

ARONAR'S GRIMOIRE PLAYTEST

THIS IS PLAYTEST MATERIAL

The D&D material in this document is presented for playtesting and review purposes. The game mechanics are a draft, usable in your D&D campaign, but subject to design revision and editing.

Feedback. The best way to provide feedback is to post on <https://reddit.com/r/TherinCreative> or via one of the social media links from <https://therincreative.com>.

Power Level. Material offered by Therin Creative is aimed to be on par with officially published options. I respond to feedback and test results to hone the material until it is in such shape that any D&D campaign can use it just as it could official content, with the confidence that the material is balanced and worthy.

FEATS

New feats are presented here in alphabetical order for groups that use them.

ADAPTIVE MAGIC

Prerequisite: Spellcasting class feature

You have adapted your spellcasting ability to better fit your aptitude, gaining the following benefits:

- Choose Intelligence, Wisdom, or Charisma. You can use the chosen ability as your spellcasting ability and for the features of one of your classes.
- When a creature succeeds a saving throw against one of your spells, you can use your reaction to force it to make a new saving throw, and it must use the new result. Once you use this reaction, you can't use it again until you finish a short or long rest.

ASCETIC ADEPT

Prerequisite: Unarmed strike damage of at least 1d4

You have a ki pool equal to your proficiency bonus, and regain all expended ki points when you finish a short or long rest. If you have ki as a class feature, you can spend these extra ki points on your class features. You can also perform the following feats by spending ki:

- When you hit a target with a weapon attack, you can spend 1 ki points to deal an extra 1d4 weapon damage.
- You can spend 1 ki as a bonus action to cause all of the damage dealt by your weapons, unarmed strikes, and natural weapons to ignore damage resistance until the start of your next turn.
- When you are hit by a melee weapon attack, you can increase your AC against that attack by 1 for every ki point you spend, possibly turning a hit into a miss.

CUNNING INITIATIVE

Your ability to rapidly plan around emerging complications is profound. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.

- You can choose to add your Intelligence modifier to initiative rolls.
- When you hit a foe with an opportunity attack, you can choose to add your Intelligence modifier to the damage.
- When an ally makes an opportunity attack against a foe within 30 feet of you, you can cast a cantrip with a range of at least 30 feet and a casting time of an action or make an attack with a ranged weapon against the same target using your reaction.

EXPANDED KNOWLEDGE

Prerequisite: Spellcasting or Power Manifesting class feature

Through continuous dedication or study, you've expanded your ability to cast spells or manifest powers. You gain the following benefits:

- Choose one class you have which has the Spellcasting or Power Manifesting class feature and increase its spellcasting or power manifesting ability by 1, to a maximum of 20.
- You know one additional spell or power of your choice from the class's list if it has known spells or powers, or you prepare or imprint one additional spell or power when you prepare and imprint your spells and powers.

FORTIFY FOCUS

Prerequisite: Ability to maintain at least one effect that requires concentration, such as a spell or power

You are able to reassert your concentration, gaining the following benefits:

- Increase your Constitution, Intelligence, or Wisdom score by 1, to a maximum of 20.
- When you fail a Constitution saving throw to maintain concentration, you can choose to succeed instead, but once you do so, you can't do this again until you finish a short or long rest.
- While concentrating on an effect, you can't be surprised and have advantage on saving throws against the charmed condition.

INNATE CLAIRENTIENCE POTENTIAL

You are naturally gifted or have been affected by a supernatural force. You have a number of Psionic Energy Dice equal to half your proficiency bonus, rounded down, which are a d6. You regain one expended die when you finish a short rest and all dice when you finish a long rest. You can spend that die and roll it to perform one of the following feats:

- When you are hit by a trap or weapon attack, you can increase your AC by the number rolled.
- When you fail an Intelligence or Wisdom check you add the number rolled to your check, possibly turning failure into success.
- When you are surprised, you add the number rolled to your initiative.

INNATE DIMENSION POTENTIAL

You are naturally gifted or have been affected by a supernatural force. You have a number of Psionic Energy Dice equal to half your proficiency bonus, rounded down, which are a d6. You regain one expended die when you finish a short rest and all dice when you finish a long rest. You can spend that die and roll it to perform one of the following feats:

- When you hit with a weapon attack, you deal extra force damage equal to the number rolled.
- When you must make a Dexterity saving throw from an effect which targets an area you are within, you increase your save by the number rolled.
- As an action, you can teleport a Tiny unattended object within 60 feet of you a number of feet equal to ten times the number rolled. If this places the object in your space, you can choose to hold it in your hand.

INNATE PROTEAN POTENTIAL

You are naturally gifted or have been affected by a supernatural force. You have a number of Psionic Energy Dice equal to half your proficiency bonus, rounded down, which are a d6. You regain one expended die when you finish a short rest and all dice when you finish a long rest. You can spend that die and roll it to perform one of the following feats:

- As an action, you regain a number of hit points equal to the number rolled + your proficiency bonus.
- When you fail a Strength or Dexterity check, you increase the check by the number rolled, possibly turning failure into success.
- You can survive without breathing for a number of minutes equal to the number rolled times ten. This requires no action for you to activate.

INNATE TELEKINETIC POTENTIAL

You are naturally gifted or have been affected by a supernatural force. You have a number of Psionic Energy Dice equal to half your proficiency bonus, rounded down, which are a d6. You regain one expended die when you finish a short rest and all dice when you finish a long rest. You can spend that die and roll it to perform one of the following feats:

- When a ranged weapon attack is made against a target within 60 feet of you, you can increase or decrease (your choice) the target's AC against that attack by the number rolled.
- During your turn, you can jump up to a distance equal to up the number rolled times 5 feet. The distance of this jump costs you no movement.
- When you fall, you can reduce the number of dice of damage you take from the fall by the number rolled. If this results in reducing your fall damage to 0, you aren't knocked prone by the fall.

INNATE TELEPATHIC POTENTIAL

You are naturally gifted or have been affected by a supernatural force. You have a number of Psionic Energy Dice equal to half your proficiency bonus, rounded down, which are a d6. You regain one expended die when you finish a short rest and all dice when you finish a long rest. You can spend that die and roll it to perform one of the following feats:

- As an action, you mentally shock a creature that you can see within 60 feet of you. The target must succeed on an Intelligence saving throw against a DC equal to 8 + your proficiency bonus + your Charisma, Intelligence, or Wisdom modifier (your choice) or take psychic damage equal to the number rolled plus your proficiency bonus.
- When you fail an Intelligence saving throw, you increase your save by the number rolled.
- As an action, you attempt to read the surface thoughts of a creature you can see within 60 feet of you. The target must succeed on a Wisdom saving throw against a DC equal to 8 + your proficiency bonus + your Charisma, Intelligence, or Wisdom modifier (your choice) or you become aware of its surface thoughts for a number of minutes equal to the number rolled.

MAGICIAN'S COUNTERMEASURES

Prerequisite: Spellcasting class feature

Your mind is trained to process the spellcasting of others to appropriately react, granting you the following benefits:

- Increase your Dexterity or Intelligence score by 1, to a maximum of 20.
- When you use your reaction to successfully identify spell as it is being cast, you immediately regain the use of your reaction.
- You have advantage on saving throw against a spell you have identified through your action or reaction. If the identified spell instead requires an attack roll, you increase your AC by 2 against it.

NIGHTMARISH FORM

Prerequisite: A class feature which allows you to completely change your form

When you change your form, such as through the Wild Shape, Metaform, or Mutagenic Concoction features, you take on a horrific appearance or menacing air. Each creature, except an ally, which can see you that starts its turn within 10 feet of you must make a Wisdom saving throw against a DC equal to 8 + your proficiency bonus + your Constitution modifier. On a failed save, the target becomes unsettled as long as it can see you. On a successful save, the target is immune to this effect until it finishes a long rest.

A target unsettled this way becomes frightened of you until the end of its next turn when it ends its turn within 10 feet of you.

PRIMAL DISCIPLINE

Prerequisite: At least one natural weapon or the Wild Shape feature

You have refined your technique using your natural weapons, gaining the following benefits:

- Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.
- Your natural weapons are treated as unarmed strikes for class features, feats, and magical effects.
- Your natural weapons deal at least 1d6 + your Strength bonus, provided you are Small or larger.

RECALL ENERGY

Prerequisite: Spellcasting or Power Manifesting class feature

You are adept at controlling magical energies in ways beyond other practitioners. When you miss a target with a spell or power you can use your reaction to regain the spell slot or power points expended. You can take the same reaction when a target succeeds on its saving throw against one of your spells or powers provided it suffered no effect as a result of its save. In both cases, the spell or power must target only a single creature or object.

After you use take this reaction, you can't take it again until you finish a short or long rest.

SPELL ROD

Naturally attuned to magical energy, you can draw spells toward you, gaining the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- When you are within 5 feet of a creature targeted by a spell or spell-like effect which only targets that creature, you can take a reaction to be the target instead. If the spell requires an attack roll, it is made against your AC, and if it requires a saving throw, you make the save.
- When a creature within 5 feet of you regains hit points from a spell, you also regain half as many hit points as the target.

SPELL SHOCK

Prerequisite: At least one spell slot of 1st level or higher

Magic shrouds your strikes. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- When you hit a target with a melee weapon attack, you can take a bonus action and expend a spell slot. You deal extra damage equal to 1d8 + twice the level of the spell slot expended. This damage can be acid, cold, fire, lightning, poison, or thunder (your choice when you deal the damage).
- You have advantage on weapon attack rolls against a target damaged by one of your spells or this feat for 1 round after it takes the damage.

SYNCHRONIC SPELLS

When a spell is cast, residual energy lingers for a brief moment; you have learned to tap this energy. You have the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- Whenever an ally within 30 feet of you casts a spell, the next spell of the same school of magic you cast before the end of your next turn increases its spell save DC and attack modifier by 1.
- When you take the Ready action to cast a spell and it is triggered when an ally casts the same spell at the same target or if the spell's areas overlap, each target has disadvantage on its saving throw against each of the spells or you and your ally have advantage on your attack rolls to hit with the spell.

SPELLS

New spells are presented in this section, followed by a number of revised spells.

