

THAUMATURGIC CODEX

BOOK I SPELLS

Bloodstone Press™



THAUMATURGIC CODEX

Book I: Spells

20 Spells for the 5th Edition of
The World's Most Popular RPG

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Introduction

Welcome to the first volume of the Thaumaturgic Codex (5e), a collection of spells for the 5th edition of the world's most popular RPG.

Nearly half of these spells first appeared in Bloodstone's earliest publications The Primal Codex, the Hero's Handbook, and the Book of Broken Dreams, which were released between 2002 and 2004. They were designed for the 3rd edition D20 rules and inspired by the games we played back then. Some even had roots stretching back to 1st edition AD&D. They were later collected and released as the Spellbinder's Sourcebook series. In 2013, we revised and updated them to the 1st edition Pathfinder system and the series was given the new title, The Thaumaturgic Codex. Four volumes were released between 2013 and 2015 with some new spells being added. Now these spells have been updated to the 5th edition OGL rules and presented for your enhanced gaming enjoyment. This first volume presents some of the most memorable and iconic spells from the early days, such as *malefic susurrations*, *encumbering load*, *kaleidoscopic strike*, *sorghum's wrath*, and *voltaic shroud*.

The rest of the spells presented here are "newish," though skilled gamers will recognize them as existing spells with a new skin or small twist. Many were inspired during recent 5e games or came about during the development of other magical abilities. Some were necessary, like *radiant bolt* for the priestess; while others, like *waterfall* and *soul smite* were just interesting. We hope you enjoy them all!

Bard Spells

Death Dirge
Errant Fumble

Cleric Spells

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Aura of Death
Errant Fumble
Malefic Susurrations
Radiant Bolt
Radiant Burst
Soul Smite

Druid Spells

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Killing Frost
Malefic Susurrations
Rolling Rock
Vampiric Strength
Voltaic Shroud
Waterfall
Wildfire

SPELL DESCRIPTIONS

These spells are presented in alphabetical order.

AQUEOUS BOLT

Conjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You hurl a heavy mass of water at a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 bludgeoning damage and must make a Strength saving throw or be knocked prone. Creatures that are size Large have advantage on this saving throw. Larger creatures automatically save but still take damage. Any exposed flames the target is carrying are doused.

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

AURA OF DEATH

3rd level necromancy

Casting Time: 1 action

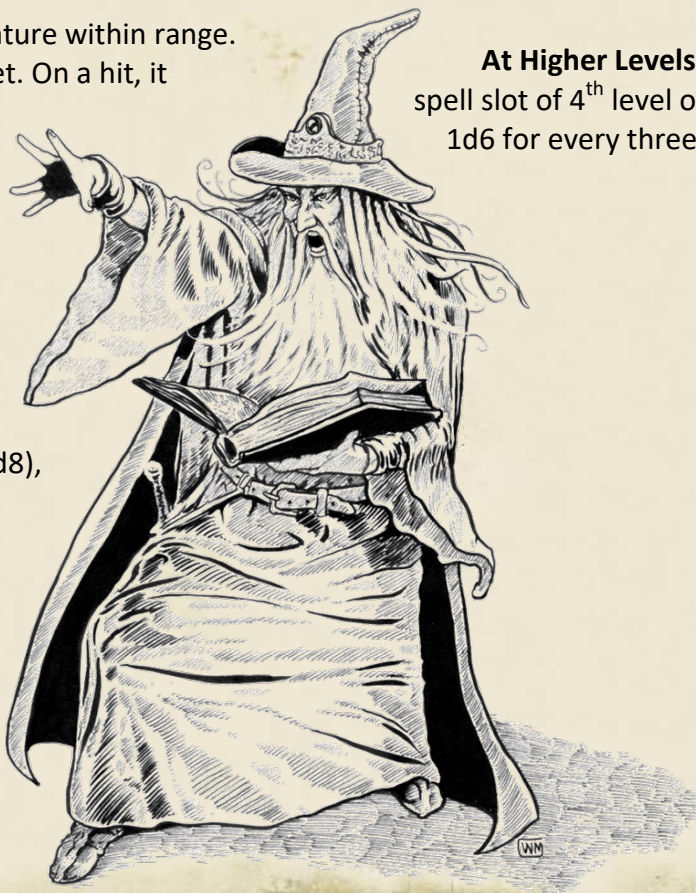
Range: Self (30-ft radius)

Components: V

Duration: Concentration, up to 1 minute

With this spell, you radiate a 30-foot aura of negative energy. The aura is centered on you and moves with you. With a bonus action, you can cause one creature in the area to suffer 2d6 necrotic damage.

