

van Horne's
Spell
Compendium,
vol. 1

A magic supplement for 5th edition

vanDorne's Spell Compendium, vol 1

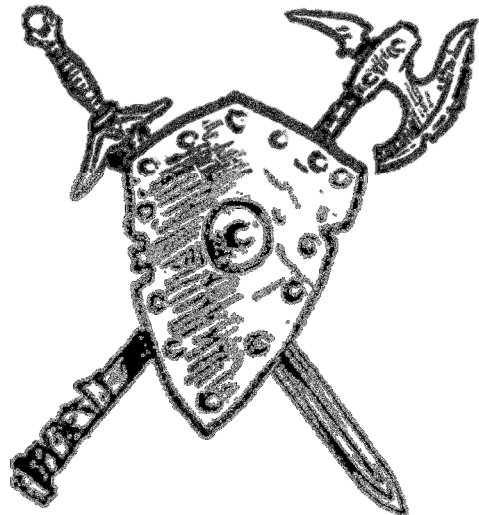
Welcome to volume 1 of vanDorne's Spell Compendium, a gathering of arcane and mystical secrets from across the many worlds.

Within this tome you will find a selection of spells for casters from many walks of life and formatted for 5th edition DUNGEONS & DRAGONS. These were all originally posted on [Game Masters Stash](#) on Facebook, or [Building Paper Mountains](#) (my personal blog), along with a massive collection of monster stats, NPCs, locations, plot helpers, whole campaign ideas, and much, much more. Many of these were originally posted for v.3.5 and have been updated to match, and several have been rewritten based on community feedback when first posted.

So have a look at these, see what you think, and feel free to send feedback:
Buildingpapermountains@hotmail.com

Without further ado, please entertain yourselves, and may these help you conquer all the dungeons and defeat all the dragons which deserve such.

kindest wishes, vanDorne



Written by Luke Swadling, for **Game Masters Stash**.

Find more of this content at:

[Building Paper Mountains](#)

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van Dorne's Spell Compendium, vol 1

SPELL LISTS

Bard spells

1st level

Kindle hope

2nd level

Chevalier's spirit

Murderous multitude

Requiescat

3rd level

Outburst

Tribal hospitality

4th level

Maddening whispers

7th level

Memoriam

Cleric spells

Cantrips

Radiant surge

1st level

Blade of regrets

Kindle hope

2nd level

Ancestral defender

Brightblast

Guarding tread

Iron resolution

Prayer of well-wishes

Requiescat

3rd level

Spirit advocate

Tribal hospitality

4th level

Cleansing nova

Deity's grace

5th level

Excommunicate

Druid spells

1st level

Insect infestation

2nd level

Apotropaic plant

Displace curse

Fulminating cloud

3rd level

Stormcharge

4th level

Galvanize

7th level

Immolating inferno

Sirocco

Paladin spells

1st level

Blade of regrets

Incandescent wings

2nd level

van Dorne's Spell Compendium, vol 1

Brightblast

Guarding tread

Iron resolution

Prayer of well-wishes

4th level

Deity's grace

Ranger spells

2nd level

Murderous multitude

3rd level

Unearthly guardian (functions on friendly animals)

Sorcerer spells

1st level

Blood of retribution

Flare

Hex bolt

Phrenic assault

2nd level

Actuate

Ancestral defender

Apotropaic plant

Blades of Damocles

Claws of calamity

Displace curse

Fulminating cloud

Murderous multitude

3rd level

Firdaus' firefling

Harmless fortune

Outburst

Prismatic strands

Spreadflame

Splinch

Stormcharge

Unearthly guardian

Viper's nest

4th level

Galvanize

Maddening whispers

Quantum duplication

Ragefire

5th level

Banishing beam

Call forth the scarlet flux

Expurgation

7th level

Immolating inferno

Warlock spells

1st level

Blade of regrets

Blood of retribution

Insect infestation

2nd level

Claws of calamity

Displace curse

van Dorne's Spell Compendium, vol 1

Fulminating cloud

Globe of abnegation

3rd level

Spirit advocate

Spreadflame

Viper's nest

4th level

Maddening whispers

Ragefire

5th level

Call forth the scarlet flux

Expurgation

Wizard spells

1st level

Alleviate wounds

Flare

Willem's whiplash

2nd level

Actuate

Arcane containment

Blades of Damocles

Chevalier's spirit

Fulminating cloud

Globe of abnegation

Murderous multitude

Tyrna's telefactors

3rd level

Harmless fortune

Norlian's numismatic trap

Prismatic strands

Spreadflame

Splinch

Unearthly guardian

Viper's nest

4th level

Maddening whispers

Quantum duplication

5th level

Banishing beam

Call forth the scarlet flux

Expurgation

7th level

Immolating inferno

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

ACTUATE

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: S, M (a steel spring, tied tight with twine)

Duration: Instantaneous

This spell directs any loose objects in the caster's vicinity at an enemy. Make a ranged spell attack at a single target within 30 feet. On a hit, the target takes 5d6 bludgeoning damage and becomes *prone*.

ALLEVIATE WOUNDS

1st-level necromancy

Casting Time: 1 action

Range: Touch

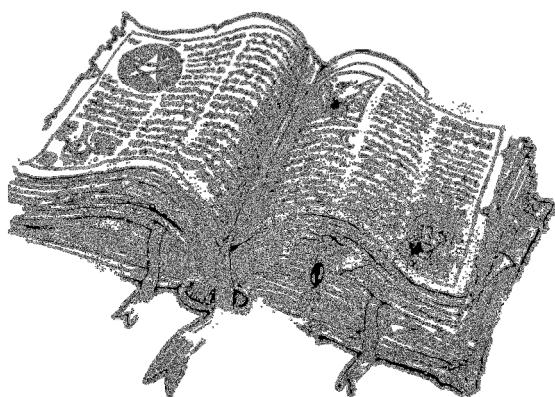
Components: V, S

Duration: Concentration, up to 1 minute

This spell places the target's body in a state where it is infused with living energy for a short period, defying the call of death until healing can be accessed.