Level	Spell	School	Conc.	Class
0	Acidic Dart	Evocation	No	Sorcerer, Warlock
0	Amelioration	Evocation	No	Cleric
0	Dread Strike	Conjuration	No	Artificer, Sorcerer, Warlock, Wizard
0	Fists of Iron	Transmutation	No	Artificer, Sorcerer, Warlock, Wizard
0	Lightning Blast	Evocation	No	Sorcerer, Wizard
0	Shockwave	Conjuration	No	Artificer, Sorcerer, Warlock, Wizard
0	Visage	Illusion	No	Bard, Cleric
0	Wrath Bolt	Evocation	No	Cleric
1st	Entropic Shield	Abjuration	Yes	Cleric
1st	Guiding Hand	Divination	No	Cleric, Paladin
1st	Orb of Light	Transmutation	Yes	Cleric, Paladin
1st	Poison Bomb	Conjuration	Yes	Druid, Sorcerer, Wizard
1st	Repent	Enchantment	No	Cleric
1st	Resurgence	Abjuration	No	Cleric, Paladin
1st	Sacrifice	Evocation	No	Cleric, Paladin
1st	Warmth of Ulyaosh	Necromancy	No	Warlock
2nd	Arc Lightning	Evocation	No	Druid, Ranger, Sorcerer, Wizard
2nd	Bloodsworn	Enchantment	Yes	Cleric, Warlock
2nd	Chaos Stream	Evocation	Yes	Sorcerer, Wizard
2nd	Corrosive Shroud	Evocation	No	Druid, Sorcerer, Wizard
2nd	Foul Gasp	Transmutation	No	Warlock, Wizard
2nd	Gripping Weeds	Conjuration	Yes	Druid, Ranger
2nd	Hold Beast	Enchantment	Yes	Bard, Druid, Ranger, Wizard
2nd	Litany of Calling	Enchantment	Yes	Cleric, Paladin
2nd	Mirror's Sheen	Transmutation	No	Cleric
2nd	Putrid Spray	Evocation	No	Sorcerer, Warlock, Wizard
2nd	Sanctify Weapon	Transmutation	Yes	Cleric
2nd	Skitter	Transmutation	No	Ranger
2nd	Snake Charm	Enchantment	Yes	Bard, Druid, Warlock
2nd	Warp Wood	Transmutation	No	Druid
3rd	Acid Spray	Evocation	No	Sorcerer, Wizard
3rd	Arden's Stature	Transmutation	Yes	Wizard
3rd	Blasphemous Accusation	Enchantment	Yes	Cleric, Warlock
3rd	Chaos Binding	Enchantment	Yes	Sorcerer, Wizard
3rd	Deep Slumber	Enchantment	No	Sorcerer, Wizard
3rd	Displacement	Illusion	Yes	Artificer, Sorcerer, Wizard
3rd	Embrace of Ulyaosh	Conjuration	Yes	Warlock
3rd	Enrapturing Retort	Enchantment	No	Bard, Cleric, Paladin
3rd	Jezrai's Bounding Note	Evocation	Yes	Bard, Wizard
3rd	Litany of Binding	Enchanting	Yes	Cleric, Paladin
3rd	Locate Traps	Divination	No	Cleric, Ranger
3rd	Magic Vestments	Transmutation	Yes	Artificer, Cleric
3rd	Shadow Walk	Transmutation	No	Sorcerer, Warlock, Wizard
3rd	Toxic Globules	Evocation	Yes	Sorcerer, Wizard
3rd	Withering Touch	Necromancy	No	Druid, Sorcerer, Warlock
4th	Adeila's Retribution	Necromancy	No	Wizard
4th	Arden's Might	Transmutation	No	Wizard
4th	Ball Lightning	Evocation	Yes	Druid, Sorcerer, Wizard
4th	Chaos Vortex	Evocation	No	Sorcerer, Wizard
4th	Chastisement	Evocation	No	Bard, Cleric
4th	Condemnation	Enchantment	Yes	Bard, Cleric, Warlock

Level	Spell	School	Conc.	Class
4th	Cyclone Barrier	Abjuration	No	Druid, Sorcerer, Wizard
4th	Dimensional Anchor	Conjuration	Yes	Sorcerer, Wizard
4th	Litany of Resolve	Evocation	No	Cleric
4th	Litany of Sloth	Enchantment	Yes	Cleric
4th	Psalm of Martyrs	Enchantment	No	Cleric, Paladin
4th	Rexa's Transit	Conjuration	No	Bard, Wizard
4th	Sequencer	Evocation	No	Wizard
4th	Sticks to Snakes	Transmutation	Yes	Cleric, Druid
4th	Thorny Vines	Transmutation	Yes	Druid, Ranger
4th	Wrathful Paean	Evocation	No	Cleric, Paladin
5th	Arcane Motes	Evocation	Yes	Artificer, Sorcerer, Wizard
5th	Aura of Peace	Transmutation	Yes	Cleric, Paladin
5th	Chaos Mirage	Illusion	Yes	Sorcerer, Wizard
5th	Jezrai's Muse	Enchantment	No	Artificer, Bard
5th	Light of Ulyaosh	Evocation	Yes	Warlock
5th	Litany of Forfeit	Evocation	No	Cleric, Paladin
5th	Spectral Sheen	Illusion	No	Warlock, Wizard
6th	Acid Fog	Conjuration	Yes	Sorcerer, Wizard
6th	Aura of Martyrdom	Enchantment	No	Cleric
6th	Borrowed Time	Transmutation	No	Sorcerer, Wizard
6th	Chaos Volley	Evocation	No	Sorcerer, Wizard
6th	Deep Dive	Divination	Yes	Cleric, Warlock, Wizard
6th	Rexa's Sentinels	Conjuration	No	Bard, Wizard
7th	Arctic Eye	Conjuration	No	Sorcerer, Wizard
7th	Adeila's Mind Worm	Enchantment	Yes	Wizard
7th	Arden's Grand Stature	Transmutation	Yes	Wizard
7th	Chaos Barrier	Abjuration	Yes	Sorcerer, Wizard
7th	Lunacy	Transmutation	Yes	Bard, Druid, Warlock, Wizard
7th	Venomous Wave	Conjuration	Yes	Sorcerer, Wizard
8th	Chaos Wall	Evocation	Yes	Sorcerer, Wizard
8th	Heavenly Sweep	Evocation	No	Cleric
8th	Seed of Depravity	Enchantment	No	Warlock
9th	Chaos Storm	Conjuration	Yes	Sorcerer, Wizard
9th	Divine Subpoena	Conjuration	Yes	Cleric
9th	Unmake	Transmutation	No	Sorcerer, Wizard

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

ACIDIC DART

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A dart comprised of acid shoots from your hand at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 acid damage.

The spell creates more than one dart when you reach higher levels: two darts at 5th level, three darts at 11th level, and four darts at 17th level. You can direct the darts at the same target or at different ones. Make a separate attack roll for each dart.

ACID FOG

6th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a pinch of dried, powdered peas combined with powdered animal hoof)

Duration: Concentration, up to 1 minute

A billowing cloud of acidic fog appears in a 20-foot-radius sphere centered on a point within range. The cloud spreads around corners and 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.

When the cloud appears, each creature in it must make a Constitution saving throw. On a failed save, a target takes 8d6 acid damage and has its AC reduced by 2 until the end of its next turn. On a successful save, a creature only takes half the damage. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there.

The cloud moves 10 feet directly away from you in a direction that you choose at the start of each of your turns.

ACID SPRAY

3rd-level evocation

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S, M (powdered rhubarb leaf and an adder's stomach)

Duration: 1 round

Corrosive acid sprays from you in a 30-foot cone. Each creature in the cone must make a Dexterity saving throw. On a failed save, the target immediately takes 4d6 acid damage and 2d6 acid damage at the end of its next turn. On a successful save, the target only takes half the initial damage and no damage at the end of its next turn.

An unattended object instead takes 6d6 acid damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage (both initial and later) increases by 1d6 for each slot level above 3rd.

ADEILA'S MIND WORM

7th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

One creature within range must succeed on an Intelligence saving throw or a mirror of your mind enters the mind of the target burrowing deep within its psyche. You immediately know what the target thinks, and whenever it makes an Intelligence or Wisdom check, it treats a d20 roll of 11 or higher as a 10.

At the start of each of its turns the target makes a new Intelligence saving throw. On a failed save, you choose to either read or erase a one-hour block of its memories. On a successful save, the target resists your attempt to read or erase its memories, and if it succeeds on three such saves, the spell ends early.

You can choose to end the spell early as an action. When you do so the target takes 3d6 psychic damage for each Intelligence saving throw against this spell it failed.

Lost memory can only be restored by the Psychic Surgery feature or the *greater restoration* spell.

At Higher Levels. When you cast this spell using a spell slot of 9th level, you can choose to render a target amnesiac instead of erasing a block of memory.

ADEILA'S RETRIBUTION

4th-level necromancy

Casting Time: 1 reaction, which you take in response to being damaged by a creature within 30 feet of you

Range: 30 feet

Components: V, S, M (spit spat in anger)

Duration: 1 minute

You let out a wretched cry, and the creature that damaged you struck by a sickening wave of energy. The creature must make a Constitution saving throw. On a failed save, the creature takes 6d8 necrotic damage and is seized by wracking pain, amplified within your presence. For the duration, each attack the creature makes against you has disadvantage, and as long as the creature is within 30 feet of you it is unsettled. On a successful save, the creature only takes half of the damage.

AMELIORATION

Evocation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a creature and restore its recently lost stamina. The target regains 1d4 hit points, up to the amount of damage it has taken since the end of your last turn.

The hit points restored by the spell increase by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

ARC LIGHTNING

2nd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a tuning fork)

Duration: Instantaneous

A bolt of lightning shoots from you to a creature you can see within range. Make a ranged spell attack. On a hit the target takes 2d8 lightning damage and one creature of your choice within 30 feet of it must succeed on a Dexterity saving throw or take 2d12 lightning damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage to the initial target increases by 1d8 and the damage to the second target increases by 1d12 for each slot level above 2nd.

ARCANE MOTES

5th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You create four motes of arcane energy that float above you. You can use a bonus action to send one of the motes streaking toward a target within 60 feet of you. The mote automatically hits its target and deals 4d6 force damage to it. Once a mote hits a target, it is expended. The spell ends early if you expend the last mote.

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

ARCTIC EYE

7th-level conjuration

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a crystalline eye worth at least 250 gp)

Duration: 2 rounds

A glowing sensor appears overhead that traces a line of frost that is 60 feet long and 10 feet wide. Each creature within the area must make a Constitution saving throw. A target takes 4d10 cold damage on a failed save, and half as much damage on a successful one.

As an action on your next turn, you use the sensor to trace another line as above. Regardless of whether you trace another line or not, at the end of this turn, the sensor splinters into thousands of shards of ice that immediately strike the area of each traced path. Each creature within the area must make a Dexterity saving throw. A creature takes 4d6 slashing damage and 2d6 cold damage on a failed save, or only 2d6 cold damage on a successful one.

ARDEN'S GRAND STATURE

7th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Power courses through you as you and equipment you are wearing or holding grow to colossal size. Your Strength score become 25 if not already higher. At the start of each of your turns you double in size, becoming one size category larger, until you reach a desired height, grow to 40 feet tall, or reach the maximum size possible in the space available. Your weight increases with your increased size appropriately.

For each size category beyond Medium you become, your melee reach increases by 5 feet and you deal an extra 1d6 weapon damage when you hit a target with a melee weapon attack. When you are Gargantuan, you deal an extra 25 damage to any structure you hit with a weapon attack.

If you are at least Large, you can throw heavy objects as an action. These act as ranged weapons you are proficient in with a range equal to five times your height that deal 2d6 + your Strength modifier bludgeoning damage on a hit. The damage increases to 4d6 when you are Huge and 6d6 when you are Gargantuan. You can also throw a creature you have grappled that is smaller than you, dealing the damage above to it when you throw it into a surface or object larger than it and knocking it prone. If a thrown creature hits another creature, the damage dealt is divided between the targets.

If your size is at least Huge, you can perform an earth-shaking stomp as an action. Each creature within 10 feet (20 feet if you are Gargantuan) of you standing on the ground must succeed on a Dexterity saving throw or be knocked prone. When you hit a creature with an unarmed strike using your foot, you can perform the stomp as a bonus action.

This spell ends other magic effects that alter your size and prevents those effects from targeting you for the duration. As an action, you can trigger your growth again, or shrink one size category to a minimum size of your original height.

