

KIBBLES' CASTING COMPENDIUM



HOME BREW

A collection of all the Kibbles Crafted Spells out there

ARTIFICER

1ST LEVEL

- Arcane Ablation
- Arcane Weapon
- Bond Item
- Fall
- Seeking Projectile
- Unburden

2ND LEVEL

- Animate Object
- Imbue Luck
- Lightning Charged
- Thunderburst Mine
- Wind Cutter

3RD LEVEL

- Dispel Construct
- Fireburst Mine

4TH LEVEL

- Repair

5TH LEVEL

- Vorpall Weapon

BARD

1ST LEVEL

- Induce Headache

2ND LEVEL

- Alacrity
- Animate Object
- Spelltrap
- Disorient

7TH LEVEL

- Mordenkainen's Unsheathed Sword

CLERIC

2ND LEVEL

- Blazing Beacon

3RD LEVEL

- Immutability

DRUID

CANTRIPS (0 LEVEL)

- Burn
- Decaying Touch
- Fists of Fire
- Freeze
- Ice Weapon
- Impact
- Stone Forming

1ST LEVEL

- Arctic Breath
- Bad Blood
- Lightning Tendril
- Nauseating Poison
- Stone Fist

2ND LEVEL

- Crackle
- Earth Ripple
- Revised Dust Devil
- Vacuum Pull
- Wind Cutter
- Windsense
- Vicious Vapors

3RD LEVEL

- Fire Cyclone
- Rain of Spiders
- Spider Bite

4TH LEVEL

- Orbital Stones
- Poison Puff
- Stinging Swarm

5TH LEVEL

- Field of Stars
- Fissure
- Skyburst

OCCULTIST

CANTRIPS (0 LEVEL)

- Burn
- Decaying Touch
- Fists of Fire
- Freeze
- Ice Weapon
- Impact
- Stone Forming

1ST LEVEL

- Bad Blood
- Crippling Agony
- Electrify
- Galebolt
- Grip of the Dead
- Lightning Tendril
- Induce Headache
- Nauseating Poison
- Spiritual Consultation
- Stone Fist

2ND LEVEL

- Alacrity
- Animate Object
- Boil Blood
- Crackle
- Earth Ripple
- Echoing Lance
- Form of Familiar
- Poison Dart
- Wind Cutter
- Vacuum Pull
- Vicious Vapors

3RD LEVEL

- Animate Shadow
- Cruel Puppetry
- Erode
- Mutate
- Rain of Spiders
- Spider Bite
- Wither

4TH LEVEL

- Poison Puff
- Stinging Swarm

5TH LEVEL

- Deglove Creature
- Field of Stars
- Killing Curse
- Sonic Shriek

6TH LEVEL

- Baba's Walking Hut

7TH LEVEL

- Twisting Eruption

9TH LEVEL

- Manipulate Fate

PALADIN

2ND LEVEL

- Blazing Beacon

RANGER

1ST LEVEL

- Electrify
- Multishot
- Galebolt

2ND LEVEL

- Alacrity
- Burning Weapon
- Iron Wind Strike
- Revised Dust Devil
- Vacuum Pull
- Wind Cutter
- Windsense

3RD LEVEL

- Lightning Shot
- Whirling Conflagration

4TH LEVEL

- Dimension Cutter
- Gale Shot

5TH LEVEL

- Martial Steel Wind Strike
- Vorpall Arrow

SORCERER

CANTRIPS (0 LEVEL)

- Burn
- Decaying Touch
- Fists of Fire
- Force Bolt
- Freeze
- Impact
- Stone Forming

1ST LEVEL

- Arctic Breath
- Lightning Tendril
- Electrify
- Fall
- Galebolt
- Stone Fist
- Thunder Punch

2ND LEVEL

- Alacrity
- Arcane Conduit
- Animate Object
- Blazing Beacon
- Cold Snap
- Crackle
- Earth Ripple
- Fling
- Poison Dart
- Revised Dust Devil
- Seeking Orb
- Spelltrap
- Star Dust
- Thunderpulse
- Vacuum Pull

3RD LEVEL

- Aether Lance
- Electrocute
- Fire Cyclone
- Flash Freeze
- Mutate
- Rain of Spiders

4TH LEVEL

- Force Blade
- Echoing Lance
- Ice Spike
- Jumping Jolt
- Orbital Stones

5TH LEVEL

- Aether Storm
- Field of Stars
- Fissure
- Skyburst
- Sonic Shriek

6TH LEVEL

- Beam of Annihilation

WARLOCK

CANTRIPS (0 LEVEL)

- Decaying Touch

1ST LEVEL

- Bad Blood
- Nauseating Poison
- Stone Fist

2ND LEVEL

- Crackle
- Spelltrap
- Vicious Vapors

3RD LEVEL

- Rain of Spiders
- Mutate
- Spider Bite
- Wither

4TH LEVEL

- Poison Puff

WIZARD

CANTRIPS (0 LEVEL)

1ST LEVEL

- Arctic Breath
- Bad Blood
- Electrify
- Entomb
- Fall
- Galebolt
- Lightning Tendril
- Induce Headache
- Stone Fist
- Thunder Punch

2ND LEVEL

- Alacrity
- Animate Object
- Blazing Beacon
- Cold Snap

- Crackle
- Disorient
- Earth Ripple
- Fling
- Form of Familiar
- Gravity Surge
- Revised Dust Devil
- Seeking Orb
- Spelltrap
- Star Dust
- Wind Cutter
- Vacuum Pull
- Vicious Vapors

3RD LEVEL

- Aether Lance
- Crushing Singularity
- Electrocute
- Erode
- Fire Cyclone
- Flash Freeze
- Immutability
- Mutate
- Rain of Spiders
- Spider Bite
- Thunderpulse

4TH LEVEL

- Force Blade
- Echoing Lance
- Ice Spike
- Jumping Jolt
- Orbital Stones
- Poison Puff
- Stinging Swarm

5TH LEVEL

- Aether Storm
- Anvil Drop
- Field of Stars
- Fissure
- Skyburst
- Sonic Shriek

6TH LEVEL

- Beam of Annihilation

7TH LEVEL

- Mordenkainen's Unsheathed Sword

8TH LEVEL

9TH LEVEL

- Manipulate Fate

SPELLS

The following are new magic spells. Refer to the class break down above for which classes can cast which spells. As with any supplement, consult with your DM for availability.

AETHER LANCE

3rd-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 Action

Range: Self (30-foot line)

Components: V, S

Duration: Instantaneous

You gather a raw aether in your hand and expel it in a lance of raw power. Each creature in a line takes 8d4 force damage.

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

ALACRITY

2nd-level transmutation

Classes: Bard, Occultist, Ranger, Sorcerer, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (the hand of a broken clock)

Duration: 1 Round.

Until the spell ends, your speed is doubled, you gain a +2 bonus to AC, you have advantage on Dexterity saving throws, and you gain an additional action. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

If you are under the effect of *haste*, you gain no benefit from this spell.

ARCANE ABLATION

1st-level transmutation

Classes: Artificer

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You touch a piece of worn armor or clothing and imbue it with magic. The creature wearing this imbued item gains 4 temporary hit points for the duration. When these temporary hit points are exhausted, at the start of the creature's next turn it will gain hit points equal to 1 hit point less than the previous amount gained from this spell (for example, from 4 to 3), until no temporary hit points would be gained and the spell ends.

At Higher Levels: The initial temporary hit points increases by 1 for each slot level above 1st.

ARCANE CONDUIT

2nd-level transmutation

Classes: Sorcerer

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: Concentration, Up to 1 minute.

You tap directly into the arcane weave. For the duration, you have resistance to all magical damage besides Force damage, but gain vulnerability to force damage.

At the start of each of your turns while tapped into this power, you and all creatures with 5 feet of you take 1d4 Force damage. This damage increases by 1d4 for each subsequent turn you concentration on this spell.

ARCANE WEAPON

1st-level transmutation

Classes: Artificer

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You touch a weapon and imbue it with magic. For the duration the weapon counts as a magical weapon and any damage dealt by it is Force damage.

ARCTIC BREATH

1st-level transmutation

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: Self (30 ft line)

Components: V, S

Duration: Instantaneous.

A line of freezing arctic wind 30 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. On a failed save, a creature takes 2d8 cold damage and their movement speed is reduced by 10 feet until the end of their next turn. On a successful save, a creature takes half as much damage and isn't slowed.

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.

ANIMATE OBJECT

2nd-level transmutation

Classes: Artificer, Bard, Occultist, Sorcerer, Wizard

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: Concentration, Up to 1 minute.

You bring a small or smaller object to life. 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. The object has the following stats: HP: 20, AC: 18, Str: 4, Dex: 18. The object has an attack modifier equal to your spell attack modifier. If the object is a weapon, it deals damage equal to the weapon's damage dice + your Wisdom modifier on hit dealing that weapons damage type, otherwise it deals 1d4 + your Wisdom modifier bludgeoning damage on hit.

As a bonus action, you can mentally command the animated object as long as it is within 60 feet of you. 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.

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.

ANIMATE SHADOW

3rd-level illusion

Classes: Occultist

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a smoke stained mirror)

Duration: Concentration, up to 1 hour.

Targeting a creature you can see within range, you bring it's shadow to life under your control. If the creature has a CR of more than 3 or the creature has no shadow (either from the nature of the creature or from the lack of a light source to cast one) the spell fails.

Otherwise a copy of the creature is created using its game statistics is created adjacent to the creature (on the side away from the brightest light near it). The shadow has no legendary actions, legendary resistance, and cannot cast spells. The shadow creature has hit points equal to half the target's hit points, and looks like mirrored version of the creature it was summoned from formed from inky black smoke. The creature is resistant to bludgeoning, piercing, and slashing damage from non-magical sources while in darkness. The creature is vulnerable to all damage while in bright light, and always vulnerable to fire, lightning, and radiant damage. If the shadow is killed, the target creature it was summoned from casts no shadows for the next 8 hours.