A creature you touch can spend a Hit Die to gain that many temporary hit points, plus your proficiency modifier. This spell has no effect on undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or above, the target can spend a number of Hit Dice up to the slot level.



ANCESTRAL DEFENDER

2nd-level conjuration

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S, M (a treasured possession which belonged to an ancestor)

Duration: Concentration, up to 1 minute

You call forth a spirit to ward you from harm, which stands nearby you to a distance of 10 feet. They appear glowing and translucent, with blazing eyes. They stand between you and harm, defending you.

When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. As a bonus action on your turn, you can reposition the ancestral defender to anywhere within a 10-foot radius of you. Any affected creature within 5 feet of the ancestral defender which makes an attack must make a Charisma saving throw. On a failed save, the attacker takes 2d8 psychic damage. On a successful save, the creature takes half as much damage.

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

APOTROPAIC PLANT

2nd-level Enchantment (Ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (plant seed, and a drop of the caster's blood costing 1 hit point)

Duration: Instantaneous

You plant a seed or berry, and infuse it with some of your life essence, just enough to interfere with hostile magics. It grows to a healthy size immediately (enough to fill a pot plant) and grows normally.

If you are within 10 feet of an Apotropaic Plant which you have infused, any magic effect for which you are the target, instead targets the plant. If affected, the plant suffers any effects that the spell would inflict, instead of you.

You may only have one casting of *Apotropaic Plant* active at a time. If you cast this spell again, any plants previously affected wither and die instantly.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can plant an additional seed per spell level above 2nd. Each plant can absorb one spell, or spell effect (for spells which create multiple effects targeting the caster).

ARCANE CONTAINMENT

2nd-level abjuration

Casting Time: 1 reaction, which you take when you see a spell effect within 50 feet of you

Range: 30 feet

Components: S, M (a glass bubble worth 25 gold pieces)

Duration: Instantaneous

This spell allows the caster to attempt to contain a single spell or effect of up to 3rd level within a 5-foot bubble, preventing it from erupting into the full area.

When used to counter a spell effect which has

been cast, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the spell effect is contained to a single 5-foot bubble within range.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or above, this spell can contain an effect of up to one level above the slot level used.

BANISHING BEAM

5th-level abjuration

Casting Time: 1 action

Range: 50 feet

Components: V, S, M (a crystal orb worth 100gp)

Duration: Instantaneous

You create a brilliant ray of light which erupts from your hand, lancing out to strike your foes. Make a ranged spell attack. On a hit, the target takes 5d10 radiant damage.

Additionally, if the target is native to a different plane of existence, it must succeed on a Charisma saving throw or be banished, returning to its home plane. If the creature has more than 50 hit points, it has advantage on this saving throw.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, you create one additional ray, which can target an additional creature, for every spell level above 5th.

BLADE OF REGRETS

2nd-level transmutation

Casting Time: 1 action

Range: Self

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

Duration: Concentration, up to 10 minutes

Casting this spell, you transmute a weapon into a ghostly remnant of itself, which weeps softly and lasts for the duration. If you let go of the weapon, it disappears, but you can evoke the weapon again as a bonus action. The weapon is consumed in the casting. You can use your action to make a melee spell attack with the weapon. On a hit, the target takes 3d6 psychic damage, experiencing incredible pain and sorrow and becoming

consumed by regret.

The glowing blade can be seen glowing dimly in a 10-foot radius.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for every two slot levels above 2nd.

BLADES OF DAMOCLES

2nd-level conjuration

Casting Time: 1 action

Range: 50 feet

Components: V, S, M (a gold medallion in the shape of a sword, worth 50gp)

Duration: Concentration, up to 1 minute

You conjure your choice of weapon, formed of magical force, which hangs in the air about 10 feet over the head of a target within range.

Each round at the start of your turn, another weapon of your choice appears over the head of the same target. When the spell ends, either because your concentration is broken or because you decide to end it, all of the weapons immediately descend to strike the target, causing force damage.

The target must make a Dexterity saving throw. On a successful saving throw, they take half damage. The spell's base damage is 3d10. If at the start of your turn, you haven't ended the spell, the damage increases by 1d10.

You may choose to dismiss the spell without inflicting damage on the target, if you wish to.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can select one additional target to be affected at the time of casting for each slot level above 2nd. When you decide to end the spell, all targets are affected at once.



BLOOD OF RETRIBUTION

2nd-level transmutation

Casting time: 1 action

Range: 30 feet

Components: V, S, M (recently-spilled blood)

Duration: Instantaneous

With a howl of anger, the spilled blood whips

upwards and forms shardlike daggers, hurtling through the air at the enemy who spilled it. The spell uses the spilled blood of the caster or an ally, targeting an opponent who has damaged them recently. Make a ranged spell attack against the target. On a hit, the target takes 5d4 piercing damage. The blood is itself consumed by the casting of the spell, also making it ideal for disposing of traces.

BRIGHTBLAST

2nd-level evocation

Casting Time: 1 action

Range: 50 feet

Components: S

Duration: Concentration, up to 3 rounds

You summon a glowing orb of light from the Celestial Realms into your hand which grows and pulses as seconds pass. With a gesture, it can be hurled towards an enemy, discharging with a bright flare.

A light as bright as a torch appears in your hand, although it does not harm you or your equipment.

The light can either be thrown as a ranged touch attack, or used to touch an enemy.

Make a ranged or melee spell attack. On a hit, the target takes 4d6 radiant damage, plus an extra 2d6 per round (up to 3 full rounds) that it has not been discharged.

