a dolphin tooth)

ELEMENTAL BARRIER

Cantrip Abjuration (Druid, Sorcerer, Wizard)

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: 1 Round

You touch a willing creature, creating a faint magical barrier around them. Until the start of their next turn, the target has Resistance against one of the following types of damage; Acid, Cold, Fire, Lightning, or Thunder.

Once a creature has been subjected to the chosen damage type, the spell ends.

ELEMENTAL SHIELD

Level 6 Abjuration (Druid, Ranger)

Casting Time: 1 Bonus Action

Range: Self

Components: V, S, M*

Duration: Concentration, up to 1 Minute

You become imbued with the primordial forces of the universe and begin to shed Dim Light out to 5 feet. You gain the following benefits:

Elemental Resistance. You have Resistance to Acid, Cold, Fire, Lightning, and Thunder damage.

Heighten Elements. Your weapon and spell attacks deal an additional 2d12 Acid, Cold, Fire, Lightning, or Thunder damage.

Elemental Immunity. As a Reaction when you take one of these types of damage, you can use your Reaction to gain Immunity to the triggering damage type until the start of your next turn. The spell then ends.

*- (an uncut gem worth 500+ GP)

ELEMENTARY SPARK

Cantrip Evocation (Druid, Sorcerer)

Casting Time: 1 Action

Range: 60 ft

Components: V, S

Duration: Instantaneous

You conjure a small spark in your hand and launch it towards a target within range. The target must make a Dexterity saving throw or take 1d10 Lightning damage.

Cantrip Upgrade. The damage increases by 1d10 when you reach levels 5 (2d10), 11 (3d10), and 17 (4d10).

ENCHANTING SMITE

Level 1 Enchantment (Paladin)

Casting Time: 1 Bonus Action*

Range: Self

Components: V, S, M*

Duration: Concentration, up to 1 Minute

The target takes an extra 1d6 Psychic damage from the attack, and it must succeed on a Wisdom saving throw or have the Charmed condition until the spell ends or you deal damage to it. At the end of each of its turns, the Charmed target repeats the save, ending the spell on itself on a success.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 1.

*- *which you take immediately after hitting a creature with a melee weapon or an Unarmed Strike*

ENCHANTING TOUCH

Cantrip Enchantment (Bard, Witch)

Casting Time: 1 Bonus Action

Range: Touch

Components: V, S

Duration: 10 minutes

You touch a willing creature and infuse it with enchanting energy. The next time the target makes a Charisma check or saving throw, it can roll a d4 and add the number rolled to the total.

ETHEREAL DISPOSITION

Cantrip Illusion (Bard, Warlock, Wizard, Witch)

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 Minute

You project an illusory presence around you, making it harder for creatures to focus on you. For the duration you have Advantage on Dexterity (Acrobatics) and Strength (Athletics) checks to avoid a grapple by nonmagical restraints.

ETHEREAL SHUNT

Level 4 Abjuration (Bard, Sorcerer, Warlock)

Casting Time: 1 Action

Range: Touch

Components: V, S, M*

Duration: Concentration, up to 1 Minute

You touch one creature within your reach (other than yourself). It must succeed on a Charisma saving throw or be shunted into the Ethereal Plane. When the spell ends, the target reappears in the space it currently occupies in the Ethereal Plane. If the creature reappears in a space occupied by a creature or completely filled by one or more objects, it takes 4d6 Force damage.

If the target creature can enter to and return from the Ethereal Plane at-will, the creature automatically succeeds its saving throw.

*- *(a tiny figurine of a strange fish)*

EXTRACT IRON

Level 2 Enchantment (Cleric, Sorcerer, Warlock, Wizard, Witch)

Casting Time: 1 Action

Range: 60 ft.

Components: V, S, M*

Duration: Concentration, up to 1 Minute

One creature that is not an Undead or Construct that you can see within range must succeed on a Constitution saving throw, or have Disadvantage on attack rolls and ability checks for the duration. At the end of each of its turns, the target repeats the save, ending the spell on itself on a success. If the spell lasts for the full duration, the creature gains 1 level of Exhaustion and a Tiny iron bead appears in front of you.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 3.

*- *(a small magnet)*

FINALE

Level 9 Enchantment (Bard)

Casting Time: 1 Action

Range: 60 ft.

Components: V, S, M*

Duration: Instantaneous

You create a grand finale to your violent performance. Choose up to ten creatures within range that have 100 Hit Points or fewer and are Bloodied. These creatures must make a Charisma saving throw. If the creature is Immune to Necrotic damage or succeeds on the saving throw, the creature takes 10d6 Psychic damage. On a failure, creatures take Necrotic damage equal to half its Hit Point maximum.

You then teleport up to 60 feet away and cannot be targeted by an attack roll until the start of your next turn.

FLAME PORTAL

Level 4 Conjuration (Druid, Sorcerer, Witch)

Casting Time: 1 Action

Range: 60 ft.

Components: V, S, M*

Duration: Concentration, up to 1 Minute

You create a bonfire in a 5-foot radius Sphere in range. The bonfire sheds Bright Light in a 40-foot radius and Dim Light an additional 40 feet. Any creature in the space of the bonfire must make a Dexterity saving throw or take 3d6 Fire damage or half as much on a success. If a creature fails their Dexterity saving throw, they must also make a Charisma saving throw. On a failure, they are teleported to an unoccupied space of your choice within 40 feet of the bonfire.

If you enter the space of the bonfire, the damage cannot break your concentration.

*- (a piece of charcoal)

FRIGID SNAP

Cantrip Evocation (Druid, Sorcerer, Warlock, Wizard, Witch)

Casting Time: 1 Action

Range: Self (5-foot sphere)

Components: V, S

Duration: Instantaneous

You unleash a wave of frigid air, causing ice crystals to form on creatures within range. Each creature in a 5-foot Emanation must make a Constitution saving throw or have their walking, swimming, and Climb Speed reduced to 0 until the end of their next turn.

GAPING WOUND

Level 1 Necromancy (Cleric, Warlock, Witch)

Casting Time: 1 Action

Range: 60 ft.