The shadow acts immediately after the creature's turn, and without further direction it attempts to follow and takes the attack action against it was summoned from. As a reaction to the shadow starting it's turn, the caster can exert control over it and cause it to move and take its action as the caster directs.

At Higher Levels: When you cast this spell using a 5th- or 6th-level spell slot, the maximum CR of the target increases to CR 4. When you cast it using a 7th- or 8th-level spell slot, the maximum CR of the target increases to CR 5. When you cast it using a spell slot of 9th level or higher, the maximum CR of the target increases to CR 6.

ANVIL DROP

5th-level conjuration

Classes: Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

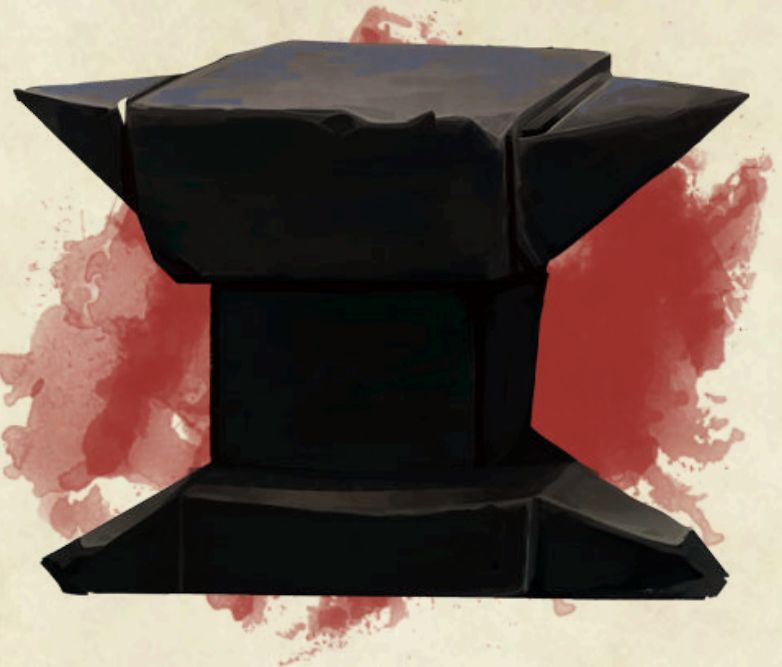
Duration: 1 round.

Targeting a point you can see, you conjure an anvil 500 feet above the target point. At the start of your next turn, the anvil hits the ground; creatures within 5 feet of the target point must make a Dexterity saving throw. On a success, they move to the closest unoccupied space outside of the radius, if no space is available or they cannot move, they automatically fail. On failure, they take 10d10 + 10 bludgeoning damage. Creatures within 20 feet of the target point take 4d4 thunder damage.

If the path of the anvil (directly above the target point) is interrupted, the creature or object above it is hit first. If the creature or object is killed or destroyed, the anvil continues, though the damage dealt is subtracted from the final impact damage of the anvil.

If the anvil deals less than 80 damage, the anvil survives the impact, and is an anvil of moderate quality.

At Higher Levels: When cast with a 9th level spell slot, the range of the spell becomes 120 miles, though you must still be able to see the target (such as via scrying).



AWAKEN ROPE

1st-level transmutation

Classes: Artificer, Bard, Occultist, Ranger, Sorcerer, Wizard

Casting Time: 1 Action

Range: Touch

Components: V, S, M (10 to 60 feet of cord or rope, worth at least 1 cp)

Duration: Instantaneous

As an action, you can touch a rope 10 to 60 feet long and issue a single command to it, selecting from the following options:

- **Bind.** The rope attempts to bind a creature of your choice within 20 feet of you. The creature must make a Dexterity saving throw or become restrained until it is freed. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the rope (AC 10) also frees the creature without harming it, ending the effect and destroying the rope.
- **Fasten.** The rope flies up 60 feet and ties one end to an object or surface that a rope could be tied to, before becoming inanimate again, hanging from the object.
- **Grab.** The rope lashes out grabs one Small or smaller object that is not being worn by a creature within a range equal to the length of the rope and pulls that object back to your hand. If that object is being carried by a creature, it must make a Strength saving throw. On success, it retains the object, and on failure the object is pulled from the creature.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target a chain instead of a rope. It has the same available actions, but it has a DC 15, an AC of 15, and resistance to slashing damage when taking the Bind action. When cast with a spell slot of 3rd level or higher targeting a rope, that rope is magically imbued for 1 minute, gaining an AC of 15, an AC 20, and 20 hit points.

BAD BLOOD

1st-level necromancy

Classes: Druid, Occultist, Warlock, Wizard

Casting Time: 1 action

Range: 60 ft

Components: V, S, M (a piece of rotten meat)

Duration: Concentration, up to 1 minute.

Targeting a creature you can see within range, you attempt to corrupt its blood. Creatures without blood are immune to this effect. The target must make a Constitution saving throw. On failure, they take 1d12 damage and become poisoned for the duration.

At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target, on failure, they take an additional 1d4 poison as the poison continues to ravage them.

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

BEAM OF ANNIHILATION

6th-level evocation

Classes: Sorcerer, Wizard

Casting Time: : 1 action.

Range: Self (60 foot line.)

Components: S

Duration: Concentration, Up to 3 rounds.

You unleash a beam of pure energy, selecting cold, fire, force, or lightning energy and blasting it outward in a line that is 60 feet long and 10 feet wide that persists at the start of your next turn. Any creature that starts their turn in this beam must make a Dexterity saving throw. On failure, they take 8d8 damage of the beams energy type, taking half as much on a successful save.

While you are concentrating on this spell, your movement speed is zero. At the start of your next turn, you can use your action to maintain the beam or redirect it, rotating it up to 90 degrees. Any creature the beam passes through while rotating (if the beam passes completely through them and they will not start their turn inside of it) must make a Dexterity saving throw immediately, taking 4d8 damage of the beams energy type on a failed save, and taking no damage on a successful save.

If you do not use your action maintain or redirect it, the spell ends early.

BABA'S WALKING HUT

6th-level transmutation

Classes: Occultist

Casting Time: 10 minutes.

Range: Touch.

Components: V, S, M (a chicken leg)

Duration: 24 hours.

You touch a hut, cabin, or other building no more than 15 feet by 15 feet by 10 feet. On completion of the spell, the building grows legs large enough to support it, as well as the structural integrity needed stand and move, and becomes a gargantuan creature. It has 250 hit points, an AC of 12, and a walking speed of 20 feet. If it drops to 0 hit points, the spell ends.

On your turn, you can direct it to move (no action required) and it will continue to move as directed until you direct it to stop or reaches its destination. It can take no actions, but if it walks over a large or smaller creature, you can direct it to attempt to step on that creature, and that creature must succeed a Dexterity saving throw, or take 2d10 bludgeoning damage and be knocked prone.

If you cast this spell on the same building every day for a year, the spell lasts until dispelled.

BEFUDDLING CURSE

1st-level enchantment

Classes: Occultist

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)

Duration: Concentration, up to 1 minute

You befuddle a creature's mind, swapping the position of two things it can see that are of the same size and category (for example, two medium creatures or two gargantuan buildings). The target creature must make a Wisdom saving throw. On failure, it is unaware the two things have been swapped.

Each time the creature interacts with, attacks, or is attacked by a swapped targets, it can repeat its saving throw against the effect.

BINDING CURSE

1st-level enchantment

Classes: Occultist

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)

Duration: Concentration, up to 1 minute

You bind a creature to a point within 5 feet of it, causing a glowing chains of light to connect it to that point. For the duration of the spell, if the creature attempts to move away from that point, the must make a Wisdom saving throw, or be unable to move more than 5 feet away from from that point until the start of their next turn.

If a creature starts its turn more than 10 feet from the binding point, they must make a Strength saving throw are dragged 5 feet toward the binding point.

BLAZING BEACON

2nd-level evocation

Classes: Bard, Cleric, Paladin, Sorcerer, Wizard.

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: Concentration, Up to 1 minute.

You are bathed in holy light, illuminating bright light up to 30 feet and dim light for additional 30 feet.

Any creature targets you with an attack roll or spell that requires them to see you must make a Constitution saving throw. On failure, they are blinded until the start of their next turn. A creature with darkvision makes this roll with disadvantage. A creature without eyes automatically passes their saving throw.

BOIL BLOOD

2nd-level transmutation

Classes: Occultist

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Targeting a creature that has taken slashing or piercing damage in the last minute, make it's blood heat and boil. The target creature must make a Constitution saving throw. On failure, it's blood begins to heat. At the start of it's turn while effected, it takes 3d4 fire damage and is crippled with agony, all terrain is difficult terrain for it.

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

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 2d4 for each slot level above 2nd.

BOND ITEM

1st-level conjuration

Classes: Artificer

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: 8 hours

You touch an item weighing no more than 100 pounds and form a link between you and it. Until the spell ends, you can recall it to your hand as a bonus action.

If another creature is holding or wearing the item when you try to recall it, they make a Charisma saving throw to retain possession of the item, and if they succeed, the spell fails. They make this save with advantage if they have had possession of the item for more than 1 minute.

BURN

Transmutation cantrip

Classes: Druid, Occultist, Sorcerer

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous.

You ignite a brilliant flame around your hand that sears anything you touch. Make a melee spell attack against the target. On hit, the target takes 1d12 fire damage.

The spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

BURNING WEAPON

2nd-level transmutation

Classes: Rangers

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a piece of ammunition or weapon at least 1 cp).

Duration: 1 round

You touch a piece of ammunition or weapon, imbuing it with licking magic flames. The first time you attack with the empowered item, it bursts into brilliant flames. On a hit, the target takes an additional 4d4 fire damage and begins to burn. On a miss, the target takes half as much damage and does not start to burn.

