

# ARCHIVE OF BRAMAS

VOLUME I: THE SCHOLARS' REST

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# CONTENTS

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|----------------------------|-----------|
| <b>CONTENTS</b>            | <b>2</b>  |
| <b>INTRODUCTION</b>        | <b>3</b>  |
| <b>SPELL DETAILS</b> ..... | <b>3</b>  |
| Obtaining Spells .....     | 3         |
| Spell Rarity .....         | 4         |
| Spell Requirements .....   | 4         |
| Spell Power .....          | 4         |
| Esoteric Spells .....      | 4         |
| <b>SPELL LISTS</b>         | <b>5</b>  |
| <b>CANTRIPS</b> .....      | <b>9</b>  |
| <b>LEVEL 1</b> .....       | <b>11</b> |
| <b>LEVEL 2</b> .....       | <b>15</b> |
| <b>LEVEL 3</b> .....       | <b>18</b> |
| <b>LEVEL 4</b> .....       | <b>21</b> |
| <b>LEVEL 5</b> .....       | <b>24</b> |
| <b>LEVEL 6</b> .....       | <b>25</b> |
| <b>LEVEL 7</b> .....       | <b>27</b> |
| <b>LEVEL 8</b> .....       | <b>28</b> |
| <b>LEVEL 9</b> .....       | <b>29</b> |
| <b>APPENDIX</b>            | <b>32</b> |
| <b>CREATURES</b> .....     | <b>33</b> |
| Fire Spark .....           | 33        |

# INTRODUCTION

The *Archive of Bramas*, realm and home of the *Decoder*, has been opened for you. On the first floor you can encounter the Scholar's Rest, the place where scholars lay for eternity. I hope you find it interesting.

In this volume, you will find a collection of noteworthy spells among the substantial piles of gibberish that fill the rooms of the archive. Dust covered spells known by every caster of its kind, and crumbly pages with ancient spells scratched on them mix on these halls.

Ultimately, remember that the goal of playing D&D is having fun. All players (including the DM) must enjoy the experience. Aside from that, everything else written in this book are mere recommendations and ideas. The DM's word is law, and the DM is free to tweak, adapt, change, or completely disallow any and all spells and ideas from these pages.

## SPELL DETAILS

Several of the spells contained within the *Archive of Bramas* are rare, esoteric, or unusually weird. Some of them come from lost fragments of knowledge, while others are kept a tight secret by powerful organizations. Impossible requirements are noted in the margins of scrolls and fat books. Finally, a few of them are simply lost in time, with only a handful of creatures in the entire multiverse remembering them.

Each of these unusual properties, along with mechanical explanations and examples are written along the spells. The classification of each property is explained in this section.

## OBTAINING SPELLS

This book contains spells for all classes. In the case of wizards, adding spells to their spellbook is an easy task (as explained in the wizard class). On the other hand, every other class has no direct explanation on how to obtain new spells. Several methods of acquiring them will be proposed in this section.

In the case of learned casters, such as the bard, ranger, sorcerer and warlock, new spells can either be added to their known spells, or they can replace another spell. The decision is up to the DM, but a good rule of thumb is that if a character went to great lengths to obtain a spell, it should be added to the total amount of spells known.

A character can be allowed to obtain a spell before it is able to use it. The disciples of an archdruid being already prepared to cast their master's signature spell at the time they level up is an example.

At last, remember that the ability to gain new spells is part of the wizard class and its appeal. Wizards are the masters of learning and versatility. The DM should take care when giving or changing spells to other classes, and players shouldn't be greedy when asking for new spells as non wizard casters.

## MASTER AND DISCIPLE

Learning from a master is the way a lot of characters became what they are. Heroes of legends reigniting their family's history, a lost child guided by a wise master, or peaceful creatures led to war by dark forces. Finding and persuading a master to teach something is easier said than done.

Characters can be asked to do favors or pay in gold, items or knowledge. Masters can also refuse to teach unless the character has a good relation with the master's faction, which in turn can require extensive help or devotion.

## FRAGMENTS OF POWER

Wizards aren't the only casters capable of learning spells by reading old dusty tomes. A warlock serving a great old one can learn a great deal from forbidden tomes. Devote clerics can receive divine knowledge from reading sacred texts. Even sorcerers can obtain spells from powerful writings (even if those writings contain more runes and magical inks than words).

Just like books aren't restricted to wizards, knowledge and power aren't restricted to books. The summit of the highest mountain is a place of elemental harmony, and a sorcerer might be able to commune with its power. A lost town in ruins, where in times immemorial a god of light descended from the heavens, can be an important place of pilgrimage and prayer. The remains from a battlefield and a massacre, lost in a demiplane, are ripe with old blood and anger.

## STUFF OF LEGENDS

Not everything is already invented, not everything from yore is better. Great victories, glorious battles, years of hard work, or mythical materials are the stuff of legends. The present is nothing but the making of new myths. A character can create or rediscover spells given enough dedication, the necessary conditions, and DM approval.

## SPELL RARITY

The spells within this volume range from commonplace to extremely rare. When a spell is rare, it usually means that it is either powerful and ancient, or it was created with very specific intentions. If one of those options is correct, it means that someone that wants it will probably give it very good use. Careful thinking is recommended.

### COMMON

Common spells are readily available in most places. They are already known by a lot of casters, and learning or buying them is easy.

Players can choose common spells without fear of overshadowing other players. They probably won't break any interaction.

### RARE

Rare spells are scarce, and they might require uncommon materials. In addition, some of them are used in very specific circumstances. Obtaining them might require long trips, exchanging favors, or copious amounts of gold.

Players should ask the DM before choosing them. Carefully reading their description and notes is recommended. Depending on the spell, the DM can give it freely, or choose any of the previous requirements.

### VERY RARE

Very rare spells are unknown to most casters, sometimes even being unique. They are usually found amongst secret groups, scribbled in old lairs, or lost in the hands of legendary creatures. Obtaining them can range from a quest to a significant part of a campaign. They might be vital in the development of a character, or they can even be the centerpiece of the villain's plan.

Players can read them, but they should expect significant expense if they want to obtain one. In any case, the DM has the right to choose. They can be given to the players from the beginning if the DM wishes so.

## SPELL REQUIREMENTS

Spells from the archive follow the standard rules of spellcasting. For the purpose of versatility, some components that are **consumed** don't have their price noted in the material components. These components **cannot be replaced by a focus or spellcasting pouch**. The DM is free to choose their availability and price (if any).

Rarity and price is not limited to consumed components without a noted price. It is recommended that most components with a price, specially those for rare or very rare spells, are given thought and a place in the world. Almost no material can be bought or found in a small town, and no truly rare material is easily found or bought even in the greatest cities.

When players seek a material, depending on its rarity (and the rarity of the spell it is used in), it can take extra gold, or even completing a quest to acquire it. If the DM deems them worthy, materials can also be important pieces in the campaign.

## SPELL POWER

Some of the spells found in this archive were made with specific intentions, filling niche use cases. Others were made for a specific archetype of character. This puts them ahead of the curve. When compared to official spells, some are straight up better, or replace entire traits. These spells are often listed as rare or very rare, and they are also noted as powerful. These can be used as a character boon, as a reward, or as a small boost. It is advised to use them with caution otherwise.

The intended use for these spells is in the hands of NPCs and other creatures. The DM (and the creatures in the world) are allowed to deviate from the common rules.

## ESOTERIC SPELLS

Certain spells come from uncertain sources or produce effects that are usually called "undesirable" or "evil". In the archive, we don't believe in that kind of classification, but the rest of the world isn't so open minded.

Esoteric spells can be just evil, but not every esoteric spell is bad. Esoteric spells can also be used for weird, or very niche and uncommon uses.

It is recommended to read carefully esoteric spells, and to consider what people in the world might think about them. Trying to use a chaotic spell in the plane of *Mechanus* is seen as just as evil as using horrific curses on any other plane. Meanwhile, weird spells that aren't harmful can elicit nothing but curiosity or indifference.

### MUNDANE

Whenever this book describes something as mundane, it refers to something that is in no way magical, nor is it enchanted or being affected by a spell or magical effect.

### CHUNKS OF LORE

*In these white snippets you will find all kind of notes, observations, ramblings, and diatribes. Either read them carefully or wholly ignore them, you are the only creature liable.*

*-Anonymous librarian from the Archive*

# SPELL LISTS

## BARD SPELLS

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### CANTRIPS (0 LEVEL)

Fey Whisper  
Foreseen Strike  
Light Trick  
Mage Weapon  
Sling

### 1ST LEVEL

Control Weapon  
Liquid Transference  
Lockart's Will  
Mighty Pen  
Owl's Vigor  
Shielding Word  
Shock Rivet  
Summon Instrument  
True Casting  
Vertigo

### 2ND LEVEL

Ethereal Step  
Hand of Light  
Stillness  
Weather Ward

### 3RD LEVEL

Brando's Bouncy Bolt  
Dane's Seam  
Mental Collapse  
Slumber

### 4TH LEVEL

Ardent Marble  
Radagast's Servant  
Wilvert's Weave Way

### 5TH LEVEL

Spell A

### 6TH LEVEL

Ethereal Flames

### 7TH LEVEL

Dane's Stitching  
Power Word Madness

### 9TH LEVEL

Power Word Chant  
Power Word Destruction

## CLERIC SPELLS

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### CANTRIPS (0 LEVEL)

Fey Whisper  
Light Trick  
Mage Weapon

Undead Servant

### 1ST LEVEL

Control Weapon  
Dalf's Crimson Communion  
Hand of the Night  
Lockart's Will  
Mighty Pen  
Owl's Vigor  
Shielding Word  
Vertigo

### 2ND LEVEL

Create Air  
Ethereal Step  
Flesh Cleansing  
Hand of Light  
Preserve Food and Water  
Stillness  
Undeath Veil  
Weather Ward

### 3RD LEVEL

Dane's Seam  
Elemental cape  
Protection from Disease  
Shadow Veil  
Silvery Bow  
Spear of Storms

Undead Eye

### 4TH LEVEL

Ardent Marble  
Deep Whisper  
Erect Spike  
Summon Materials  
Vile Bolt  
Wanderer's Incantation

### 6TH LEVEL

Black Seal of Servitude  
Ethereal Flames  
Positive Energy Spark

### 7TH LEVEL

Spell A

### 8TH LEVEL

True Lighting Strike

### 9TH LEVEL

Antimagic Scar  
Curse of Midnight  
Curse of the Forgotten  
Martyr  
Planar Eclipse  
Requiem of the Orator  
Call of High Death

## DRUID SPELLS

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### CANTRIPS (0 LEVEL)

Fey Whisper  
Sling

### 1ST LEVEL

Lockart's Will  
Shielding Word  
Shock Rivet  
Vertigo

### 2ND LEVEL

Create Air  
Gravity Pulse  
Lighting Whip  
Lunar Jump  
Rubberize  
Sparkling Snap  
Weather Ward

