

THAUMATURGIC CODEX

BOOK II SPELLS

Bloodstone Press™



THAUMATURGIC CODEX

Book II: Spells

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

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Introduction

Welcome to Book II of the Thaumaturgic Codex (5e), a collection of 20 spells for the 5th edition of the world's most popular RPG.

Most 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 Sourcebooks I and II and God Spells. 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 for your enhanced gaming enjoyment. This volume contains some of the most memorable spells from earlier editions such as *cloudy thoughts*, *desert wind*, *storm door*, *shadow spray*, *trading faces*, and *vulpine evasion*.

There are some new spells in this volume as well, such as *beastly transformation*, *air jet*, and *cloak of flame*. We also resurrected some concepts from previous editions that seem to be missing from 5e, specifically *life stealing* and *enervating bolts*. We hope you enjoy all of these spells and add them to your games!

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Storm Door
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SPELL DESCRIPTIONS

These spells are presented in alphabetical order.

AIR JET

Cantrip

Casting time: 1 action

Range: Self (30-foot line)

Components: V, S

Duration: Instantaneous

A powerful jet of air 5 feet wide and 30 feet long sprays from your outstretched hand. Creatures size Large and smaller must make a Strength or Dexterity saving throw (their choice) or be pushed back 5 feet and knocked prone, suffering 1d6 points of bludgeoning damage from the fall. Creatures that are size Large have advantage on the saving throw while creatures that are size Small and smaller have disadvantage. Huge and larger creatures are immune to the effects of this cantrip. Flying creatures that fail the saving throw are blown back 15 feet but are not knocked to the ground.

BEASTLY TRANSFORMATION

2nd level transmutation

Casting time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

With this spell you turn a common cat into a lion or tiger (your choice) for the duration. The big cat is friendly to you and your companions. It acts on your turn and obeys your verbal commands (no action required by you). If you do not issue a command to the big cat, it defends itself from hostile creatures, but otherwise takes no action. When it reverts to its original form it is unharmed, even if the big cat has been reduced to 0 hit points.

Alternatively, you target a small dog (challenge rating 0) and transform it into a dire wolf that behaves in the same way as the big cat.

At Higher Levels. Casting this spell at higher levels causes the transformed beast to become more powerful, according to the table below.

Spell Level	Effect
3 rd	+1 HD, +2 Str, +2 Con
4 th	+1 HD, +1 natural armor
5 th	+1 HD, +2 Str, +2 Con
6 th	+1 HD, +1 damage die
7 th	+1 HD, +1 natural armor
8 th	+1 HD, +1 damage die
9 th	+1 HD, +1 natural armor

All bonuses are cumulative. If you use a 7th level spell slot to transform your cat into a lion, it will have 9 hit dice, 21 Strength, 17 Constitution, and an armor class of 14. Its claw attacks inflict 2d6+5 damage and its bite inflicts 2d8+5.

BLASTING SPHERE

4th level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a tiny ball of bat guano, sulfur, and a piece of clear crystal)

Duration: Instantaneous

Choose a creature you can see within range that is size Large or smaller. As you complete this spell, a bright, shimmering streak flashes from your pointing finger and targets the chosen creature. That creature must make a Dexterity saving throw or be momentarily enclosed within a *resilient sphere* of force just as a *fireball* erupts within it. If the creature fails the saving throw, there is no escape from the blast and the explosion is compressed and reflected back on the target, increasing the damage. A creature that fails the saving throw suffers 8d10 points of fire damage. If it succeeds, it takes none. The *resilient sphere* dissipates right after the *fireball* ends, freeing the targeted creature.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th. If a slot of 7th level or higher is used, a Huge creature can be targeted. By using a 9th level spell slot you can target a Gargantuan creature.

CAUSTIC BEAM

6th level evocation

Casting Time: 1 action

Range: 60 feet

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

Duration: Instantaneous

A greenish ray of acidic chemicals and toxins springs from your outstretched hand. Make a ranged spell attack against the target. On a hit, the target suffers 10d8 acid damage and is poisoned for 1d4 rounds. On a miss, the beam grazes the target, inflicting half damage and no poison effect.

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 6th.



CLOAK OF FLAME

5th level evocation

Casting time: 1 action

Range: Self

Components: V, S, M (A drop of oil and a spark)

Duration: Concentration, up to 1 minute

This spell envelops you in a torrent of magical flames that conceal you, protect you from fire and cold, and can damage your enemies. The flames do not harm you or your equipment.