CALL FORTH THE SCARLET FLUX

5th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You pick a 20-foot radius sphere centered on a point you choose within range, which becomes filled with swirling mist that becomes more red as it causes damage. Living creatures who enter or begin their turn within the area must make a Constitution saving throw or take 5d8 necrotic damage and gain one level of exhaustion.

You can move the area by up to 50 feet in your turn as a bonus action.

You are healed by one-half the number of hit points drained by this spell.

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

CHEVALIER'S SPIRIT

2nd-level conjuration (ritual)

Components: V, S, focus (a helmet given freely by a friend)

Range: Self

Casting Time: 1 action

Duration: Concentration, up to 1 hour

You call forth the spirit of knightliness itself, a silent defender who acts with impeccable honour and guards you against attack.

You summon a translucent glowing spirit, appearing as an armoured knight, which stands nearby (within 10 feet) and guards you. The knight serves willingly and silently, and is honourable to a fault, opening doors and assisting with climbing a horse. Any creature which makes a melee attack against you has disadvantage as the spirit interferes with their attacks.



CLAWS OF CALAMITY

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, M (the bones of someone slain by magic)

Duration: Concentration, up to 1 minute

You manifest claws of blazing purple energy

around your hands. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of your melee attacks, and your unarmed damage becomes 2d4 psychic damage. The spell ends if you cast another spell.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d4 for each spell level above 2nd.

CLEANSING NOVA

4th-level evocation

Casting Time: 1 action

Range: 20-foot radius from caster

Components: V, S

Duration: Instantaneous

You become surrounded with glowing blue wings of energy. The coruscating energy surges out around you, sweeping enemies away and soothing the hurts of your allies. Opponents in the area must make a Charisma saving throw. A target takes 6d8 radiant damage and becomes *frightened* for 1 round if they fail their saving throw, or half damage if they succeed.

Allies within the area regain a number of hit points equal to 2d8 + your spellcasting modifier.

DEITY'S GRACE

4th-level enchantment

Casting time: 24 hours

Range: Touch, up to 3 targets

Components: V, S, M (sacred oils worth at least 300 gp per target)

Duration: One year and a day

During a long ritual of fasting, prayer, and anointment with sacred unguents, the target is blessed with supernatural potency, and draw the eye of the deity who blesses them. You bless the targets of the spell, granting them each several benefits.

The target gains a +1 bonus to Armour Class, attack and damage rolls, skill checks, and all saving throws for the duration of the spell. In addition, targets are instantly aware of any change in status of other targets of the spell (alive, on 1/2 or fewer of their maximum hit

points, dying, or dead). As an action, a target may concentrate to know the general direction to any other target of the spell. Once during the duration of the spell, a target may choose to succeed on a single d20 roll of their choice.

If a target begins dying (but is not dead immediately), they may call upon the deity to aid them as a free action. The target is restored to full hit points for the next 10 rounds, and then immediately and permanently dies. If a target chooses to activate this effect, all other targets are immediately aware.



DISPLACE CURSE

2nd-level enchantment

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

Range: 60 feet

Components: S, M (a small straw doll, tied with twine)

Duration: Instantaneous

With a flick of the fingers, you displace a spell of up to 3rd level to another target within 60 feet of the original caster. The original spell must target the caster (and potentially other targets, but not "all targets in the area" or similar).

The caster of this spell may choose the target, and the new target is treated as if they were the original target for all purposes.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the

level of spell you can redirect is equal to the slot level used +1.

ENSNARING SENTINEL

3rd-level conjuration

Casting Time: 1 action

Range: Self

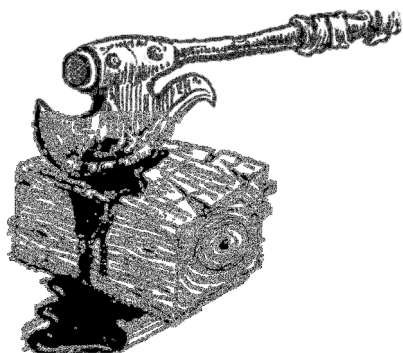
Components: V, S, M (a flask of water)

Duration: Concentration, up to 1 minute

The caster is wrapped in a gentle swirling sheath of water, wrapped around their wrists. For the duration, the caster and the area immediately surrounding them in a 5-foot radius is considered difficult terrain.

Any attacker who enters the area, or starts its turn within the area must make a Dexterity saving throw to avoid becoming *restrained*. A creature that starts its turn in the area and is already *restrained* takes 3d6 bludgeoning damage as the tendrils crush them.

A creature restrained by the tendrils must make a Dexterity or Strength check (its choice) against your spell save DC. On a success, it frees itself.



EXCOMMUNICATE

5th-level abjuration

Casting time: 10 minutes

Range: Touch

Components: V, S, M (a holy symbol which is melted down as part of the casting time)

Duration: Instantaneous

You formally cast out the transgressor among you, condemning their actions, denouncing their faithfulness, and letting all who see them know that they are proscribed and must

not be aided.

The target of this spell, who must worship the same deity as the caster, is marked with an image of the deity's symbol, appearing red and inflamed, although it causes no lasting pain. Any worshipper of that deity who sees it knows instantly that the target has been cast out from the faith, and the target takes disadvantage on any Charisma-based checks or saving throws against such worshippers. In addition, any divine spells cast by worshippers of that deity have advantage on damage or attack rolls.

EXPURGATION

5th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

With a muttered phrase and a gesture, you shatter the magical effects coursing about you, and feed upon their sorcerous energies to restore your own body.

Make an ability check using your spellcasting ability against each magical effect you want to remove from yourself. The DC equals 10 + the spell's level. On a success, that spell ends immediately.

For each spell dispelled (maximum five), you regain 1d8 hit points. In addition, if any spell effects are dispelled, you gain a +2 bonus on spell attack rolls for a spell cast in the next round.