The burning target sheds bright light in a 10-foot radius and dim light for an additional 10 feet and takes 1d4 fire damage at the end of its turns unless a creature uses their action to put the flames out.

Once an attack has been made with the piece of ammunition or weapon, the spell ends. If you touch a weapon with the Light property, you can immediately make a single weapon attack with it as part of the same action as casting the spell.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, both the initial and ongoing burn damage are increased by 1d4 damage.

COLD SNAP

2nd-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: 90 ft (5 ft radius)

Components: V, S

Duration: Instantaneous.

A swirling burst of freeze wind erupts at a point you choose within range. Each creature in a 5-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 cold damage on a failed save, or half as much on a successful one.

The ground in the area is covered with slick ice, making it difficult terrain 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.

CRACKLE

2nd-level evocation

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create three arcs of lightning striking targets in range. You can direct them at one target or several.

Make a ranged spell attack for each arc. On a hit, the target takes 1d12 lightning damage. If three or more arcs hit a single target, they must make a Constitution saving throw or become shocked, stunning them until the start of their next turn.

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

CRIPPLING AGONY

1st-level necromancy

Classes: Occultist

Casting Time: 1 action.

Range: 60 feet

Components: V, S, M (a joint bone)

Duration: Concentration, up to 1 minute

You can inflict crippling agony on a foe. Choose one creature that you can see within range to make a Constitution saving throw. If the target fails, it becomes crippled with horrific pain. Whenever the creature moves more than half of its movement speed or takes an action, the crippling pain causes it to take 1d6 necrotic damage.

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

CRUEL PUPPETRY

3rd-level necromancy (ritual)

Classes: Occultist

Casting Time: 1 action

Range: 120 feet.

Components: V, S, M (a small humanoid doll worth at least 5 gp and something from the target creature (such as blood, hair, or scales) both of which the spell consumes)

Duration: Concentration, up to 1 minute

You attempt to bind a creature's soul to a doll, linking the creature to the doll in a sympathetic link. The target must make a Charisma saving throw. On failure, the creature becomes bound to the doll. On a successful save, the creature is not bound and the spell ends.

As part of casting the spell when the creature fails the save, and on subsequent turns using your action until the spell ends, you can perform one of the following actions:

- Hold the doll still, causing the creature to be Restrained until start of your next turn.
- Force the doll to move, causing the creature to move 15 feet in a direction of your choice that it can move.
- Smash the doll, causing it take 4d6 bludgeoning damage.
- Rip the doll in half, ending the spell, destroying the doll, and dealing 4d12 necrotic damage.

Each time after the first you use an action to manipulate the doll, after the effect takes place, the creature can repeat the Charisma with disadvantage, ending the effect on a successful save.

Once a creature has been targeted by this spell, they cannot be targeted again for 24 hours.

At Higher Levels: When cast with a 5th level spell slot or above, the range of the spell becomes unlimited, as long as the target is on the same plane as the caster.

CRUSHING SINGULARITY

3rd-level transmutation

Classes: Wizard

Casting Time: 1 action.

Range: 60 feet

Components: V, S

Duration: 1 round

You create an overwhelming gravitational singularity at a point within range that lasts until the start of your next turn. When you cast this spell, any creature within 15 feet of the point must make a Strength saving throw. Creatures that fail their saving throw are moved to the closest available space adjacent to the singularity and take 3d6 bludgeoning damage, and an additional 1d6 bludgeoning damage for each other creature that failed the saving throw, up to a maximum of 6d6 bludgeoning damage. Creatures make their saving throw with disadvantage if they are between the center of the area and another creature that fails their saving throw.

While within 15 feet of the singularity, moving away from the singularity requires twice as much movement. If a creature ends its turn within 15 feet of the singularity, it must make a Strength saving throw. On failure, they take 2d6 bludgeoning damage and are dragged back to the closest available spot to the center of the singularity.

CURSE OF IMPOTENCE

5th-level enchantment

Classes: Occultist

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)

Duration: Concentration, up to 1 minute.

You curse a target creature, causing an overwhelming sense of powerlessness to wash over it. Any time the target creature attempts to attack, cast a spell that deals damage, or use an action that deals damage, it must make a Wisdom saving throw. On success, they take their action as normal. On failure, they complete their action, but their action does no damage to any target.

DECAYING TOUCH

Transmutation cantrip

Classes: Druid, Occultist, Sorcerer, Warlock

Casting Time: 1 action

Range: Touch

Components: V, S, M (powdered remains of a dead animal)

Duration: Instantaneous.

You wreath your hand in necrotic decay that causes anything you touch to wither and die. Make a melee spell attack against the target. On hit, the target takes 1d6 necrotic damage and starts to flake and decay. The first time they take damage from another source before the start of your next turn, they take an additional 1d6 necrotic damage. Targets immune to diseases are immune to this effect.

The both the initial and secondary damage of the spell increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

DEGLOVE CREATURE

5th-level necromancy

Classes: Occultist

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a finger bone)

Duration: Instantaneous

You point at a creature within range, and attempt to make its skeleton rip free of its body. The creature must make a Constitution saving throw. The target takes 7d10 + 7 necrotic damage on a failed save, or half as much damage on a successful one.

If this damage kills the target creature, its flesh sloughs off its skeleton, collapsing a pile, and the skeleton becomes a Skeleton (Basic Rules, pg. 152), hostile to all living creatures that attacks the closest target.

DISORIENT

2nd-level illusion

Classes: Bard, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a mobius strip)

Duration: Instantaneous

Targeting a creature with you can see, you flip their perception of reality. The target creature must make a Wisdom saving throw. On failure, each time they attempt to move, they must make an Intelligence saving throw or they move 5 feet in the opposite direction. If they cannot move 5 feet in the opposite direction, they fall prone instead.

This affect persists until they moved a total of 60 feet or complete a short or long rest. While under the effect, they have disadvantage on all attack rolls.

DISPEL CONSTRUCT

3rd-level abjuration

Classes: Artificer

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You can attempt to purge the magic animating a construct within range, rendering it inert. The target must succeed on a Constitution saving throw, or be reduced to zero hit points. If the target has more than 100 hit points remaining, it makes this roll with advantage.

DIMENSION CUTTER

4th-level conjuration

Classes: Ranger

Casting Time: 1 action

Range: Self(15-foot cone)

Components: V, M (a melee weapon you are proficient with worth at least 1 sp).

Duration: Instantaneous

You flourish a weapon you are proficient with used in the casting and sweep through the air, slashing apart the dimensional space. Each creature in a 15-foot cone take 6d6 force damage.

DIVIDE SELF

5th-level illusion

Classes: Psion, Occultist, Sorcerer, Wizard

Casting Time: 1 Bonus Action

Range: Self feet

Components: S

Duration: Concentration, 1 minute.

You you create an exact duplicate of yourself in an empty space you can see within 30 feet of you. When you cast this spell at the start of each of your turns for the duration, you can determine which of the duplicates is you.

It has all of your stats, abilities, and equipment (including magic items). It acts on your initiative, and has its own actions, though it shares its concentration on this spell, and if either of you lose concentration, the spell ends.

Your current hit points are divided between you and the duplicate and shares all other resources and abilities with you (including limited use magic items), with any usage by either you or the duplicate depleting the resource for both of you.

Your duplicate can take any action you can take, but it can deal a maximum of 15 damage on its turn (any additional damage dealt deals no further damage, when dealing area of effect damage, damage is split between all targets equally up to the maximum).

If either you or the duplicate is reduced to zero, the spell ends and you become the copy that was not reduced to zero hit points. When the spell ends, if both you and the duplicate are still present, decide which is you, and the other vanishes. Anything that was copied during the spell has the copied version vanish.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the starting hit points of you and the duplicate both increase by 15 (up to a maximum of you and the duplicate starting with your current hit points) and the maximum damage the duplicate can do during its turn increases by 10 for each slot level above 5th

ECHOING LANCE

4th-level evocation

Classes: Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute.

You emit a targeted burst of intense sonic energy at a target within range. The target must make a Constitution saving throw. On failure, they take 3d8 thunder damage and becomes stunned for the duration by the intense sound. On a successful save, the target takes half as much damage and is not stunned.

At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target, on failure, they take an additional 1d8 thunder from the echoes within the mind.

ELECTRIFY

1st-level evocation

Classes: Occultist, Sorcerer, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a pair of singed gloves)

Duration: 1 Round.

You channel lightning into your hands. After casting this spell, if you make a successful melee spell attack, unarmed strike or a melee weapon attack with a weapon made of a conductive material (such as metal), the target takes 1d10 lightning damage and must make a Constitution saving throw. On a failed save, the target becomes stunned until the start of their next turn. The spell ends after dealing damage, or at the start of your next turn, whichever occurs first.

For the duration of the spell, you can cast the spell *shocking grasp*.

ELECTROCUTE

3rd-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous.

A massive arc of lightning leaps from your hand to a target you can see within range. The target must make a Constitution saving throw. On a failed save, the target takes 4d12 lightning damage and is stunned until the start of your next turn. On a successful save, the target takes half as much damage and isn't stunned.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d12 for each slot level above 3rd.

EARTH RIPPLE

2nd-level transmutation

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous.

You cause the earth to deform and ripple, a target creature must make a Dexterity saving throw or suffer one of the following effects (your choice):

- The target is pulled into the earth, taking 1d8 bludgeoning damage and reducing its movement speed to zero until a creature spends an action to dig it free.
- It is slammed in a direction, taking 2d8 bludgeoning damage, is moved 5 feet in a direction of your choosing, and knocked prone.
- It is impaled by a spike of earth, taking 4d8 piercing damage.

ENTOMB

1st-level transmutation

Classes: Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute..