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



DEATH DIRGE

5th level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

This spell creates a terrifying song of death that emanates from a point you choose within range. It lasts for the duration unless ended early with a *silence* spell. It is a loud, ominous noise that obstructs hearing. Creatures within the spell's 20-foot-radius area are effectively deafened until the spell ends or they leave the area.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Wisdom saving throw. The creature takes 5d6 psychic damage on a failed save, or half as much damage on a successful one.

Creatures are affected even if they cover their ears or are deaf.

The deathly music drifts 10 feet away from you at the start of each of your turns, moving along the surface of the ground.

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.

DISSIPATION

3rd level conjuration

Casting Time: 1 action

Range: 150 feet

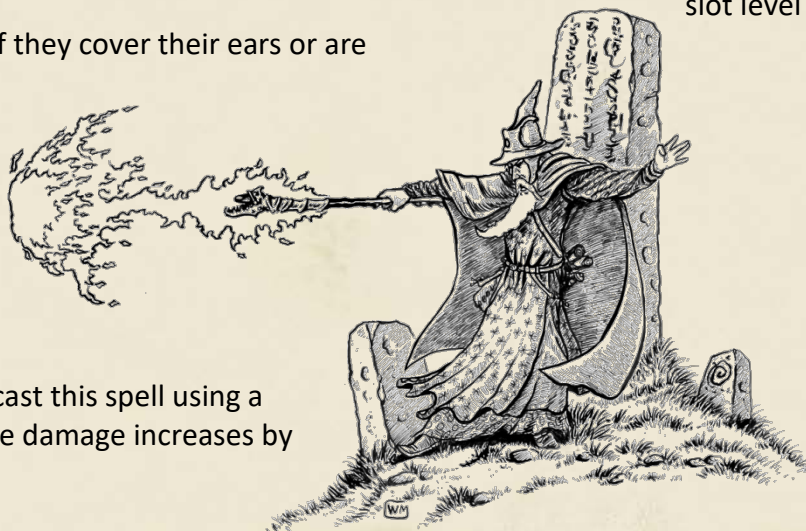
Components: V

Duration: Instantaneous

This spell uses teleportation magic to scatter some of the subjects' flesh and tissue to random locations, leaving them with deep wounds. Each creature in a 20-foot-radius sphere centered on a point you choose must make a Constitution saving throw. A target takes 8d6 slashing damage on a failed save, or half as much damage on a successful one.

Spells and effects that prevent teleportation or dimensional travel also block all damage from this spell.

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.



ENCUMBERING LOAD

2nd level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (1 ounce of lead)

Duration: Concentration, up to 10 minutes

You cause one creature within range to make a Wisdom saving throw. If it fails, that creature feels as though a tremendous weight is upon its shoulders. The weight exerted by this spell is equal to 10 times your spellcasting ability score. This illusory weight is added to the weight of anything else the creature is already carrying. If the total of the creature's current burden plus the weight of this spell exceeds 5 times its Strength score, it is **encumbered**, which means its speed drops by 10 feet. If the total weight exceeds 10 times the creature's Strength score, but is not more than 15 times its Strength score, it is instead **heavily encumbered**, which means its speed drops by 20 feet and it has disadvantage on ability checks, attack rolls, and saving throws that use Strength, Dexterity, or Constitution. If the total weight exceeds 15 times the creature's Strength score, it is restrained. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd. The creatures must be within 30 feet of each other when you target them.

ERRANT FUMBLE

Transmutation Cantrip

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Concentration, up to 1 round

You point your finger at a target in range. Your magic warps their fate and causes them to fumble clumsily. On their next turn they have disadvantage on their first attack roll, provided the spell hasn't ended.

FLOOD WATERS

2nd level conjuration

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

This spell summons a forceful wave of sea water that emanates from you in a 30-foot cone. It knocks creatures down and pushing them away from you. Creatures size Large and smaller caught in the area of this wave must make a Strength saving throw or suffer 2d8 bludgeoning damage, be knocked prone, and be washed back 10 feet. Those who make the saving throw suffer half damage, are pushed 5 feet, and are not rendered prone. Large creatures with more than two legs, such as horses, have advantage on the saving throw. Creatures taking cover behind fixed objects, such as a stone pillar, are not affected. All open flames in the area are extinguished.