FIRDAUS' FIREFLING

3rd-level conjuration

Casting Time: 1 action

Range: Personal

Components: V, S, M (phosphorus and a twig)

Duration: Concentration, up to 1 minute

Casting this spell, you conjure up a swirling gout of flame which orbits your body and follows the movement of your limbs, which does not harm you or your equipment. You gain a +1 bonus to Armour Class, and provide light as if you were holding a torch.

In addition to providing light, the flames can be hurled or used to touch enemies. As an

action, you can make a spell attack roll against a target up to 30 feet away. On a hit, the target takes 3d6 fire damage. This spell does not function underwater.

FLARE

1st-level evocation

Casting Time: 1 bonus action

Range: 5 feet

Components: S

Duration: Instantaneous

Saving Throw: Reflex half, see spell description

Spell Resistance: Yes

With nothing but an open palm, you cast forth a white-hot blaze of fire, dazzling and harming your opponent.

The target must make a Dexterity saving throw, or take 3d4 fire damage. On a successful save, they take only half damage. If the target has eyes, they take disadvantage on their next attack roll within 1 round.

FULMINATING CLOUD

2nd-level evocation

Casting Time: 1 action

Range: 100 feet.

Components: V, S, M (a copper pin)

Duration: One round

You conjure an ominous cloud which hovers about 40 feet above a point you choose, affecting an area in a 15-foot-radius below it. The cloud rumbles ominously and flickers with internal lightning.

At the start of your next turn, any creatures within the area must make a Dexterity saving throw. On a failed save, a creature takes 6d8 lightning damage, or half as much damage on a successful save. A creature that is wearing armour made of metal has disadvantage on the saving throw.

GALVANIZE

4th-level transmutation (Druid, Sorcerer)

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a lodestone or magnet)

Duration: Instantaneous

You point to an area, tearing chunks from the ground and hurling them upwards at terrific speed, smashing into any creature in the area. Each creature in a 15-foot radius must make a Dexterity saving throw, and the spell's area becomes difficult terrain permanently. A target takes 4d6 bludgeoning damage and 2d6 fire damage for each 5-foot square in the area which it occupies if it fails, or half as much damage on a successful save. The rocks plummet to the ground at the end of the round, inflicting an additional 2d6 bludgeoning damage to each creature in the area.

At Higher Levels: When you cast this spell using a slot of 5th level or higher, the radius of the spell increases by 5 feet per spell slot above 4th level, and the initial bludgeoning and fire damage both increase by 1d6 damage per spell slot above 4th level.

GLOBE OF ABNEGATION

3rd-level abjuration (Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S, M (a small ball of adamantium worth 100gp)

Duration: Concentration, up to 1 minute

An immobile, crackling field of kinetic force springs into existence around you in a 10-foot radius, and remains for the duration.

The globe has Armour Class 10, and absorbs 50 hit points of damage before it shatters, inflicting 2d6 force damage on any creature in a 5-foot radius of its outside. You cannot be targeted by any damaging effects while you maintain concentration on the globe. Any blows it absorbs do not pass through, and cannot affect anyone inside. If an effect or attack reduces the globe to 0 hit points, the remainder of the damage affects you immediately without requiring any further attack roll.

The globe does not move, and you cannot leave the globe without breaking your concentration. If an effect that would allow less damage on a successful saving throw would affect the globe, it counts as having failed its saving throw.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the globe's hit points are increased by 20 per spell slot above 3rd level. In addition, the force damage caused when the globe shatters is increased by 2d6 per spell slot above 3rd.

GUARDING TREAD

2nd-level enchantment

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 1 hour

Drawing on the virtue of Duke Václav The Good, you imbue your footsteps with your own divine protection. Although it was first used against cruel frost, it has also seen use against traps and other environment effects.

Anyone following your exact footprints (if a subject makes only a move action during their turn, this does not require a check) gains advantage on all saving throws against any weather and environmental effects, and has resistance to cold or fire damage from the environment.

Although the spell has no maximum number of targets, only those who step in the caster's footprints up to an hour after making them gain the benefit.



HARMLESS FORTUNE

3rd-level transmutation

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

Range: 10 feet

Components: V, S

Duration: Instantaneous

When cast, this spell counters a targeted spell of up to 4th level, turning it into a shower of copper coins, equal to the countered spell's level, squared x 100 (for example, a 3rd-level *fireball* would generate $3 \times 3 = 900$ copper coins), scattered within a 10-foot radius of the caster. A cantrip only generates 3 copper coins if countered in this manner.

However, the effort of channeling so much rapid transmutation and abjuration combined harms the caster by 1d6 psychic damage, +1 point per slot level of the countered spell. This damage cannot be avoided in any manner. The change is permanent, curiously, and the copper coins do not radiate any magic thereafter. Notably to most arcane scholars, this spell seems to break the accepted laws of magical transmutation- normally, magic transmutation like this isn't possible.

HEX BOLT

1st-level transmutation

Casting time: 1 action

Range: 50 feet

Components: S

Duration: 1 round

Drawing on pure elemental chaos, you hurl a bolt of coruscating energy at the target as a ranged spell attack. On a hit, the spell inflicts 2d6 necrotic damage, and the target must make a Wisdom saving throw against your spellcasting DC. If the target fails, they become *stunned* for 1 round.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage of the spell is increased by 2d6 per slot level above 1st.

INCANDESCENT WINGS

1st-level conjuration

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

You surround yourself briefly with a shimmering corona of light which coalesces into a pair of wings, allowing you to take flight for a brief moment.

You gain a flying speed of 40 feet for the spell's duration, or 30 feet if you are wearing medium or heavy armour. When the spell ends, you fall if you are still aloft, unless you can stop the fall.

