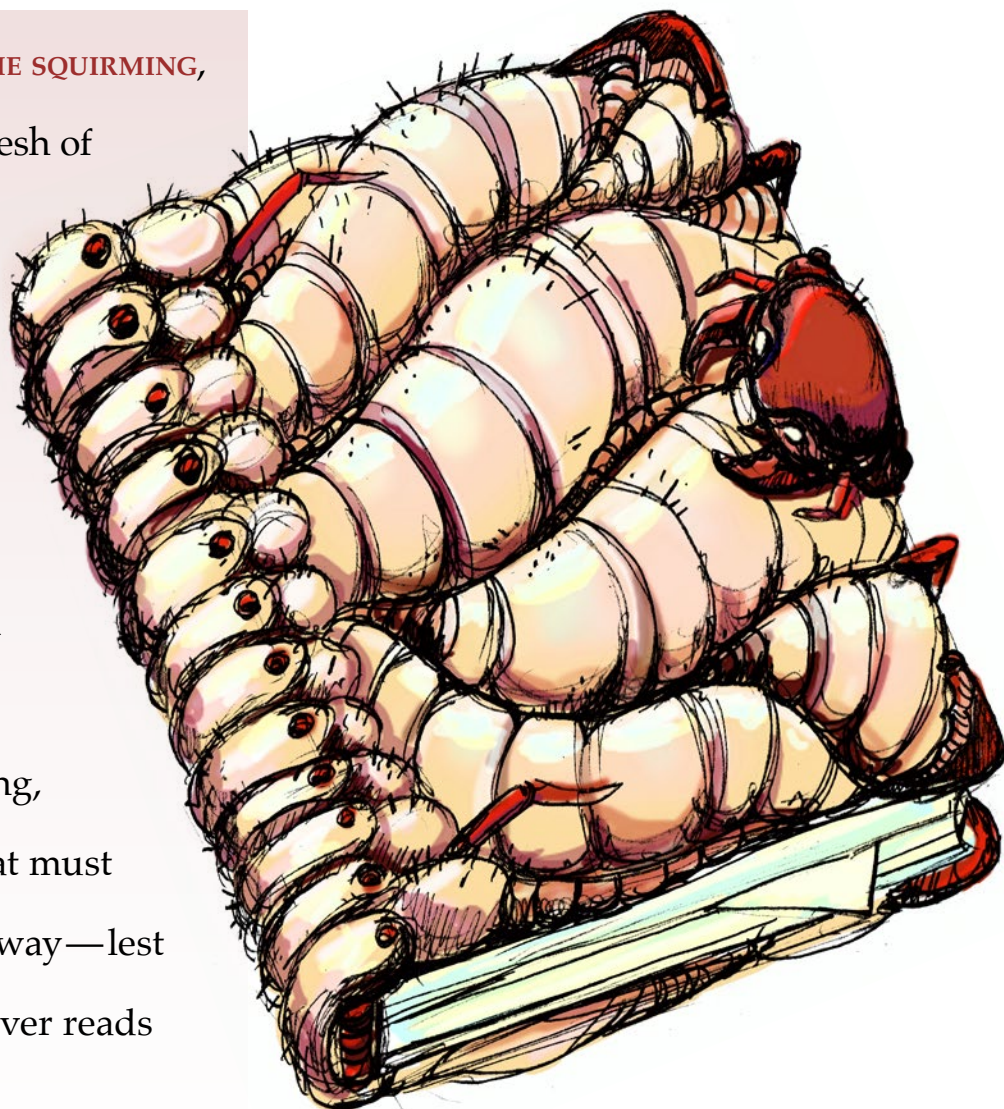


Writhing Codex

MADE FROM THE SQUIRMING, still-living flesh of worms, inscribed in this evil book are dangerous incantations of decay, consumption, and nightmare. From its pages stream infinite tides of burrowing, gnawing energies that must be endlessly wiped away—lest they feed upon whoever reads this cursed tome.



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Breath of the Master

4th-level necromancy (cleric, druid, warlock, wizard)

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S

Duration: Instantaneous

You exhale a plume of rotting gray dust in a 30-foot cone. Each creature in a 30-foot cone must make a Constitution saving throw. A creature takes 6d8 necrotic damage on a failed save, or half as much on a successful one.