Components: V, S

Duration: Concentration, up to 1 Minute

Choose one creature within range that does not have all of their Hit Points. The creature must make a Constitution saving throw. On a failure, the creature takes 1d10 Necrotic damage and takes Necrotic damage equal to your spellcasting ability modifier whenever it takes Bludgeoning, Piercing, or Slashing damage for the duration. A creature can take this damage no more than once per turn. A creature can repeat this saving throw at the end of each of its turns, ending the effect on a success.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 2

GRAVE WHISPERS

Cantrip Necromancy (Cleric, Wizard)

Casting Time: 1 Bonus Action

Range: Self

Components: V, S, M*

Duration: Concentration, up to 1 Minute

You attune your senses to the whispers of the dead. You have Advantage on the next Wisdom (Perception) check you make to detect Undead within the next minute.

*(a small piece of bone or flesh)

GRIM VISIONS

Level 3 Necromancy (Bard, Paladin, Warlock, Witch)

Casting Time: 1 Action

Range: 60 ft.

Components: V, S

Duration: Concentration, up to 1 Minute

You radiate grim visions and portents of the future. When you cast the spell and at the start of each of your turns you can choose three creatures you can see within range. Chosen creatures must make a Wisdom saving throw or have the Frightened condition until the start of your next turn.

As a Magic action, you can focus on one creature you can see within range that has the Frightened condition from this spell. The creature must make a Wisdom saving throw. On a failure, the creature takes 5d8 Psychic damage and a Shadow appears in an unoccupied space next to the creature, taking a form of its most terrifying phobia, and then the spell ends.

The Shadow remains for 1 minute, until it is killed, or until the creature it was summoned from is dead. While the shadow is alive, it will use its action to attack the creature it was summoned from, use its movement to reach the creature if it is not in reach, and take the Dash action if needed to reach its target. The shadow will not avoid Opportunity attacks.

GROVEL

Level 3 Enchantment (Sorcerer, Wizard)

Casting Time: 1 Reaction*

Range: 30 ft.

Components: V, S

Duration: Instantaneous

You gain the Prone condition and the creature that is attacking you has Disadvantage on the attack. Each creature of your choice in a 30-foot Emanation originating from you must then make a Wisdom saving throw. On a failure, the creature cannot target you with an attack roll for 1 minute. A creature can repeat this saving throw at the end of each of its turns, ending the effects on a success. On a success, the creature has Disadvantage on attack rolls until the start of your next turn.

* when you are targeting by an attack

HAUNTING MEMORY

Level 2 Enchantment (Bard, Warlock, Witch)

Casting Time: 1 Action

Range: 60 ft.

Components: V

Duration: Concentration, up to 1 Minute

Choose a creature you can see within range with an Intelligence of 5 or greater. You create a vivid illusion of their darkest, most haunting memory, or a corruption of their most precious one. The creature must make a Wisdom saving throw. On a failure, the creature suffers the effects of a Short Term effect from the Mental Stress (Short-Term) table (see end of document) and has a Speed of 0 for the duration. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 2.

HAWK'S SIGHT

Cantrip Evocation (Druid, Sorcerer)

Casting Time: 1 Bonus Action

Range: 120 ft

Components: V, S, M*

Duration: 1 Round

An intangible, spectral hawk appears within 5 feet of you and flies 120 feet in a straight line, radiating Bright Light in a 20 foot radius and Dim Light an additional 20 feet along the line until the start of your next turn.

*(bit of bird down)

HOLLOW BODY

Level 9 Abjuration (Druid, Sorcerer)

Casting Time: 1 Bonus Action

Range: Self

Components: V, S, M*

Duration: 10 Minutes

For the duration, you have Immunity to the Charmed, Frightened, Exhaustion, Paralyzed, Stunned, and Unconscious conditions.

* - (a rare flower worth at least 1000 GP)

ILLUSORY ARMY

Level 9 Illusion (Sorcerer, Warlock, Wizard)

Casting Time: 1 Action

Range: 120 ft.

Components: V, S, M*

Duration: Instantaneous

You craft an illusion in honor of the fallen warriors from the plane of Valhalla that appear as a 60-foot Cube of spectral and illusory soldiers in a space you can see within range. The army lasts for the duration and you choose the army's form, such as a legion of orcs, a raiding band of minotaur, or a unit of specialized mages.

You have Advantage on all d20 tests while you are in the army's space and when you move on your turn you can move the army up to 60 feet to a space you can see. The army can move into and through the space of other creatures. Whenever the army moves into the space of a creature you can see and whenever a creature you can see enters the space of the army or ends its turn there, you can force that creature to make a Dexterity saving throw. On a failed save, the creature takes 4d12 Force damage. A creature makes this save only once per turn.

Additionally, creatures of your choice in the space treat the area as Difficult Terrain and have Disadvantage on attack rolls and ability checks while inside the space of the army.

*(*banner of military group*)

ILLUSORY BEACON

Cantrip Illusion (Bard, Sorcerer, Wizard)

Casting Time: 1 Action

Range: 120 feet (20-foot radius)

Components: V, S

Duration: 1 Hour

You create a Tiny illusory beacon of light in an unoccupied space on a solid surface that you can see within range. The beacon sheds Bright Light in a 10-foot radius and Dim Light for an additional 10 feet.

The light can be of any color you choose and remains stationary until the spell ends. The beacon can also appear as any form of light, such as a torch, sconce, light bulb, or candelabra. The spell ends if you cast it again or dismiss it as a Magic action.

ILLUSORY CAVALRY

Level 6 Illusion (Warlock, Wizard)

Casting Time: 1 Action or Ritual

Range: 30 ft.

Components: V, S

Duration: 1 Hour

You shape shadowstuff into the form of six, Large, semi-real creatures. You decide the creature's appearance, and it is equipped with a saddle, bit, and bridle, none of which can be removed from the creature.

For the duration, you or a creature you choose can ride one of the creatures as a mount. The steed uses the Riding Horse stat block. The steed cannot make attacks and the only action it can take is the Dash action. The spell ends immediately if the horse takes any damage and when the spell ends riders must make a DC 10 Dexterity saving throw or have the Prone condition.

ILLUSORY STRIKE

Cantrip Illusion (Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 Action

Range: 60 ft

Components: V, S

Duration: Instantaneous

You flick an illusory knife in the direction of a creature you can see within range. The target must make an Intelligence saving throw or take 1d8 Psychic damage.

Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17(4d8).

INSIGHT STRIKE

Level 3 Divination (Bard, Ranger, Sorcerer, Wizard)

Casting Time: 1 Bonus Action

Range: 30 ft.