ARDEN'S MIGHT

4th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

Magic swells within you, granting you enhanced vigor. For the duration, you gain the following benefits:

- Your hit point maximum and current hit points increase by 2d10.
- Your carrying capacity doubles and you can push, drag, or lift twice as much.
- When you make a Strength or Constitution check, you treat a d20 roll of 9 or less as a 10.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, your hit point maximum and current hit points increase an additional 1d10 for each slot level above 4th.

ARDEN'S STATURE

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

One willing creature you touch, along with its worn and carried items, doubles in size and its weight is multiplied by eight for the duration. Additionally, the target's Strength score increases to 19 if not already higher, it has advantage on Strength and Constitution checks and saving throws, and deals 1d6 additional weapon damage when it hits with a weapon attack using Strength for attack rolls.

For the duration, the target's size can't be reduced by magical effects. This spell doesn't stack with similar effects that increase a target's size.

AURA OF MARTYRDOM

6th-level enchantment

Casting Time: 1 action

Range: Self

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

Duration: 1 minute

Divine energy radiates from you with a 30-foot radius. You gain 6d6 + 24 temporary hit points. Each time an ally within 30 feet of you takes damage, you roll a d10. The ally takes less damage equal to the number rolled, and you take damage equal to amount prevented.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you gain 12 additional temporary hit points for each slot level above 6th.

AURA OF PEACE

5th-level transmutation

Casting Time: 1 action

Range: Self

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

Duration: Concentration, up to 1 minute

Tranquil energy radiates from you with a 30-foot radius. Each creature within the area deals only half damage with weapon attacks until the spell ends.

BALL LIGHTNING

4th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

An orb of crackling energy appears in an unoccupied space within range and slowly moves in a direction you choose. It moves 10 feet at the end of each of your turns in the chosen direction. You can take a bonus action to change the direction of the orb during your turn.

After moving, the orb fires an arc of electricity at up to three creatures within 10 feet of it, targeting the closest targets first. A target must make a Dexterity saving throw, taking 4d10 lightning damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

BLASPHEMOUS ACCUSATION

3rd-level enchantment

Casting Time: 1 action

Range: 90 feet

Components: V

Duration: Concentration, up to 1 minute

Magical energy blossoms within a creature, judging its worth. One creature within range must make a Charisma saving throw. On a failed save, the target takes 3d10 psychic damage and is blinded for the duration of the spell. On a successful save, it takes only half of the damage. A blinded target makes a new Charisma saving throw at the end of each of its turn, ending the spell for it on a success.

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.

BLOODSWORN

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a drop of blood, which the spell consumes)

Duration: 1 minute

You create a magical link between you and a hostile creature you can see in range. The creature must make a Charisma saving throw. On a failed save, the creature is linked to you. For the duration, whenever you take damage, the linked creature takes half as much damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for every two slot levels above 2nd.

BORROWED TIME

6th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a silver chain worth at least 150 gp, which the spell consumes)

Duration: 24 hours

You bind the magic of a spell to you for a prolonged time. Choose one of the following spells currently affecting you: *alter self*, *comprehend languages*, *darkvision*, *detect magic*, *disguise self*, *enhance ability*, *enlarge/reduce*, *expeditious retreat*, *invisibility*, *jump*, *levitate*, *longstrider*, *mage armor*, *nondetection*, *protection from energy*, *protection from evil and good*, *see invisibility*, *spider climb*, *tongues*. The chosen spell has its duration changed to 24 hours or until this spell is dispelled and doesn't require concentration.

If the spell can end early, it and this spell end when that condition is met.

CHAOS BARRIER

7th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Chaotic energy swirls around you, shrouding you in a barrier of light. You shed bright light up 20 feet and dim light for an additional 20 feet. Your AC increases by 2 for the duration, and ranged attacks have disadvantage against you. Roll 2d8 and choose one of the d8s. The number rolled on that die determines what additional protection the chaotic energy grants you for the duration.

d8 Effect

- 1 You have resistance to acid damage and can move over difficult terrain without spending extra movement.
- 2 You have resistance to cold damage and the area within 30 feet of you is difficult terrain for each creature you choose.
- 3 You have resistance to fire damage and the first time on a turn a foe moves within 10 feet of you or ends its turn there, it takes 2d6 fire damage.
- 4 You have resistance to force damage and can't be pushed or knocked prone. You also take no damage from falling.
- 5 You have resistance to lightning damage and when a creature within 10 feet of you hits you with a melee attack, you can take a reaction to deal 4d6 lightning damage to it.
- 6 You have resistance to poison damage and are immune to the poisoned condition.
- 7 You have resistance to psychic damage and can't have your mind read or altered. Additionally, you have advantage on Intelligence (Investigation) checks against illusions.
- 8 You have resistance to thunder damage and the first time in a turn a hostile creature attempts to move within 20 feet of you, it must succeed on a Strength saving throw or be pushed 10 feet away from you and knocked prone.

If you roll the same number on both d8s, you are immune to the *magic missile* spell for the duration and gain 2d10 + 20 temporary hit points.

CHAOS BINDINGS

3rd-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Bindings of chaotic energy ensnare one creature you can see within range. The target must succeed on a Strength saving throw or have its movement speed reduced to 0 ft. for the duration. In addition, roll 2d8 and choose one of the d8s. The number rolled on that die determines what other effect the bindings have for the duration. The target makes a new Strength saving throw at the end of each of its turns, ending the spell for it on a success.

d8 Effect

- 1 The target has a -2 penalty to AC and Dexterity saving throws and can't make reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.
- 2 The target is restrained.
- 3 The target is engulfed in flame. For the duration, at the start of each of its turns it takes 2d6 fire damage.
- 4 The target is paralyzed.
- 5 The target has disadvantage on attack rolls and ability checks.
- 6 The target is poisoned.
- 7 The target can't concentrate. The target immediately loses concentration on any effect it maintains, and if it uses an effect that requires concentration, the effect ends at the end of the turn.
- 8 The target is deafened.

If you roll the same number on both d8s, the spell lasts for 1 minute and you don't need to concentrate to maintain it.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd. You roll 2d8 for each target when you first cast the spell.

CHAOS MIRAGE

5th-level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Chaotic magic seeps into a creature's mind, causing it to perceive phantoms. The target must make a Wisdom saving throw. On a failed save, roll 2d8 and choose one of the d8s. The number rolled on that die determines what phantoms the target perceives for the duration.

A target which fails its save can use its action to make an Intelligence (Investigation) check against your spell save DC, and on a success is freed of the phantoms.

d8 Effect

- 1 Each of the target's foes within 30 feet of it becomes invisible to it, but it can still hear them.
- 2 The target's nearest foe takes on the form of the its greatest fear and it becomes frightened of that foe.
- 3 An avatar of death appears (see chapter 7 of the *Dungeon Master's Guide*) and attacks the target.
- 4 Haunting sounds and sensations plague the target and it becomes unsettled.
- 5 The target can't distinguish friend from foe and must choose a random target when it takes an action which targets something other than it or an unattended object.
- 6 The target senses nothing, and becomes blinded and deafened. Additionally, it can't benefit from tremorsense.
- 7 The target is wracked with phantom sensations. Once each turn when the target takes damage, it takes an additional 1d6 psychic damage.
- 8 Incessant whispers drive the target mad. At the start of each of its turns, rolls a d6. On a 1 or 2, the target is unable to take an action or a bonus action during the turn.

If you roll the same number on both d8s, the chaotic energy leaps to a different creature of your choice within 30 feet of it. The new target makes a Wisdom saving throw, and you roll 2d8 to determine what effects the spell has, which could cause the chaotic energy to leap again

CHAOS STORM

9th-level conjuration

Casting Time: 1 action

Range: 1 mile

Components: V, S

Duration: Concentration, up to 1 hour

A storm of chaotic energy forms in a cylinder that is 100 feet high with a 100 foot radius. The area is lightly obscured, and each creature must spend 2 feet of movement per foot moved due to fierce winds. Choose ten different spaces within the storm. Centered on each of the chosen spaces is a surge which occupies a 15-foot radius cylinder that is 100 feet tall. For each surge, roll 2d8 and choose one of the d8s. The number rolled on that die determines the type of surge created.

For the duration, you can take a bonus action to remove one surge. After removing a surge, a new surge will automatically form within 2d6 turns, appearing centered at a space you choose within the storm at the start of a turn.

d8 Effect

- 1 A target within the surge when it first appears, which enters or reenters it, or which ends its turn there, takes 2d6 acid damage. In addition, each target within the surge has its AC reduced by 2 until the end of its next turn.
- 2 The area under the surge is covered in ice, making it difficult terrain and the area is heavily obscured. Each creature that starts its turn within the surge takes 2d12 cold damage.
- 3 Fire rains down upon the area of the surge. Each target that ends its turn within the squall takes 4d8 fire damage.
- 4 A twister occupies the space of the surge. The first time a creature enters the surge or starts its turn there, it must succeed on a Strength saving throw or be tossed into the air and restrained until the end of its turn. The creature is tossed up 1d4 x 10 feet and falls at the end of its turn.
- 5 Storm clouds appear atop the surge. Exposed flames, such as a torch, are doused within the surge. At the end of each of your turns, roll 1d6. Bolts of lightning strike a number of targets within the surge equal to the number rolled, but a target can only be struck once. The highest or tallest targets are struck first. Each bolt of lightning deals 4d10 lightning damage. A creature must make a Dexterity saving throw, taking only half of the damage on a success.
- 6 A toxic miasma pours out from within the surge. The area is covered in magical darkness that suppresses light not created by an 8th level or higher spell slot. It is impossible to breathe within the miasma, and each creature which starts its turn within it must succeed on a Constitution saving throw or take 4d6 poison damage.
- 7 Raw, chaotic psychic energy whirls within the surge. Each creature which ends its turn within the surge takes 2d8 psychic damage and must succeed on a Wisdom saving throw or be blinded and deafened until the end of its next turn as phantom visions cloud its senses.
- 8 Massive pressure builds within the surge. Each creature that starts its turn within the surge must succeed on a Strength saving throw or be restrained until the start of its next turn. Each creature that ends its turn within the surge takes 2d10 thunder and damage and is knocked prone.

If you roll the same number on both d8s, choose a creature within the surge's area. It regains 6d10 hit points or takes 10d6 force damage. A creature which succeeds on a Constitution saving throw only takes half of the thunder damage.

CHAOS DAMAGE TYPE

d8	Damage Type
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Poison
7	Psychic
8	Thunder

CHAOS STREAM

2nd-level evocation

Casting Time: 1 action

Range: Self (30-foot line)

Components: V, S

Duration: Concentration, up to 1 minute

A line of chaotic energy that is 30 feet long and 5 feet wide emanates from you. Each creature within the line when you first cast the spell or which ends its turn there must succeed on a Dexterity saving throw or take $2d8 + 1d10$ damage. Choose one of the d8s. The number rolled on that die determines the spell's damage type, as shown on the Chaos Damage Type table.

If you roll the same number on both d8s, a target is pushed 10 feet away from the line and knocked prone on a failed save.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by $1d10$ for each slot level above 2nd.

CHAOS VOLLEY

6th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Missiles of chaotic energy shoot at up to four creatures you can see within range. A target can only be targeted by one missile. Make a ranged attack roll against each target. On a hit, the target takes $2d8 + 10d6$ damage. Choose one of the d8s. The number rolled on that die determines the attack's damage type, as shown on the Chaos Damage Type table.