You attempt to encase a Medium or smaller creature you can see within ice. The creature must make a Strength saving throw or become restrained by ice for the duration. At the end of each of its turns, the target takes 1d8 cold damage and can make another Strength saving throw. On success, the spell ends on the target.

If the creature takes more than 5 fire or bludgeoning damage from a single damage roll while restrained, the ice breaks and the target is freed, ending the spell for the target.

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

ERODE

3rd-level conjuration

Classes: Occultist, Wizard

Casting Time: 1 action

Range: 20 feet

Components: V, S

Duration: Instantaneous.

You blast a target with mass of acid. The target must make a Dexterity saving throw. On failure, the target takes 8d4 acid damage immediately and becomes covered in acid. A target covered in acid takes 2d4 acid damage at the end of each of its turns. The target or a creature within 5 feet of it can end this damage by using its action to clear away the acid. On a success, the target takes half as much damage and is not covered in acid.

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 1d4 for each slot level above 3rd.

FALL

1st-level transmutation

Classes: Artificer, Sorcerer, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You alter gravity for yourself, causing you to reorient which way is down for you until the end of your turn. You can pick any direction to fall as if under the effect of gravity, falling up to 500 feet before the spell ends.

If you collide with something during this time, you take falling damage as normal, but you can control your fall as you could under normal conditions by holding onto objects or move along a surface according to your new orientation as normal until your turn ends and gravity returns to normal.

FIELD OF STARS

5th-level evocation

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 Action

Range: Self (60 feet radius)

Components: V, S

Duration: Concentration, up to 1 minute.

You cause 5 star-like motes of light to spring forth at points you can see within range. Each mote of light must be at least 10 feet from any other mote of light. Each mote of light sheds bright light in a 10 foot radius and dim light for an additional 10 feet. If a creature moves within a 5-foot radius of a mote of light or ends their turn within 5 feet of one, the mote explodes in a brilliant flash, dealing 4d12 radiant damage to all creatures within 5-feet of that mote before fading away.

For the duration of the spell, while you have any motes of light remaining, as an action you can rearrange the remaining motes, placing them anywhere within range (this movement cannot cause them to detonate).

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the range increases by 10 feet and you create an additional star-like mote of light for each slot level about 5th.

FIREBURST MINE

3rd-level abjuration

Classes: Artificer

Casting Time: 1 minute

Range: Touch

Components: V, S, M (Any tiny nonmagical item, which is destroyed by the activation of the spell)

Duration: 8 hours

You can set a magical trap by infusing explosive magic into an item. You can set this item to detonate when someone comes within 5 feet of it, or by a verbal command using your reaction (one or more mines can be detonated).

When the magic trap detonates, each creature in a 20-foot-radius sphere centered on the item must make a Dexterity saving throw. A creature takes 5d8 fire damage on a failed save, or half as much damage on a successful one. If a creature is in the area of effect of more than one fireburst mine during a turn, they take half damage from any subsequent effects of the mines.

A magical mine must be set 5 feet or more from another mine, and cannot be moved once placed; any attempt to move it results in it detonating unless the Artificer that set it disarms it with an action.

FIRE CYCLONE

3rd-level conjuration

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of ashes from a forest fire)

Duration: Concentration, up to a 1 minute.

Targeting a point you can see, you cause a cyclone made of whipping flames with a radius of 5 feet and height of 30 feet to form.

When a creature starts its turn inside the cyclone's radius or enters it for the first time during a turn, it must make a Strength saving throw. On a failed saving throw, it takes 3d6 fire damage and, if it is entirely inside the cyclone's area, it's also flung 15 feet upwards and lands 15 feet in a randomly determined horizontal direction. On a successful save, the creature takes half as much damage and is not flung.

When a creature is not entirely inside the cyclone's radius but within 30 feet of its center at the start of its turn, it still feels the intense draw of the raging cyclone, and must spend 2 feet (or 3 feet if it is flying) of movement for every 1 foot it moves away from the cyclone. If a creature starts its turn outside of the cyclone's radius but within 10 feet of its center, it must make a Strength saving throw or be pulled 5 feet toward the center of it.

At Higher Levels. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 and the height of the cyclone as well as the distance a creature is thrown upward increases by 5 feet for each level above 3rd.

FISTS OF FIRE

Transmutation cantrip

Classes: Druid, Occultist, Sorcerer

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 minute.

You cause your fists to erupt in flames. For the duration, your fists become a set of simple natural weapons that deal 1d6 fire damage. You are proficient in these weapons, and they have the Light property.

For the duration, any flammable object you attempt to hold catches fire. If you end your turn grappling another creature with your hands, it takes 1d4 fire damage.

You can end the spell early (no action required).

FISSURE

5th-level evocation

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 Action

Range: Self (60 foot line line)

Components: V, S

Duration: Instantaneous

You rend asunder the earth in a 60-foot-long 5-foot-wide line, targeting an area of dirt, sand, or rock at least 10 feet deep.

Creatures in that line must make a dexterity save. On a failure, a creature falls into a suddenly opened crevice in the ground, falling into it before it snaps shut, crushing them. From the fall and crush, creatures that fail the saving throw take 6d10 bludgeoning damage. The creature is buried in 10 feet of rubble, and creatures without a borrowing speed require 30 feet of movement to extract themselves from the loose rubble to return to where they failed the saving throw. If they end their turn while buried, they take an additional 1d10 bludgeoning damage.

FLASH FREEZE

3rd-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: Self(30-foot cone)

Components: V, S

Duration: Instantaneous.

A freezing wind ripples outward. Each creature in a 30-foot cone must make a Constitution saving throw. On a fail save, a creature takes 4d8 cold damage and is restrained by ice until the start of your next turn. On a successful save, the target takes half as much damage and isn't restrained.

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.

FLING

2nd-level transmutation

Classes: Sorcerer, Wizard

Casting Time: 1 action.

Range: 30 feet

Components: V, S

Duration: Instantaneous

You manipulate gravity around one large or smaller creature. The target creature makes a Strength saving throw. On failure, you can fling them 40 feet straight up or 20 feet in any direction.

If you fling them straight up they immediately fall, taking 4d6 damage falling damage, and fall prone. If you fling them any other direction, they take 2d6 damage and fall prone. If their movement would be stopped early by a creature or object, both the target and creature or object takes 3d6 bludgeoning damage.

FORCE BLADE

4th level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 bonus action.

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute.

You create an oversized blade of pure scintillating force energy in your hand. For the duration of the spell, as an action, you can sweep the blade through on target within reach, dealing 2d12 force damage.

At Higher Levels. When you cast it using a 5th- or 6th-level spell slot, the damage increases to 3d12. When you cast it using a spell slot of 7th level or higher, the damage increases to 4d12.

FORCE BOLT

evocation cantrip

Classes: Sorcerer

Casting Time: 1 Action

Range: 120 ft.

Components: V, S

Duration: Instantaneous

You hurl a mote of arcane energy at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 2d4 force damage.

This spell's damage increases by 2d4 when you reach 5th level (4d4), 11th level (6d4), and 17th level (8d4).

FORM OF FAMILIAR

2nd-level transmutation

Classes: Occultist, Wizard

Casting Time: 1 minute

Range: 60 feet

Components: V, S, M (a piece of fur, feather, or scale from your familiar, which the spell consumes)

Duration: 1 hour.

You assume the form of the familiar that provided the material component to the spell. The transformation lasts for the duration, or until you drop to 0 hit points or die. Your game Statistics are replaced by the Statistics of the chosen creature, though you retain your Alignment and Intelligence, Wisdom, and Charisma scores.

You assume the Hit Points and Hit Dice of the new form. When you revert to your normal, you return to the number of Hit Points you had before you transformed. If you revert as a result of Dropping to 0 Hit Points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 Hit Points, you aren't knocked Unconscious. You can use an action to revert to your normal form at any time.

You are limited in the actions you can perform by the nature of your new form, and you can't speak, cast spells, or take any other action that requires hands or speech. Your gear melds into the new form. You cannot activate, use, wield, or otherwise benefit from any of your equipment.

FREEZE

Transmutation cantrip

Classes: Druid, Occultist, Sorcerer

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous.

You instill a deadly chill into your hand. Make a melee spell attack against the target. On hit, the target takes 1d8 cold damage, and the target's movement speed is reduced by 10 feet until the end of their turn.

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

GALEBOLT

1st-level evocation

Classes: Druid, Occultist, Ranger, Sorcerer, Wizard

Casting Time: 1 Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A blast of concentrated wind streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On hit, the target takes 2d10 bludgeoning damage is knocked 10 feet away from you if is Large or smaller.

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

GALE SHOT

4th-level transmutation

Classes: Rangers

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a piece of ammunition or weapon with the thrown property worth at least 1 cp).

Duration: 1 round

You touch a piece of ammunition or weapon with the thrown property, imbuing it with the power of a hurricane for the duration. The first time you attack with the empowered item, unleashes a blasting galeforce, greatly empowering the shot. On a hit, the target takes an additional 4d8 damage from the attack, and is knocked backwards 30 feet. Any creature the target is knocked into by this movement takes 2d8 bludgeoning damage. On a miss, the target takes half as much damage and is not knocked back.

Once an attack has been made with the piece of ammunition or weapon, the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 5th level, the shot deals an additional 1d8 damage and the target is knocked backwards an additional 10 feet.

GRAVITY SURGE

2nd-level transmutation

Classes: Wizard

Casting Time: 1 action.

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create a crushing field of gravity in a 15 radius sphere. Any creature within the area of effect must make a Strength saving throw. On failure, creatures take 2d6 bludgeoning damage and falls prone. On success, creatures take half as much damage are not knocked prone. Creatures that are not on the ground make this save with disadvantage.