Components: V, S

Duration: Instantaneous

You point your finger at a creature you can see within range. You learn whether the creature has any Immunities, Resistances, or Vulnerabilities and what they are. In addition, the next attack you make against the creature before the end of your next turn is made with Advantage.

INSIGHTFUL GAZE

Cantrip Divination (Druid, Wizard)

Casting Time: 1 Minute
Range: 10 ft
Components: V, S
Duration: Instantaneous

You focus your senses, granting you insights into the target's abilities. Choose one creature in range. The chosen creature must make a Wisdom saving throw or you have Advantage on the next Wisdom (Insight) check made against that creature.

MESMERIZING LIGHT

Cantrip Enchantment (Bard)

Casting Time: 1 Action
Range: 30 ft
Components: V, S
Duration: Instantaneous

You create a shimmering light that dances in the air emitting Bright Light out to a range of 10 feet and Dim Light for an additional 10 feet. One creature of your choice within 5 feet of the light must succeed on a Wisdom saving throw or have Disadvantage on its next attack roll.

Cantrip Upgrade. The number of creatures you can target within 5 feet of the light increases by one when you reach levels 5 (2 targets), 11 (3 targets), and 17 (4 targets).

MINOR AFFLICTION

Cantrip Necromancy (Druid, Warlock)

Casting Time: 1 Action
Range: 60 ft
Components: V
Duration: Instantaneous

You grant a minor affliction to a creature you can see within range. The creature must make a Charisma saving throw or subtract 1d6 from its next D20 Test made before the end of your next turn.

MINOR PORTENT

Level 1 Divination (Warlock, Sorcerer)

Casting Time: 1 Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 Hour

Roll a d20 and record the number rolled. Until the spell ends, you may replace any d20 roll you make with the recorded roll. Once you do, the spell ends.

NECROTIC IMBUEMENT

Level 5 Necromancy (Sorcerer, Wizard)

Casting Time: 1 Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 Minute

You saturate yourself with necrotic energy to imbue every facet of your being the dark arcana. You gain the following benefits for the duration:

Imbued Spells. Spells you cast that deal damage deal an additional 2d8 Necrotic damage.

Imbued Weapons. Weapon attacks you make deal an additional 2d8 Necrotic damage.

Total Saturation. You gain Immunity to Necrotic damage. Any time you take Necrotic damage, you must make a Concentration check to maintain this benefit of the spell. The DC for the check is half the Necrotic damage you would have taken, or 10, whichever is higher. On a failure, your Immunity to Necrotic damage is replaced with Resistance for the remainder of the spell.

NECROTIC SURGE

Cantrip Necromancy (Bard, Cleric, Wizard)

Casting Time: 1 Action
Range: 10 ft
Components: V, S, M*
Duration: Instantaneous

You point to a creature, infusing it with necrotic energy. The target must succeed on a Constitution saving throw or take 1d6 Necrotic damage, and its next saving throw is made with Disadvantage before the end of its next turn. This has no effect on Undead and Constructs. This spell can effect a creature of any type if you speak the specific name of the target (a pseudonym, title, or nickname doesn't work) in the verbal component of the spell.

Cantrip Upgrade. The damage increases by 1d6 when you reach level 5 (2d6), 11 (3d6), and 17 (4d6).

*(a pinch of dirt)

NOT THE BEES!

Cantrip Conjuration (Bard, Druid, Witch)

Casting Time: 1 Action
Range: 30 ft
Components: V, S, M*
Duration: Instantaneous

You open your mouth or extend your hand towards a creature within range. An angry group of bees emerges and swarms toward them and the creature must succeed on a Constitution saving throw or take 1d12 Piercing damage.

Cantrip Upgrade. The damage increases by 1d12 levels 5 (2d12), 11 (3d12), and 17 (4d12).

*(a dead bee or wasp)

PLANT INVIGORATION

Cantrip Transmutation (Druid, Sorcerer)

Casting Time: 1 Action
Range: 10 ft
Components: V, S, M*
Duration: Instantaneous

You target a 5-foot Cube section of nonmagical plant and create one of the following magical effects within range:

Repair Plant. You repair a minor injury to the plant, such as a broken stem, plucked petal, or damaged root.

Sustain Plants. The plant gains enough nourishment to sustain itself for one day if it is not nourished enough already.

Cleanse Ground. A 10-foot Cube of soil around the plant becomes cleansed of any nonmagical disease.

Plant Furnishings. You make a leaf, lily pad, vine, or section of root sturdy and resilient. The foliage grows in size to support a Medium or smaller creature that weighs no more than 300 pounds for 1 Hour.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects activate a time, and you can dismiss such an effect as a Magic action.

*(a small grafting blade)

PROJECT MEMORY

Level 1 Illusion (Bard, Sorcerer, Wizard)

Casting Time: 1 Action
Range: 60 ft.
Components: V, S, M*
Duration: Concentration, up to 10 Minutes

You project thoughts and images within your mind for others to see in a 5-foot Sphere within range for the duration. You can end the projection at any time (no action required).

If you are casting a spell like Detect Thoughts to read another creature's thoughts, you may choose the creature whose thoughts you are reading to project, provided they are willing. If you cast a spell like Detect Thoughts on a creature that has the Unconscious condition and use this spell, you can project images of what the creature is dreaming of, if they are dreaming.

*(small piece of flint)

PROTECTION FROM PLANAR ENERGY

Level 2 Abjuration (Cleric, Paladin)

Casting Time: 1 Action
Range: Self
Components: S
Duration: 1 Round

The spell captures some of the incoming planar energy, lessening its effects on you. You have Resistance to the triggering damage type until the start of your next turn. Also, you gain Advantage on saving throws you make this turn against any additional effects caused by the triggering damage.

* which you take when you take Radiant or Necrotic damage

PROTECTIVE BARRIER

Cantrip Abjuration (Cleric, Sorcerer, Warlock)

Casting Time: 1 Action
Range: 30 ft
Components: V, S, M*
Duration: Instantaneous

You conjure an arcane shield of magical energy that grants the target a +2 bonus to AC until the start of your next turn.

*(a page of hymns or prayers)

PTERADON FORM

Level 4 Transmutation (Druid)

Casting Time: 1 Bonus Action

Range: Self

Components: S

Duration: Concentration, up to 1 Minute

You transform yourself to become like the swift and aerial pteranodon. You gain the following benefits:

Flight. You gain a Fly Speed equal to your Speed. Spellcasting Swipes. You can use your spellcasting ability instead of Strength for the attack and damage rolls of Unarmed Strikes.