If you roll the same number on both d8s, the target takes an additional $1d8$ damage. If that number rolled is the same as previous d8s, the target takes another $d8$ until the number rolled is a different number or the target takes $5d8$ additional damage from the missile.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you shoot two additional missiles for each slot level above 6th.

CHAOS VORTEX

4th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Swirling chaotic energy erupts in a cylinder – that is 20 feet high with a 20 foot radius – centered at a point you can see within range. Each creature within the cylinder must make a Constitution saving throw. A target takes $2d8 + 6d6$ damage on a failed save, or half as much damage on a successful one. Choose one of the d8s. The number rolled on that die determines the spell's damage type, as shown on the Chaos Damage Type table.

If you roll the same number on both d8s, a target that failed its save is also teleported $1d6 \times 10$ feet in a random direction into a space that it can occupy.

CHAOS WALL

8th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

A fluctuating plane of chaotic energy forms a vertical opaque wall that is up to 90 feet long, 30 feet high, and 1 inch thick along a surface you can see within range. Alternately, you can shape the wall into a sphere that is up to 30 feet in diameter centered on a point you can see within range. If you position the wall so that it passes through a space occupied by a creature, the spell fails, and your action and the spell slot are wasted.

The wall sheds bright light out to a range of 30 feet and dim light for an additional 30 feet. You and creatures you designate at the time you cast the spell can pass through the wall and remain near the wall without harm.

When a creature attempts to reach into or pass through the wall, it takes $2d8 + 4d12$ damage. Choose one of the d8s. The number rolled on that die determines the attack's damage type, as shown on the Chaos Damage Type table.

If you roll the same number on both d8s, the target is restrained until the start of its next turn.

CHASTISEMENT

4th-level evocation

Casting Time: 1 reaction, which you take in response to an ally you can see being hit by a melee attack from a creature

Range: 60 feet

Components: V, S

Duration: 1 minute

Divine wrath strikes a creature which harmed your ally. The creature must make a Wisdom saving throw. On a failed save, it takes $6d8$ radiant damage and the next time it deals damage with a melee attack within 1 minute, its damage is halved. On a successful save, the target only takes half of the damage.

CONDEMNATION

4th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You cast judgment upon a creature. One creature within range must succeed on a Wisdom saving throw or become cursed for the duration. A cursed target has disadvantage on each attack roll and ability check it makes and takes $1d6$ radiant damage each time it is hit by an attack. A *remove curse* spell ends the effect.

CORROSIVE SHROUD

2nd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a rusted iron lock)

Duration: 1 minute

Corrosive vapor enshrouds one creature you can see within range. The target must make a Constitution saving throw. On a failed save, the target takes 2d10 acid damage and has its AC reduced by 2 for 1 minute or until it is immersed in water. On a successful save, the target only takes half of the damage and the spell ends.

CYCLONE BARRIER

4th-level abjuration

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 minute

Winds shroud you, as four small cyclones surround you. For the duration, whenever a creature moves within 5 feet of you, you can use your reaction to use one of these cyclones to blast the creature, consuming the cyclone used. The target must succeed on a Strength saving throw or be pushed 20 feet away from you. A pushed target must spend a 3 feet of movement per foot moved toward you until the end of its turn.

Once you have used all of your cyclones, the spell ends.

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

DEEP DIVE

6th-level divination

Casting Time: 1 hour

Range: Self

Components: V, S

Duration: Special

You send your subconscious mind deep into the Collective Conscious of the multiverse to seek information about a particular event or an event connected to a creature or object. For each minute you concentrate to maintain the spell, you perceive a 10-minute block of time from the perspective of a creature or object that witnessed the event or was nearby the subject at a pertinent period of time for your query. You sense events as if you were there, but you can't interact with the event. While the event viewed might not provide a clear answer to your query, it is always accurate.

You can continue to perceive the subject of your query as long as you maintain concentration on the spell. At the end of each minute you concentrate on the spell beyond the first, you must succeed on a Wisdom saving throw against your spell save DC or take one level of exhaustion from the ordeal.

DEEP SLUMBER

3rd-level enchantment

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a pinch of fine sand, rose petals, or a cricket)

Duration: 10 minutes

This spell sends one creatures you can see within range into a magical slumber. The target must succeed on a Wisdom saving throw or fall unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake.

Undead and creatures immune to being charmed aren't affected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd. The creatures must be within 30 feet of each other when you target them.

DIMENSIONAL ANCHOR

4th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a miniature lead anchor)

Duration: Concentration, up to 10 minutes

A green beam strikes one creature or object. The target is bound to its current plane of existence and can't be teleported. A creature must make a Charisma saving throw, which it can choose to fail. On a failed save, the creature can't be transported to another plane, nor can it teleport through any means. Additionally, the target can't be the target of spells and powers which attempt to relocate the target, such as the *banishment*, *imprisonment*, and *maze* spells.

DISPLACEMENT

3rd-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

One creature's body you touch becomes blurred, shifting and wavering to all who can see it. For the duration, any creature has disadvantage on attack rolls against the target. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

DIVINE SUBPOENA

9th-level conjuration

Casting Time: 1 minute

Range: Special

Components: V, S, M (a golden scale worth at least 1,000 gp and a red ribbon which must be worn around the eyes during the casting)

Duration: Concentration, up to 1 hour

You select one creature you know and have met, summoning it to you for the duration. An unwilling creature must succeed on a Charisma saving throw or be summoned to you.

Once summoned, the creature can be compelled to answer your questions honestly. It must make a Wisdom saving throw for each question you pose, but can choose to fail the save. On a successful save, the target can reveal false information or not answer at all. Repeating a question doesn't force a new saving throw, the results are the same.

The spell doesn't restrict a target's actions, but does prevent it from teleporting or moving to a different plane of existence for the duration.

DREAD STRIKE

Conjuration cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

Components: V, S

Duration: 1 round

You take a battle stance and make a melee attack against one creature within 5 feet of you with a melee weapon or an unarmed strike. On a hit, the target suffers the melee attack's normal effects and then becomes surrounded by dreadful spirits until the start of your next turn. If the target hits a creature with a melee attack before then, the target takes 1d8 psychic damage, and the spell ends.

This spell's damage increases when you reach certain levels. At 5th level, the melee attack deals an extra 1d8 psychic damage to the target on a hit, and the damage it takes from hitting a creature increases to 2d8. Both damage rolls increase by 1d8 at 11th level (2d8 and 3d8) and again at 17th level (3d8 and 4d8).

EMBRACE OF ULYAOSH

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You point a finger at a creature within range which becomes covered in a spectral weave. At the start of each of the target's turns, it must succeed on a Charisma saving throw or take 2d8 radiant damage and become restrained until the start of its next turn. The spell ends early if the creature succeeds on three Charisma saving throws. A remove curse spell ends the effect.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd. The creatures must be within 30 feet of each other when you target them.

ENRAPTURING RETORT

3rd-level enchantment

Casting Time: 1 reaction, which you take in response to being damaged by a creature within 30 feet of you that you can see

Range: 30 feet

Components: V, S

Duration: Instantaneous

Serene energy surrounds the creature which damaged you. The creature must succeed on a Charisma saving throw or becomes charmed by you and stops attacking. Until the target is attacked, moves outside of your sight, or 1 hour passes, it will remain docile.

ENTROPIC SHIELD

1st-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You are surrounded by a chaotic, multihued barrier. For the duration, any creature has disadvantage on ranged attack rolls against you.

FISTS OF IRON

Transmutation cantrip

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 minute

Your fists becomes as hard as iron. For the duration, you can use your spellcasting modifier instead of Strength for the attack and damage rolls of melee attacks using your unarmed strike, and your unarmed strike's damage die becomes a d8. Your unarmed strikes are treated as magical for the purpose of overcoming damage resistance and immunity. The spell ends if you cast it again or if you hold anything in your hand.

FOUL GASP

2nd-level transmutation

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S, M (a tobacco leaf)

Duration: 1 round

A noxious blast overcomes the senses of creatures within a 15-foot cone emanating from you. Each creature must succeed on a Constitution saving throw or become poisoned and restrained until the end of your next turn.

GRIPPING WEEDS

2nd-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

Grasping weeds and vines stretch from the ground in a 20-foot square to a height of 20 feet starting from a point within range. For the duration, these plants turn the area into difficult terrain.

A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A flying creature doesn't fall from being restrained by the plants. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

When the spell ends, the conjured plants wilt away.

GUIDING HAND

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

Through the grace of divinity, your perceptions are enhanced. You have advantage on Intelligence (Investigation) and Wisdom checks for the duration.

Once before the spell ends, you can roll a d8 and add the result to one attack roll you miss or ability check you fail, possibly turning failure into success. Whether the attack or check succeeds or not, attack rolls made against you until the end of the turn have disadvantage.

HEAVENLY SWEEP

8th-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: 1 round

A beam from above streaks across the ground tracing a line that is 40 feet long, 5 feet wide, and which reaches 40 feet high, leaving a glowing trail on any surface it crosses that pulses with light. Each creature you choose within the area must make a Dexterity saving throw. The target takes 8d8 radiant damage on a failed save or half as much damage on a successful one.

At the end of your next turn, the trail left on the surface explodes along the line and 20 feet from it. Each creature hostile to you within the explosion must succeed on a Dexterity saving throw or take 6d6 radiant damage and be knocked prone.

HOLD BEAST

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

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

Duration: Concentration, up to 1 minute

Choose a beast that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target makes another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional beast for each slot level above 1st. The beasts must be within 30 feet of each other when you target them.

JEZRAI'S BOUNDING NOTE

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a pulsating ball of sonic energy that speeds toward a creature or object in range. You make a range spell attack, and on a hit you deal 2d12 thunder damage. For the duration, you can make another ranged spell attack against a different target within 30 feet of the last target you hit with the spell as a bonus action.

JEZRAI'S MUSE

5th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a paint brush)

Duration: 1 hour

Inspiration strikes one creature in range, spurring it on to greatness. For the duration each ability check the target makes to create art, inspire others, or engineer a solution treats a d20 roll of 9 or less as a 10 and takes only half as much time. The target also ignores the effects of exhaustion and is immune to the frightened and unsettled conditions for the duration.

LIGHT OF ULYAOSH

5th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Unnatural light shines within a 30-foot radius sphere centered at a point within range. Living creatures that start their turn within the light must succeed on a Constitution saving throw or become poisoned for the duration. A creature poisoned this way that ends its turn within the light takes 2d8 radiant damage and can't take reactions until the start of its next turn.

You can reposition the light to another point within range as a bonus action.

LIGHTNING BLAST

Evocation cantrip

Casting Time: 1 action

Range: 90 feet

Components: S

Duration: Instantaneous

A stream of lightning shoots from you to a creature you can see in range. It must succeed on a Dexterity saving throw or it takes 1d8 lightning damage. If the target is within 30 feet of you, it instead takes 1d12 lightning damage.

This spell's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).

LITANY OF BINDING

3rd-level enchantment

Casting Time: 1 bonus action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 minute

You call on sacred energy to halt the movement on a foe. One creature within range which can hear you must make a Wisdom saving throw. On a failed save, the target's movement speed is reduced to 0 feet and it is restrained for the duration. Each time the target takes damage, it makes a new Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature within range for every two slot levels above 3rd.