### 3RD LEVEL

Elemental Cape  
Protection from Disease  
Sand Dart

Slumber  
Spear of Storms

### 4TH LEVEL

Deep Whisper  
Erect Spike  
Hungry Winds  
Wilvert's Weave Way  
Wind Spark

### 5TH LEVEL

Nowert's Decree  
Sand Strider  
Spicy Nuts

### 6TH LEVEL

Ethereal Flames  
Metal Skin  
Positive Energy Spark

### 7TH LEVEL

Glacial Lances

### 8TH LEVEL

True Lighting Strike

### 9TH LEVEL

True Sandstorm  
Transmute Lava

## PALADIN SPELLS

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### 1ST LEVEL

Lockart's Will  
Owl's Vigor  
Shielding Word  
Vertigo

### 2ND LEVEL

Create Air  
Flesh Cleansing  
Preserve Food and Water  
Weather Ward  
Wind Weapon

### 3RD LEVEL

Protection from Disease  
Silvery Bow  
Spear of Storms

## RANGER SPELLS

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### 1ST LEVEL

Liquid Transference  
Lockart's Will  
Owl's Vigor  
Shock Rivet

### 2ND LEVEL

Create Air  
Lunar Jump  
Preserve Food and Water  
Weather Ward  
Wind Weapon

### 3RD LEVEL

Coiled Fire Lance  
Dane's Seam  
Elemental Cape  
Protection from Disease  
Silvery Bow

### 4TH LEVEL

Wind Spark

### 5TH LEVEL

Sand Strider  
Spicy Nuts

## SORCERER SPELLS

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### CANTRIPS (0 LEVEL)

Arcane Strike  
Foreseen Strike  
Light Trick  
Mage Weapon  
Sling

### 1ST LEVEL

Lockart's Will  
Shock Rivet  
True Casting  
Warping Glyph

### 2ND LEVEL

Ethereal Step  
Gantor's Disruption  
Gravity Pulse  
Lighting Whip  
Lunar Jump  
Mind Wrestling  
Psychic Strike  
Rubberize  
Sparkling Snap

### 3RD LEVEL

Brando's Bouncy Bolt  
Elemental Cape  
Ethereal Slip

Mental Collapse  
Sand Dart  
Shadow Veil  
Silvery Bow  
Slumber  
Sonic Tide  
Spear of Storms

### 4TH LEVEL

Chaos Spear  
Charly's Chaotic Conjunction  
Erect Spike  
Hungry Winds  
Vile Bolt  
Wilvert's Weave Way  
Wind Spark

### 5TH LEVEL

Nowert's Decree  
Sand Strider

### 6TH LEVEL

Distort Magic  
Elemental Frost  
Ethereal Flames  
Metal Skin  
Positive Energy Spark

### 7TH LEVEL

Glacial Lances

### 8TH LEVEL

Gantor's Concordance  
True Lighting Strike  
Winds of Damnation

### 9TH LEVEL

Awaken Nightmare  
Planar Eclipse  
Power Word Destruction

## WARLOCK SPELLS

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### CANTRIPS (0 LEVEL)

Arcane Strike  
Foreseen Strike  
Mage Weapon

### 1ST LEVEL

Hand of the Night  
Instant Adhesive  
Lockart's Will  
True Casting

### 2ND LEVEL

Ethereal Step  
Gravity Pulse  
Lighting Whip  
Psychic Strike  
Rubberize  
Sparkling Snap  
Wind Weapon

### 3RD LEVEL

Brando's Bouncy Bolt  
Ethereal Slip  
Mental Collapse  
Shadow Veil  
Spear of Storms  
Undead Eye

### 4TH LEVEL

Charly's Chaotic Conjunction  
Vile Bolt

### 6TH LEVEL

Distort Magic  
Ethereal Flames

### 7TH LEVEL

Continuity Breach  
Power Word Madness

### 8TH LEVEL

Winds of Damnation

### 9TH LEVEL

Awaken Nightmare  
Curse of Midnight  
Curse of the Forgotten  
Martyr  
Planar Eclipse  
Power Word Destruction  
Requiem of the Orator

## WIZARD SPELLS

### CANTRIPS (0 LEVEL)

Arcane Strike  
Bigby's Boxing Gloves  
Foreseen Strike  
Light Trick  
Mage Weapon  
Magic Dart  
Sling  
Undead Servant

### 1ST LEVEL

Control Weapon  
Dalf's Crimson Communion  
Hand of the Night  
Instant Adhesive  
Liquid Transference  
Lockart's Will  
Mighty Pen  
Owl's Vigor  
Shock Rivet  
Summon Instrument  
Disk of Force  
Vertigo

Warping Glyph

### 2ND LEVEL

Ethereal Step  
Flesh Cleansing  
Gantor's Disruption  
Gravity Pulse  
Lighting Whip  
Lunar Jump  
Mind Wrestling  
Psychic Strike  
Rubberize  
Sparkling Snap  
Stillness  
Undeath veil  
Weather Ward

### 3RD LEVEL

Brando's Bouncy Bolt  
Coiled Fire Lance  
Dame's Seam  
Elemental Cape  
Ethereal Slip  
Mental Collapse  
Shadow Veil  
Silvery Bow

Slumber  
Sonic Tide  
Spear of Storms  
Undead Eye

### 4TH LEVEL

Ardent Marble  
Chaos Spear  
Charly's Chaotic Conjunction  
Radagast's Servant  
Contrast Weaving  
Darkness' reach  
Deep Whisper  
Erect Spike  
Summon Materials  
Vile Bolt  
Wanderer's Incantation  
Wilvert's Integration  
Wilvert's Weave Way

### 5TH LEVEL

Nowert's Decree

### 6TH LEVEL

Black Seal of Servitude  
Distort Magic

Elemental Frost  
Ethereal Flames  
Metal Skin  
Positive Energy Spark

### 7TH LEVEL

Continuity Breach  
Dane's Stitching  
Glacial Lances  
Power Word Madness

### 8TH LEVEL

Eye of the Sightless  
Winds of Damnation

### 9TH LEVEL

Antimagic Scar  
Curse of Midnight  
Curse of the Forgotten  
Martyr  
Planar Eclipse  
Power Word Destruction  
Requiem of the Orator  
Call of High Death  
Tempest Binding  
Transmute Lava



# CANTRIPS

## ARCANE STRIKE

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** Self

**Components:** M (a weapon)

**Duration:** Instantaneous

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature, otherwise the spell fails. On a hit, the target suffers the attack's normal effects plus 1d8 extra damage. The damage dealt by the attack becomes magical.

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

**Classes.** Sorcerer, Warlock, Wizard.

**Properties.** Rare, powerful.

## BIG BOXING GLOVES

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** S

**Duration:** Instantaneous

You propel your hand to throw a magically assisted punch. Make a melee spell attack against a target within range. On a hit, the target takes 1d10 bludgeoning damage. This damage is mundane.

If a creature uses its action to observe the attack, it can determine that it is a spell with a successful Intelligence (Investigation) check against your spell save DC. Otherwise, it looks like a strong mundane punch. If the attack roll scores a critical failure, anyone observing the attack automatically realizes that it is a spell.

The amount of melee spell attacks you can make increases by 1 when you reach 5th level (2 attacks), 11th level (3 attacks), and 17th level (4 attacks).

**Classes.** Wizard.

**Properties.** Common.

## FEY WHISPER

*Illusion cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** S

**Duration:** Concentration, up to 1 hour

You touch one object that is no larger than 2 ft. in any dimension. Until the spell ends, the object produces almost no sound. A dagger is silent when cutting, a cannon makes no sound when firing, and a set of armor doesn't rattle.

The object size increases to 5 ft. when you reach 5th level, to 10 ft. when you reach 11th level, and to 15 ft. when you reach 17th level.

**Classes.** Bard, Cleric, Druid, Ranger.

**Properties.** Common.

Using *Fey Whisper* on a set of armor (which requires at being least level 5) could remove the disadvantage on Stealth rolls.

## FORESEEN STRIKE

*Divination cantrip*

**Casting Time:** 1 action

**Range:** Self

**Components:** S

**Duration:** 1 round

You take a glimpse of the future. You gain advantage in the first attack roll you make during your next turn.

**Classes.** Bard, Sorcerer, Warlock, Wizard.

**Properties.** Common, powerful.

## LIGHT TRICK

*Illusion cantrip*

**Casting Time:** 1 minute

**Range:** 5 feet

**Components:** V, S, M (a tiny brass bell)

**Duration:** Concentration, up to 1 hour

You summon threads of light and weave them to create a nonliving object within range. The object created must be no larger than a 5-foot cube, and it must be made of a common material such as wood, cloth, leather, glass, stone, or iron. You can only create very simple objects, such as a chair, a vial, a blanket, a spoon, or a simple quill.

Using any material created by this spell as another spell's material component causes that spell to fail. When an object takes any amount of damage, or when the spell ends, it dissipates in a flash of light. A successful Intelligence (Investigation) check against your spell save DC reveals that the object is not real.

The amount of objects you can create increases by 1 when you reach 5th level (2), 11th level (3), and 17th level (4).

**Classes.** Bard, Cleric, Ranger, Sorcerer, Wizard.

**Properties.** Common, powerful.

## MAGE WEAPON

*Transmutation cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a melee weapon)

**Duration:** 8 hours

You touch a melee weapon and imbue it with arcane power. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon. If the weapon is not magical, you can make it magical for the duration when casting the spell.

The magical properties from this spell only work while you are holding the weapon.

**Classes.** Bard, Cleric, Sorcerer, Warlock, Wizard.

**Properties.** Common, powerful.

## MAGIC DART

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You create a glowing dart of magical force and direct it against a creature of your choice you can see within range. The dart deals 1 force damage to its target. This dart counts as a *magic missile*, and the *shield* spell stops it.

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

**Classes.** Wizard.

**Properties.** Rare, powerful.

## SLING

*Transmutation cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S

**Duration:** Instantaneous

You propel an object you are holding or carrying that weighs up to 4 ounces. Make a ranged spell attack against a target you can see within range. On a hit, both the target and the object take 1d4 bludgeoning damage. If the object is sharp, the target takes piercing damage instead.

The damage dealt by this spell is mundane. The damage dealt takes any properties from the object, such as if the object is silvered or magical. If the thrown object is suitable as ammunition or as a weapon, such as a dart, a dagger, a steel ball, or an arrow, the damage die becomes 1d8 instead.

This spell's damage increases by 1d4, and the maximum weight increases by 4 oz when you reach 5th level (2d4 or 2d8, 8 oz), 11th level (3d4 or 3d8, 12 oz), and 17th level (4d4 or 4d8, 1 lb).

**Classes.** Bard, Druid, Sorcerer, Wizard.

**Properties.** Common.

*Slinging* a flask of acid or a flask of alchemist's fire can also provide some extra benefits.