GRIP OF THE DEAD

1st-level necromancy

Classes: Occultist

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You channel unholy strength into you hand, and reach out to grab a creature. The creature must make a Strength saving throw or become restrained by your deathly iron grasp. As an action on its turn, the creature can attempt to escape using a Strength (Athletics) or Dexterity (Acrobatics) check against your Spell Save DC.

At the start of the creatures turn while you maintain the grip and the spell, it takes 1d8 necrotic damage as you drain the life from it, and regain hit points equal to half the damage dealt.

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.

ICE WEAPON

Transmutation cantrip

Classes: Druid, Occultist

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a drop of water that was once snow)

Duration: 1 minute.

You conjure a weapon formed from magical ice from the air. You have proficiency with this weapon. When you form it and as a bonus action while wielding it, you can morph the weapon into different forms that take on the following properties. If you lose or discard the weapon, you can reform it in your hand as a bonus action.

Weapon	Damage	Properties
Ice Spear	1d6	Thrown (30/90)
Ice Sword	1d6	Versatile (1d8)
Ice Lance	1d8	Two-Handed, Reach
Ice Hammer	1d10	Two-Handed, Heavy
Ice Dagger	1d4	Finesse, Thrown (30/90)

Regardless of it's form, the weapon deals cold damage. You can end the spell early, letting the weapon melt to a harmless splash of water (no action required). You can have up to three ice weapons formed from this spell at a time. After forming a fourth, the first created one melts away.

ICE SPIKE

4th-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create lances of ice that shoot up from the ground to impale a creature within range. The target must make a Dexterity saving throw. The target takes 4d8 piercing damage and 4d8 cold damage on a failed save. The target takes only the 4d8 cold damage on a successful save.

IMPACT

transmutation cantrip

Classes: Druid, Occultist, Sorcerer

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous.

You impart great force into a target you touch. Make a melee spell attack against the target. On hit, the target takes 1d10 bludgeoning damage, and is knocked 5 feet directly away from you.

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

IMBUE LUCK

2nd-level abjuration

Classes: Artificer

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You touch a weapon or worn item and imbue luck into it. If imbued on a weapon, for the duration, on an attack roll, the wielder can roll an additional d20 (they can choose to do this after they roll, but before the outcome is determined). The creature can choose which of the d20s is used for the attack roll.

If imbued into a worn item, they can roll a d20 when attacked, then choose whether the attack uses the attacker's roll or theirs.

With either use, the spell immediately ends upon rolling the extra d20.

IMMUTABILITY

3rd-level transmutation

Classes: Cleric, Wizard

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: Concentration, Up to 1 minute.

You assume an immutable form. You become immune to other transmutation spells or magical effects that would alter your form.

If you don't move during your turn, you gain advantage on Strength or Constitution saving throws made before the start of your next turn, and cannot be moved or knocked down against your will.

While the spell is active, as a reaction to taking bludgeoning, piercing, or slashing damage you can gain resistance to that damage type until the end of your next turn, but your movement speed becomes zero until the end of your next turn.

INDUCE HEADACHE

1st-level evocation

Classes: Bard, Occultist, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bad pun written on a scrap of parchment)

Duration: Concentration, up to 1 minute

Targeting a creature with 6 or more intelligence, you inflict an instantaneous headache on it. The target takes 1 psychic damage at the start of its turn, and has disadvantage on Constitution saving throws to maintain Concentration or Intelligence ability checks.

IRON WIND STRIKE

2nd-level conjuration

Classes: Rangers

Casting Time: 1 action

Range: Self(15-foot radius)

Components: V, S, M (a melee weapon you are proficient with worth at least 1 sp).

Duration: Instantaneous

You flourish a weapon you are proficient with used in the casting and then vanish to strike like the wind. Choose up to three creatures you can see within range. Make a melee weapon attack against each target. On a hit, a target takes 3d8 damage of the weapon's damage type.

You can then teleport to an unoccupied space you can see within 5 feet of one of the targets you hit or missed.

At Higher Levels: When you cast this spell using a spell slot of 3rd Level or higher, it deals an additional 1d8 damage to each target on hit for each slot level above 2nd.

JUMPING JOLT

4th-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous.

You release an arc of lightning at a creature within range. Make a ranged spell attack roll against the target. On hit, the target takes 4d12 lightning damage, and you can cause the spell to jump to another target within 20 feet of the first target making a new attack roll for each target. The spell cannot hit the same target twice, or jump to a target out of the spells range. The spell can jump a maximum of five times.

On a miss, the target takes half as much damage and the spell does not jump to a new target.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the starting damage increases by 1d12 for each slot level above 4th.

KILLING CURSE

5th-level enchantment

Classes: Occultist

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)

Duration: Concentration, up to 1 minute

You curse a target to die. The target's current and maximum hit points is reduced by 3d10 + 10. If this causes a creature to have zero hit points, the creature dies.

For the duration of the spell, the target cannot regain hit points unless from a magical effect cast by a spell slot of higher level than this spell slot this curse was cast with, and any death saving throw they roll is automatically considered a 1.

At the start of a creature's turn while they are under the effect of this spell, they make a Charisma saving throw. On failure, their current and maximum hit points is reduced by 1d10 + 10. On a successful save, the spell ends. A creature's maximum hit points are restored when it takes a long rest.

LIGHTNING CHARGED

2nd-level evocation

Classes: Artificer

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of once used lightning rod)

Duration: 10 minutes

You channel lightning energy into a creature. The energy is harmless to the creature, but escapes in dangerous bursts to other nearby creatures.

Every time that creature strikes another creature with a melee attack, a spell with a range of touch, is struck by another creature with melee attack, or ends their turn while grappling or being grappled by another creature, they deal 1d6 lightning damage to that creature.

Once this spell has discharged 6 times (dealing up to 6d6 damage), the spell ends.

At Higher Levels: The spell can discharge damage 2 additional times (dealing 2d6 more total damage) before the spell ends for each slot level above 2nd.

LIGHTNING SHOT

3rd-level transmutation

Classes: Rangers

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a piece of ammunition or weapon with the thrown property worth at least 1 cp).

Duration: 1 round

You touch a piece of ammunition or weapon with the thrown property, imbuing it with crackling lightning energy for the duration.

The first time you attack with the empowered item, it transforms into a bolt of lightning, and when fired blasts out from you in a line 100 feet long and 5 feet wide. Make the weapon's attack roll against each creature in that line, dealing 4d8 damage on hit, and half as much on a miss. This damage roll does not add any modifiers or bonus associated to weapon attacks. The lightning ignites flammable objects in the area that aren't being worn or carried.

Once an attack has been made with the piece of ammunition or weapon, the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each level above 3rd, up to a maximum of 6d8 at 5th level.

LIGHTNING TENDRIL

1st-level evocation

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 bonus action

Range: 15 feet

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

Duration: Concentration, up to 1 minute.

Crackling beams of blue energy leap from your hands. For the duration of the spell, as an action, you can direct them toward a creature within range, dealing 1d12 lightning damage to that creature.

At Higher Levels. When you cast this spell using a 3rd- or 4th-level spell slot, the damage increases to 2d12 and the range increases to 30 feet. When you cast it using a 5th- or 6th-level spell slot, the damage increases to 3d12 and the range increases to 60 feet. When you cast it using a spell slot of 7th level or higher, the damage increases to 4d12 and the range increases to 120 feet.

MANIPULATE FATE

9th-level divination

Classes: Occultist, Wizard

Casting Time: 1 action.

Range: Self

Components: V, S, M (a spool of silk thread).

Duration: Concentration, up to 1 minute.

You reach out and grasp the imperceptible threads of fate, subtly manipulating them. Whenever a creature within 60 feet of you makes an attack roll, saving throw, or ability check, you can use your reaction to tweak their fate, altering the value of the roll. You can choose to manipulate fate after the die is rolled, but before the outcome is determined.

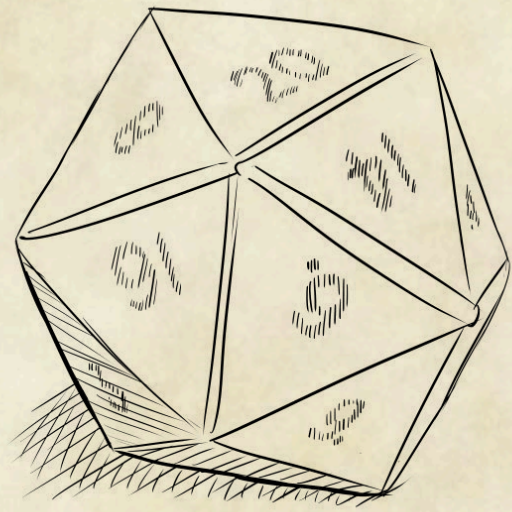
You can alter the roll of the die to an adjacent number to the number rolled (outcomes listed on the table below).

d20	Tweaked Fates
1	7, 13, or 19
2	12, 18, or 20
3	17, 16, or 19
4	11, 14, or 18
5	13, 15, or 18
6	9, 14, or 16
7	1, 15, or 17
8	10, 16, or 20
9	6, 11, or 19
10	8, 12, or 17
11	4, 9, or 13
12	2, 10, or 15
13	1, 5, or 11
14	4, 6, or 20
15	5, 7, 12
16	3, 6, or 8
17	3, 7, or 10
18	2, 4, or 5
19	1, 3, or 9
20	2, 8, or 14

When you alter a roll, you can choose to cast aside subtly and yank the thread of fate, and select any value of the d20 as the outcome of the result, but the backlash causes you to take a number d6 equal to the difference in the value selected from the value rolled in necrotic damage. The spell immediately ends after the result is changed in this more drastic way.

EDITOR'S NOTE

The numbers you can pick are the adjacent sides of a d20 to the number rolled. This represents literally nudging the die of fate.