LITANY OF CALLING

2nd-level enchantment

Casting Time: 1 bonus action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

You call on sacred energy to beguile a creature. One creature within range which can hear you must make a Wisdom saving throw. On a failed save, the target must use its movement to approach you. Once the target is within 5 feet of you, it won't move unless you move more than 5 feet from it, in which case it will again use its movement to approach you.

The target attempts to reach you in the straightest path possible, but it will avoid harming itself and move around hostile obstacles and surfaces. At the end of each of its turns, the target makes a new Wisdom saving throw, ending the spell on a success.

LITANY OF FORFEIT

5th-level evocation

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You call on sacred energy to aid one creature at the cost of another. One willing creature within range takes 4d8

force damage. Another creature within range regains 3d8 + your spellcasting modifier hit points plus an additional amount equal to the damage taken by the other target. A creature can't be reduced to less than 1 hit point through this spell.

LITANY OF RESOLVE

4th-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Instantaneous

You call on sacred energy to restore your determination. You regain 3d6 + your spellcasting modifier hit points. In addition, you gain an equal number of temporary hit points, which are removed after 1 minute.

LITANY OF SLOTH

4th-level evocation

Casting Time: 1 bonus action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

You call on sacred energy to ensnare a foe with wispy tendrils. One creature within range that can hear you must make a Wisdom saving throw. On a failed save, its movement speed is halved and it can't benefit from any bonus to its speed.

At the end of each of its turns in which it voluntarily moves at least 1 foot, it makes a new Wisdom saving throw. On a failed save, it takes 4d8 radiant damage. On a successful one, it takes 2d8 radiant damage and the spell ends.

LOCATE TRAPS

3rd-level divination

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You gain a preternatural awareness of the presence of traps. A trap, for the purpose of this spell, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator. Thus, the spell would aid you in sensing an area affected by the *alarm* spell, a glyph of warding, or a mechanical pit trap, but would not aid you in finding a natural weakness in the floor or an unstable ceiling.

You know of the presence and the location of each trap within range.

LUNACY

7th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a sprig of wolfsbane)

Duration: Concentration, up to 1 minute

One creature you see within range must make a Wisdom saving throw. On a failed save, the target is struck with a curse that is similar to lycanthropy. The target's transforms into a lycanthrope hybrid of your choice, and gains the following benefits:

- It gains 40 temporary hit points
- Its walking speed increases by 10 feet
- Its Strength score becomes 17 if not already higher
- It gains the Multiattack action, which it can use to make one bite and one claw attack
- It has immunity to bludgeoning, piercing, and slashing damage from nonmagical attacks not made with silvered weapons

The target's lycanthropic claws deal 2d6 + its Strength modifier slashing damage, and its bite deals 2d8 + its Strength modifier piercing damage, and both count as a magic weapon for the purpose of overcoming damage resistance and immunity.

The target is unable to distinguish between friend and foe, attacking the closest creature each turn with its Multiattack. It can't cast spells or manifest powers, nor can it concentrate on them. Once the creature runs out of temporary hit points, it returns to normal. A remove curse spell ends this effect and removes any remaining temporary hit points.

MAGIC VESTMENTS

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You touch one nonmagical shield, suit of armor, or piece of clothing. Until the spell ends, that armor becomes magic armor with a +1 bonus to AC.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the bonus increases to +2. When you use a spell slot of 7th level or higher, the bonus increases to +3.

MIRROR'S SHEEN

2nd-level transmutation

Casting Time: 1 action

Range: Touch

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

Duration: 10 minutes

You transform a metal object's surface into a mirror. The mirror is as strong as steel. A creature can use the mirror to see within 30 feet of it without meeting the gaze of another creature.

When a creature holding or wearing the mirror is hit by a magical effect that only targets it, it can use its reaction to redirect that effect to its source. After reflecting a magical effect, the spell ends.

ORB OF LIGHT

1st-level transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a holy symbol)

Duration: Concentration, up to 10 minutes

You transform your holy symbol into a glowing orb of radiance for the duration. The orb sheds bright golden light in a 20-foot radius and dim light for an additional 20 feet.

Once during your turn, you can make an attack with the orb in place of an attack with a weapon. Make a ranged spell attack against a creature within 60 feet of the orb that you can see. This attack never has disadvantage as a result of a foe being within 5 feet of you. On a hit, the target takes 2d8 radiant damage and you can choose to have the orb follow the target until you use it to attack a different target or you recall it to your side as a bonus action. Otherwise, the orb returns instantly to you and follows you. A creature followed by the light automatically fails on ability checks to hide.

As long as the orb follows you, you can use it as a divine focus without needing a hand.

POISON BOMB

1st-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

A nondescript puddle appears on ground you can see within range. Until the spell ends, the puddle fills a 5-foot square. When a creature starts its turn in the puddle's space or enters it during its turn, the puddle explodes in a toxic burst. The creature and each creature within 5 feet of the puddle's space must make a Dexterity saving throw. A creature takes 4d4 poison damage on a failed save, or half as much damage on a successful one. After the puddle bursts, the spell ends.

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

PSALM OF MARTYRS

4th-level enchantment

Casting Time: 1 action

Range: Self

Components: V, S, M (an ofuda or prayer bead, which the spell consumes)

Duration: 1 minute

Light radiates around you and each willing creature within 15 feet of you that you choose accompanied by a faint, ghostly chanting. For 1 minute, each target takes 1d4 less damage each time it takes damage. Once the spells ends, each target takes 4d4 psychic damage.

PUTRID SPRAY

2nd-level evocation

Casting Time: 1 action

Range: Self (20-foot cone)

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

Duration: Instantaneous

Poison sprays from you. Each creature in a 20-foot cone must make a Dexterity saving throw. A creature takes 3d8 poison damage on failed save or half as much damage on a successful one.

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

REPENT

1st-level enchantment

Casting Time: 1 reaction, which you take when a hostile creature within 120 feet attacks a creature friendly to you

Range: 120 feet

Components: V, S

Duration: Instantaneous

You well guilt within a hostile creature as it attempt to attack. The target must succeed on Wisdom saving throw or be unable to make an attack until the end of the turn. Provided the target hasn't made another attack as part of its action, it can choose to take a different action this turn. The spell has no effect on a target immune to the charmed condition.

RESURGENCE

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Your touch infuses divine energy upon a creature you touch. If the target is under any effect that allows it to repeat or make a new saving throw against that effect, it makes a new save. If the effect deals damage as a result of this saving throw, it deals no damage from the saving throw granted by the spell.

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. The creatures must be within 30 feet of you target them.

REXA'S SENTINELS

6th-level conjuration

Casting Time: 1 action

Range: 120 feet

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

Duration: 8 hours

You create four armored sentinels that will patrol the perimeter of an area you choose within range of the spell. Each sentinel has the statistics of a **gladiator**, but is a construct, has damage immunity to poison, damage resistance to cold, fire, lightning; bludgeoning, piercing, and slashing attacks from nonmagical attacks, and

immunity to the charmed, frightened, poisoned, and unsettled conditions.

A sentinel will attack any creature hostile to you that attempts to enter the perimeter. It will mentally alert you and up to five other creatures within the perimeter you choose of danger. You can also have the sentinels alert you whenever an unfamiliar creature approaches within a range you choose not greater than 90 feet.

In battle, the sentinels will attempt to block enemy approach and guard occupants within the perimeter. A sentinel will attempt to shove and grapple targets so that other sentinels, you, and your allies can exploit the opening. A sentinel will fight to the death. The sentinel can't willingly leave the bounds of the perimeter, and dies if forced outside the spell's range.

REXA'S TRANSIT

4th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (tail hair from a horse or donkey)

Duration: 8 hours

You summon a team of four spectral draft animals hitched to a large wagon. The spectral creatures can pull the wagon at a speed of 40 feet and ignore difficult terrain. The wagon can support up to 6,000 lbs., and the spectral beasts refuse to move if this limit is exceeded. The wagon has a canvass that protects its cargo and passengers from the elements, providing a comfortable temperature within it no matter the climate outside it.

The spectral beasts have the statistics of a draft horse, but are fey and can't attack. Only force damage and bludgeoning, piercing, and slashing damage from magical attacks can harm the wagon. The wagon grants passengers inside it half cover.

SACRIFICE

1st-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You transfer your stamina and resolve to another creature. You take 1d6 damage from stress and a creature within range that you can see regains 2d6 + your spellcasting modifier hit points. If you are reduced to 0 hit points, the spell fails and the creature regains no hit points from it.

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

SANCTIFY WEAPON

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a vial of holy water or pouch of sanctified salt)

Duration: Concentration, up to 10 minute

You anoint one melee weapon or up to 20 pieces of ammunition with spiritual power. For the duration, the weapon or ammunition deals 1d6 extra radiant damage to a fiend or undead.

If the weapon or ammunition is used to attack a supernatural manifestation, such as an apparition created by a Spiritfont, it disperses the manifestation for 1 minute.

SEED OF DEPRAVITY

8th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a heart-shaped effigy made of obsidian or ebony worth 500 gp)

Duration: 1 minute

You infuse a creature with dark magical energy. The target must succeed on a Wisdom saving throw, or the energy nestles in the core of the its soul until the end of your next turn. At this time the energy blossoms into negative energy, driving the creature mad with rage and hatred. The creature loses its ability to feel empathy and is plagued by dark thoughts to harm others. Its alignment becomes chaotic evil.

For 1 minute, the target enters a blind rage and attack friend and foe alike, focusing its most deadly attacks on its allies first, before diverting its attention to its foes. The creature has no concept of what it is doing during this time, only that inflicting pain and death brings it pleasure.

At the end of the minute, the target regains its awareness and knows exactly what it did during the rage. The rage is ended early by the *dispel evil and good* spell or the *telepathic projection* power augmented to impose serenity.

SEQUENCER

4th-level evocation

Casting Time: 1 minute

Range: Self

Components: V, S, M (black pearl worth 50 gp, which the spell consumes)

Duration: Instantaneous

You prepare a spell ahead of time to trigger later. As part of the spell's casting, you expend a 1st-level or 2nd-level spell slot and choose one spell you have prepared that doesn't consume a material component that can be cast using the expended slot. The chosen spell must target a single target, which can be you, and have a casting time of 1 action or 1 bonus action.

When you cast a spell as an action with the same target of the chosen spell, you can use your reaction to release the chosen spell and cast it at the same target.

After you trigger the chosen spell or finish a long rest, it can't be triggered unless you cast this spell again.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can choose a spell using up to a 4th-level spell slot.

SHADOW WALK

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: S

Duration: 1 minute

You separate your shadow, allowing it to move on its own. During your turn, you can move the shadow with your speed options as a bonus action. Additionally, your shadow can move through objects and surfaces, but must spend 2 feet of movement for every foot moved. You can sense through your shadow with blindsight up to 20 feet.

As an action, you can teleport to the position of the shadow, provided its space is unoccupied, ending the spell.

SHOCKWAVE

Conjuration cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

Components: V, S

Duration: Instantaneous

You take a combat stance and chant during the spell's casting and make a melee weapon attack with a weapon or unarmed strike against one creature within 5 feet of you. On a hit, the target suffers the weapon's or unarmed strike's normal effects, and is pushed 5 feet away from you or it takes 1d8 thunder damage (its choice).