## UNDEAD SERVANT

*Necromancy cantrip*

**Casting Time:** 1 minute

**Range:** 10 feet

**Components:** V, S, M (a bone amulet worth at least 50 gp)

**Duration:** Instantaneous

This spell creates an undead servant using a quarter of your maximum hit die (minimum of 1). Choose a pile of bones within range of the same size as the chosen servant. The bones are imbued with a fragment of your life, raising them as an undead crawling hand. If you don't have enough hit die left, you gain one level of exhaustion instead.

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you. 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.

The creature is under your control for 24 hours or until you cast this spell again, after which it loses its fragment of life and dies. To maintain the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over the creature you have animated with this spell, rather than animating a new one.

The creature raised by this spell can be a skeleton when you reach 5th level, a warhorse skeleton when you reach 11th level, and a winged warhorse skeleton with a flying speed of 60ft. when you reach 17th level. Only the latest creature available requires hit die to be raised.

**Classes.** Cleric, Wizard.

**Properties.** Special, esoteric.

*Undead Servant* is intended as a small power (and *flavor*) boost for necromancer characters. It could be added for free, without replacing any other cantrip.

# LEVEL 1

## CONTROL WEAPON

*1st-level conjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** S

**Duration:** Instantaneous

You use magical hands to control a simple or martial weapon you are holding. Make a weapon attack against a target. You are considered proficient with the weapon, and you can use your spellcasting ability for the attack and damage rolls. On a hit, the target suffers the attack's normal effects.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you can make 2 attacks with the weapon. When you cast it using a spell slot of 6th level or higher, you can make 3 attacks with the weapon.

**Classes.** Bard, Cleric, Wizard.

**Properties.** Common.

For a small price, **Control Weapon** allows casters to briefly wield weapons. It might seem a spell of limited use, but it can be used on magical weapons.

## DALF'S CRIMSON COMMUNION

*1st-level necromancy*

**Casting Time:** 1 minute

**Range:** Self

**Components:** V, S, M (a drop of your blood, which is consumed, and a drop of preserved undead blood worth at least 100 gp)

**Duration:** Instantaneous

You commune with a source of undeath and offer your own vitality in exchange for a surge of negative energy. You take 2d4 necrotic damage and regain an expended spell slot of 2nd level. This damage ignores resistance and immunity, and until you finish a long rest, the regained spell slot can only be used to cast necromancy spells.

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

**Classes.** Cleric, Wizard.

**Properties.** Rare, powerful, esoteric.

## HAND OF THE NIGHT

*1st-level necromancy*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components:** S

**Duration:** Concentration, up to 1 hour

You extend your hand and thread negative energy through one Medium corpse or pile of bones you can see within range. It is raised as a zombie if you choose a corpse, or a skeleton if you choose a pile of bones.

You can use a bonus action to mentally command the creature you made with this spell. To receive the command, it must be 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 chamber or passageway against your foes. If you issue no commands, the creature does nothing except defend itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control until the spell ends, after which it becomes inanimate once more. To maintain the creature animated for another hour, you must cast this spell on the creature again before it ends. This use of the spell reasserts your control over the creature, rather than animating a new one.

**At Higher Levels.** When you cast this spell using a spell slot of 1st level or higher, the duration is increased by 1 hour for each spell slot above 1st.

**Classes.** Cleric, Warlock, Wizard.

**Properties.** Common, esoteric.

**Hand of the Night** is intended as a quick and low level necromancy spell that requires no preparation. It can also be used as a party trick if one were to raise a (very recently) dead foe before their closest allies.

## INSTANT ADHESIVE

*1st-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 1 hour

You touch two objects or surfaces and join them magically. The objects require a successful Strength check against your spell save DC in order to separate them. The joint can hold up to 50 times your spell save DC in pounds before breaking.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the duration is increased by 1 hour for each slot level above 1st. When you cast this spell using a spell slot of 7th level or higher, the duration becomes permanent until dispelled.

**Classes.** Warlock, Wizard.

**Properties.** Common.

Gluing shut a door or window can be faster and more effective than locking it.

## LIQUID TRANSFERENCE

*1st-level conjuration*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (up to 4 ounces of liquid, which the spell consumes)

**Duration:** Instantaneous

You consume the liquid used in the casting, making it be absorbed by a willing or unconscious creature you can see within range. If the creature is conscious and has seen the liquid before, it knows what the liquid is before willingly accepting it. Otherwise, the creature knows that it is an unknown liquid. The liquid affects the creature as if it was imbibed.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the casting time become one bonus action.

**Classes.** Bard, Ranger, Wizard.

**Properties.** Common.

Potions usually contain less than 4 ounces of liquid magic.

## LOCKART'S WILL

*1st-level necromancy*

**Casting Time:** 1 action

**Range:** Self

**Components:** V

**Duration:** Instantaneous

You speak the last words of *Lockart the Demented*. To do so, you must know what their effect is, and be willing to cast the spell. Otherwise, the spell fails. When you finish the casting, you die.

Instead of the verbal components, you can use an object with the last words written on it as a material component. It can't be replaced by a focus. A page or a scroll containing the spell can also be used as the material component, as they contain the written words.

**Classes.** Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard.

**Properties.** Common, esoteric.

## MIGHTY PEN

*1st-level evocation (ritual)*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** M (an ink pen worth at least 2 cp, and ink worth 1 gp, which the spell consumes)

**Duration:** 1 hour

You infuse the ink used in the casting with magical might, shaping it around the pen. You can choose to shape it into any non complex tool or weapon, such as a letter opener, a pair of tweezers, a dagger, a quarterstaff, or a shortsword. The ink expands to fill the chosen form, up to a volume of half a cubic feet.

The magical ink doesn't stain, and it has the durability of high quality steel. Weapons made with the ink aren't considered magical for the purpose of overcoming damage resistances and immunities. When the spell ends, the ink dries and crumbles to dust, leaving the pen intact.

**At Higher Levels.** When you cast this spell using a 2nd, 3rd, or 4th-level spell slot, the duration is increased to 1 day. When you cast this spell using a spell slot of 5th level or higher, the duration is increased to 1 day, and any tool or weapon made with it becomes magical for the duration of the spell.

**Classes.** Bard, Cleric, Wizard.

**Properties.** Common.

## OWL'S VIGOR

*1st-level evocation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (an owl feather)

**Duration:** 7 days

You influence the reproductive capacity of a willing creature you touch. The creature knows the intended effect before accepting the spell. You can choose to make the target magically infertile or fertile for the duration. The affected creature can use an action to dismiss the spell, ending it.

**At Higher Levels.** When you cast this spell using a 2nd, 3rd, or 4th-level spell slot, the duration increases to 1 month. When you cast this spell using a spell slot of 5th level or higher, the duration becomes permanent until dispelled.

**Classes.** Bard, Cleric, Paladin, Ranger, Wizard.

**Properties.** Common.

*Owl's Vigor* is the answer for many questions that were asked while worldbuilding a realistic world.

## SHIELDING WORD

*1st-level abjuration*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components:** V

**Duration:** 1 minute

A creature of your choice that you can see within range gains 1d6 temporary hit points.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the target gains 1d6 additional temporary hit points for each slot level above 1st.

**Classes.** Bard, Cleric, Druid, Paladin.

**Properties.** Common.

## SHOCK RIVET

*1st-level evocation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** S

**Duration:** Instantaneous

You send a powerful and precise shock through the tip of your finger. Make a melee spell attack against a target within your reach. On a hit, the target takes 4d4 thunder damage.

If the target is an object or part of a structure, a hit automatically becomes a critical hit if you can see the object.

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

**Classes.** Bard, Druid, Sorcerer, Ranger, Wizard.

**Properties.** Common.

## SUMMON INSTRUMENT

*1st-level conjuration (ritual)*

**Casting Time:** 1 minute

**Range:** 5 feet

**Components:** V, S, M (a part of the instrument you are summoning)

**Duration:** 1 hour

You summon one instrument of your choice, which appears on your hands or in an empty space within range. The instrument is of average quality and form for its type, and lasts for the duration of the spell before disappearing. It can range in size from a whistle to a medium sized piano. If the instrument takes any damage, it disappears.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the duration is increased by 1 hour for each slot level above 1st.

**Classes.** Bard, Wizard.

**Properties.** Common.

## DISK OF FORCE

*1st-level conjuration*

**Casting Time:** 1 hour

**Range:** 30 feet

**Components:** V, S, M (a tiny vial filled with mercury and salts worth at least 50 gp)

**Duration:** Concentration, up to 8 hours

This spell creates a circular, horizontal plane of force, 3 feet in diameter and 1 inch thick, that floats 3 feet above the ground in an unoccupied space of your choice that you can see within range. The disk remains for the duration, and can hold up to 5000 pounds. If more weight is placed on it, the spell ends, and everything on the disk falls to the ground.

The disk is immobile while you are within 20 feet of it. If you move more than 20 feet away from it, the disk follows you so that it remains within 20 feet of you. It can move across uneven terrain, up or down stairs, slopes and the like, but it can't cross an elevation change of 10 feet or more. For example, the disk can't move across a 10-foot-deep pit, nor could it leave such a pit if it was created at the bottom.

If you move more than 100 feet from the disk (typically because it can't move around an obstacle to follow you), the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the maximum weight is increased by 2000 pounds for each slot level above 1st.

**Classes.** Wizard.

**Properties.** Common, powerful.

*Disk of Force* is used as a replacement for horses (and carts). Depending on the availability of magic on the world, it is employed either by rich merchants, or by common merchants.

## TRUE CASTING

*1st-level divination*

**Casting Time:** 1 minute

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 24 hours

You prepare your source of magic to aid yourself in your next casting. For the duration, the next time you cast a cantrip or a spell, you can choose to cast it without any somatic or verbal components if it is of 1st level. This spell then ends, even if the spell casted was of a higher level or if you chose to cast it using somatic or verbal components.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, it can affect spells of up to the same level as the slot used.

**Classes.** Bard, Sorcerer, Warlock.

**Properties.** Rare, powerful.

## VERTIGO

*1st-level illusion*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

You alter the perception of a creature within range. It must make an Intelligence saving throw or be knocked prone.

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

**Classes.** Warlock, Wizard.

**Properties.** Common.

## WARPING GLYPH

*1st-level conjuration*

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** S

**Duration:** 1 hour

You touch an object or surface, leaving a jagged invisible glyph. You can use a bonus action to teleport to it, appearing in an unoccupied space within 5 feet of the glyph and ending the spell. If the glyph is more than 60 feet away, or if there is no available space, the teleport fails and the spell ends.

If you cast this spell again, or if the surface where the glyph is inscribed is scratched or damaged, the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the duration is increased by 1 hour for each slot level above 1st.

**Classes.** Sorcerer, Wizard.

**Properties.** Rare, powerful.

# LEVEL 2

## CREATE AIR

*2nd-level conjuration*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** S

**Duration:** Instantaneous

You create breathable air, releasing it from your open hands or in an open container you can see within range. You create enough air to sustain up to fifteen humanoids or five steeds for 24 hours. The air is clean and doesn't spoil.