MORDENKAINEN'S UNSHEATHED SWORD

7th-level evocation

Classes: Wizard, Bard

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 glowing sword-shaped plane of force that hovers within range. It lasts for the duration. When the sword appears and as a bonus action on subsequent turns, you can give the sword a command:

Attack: The sword will move up to 20 feet toward a creature and attack it, making a melee spell attack. On a hit, the target takes 3d10 + your spell casting ability modifier force damage on hit.

Guard: The sword will move up 20 feet toward a creature. It grants partial cover to the creature while it shares that creature's space as it attempts to deflect incoming attacks. The first time a hostile creature comes within 5 feet of the sword, it will attack that creature, making a melee spell attack. On a hit, the target takes 3d10 + your spell casting ability modifier force damage on hit. It cannot attack again until you issue a command again.

Spin: The sword will move up to 20 feet toward a point, when it reaches that point it will begin to spin in a deadly whirl. Creatures that start their turn or enter for the first time on their turn within 5 feet of the sword must pass a Dexterity saving throw, or take 4d10 force damage.

CAIUS' NOTES: THE LOST TRUE VERSION

Tragically most sources of the spell list an incomplete version copied by an apprentice unable to fully understand the spell. This more widely known lesser version's flaws make it unstable, requiring concentration, and it lacks the later parts of functionality of the true version.

MUTATE

3rd-level transmutation

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 Action

Range: Self

Components: V, S, M (something from an extinct animal)

Duration: Concentration, up to 10 minutes.

You manipulate the nature of your body with magic temporarily giving it new properties. You can select three of the following properties:

- Your body becomes malleable and amorphous. You have advantage on saves and checks against grapples and the restrained condition, you do not suffer disadvantage from squeezing into smaller spaces, and you can squeeze through openings two sizes smaller than you.
- You grow one additional appendage. This appendage serves as arm and a hand, though it can take the shape an arm, tentacle, or similar appendage.
- You spout antenna that give you tremorsense with a range of 30 feet.
- You extend the length of your limbs, giving you a 10 foot reach on melee attacks, touch spells, and object interactions.
- Your flesh hardens, your base AC becomes 13 + your dexterity modifier if it is not already higher.
- You grow a vicious natural weapon; this weapon can have the statistics of any martial melee weapon and takes on a form vaguely reminiscent of it. You have proficiency with this weapon, and are considered holding it. You can use your spellcasting modifier in place of your Strength modifier for attack and damage rolls with this natural weapon.
- You grow more resilient, adapting against one external threat. You gain advantage on one type of saving throw of your choice.
- You can gain any of the effects of the *alter self* spell. You can select this multiple times to gain multiple benefits of the *alter self* spell.
- You can gain either of the effects of the *enlarge/reduce* spell.
- You gain the effect of the *spiderclimb* spell.

For the duration of the spell, you can use an action to change one or all of the properties, losing the benefits of your previously select properties and gaining the benefits of the new selected properties.

At Higher Levels: When you cast this spell using a spell slot of 4th or higher, you can select additional properties from the list of options.

MULTISHOT

1st-level evocation

Classes: Rangers

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a piece of ammunition or weapon with the thrown property worth at least 1 cp).

Duration: 1 round

You touch a piece of ammunition or weapon with the thrown property, giving it a magical duplicate superimposed over it until the end of your next turn. The first time you attack with that weapon before the end of your next turn, select a second target within range of the weapon for the attack, making a separate ranged weapon attack roll for the magically duplicated projectile. On hit, the target takes 2d8 force damage. This damage roll does not add any modifiers or bonus associated to weapon attacks.

Once an attack has been made with the piece of ammunition or weapon, the spell ends.

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

NAUSEATING POISON

1st-level necromancy

Classes: Druid, Occultist, Warlock

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a piece of rotten meat)

Duration: 1 round.

You shroud your hand, a weapon you are holding, or a natural weapon in dark ichorous miasma. After casting this spell, if you make a successful melee spell attack, unarmed strike or a melee weapon attack, the target takes an additional 1d12 poison damage and must make a Constitution saving throw. On a failed save, the target becomes poisoned until the end of your next turn.

The spell ends after dealing damage, or at the start of your next turn, whichever occurs first.

MARTIAL STEEL WIND STRIKE

5th-level conjuration

Classes: Rangers, Wizards

Casting Time: 1 action

Range: Self(30-foot radius)

Components: V, S, M (a melee weapon you are proficient with worth at least 1 sp).

Duration: Instantaneous

You flourish a weapon you are proficient with used in the casting and then vanish to strike like the wind. Choose up to five creatures you can see within range. Make a **melee weapon** attack against each target. On a hit, a target takes 6d10 damage of the weapon's damage type.

You can then teleport to an unoccupied space you can see within 5 feet of one of the targets you hit or missed.

CAIUS' NOTES: STEEL WIND STRIKE

I have long been confused by Steel Wind Strike - clearly a spell meant for Martials but one that they cannot seemingly use. As usual, the culprit was meddlesome Wizards, you have tweaked the spell to suit them, leaving it rather unsuitable for its intended audience. Fortunately, I have been able to reconstruct it's true form.

ORBITAL STONES

4th-level transmutation

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, Up to 1 Minute.

You lift three small to medium rocks or similar objects from within 10 feet of you, causing them to defy gravity and slowly circle you. With all three stones, you have three quarters cover. With at least one stone remaining, you have half cover.

As a bonus action while at least one stone remains in orbit, you can magically fling a stone at target within 60 feet. Make a ranged spell attack roll. On hit, the target takes 3d10 bludgeoning damage and is knocked backward 5 feet.

POISON DART

2nd-level transmutation

Classes: Occultist, Warlock, Wizard

Casting Time: 1 action

Range: 60 ft

Components: V, S

Duration: Instantaneous.

You conjure a dart of pure poison and hurl it a creature you can see within range. Make a ranged spell attack. On hit, the target takes 3d12 poison damage and must pass a Constitution saving throw or become poisoned until the start of your next turn.

POISON PUFF

4th-level transmutation

Classes: Druid, Occultist, Warlock, Wizard

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S

Duration: Instantaneous

You exhale a cloud of poison that quickly magically expands to fill a 30 foot cone. Creatures in that area must make a Constitution saving throw. On a failure, they take 4d12 poison damage and become poisoned until the start of their next turn. On a success, the target takes half as much damage and is not poisoned.

The area is lightly obscured until the start of your turn, and any creature that ends their turn within the area takes 2d4 poison damage.

RAIN OF SPIDERS

3rd-level conjuration

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a spider leg)

Duration: Concentration, up to 1 minute.

A vertical column of spiders begins to rain down in 20 foot radius, 40 foot high cylinder, centered on a location you specify. A Swarm of Spiders (Monster Manual, pg 334) descends onto each creature within the cylinder when the spell is cast.

This swarm is considered to be climbing on the target creature and moves with it, even if they leave the affected area, and takes its turn immediately after that creature's turn. A creature can make use its action to attempt to get it off, making a Strength (Athletics) or Dexterity (Acrobatics) check against the spell save DC of the caster.

A swarm will attack the creature it fell on if it can, or move to chase it if it has been knocked off of it. Any spiders that remain when the spell ends disappear.

REPAIR

4th-level transmutation

Classes: Artificer

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a construct or inanimate object, causing it to regain 10d6 hit points. This causes any parts or material that has broken away from the construct or object to reattach, repairing it to the condition it was in before losing those hit points.

If the construct or object damaged state is the result of age, you can instead repair to the condition it was in 10d6 years ago, if it was previously in a better condition during that time (the condition can only improve or not change).

At Higher Levels: The hit points restored increases by 2d6 (or the years restored) for each slot above 4th.

REVISED DUST DEVIL

2nd-level conjuration

Classes: Druid, Ranger, Sorcerer, Wizard

Casting Time: 1 Action

Range: 60 feet (5 ft. radius)

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

Duration: Concentration, up to 1 minute.

Choose a target point on the ground that you can see within range. A small cyclone whips up at the target point with a radius of 5 feet and a height of 30 feet.

Any creature that starts its turn within the radius of the dust devil or enters its radius for the first time during its turn must make a Strength saving throw. On a failed save, the creature takes 1d12 bludgeoning damage is pushed 5 feet away. On a successful save, the creature takes half as much damage isn't pushed.

As a bonus action, you can move the dust devil up 30 feet in any direction. The first time you pass the dust devil's radius through a creature, that creature must make the saving throw against the dust devils's damage and are pushed out its way on failure. You can continue to move the dust devil, but its strength is exhausted until the end of your turn and subsequent creatures an unaffected by it passing through them.

If the dust devil moves over sand, dust, loose dirt, or small gravel, it sucks up the material and heavily obscures its radius until the start of your next turn.

ROTTING CURSE

1st-level necromancy

Classes: Occultist

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)

Duration: Concentration, up to 1 minute

You inflicting a rotting decay on a creature, causing it to begin to rot. For the duration of the spell, every time the creature takes damage, it takes an additional 1d4 necrotic damage, and the effect of all healing on the creature is reduced by half.

The target creature has disadvantage on any Charisma checks for social interaction during the effect of the spell.

SEEKING ORB

2nd-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 Action

Range: 5 feet

Components: V, S

Duration: Concentration, up to 1 minute.

You create a tiny orb of pure arcane energy that hovers within range, and designate a target creature within 120 feet. For the duration of the spell, at the end of each of your turns, the orb will move 30 feet directly toward the creature. If the orb reaches the target, it will detonate dealing 6d4 force damage to the target and ending the spell. If the orb does not reach the target before the spell ends, it fades away without dealing damage.

SEEKING PROJECTILE

1st-level transmutation

Classes: Artificer

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

You touch a piece of ammunition or weapon with the thrown property imbuing it with the property of seeking its target. When a ranged attack roll is made with that weapon, the attack roll can add your spell casting modifier to the value on the dice. If that makes the value on the die a 20 or more, the attack is a critical hit as if a 20 was rolled. After making the attack roll, the spell ends.