IMMOLATING INFERNO

7th-level conjuration

Casting Time: 1 full round

Range: 30-foot radius from caster

Components: V, S, M (a gourd or waterskin which you crush)

Duration: Instantaneous

With tremendous concentration, you conjure a gout of magma which splashes down all around the caster. Targets are showered with molten rock, crushing and burning them, and scarring the landscape forever.

You open a brief portal to the demi-elemental plane of Magma, calling down a brief column of molten rock. Targets within the spell's area of effect take 6d8 fire damage, and must make a Dexterity saving throw or take 10d8 bludgeoning damage and become *stunned* for 1 round. A successful save halves the bludgeoning and negates the stunning effect. The caster is immune to these effects.

The area of the spell, apart from the caster's immediate space, permanently becomes difficult terrain.

Anyone in the spell's area (including the caster) in the rounds following the spell's casting takes 5d6 fire damage, less 1d6 damage each round after the spell has been cast, until it reaches 0 dice. The magma remains warm to the touch for several hours until finally solidifying into smooth, solid rock.

INSECT INFESTATION

1st-level Conjuration (Druid, Warlock spell)

Casting Time: 1 action

Range: 90 feet

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

Duration: Concentration, up to 1 minute

You conjure forth burrowing insects under the target's skin, which tear forth and then form a swarm.

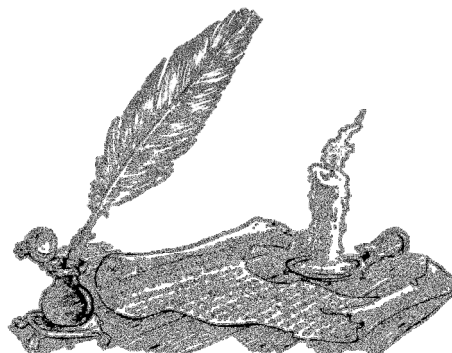
One creature that you can see within range must make a Constitution saving throw. On a failed save, the target takes 4d4 points of

piercing damage, and then a summoned swarm of insects appears in their space. On a successful save, the target takes half damage, and no swarm is summoned. Constructs, elementals, and undead creatures are not affected by this spell.

The summoned swarm of insects disappears when it drops to 0 hit points or the spell ends. The summoned swarm of insects is friendly to you and our allies. Roll initiative for the swarm, which has its own turns. It obeys any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures but otherwise take no actions.

The DM has the creatures' statistics.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you may choose a number of targets equal to the spell's level, and the base damage increases by 2d4 for every spell slot above 1st.



IRON RESOLUTION

2nd-level conjuration

Casting Time: 1 action

Components: V, S

Range: Touch or Self

Duration: Concentration, up to 1 minute

You invoke the spirit of a warrior-celestial, temporarily boosting the potency of the person touched.

The target increases their proficiency bonus by +2 for the duration of the spell.

KINDLE HOPE

1st-level enchantment (Bard, Cleric)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (the flame of a lit candle)
Duration: 24 hours

This spell bestows hope on a target. The target gains inspiration, if they did not have it already. In addition, for the duration of the spell, the target has advantage on Death saving throws.

MEMORIAM

7th-level enchantment (ritual)

Casting Time: 10 minutes
Range: Universal
Components: V, S, M (a dead body)
Duration: Permanent

With this spell, you attempt to reshape the collective memory of the entire world, affecting all living beings and affecting how they recall another being who has died. The being's body is consumed with this spell, leaving them unable to be raised or resurrected.

The spell applies against all living Dragons, Fey, Giants, and Humanoids alive in the world, causing them to remember the deceased in a particular way, if they remember the deceased at all. This can cause them to remember someone as a hero, a villain, or erase them from memory altogether.

This can affect memories of up to one year ago, permanently altering their memories of the deceased and causing them to be remembered in a very different way. Its mind fills in the gaps in the details of your description. If the spellcasting ends before you have finished describing the modified memories, no memories are altered.

Otherwise the modified memories take hold when the spellcasting ends.

A modified memory doesn't necessarily affect how a creature behaves, particularly if the memory contradicts the actual behaviour of the deceased. This may cause some confusion, and if written history contradicts their new memories, they may find this challenging and confusing.

A creature whose new memories come at

odds with the actual history must make a Wisdom saving throw against the spell's saving throw. If it knew the deceased personally, it gains advantage on the saving throw. On a successful saving throw, they become *stunned* for one round, and can then recall elements of the truth.

Any dead (or undead) creatures are unaffected by this spell and do not have their memories modified.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, you can alter memories of the deceased of events that took place up to 10 years ago (7th level), 100 years ago (8th level), or any time in the past (9th level).



MADDENING WHISPERS

4th-level enchantment

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a few droplets of mercury)
Duration: Concentration, up to 1 minute

One humanoid of your choice that you can see within range take 2d6 psychic damage and must succeed on a Wisdom saving throw or become charmed by you for the duration. While the target is charmed in this way, a chorus of incorporeal spirits appears, visible to the target only, whispering and laughing constantly. The charmed target takes 2d6 psychic damage per round.

On the charmed target's turn, you can choose to make them use its action before moving to make a melee attack against a creature other than itself that you mentally choose. If you do choose to make them make an attack the target can make a Wisdom saving throw at the end of its turn. On a success, the spell ends. The target can act normally on its turn if you choose no creature or if none are within its reach.

MURDEROUS MULTITUDE

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: S, M (a polished platinum coin)

Duration: Concentration, up to 1 minute

By flourishing a shiny platinum coin, the wearer becomes enveloped by a large group of crows, and swiftly shapechanges into a swarm of crows (use the statistics for a swarm of ravens) for the spell's duration.

NORLIAN'S NUMISMATIC TRAP

3rd-level abjuration

Casting Time: 1 minute

Range: Touch

Components: V, S, M (1-10 lb. of coins)

Duration: Permanent until discharged

You trace mystic runes beneath a pile of coins, enchanting it with a spell of detonation to propel the coins upwards at great speed when they are disrupted.