At the beginning of your next turn, any humanoid killed by this spell is raised as a **zombie** for 1 minute. After 1 minute, the necromantic energies animating the corpse fade, and it slumps back to the ground. Undead creatures cannot be returned to life while their bodies are animated.

On each of your turns, you can use a bonus action to mentally command any zombie 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.

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

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Corpse Explosion

1st-level evocation (cleric, druid, sorcerer, warlock, wizard)

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a corpse which the spell consumes)

Duration: Instantaneous

A corpse within range explodes in a poisonous cloud. Each creature in a 10-foot-radius sphere of the corpse must make a Constitution saving throw. A creature takes 3d6 thunder damage and is poisoned for 1 minute on a failed save, or it takes half as much damage and is not poisoned on a successful one. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect for itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you may choose an additional corpse to explode.

Parasitic Eruption

4th-level evocation (sorcerer, warlock, wizard)

Casting Time: 1 action

Range: 120 feet

Components: V

Duration: Concentration, up to 1 minute

Enormous translucent worms erupt from the body of a creature within range, battering and wrapping around every living thing in a 10-foot-radius sphere. When you cast this spell and at the beginning of each of the creature’s turns, it makes a Constitution saving throw, taking 3d6 piercing damage on a failed save, or half as much on a successful one. When a creature enters the area for the first time on a turn or starts its turn within the area, it must make a Strength (Athletics) or Dexterity (Acrobatics) check or take 3d6 bludgeoning damage and become restrained by the worms. A creature that starts its turn restrained by the worms automatically fails this check. On a successful check it takes half as much damage and is not restrained.

A creature restrained by the worms can use its action to make a Strength (Athletics) or Dexterity (Acrobatics) check against your spell DC. On a success, it frees itself.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 and the radius by 5 feet for each slot level above the 4th.

Power Word Doom

7th-level enchantment (sorcerer, warlock, wizard)

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You speak a word of power that dooms a creature to fail at all it attempts. If the target has 100 hit points or fewer, it fails every ability check, saving throw, and attack roll it makes, and other creatures succeed on saving throws against features, spells, and traits from the target until the end of your next turn. Otherwise, the spell has no effect on it. Creatures with Legendary Resistance can spend a use of that ability to succeed on a saving throw.

Undead Fortitude

1st-level necromancy (ritual; cleric, warlock, wizard)

Casting Time: 1 action

Range: Self

Components: V, S, M (a flake of the caster's skin)

Duration: 8 hours

Your skin grays and faintly reeks of the grave. For the duration, you cannot regain hit points, and you are affected by features, spells, and traits that target undead. If you are reduced to 0 hit points, you must make a Constitution saving throw with a DC of 5 + the damage taken. On a success, you drop to 1 hit point instead.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you gain a +2 bonus to your Constitution saving throws made for this spell for each slot level above the 1st.

Wall of Flesh

6th-level evocation (wizard)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a piece of bone)

Duration: Concentration, up to 10 minutes

A squirming wall of bodies, groping arms and tentacles, and moaning, biting mouths heaves itself up from the ground. You create a wall up to 60 feet long or a ringed wall 20 feet in diameter. In either case the wall can be up to 20 feet high, and 5 feet thick. The wall blocks line of sight.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature is enveloped by the wall and is blinded, deafened, and restrained.

When a creature enters the area for the first time on a turn or starts its turn within 10 feet of the wall, tentacles and arms reach out to grab it. The creature must make a Dexterity saving throw or take 5d8 bludgeoning damage and become grappled. If the creature was already grappled by the wall at the start of its turn and fails its saving throw, a mouth opens in the wall and eats the creature. It takes 5d8 bludgeoning damage and is blinded, deafened, and restrained.

A creature grappled or restrained by the wall can use its action to make a Strength (Athletics) check against your spell DC. On a success, a grappled creature frees itself and a restrained creature claws its way out of the wall's space, exiting to an empty space next to the wall and still grappled.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d8 for each slot level above the 6th.