SKYBURST

5th-level evocation

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous.

Five bolts of lightning strike five points of your choice that you can see within range. Each point must be at least 10 feet from all other selected points. Each creature within 5 feet of the chosen points must make a Dexterity saving throw. A creature takes 4d12 damage on a failed save, or half as much on a successful one.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, you can call down an additional bolt of lightning targeting another point within range for each slot level above 5th.

SONIC SHRIEK

5th-level evocation

Classes: Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: Self(120-ft cone)

Components: V, S

Duration: Instantaneous.

You emit a sonic blast covering a huge area. Each creature in a 120 foot cone must make a Constitution saving throw. On a failed save, a creature takes 6d8 damage if they are within 60 feet of you, or 3d8 damage if they are further than 60 feet from you. On a successful save, a creature takes half as much damage.

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

SPELLTRAP

2nd-level abjuration

Classes: Bard, Sorcerer, Warlock, Wizard

Casting Time: 1 minute

Range: Self

Components: V, S

Duration: 8 hours

You create a spelltrap, marking it on yourself, typically as a small glowing mark on your skin. The first time you have to make a saving throw against a 1st level or below spell, the spell is absorbed by the spell trap and none of the effects of the spell take place.

On your next turn, you can cast the spell absorbed the spell trap without expending a spell slot. If you do not cast the spell during your next turn, the spell trap fades and trapped spell is lost.

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

Note:

Spelltrap absorbs the first spell you have to save against that qualifies it for the criteria.

STAR DUST

2nd-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 Action

Range: Self (30-foot cone)

Components: V, S

Duration: Instantaneous

Evokes a burst of brilliant particles of force energy sweeping out in a 30-cone originating from you. Creatures in the radius take 3d4 force damage and the next attack roll made again them before the start of your next turn has advantage.

STINGING SWARM

4th-level conjuration

Classes: Occultist, Warlock, Wizard

Casting Time: 1 action

Range: 60 ft

Components: V, S

Duration: Concentration, up to 1 minute.

You conjure a magical swarm of flying insects within range which lasts for the duration. For the duration of the spell, the swarm is magically replenishing and cannot be destroyed. As a bonus action, you can direct the swarm to move up to 30 feet. If the swarm enters another creature's space, it stops and swarms them, stinging repeatedly. The creature takes 2d4 piercing damage and must make a Constitution saving throw, taking 2d12 poison damage on failure.

STONE FIST

1st-level transmutation

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 bonus action

Range: Touch.

Components: V, S

Duration: Instantaneous

You turn your hand and forearm (or similar appendage) to stone until the start of your next turn. As part of casting the spell, you can make a melee spell attack against one creature you can reach. On a hit, the target takes 2d10 bludgeoning damage.

Until the start of your next turn, you can use your reaction when you take slashing or piercing damage from an attack to gain resistance to damage from that attack.

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

STONE FORMING

transmutation cantrip

Classes: Druid, Occultist, Sorcerer

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Instantaneous.

You touch a stone surface or the ground, and call forth stone that shapes itself to your command. You can make any roughly shaped item from the stone, including functional simple or martial melee weapons.

SPIDER BITE

3rd-level transmutation

Classes: Druid, Occultist, Warlock, Wizard

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You prick a target with tiny magical fang of venom. Make a melee spell attack against a creature within reach. On hit, the target takes 4d12 modifier poison damage and must pass a Constitution saving throw or becoming poisoned for 1 minute. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the target is no longer poisoned.

If you miss your melee attack roll, you can concentrate (as if concentrating on a spell) to maintain the attack for another attempt until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d12 for each slot level above 3rd.

SPIRITUAL CONSULTATION

1st-level necromancy

Classes: Occultist

Casting Time: 1 minute.

Range: Self

Components: V, S, M (1 gp worth of incense, which the spell consumes)

Duration: 10 minutes.

You call forth a spirit that is proficient in a skill from Arcana, Animal Handling, History, Investigation, Medicine, Nature, Perception, Religion, or Survival. The spirit is ethereal and ephemeral and cannot interact with physical objects, but can provide guidance on matters relating to the skill selected when you summon it.

You can treat any check you make in the skill as if you have proficiency with it so long as the spirit can communicate with you. Alternatively, if the ability check is an Intelligence or Wisdom check you can have the spirit make the check, and it has a +8 modifier for the skill was summoned for.

The spirit will follow you and cannot stray more than 5 feet from you. You can choose to release it early, dismissing it back from whence it came.

SWAPPING CURSE

5th-level enchantment

Classes: Occultist

Casting Time: 1 action.

Range: 60 feet

Components: V, S, M (something from each creature (such as blood, hair, or scales) the spell is targeting, which the spell consumes.)

Duration: Concentration, up to 1 minute.

You cast a curse targeting two individuals. Both targets must make a Charisma saving throw (which they can choose to fail). If both targets fail their saving throws, for the duration of the spell their souls are swapped. A soul controls the body it inhabits. It gains any ability score or action the body had (besides legendary actions or legendary resistance), but retains its own spell casting (if it has the spellcasting, innate or otherwise), and has disadvantage on all attack rolls and strength, dexterity, and constitution saving throws for 1d4 turns after swapping bodies.

At the end of a swapped creature's turn, it can choose to repeat the saving throw, ending the effect on a successful save. If its CR (or character level if it has no CR) is higher than the body of the creature it is, it has advantage on the save.

If a creature dies while its soul is swapped, the souls return to their original bodies. If a soul was in a dying creature that returns to a living body, that creature takes 5d10 necrotic damage.

THUNDERBURST MINE

2nd-level abjuration

Classes: Artificer

Casting Time: 1 minute

Range: Touch

Components: V, S, M (Any tiny nonmagical item, which is destroyed by the activation of the spell)

Duration: 8 hours

You can set a magical trap by infusing explosive magic into an item. You can set this item to detonate when someone comes within 5 feet of it, or by a verbal command using your reaction (one or more mines can be detonated).

When the magic trap detonates, each creature in a 10-foot-radius sphere centered on the item must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. If a creature is in the area of effect of more than one thunderburst mine during a turn, they take half damage from any subsequent effects of the mines.

A magical mine must be set 5 feet or more from another mine, and cannot be moved once placed; any attempt to move it results in it detonating unless the Artificer that set it disarms it with an action.

THUNDERPULSE

3rd-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: Concentration, up to 1 minute.

You gather sonic energy and can expel it in shockwaves for the duration. Until the spell ends, you can use an action to emit a shockwave in a 15-foot cone. Each creature in that area must make a Constitution saving throw, taking 3d8 thunder damage and being knocked 10 feet away from you on a failed save, or half as much damage and not being knocked away 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.

THUNDER PUNCH

1st-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous.

You charge your hand (or similar appendage) with thunder power. Make a melee spell attack against the target. On a hit, the target takes 3d8 thunder damage, and is knocked 10 feet away from 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.

TWISTING ERUPTION

7th-level conjuration

Classes: Occultist

Casting Time: 1 action.

Range: 120 feet.

Components: V, S, M (a handful of dead plants)

Duration: Concentration, up to a 1 minute.

You target a point and call forth tendrils, twisted vines, and gnarled roots of dark energy that erupt from the ground in a 60 foot radius. All creatures of your choice must make a Dexterity saving throw or be restrained as the shadowy plant tendrils grasp and drain the life from it.

At start of a creature's turn, if it is restrained by the spell, it takes 2d10 bludgeoning damage, and 2d10 necrotic damage. Each time a creature takes necrotic damage from this spell, the caster regains 1d4 hit points.

A creature restrained by the tendrils can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself. A tendril can be destroyed, freeing a creature from its grasp. They have an AC of 10, 20 hit point, and are immune to all damage besides radiant and fire. Spells that deal radiant or fire damage to creatures in an area of effect also affect tendrils in that area.

Creatures that end their turn within the radius while not restrained must make a Dexterity saving throw or become restrained by the tendrils.

UNBURDEN

1st-level transmutation

Classes: Artificer

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

A creature you touch no longer suffers the penalties to movement speed or to their Dexterity (Stealth) checks while wearing medium or heavy armor, and is no longer encumbered from carry weight unless they are carrying more than twice the weight that would encumber them.

VACUUM PULL

2nd-level evocation

Classes: Druid, Occultist, Ranger, Sorcerer, Wizard.

Casting Time: 1 Bonus Action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You cause a sudden savage burst of wind to howl toward you, attempting to pull a Huge or smaller creature within range that you can see toward you. The target must succeed a Strength saving throw or is yanked off their feet and flung toward you, landing within 5 feet of you and falling prone. Flying creatures make the Strength save with disadvantage.

At higher levels: When you cast this spell using a spell slot of 3rd level or higher, the range of the spell increases by 10 feet.

VIGIOUS VAPORS

2nd-level transmutation

Classes: Druid, Occultist, Warlock, Wizard

Casting Time: 1 action

Range: 60 ft

Components: V, S

Duration: Concentration, up to 1 minute.

You fill the air with a poisonous vapors in a cube 5 feet on each side. A creature must make a Constitution saving throw when it enters the spell's area for the first time on their turn or starts its turn there. On a failed save, they take 1d12 poison damage and become poisoned until the end of their next turn. On a successful save, they take half as much damage and do not become poisoned.

You can move the cloud of vapors up to 20 feet as a bonus action during your turn.

VORPAL ARROW

5th-level transmutation

Classes: Rangers

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a piece of ammunition or weapon with the thrown property worth at least 1 cp).

Duration: 1 round

You touch a piece of ammunition or weapon with the thrown property, imbuing it with the ultimate edge. The first time you attack with the empowered item, it adds +3 to attack and damage rolls, and pierces all resistances and immunities to the weapons damage type. On a hit, the creature takes 6d8 additional damage. If this damage reduces the target to zero hit points, it is killed by a mortal wound.