**Classes.** Cleric, Druid, Ranger, Paladin.

**Properties.** Common.

## ETHEREAL STEP

*2nd-level conjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 round

You vanish from your current plane of existence and appear in the Ethereal Plane. The spell fails and the casting is wasted if you were already on the Ethereal Plane. At the start of your next turn, or if the spell ends while you are on the Ethereal Plane, you return to your original position. If you appear in a occupied space, you are transported to the nearest unoccupied space, taking 2 force damage for every foot that you are transported.

While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of gray, and you can't see anything there more than 60 feet away. You can only affect and be affected by other creatures on the Ethereal Plane. Creatures that aren't there can't perceive you or interact with you, unless they have the ability to do so.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you can target one extra willing creature or object of medium size or smaller that isn't being worn or carried within 10 feet of you for each slot level above 2nd.

**Classes.** Bard, Cleric, Sorcerer, Warlock, Wizard.

**Properties.** Rare.

## FLESH CLEANSING

*2nd-level necromancy (ritual)*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

You overcharge with negative energy up to 10 medium sized, 5 large, or 2 huge corpses or piles of bones within range. The negative energy corrodes and dissolves any rot, filth and blood in the targets.

You can choose to leave only bones, dissolving all flesh, tendons, and other fluids and substances. Otherwise, a corpse is rid of all blood and internal liquids, leaving just the husk. Anything the body is wearing or carrying is left intact.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the amount of targets increases by 10 for each slot level above 2nd.

**Classes.** Cleric, Paladin, Wizard.

**Properties.** Common, esoteric.

## GANTOR'S DISRUPTION

*2nd-level abjuration*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V

**Duration:** Instantaneous

You create havoc in the mind of a creature you can see within range. If the target is concentrating, it must make a Constitution saving throw or lose its concentration.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the target has disadvantage on the saving throw.

**Classes.** Sorcerer, Wizard.

**Properties.** Common.

## GRAVITY PULSE

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

You briefly subvert gravity in a 20 feet radius sphere centered on a point you can see within range. Each creature within the area must make a Strength saving throw, being pushed up to 20 feet toward the center of the area on a failed save.

Objects in the area that aren't being worn or carried are also pushed.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the duration becomes concentration, up to 1 minute. For the duration, the effect is repeated at the start of each of your turns.

**Classes.** Druid, Sorcerer, Warlock, Wizard.

**Properties.** Common.

## HAND OF LIGHT

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a drop of mercury)

**Duration:** Concentration, up to 1 minute

You touch a creature and shower it with positive energy sparks. For the duration of the spell, the target regains 1d4 hit points at the start of each of its turns. This spell has no effect on undead or constructs.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the healing increases by 1d4 for each slot level above 4th.

**Classes.** Bard, Cleric.

**Properties.** Common, powerful.

## LIGHTING WHIP

*2nd-level evocation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You summon lightning and shape it in the form of a whip. This magic whip lasts until the spell ends. It counts as a simple melee weapon with which you are proficient. It deals 2d6 lightning damage on a hit and has the finesse and reach properties. In addition, it sheds bright light in a 5 foot radius, and dim light for an additional 5 feet.

If you drop the weapon, it dissipates instantly. Thereafter, while the spell persists, you can use a bonus action to cause the whip to reappear in your hand.

**At Higher Levels.** When you cast this spell using a 3rd- or 4th-level spell slot, the damage increases to 3d6. When you cast it using a 5th- or 6th-level spell slot, the damage increases to 4d6. When you cast it using a spell slot of 7th level or higher, the damage increases to 5d6.

**Classes.** Druid, Sorcerer, Warlock, Wizard.

**Properties.** Common.

## LUNAR JUMP

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a silver coil worth 250 gp)

**Duration:** 1 hour

Choose a creature within range. The creature's jump distance is tripled until the spell ends.

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

**Classes.** Druid, Ranger, Sorcerer, Wizard.

**Properties.** Common, powerful.

## MIND WRESTLING

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** S, M (a wood baton)

**Duration:** Concentration, up to 1 minute

You attempt to grapple a Large or smaller creature you can see within range with force hands. Make an Arcana check contested by the target's Athletics or Acrobatics check (its choice). If you win, the target is grappled the force hands.

The target can use its action to repeat the contest, ending the spell on a win. You can use your bonus action on each of your turns to move the target up to 15 feet across the ground.

When you cast this spell, you can also use it to release yourself from a grapple. Make an Arcana check contested by the grappling creature's Athletics check. If you win, you are released from the grapple, and the spell ends. If you lose, you can repeat the contest using your action on each of your turns while the spell is active. If the grapple ends, the spell also ends.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the duration is increased by 1 minute for each slot level above 2nd.

**Classes.** Sorcerer, Wizard.

**Properties.** Common, powerful.

## PRESERVE FOOD AND WATER

*2nd-level necromancy*

**Casting Time:** 1 minute

**Range:** 30 feet

**Components:** V, S

**Duration:** 28 days

Up to 45 pounds of nonmagical food and water within range become protected from decay, spoilage, and contamination for the duration.

**At Higher Levels.** When you cast this spell using a 4th- or 5th-level spell slot, the duration increases to 1 year. When you cast it using a spell slot of 6th level or higher, the spell becomes permanent until dispelled.

**Classes.** Cleric, Paladin, Ranger.

**Properties.** Common.

## PSYCHIC STRIKE

*2nd-level divination*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You reach into the mind of one creature you can see within range. The target must make a Wisdom saving throw, taking 3d8 psychic damage on a failed save, or half as much damage on a successful one.

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

**Classes.** Sorcerer, Warlock, Wizard.

**Properties.** Common.

## RUBBERIZE

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Concentration, up to 1 hour

You touch a Medium or smaller willing creature or object. You can also touch a nonmagical square surface of up to 5 feet. The target's surface becomes rubbery and elastic.

While rubbery, the target doesn't take damage from falling or being thrown, and it bounces half the distance fallen or thrown in the opposite direction after hitting something. Anything that falls or is thrown against the target also takes no damage, and bounces in a similar way. Attacks still hurt the target as normal.

When falling, the maximum bounced distance is 100 feet.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the spell no longer requires concentration.

**Classes.** Druid, Sorcerer, Warlock, Wizard.

**Properties.** Rare.



## SPARKLING SNAP

2nd-level conjuration

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** S

**Duration:** Instantaneous

You snap your fingers, launching a shower of sparks and summoning a *fire spark* in an unoccupied space you can see within range. You can telepathically issue one simple and short command to the creature when summoning it. It does its best to obey the command, and disappears one hour after being summoned.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you summon one extra *fire spark* for each two slot levels above 2nd.

**Classes.** Druid, Sorcerer, Warlock, Wizard.

**Properties.** Rare.

Stats for the *Fire Spark* can be found at the end of the spells section.

## STILLNESS

2nd-level illusion (ritual)

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 8 hours

You touch a willing creature and create a magical protection that obscures one sense. For the duration, the creature loses its sight, hearing, taste, or any other sense of your choice. The creature can use an action to dismiss the spell.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the duration is increased by 8 hours for each slot level above 1st.

**Classes.** Bard, Cleric, Wizard.

**Properties.** Common.

## UNDEATH VEIL

2nd-level illusion

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a bone from an undead creature)

**Duration:** Concentration, up to 1 hour

A willing creature you touch becomes wreathed in negative energy until the spell ends, becoming an undead in addition to any other creature type it is. Effects capable of targeting undead or its original creature type can affect it.

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

**Classes.** Cleric, Wizard.

**Properties.** Rare, powerful, esoteric.

A lot of common, low CR undead that are not directly controlled by some greater force will ignore a creature under the effects of *Undeath Veil*.

## WEATHER WARD

2nd-level abjuration

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 24 hours

You touch a willing creature and grant it protection from nonmagical weather. Rain, water, wind, and snow slips over the creature and anything it is wearing or carrying. It also muffles the sound from weather.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you can target one extra creature for each slot level above 2nd.

**Classes.** Bard, Cleric, Druid, Paladin, Ranger, Wizard.

**Properties.** Common.

In a gritty survival game, *Weather Ward* can allow a crafty adventurer to take a rest just about anywhere.

*It is not actually recommended to camp in the middle of nowhere without protection or cover during a gritty survival game.*

## WIND WEAPON

2nd-level evocation

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Concentration, up to 1 hour

A weapon you touch becomes sheathed in twirling wind and fog. For the duration, the weapon deals an extra 1d4 thunder damage on a hit, and the first creature hit with it on a round must make a Strength saving throw or be knocked prone by the wind. A Huge or larger creature automatically succeeds on the saving throw.

**At Higher Levels.** When you cast this spell using a 3rd- or 4th-level spell slot, the extra damage increases to 2d4. When you cast it using a 5th- or 6th-level spell slot, the extra damage increases to 3d4. When you cast it using a spell slot of 7th level or higher, the extra damage increases to 4d4.

**Classes.** Paladin, Ranger, Warlock.

**Properties.** Common, powerful.

# LEVEL 3

## BRANDO'S BOUNCY BOLT

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a ball of rubbery sap and powdered tin worth 5 gp, which the spell consumes)

**Duration:** Instantaneous

You sling a ball of turbulent air with your fingers at one creature or point you can see within range. The ball zaps in a straight line until it has traveled 120 feet, or until it comes in contact with an object or creature. A creature on its path must make a Dexterity saving throw, being struck and taking 6d10 thunder damage on a failed save. On a successful save, the ball continues in a straight line. An object automatically takes 6d6 thunder damage when struck by it.

If the ball hits something, it rebounds in a random direction. The ball vanishes when it has struck 2 targets, or if it moves more than 120 feet in a straight line without hitting anything.

**At Higher Levels.** When you cast this spell using a 4th- or 5th-level spell slot, the amount of targets the ball can hit before vanishing increases to 3. When you cast it using a spell slot of 6th level or higher, the amount of targets increases by 1 for each slot level above 5th.

**Classes.** Bard, Sorcerer, Warlock, Wizard.

**Properties.** Common.

## COILED FIRE LANCE

*3rd-level evocation*

**Casting Time:** 1 minute

**Range:** 2500 feet

**Components:** V, S, M (a tiny glass lens)

**Duration:** Instantaneous

You slowly shape and aim a fiery projectile. Make a ranged spell attack against a target you can see within range. On a hit, the target takes 8d10 fire damage.

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

**Classes.** Ranger, Wizard.

**Properties.** Common.

## DANE'S SEAM

*3rd-level illusion*

**Casting Time:** 1 minute

**Range:** Touch

**Components:** V, S, M (a magical thread worth 100 gp, which the spell consumes)

**Duration:** Until dispelled

You sew the mouth of an incapacitated or willing creature you touch. The magical thread pierces the mouth and tongue of the creature without damaging it, making the creature incapable of speaking or casting spells with verbal components.

The creature can still open its mouth, eat, and breathe through it as normal, as the threads remain intangible for the duration of the spell.