When touched by a living creature, the spell activates and launches the coins immediately upwards at ballistic speed, causing 6d8 points of piercing damage. Anyone close enough to touch the coins takes the full damage with no saving throw; any other creature within 10 feet must make a Dexterity saving throw. On a successful save, they take half damage. The coins themselves disintegrate into tiny scraps of shrapnel, and are destroyed.

You and any persons you specifically instruct can remove the coins without triggering the runes. Likewise, you can remove the runes whenever desired. Another creature can remove them with a successful *dispel magic* spell, but attempting to dispel or erase the runes and failing to do so triggers the explosion. The coins can, however, be removed by tipping out a chest from a distance, or *levitating* them out, for example.

Note: Magic traps such as this are hard to detect and disable. The DC for Perception checks to find them or to disarm them with Thieves' tools is your spell save +2.

OUTBURST

3rd-level evocation

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, M (a small gold-plated rod)

Duration: Instantaneous

You shout, splitting the air with arcs of writhing lightning and a deafening crack. Each creature in a 30-foot cone must make a Dexterity saving throw. A creature takes 3d8 lightning damage and 3d8 thunder damage on a failed saving throw, or half as much damage on a successful one. A nonmagical object that isn't being worn or carried also takes the spell's damage if it's in the spell's area.

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

PHRENIC ASSAULT

1st-level divination

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: 3 rounds

Drawing on the overwhelming power of your mind, you sense out, and try to crush the psyche of your target.

Make a ranged spell attack against your target. The target takes 2d8 psychic damage and must make a Charisma saving throw or become *frightened* of you for the spell's duration. On a successful Will save, the target takes only half damage from this spell and does not become *frightened*.

At Higher Levels: when you cast this spell using a spell slot of 2nd level or above, the damage increases by 1d8 per slot level above 1st, and the duration increases by 1 round per 2 spell levels above 1st.

PRAYER OF WELL-WISHES

2nd-level evocation

Casting Time: 10 minutes

Range: 1,000 miles

Component: V

Duration: 24 hours

One creature you know is sent good luck and good health by your prayer. Once within the next 24 hours, the target can roll a d8 and add the number rolled to a single saving throw.

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

PRISMATIC STRANDS

3rd-level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: Concentration, up to 1 minute

With a gesture, you cause shimmering ribbons of prismatic energy to target a 10-foot radius area within range, enveloping and entangling those within. The ribbons shift in colour as time passes, and each colour has a different effect.

Each round, targets who begin their turn within the area may choose to struggle or submit to the spell. Those who struggle may make a Dexterity saving throw, and take a random effect from the list below. Targets who make a successful saving throw may move and act normally. Those who fail a saving throw, or who choose to submit, become *grappled*. Targets who are already grappled become *restrained*, instead. Targets who are *restrained* become *incapacitated* instead.

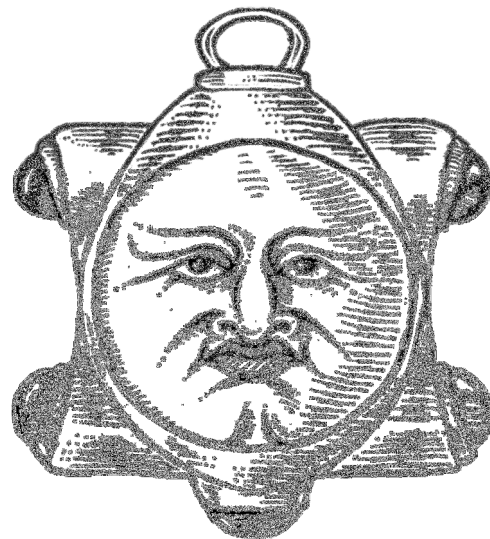
For each target who fails a saving throw after struggling, roll a d8 to determine which colour affects them. A target who chooses to delay their action may roll twice and take the result they choose.

1. **Red.** The target takes 4d6 fire damage.
2. **Orange.** The target takes 4d6 acid damage.
3. **Yellow.** The target takes 4d6 lightning damage.
4. **Green.** The target takes 4d6 poison damage.
5. **Blue.** The target takes 4d6 cold damage.
6. **Indigo.** The target becomes *restrained* immediately. It must then take a Constitution saving throw at the end of each of its turns. If it successfully saves three times, this effect

ends. If it fails its save three times, it turns to stone and is subjected to the *petrified* condition for 1 hour. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

7. Violet. The target is *blinded* for the spell's duration.

8. Transition between two colours. Roll twice more, rerolling any 8s.



QUANTUM DUPLICATION

4th-level illusion

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 1 round

You temporarily split into two duplicates of yourself, both of which are somehow real. Each version can act, take damage, avoid damage, and so on exactly as if it were you. You will need to track any damage taken, spells expended, and so on, separately for each quantum duplicate.

When the spell ends (usually at the end of your next round), you choose which of the duplicates is actually you, and all of the others disappear, along with any items carried or used, effects created, and so on. However, any effects they have had on the rest of the world have still happened.

At Higher Levels: When you cast this spell using a slot of 6th level or higher, it lasts one

additional round per level above 5th, and creates one additional duplicate per level above 5th. You need to track effects for each duplicate separately, and remember that all effects and items from others vanish immediately when the spell ends.