Once an attack has been made with the piece of ammunition or weapon, the spell ends.

VORPAL WEAPON

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, Up to 1 hour

You touch a weapon and imbue it with power. Until the spell ends, the weapon becomes indescribably sharp, ignoring resistance to slashing damage, and gains the Siege property, dealing double damage to inanimate objects such as structures. If a weapon has a modifier of less than +3 to attack and damage rolls, its modifier becomes +3 to attack and damage rolls for the duration of the spell.

Additionally, if a critical strike of this weapon would leave a creature with less than 50 hitpoints, the target creature is decapitated, killing it.

WIND CUTTER

2nd-level transmutation

Classes: Artificer, Druid, Occultist, Ranger, Wizard.

Casting Time: 1 Bonus Action

Range: Self (30-feet)

Components: V, S, M (a melee weapon that deals damage worth at least 1 sp)

Duration: Concentration, up to 1 minute.

You infuse the weapon used in the spell's casting with tempestuous power. For the duration, when you make an attack during your turn with the weapon, the weapon used in the spell's casting gains a reach of 30 feet, releasing slashes of razor sharp wind against foes beyond your normal reach; the weapon deals slashing damage when damaging targets beyond your normal reach.

For the duration, when you deal damage to a creature with the weapon used in the spell's casting, you can deal 1d4 slashing damage to up to two other creatures within 5 feet of the target as they are cut by the razor winds released by your attack.

WINDSENSE

2nd-level transmutation

Classes: Druids, Rangers

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: 1 round

You cast your sense into the wind. Until the start of your next turn, you gain a blindsight of 60 feet, and you gain advantage on Wisdom (Perception) checks. Your passive Perception gains +5, revealing any creature to you that is revealed by your elevated passive Perception.

For the duration, when you make a ranged weapon attack, you do not require line of sight as long as it is in the range of your blindsight, and the target creature does not benefit from cover, as you can send your shots in twisting impossible lines riding the flow of the winds that only you can see.

WHIRLING CONFLAGRATION

3rd-level transmutation

Classes: Rangers

Casting Time: 1 action

Range: Self(15-foot radius)

Components: V, M (a melee weapon you are proficient with worth at least 1 sp).

Duration: Instantaneous

You flourish a weapon you are proficient with used in the casting and then whirl around, ignited it in whirling conflagration. Make a melee weapon attack against each target within 15 feet. Each target takes 6d6 fire damage on hit, or half as much on a miss

At Higher Levels: When you cast this spell using a spell slot of 4th Level or higher, it deals an additional 1d6 damage to each target on hit for each slot level above 3rd.

WITHER

3rd-level necromancy

Classes: Occultist, Warlock

Casting Time: 1 action.

Range: 60 feet

Components: V, S, M (a pinch of powdered bone and sand)

Duration: 1 round

Dark energy tears the moisture from a body, sapping of life and vitality. The target must make a Constitution saving throw. The target takes 4d10 necrotic damage on a failed save and becomes withered until the start of your next turn, or half as much on a successful one and does not become withered. A withered creature gains vulnerability to fire damage if they are not resistance to fire damage, or loses their resistance to fire if they were resistant to fire.

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 5th.

PSIONICS

The following are a special branch of ability: Psionics. While much of Psionics is comparable to magic in effect, these are a list of unique abilities to people with Psionic abilities. These are part of the Psion class, but can be opened to any character capable of Psionics at the discretion of the DM.

DELVE MIND

3rd-level psionic

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 minute.

You delve into a creature's mind forcing it to make an Intelligence saving throw. On failure, for the duration or until you end the spell you gain access to its memories from the past 12 hours, able to recall things it remembers as if they are your own memories, but these memories contain only things the target creature remembers.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you can delve an additional 12 hours further back in the creature's memories each slot level above 3rd.

FLICKER

1st-level psionic

Casting Time: 1 reaction, when you would take damage

Range: Self

Components: S

Duration: 1 round

You flicker between the material and ethereal plane. Until the start of your next turn, each time you would take damage, including the triggering attack, roll a d4. On a 2, you gain resistance to that instance of damage. On a 4, you don't take any damage.

MIND BLAST

6th-level psionic

Casting Time: 1 action

Range: Self(60-foot cone)

Components: S

Duration: Instantaneous

You emit a blast of psychic energy. Each creature in a 60-foot cone must make an Intelligence saving throw. A creature takes 6d8 Psychic damage and is stunned until the end of their next turn on a failed save. A creature takes half as much damage and is not stunned on a successful save.

PSYCHIC DRAIN

2nd-level psionic

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

You draw on the psychic energy of another creature to sustain yourself. The target must make a Charisma saving throw. On failure it takes 3d8 psychic damage and you gain temporary hit points equal to half the amount of psychic damage dealt and regain one expended psi point.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the spell deals an additional 1d8 psychic damage.

UNLOCKED POTENTIAL

1st-level psionic

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 minute.

You unlock the potential of a creature's mind, allowing it to fully reach its limits. For the duration, once per turn the creature can add 1d4 to any attack roll, damage roll, or saving throw it makes. Each time it adds the additional 1d4, it takes 1 psychic damage as it pushes beyond its natural limitations.

FUTURE INSIGHT

1st-level psionic

Casting Time: 1 action

Range: Self

Components: S

Duration: 10 minutes.

Your roll 3d4 or 1d12 (your choice) and record the results. During the duration, you can add or subtract the dice you rolled from any attack roll, saving throw, or ability check made by a creature within 60 feet of you, until the dice are exhausted or the spell ends. You must expend the die after the roll is made, but before you know the outcome of the roll.

GLIMPSE THE FUTURE

2nd-level psionic

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: 10 minutes.

You give a creature within range a glimpse of their future. Roll a d4 for to determine outcome.

Result	Effect
1	The target foresees an action to come. Roll a d20 and record the value. Until the duration of the spell ends, they can replace one of their rolls with the value.
2	The target sees their own death. If they are reduced to zero hit points by an attack or failing a save throw during the duration, they instead evade the attack or pass the saving throw if they are not other incapacitated prior to being reduced to zero.
3	They see a future victory, growing confident. They gain 10 temporary hit points and are immune to the <i>frightened</i> condition for the duration of the spell.
4	The target sees an ambush or surprise, the first time they would be surprised they are not or the first time an attack would made against them with advantage, it is instead made with disadvantage.

Once any of the events foreseen occur, the spell ends.

At Higher Levels: When cast using 3 or more psi points, you can select the effect instead of rolling a d4.

THE UNAVOIDABLE DEATH

In the case of number 2, passing the save would not always be enough to make them not be reduced to zero hit points. Sometimes they are reduced to zero by something like falling damage that has no save or attack. Sometimes life's a bummer that way.

NULLIFY EFFECT

2nd-level psionic

Casting Time: : 1 reaction, which you take when you are forced to make an Intelligence, a Wisdom, or a Charisma saving throw

Range: Self

Components: S

Duration: 1 round.

You gain advantage on Intelligence, Wisdom, and Charisma saving throws until the start of your next turn. You also gain resistance to Psychic and Force damage until the start of your next turn.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you can roll an additional d20 as part of your advantage roll. If you cast this at the 5th level or higher, it grants immunity to Psychic and Force damage for the duration.

SHOCKWAVE

5th-level psionic

Casting Time: : 1 action.

Range: Self

Components: S

Duration: Instantaneous.

You unleash a burst of telekinetic force in all directions. Each creature of your choice within 30 feet of you is knocked 5 feet back and must succeed on a Strength saving throw or take 8d6 damage bludgeoning damage and be knocked prone. A creature that succeeds on its saving throw takes half as much damage and isn't knocked prone.

INNER WORLD

8th-level psionic

Casting Time: : 1 action.

Range: Self.

Components: S

Duration: Concentration, Up to 1 minute.

As an action, you create and enter an imaginary world. All other creatures within 120 feet are pulled this world with you. This world is centered on you, and extends in 120 feet in all directions.

A creature that reaches the edge of this world can make a Charisma saving throw to attempt to exit, spending 5 feet of movement to return where they were before being pulled into the world on success, and being unable to move out the world until the start of their next turn on failure. A creature outside the world can attempt to enter it by moving to where you cast the spell (which is marked by a glowing psionic rift) and making a Charisma saving throw to enter the world. You can allow a creature to automatically pass their save to enter or exit the world.

When you create this world, you can create obstacles and terrain of your choice, creating walls, pillars, and other obstacles that take up to twenty 5 by 5 square foot areas (stylistically, these can appear however you choose). These can be placed consecutive or spread out in any method of your choosing, but any area with a creature must contain a path that creature can fit through to both you and the edge of the of the world.

You can additionally create up to five hazardous spaces on the ground that are 5 foot squares. These can be fires, spikes, biting mouthes, or whatever you choose, but regardless of its form if a creature takes $4d4 + 4$ psychic damage when it enters the effect's area for the first time on a turn or starts its turn there. Each of these hazards must be at least 20 feet from another hazard.

While in this inner world, if you fail saving throw, you choose to succeed instead. You can do up to 3 times during the duration of the spell. All spells and powers have their psi point cost reduced by one.

During the spell, as an action, you can cause attempt to destroy a creature within the world. The target must make an Intelligence saving throw. On failure, it takes $8d8 + 8$ psychic damage and is removed from the imaginary world, returning to where they were before being pulled into it.

The world can be bright or dim light, and you control the weather within it.

When the spell ends, you and any creature that remains in the world exit the world returning to space you entered the world from.

QUICKLY CONSTRUCTED WORLDS

The casting time of this spell is 1 action, which is 6 seconds in game. While this should not be taken literally, it is also an indication that this is a quickly constructed world. It is recommended that that you come up with a general layout and any resources needed for this spell in collaboration with your DM when you *select* the spell, and make at most minor changes to the world when casting it. It is reasonable for a DM to limit world planning time to one minute.