All attacks made against you have disadvantage due to the concealment of the flames. Any creature attacking you with natural weapons suffers 2d6 points of fire damage with each successful attack. Anyone grappling with you automatically takes 3d6 points of fire damage every round. Furthermore, you gain immunity to fire damage and have resistance to cold damage while the spell is in effect. You may also make melee spell attacks to inflict 2d6 fire damage upon other creatures. The *cloak of flame* is dispelled if it is submerged or doused with enough water to extinguish a large campfire.

CLOUDY THOUGHTS

2nd level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Select one creature within range that you can see to be the target of this spell. On its next turn, that creature's movement is halved, it may only take an action or bonus action, and it must make a Wisdom saving throw. If it succeeds, the spell ends and nothing more happens. If it fails the saving throw, the impairments to movement and actions remain, and the creature also becomes dull-witted and unable to think clearly, suffering disadvantage to all Wisdom saving throws and Concentration checks for the duration. Furthermore, spell casters affected by this spell must make a Concentration check (DC 12 + spell level) to cast a spell.

A creature affected by this spell makes another Wisdom saving throw at the end of each of its turns. On a successful save, the effect ends for 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.

CONCUSSIVE BLAST

4th level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

A blast of force erupts from you in all directions. All creatures within 15 feet of you must make a Constitution saving throw or suffer 7d6 points of force damage, be thrown back 20 feet, and be rendered prone. Those who succeed at the saving throw suffer half damage and are pushed back 5 feet. Creatures that are size Huge and Gargantuan are not thrown back or pushed, but still suffer damage.

At Higher Levels.

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



CREEPING SHADOWS

3rd level illusion

Casting time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose up to three creatures within range that you can see to be the targets of the spell. Any targeted creature that fails its Wisdom saving throw perceives shadowy phantasms lurking in its peripheral vision, distracting and interfering with it. Attacks against affected creatures have advantage. Affected creatures can attempt another saving throw at the end of each of their turns. If they succeed, the effect ends for them, but not for any other creatures still affected by the same casting.

At Higher Levels. For each spell slot above 3rd that you use to cast this spell you can affect one more creature with a creeping shadows effect.

DESERT WIND

5th level evocation

Casting Time: 1 action

Range: Self (60-foot cone)

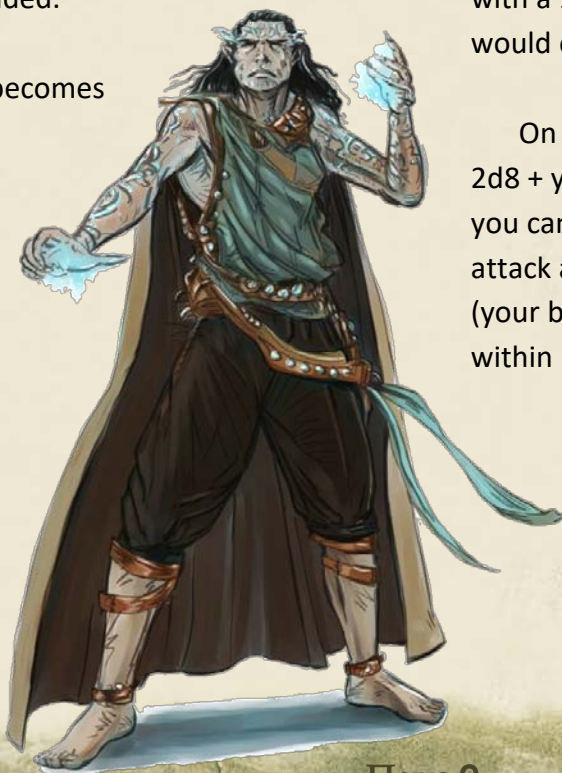
Components: V, S, M (a small crystal or glass cone)

Duration: Instantaneous

This spell causes a blast of dry, sandy air to erupt from your hands. Each creature in a 60-foot cone must make a Constitution saving throw. A creature that fails its saving throw takes 8d4 fire damage, gains two levels of exhaustion, and is blinded for 1 round by grains of sand in their eyes. On a successful save, the creature suffers half damage, gains only 1 level of exhaustion, and is not blinded.

A creature killed by this spell becomes a dry, withered husk.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 2d4 for each slot level above 5th.



EARTH FIST

2nd level conjuration

Casting Time: 1 action

Range: 30 feet

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

Duration: 1 minute

When you cast the spell, a column of earth up to 15-feet high emerges from the ground with a large, hammer-like fist at the top. You can make a melee spell attack against a creature that is within the earth fist's reach, which is equal to its height. This is usually 15-feet, but if the spell is cast in an area that restricts the height of the column, such as a tunnel with a 10-foot ceiling, the fist would only be 10-feet high and would only have a 10-foot reach.