Withering Aura

2nd-level necromancy (cleric, wizard)

Casting Time: 1 action

Range: Self

Components: V, S, M (an onyx gem at least 50 gp)

Duration: Concentration, up to 1 hour

You inscribe an evil rune in the air where it hovers, emitting dark and baleful energies in a 10-foot-radius. If another *withering aura* rune is within the area, it is destroyed. When a creature enters the area for the first time on a turn or starts its turn there, it must make a Constitution saving throw. On a failed save, the creature takes 1d4 necrotic damage and reduces its Strength score by the same amount. A creature becomes incapacitated if this reduces its Strength to 0. For every hour a creature spends outside of the area, it regains 1 point of Strength.



Wormway

6th-level enchantment (ritual; cleric, druid, warlock, wizard)

Casting Time: 1 minute

Range: 150 miles

Components: V, S

Duration: Instantaneous

You call a Gargantuan monstrosity from the depths of the world to carry you and your allies across great distances. When you cast this spell, the nearest **purple worm** within range is charmed by you and begins moving toward a point on the ground you choose that you can see. If there are no purple worms within range, the spell fails. The earth rumbles slightly as it approaches and breaks through the surface. Any creatures within 20 feet of that point must make a Dexterity saving throw or be knocked prone and pushed 10 feet away from it.

Upon emerging, the purple worm lays down before you and opens its maw. Up to 50 Large or smaller creatures can climb inside where they are enclosed in an impervious hemispherical dome of force.

Once the passengers are loaded into the purple worm, nothing—not physical objects, energy, or other spell effects—can pass through the barrier, in or out, though a creature in the sphere can breathe there. The sphere is immune to all damage, and a creature or object inside can't be damaged by attacks or effects originating from outside, nor can a creature inside the sphere damage anything outside it. The atmosphere inside the dome is comfortable and dry regardless of conditions outside it.

The purple worm waits until you give a mental command to depart, at which point it dives back into the ground and travels, without need for rest or food, as directly as possible while avoiding obstacles to a destination known to you. It travels 150 miles per day.

When the purple worm reaches its destination it surfaces, the dome vanishes, and it disgorges the creatures in its mouth before diving back into the depths again.

The purple worm remains charmed by you until it has delivered you to your destination and returned to the depths, or until it is attacked at which point the charm ends, it vomits its passengers as soon as possible, and then retreats to safety.

Writhing Transformation

9th-level transmutation (ritual; warlock, wizard)

Casting Time: 1 week

Range: Self

Components: V, S, M (a coffin filled with worms which are consumed in the casting)

Duration: Instantaneous

As part of the casting of this spell, at the end you lay down in the coffin on a patch of bare earth and it buries itself. Over the following week, you are incapacitated and do not need air, food, or sleep. Your insides are eaten by worms, but you do not die and your skin remains intact. If you are exhumed during this time, or if the spell is otherwise interrupted, you die.

At the end of the week, the transformation is complete and your true form is permanently changed. Your appearance is unchanged but underneath your skin is a sentient mass of worms. A successful Wisdom (Medicine) check against your spell DC reveals that there is something moving underneath your skin.

You gain the following abilities:

- Your type changes to aberration and you do not age or require sleep.
- You cannot be healed by normal means, but you can spend an action or bonus action to consume 2d6 live worms, regaining an equal amount of hit points by adding them to your body.
- You can sense and telepathically control all mundane worms within 60 feet of you.

In addition, you are able to transform into a writhing mass of worms. As an action, you can abandon your skin and pour out onto the ground. In this form you have the statistics of **swarm of insects** with the following exceptions: you keep your hit points, Wisdom, Intelligence, and Charisma scores,

and proficiencies. You know but cannot cast spells in this form. You also gain a burrow speed of 10 feet. Any worms touching you instantly join with your swarm, granting you a number of temporary hit points equal to the worm's hit points. These temporary hit points last until you are no longer in this form. If you spend an hour in the same space as a dead creature of your original form's size, you can eat its insides and inhabit its skin in the same way you once inhabited your own. While you are in your swam form the most recent skin you inhabited remains intact, and you can move back into a previously inhabited skin in 1 minute. 🐛