Extra Swipes. You can attack twice, instead of once, when you take the Attack action on your turn, provided both attacks are made with your Talons. You ignore this benefit if you already have a feature, like Extra Attack, that lets you attack more than once when you take the Attack action on your turn.

Talons. Your Unarmed Strikes deal 2d4 Force damage.

Flyby. You do not provoke Opportunity Attacks when you fly out of an enemy's reach.

QUICK BOLT

Cantrip Evocation (Druid, Sorcerer)

Casting Time: 1 Action

Range: 30 ft

Components: V, S

Duration: Instantaneous

Electricity arcs from your fingertips and leaps toward a target within range. Make a ranged spell attack. On a hit, the target takes 1d10 Lightning damage. If the target is wearing armor made of metal, it also can't take Opportunity Attacks until the start of its next turn.

Cantrip Upgrade. The damage increases by 1d10 levels 5 (2d10), 11 (3d10), and 17 (4d10).

QUICK OMEN

Cantrip Enchantment (Bard, Cleric, Druid)

Casting Time: 1 Action

Range: 30 ft

Components: V, S

Duration: Instantaneous

You unsettle a creature you can see within range with portents of misfortune. A creature you choose within range must succeed a Wisdom saving throw. On a failure, they see a black cat pass by, a shattered mirror, or other minor sensory effect that shows a sign of coming misfortune. If you are hidden from a creature that fails this saving throw, they are unaware a spell was cast on them.

Each time this spell is cast on the same target within the next hour, the creature can roll a Wisdom (Insight) check against your spell save DC to discern if the omen is real.

QUICKEN DECAY

Level 2 Necromancy (Bard, Cleric, Druid, Warlock)

Casting Time: 1 Minute or Ritual

Range: Touch

Components: S, M*

Duration: 1 Hour

You quicken the decay of a Medium or smaller corpse within range. The body quickly decays to the point of putrefaction, becoming a dark sludge on the ground. The body is utterly destroyed. A Gray Ooze then appears in the space under your control. On each of your turns, you can take a Bonus Action to mentally command the ooze. You decide what action the creature will take and where it will move on its next turn, or you can issue a general command, such as to traverse a chamber or corridor to trigger traps. If you issue no commands, the ooze takes the Dodge action and moves only to avoid harm. Once given an order, the ooze continues to follow it until its task is complete.

The creature is under your control for one hour or until you cast this spell again, after which it stops obeying any command you've given it and acts according to its nature.

*(a vial of Acid worth 25+ GP which the spell consumes)

RAPTORIAL FORM

Level 2 Transmutation (Druid)

Casting Time: 1 Bonus Action

Range: Self

Components: S

Duration: Concentration, up to 1 Hour

You transform yourself to become more like the quick and cunning raptor:

Extra Movement. Your Speed increases by 20 feet.
Spellcasting Swipes. You can use your spellcasting ability instead of Strength for the attack and damage rolls of Unarmed Strikes.

Claws. Your Unarmed Strikes deal 1d6 Piercing or Slashing damage. If the normal damage for your Unarmed Strikes is higher, the damage die remains the same for you.

Pounce. If you move at least 30 feet straight toward a creature and then hit it with a melee attack on the same turn, that target must succeed Strength saving throw or have the Prone condition. If the target is Prone, you can make one Unarmed Strike against it as a Bonus Action.

RAZOR LEAF

Cantrip Transmutation (Druid)

Casting Time: 1 Action

Range: 30 ft

Components: V, S, M*

Duration: Instantaneous

You create a tiny leaf and imbue it with magic. Make a ranged spell attack with the leaf against a target. On a hit, the target takes 1d10 Slashing damage.

Cantrip Upgrade. The spell creates two leaves at level 5, three leaves at level 11, and four leaves at level 17. You can direct the leaves at the same target or at different ones. Make a separate attack roll for each leaf.

*(a tiny leaf)

REFLECTIVE BARRIER

Cantrip Abjuration (Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: 1 Round

You create a barrier of magical energy around you that shimmers and reflects incoming attacks. Until the start of your next turn, you have Resistance to damage from ranged weapon attacks. If any ranged weapon attack deals damage to you equal to or less than your Proficiency Bonus before the start of your next turn, you instead take no damage and then the spell ends.

REPULSION

Level 7 Abjuration (Sorcerer, Warlock, Witch)

Casting Time: 1 Action

Range: Self

Components: V, S, M*

Duration: Concentration, up to 1 Hour

You repel any that dare touch you. Whenever a Large or smaller creature within 10 feet of you targets you with a melee attack or attempts to move you against your will, they must first make a Strength saving throw. On a failure, the creature is pushed 30 feet away from you in a straight line.

*(a small magnet)

RESTORING TIDE

Level 5 Abjuration (Cleric, Druid)

Casting Time: 1 Action

Range: 30 ft.

Components: V, S

Duration: Instantaneous

Choose any number of creatures within range. Each creature removes the Blinded, Deafened, Grappled, Restrained, Paralyzed, and Poisoned conditions from themselves and regains Hit Points equal to 2d8 plus your spellcasting ability modifier. You can then choose to pull or push the chosen creatures up to 15 feet toward or away from you if the creature is willing.

RETURN HOME

Level 7 Conjuration (Cleric, Sorcerer, Warlock, Wizard, Witch)

Casting Time: 1 Action

Range: 120 ft.

Components: V, S, M*

Duration: Concentration, up to 1 Minute

You and up to 8 willing creatures within range are instantly teleported to the timeline you are originally from. The spell has no effect on creatures currently on their original timeline. When you arrive at your original timeline, time has passed equal to the amount of time since you last left this timeline.

Alternatively, you can target a creature within range that is not on its original timeline. You must know the name of the creature and utter it as part of the Verbal component of this spell, and do not need the Material component. The creature must succeed a Charisma saving throw or be returned to its original timeline, as per above.

*(Object from the destination timeline)

ROOTED

Level 5 Transmutation (Bard, Druid, Sorcerer)

Casting Time: 1 Bonus Action

Range: Self

Components: V, S, M*

Duration: Concentration, up to 1 Minute

You call upon the spirits of the trees to lend you their powers. Your body twists and reforms, spiraling upward turning yourself into a sentient tree. While transformed you gain the following boons and banes:

Plant Form. Your size increases by one size category— from Medium to Large, for example. You cannot speak or cast spells and your limbs become absorbed into your tree-like form.