**Classes.** Bard, Cleric, Ranger, Wizard.

**Properties.** Very rare, esoteric, powerful.

The creature must be incapacitated (or willing) for the duration of the casting. If you lose contact, the casting also fails.

## ELEMENTAL CAPE

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a drop of mercury)

**Duration:** 8 hours

This spell grants up to ten willing creatures you can see within range protection from extreme environments. The spell protects from extreme heat or extreme cold, as you choose. Affected creatures still take fire and cold damage as normal.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the duration is increased by 8 hours for each slot level above 3rd.

**Classes.** Cleric, Druid, Ranger, Sorcerer, Wizard.

**Properties.** Common.

## ETHEREAL SLIP

*3rd-level abjuration*

**Casting Time:** 1 reaction, which you take when you are targeted by an attack

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

You partially step into the ethereal plane for an instant, making the attack miss. You remain in your position while the attack phases through your body.

**Classes.** Sorcerer, Warlock, Wizard.

**Properties.** Very rare, powerful.

## MENTAL COLLAPSE

3rd-level enchantment

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a pinch of gray sand)

**Duration:** Concentration, up to 1 minute

You fill the mind of a creature you can see within range with chaos. The target must succeed on an Intelligence saving throw or be stunned for the duration. At the end of each of its turns, the target can make another Intelligence saving throw. On a success, the spell ends on the target.

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

**Classes.** Bard, Sorcerer, Warlock, Wizard

**Properties.** Rare, powerful, esoteric.

## PROTECTION FROM DISEASE

3rd-level abjuration

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 24 hours

You touch a willing creature. For the duration, the target becomes immune to diseases, and any diseases already infecting it have no effect until the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the duration is increased by 24 hours for each slot level above 3rd.

**Classes.** Cleric, Druid, Paladin, Ranger

**Properties.** Common.

## SAND DART

3rd-level evocation

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a pinch of salt)

**Duration:** Instantaneous

You form and launch a very fast sand dart at a creature you can see within range. Make a ranged spell attack against the target. On a hit, the target takes 6d10 piercing damage.

The sand dart is impervious to the wind, allowing it to be used in extreme wind without disadvantage.

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

**Classes.** Druid, Sorcerer

**Properties.** Common.

## SHADOW VEIL

3rd-level evocation

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** S, M (a shadow contained within a gem worth at least 50 gp)

**Duration:** Concentration, up to 1 minute

You create a veil of shadows and envelop yourself with it. Until the spell ends, you are heavily obscured and you gain darkvision out to a range of 120 feet. The shadows count as magical darkness.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the duration is increased by 1 minute for each slot level above 1st.

**Classes.** Cleric, Sorcerer, Warlock, Wizard

**Properties.** Common, powerful.

## SILVERY BOW

3rd-level evocation

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** S, M (a silver symbol engraved with a hand, worth at least 10 gp)

**Duration:** Concentration, up to 1 minute

You mold silvery flames of hatred, forming a fire longbow in your hand. This magic longbow lasts until the spell ends. It counts as a martial ranged weapon, with which you are proficient if you are proficient with a longbow. It deals 2d10 fire damage on a hit and has the two handed property. Whenever you draw the bow, a flaming arrow automatically appears on it.

If you drop or throw the weapon or its arrows, they dissipate at the end of the turn. Thereafter, while the spell persists, you can use a bonus action to cause the longbow to reappear in your hand. Otherwise, the arrows disappear one round after being fired.

**At Higher Levels.** When you cast this spell using a 4th- or 5th-level spell slot, the damage increases to 3d10. When you cast it using a 7th- or 8th-level spell slot, the damage increases to 4d10. When you cast it using a spell slot of 9th level, the damage increases to 5d10.

**Classes.** Cleric, Paladin, Ranger, Sorcerer, Wizard

**Properties.** Common, powerful.

## SLUMBER

3rd-level enchantment

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (a magical linden flower worth at least 100 gp, which the spell consumes)

**Duration:** 1 minute

This spell sends a creature you can see within range into a magical slumber. Roll 8d12; the target creature is affected if its hit points are equal to or less than the total rolled. If the target creature has more hit points than the rolled number, the spell has no effect. Otherwise, the creature falls unconscious until the spell ends, it takes damage, or someone uses an action to shake or slap it awake.

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

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, roll an additional 2d12 for each slot level above 3rd.

**Classes.** Bard, Druid, Sorcerer, Wizard

**Properties.** Rare, powerful.

## SONIC TIDE

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S, M (a piece of leather braid, and a ball of lead engraved with gold worth at least 150 gp)

**Duration:** Instantaneous

The air or liquid in a point you can see within range starts twirling and waving, creating a turbulence. Each creature in a 15 ft. radius sphere centered on that point must make a Strength saving throw. A creature takes 8d6 thunder damage on a failed save, or half as much damage on a successful one.

The turbulence spreads around corners. It moves and damages objects in the area that aren't being worn or carried.

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

**Classes.** Sorcerer, Wizard.

**Properties.** Very rare, powerful.

## SPEAR OF STORMS

*3rd-level conjuration*

**Casting Time:** 1 reaction, which you take when a Huge or smaller creature or object within 60 feet of you falls

**Range:** 60 feet

**Components:** S

**Duration:** Instantaneous

You force gravity to speed up. The target creature or object instantly drops down in a straight line until it touches another creature or solid material, taking no damage from the fall. A trail of bright light flashes from the initial position of the target, down to its final position.

If the trail of light were to cross a zone affected by the spells *antimagic field*, *reverse gravity*, *antilife shell*, or any other spells or effects that would interfere with the fall, the target instead appears on top of the interfering effect.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you can choose up to 2 extra targets for each slot level above 3rd.

**Classes.** Cleric, Druid, Paladin, Sorcerer, Warlock, Wizard.

**Properties.** Rare.

## UNDEAD EYE

*3rd-level necromancy*

**Casting Time:** 1 hour

**Range:** Touch

**Components:** V, S, M (a mix of special salts worth 50 gp, which the spell consumes)

**Duration:** 8 hours

The caster prepares the eye of an undead creature it controls, swapping one of its own eyes with the creature. This change lasts for the duration of the spell, after which they magically swap back. When the spell ends, if one of the eyes is damaged or destroyed, the damage is transferred to the original eye, which is swapped in its place.

While the spell is active, the caster can use an action to take full control of the undead creature, replacing all its senses with those of the creature. While in this state, the body of the caster is unconscious. The caster can use an action to change back.

If the caster loses control over the undead creature, or the caster or the undead creature dies, the spell ends. If you cast this spell again, the previous spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 4th or 5th level, the duration becomes 24 hours. When you cast it using a spell slot of 6th or 7th level, the duration becomes 1 month. When you cast it using a spell slot of 8th level or higher, the duration becomes permanent until dispelled.

**Classes.** Cleric, Warlock, Wizard.

**Properties.** Rare, esoteric.

If a creature under the effect of **Undead Eye** is under any antimagic effect when the spell ends, the eyes would not swap back, causing both the caster and the undead to lose their non original eye.

# LEVEL 4

## ARDENT MARBLE

4th-level evocation

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (powdered sulfur and ruby worth 50 gp, which the spell consumes)

**Duration:** Concentration, up to 1 hour

You shape a ball of powder and magic, infusing it with fiery energy. The ball is the size of a marble and weighs 1 ounce. When the spell ends, either because your concentration is broken, because you decide to end it, or because the marble takes any damage, the marble dissolves into a violent conflagration. Each creature in a 10 ft. radius sphere centered on the marble must make a Dexterity saving throw, taking 8d8 fire 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 5th level or higher, the damage is increased by 1d8 for each slot level above 4th.

**Classes.** Bard, Cleric, Wizard

**Properties.** Common.

## CHAOS SPEAR

4th-level evocation

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a chaos infused focus worth 500 gp)

**Duration:** Instantaneous

You form a spear of chaotic energy and throw it at one creature you can see within range. The target must make a Dexterity saving throw or take 1d6 damage of each type on a failed save.

**At Higher Levels.** When you cast this spell using a spell slot of 5th or 6th level, the damage die increases to 1d8. When you cast it using a spell slot of 7th level, the damage die increases to 1d10. When you cast it using a spell slot of 8th or 9th level, the damage die increases to 1d10.

**Classes.** Sorcerer, Wizard

**Properties.** Very rare, powerful, esoteric.

Damage types: Acid, Bludgeoning, Cold, Fire, Force, Lightning, Necrotic, Piercing, Poison, Psychic, Radiant, Slashing, and thunder.  
13d6 (45), 13d8 (58), 13d10 (71) average damage

**Components:** V, S, M (a chaos candy, which the spell consumes)

**Duration:** Concentration, up to 1 hour

You yell chaotic incantations, breaching the planes and summoning a random creature. The creature can be any creature with a challenge rating of 5 or lower. The creature appears in an unoccupied space that you can see within range. The creature disappears when it drops to 0 hit points or when the spell ends.

On each of your turns, you can try to issue a verbal command to the creature (no action required by you). It obeys the command if the likely outcome is in accordance with its alignment and personality. Otherwise, you must make a Charisma (Deception, Intimidation, or Persuasion) check contested by its Wisdom (Insight) check. If your check fails, the creature becomes immune to your verbal commands for the duration of the spell, though it can still carry out your commands if it chooses. If your check succeeds, the creature carries out your command—such as "attack my enemies," "explore the room ahead," or "bear this message to the queen"—until it completes the activity, at which point it returns to you to report having done so.

If your concentration ends before the spell reaches its full duration, the creature doesn't disappear. Instead, it acts in whatever manner it chooses for 2d10 minutes, and then it disappears. It can choose to disappear immediately.

If you possess a focus infused with chaos, you can summon creatures of the appropriate challenge rating plus 1.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the challenge rating increases by 1, and the minimum challenge rating increases by 1 for each slot level above 4th.

**Classes.** Sorcerer, Warlock, Wizard

**Properties.** Rare, powerful, esoteric.

The recommended method of choosing a random creature is to first randomly choose a book at hand, then open it at a random page. The first creature to catch the DM's eye is thereby chosen by fate.

## CHARLY'S CHAOTIC CONJURATION

4th-level conjuration

**Casting Time:** 1 action

**Range:** 30 feet

## RADAGAST'S SERVANT

4th-level conjuration

**Casting Time:** 1 minute

**Range:** 30 feet

**Components:** V, S, M (a sealed vial full of salt and sweat worth 50 gp)

**Duration:** 8 hours

You summon one servant that lasts for the duration. It has the statistics of a commoner, it is a fey creature, and has expertise in one skill or tool of your choice (bonus of +4). It obeys your commands to the best of its ability.

It has the appearance of a standard male or female humanoid from a race of your choice, and it has a set of clothes fit for your chosen tool or skill, as well as a set of said tools. When the spell ends or the servant is reduced to 0 hit points, the servant and everything it carried when summoned disappears.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, you can summon two additional servants for each slot level above 4th.