RADIANT SURGE

Abjuration cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

A harsh eruption of sacred light springs from your open hand, bathing your attacker in its radiance. Make a melee spell attack roll against the target. On a hit, the target takes 1d8 radiant damage, and if it's undead, it has disadvantage on the next attack roll it makes. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

RAGEFIRE

4th-level conjuration

Casting Time: 1 action

Range: Touch

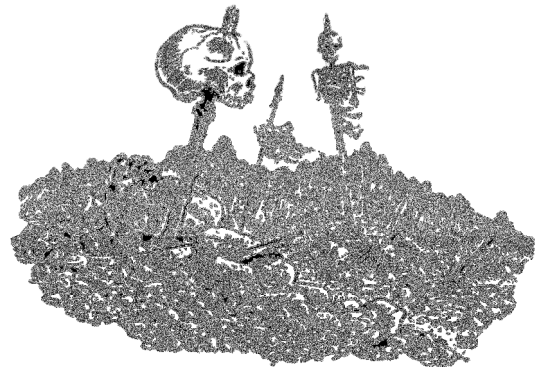
Components: V, S

Duration: Instantaneous

Blazing heat surges into an opponent you can touch, melting through armour and flesh alike. The target must make a Constitution saving throw, and if the target is wearing metal armour, it makes the saving throw with disadvantage. The target takes 8d8 fire damage on a failed save, or half as much on a successful one.

If you are actually angry with or hate the target personally, it takes an additional 2d8 necrotic damage on a failed save, or no additional damage on a successful save. If you target a nonmagical object that isn't a creature, it doesn't make a saving throw, it simply melts or scorches and approximately 5 cubic feet are destroyed.

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



REQUIESCAT

2nd-level necromancy (ritual)

Casting Time: 10 minutes

Range: 20-foot radius

Components: V, S, M (An offering of the caster's life or body, usually a drop of blood, a lock of hair, or tears)

Duration: Instantaneous

You sing a song echoing the Words of Creation, bidding the spirits of those no longer living to take their rightful place and linger in the mortal realm no more. The spirits of all recently-deceased creatures in the area (within 1 week) become visible as immaterial phantoms, and depart to the spirit realm. Any creatures who are under the effect of *Gentle Repose* are unaffected. Any creatures which will become an undead creature (for example, one who has been slain by a vampire's bite) may make a Charisma saving throw (against your spell DC, if the creature did not have one). On a successful save, they depart as well, and do not become an undead creature.

This spell effectively advances the time limit on raising targets from the dead, meaning that a target can't be raised using *Raise Dead*.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the radius increases by 20 feet for each spell level above 2nd.

SIROCCO

7th-level evocation

Casting time: 1 minute

Range: 1 mile

Components: V, S

Duration: Concentration, up to one minute

A storm made of hot, whirring sand appears in a location you choose within range, taking the shape of a roaring face. The area of the storm consists of up to ten 10-foot cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. Each creature in the area when you cast the spell, or that starts their turn within the area, must make a Strength saving throw or be pushed 30 feet directly away from you. It also takes 3d6 slashing damage and 3d6 fire damage on a failed saving throw, or half as much damage on a successful one. The fire damages objects in the area and ignites flammable objects that aren't being worn or carried.

If cast in a desert area, the storm consists of up to twenty 10-foot cubes instead.

As a bonus action, you can move the sirocco up to 300 feet. A creature can only take damage from this spell once per turn.

SPIRIT ADVOCATE

3rd-level necromancy

Casting time: One minute

Components: V, S, M (two gold coins)

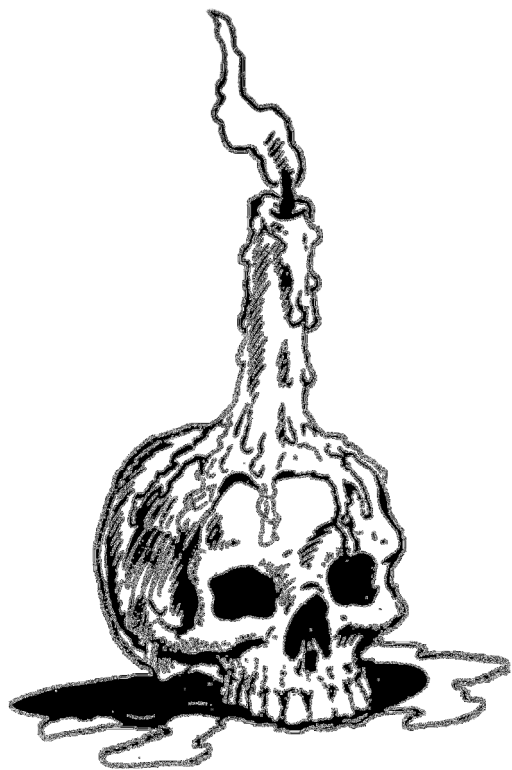
Range: Touch

Duration: One hour

This spell conjures the spirit of someone laid to rest as an incorporeal spirit, unable to interact with any physical objects but able to give verbal advice. The spirit is visible and able to speak to the caster, and hear them, but may need convincing to co-operate with what the caster asks them, as if they were still alive. The spirit conjured may only have been dead for up to one day, and must not have been protected by a magical *Gentle Repose* spell or similar effect. They can only remember facts which happened within one week of their death.

When the spell duration ends, whether the spirit has co-operated with the caster or not, the spirit is hasted on their journey across the desert of souls, and has advantage against any other necromancy spells used on them.

Material component: Two pieces of gold from the plane of the Dead.



SPREADFLAME

3rd-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a fist-sized ball of pitch, with a pinch of brimstone, and molasses rolled into it)

Duration: 5 rounds

You slap the target with a ball of pitch, which splashes open and spreads clinging flame which spreads to anything they touch. Make a melee spell attack against the target. On a hit, the target takes 3d6 fire damage. At the start of the target's turn, they can make a Dexterity saving throw as an action to extinguish the fire. If they fail, they take 2d6 fire damage.

Any creature next to the target must make a Dexterity saving throw or also catch fire. If a creature touches or attacks the target with a natural weapon, they have disadvantage on this saving throw. The fire ignites any flammable objects adjacent to burning targets that aren't being worn or carried. At the end of the spell's duration, all sources of fire are extinguished.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the fire damage increases by 1d6 and the spell's duration extends by 1 round, for each slot level above 3rd.