Tree Speed. Your Speed becomes 0, you cannot be moved against your will. Any Dexterity saving throw you are forced to make becomes a Constitution saving throw for you.

Defense of the Ancients. You gain 25 Temporary Hit Points, a +4 bonus to your AC, have Resistance to Bludgeoning, Piercing, and Slashing damage, and have Advantage on Constitution and Strength saving throws.

Assault of the Ancients. You grow four branches which act as arms. As a Magic action, you can make an Unarmed Strike with each arm using your spellcasting ability modifier rather than your Strength. Each branch deals 1d8 Force damage on a hit and a creature must make a Strength saving

throw against your spell save DC or have the Prone condition.

Fire Vulnerability. You have Vulnerability to Fire damage.

At Higher Levels. When you cast this spell using a spell slot of level 6+, the Temporary Hit Points increase by 10 and you grow an additional branch for every two slot levels above 5.

*(The seed of a tree and pinch of dirt)

SEW DOUBT

Level 4 Enchantment (Bard, Warlock, Wizard, Witch)

Casting Time: 1 Action

Range: 90 ft.

Components: V, S, M*

Duration: Concentration, up to 1 Minute

Each creature in a 10-foot-radius Sphere centered on a point you choose within range must succeed on a Wisdom saving throw, or that target can't take Reactions and must roll 1d10 at the start of each of its turns to determine its behavior for that turn, consulting the table below.

At the end of each of its turns, an affected target repeats the save, ending the spell on itself on a success.

Using a Higher-Level Spell Slot. The Sphere's radius increases by 5 feet for each spell slot level above 4.

*(a small red cloth)

1d10

Behavior for the Turn

1

The creature uses its action to harm itself. The creature takes 1d4 Necrotic damage that cannot be reduced by any means, and the damage lingers (1d4)(spell save DC)

2-6

The target has Disadvantage on its next d20 Test

7-8

The target doesn't move, and it takes the Attack action to make one melee or ranged attack against an ally within its reach or range of its choice. If there are none, the target uses its Speed to move to the closest unoccupied space to make such an attack. If there are none, the creature does nothing.

9-10

The target acts normally.

SHADOW ARTIFACT

Level 7 Illusion (Cleric, Druid, Wizard, Witch)

Casting Time: 1 Minute

Range: Self

Components: V, S, M*

Duration: 1 Hour

You weave together shadowstuff around the Material component used in this spell to form a replica of a magic item that is not a potion of spell scroll.

Make an Intelligence (Arcana) check which DC is set and modified (see the tables below) by how well you know the magic item and its rarity. If you fail this check, the item is not replicated and the spell slot is consumed. If the item requires attunement, you must have an attunement slot available when you cast the spell and the item attunes to you instantly.

If you cast this spell again to create a new magic item while you have a magic item from this spell already, the first magic item dematerializes. Alternatively, you can cast this spell again while you have a magic item from it to increase the duration the item exists for.

Magic item Rarity	Arcana Check DC
COMMON	10
UNCOMMON	15
RARE	20

Your Familiarity With the Item...	Check Modifier
COMMON	+10
UNCOMMON	+2
RARE	-2

If you touch the item you are trying to form a replica of throughout the casting of the spell, your check automatically succeeds.

*(a 1-foot long metal tube worth 500+ GP)

SHADOW WEAPON

Level 4 Illusion (Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 Bonus Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 Minute

You conjure in your mind the form of a powerful melee or ranged weapon which takes the form of your choosing. This magic weapon lasts until the spell ends. It counts as a martial weapon with which you have proficiency with. It deals 4d8 Psychic damage on a hit and if it is a melee weapon, it has the Finesse, Light, and Thrown properties (range 20/60). If it is a ranged weapon, the weapon has the Light and Ammunition properties and creates its own ammunition if none is loaded into it. In addition, when you use the weapon to attack a target while you or your target are in Dim Light or Darkness, you make the attack roll with Advantage.

If you drop the weapon or throw it, it dissipates at the end of the turn. Thereafter, while the spell persists, you can cause the weapon to reappear in your hand at the start of your turn. When you cause the weapon to reappear you can choose it to take either the same form, or another form.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 4.

SHOCKING BOLT

Cantrip Evocation (Druid, Sorcerer, Warlock, Wizard)

Casting Time: 1 Action

Range: 30 ft

Components: S, M*

Duration: 1 Hour

You imbue a ranged weapon with arcane energy. As part of this spell, you must make a ranged weapon attack against a creature within 30 feet of you. On a hit, the target suffers the weapon attack's normal effects, and you can cause Lightning to leap from the target to a different creature of your choice that you can see within 5 feet of it. The second creature takes Lightning damage equal to your spellcasting ability modifier.

Cantrip Upgrade. When you reach level 5, the ranged attack deals an extra 1d6 Lightning damage to the target on a hit, and the Lightning damage to the second creature increases to 1d6 + your spellcasting ability modifier. This damage increases by 1d6 at levels 11 (2d6 and 2d6) and 17 (3d6 and 3d6).

*(a ranged weapon worth at least 1+ CP)

SILENCING VOID

Level 8 Evocation (Bard, Warlock, Witch)

Casting Time: 1 Action

Range: 150 ft.

Components: V, M*

Duration: Concentration, up to 10 Minutes

You create a Tiny pinprick in the universe, releasing its chaotic and destructive force in a 60-foot-radius Sphere until the spell ends. The area is filled with magical Darkness which spreads around corners and creatures are Deafened in the area. No sense can perceive creatures in the sphere unless they have Thermalvision. Nonmagical light, as well as light created by spells of level 8 or lower, can't illuminate the area and creatures cannot breathe while in the area. Whenever a creature starts its turn in the sphere, it must make a Constitution saving throw, taking 10d10 Cold damage on a failed save, or half as much damage on a successful one.

*(a small pin)

SIREN'S CALL

Level 5 Enchantment (Bard, Sorcerer, Warlock, Witch)

Casting Time: 1 Action

Range: 60 ft.