**Classes.** Bard, Wizard.

**Properties.** Rare.

## CONTRAST WEAVING

4th-level illusion

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

By pulling wisps of light and shadow, you create a tangible illusion of a creature of CR 2 or lower in an unoccupied space you can see. You must have extensive knowledge of the creature, otherwise the spell fails. The illusion acts and reacts similarly to a real creature, and it disappears when it drops to 0 hit points or when the spell ends.

The illusion is friendly to you and your companions for the duration. Roll initiative for the creature, which has its own turns. You can issue mental commands freely as long as it is within 120 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.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, the challenge rating increases to 3.

**Classes.** Wizard.

**Properties.** Very rare, powerful, esoteric.

## DARKNESS' REACH

4th-level illusion

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a chunk of solidified shadows worth at least 50 gp, which is consumed)

**Duration:** Concentration, up to 1 minute

You summon shadowy tendrils that cover a creature you can see within range. The target must succeed on a Strength saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Strength saving throw, which doesn't automatically fail from the paralyzed condition caused by this spell. On a success, the spell ends on the target.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th. The creatures must be within 30 feet of each other when you target them.

**Classes.** Wizard.

**Properties.** Rare, powerful, esoteric.

## DEEP WHISPER

4th-level conjuration

**Casting Time:** 1 minute

**Range:** Touch

**Components:** V, S, M (one half of a sapphire, worth at least 300 gp, and at least half a gallon of water)

**Duration:** Concentration, up to 1 hour

You drop the sapphire in a container filled with water, creating a connection between itself and the other half of the gem. If the other half is on another plane, or if it is broken, the spell fails. Both sapphires glow lightly while the spell lasts.

If both sapphires are under water while the spell is active, any sound near one of them is replicated on the other one.

**Classes.** Cleric, Druid, Wizard.

**Properties.** Common.

## ERECT SPIKE

4th-level conjuration

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You force the material from a point you can see within range to surge up and form a 1 foot wide, 5 feet long spike. A creature in the space where the spike forms must succeed on a Dexterity saving throw or become impaled by the spike, taking 10d6 piercing damage and becoming restrained. A creature can use its action to make a Strength (Athletics) check versus your spell save DC, removing itself or a creature it can reach from the spike and ending the restrained condition.

The spike has 30 hit points, and its AC is determined by the material it was formed from.

**At Higher Levels.** When you cast this spell using a 5th- or 6th-level spell slot, you can create two spikes. When you cast it using a 7th- or 8th-level spell slot, you can create three spikes. When you cast it using a 9th level spell slot, you can create four spikes. Each spike appears on a different space of your choice.

**Classes.** Cleric, Druid, Sorcerer, Wizard.

**Properties.** Common.

## HUNGRY WINDS

4th-level conjuration

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a sanded bone)

**Duration:** Concentration, up to 1 minute

You call forth a whirlwind of flesh stripping winds and sand on a point you can see within range. The whirlwind is a 5-foot-radius, 20-foot-high cylinder centered on that point. Until the spell ends, you can use your action to move the whirlwind up to 30 feet in any direction along the ground. The area inside the whirlwind is difficult terrain, and ranged attacks passing through it have disadvantage.

A creature must make a Constitution saving throw the first time on a turn that it enters the whirlwind or that it starts its turn inside the whirlwind. A creature takes 4d12 piercing damage on a failed save, or half as much on a successful one. Objects in the area that aren't being worn or carried take 4d12 piercing damage at the start of each of your turns.

Creatures killed by the spell have their body disfigured, their flesh ripped and hanging from their bones, and their body devoid of blood.

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

**Classes.** Druid, Sorcerer.

**Properties.** Common.

## SUMMON MATERIALS

4th-level conjuration

**Casting Time:** 1 hour

**Range:** 30 feet

**Components:** V, S, M (a seal made from the same material summoned, worth at least 10 gp)

**Duration:** Instantaneous

You summon simple materials from its respective elemental plane. You can summon wood, stone, gravel, dirt, water, or any other common material. You can't summon expensive, or otherwise rare materials. The summoned materials appear as 5 feet cubes on unoccupied spaces on the ground you can see within range. You can summon up to 8 cubes.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the amount of cubes is increased by 8 for each slot level above 4th.

**Classes.** Cleric, Wizard.

**Properties.** Common.

This spell also answers common worldbuilding questions, such as "How can you use magic to speed up construction?"

## VILE BOLT

4th-level evocation

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a page with vile incantations worth 100 gp)

**Duration:** Instantaneous

You draw three twisting and crackling bolts of negative energy from the vile page and throw them at targets within range. You can hurl them at one target or several.

Make a ranged spell attack for each bolt. On a hit, the target takes 2d12 necrotic damage, and it must succeed on a Wisdom saving throw or become stunned until the end of its next turn.

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

**Classes.** Cleric, Sorcerer, Warlock, Wizard.

**Properties.** Rare, esoteric.

## WANDERER'S INCANTATION

4th-level abjuration

**Casting Time:** 1 hour

**Range:** Touch

**Components:** V, S, M (powdered emerald worth 200 gp, which the spell consumes)

**Duration:** Until dispelled

A piece or set of clothing you touch is infused with abjuration magic. It becomes very durable and resistant to all damage.

Daily at dawn, it repairs any tears and cleans itself.

**Classes.** Cleric, Wizard.

**Properties.** Rare.

*Wanderer's Incantation* does not provide any actual combat benefit, but it does help explaining how wizards or bards wearing their best (non combat) garments to battle do not end up wearing rags.

## WILVERT'S INTEGRATION

*4th-level divination*

**Casting Time:** 1 minute

**Range:** 200 feet

**Components:** V, S, M (a quartz gear worth at least 100 gp)

**Duration:** Concentration, up to 10 minutes

You peek through the planes, gaining almost perfect physical knowledge of the world within range. This knowledge is fixed in your mind until the spell ends, at which point it rapidly flees from your memory.

The spell reveals the shape of the terrain, its color, and its rough composition. Only known materials can be discerned. The amount of information revealed is incredibly large, and its recording is limited by the method used. For example, writing accurate blueprints of a complex structure might require help from a master architect.

The spell is blocked by a thin sheet of lead, 4 inches of metal, or any effect that would interfere or stop interplanar travel.

**At Higher Levels.** When you cast this spell using a 7th- or 8th-level spell slot, the range is increased to 500 feet. When you cast it using a 9th level spell slot, the range is increased to 1000 feet, and the duration is increased to 1 hour.

**Classes.** Wizard.

**Properties.** Very rare, powerful, esoteric.

## WILVERT'S WEAVE WAY

*4th-level divination*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a magnet and a needle)

**Duration:** Concentration, up to 1 hour

You reveal the patterns on the weave of magic of all conjuration spells and effects that change the position or plane of an object or creature within range. You also know the destination of any such spells or effects that happened up to 1 hour before within range.

If you start casting a conjuration spell while concentrating on this spell, you can target the same destination as any effect or spell you detected, provided the spell is capable of it.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the range is increased by 60 feet for each slot level above 4th.

**Classes.** Bard, Druid, Sorcerer, Wizard.

**Properties.** Rare.

## WIND SPARK

*4th-level evocation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a glass bottle filled with a noble gas worth at least 20 gp)

**Duration:** 24 hours

This spell frees up to ten willing creatures you can see within range from the need to breathe until the spell ends. Affected creatures retain their normal mode of respiration.

**At Higher Levels.** When you cast this spell using a spell slot of 8th level, the duration is increased to 1 week.

**Classes.** Druid, Ranger, Sorcerer.



# LEVEL 5

## NOWERT'S DECREE

*5th-level transmutation*

**Casting Time:** 1 action

**Range:** 100 feet

**Components:** V, S, M (a handful of apple seeds)

**Duration:** 1 round

You force the laws of nature to obey your will. Choose a creature or a Huge or smaller object you can see within range. If it is a creature, it can make a Wisdom saving throw to resist the effect. You change the effect of gravity on the target until the start of your next turn.

You can change the direction of gravity, reduce its force, or nullify it.

**At Higher Levels.** When you cast this spell using a spell slot of 8th level or higher, the duration becomes concentration, up to 1 minute.

**Classes.** Druid, Sorcerer, Wizard.

**Properties.** Common, esoteric.

In a turn of freefall, a creature moves up to 200 feet. Under the open sky, casting **Nowert's Decree** on a creature and choosing to send it upwards makes it go up 200 feet at the start of its turn (which probably prevents it from doing anything useful). Then, the creature falls 200 feet at the start of its next turn, taking 20d6 bludgeoning damage from the fall.

## SAND STRIDER

*5th-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Concentration, up to 1 hour

You give a willing creature you touch an improvement to its movement while standing on sand, gravel, or loose dirt. When you cast the spell, choose one of the following options, the effects of which last for the duration of the spell.

**Sand Surfer.** While standing over sand, the target's land speed becomes 120 feet if it isn't already higher, and its long and high jump become 50 feet and 25 feet respectively, if they aren't already higher.

**Sand Swimming.** The target gains a 40 feet burrowing speed while inside sand. It doesn't gain the ability to breathe under the sand.

**Deep Stand.** While standing over sand, the target gains advantage in saving throws and ability checks to resist being knocked prone or moved. In addition, it can spend 5 feet to stand up while prone.

**Dune Movement.** The target can use an action on each of its turns while standing over sand to teleport itself up to 60 feet to an unoccupied space it can see. The chosen space must also be over sand.

**Desert Winds.** The target can breathe while inside of sand and water. In addition, it can move freely while inside a mundane sandstorm.

**At Higher Levels.** When you cast this spell using a 7th- or 8th-level spell slot, you can choose 2 effects at the same time. When you cast it using a spell slot of 9th level, you can choose 3 effects at the same time.

**Classes.** Druid, Ranger, Sorcerer.

**Properties.** Common.

## SPICY NUTS

*5th-level evocation*

**Casting Time:** 1 minute

**Range:** Touch

**Components:** V, S

**Duration:** 8 hours

Up to 10 nuts or acorns you touch turn reddish and become magical. When a nut is thrown or takes any damage, it explodes into flames. All creatures within 10 feet of the exploding nut must make a Dexterity saving throw, taking 2d6 fire damage on a failed save, or half as much on a successful one. It ignites flammable objects in the area that aren't being worn or carried.

If multiple nuts are thrown or explode at the same time, the fire damage increases by 1d6 for each nut beyond the first, up to a maximum of 10d6 fire damage.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the maximum amount of nuts is increased by 5 for each slot level above 5th.

**Classes.** Druid, Ranger.

**Properties.** Common.

# LEVEL 6

## BLACK SEAL OF SERVITUDE

*6th-level necromancy*

**Casting Time:** 1 minute

**Range:** Touch

**Components:** V, S, M (onyx dust worth 10 gp, which the spell consumes)

**Duration:** Instantaneous

You draw a seal with negative energy on a skeleton or zombie under your control. The creature remains permanently under your control.

**At Higher Levels.** When you cast this spell using a spell slot of 9th level, you can target undead creatures under your control of up to CR 1.