CHOUL ARROW

3rd level necromancy

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a bit of rotting flesh and a dart)

Duration: 1 minute

With this spell you hurl a bolt of necrotic power at one creature within range. Make a ranged spell attack against the target. On a hit the target takes 4d6 necrotic damage and must also make a Constitution saving throw or become paralyzed for the duration. A paralyzed creature exudes a nauseating, carrion stench. Any creature (except you) that begins its turn within 10 feet of the paralyzed creature must make a Constitution saving throw or become nauseated by the stench (poisoned), suffering disadvantage on all attack rolls and saving throws while in the area.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you create one additional ray for every two slot levels above 3rd.

KALEIDOSCOPIC STRIKE

3rd level illusion

Casting Time: 1 action

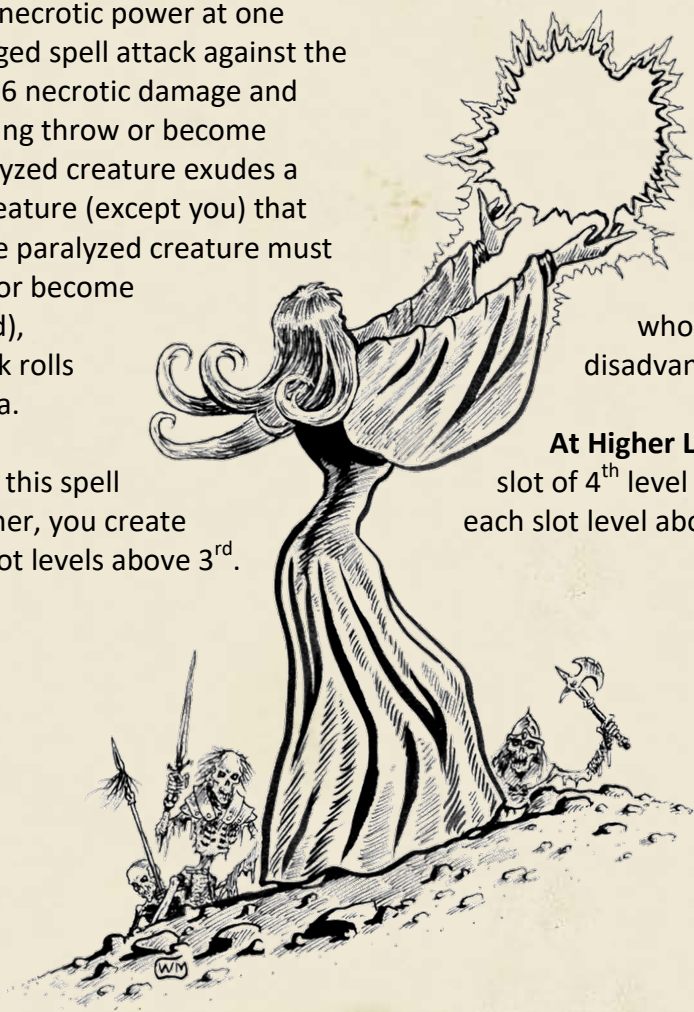
Range: 150 feet

Components: V, S, M (a prism)

Duration: Instantaneous

This spell fills a 20-foot-radius area with a burst of swirling, mind-bending, psychedelic hues. Creatures in the area must make a Wisdom saving throw or suffer 4d6 psychic damage and suffer from a psychedelic illness that imposes disadvantage on attack rolls and ability checks for 1d4 rounds thereafter. Those who save suffer half damage and are not disadvantaged.

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.



KILLING FROST

5th level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You create a 20-foot-radius sphere of freezing, blue-white fog centered on a point you choose within range. The fog spreads around corners. It lasts for the duration or until strong a wind disperses the fog, ending the spell. Its area is heavily obscured.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 5d8 cold damage on a failed save, or half as much damage on a successful one.

The fog moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.

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.