Components: V, S

Duration: Concentration, up to 1 Minute

Choose any number of creatures within range that can hear you. Each target must succeed on a Wisdom saving throw or be Charmed by you until the spell ends, or until you do anything harmful to it. Humanoids, Fey, and Giants have Disadvantage on this saving throw. While Charmed in this way, a creature can do nothing but use its movement to approach you. The creature will not avoid Opportunity Attacks, but will avoid visibly dangerous terrain, such as lava or areas covered by the Spike Growth spell. While an affected creature is within 5 feet of you, or unable to move closer, it cannot move, but simply stares at you in awe.

At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target. The target automatically succeeds if it takes damage from you since failing its first saving throw against this spell.

*(a seashell necklace)

NEW SENSE: THERMALVISION

A creature with thermalvision can see living creatures other than Constructs and Undead through darkness and heavily obscured conditions, such as fog or smoke. However, the creature can't discern color, nor use this sense to see through illusions, invisibility, or magical darkness. This sense is blocked by one inch of any solid barrier. Many nonmagical constructs have this special sense.

SLIGHTED HAND

Cantrip Illusion (Wizard)

Casting Time: 1 Bonus Action

Range: Self

Components: S

Duration: Concentration, up to 1 Minute

You bend light around an object you are holding, making it harder to focus on. You have Advantage on the next Dexterity (Sleight of Hand) check made to hide a Tiny object on your person.

SOLAR MOTE

Cantrip Evocation (Cleric, Sorcerer)

Casting Time: 1 Action

Range: 60 ft

Components: V, S, M*

Duration: Instantaneous

You create a small mote of Radiant energy and hurl it towards a target within range. Make a ranged spell attack. On a hit, the target takes 1d6 Radiant damage and sheds Bright Light out to a range of 10 feet and Dim Light out an additional 10 feet until the start of its next turn. In addition, you have Advantage on the next attack roll you make against the creature before the end of your next turn.

Cantrip Upgrade. The damage increases by 1d6 when you reach levels 5 (2d6), 11 (3d6), and 17 (4d6).

*(a sunflower petal)

SONG OF CHEER

Cantrip Enchantment (Bard, Cleric)

Casting Time: 1 Bonus Action

Range: 30 ft

Components: V

Duration: 1 Round

You choose a willing creature you can see within range and instill them with determination and cheer. The creature gains 1 Temporary Hit Point and +1 to their next ability check made before the end of their next turn.

Cantrip Upgrade. At level 5 this creature also gains +1 to its next saving throw. These bonuses increase by 1 at level 11 (+2) and level 17 (+3).

SOUL SCYTHE

Cantrip Necromancy (Cleric, Druid, Wizard)

Casting Time: 1 Action

Range: Touch

Components: V, S, M*

Duration: Instantaneous

You strike a creature within range and attempt to sever whatever connections it may have. On a hit, the target takes 1d4 Necrotic damage. If the target of the attack is a creature summoned by another creature, and is under its command, and within 60 feet of you, that creature takes 1d6 Psychic damage.

Cantrip Upgrade. The damage increases at level 5, the melee attack deals an extra 1d4 Necrotic damage to the target on a hit, and the damage the commanding creature takes increases by 1d6 (2d4 and 2d6). Both damage rolls increase by 1d4 and 1d6 at level 11 (3d4 and 3d6) and 17 (4d4 and 4d6).

*(one half of a pair of scissors)

SPELL RECALL

Level 5 Divination (Cleric, Druid, Sorcerer)

Casting Time: 1 Action

Range: Self

Components: V, S, M*

Duration: 8 Hours

As part of the casting of this spell, you unprepare it until the end of your next Long Rest. You may then choose any spell of level 4 or lower from the same spell list you prepared this spell from and have that spell prepared for the duration. If the spell you selected had a casting time of a Magic action, you may immediately cast that spell.

*(a small piece of parchment with a mnemonic written on it)

STATIC CLOUD

Level 7 Evocation (Cleric, Druid, Wizard, Witch)

Casting Time: 1 Action

Range: 120 ft.

Components: V, S

Duration: Concentration, up to 1 Minute

You create a 20-foot-radius Sphere of lightning infused-fog centered on a point within range. The sphere spreads around corners, and its area is Heavily Obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. While the cloud persists, creatures that start their turn in the cloud's area or enter the cloud's area for the first time on a turn take 3d10 Lightning damage and must make a Constitution saving throw. On a failure, the creature's Speed is halved. A creature that ends its turn in the cloud must also make this saving throw. On a failure, the creature has the Stunned condition until the start of its next turn.

Using a Higher-Level Spell Slot. The radius of the fog increases by 20 feet and the Lightning damage increases by 1d10 for each spell slot level above 7.

SUMMON CRITTER

Cantrip Conjuration (Druid, Sorcerer, Warlock, Wizard, Witch)

Casting Time: 1 Action

Range: Touch

Components: V, S, M*

Duration: 1 Minute

You summon a tiny beast such as a **Rat**, **Cat**, or **Crab** from the material used in the casting of this spell. The creature is neither friendly nor hostile, and it isn't under your control. It behaves as an ordinary creature of its kind and disappears after 1 Minute or when it drops to 0 Hit Points.

You can have no more than one critter summoned at any time. If you summon another critter, the most recently summoned critter disappears.

*(a hat, cloak, or bag worth 1+ CP)

SUMMON LABYRINTH

Level 8 Conjuration (Wizard)

Casting Time: 1 Minute

Range: Self

Components: V, S, M*

Duration: 7 Days

A labyrinth of dirt or stone emerges from a square area of earth around you. The area is 300 feet on each side, and it must not have any buildings or other structures on it. In the center of the labyrinth the room is 60 feet on a side filled with Dim or Bright Light (your choice when you summon the labyrinth). If you leave this area, the spell ends and the labyrinth harmlessly crumbles away.

The labyrinth is an enclosed area with four, ten-foot wide entryways leading into it. Hallways inside of the labyrinth are 10-feet wide and 10-feet tall and are filled with Dim Light or Darkness (your choice when you summon the labyrinth). If a passage is illuminated by Dim Light, the passage is dotted with multiple flames as per the *Continual Flame* spell. The spell creates the following effects within the area. You can specify creatures as allies who are immune to the effects. You can also specify a password that, when spoken aloud, makes the speaker immune to these effects and creates a direct path to the center of the labyrinth that quickly closes behind them, allowing only that creature passage. The entire warded area radiates arcane magic. A *Dispel Magic* cast on the area, if successful, removes only one of the following effects, not the entire area. That spell's caster chooses which effect to end. Only when all its effects are gone is this spell dispelled.