SPLINCH

3rd-level transmutation

Casting time: 1 action

Range: 60 feet

Components: V, S, M (a small straw doll)

Duration: Concentration, up to 1 minute

This spell transforms the target's body into an uncontrollable form, long and springlike, seemingly without bones. The target takes 5d8 bludgeoning damage, and must make a Wisdom saving throw. On a failed saving throw, the target takes becomes *restrained* for the spell's duration. The spell has no effect on shapechangers or creatures with 0 hit points.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 2d8 for each slot level above 3rd.

STORMCHARGE

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a chain of copper links worth 50 gp)

Duration: Concentration, up to 1 minute

You charge yourself with a storm's power, and small arcs of lightning crackle across your skin. You have resistance to lightning damage for up to 5 attacks. Once you have used all of protection granted by this spell, the spell ends.

You can also attack with the lightning, although doing so counts as one attack's worth of protection. When you make an attack with this spell, you can hurl a bolt of lightning at a target within 60 feet as an action. Make a ranged spell attack. On a hit, the target takes 5d6 lightning damage.

At Higher Levels: When you cast this spell

using a spell slot of 4th level or higher, the number of attacks against which this spell grants protection is increased by 2 per slot level above 3rd.



TRIBAL HOSPITALITY

3rd-level enchantment (ritual)

Casting time: 10 minutes

Range: Touch

Components: V, S, M

Duration: until sunset of the next day

The caster formally welcomes up to six strangers to their people's territory, promising them hospitality and protection from the native animals and spirits of the area until sunset of the next day.

Those affected by the spell gain advantage on Persuasion checks against the caster's people, and will be avoided by animals or elementals from the area, unless they are compelled to do so, or a target makes an attack roll against an animal or elemental or one of the caster's people, in which case the spell is broken for all targets affected, and the hospitality is cancelled.

Those affected by the spell gain advantage on saving throws against any weather effects in the area as well.

TYRNA'S TELEFACTORS

2nd-level conjuration

Casting Time: 1 action

Range: 10 feet

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

Duration: Concentration, up to 10 minutes

You conjure a pair of glowing, floating spectral hands made of force energy at your side. The hands perfectly mimic your own hand motions, and last for the duration of the spell or until you dismiss them as a bonus action. The hands vanish if you cast this spell again. Any action you take using your hands can be taken as if you had 10 feet of reach and a Strength score of 14, allowing you to manipulate an object, make an attack or grapple an opponent, activate a magic item, open an unlocked door or container, stow or retrieve objects, and move the hands to anywhere in your reach as part of your action. If these actions cause danger to you which requires a Dexterity saving throw, you gain advantage on the saving throw. The hands themselves cannot be harmed, but immobilizing or grappling them will immobilize your own hands. The hands can each carry up to 50 pounds of weight.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or above, the range of the spell and the reach you gain increase by an additional 5 feet per spell level above 2nd. In addition, the hands' Strength scores are increased by 1 per spell level above 2nd.

UNEARTHLY GUARDIAN

3rd-level conjuration

Casting Time: 1 action

Range: Familiar touched

Components: S, M (a treat or toy for your familiar)

Duration: concentration, up to 1 minute

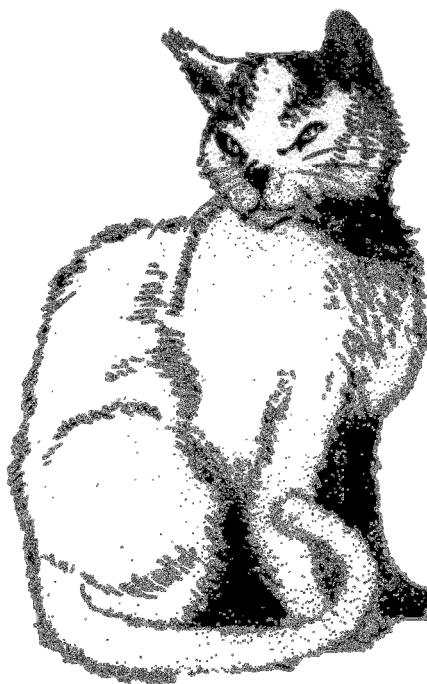
You transform your familiar into a mightier version of itself, much larger and able to battle spiritual enemies.

Your familiar swells in size, becoming a translucent and glowing creature about the size of a horse. For the duration of the spell, the familiar's statistics are augmented as follows:

- The familiar gains 30 temporary hit points, and a +5 bonus on attack and damage rolls.

- The familiar's Armour Class increases by +4 and it gains a +4 bonus on all saving throws.
- In addition, the familiar's natural weapons count as magic weapons.

When the spell ends, the familiar must disappear into its pocket dimension for 24 hours.



VIPER'S NEST

3rd-level conjuration

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S, M (a viper's tooth)

Duration: Concentration, up to 10 minutes

You call forth a nest of semi-real vipers to protect you. They writhe around you to a distance of 10 feet for the duration. When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. When an affected creature enters the area for the first time on a turn or starts its turn there, it takes 2d6 poison damage. A creature that takes damage from this spell must take a Wisdom saving throw. On a failed save, the creature becomes *poisoned* while they remain in the area.

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

WILLEM'S WHIPLASH

1st-level evocation

Casting Time: 1 reaction, which you take when a creature comes into your melee range

Range: Touch

Components: V, S, M (a small spring and two twigs)

Duration: instantaneous

This spell was developed by a cunning apprentice to deal with bullies. The spell is cast as a reaction when an opponent closes to melee range.

The attacker takes 1d6 force damage (no save), and must make a Strength saving throw or be pushed 10 feet directly away from the caster, taking up to an additional 1d6 damage if they strike a wall or other solid object.