**Classes.** Cleric, Wizard.

**Properties.** Common, powerful, esoteric.

## DISTORT MAGIC

*6th-level abjuration*

**Casting Time:** 1 reaction, which you take when you see a creature within 60 feet of you casting a spell

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You attempt to interfere with the casting of a spell. If the creature is casting a spell of 3rd level or lower, you successfully distort its casting. Otherwise, the spell fails.

When you successfully distort the casting of a spell, you learn the spell level and its basic functioning. You can then change its targets, location, and any other choices made when casting the spell. You can also choose not to change anything.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, you successfully distort a spell if its level is less than or equal to the level of the spell slot you used minus 3.

**Classes.** Sorcerer, Warlock, Wizard.

**Properties.** Rare, powerful, esoteric.

## ELEMENTAL FROST

*6th-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a perfect snowflake preserved in magical ice worth at least 100 gp)

**Duration:** Concentration, up to 1 minute

You draw ancient frost and water from the elemental planes and entomb a Large or smaller target you can see within range. It must make a Strength saving throw, becoming encased in ice for the duration on a failed save, or ending the spell on a successful one. While encased in ice this way, it is stunned, and it takes 3d10 cold damage at the start of each of its turns.

The target's AC becomes 20 while it is encased in ice, and it becomes immune to fire damage. The ice has 50 hit points, and any damage done to the target is also applied to the ice, which is vulnerable to fire damage and immune to cold, poison, and psychic damage. If the ice is reduced to 0 hit points, it thaws and the spell ends.

An object, or a creature killed while it is encased in ice becomes frozen until it thaws. If the spell is also maintained for its entire duration, it becomes permanent until dispelled. The ice won't thaw unless reduced to 0 hit points, and it stops dealing cold damage.

**At Higher Levels.** When you cast this spell using a 7th- or 8th-level spell slot, the cold damage increases to 4d10, and the ice's hit points increase to 65. When you cast it using a 9th-level spell slot, the cold damage increases to 5d10, the ice's hit points increase to 80, and you can encase Huge or smaller targets.

**Classes.** Sorcerer, Wizard.

**Properties.** Common.

## ETHEREAL FLAMES

*6th-level conjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

You turn your arm into white translucent flames. You can then burn a target within your reach, either an incapacitated creature, a creature you are grappling, or an object that isn't being worn or carried. The target must make a Charisma saving throw, taking 18d10 fire damage on a failed save, or half as much on a successful one. Objects automatically fail the saving throw.

If you target a creature you are grappling or an object you are holding, you can use the same hand that is touching the target to perform the somatic component of the spell.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, the damage is increased by 2d10 for each slot level above 6th.

**Classes.** Bard, Cleric, Druid, Sorcerer, Warlock, Wizard.

**Properties.** Common.

## METAL SKIN

*6th-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (adamantine dust worth 250 gp, which the spell consumes)

**Duration:** Concentration, up to 1 hour

This spell turns the flesh of a willing creature you touch as hard and impervious to damage as adamantite. Until the spell ends, the target has immunity to nonmagical bludgeoning, piercing, and slashing damage.

**Classes.** Druid, Sorcerer, Wizard.

**Properties.** Common.

## POSITIVE ENERGY SPARK

*6th-level abjuration (ritual)*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a piece of platinum cloth worth 500 gp)

**Duration:** 8 hours

This spell protects up to ten willing creatures you can see within range from extreme conditions. While the spell is active, each target can freely breathe in any environment, it can endure pressure extremes, and it is protected from extremely hot or cold environments.

***At Higher Levels.*** When you cast this spell using a spell slot of 9th level, the duration is increased to 1 week.

***Classes.*** Cleric, Druid, Sorcerer, Wizard.

***Properties.*** Rare.

# LEVEL 7

## CONTINUITY BREACH

*7th-level transmutation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Concentration, up to 1 hour

You entangle the flow of time around a creature you can see within range. It can make a Charisma saving throw to resist the effect, ending the spell immediately on a success. The target creature regains all lost hit points.

When the spell ends, both the target and you take force damage equal to half the amount of hit points the spell provided. This damage can't be reduced or avoided. If this damage reduces a creature to 0 hit points, its body is disintegrated.

**At Higher Levels.** When you cast this spell using a spell slot of 9th level, the duration is increased to 24 hours.

**Classes.** Warlock, Wizard.

**Properties.** Rare, powerful.

## DANE'S STITCHING

*7th-level abjuration*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a set of magical needles worth 500 gp, which the spell consumes)

**Duration:** Until dispelled

You hurl magical needles at a Huge or smaller creature or object you can see within range. If the target is a creature, it can make a Charisma saving throw to resist the effect, ending the spell on a successful save. The target becomes restrained by a web of magical threads sewn by the needles.

**Classes.** Bard, Wizard.

**Properties.** Very rare, powerful, esoteric.

*The renowned wizard Dane set out to contain and preserve all manners of dangerous artifacts and creatures. Although a futile attempt against all deadly things present in the multiverse, he created some very dangerous spells of his own in this pursuit.*

## GLACIAL LANCES

*7th-level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** S, M (2 gallons of water per lance)

**Duration:** Instantaneous

You create up to three ice lances and hurl them at targets within range. You can hurl them at one target or several.

Make a ranged spell attack for each lance. On a hit, the target takes 2d12 cold damage, and 2d12 piercing damage.

**At Higher Levels.** When you cast this spell using a spell slot of 8th level or higher, you can create one additional lance for each slot level above 7th.

**Classes.** Druid, Sorcerer, Wizard.

**Properties.** Common.

## POWER WORD MADNESS

*7th-level enchantment*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

You whisper a word of power that twists the mind of a creature you can see within range. If the target has 75 hit points or fewer, it suffers a random indefinite madness.

If you have access to forbidden knowledge, or if you are suffering from madness, you can further twist the effect of the spell. For example, having access to lost lore from a demon lord would let you cause madness related to that demon. Madness caused this way is still indefinite, requiring a *greater restoration* spell or more powerful magic to get rid of it.

**Classes.** Bard, Warlock, Wizard.

**Properties.** Very rare, esoteric.

# LEVEL 8

## EYE OF THE SIGHTLESS

8th-level divination (ritual)

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a spellbook you can understand worth at least 50 gp, which the spell consumes)

**Duration:** 7 days

As part of casting this spell, you destroy the spellbook, which starts burning with blue flames until only ashes remain. For the duration, all spells that were written in the spellbook and that you could understand count as prepared for you. When the spell ends, you choose which spells you retain as prepared.

**Classes.** Wizard.

**Properties.** Common.

*The blind goddess is said to wield the most potent and definite magic in the material plane.*

## GANTOR'S CONCORDANCE

8th-level evocation

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 minute

You tap into the weave of magic and rip open a pathway directly into your body. For the duration, every time you cast a spell you cause a wild magic surge, you have advantage in spell attack rolls, and all saving throws caused by your spells or magical effects are made with disadvantage. In addition, when you roll damage for a spell or magical effect, you roll extra die equal to one fourth of the total die.

This spell is specially difficult to dispel and counterspell. It can only be dispelled or countered by using an 8th level spell slot or higher. Otherwise, the attempt has no effect.

At the start of each of your turns while the spell is active you take 2d10 force damage. This damage can't be reduced in any way. If you die while this spell is active, your soul is permanently damaged, reducing your maximum hit points by 6d10. Only divine intervention can repair this damage.

**Classes.** Sorcerer.

**Properties.** Common, esoteric.

*Gantor was blessed with absolute immortality at some point in ancient times. His soul and original body would reform, intact, every time he died. No amount of divine intervention could spare him the pleasure of wandering the multiverse until madness takes him. Since then, he has perfected the use of suicidal techniques.*

## TRUE LIGHTING STRIKE

8th-level evocation

**Casting Time:** 1 action

**Range:** 500 feet

**Components:** V, S, M (a zinc nail, and a copper nail)

**Duration:** Instantaneous

You call forth the wrath of nature. A lightning strike descends from the sky, down to a point you can see within range. All creatures in a 5 feet radius cylinder, going down from the sky to the chosen point, must make a Dexterity saving throw. A creature takes 20d10 lightning damage on a failed save, or half as much on a successful one.

If the chosen point doesn't have an uninterrupted line to the sky, the lightning strike hits anything in its path until it reaches the chosen point, or until it strikes an obstacle that isn't reduced to 0 hit points.

**Classes.** Cleric, Druid, Sorcerer.

**Properties.** Common.

Low level storm clerics or druids can be handicapped while inside large structures. Archdruids or high priests, on the other hand, can rip open a path from the heavens to the bowels of a castle.

## WINDS OF DAMNATION

8th-level evocation

**Casting Time:** 1 action

**Range:** 1 mile

**Components:** V, S, M (a piece of troll hide, and a glass vial filled with acid)

**Duration:** Concentration, up to 1 minute

You call forth apocalyptic winds that corrode and destroy anything they touch. Choose a point within range that you can see. The winds expand into a 1200 feet radius sphere centered on the chosen point, reaching around corners. Any creature that starts its turn within the area must make a Constitution saving throw, taking 4d4 acid damage on a failed save, or half as much on a successful one. All objects and structures in contact with the wind take 8d4 acid damage at the end of each round.

**Classes.** Sorcerer, Warlock, Wizard.

**Properties.** Very rare, powerful, esoteric.

# LEVEL 9

## ANTIMAGIC SCAR

9th-level abjuration

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a sapphire inlaid with lead and adamantine worth at least 500 gp, which the spell consumes)

**Duration:** Concentration, up to 1 hour

You create a 10 feet radius sphere of antimagic centered on a point you can see within range. The area lasts for the duration, and works similarly to the *antimagic field* spell.

**Classes.** Cleric, Wizard.

**Properties.** Common, powerful.

## AWAKEN NIGHTMARE

9th-level illusion

**Casting Time:** 1 action

**Range:** 100 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You filter negative and positive energy into your location and mold nightmarish copies of each creature of your choice within range. A tangible illusory copy of each creature is formed in the closest empty space to the original. The nightmares and their equipment disappear when they drop to 0 hit points or when the spell ends.

Each nightmare has half the current hit points of the original creature, up to a maximum of 100, and it has the same statistics, traits, personality and equipment. The nightmares can't cast spells of 6th level or higher. Each nightmare is fixed on killing its original creature. If its original creature is killed, or if it can't find it, the nightmares will attack any other creature that has been copied by the spell. Otherwise, the nightmares do nothing.

If a creature uses its action to examine a nightmare, the creature can determine that it is an illusory copy with a successful Intelligence (Investigation) check against your spell save DC.

**Classes.** Sorcerer, Warlock.

**Properties.** Very rare, powerful, esoteric.

## CURSE OF MIDNIGHT

9th-level necromancy

**Casting Time:** 1 hour

**Range:** 300 feet

**Components:** V, S, M (the eleventh vertebrae from a cursed ridden creature killed within the past 8 hours, which the spell consumes, and a mix of herbs and powdered metals worth 1000 gp, which the spell consumes)

**Duration:** Instantaneous

You can cast this spell only at midnight. You release cursed tendrils of negative energy, which seek and raise every pile of bones and corpses within range. Piles of bones become skeletons, and corpses become zombies. The raised undead are not under your control, and they immediately start searching living creatures to attack.