Obfuscation. Creatures are incapable of determining what cardinal direction they are moving in while inside of the labyrinth. In order for a creature to reach the center of the labyrinth they must succeed a number of Intelligence Saving Throws, or Survival checks at Disadvantage, equal to your spellcasting modifier. A creature can leave the labyrinth without needing to make any checks.

Traps. At the center of each entryway is an Alarm and Glyph of Warding spell with an Explosive Rune. You can determine the damage type for each Glyph of Warding and choose which creatures that are immune to the spell's effects hear the alarm.

Dungeon Crawlers. You can summon up to four Mimics in the labyrinth, causing them to appear as ordinary chests or treasures at dead-ends. If any creature fails their Intelligence saving throw or Survival check, a dungeon crawler appears in front of them and fights until they have driven off or slain the intruder. The dungeon crawlers also obey your spoken commands (no action required by you) that you issue while in the area. If you don't give them commands and no intruders are present, the dungeon crawlers do nothing. The dungeon crawlers can't leave the warded area. When the spell ends, the summoned creatures disappear.

The walls of the labyrinth are all made of stone that can be damaged. Each wall is 1 foot thick and is composed of panels that are 10 feet wide and 20 feet tall. Each 10-foot-by-10-foot section of stone has AC 15 and 30 Hit Points per inch of thickness. It has Immunity to Poison and Psychic damage. Reducing a section of stone to 0 Hit Points destroys it and might cause connected sections to buckle and collapse at the GM's discretion.

After 7 days or when you cast this spell somewhere else, the labyrinth harmlessly crumbles and sinks back into the ground, leaving any creatures that were inside it safely on the ground.

Casting this spell on the same spot once every 7 days for a year makes the labyrinth permanent.

*(a diamond worth 500+ GP, which the spell consumes)

SWIFT DELIVERY

Cantrip Conjuration (Bard, Sorcerer)

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: Instantaneous

You transfer one tiny object being worn or carried that is in a pocket, backpack, or other closed container you possess to another pocket, backpack, or other closed container being worn or carried by a willing creature within 30 feet of you.

SWORDSPLOSION

Level 4 Evocation (Bard, Sorcerer, Wizard, Witch)

Casting Time: 1 Action

Range: 120 ft.

Components: V, S, M*

Duration: Instantaneous

A multitude of weapons appear in a space within range before exploding out towards creatures within range. Each creature in a 20-foot-radius Sphere centered on that point makes a Dexterity saving throw, taking 1d4 + 3d6 + 1d8 + 1d10 + 1d12 Force damage on a failed save or half as much damage on a successful one.

When rolling damage, roll one d20 before rolling each different type of die used in the casting of this spell. If you roll a 20 on one of the d20s, roll twice as many of those dice.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 3.

*(a simple or martial weapon worth at least 1+ GP)

TERRIFYING TOUCH

Level 4 Necromancy (Bard, Paladin, Warlock, Wizard, Witch)

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Instantaneous

Make a melee spell attack against a creature within your reach. On a hit, the creature takes 8d10 Necrotic damage and has the Frightened condition for 1 minute. A creature can make a Wisdom saving throw saving throw at the end of each of its turns, ending the effect on a success. On a miss, the creature has the Frightened condition until the end of its next turn.

Using a Higher-Level Spell Slot. The damage increases by 1d10 for each spell slot level above 4.

THUNDEROUS SNAP

Cantrip Evocation (Bard, Druid, Sorcerer, Wizard)

Casting Time: 1 Action

Range: 10 ft

Components: V, S

Duration: Instantaneous

You snap your fingers, producing a loud clap of thunder in a 10-foot Cone originating from you that can be heard up to 100 feet away. Each creature in the area must make a Constitution saving throw or take 1d8 Thunder damage.

Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

TRANSFER ESSENCE

Cantrip Necromancy (Cleric, Sorcerer, Wizard)

Casting Time: 1 Action

Range: Touch

Components: V, S, M*

Duration: Instantaneous

You channel a small fragment of your essence into another creature. You touch a willing creature in range. When you do, you take 1d6 Necrotic damage and the creature receives Hit Points equal to the damage taken. This damage cannot be negated in any way. Once a creature has received this healing, they cannot receive it again until they have finished a Long Rest.

Cantrip Upgrade. The damage you take increases by 1d6 when you reach levels (2d6), 11 (3d6), and 17 (4d6).

*(a small needle, fleam, or phlebotome)

TRANSIENT SHELTER

Cantrip Conjuration (Bard, Druid, Sorcerer)

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 Round

You create a small extra dimensional pocket for a brief time. You touch one Tiny nonmagical object within range that is not being worn or carried. The object is placed in the tiny extradimensional space until the start of your next turn. When the spell ends, the object reappears in the space it was in when you cast the spell.

TRANSMUTE ARCANA

Level 8 Transmutation (Sorcerer, Wizard)

Casting Time: 1 Bonus Action

Range: Self

Components: V, S, M*

Duration: Concentration, up to 10 Minutes

For the duration, whenever you cast a spell that deals damage, you can change the damage type to Acid, Cold, Fire, Lightning, or Thunder damage (no action required) and the damage bypasses Resistance but not Immunity.

**(a pearl, tourmaline, garnet, citrine, and spinel each worth 50+ GP each beset into a circlet worth 500+ GP)*

TRAUMATIC BLAST

Level 1 Evocation (Sorcerer, Warlock, Witch)

Casting Time: 1 Action

Range: 90 ft.

Components: V, S, M*

Duration: Instantaneous

You summon a traumatic experience from your past and hurl it at an enemy within range. You choose acid, cold, Fire, Lightning, Poison, or Psychic for the type of damage your traumatic experience takes. The creature must succeed a Dexterity saving throw or take 4d6 damage on a failed save or half as much on a successful one. If you roll a 6 on any damage dice, you can roll an additional d6 and add its damage to the total, rolling again if this die is also a 6, and so on.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each slot level above 1.

**(a small charm from your past)*

TRUE SPEECH

Level 8 Divination (Bard, Wizard)

Casting Time: 1 Action

Range: Self

Components: V

Duration: 1 Hour

You understand the literal meaning of any spoken or signed words you hear or see, including deciphering coded languages such as Druidic and Thieves Cant. Any creature you speak or sign to understands you if it knows at least one language. Additionally, no matter what you say, magic that would determine if you are telling the truth indicates that you are being truthful.