MALEFIC SUSURRATIONS

6th level conjuration

Casting Time: 1 action

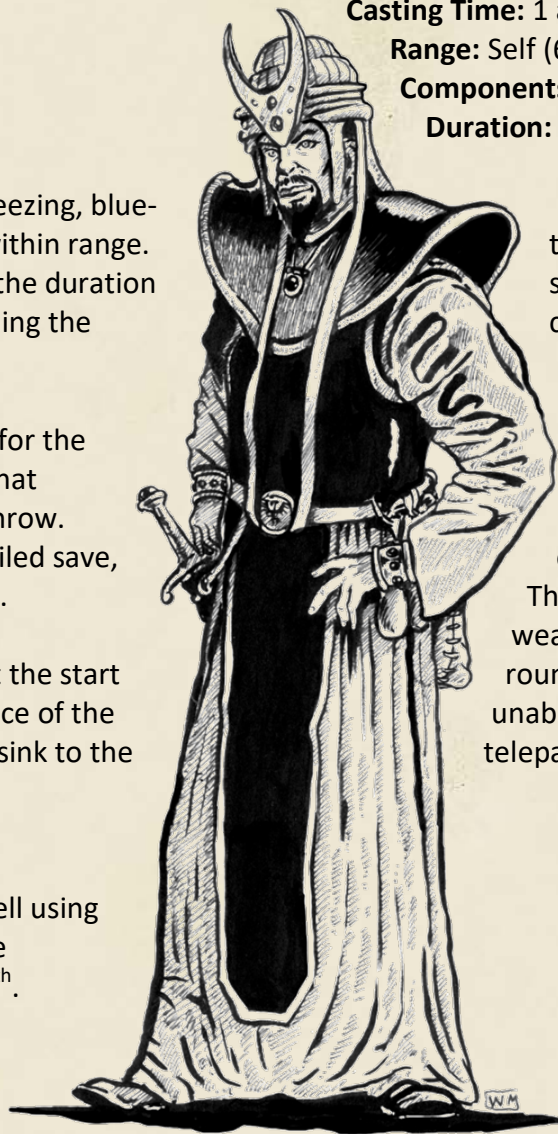
Range: Self (60-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

This spell causes your speech to be shot through with a horrid, rasping noise summoned from the lower planes. Any creature within 60 feet of you that hears your voice must make a Wisdom save or become weakened (half damage on attacks that use Strength) and frightened by the hellish noise. These conditions persist for as long as the subject continues to hear the caster's enchanted voice and for 1 minute thereafter.

Those who succeed at the saving throw are not weakened and are only frightened for only 1 round. Creatures that are deaf or otherwise unable to hear are still affected as there is telepathic aspect to the noise as well.



RADIANT BOLT

3rd-level evocation

Casting Time: 1 action

Range: Self (100-foot line)

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

Duration: Instantaneous

A bolt of radiant light forming a line 100 feet long and 5 feet wide erupts from you, streaking in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 6d6 radiant damage on a failed save, or half as much damage on a successful one.

Creatures that have an alignment that is diametrically opposed to your alignment (Lawful Good Vs Chaotic Evil, for example) have disadvantage on the saving throw.

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.

RADIANT BURST

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You hurl a mote of radiant light at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 radiant damage. Creatures struck by this spell radiate an aura of dim light with a 15-foot radius unit is the end of their next turn.

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



ROLLING ROCK

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pebble)

Duration: Concentration, up to 1 minute

A 5-foot-diameter rock emerges from the ground, appearing in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the rock must make a Dexterity saving throw. The creature takes 2d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

As a bonus action, you can move the rock up to 30 feet. If you ram the rock into a creature, that creature must make the saving throw against the rock's damage, and the rock stops moving this turn.

When you move the rock, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The rock smashes and breaks objects not being worn or carried. If rammed against a door, it uses your spell casting ability for the check to open the door. For example, a wizard who is using this spell to batter down a door would roll a d20 and add her Intelligence modifier, instead of her Strength modifier, to open the door.