The spell's damage increases when you reach certain levels. At 5th level, the melee attack deals an extra 1d8 thunder damage to the target hit, and the damage the target takes if it is not pushed increases to 2d8. Both damage rolls increase by 1d8 at 11th level (2d8 and 3d8) and again at 17th level (3d8 and 4d8).

SKITTER

2nd-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 minute

Your motions become indistinct. Your movement doesn't provoke opportunity attacks for the duration.

Snake Charm

2nd-level enchantment

Casting Time: 1 action

Range: Self (30 foot-radius)

Components: V, S

Duration: Concentration, up to 10 minutes

Your enrapture beasts in your presence with a hypnotic display. Each beast with a challenge rating of 1 or less within 30 feet of you must succeed on a Wisdom saving throw or be charmed by you for the duration. A charmed target sits, swaying, while watching you, and takes no action except to follow you if you move out of its sight. If the target is attacked, the spell ends for it and it becomes hostile and defends itself. Otherwise, the target isn't hostile when the spell ends, and returns to where it was when you cast the spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you increase the challenge rating of beasts you can charm by 1 for each slot level above 2nd.

Spectral Sheen

5th-level illusion

Casting Time: 1 action

Range: Self

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

Duration: 1 minute

You take on a ghostly appearance. For the duration, you have damage resistance to bludgeoning, piercing, and slashing damage made from nonmagical weapons.

In addition, when you take damage from a weapon attack, you can choose to take no damage instead, ending the spell.

Sticks to Snakes

4th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a piece of bark and a snake scale)

Duration: Concentration, up to 1 minute

You transform a number of sticks into a swarm of poisonous snakes (the DM has the swarm's statistics). The swarm is loyal to you and will follow your commands, no action required by you, and takes its turn immediately after your turn. Each turn, you can restore a swarm's hit points to its maximum as a bonus action, provided there are sticks within 5 feet of the swarm.

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

Thorny Vines

4th-level transmutation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (seven rose stems)

Duration: Concentration, up to 10 minutes

Sharp vines sprout in a 20-foot radius at a point within range that stretch up to 20 feet high. This point must be on a surface unless the spell is cast underwater. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d6 piercing damage for every 5 feet it travels.

Toxic Globules

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (mucus from a venomous monstrosity)

Duration: Concentration, up to 1 minute

Green globules stream toward up to four creatures you can see within range. Make a ranged spell attack for each globule. On a hit the target takes 5d6 poison damage and is coated in toxic goop.

The goop remains for the duration or until a creature uses its action to scrape or wash the goop off itself or another creature. A creature coated in goop takes 2d6 poison damage at the end of each of its turns.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the initial damage increases by 1d6 and you can target one additional creature for each slot level above 3rd.

Unmake

9th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (an effigy of the target's creature type worth at least 2,000 gp, which the spell consumes)

Duration: Instantaneous

One creature of a particular type must make a Constitution saving throw. The target takes 20d10 + 40 force damage on a failed save, or half as much damage on a successful one. A creature with standing beneath a demigod or similar power which fails its saving throw and is reduced to 0 hit points is killed and ceases to exist. Only a greater power or similar divinity can restore such a creature to life.

VENOMOUS WAVE

7th-level conjuration

Casting Time: 1 action

Range: 120 feet

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

Duration: Concentration, up to 1 minute

You conjure up a wave of poisonous ichor that crashes down on an area in range. The area can be up to 60 feet long, 20 feet wide, and 10 feet tall. Each creature in that area must make a Dexterity saving throw. On a failed save, a creature takes 5d12 poison damage. On a successful save, a creature takes half as much damage.

Afterwards, the area is covered in a green mist for the duration. Its area is heavily obscured. Each creature that starts in turn within the mist must succeed on a Constitution saving throw or become poisoned for 1 minute. A creature poisoned by this spell can't take reactions, and during its turn it must choose whether it gets a move, an action, or a bonus action; it gets only one of the three. At the end of each of its turns after exiting the mist, a poisoned creature makes a new Constitution saving throw. On a success, it is no longer poisoned by the spell.

A strong wind (at least 20 miles per hour) disperses the mist.

VISAGE

Illusion cantrip

Casting Time: 1 action

Range: Self

Components: S

Duration: 1 round

Your face becomes a reflection of a celestial or fiend. The first attack against you by a creature that can see you has disadvantage and only deals half damage on a hit.

WARMTH OF ULYAOSH

1st-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 round

One creature you touch is filled with warmth. The target must succeed on a Wisdom saving throw or become marked for the duration. At the end of its next turn, the marked target takes 3d8 fire damage. If this damage reduces the target to 0 hit points, you regain 1d8 hit points and emit bright light for 10 feet until the end of your next turn.

WARP WOOD

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You cause wood to bend and warp in such a way that it becomes bent and dysfunctional. You target one Large wooden object, or one wooden component of an object, that you can see within range. The wood then bends and

twists into a warped form. A larger object only has a 10-foot section of it warped by the spell, but you can warp the other sections by recasting the spell.

A wooden door springs open or become stuck, requiring a Strength check against your spell save DC to force open. A ship springs a leak, and a wagon wheel becomes unusable. A warped weapon becomes an improvised weapon that deals no more than 1d4 damage on a hit.

Alternately, you can unwarped and straighten wood, effectively restoring it to full functionality.

The spell has no effect on a tree or other living wooden object.

WITHERING TOUCH

3rd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Make a melee attack roll against a creature within reach. On a hit, the target takes 5d8 necrotic damage and becomes weakened for the duration. A weakened creature has disadvantage on attack rolls, ability checks, and saving throws that use Strength, Dexterity, or Constitution. At the end of each of the target's turns, it makes a Wisdom saving throw, ending the spell for it on a success.

WRATHFUL PAEAN

4th-level evocation

Casting Time: 1 action

Range: Self (20-foot radius)

Components: V, S

Duration: Instantaneous

Calling upon divine power, you manifest energy around you. Each creature hostile to you within 20 feet of you must make a Wisdom saving throw, taking 5d8 radiant damage on a failed save or half as much damage on a successful one. If the target has harmed you or one of your allies within the last hour, it makes its save with disadvantage.

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

WRATH BOLT

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A bolt of divine wrath shoots from you at a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 fire, necrotic, or radiant damage (your choice). If you have fewer hit points than your maximum, the damage increases to 1d10.

This spell's damage increases by one die when you reach 5th level (2d8 or 2d10), 11th level (3d8 or 3d10), and 17th level (4d8 or 4d10).

REVISED SPELLS

A number of spells in the *Player's Handbook* and *Xanathar's Guide to Everything* (marked by an asterisk) have been revised. The spells are presented in alphabetical order. Please consult the *Player's Handbook* and *Xanathar's Guide to Everything* for which classes can cast them.

ANIMATE OBJECTS (REVISED)

5th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Objects come to life at your command. Choose up to ten nonmagical objects within range that are not being worn or carried. Medium targets count as two objects, Large targets count as four objects, Huge targets count as eight objects. You can't animate any object larger than Huge. Each target animates and becomes a creature under your control until the spell ends or until reduced to 0 hit points.

As a bonus action, you can mentally command any creature you made with this spell if the creature is within 500 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

ANIMATED OBJECT STATISTICS

Size	HP	AC	Damage
Tiny	5	18	1d4
Small	10	14	1d4
Medium	20	12	1d8 + 1
Large	40	10	2d8 + 2
Huge	80	8	4d8 + 4

An animated object is a construct with AC, hit points, and damage determined by its size. It uses your spellcasting ability for its Strength and Dexterity when it makes ability checks and saving throws. Its Constitution is 10 and its Intelligence and Wisdom are 3, and its Charisma is 1. Its speed is 30 feet; if the object lacks legs or other appendages it can use for locomotion, it instead has a flying speed of 30 feet and can hover. If the object is securely attached to a surface or a larger object, such as a chain bolted to a wall, its speed is 0. It has blindsight with a radius of 30 feet and is blind beyond that distance. When the animated object drops to 0 hit points, it reverts to its original object form, and any remaining damage carries over to its original object form.

If you command an object to attack, it can make a single melee attack against a creature within 5 feet of it, using your spell attack modifier for its attack roll. It deals bludgeoning damage determined by its size. The DM might rule that a specific object inflicts slashing or piercing damage based on its form.

At Higher Levels. If you cast this spell using a spell slot of 6th level or higher, you can animate two additional objects for each slot level above 5th.

BLIGHT (REVISED)

4th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Necromantic energy washes over a creature of your choice that you can see within range, draining moisture and vitality from it. Make a ranged spell attack against the target. On a hit, the target takes 8d8 necrotic damage. The spell has no effect on undead or constructs. If you target a plant creature or a magical plant, it takes an extra 4d8 necrotic damage.

If you target a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make a saving throw; it simply withers and dies.

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

COLOR SPRAY (REVISED)

1st-level illusion

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S, M (a pinch of powder or sand that is colored red, yellow, and blue)

Duration: 1 round

A dazzling array of flashing, colored light springs from your hand. The closest two creatures in a 15-foot cone originating from you must succeed on a Wisdom saving throw become blinded until the end of your next turn. A creature with fewer than 15 hit points automatically fails its save.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the range of the cone increases by 5 feet and the maximum number of creatures the spell affects increases by one for each slot level above 1st.

COMPELLED DUEL (REVISED)

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: 1 minute

You attempt to compel a creature into a duel. One creature that you can see within range must make a Wisdom saving throw. On a failed save, the creature is drawn to you, compelled by your divine demand. For the duration, it has disadvantage on attack rolls against creatures other than you, and must make a Wisdom saving throw each time it attempts to move away from you; if it succeeds on this saving throw, this spell doesn't restrict the target's movement for that turn, otherwise it can only move toward you.

The spell ends if you cast a spell that targets a hostile creature other than the target, if a creature friendly to you damages the target or casts a harmful spell on it, or if you choose to move away from the target.

CONJURE ANIMALS (REVISED)

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You summon up to four fey spirits with a combined challenge rating no greater than 2 that take the form of beasts and appear in unoccupied spaces that you can see within range. You specify the number of creatures and their challenge ratings; the DM will decide what form the spirits take, likely determined based on the local fauna.

Each spirit is considered both a beast and fey, and it disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions, and take their turns immediately after your turn. 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 4th level or higher, the combined challenge rating increases by 1 for each slot level above 3rd.

CONJURE BARRAGE (REVISED)

3rd-level conjuration

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S, M (one piece of ammunition or a thrown weapon)

Duration: Instantaneous

You throw a nonmagical weapon or fire a piece of nonmagical ammunition into the air to create a cone of identical weapons that shoot forward and then disappear. Each creature in a 60-foot cone must succeed on a Dexterity saving throw. A creature takes 4d8 damage on a failed save, or half as much damage on a

successful one. The damage type is the same as that of the weapon or ammunition used as a component.

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.

CONJURE CELESTIAL (REVISED)

7th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon a celestial of challenge rating 5 or lower, which appears in an unoccupied space that you can see within range. The celestial disappears when it drops to 0 hit points or when the spell ends.

The celestial is friendly to you and your companions for the duration, and takes its turn immediately after your turn. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the celestial, it defends itself from hostile creatures but otherwise takes no actions.

The DM has the celestial's statistics.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the challenge rating increases by 1 for each slot level above 7th.