TYRANNOSAURUS FORM

Level 5 Transmutation (Druid)

Casting Time: 1 Bonus Action

Range: Self

Components: V, S, M*

Duration: Concentration, up to 1 Minute

You give out a terrifying and ear-splitting roar and you inherit the traits of the most vicious prehistoric beast, the Tyrannosaurus. You gain the following benefits:

Tyrant Size. Your size becomes Huge.

Heavy Defense. You gain a bonus to your Armor class equal to your Constitution modifier.

Overwhelming Bite. As a Magic action, you can make a melee spell attack against a creature within your reach. On a hit, the creature takes 3d12 plus your spellcasting ability modifier Piercing damage and has the Grappled condition. While a creature has the Grappled condition, they also have the Restrained condition. While a creature is Restrained, you cannot use this attack against another creature.

** - (a statuette of a tyrannosaurus rex worth at least 300 GP, or a dinosaur-shaped figurine of wondrous power)*

UNHOLY PUPPETRY

Level 8 Necromancy (Warlock, Witch)

Casting Time: 1 Reaction*

Range: 60 ft.

Components: V, S

Duration: 8 Hours

The creature instead falls to one Hit Point. Your soul then leaves your body and enters the creature's body, granting you control over it until the end of your next turn. If the creature has character levels, the creature must have less total character levels than you and if the creature does not have character levels, the creature must have a CR less than your level and not be a Celestial, Fiend, or Undead. Your body then has the Unconscious condition, doesn't need food or air, doesn't age, and has Resistance to all damage. You take your turn on the creature's initiative, and your statistics are replaced by the stat block of the chosen creature, but you retain your alignment, personality, Intelligence, Wisdom, and Charisma scores, languages, and ability to speak.

At the end of your next turn, the creature must make a Charisma saving throw. If the creature fails, you sunder its soul permanently, and can remain in control of the creature's body for the spell's duration. On a success, your soul is shunted back into your body and the creature regains control over its form. If the body you currently control is killed, the spell ends and your soul returns to your original body. If your original body is killed, you remain in the body you currently control until the end of the spell's duration, and then you die. If your soul is brought back to life, it returns to your original body.

Using a Higher-Level Spell Slot. If you cast this spell using a level 9 spell slot, and your body is killed while your soul is in a different body, your soul remains in that body permanently, if you wish. If you remain, you maintain your Spellcasting feature and spell slots, but only ever have this spell prepared unless you enter your original body again.

**which you take when a creature you can see within range is reduced to 0 Hit Points*

VACCINATION

Level 4 Abjuration (Bard, Cleric, Druid, Paladin)

Casting Time: 1 Action

Range: Touch

Components: V, S, M*

Duration: 8 Hours

You touch a creature and inoculate it from poisons and contagions. The creature gains Immunity to the Poisoned condition and if you used a magical contagion in the material component of the spell, the creature also gains Immunity to that magical contagion used in the Material component of the spell.

**(A vial of Poison which the spell consumes, and a vial with a sample of a magical contagion or disease, which the spell consumes)*

VOID TOUCH

Cantrip Necromancy (Sorcerer, Warlock, Witch)

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Instantaneous

Make a melee spell attack against a creature within range. On a hit, the creature takes 1d6 Psychic damage and suffers a penalty to its next attack roll or saving throw equal to the number on the d6.

Cantrip Upgrade. The damage increases by 1d4 when you reach levels (1d6 and 1d4), 11 (1d6 and 2d4), and 17 (1d6 and 3d4).

WALL OF WATER

Level 5 Evocation (Cleric, Druid, Witch)

Casting Time: 1 Action

Range: 120 ft.

Components: V, S, M*

Duration: Concentration, up to 1 Minute

You create a wall of churning water on a solid surface within range. You can make the wall up to 100 feet long, 30 feet high, and 5 feet thick, or a 20-foot radius Sphere filled with water. The wall is opaque and lasts for the duration.

When the wall or sphere appears, each creature in its area or within 5 feet of it makes a Dexterity saving throw, taking 6d8 Bludgeoning damage on a failed save or half as much damage on a successful one. Creatures that were in the wall's space when it appeared are fully submerged in water. If these creatures also failed their Dexterity saving throw, they also have the Restrained condition. A creature Restrained by the wall cannot breathe unless it can breathe underwater and can use an action on each of its turns to attempt to break free. A creature can then use its Swim Speed to exit the wall or sphere.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 5.

**(a small vial of ocean water)*

WITCH'S HEX

Level 1 Necromancy (Warlock, Witch)

Casting Time: 1 Bonus Action

Range: 90 ft.

Components: V, S, M*

Duration: Concentration, up to 1 Hour

You harness the power of ancient witches to place a mystical curse on a creature that you can see within range. Until the spell ends, you deal an extra 1d6 Necrotic damage to the target whenever you hit it with an attack. Also, choose one ability when you cast the spell. The target has Disadvantage on the first saving throw it makes using that ability while you are Concentrating on this spell.

If the target drops to 0 Hit Points before this spell ends, you can use a bonus action on a subsequent turn of yours to curse a new creature. If you curse a new creature, it also has Disadvantage on its first saving throw it makes with the chosen ability.

Using a Higher-Level Spell Slot. When you cast this spell using a spell slot of level 3 or 4, you can maintain your Concentration on the spell for up to 8 hours. When you use a spell slot of level 5+, you can maintain your Concentration on the spell for up to 24 hours.

**(dried remains of a Tiny animal)*

ZONE HABITABILITY

Level 2 Conjuration (Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard, Witch)

Casting Time: 1 Action or Ritual

Range: 300 ft.

Components: V, S

Duration: 24 Hours

You create a 300-foot Sphere of a clean, pressurized atmosphere at a point you choose within range. The atmosphere's gaseous contents and pressure are the same as the world you originate from, or a habitable world that you have been on and can survive in. If the point you choose is on an object you are holding or one that isn't being worn or carried, the sphere is centered on the object and moves with it.

As part of the casting of the spell, you can choose a horizontal surface within range that you are standing on. Gravity in the sphere acts the same as the world you originate from, treating the horizontal surface, and your orientation on it, as the "ground".