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

SORCHUM'S WRATH

4th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a blade of grass)

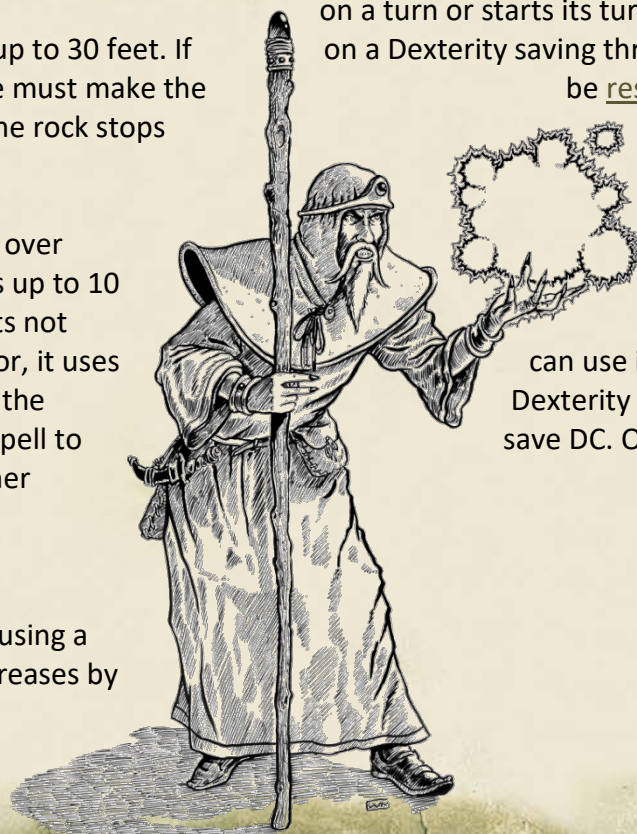
Duration: Concentration, up to 1 minute

Huge, writhing blades of razor sharp elephant grass fill a 20-foot square on ground that you can see within range. For the duration, the grass turns the ground in the area into difficult terrain.

When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw or take 3d6 slashing damage and

be restrained by the grass until the spell ends. A creature that starts its turn in the area and is already restrained by the grass takes 3d6 slashing damage.

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



SOUL SMITE

4th level Necromancy

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

This spell fills you with necromantic energy that is released when you strike an opponent with a melee attack. Your weapon strikes both body and soul, dealing an extra 4d6 in necrotic damage to the target. The target must also make a Constitution saving throw or suffer from disadvantage on all attack rolls and ability checks, and be unable to take reactions, until the end of its next turn.

VAMPIRIC STRENGTH

3rd level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a drop of blood infected with vampirism)

Duration: Concentration, up to 1 minute

With this spell you drain the Strength from other creatures and enhance your own. Make a melee spell attack against a target creature. On a hit, the target's Strength score is reduced by 1d4. The target dies if its Strength is reduced to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. This spell has no effect on undead or constructs.

You also gain advantage on your own Strength checks and your carrying capacity doubles until this spell ends.

Subsequent attacks with this spell inflict more Strength damage on the subject (or on a different target creature), but the caster's enhanced Strength does not increase further.

VOLTAIC SHROUD

3rd level evocation

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 minute

Voltaic shroud cloaks you in a mantle of electrical energy that protects against attacks and hurls bolts of lightning at will. Any creature that strikes you with a metal or natural weapon while the shroud is active suffers 1d8 points of lightning damage from an electrical discharge. Once per turn as a bonus action you may also strike any creature or object within range with a bolt of electricity emanating from the shroud. This bolt causes 2d8 points of lightning damage.

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



WATERFALL

3rd level evocation

Casting Time: 1 action

Range: 120 feet

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

Duration: Concentration, up to 1 minute

A cascading wall of water falls to the ground at a point you choose within range. The falling water appears at the top of the affected area, conjured from the elemental plane of water. It disappears at the bottom of the area, returning to elemental plane of water. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration.

When the *waterfall* appears, each creature within its area must make a Strength saving throw. A creature takes 3d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

The falling water keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the *waterfall*. Loose, lightweight materials brought into the *waterfall* are dragged downward. Arrows, bolts, and other ordinary projectiles launched at targets behind the *waterfall* are deflected downward and automatically miss. (Boulders hurled by giants or siege engines, and similar projectiles, are unaffected.) Creatures in gaseous form can't pass through it.

WILDFIRE

3rd level conjuration

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a pinch of ash and a whiff of smoke)

Duration: Concentration, up to 1 minute

Until the spell ends, thick smoke, burning embers, and flames fill a 20-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured with smoke and flames.

The ground in the area is covered with burning embers and smoking flames, making it difficult terrain. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, it suffers 1d10 fire damage.

Creatures within the spell's area cannot breathe the smoke of the conflagration and must hold their breath or be subject to the rules for suffocation.

If a creature is concentrating in the spell's area, the creature must make a successful Constitution saving throw against your spell save DC or lose concentration.

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