**Classes.** Cleric, Warlock, Wizard.

**Properties.** Rare, esoteric.

Casting *Curse of Midnight* in a large mass grave can easily lead to *thousands* of undead being animated. These are, by default, hostile to everything else that is not undead.

## CURSE OF THE FORGOTTEN MARTYR

9th-level necromancy

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (the eye of a martyr of the same or higher level or CR as the target, which the spell consumes)

**Duration:** Until dispelled

You touch a creature within reach, attempting to curse its soul. The creature must succeed on a Charisma saving throw or become cursed. While cursed, all achievements, deeds, and accomplishments the creature has done are detached from its identity. Creatures that have met the target still recognize it.

This curse, work of *Lockart the Demented*, is specially difficult to undo. It cannot be dispelled, and in order to end the curse, spells that end curses must be casted using a spell slot of 9th level while using the eye of the creature that casted the curse as a material component.

**Classes.** Cleric, Warlock, Wizard.

**Properties.** Very rare, esoteric.

## PLANAR ECLIPSE

9th-level conjuration

**Casting Time:** 1 action

**Range:** 5 miles

**Components:** V, S, M (a forked quartz rod worth at least 10000 gp, attuned to a particular plane of existence)

**Duration:** Instantaneous

You very briefly diffuse the barrier between the plane of existence you are in, and the attuned plane of the quartz rod. All creatures within a 1 mile radius sphere centered on a point you can see within range must make a Charisma saving throw to resist the energy bleeding from the plane, taking 10d6 damage on a failed save, or half as much on a successful one.

The damage dealt by the spell is determined by the plane attuned to the quartz rod you use to cast the spell.

**Classes.** Cleric, Sorcerer, Warlock, Wizard.

**Properties.** Rare, powerful.

## POWER WORD CHANT

*9th-level evocation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V

**Duration:** Concentration, up to 1 minute

You start chanting words of power that compel souls to strengthen. On your subsequent turns, you must use your action to maintain the chant, or the spell ends.

While the spell is active, all creatures with a soul within 60 feet of you that can hear the chant regain one expended spell slot of 3rd level or lower at the start of each of your turns. In addition, resources recovered on a short rest are fully recovered if a creature stays within the area for the entire duration.

If a creature has no resources, or if it has full resources, it regains 30 hit points at the start of each of your turns.

**Classes.** Bard.

**Properties.** Common.

## POWER WORD DESTRUCTION

*9th-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

You shout a word of power that breaks the world. Choose a point or an object you can see within range. If you choose a point, all structures in a 30-foot radius centered on that point take 600 force damage. If you choose an object, it takes 600 force damage.

**Classes.** Bard, Sorcerer, Warlock, Wizard.

**Properties.** Common, powerful.

Standard rules for objects do not handle well the possibility of breaking equipment during combat. **Power Word Destruction** explicitly allows destroying equipment being worn or carried by anyone. How strong must a magical item be before it can resist this spell is up to the DM.

For all mundane structures (and most magical ones), this spell means absolute annihilation within its range.

## REQUIEM OF THE ORATOR

*9th-level necromancy*

**Casting Time:** 1 minute

**Range:** 120 feet

**Components:** V, S, M (1 pint of blood from an unforgivable sinner, which the spell consumes)

**Duration:** Concentration, up to 24 hours

A grim and baneful storm cloud forms, centered on a point you can see within range and spreading to a radius of 1 mile. Sickening thunder and baleful rain covers the land beneath the storm. For the duration, each creature that can see the lighting from the storm or that is under the rain at the start of its turn takes 1 psychic damage. Constructs and undead aren't affected. A humanoid killed by this spell is instantly converted into a zombie.

You must remain directly under the storm for the duration of the spell, ending it otherwise.

**Classes.** Cleric, Warlock, Wizard.

**Properties.** Very rare, powerful, esoteric.

What constitutes an *unforgivable* act is up to the DM, but it usually requires something more extreme than just evil acts that would get you an afterlife in the *abyss*.

Conveniently, casting **Requiem of the Orator** does count as an unforgivable act. That means that after obtaining the spell, you only need 1 drop of blood. After casting it, your own blood will be cursed for eternity.

## TRUE SANDSTORM

*9th-level conjuration*

**Casting Time:** 1 action

**Range:** Sight

**Components:** V, S

**Duration:** Concentration, up to 1 hour

You summon a fragment of the everlasting sandstorms. The sandstorm develops in a 3-mile radius sphere centered on a point you can see, spreading around corners.

The area inside the sandstorm becomes difficult terrain, and is heavily obscured. Ranged weapon attacks in the area are impossible. All creatures within the storm are deafened by the raging winds, which also serve as a severe distraction for the purposes of maintaining concentration on spells. All creatures that start its turn inside the sandstorm must make a Strength saving throw, being knocked prone and pushed 20 feet on a random direction on a failed save. The winds disperse all fogs, mists, and similar phenomena in the area, whether mundane or magical. Finally, creatures with tremorsense are blinded while within the storm.

When a creature exits the storm, it must succeed on a Constitution saving throw or become blinded and deafened for 1 minute. Affected creatures can repeat the saving throw at the end of each of its turns, ending the effect on a success.

This spell is specially difficult to dispel. It can only be dispelled by targeting the caster, and only by using a spell slot of 9th level.

**Classes.** Druid.

**Properties.** Common, powerful.

## CALL OF HIGH DEATH

*9th-level necromancy*

**Casting Time:** 1 minute

**Range:** 120 feet

**Components:** V, S, M (an scroll inscribed with special inks worth at least 1000 gp)

**Duration:** Instantaneous

You assert your control over undead creatures that aren't controlled or influenced by another creature or effect. You gain control of up to 100 creatures of CR 1 or lower of your choice that you can see within range.

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creatures are under your control for 24 hours, after which they stop obeying any command you've given them. To maintain control of the creatures for another 24 hours, you must cast this spell on the creatures again before the current 24-hour period ends.

**Classes.** Cleric, Wizard

**Properties.** Common, esoteric.

## TEMPEST BINDING

*9th-level evocation*

**Casting Time:** 24 hours

**Range:** Touch

**Components:** V, S, M (a gem containing an air elemental worth at least 1 000 000 gp)

**Duration:** Until dispelled

You weave an incantation on a sphere of up to a 300 feet radius centered on yourself. As the casting finishes, you set and fuse the gem used on the casting on a surface of your choosing within the area. Casting this spell is extremely exhausting, and after finishing the casting you also gain 3 levels of exhaustion.

All nonmagical terrain within the chosen radius becomes infused with elemental air as long as it is directly connected to the gem. The gem becomes immune to all damage as long as it is connected to any part of the original terrain.

While touching the gem, an arcane spellcaster capable of casting 9th level spells that has prepared the spell-like instructions to operate the gem can start a casting with a 1 hour duration. During this cast, it can choose to move the infused terrain in any direction at a rate of 10 feet per minute. If the terrain is moved upwards, the lowermost layer of terrain is covered with an invisible layer of force that makes it remain stable and in one piece.

The terrain moves with immense force, and it is capable of ripping itself free from the ground. If a fragment of terrain is completely separated from the main chunk where the gem is set, it loses its properties and falls. More castings of this spell can be used to increase the area of the affected terrain. Each new area must be adjacent to another already infused part, and any new gems must be set next to the original one.

This spell is specially difficult to dispel. It can only be dispelled by targeting the gems, and only by using a spell slot of 9th level.

**Classes.** Wizard

**Properties.** Rare.

## TRANSMUTE LAVA

*9th-level transmutation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a piece of obsidian engraved with glyphs worth at least 500 gp)

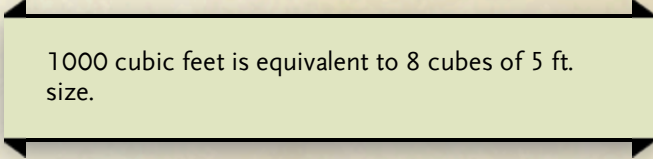
**Duration:** Instantaneous

You choose an area of stone, dirt, sand, or gravel of up to 1000 cubic feet that fits within a 20-foot cube you can see within range. Valid nonmagical materials of any sort in the area become an equal volume of very thick, slow flowing molten lava.

At the start of each of its turns, a creature or object in contact with lava takes 10d10 fire damage, or 18d10 if fully submerged. Most creatures float in lava, and its surface is difficult terrain while walking over it. It requires a DC 30 Athletics check to successfully swim through it.

**Classes.** Druid, Wizard

**Properties.** Common, powerful.



1000 cubic feet is equivalent to 8 cubes of 5 ft. size.



# APPENDIX

Related notes & doodles

# CREATURES

**D**uring the last expedition, some notes and sketches were found, some of them even related to the inner workings of documented spells.

## FIRE SPARK

The fire spark, small cousin of the common fire elemental, ranks amongst the weakest corporeal elementals. Dumb, slow, and weak, their only use (and reason they are ever summoned) is dying. When a fire spark dies, they dissipate in the air with fiery euphoria.

As such, one of the few orders they readily understand and follow is that of fulfilling their purpose. When commanded, they inflate with elemental fire until they explode.

## FIRE SPARK

*Tiny elemental, unaligned*

**Armor Class** 9

**Hit Points** 2 (1d4)

**Speed** 0 ft., fly 20 ft. (hover)

| STR    | DEX    | CON     | INT    | WIS    | CHA    |
|--------|--------|---------|--------|--------|--------|
| 1 (-5) | 9 (-1) | 10 (+0) | 1 (-5) | 7 (-2) | 5 (-3) |

**Damage Resistances** bludgeoning, piercing, and slashing from non magical attacks

**Damage Immunities** fire, poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 8

**Languages** understands Ignan but can't speak

**Challenge** 1/4 (50 XP)

**Sparkly.** The fire spark can't regain hit points or temporal hit points. When it dies, it explodes in a burst of fire. Each creature within 10 feet of the spark must make a DC 10 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much on a successful save.

## Actions

**Smolder.** *Melee Weapon Attack:* +1 to hit, reach 0 ft., one target. *Hit:* 1 fire damage.

**Kindle.** The spark gathers energy. It takes 1 force damage, and the damage dealt by its sparkly trait is permanently increased by 2d6, up to a maximum of 21 (6d6) fire damage.

# MAIN LOBBY

Trapdoors covered with piles of garbage, uncertain portals, rusty pipings, and unending stairs connect the chambers of the *Archive*. It doesn't matter how or where you exited to the halls that run between the main wings. What matters is that you have the chance to peek inside any of them.

Of course, you should exercise caution when doing so. The Scholar's Rest is the antechamber to the true archive. The *Decoder* itself might have wandered these forsaken floors.

So go ahead, choose a path and follow it. The greater the heights, the greater the fall.