CONJURE MINOR ELEMENTALS (REVISED)

4th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

You summon up to four elementals with a combined challenge rating no greater than 2 that appear in unoccupied spaces that you can see within range. You specify the number of creatures and their challenge ratings; the DM will decide what form the spirits take.

An elemental summoned by this spell disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions, and take their turns immediately after your turn. 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 5th level or higher, the combined challenge rating increases by 1 for each slot level above 4th.

CONJURE WOODLAND BEINGS (REVISED)

4th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (one holly berry per creature summoned)

Duration: Concentration, up to 1 minute

You summon up to four fey creatures with a combined challenge rating no greater than 2 that appear in unoccupied spaces that you can see within range. You specify the number of creatures and their challenge ratings; the DM will decide what form the spirits take.

A summoned creature disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions, and take their turns immediately after your turn. 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 5th level or higher, the combined challenge rating increases by 1 for each slot level above 4th.

CROWN OF MADNESS (REVISED)

2nd-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

One humanoid of your choice that you can see within range must succeed on a Wisdom saving throw or become charmed by you for the duration. While the target is charmed in this way, a twisted crown of jagged iron appears on its head, and a madness glows in its eyes.

When you cast the spell and on your subsequent turns as an action, the charmed target must use its action before moving on each of its turns to make a melee attack against a creature other than itself that you mentally choose. The target can act normally on its own if you choose no creature or if none are within its reach.

The target makes a new Wisdom saving throw at the end of each of its turns, ending the spell on a success.

FIND TRAPS (REVISED)

2nd-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

Your awareness of traps is enhanced. A trap, for the purpose of this spell, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator. Thus, the spell would aid you in sensing an area affected by the alarm spell, a glyph of warding, or a mechanical pit trap, but would not aid you in finding a natural weakness in the floor or an unstable ceiling.

You have advantage on Intelligence (Investigation) checks to find traps, and add your proficiency bonus when doing so, even if you aren't proficient.

FLAME BLADE (REVISED)

2nd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (leaf of sumac)

Duration: Concentration, up to 10 minutes

You evoke a fiery blade in your free hand. The blade is similar in size and shape to a scimitar, and it lasts for the duration. If you let go of the blade, it disappears, but you can evoke the blade again as a bonus action. You can use your action to make a melee spell attack with the fiery blade. On a hit, the target takes 3d6 fire damage. The flaming blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

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

GOODBERRY (REVISED)

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a sprig of mistletoe)

Duration: 24 hours

Up to ten berries in your hand and are infused with magic for 24 hours or until consumed. A creature can use its action to eat one berry. Eating a berry restores 1 hit point, and the berry counts as up to 1 pound of food for nourishment.

GRASPING VINE (REVISED)

4th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You conjure a vine that sprouts from the ground in an unoccupied space of your choice that you can see within range. When you cast the spell, you can direct the vine to lash out at a creature within 30 feet of it that you can see. That creature must succeed on a Dexterity saving throw or be pulled 20 feet directly toward the vine and grappled by it (escape DC equals your spell save DC).

Until the spell ends, you can direct the vine to lash out at the same creature or another one as a bonus action on each of your turns. The vine can only grapple one target at a time.

HEAT METAL (REVISED)

2nd-level transmutation

Casting Time: 1 action

Range: 60 feet

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

Duration: Concentration, up to 1 minute

Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object must make a Constitution saving throw when you cast the spell. It takes 2d8 fire damage on a failed save, or half as much damage on a successful one. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again.

If a creature is holding or wearing the object and takes damage from it, it must drop the object if it can if it failed its saving throw against that damage. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

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

HUNGER OF HADAR (REVISED)

3rd-level conjuration

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a pickled octopus tentacle)

Duration: Concentration, up to 1 minute

You open a gateway to the dark between the stars, a region infested with unknown horrors. A 20-foot radius sphere of blackness and bitter cold appears, centered on a point within range and lasting for the duration. This void is filled with a cacophony of soft whispers and slurping noises that can be heard 30 feet away. No light, magical or otherwise, can illuminate the area, and creatures fully within the area are blinded.

The void creates a warp in the fabric of space, and the area is difficult terrain. Any creature that starts its turn in the area takes 3d4 cold damage. Any creature that ends its turn in the area must succeed on a Dexterity saving throw or take 2d6 acid damage as milky, otherworldly tentacles rub against it.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the cold damage increases by 1d4 for each slot level above 3rd.

LEOMUND'S TINY HUT (REVISED)

2nd-level evocation

Casting Time: 1 minute

Range: Self (10-foot radius hemisphere)

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

Duration: 8 hours

A 10-foot-radius immobile dome of force springs into existence around and above you and remains stationary for the duration. The dome doesn't have a bottom, using the ground beneath it. The spell ends if you leave its area, even partially.

Nine creatures of Medium size or smaller can fit inside the dome with you. The spell fails if its area includes a

larger creature or more than nine creatures. Creatures and objects within the dome when you cast this spell can move through it freely. All other creatures and objects are barred from passing through it. Spells and other magical effects can't extend through the dome or be cast through it. The atmosphere inside the space is comfortable and dry, regardless of the weather outside.

Until the spell ends, you can command the interior to become dimly lit or dark. The dome is opaque from the outside, of any color you choose, but it is transparent from the inside. The dome is an object that can be attacked. It has AC 10 and 60 hit points. It has immunity to force, necrotic, poison, and psychic damage. At the start of each of your turns, the dome regains 10 hit points unless it took damage since the end of your last turn. If it is reduced to 0 hit points, the spell ends.

LIGHTNING BOLT (REVISED)

3rd-level Evocation

Casting Time: 1 action

Range: Self (100-foot line)

Components: V, S, M (a bit of fur and a rod of amber, crystal, or glass)

Duration: Instantaneous

A stroke of lightning forming in a line 100 feet long and 5-feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a fail save, or half as much damage on a successful one.

If the line hits a solid surface, such as a wall, you can choose to have the lightning bounce in a new direction of your choice, but the total length of the lines can never exceed 100 feet. The lightning can only bounce once this way, and a creature doesn't take damage from the spell a second time.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

MAGIC WEAPON (REVISED)

2nd-level transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: 1 hour

You touch a nonmagical weapon. Until the spell ends, that weapon becomes magic weapon with a +1 bonus to attack rolls and damage rolls.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you use a spell slot of 6th level or higher, the bonus increases to +3.

MIND SPIKE (REVISED)*

2nd-level divination

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 hour

You reach into the mind of one creature you can see within range. The target must make a Wisdom saving throw, taking 3d8 psychic damage on a failed save, or half as much damage on a successful one. On a failed save, you also always know the target's location until the spell ends, but only while the two of you are on the same plane of existence. While you have this knowledge, the target can't become hidden from you, and if it's invisible, it gains no benefit from that condition against you.

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

MORDENKAINEN'S SWORD (REVISED)

7th-level evocation

Casting Time: 1 action

Range: 60 ft.

Components: V, S, M (a miniature platinum sword with a grip and pommel of copper and zinc, worth 250 gp)

Duration: 1 minute

You create a sword-shaped plane of force that hovers within range. It lasts for the duration.

When the sword appears, you make a melee spell attack against a target of your choice within 5 feet of the sword. On a hit, the target takes 4d10 force damage. Until the spell ends, you can use a bonus action on each of your turns to move the sword up to 20 feet to a spot you can see and repeat this attack against the same target or a different one.

PHANTASMAL KILLER (REVISED)

4th-level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You tap into the nightmares of a creature you can see within range and create an illusory manifestation of its deepest fears, visible only to that creature. The target must make a Wisdom saving throw. On a failed save, the target takes 4d10 psychic damage and becomes frightened for the duration. At the end of each of the target's turns before the spell ends, the target must succeed on a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

POLYMORPH (REVISED)

4th-level transmutation

Casting Time: 1 action

Range: 60 feet

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

Duration: Concentration, up to 1 hour

This spell transforms a creature that you can see within range into a new form. An unwilling creature must make a Wisdom saving throw to avoid the effect. The spell has no effect on a shapechanger or a creature with 0 hit points.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast whose challenge rating is equal to or less than 4. The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast, except its hit points. It retains its alignment and personality.

The target assumes the hit points of its new form or five times its Hit Dice, whichever is smaller. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you increase the maximum challenge rating of the beast you can transform the target by 1 for each slot level above 4th.

RAY OF ENFEEBLEMENT (REVISED)

2nd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

A black beam of enervating energy springs from your finger toward a creature within range. Make a ranged spell attack against the target. On a hit, the target deals only half damage with weapon attacks until the spell ends.

At the end of each of the target's turns, it can make a Constitution saving throw against the spell. On a success, the spell ends.

RAY OF SICKNESS (REVISED)

1st-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 round

A ray of sickening greenish energy lashes out toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 poison damage is then poisoned until the end of its next turn.

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

ROPE TRICK (REVISED)

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (powdered corn extract and a twisted loop of parchment)

Duration: Concentration, up to 1 hour

You touch a length of rope that is up to 60 feet long. One end of the rope then rises into the air until the whole rope hangs perpendicular to the ground. At the upper end of the rope, an invisible entrance opens to an extradimensional space that lasts until the spell ends.

The extradimensional space can be reached by climbing to the top of the rope. The space can hold as many as two Medium or smaller creatures. The rope can be pulled into the space, making the rope disappear from view outside the space.

Attacks and spells can't cross through the entrance into or out of the extradimensional space, but those inside can see out of it as if through a 3-foot-by-5-foot window centered on the rope.

Anything inside the extradimensional space drops out when the spell ends.

SEARING SMITE (REVISED)

1st-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during the spell's duration, your weapon flares with white-hot intensity, and the attack deals an extra 1d6 fire damage to the target and causes the target to ignite in flames for 1 minute or until the flames are put out.

At the start of each of its turns, an ignited target takes 1d6 fire damage. The target or a creature within 5 feet of it can use its action to put out the flames. The flames are also put out if some other effect douses the flames (such as the target being submerged in water).

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

SIMULACRUM (REVISED)

7th-level illusion

Casting Time: 12 hours

Range: Touch

Components: V, S, M (snow or ice in quantities sufficient to make a life-sized copy of the duplicated creature; some hair, fingernail clippings, or other piece of that creature's body placed inside the snow or ice; and powdered ruby worth 1,500 gp, sprinkled over the duplicate and consumed by the spell)

Duration: Until dispelled

You shape an illusory duplicate of one beast or humanoid that is within range for the entire casting time of the spell. The duplicate is a creature, partially real and formed from ice or snow, and it can take actions and otherwise be affected as a normal creature. It appears to be the same as the original, but it has half the creature's hit point maximum and is formed without any equipment. Otherwise, the illusion uses all the statistics of the creature it duplicates, except that it is a construct, has no Hit Dice, and can cast no spell greater than 5th level.

The simulacrum is friendly to you and creatures you designate. It obeys your spoken commands, moving and acting in accordance with your wishes and acting on your turn in combat. The simulacrum lacks the ability to learn or become more powerful, so it never increases its level or other abilities, nor can it regain expended spell slots.

If the simulacrum is damaged, you can repair it in an alchemical laboratory, using rare herbs and minerals worth 100 gp per hit point it regains. The simulacrum lasts until it drops to 0 hit points, at which point it reverts to snow and melts instantly.

If you cast this spell again, any currently active duplicates you created with this spell are instantly destroyed.

SNILLOC'S SNOWBALL SWARM (REVISED)*

2nd-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a piece of ice or a small white rock chip)

Duration: Instantaneous

A flurry of magic snowballs erupts from a point you choose within range. Each creature in a 5-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature takes 3d10 cold damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.

SPIRIT GUARDIANS (REVISED)

3rd-level conjuration

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, S, M (a holy symbol)

Duration: Concentration, up to 1 minute

You call forth spirits to protect you. They flit around you to a distance of 15 feet for the duration. If you are good or neutral, their spectral form appears angelic or fey (your choice). If you are evil, they appear fiendish.

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 the creature enters the area for the first time on a turn or starts its turn there, it must make a Wisdom saving throw. On a failed save, the creature takes 3d8 radiant damage (if you are good or neutral) or 3d8 necrotic damage (if you are evil). On a successful save, the creature takes half as much damage.

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.

THUNDEROUS SMITE (REVISED)

1st-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The first time you hit with a melee weapon attack during this spell's duration, your weapon rings with thunder that is audible within 300 feet of you, and the attack deals an extra 2d6 thunder damage to the target. Additionally, if the target is a creature, it must succeed on a Strength saving throw or be pushed 10 feet away from you and knocked prone.

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

TRUE STRIKE (REVISED)

Divination cantrip

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: 2 rounds

You point a finger at a target in range. Your magic grants you insight into the target's defenses. Once before the spell ends, when you miss a target with an attack, you can choose to hit it instead.

WEIRD (REVISED)

9th-level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Drawing on the deepest fears of a group of creatures, you create illusory creatures in their minds, visible only to them. Each creature in a 30-foot-radius sphere centered

on a point of your choice within range must succeed on a Wisdom saving throw. On a failed save, a creature becomes frightened for the duration. The illusion calls on the creature's deepest fears, manifesting its worst nightmares as an implacable threat. At the end of each of the frightened creature's turns, it takes 4d10 psychic damage unless it uses its action to fight off the illusory creatures, in which case it makes a Wisdom saving throw and takes no damage on a success.

If the spell ends early for a target, the target must succeed on a Wisdom saving throw or become paralyzed until the end of its next turn.

WITCH BOLT (REVISED)

1st-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a twig from a tree that has been struck by lightning)

Duration: Concentration, up to 1 minute

A beam of crackling blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. A creature must make a Dexterity saving throw. On a failed save, the target takes 1d12 lightning damage and your arc establishes a conduit between you and the target. On a successful save, the target only takes half of the damage.

On each of your subsequent turns, you can use your action to shock a target you have established a conduit with, provided the target is within 30 feet of you. Your target takes 1d12 lightning damage. A creature must make a Constitution saving throw, and on a successful save, it takes no damage but doesn't break the conduit.

Your conduit breaks if the target is ever more than 120 feet from you or if it has total cover from you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you increase the initial damage dealt to the target by 1d12 for each slot level above 1st, and the damage from your conduit by 1d12 for every two slot levels above 1st.

WRATHFUL SMITE (REVISED)

1st-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit with a melee weapon attack during this spell's duration, your attack deals an extra 1d6 psychic damage. Additionally, if the target is a creature, it must make a Wisdom saving throw or be frightened of you until the spell ends. As an action, the creature can make a Wisdom check against your spell save DC to steel its resolve and end this spell.

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

SPELLS BY CLASS

The spells in the following lists expand the appropriate class spell list. The lists are organized by spell level, not character level.

ADDITIONAL ARTIFICER SPELLS

The spells on the following list expand the artificer spell list.

CANTRIP (0-LEVEL)

Dread strike
Fists of iron
Shockwave

5TH LEVEL

Arcane motes
Jezrai's muse

3RD LEVEL

Displacement
Magic Vestments

ADDITIONAL BARD SPELLS

The spells on the following list expand the bard spell list.

CANTRIP (0-LEVEL)

Visage

4TH LEVEL

Chastisement
Condemnation
Rexa's transit

2ND LEVEL

Hold beast
Snake charm

5TH LEVEL

Jezrai's muse

3RD LEVEL

Enrapturing retort
Jezrai's bounding note

6TH LEVEL

Rexa's sentinels

7TH LEVEL

Lunacy

ADDITIONAL CLERIC SPELLS

The spells on the following list expand the cleric spell list.

CANTRIP (0-LEVEL)

Amelioration
Visage
Wrath bolt

2ND LEVEL

Bloodsworn
Litany of calling
Mirror's Sheen
Sanctify Weapon

1ST LEVEL

Guiding hand
Entropic shield
Orb of light
Repent
Resurgence
Sacrifice

3RD LEVEL

Blasphemous accusation
Enrapturing retort
Litany of binding
Locate traps
Magic Vestments

4TH LEVEL

Chastisement
Condemnation
Litany of resolve
Litany of sloth
Psalm of martyrs
Sticks to snakes
Wrathful paean

5TH LEVEL

Aura of Peace
Litany of forfeit

ADDITIONAL DRUID SPELLS

The spells on the following list expand the druid spell list.

1ST LEVEL

Poison bomb

2ND LEVEL

Arc lightning
Corrosive shroud
Gripping weeds
Hold beast
Snake charm
Warp wood

3RD LEVEL

Withering touch

4TH LEVEL

Ball lightning
Cyclone barrier
Sticks to snakes
Thorny vines

7TH LEVEL

Lunacy

ADDITIONAL PALADIN SPELLS

The spells on the following list expand the paladin spell list.

1ST LEVEL

Guiding hand
Orb of light
Resurgence
Sacrifice

3RD LEVEL

Enrapturing retort
Litany of binding

4TH LEVEL

Psalm of martyrs
Wrathful paean

2ND LEVEL

Litany of calling

5TH LEVEL

Aura of Peace
Litany of forfeit

ADDITIONAL RANGER SPELLS

The spells on the following list expand the ranger spell list.

2ND LEVEL

Arc lightning
Chaos stream
Gripping weeds
Hold beast
Skitter

3RD LEVEL

Locate traps

4TH LEVEL

Thorny vines

ADDITIONAL SORCERER SPELLS

The spells on the following list expand the sorcerer spell list.

CANTRIP (0-LEVEL)

Acidic dart
Dread strike
Fists of iron
Lightning blast
Shockwave

4TH LEVEL

Ball lightning
Chaos vortex
Cyclone barrier
Dimensional anchor

5TH LEVEL

Arcane motes
Chaos mirage

1ST LEVEL

Poison bomb

2ND LEVEL

Arc lightning
Corrosive shroud
Putrid spray

6TH LEVEL

Acid fog
Borrowed time
Chaos volley

3RD LEVEL

Acid spray
Chaos binding
Deep slumber
Displacement
Shadow walk
Toxic globules
Withering touch

7TH LEVEL

Arctic eye
Chaos barrier
Venomous wave

8TH LEVEL

Chaos wall

9TH LEVEL

Chaos storm
Unmake

ADDITIONAL WARLOCK SPELLS

The spells on the following list expand the warlock spell list.

CANTRIP (0-LEVEL)

Acidic dart
Dread strike
Fists of iron
Shockwave

2ND LEVEL

Bloodsworn
Foul gasp
Putrid spray
Snake charm

1ST LEVEL

Warmth of Ulyaosh

3RD LEVEL

Blasphemous accusation
Embrace of Ulyaosh
Shadow walk
Withering touch

4TH LEVEL

Condemnation

5TH LEVEL

Light of Ulyaosh
Spectral sheen

6TH LEVEL

Deep dive

7TH LEVEL

Lunacy

8TH LEVEL

Seed of depravity

ADDITIONAL WIZARD SPELLS

The spells on the following list expand the wizard spell list.

CANTRIP (0-LEVEL)

Dread strike
Fists of iron
Lightning blast
Shockwave

Chaos vortex
Cyclone barrier
Dimensional anchor
Rexa's transit
Sequencer

1ST LEVEL

Hold beast
Poison bomb

5TH LEVEL

Arcane motes
Chaos mirage
Spectral sheen

2ND LEVEL

Arc lightning
Chaos stream
Corrosive shroud
Foul gasp
Putrid spray

6TH LEVEL

Acid fog
Borrowed time
Chaos volley
Deep dive
Rexa's sentinels

3RD LEVEL

Acid spray
Arden's stature
Chaos binding
Deep slumber
Displacement
Jezrai's bounding note
Shadow walk
Toxic globules

7TH LEVEL

Arctic eye
Adeila's mind worm
Arden's grand stature
Chaos barrier
Lunacy
Venomous wave

4TH LEVEL

Adeila's retribution
Arden's might
Ball lightning

8TH LEVEL

Chaos wall

9TH LEVEL

Chaos storm
Unmake

UPDATE NOTES

NOVEMBER 2023

- A number of new Feats have been added. Note that *Aronar's Grimoire* only covers spellcasting, power manifesting feats and those aimed at magical classes and subclasses. Weapon, armor, and battle feats are included in the *Aronar's Armory* supplement.
- A number of new spells have been added: Entropic Shield (1st), Orb of Light (1st), Repent (1st), Resurgence (1st), Mirror's Sheen (2nd), Sanctify Weapon (2nd), Warp Wood (2nd), Deep Slumber (3rd), Displacement (3rd), Magic Vestments (3rd).
- Additional revised spells have been added: Animate Objects, Blight, Color Spray, Compelled Duel, Conjure Animals, Conjure Barrage, Conjure Celestial, Conjure Minor Elementals, Conjure Woodland Beings, Crown of Madness, Flame Blade, Grasping Vine, Heat Metal, Hunger of Hadar, Leomund's Tiny Hut, Magic Weapon, Mind Spike, Phantasmal Killer, Ray of Enfeeblement, Ray of Sickness, Rope Trick, Searing Smite, Simulacrum, Snilloc's Snowball Swarm, Spirit Guardians, Thunderous Smite, Weird, Wrathful Smite.
- Several spells have been updated.
 - Acid Spray cone length increased and language regarding object damage improved.
 - Adeila's Mind Worm automatic damage removed so it can be used against weaker targets and its effects now include mind reading and probing. You can end the spell early to deal psychic damage.
 - Ball Lightning random chance to proc replaced with a reliable system to reduce dice rolls. As a consequence, the spell no longer can hit a target twice.
 - Bile Spray renamed Putrid Spray to clarify it's not acidic.
 - Chaos Bindings improved to better justify the 3rd-level slot.
 - Chaos Storm had its damage substantially buffed, its ranged increased, and allows creating new surges to better match the power of a 9th-level spell.
 - Chaos Volley scaling increased.
 - Chaos Vortex radius reduced to better tune it for a 4th-level slot, and clarified teleport restrictions.
 - Heavenly Sweep burst range increased and no longer has friendly fire, but the burst no longer deals half damage on a successful save.
 - Hold Beast changed to 2nd level to be more consistent with 3rd edition.
 - Lightning Blast range increased, now deals extra damage to close targets.
 - Poison Bomb damage and scaling increased.
 - Psalm of Martyrs wording change to clearly indicate it is a fire and forget buff effect.
 - Skitter casting time changed to 1 Bonus Action.
 - Snake Charm now affects any Beast and makes them nonhostile after the spell ends. Duration reduced to 10 minutes since it no longer has control aspects and ends hostilities when it ends.
 - Sticks to Snakes now appropriately indicates when the swarm acts.