On a hit, the target takes bludgeoning damage equal to 2d8 + your spellcasting ability modifier. On subsequent turns, you can use your bonus action to command the *earth fist* to attack again. The *earth fist* can move up to 15 feet on its turn (your bonus action) so it can strike at targets, but must remain within 15 feet of its point of origin.

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

ENERVATING BOLTS

3rd level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create three bolts of necromantic power and hurl 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 2d6 necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point

maximum to 0. A creature slain in this way cannot be raised or *resurrected* or contacted via *speak with dead* because its life force has been destroyed.

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



LIFE STEALING

4th level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Necromantic power undulates from your hand, draining the life from creatures you touch and healing you. Make a melee spell attack against the target. On a hit, the target takes 3d6 necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and you gain temporary hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A creature slain in this way cannot be raised or *resurrected* or contacted via *speak with dead* because its life force has been destroyed.

You can make only one attack per turn with this spell, regardless of how many attack actions you get.

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

LIGHT SPEED

7th level conjuration

Casting Time: 1 action

Range: 10 feet

Components: V, M (a prism worth 10 gp)

Duration: Instantaneous

With this spell you and up to eight other willing creatures of your choice ride beams of light, traveling at great speed to a distant destination. The destination and all parts of the journey between must be lit with natural (sun) light; the caster may not travel into darkness. The travel is so rapid that it seems instantaneous. However, you are actually traveling at 186,000 miles per second. Therefore, it may take a moment to reach extremely distant destinations. You race around or over objects and creatures in your path including buildings, rivers, armies, and so on. You may also pass through transparent material such as glass and clear water. As you hurtle along, you leave a bright golden streak in your wake. Observers might notice this streak with a Wisdom (perception) check (DC 20).

POLLEN CLOUD

3rd level conjuration

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (an amaranth leaf)

Duration: Instantaneous

A yellow streak flashes from your pointing finger to a point you choose within range and then explodes with a loud pop into a thick cloud of irritating pollen. Each creature in a 20-foot-radius sphere centered on that point must make a Constitution saving throw. A target becomes poisoned and blinded on a failed save. They have disadvantage on attack rolls and ability checks and attacks against them have advantage. These conditions persist for 1d4 rounds. Creatures that succeed at the saving throw are not blinded and are poisoned for just 1 round (disadvantage on attacks and saving throws).

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the poisoned and blinded conditions persist for 1d4 more rounds for every two spell slots above 3rd.

SHADOW BOLT

4th level necromancy

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a scrap of flesh from an undead)

Duration: Instantaneous

With this spell you hurl a bolt of negative energy summoned from the Shadow Plane. Make a ranged spell attack against the target. On a hit, the target suffers 6d6 necrotic damage and must make a Constitution saving throw or be stunned for 1 turn. If it succeeds, it's speed is reduced by half for 1 turn instead.

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



SHADOW SPRAY

5th level necromancy

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S

Duration: Instantaneous

Eight beams of darkness spray from your hand. Each beam is a different shade of black and has a different power. Each creature in a 60-foot cone must make a Dexterity saving throw. For each target, roll a d8 to determine which color ray affects it.

1. **Sable.** The target takes 6d6 cold damage on a failed save, or half as much damage on a successful one.
2. **Damson.** The target takes 6d6 acid damage on a failed save, or half as much damage on a successful one.
3. **Jet.** The target takes 6d6 necrotic damage on a failed save, or half as much damage on a successful one.
4. **Onyx.** The target takes 6d6 poison damage on a failed save, or half as much damage on a successful one.
5. **Charcoal.** The target takes 6d6 psychic damage on a failed save, or half as much damage on a successful one.
6. **Indigo.** On a failed save, the target is paralyzed for 1 minute. It can attempt another saving throw at the end of each of its turns to end this spell effect sooner.

7. **Midnight:** On a failed save, the target is cursed. You choose which curse affects the target. No concentration is required. The curse ends after 1 minute.
8. **Special:** The target is struck by two rays. Roll twice more, rerolling any 8.

SPARKLING BURST

3rd level illusion

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (an amaranth leaf)

Duration: Instantaneous

A bright white streak flashes from your pointing finger to a point you choose within range and then burst into a dazzling explosion of mind-bending colors. Each creature in a 20-foot-radius sphere centered on that point must make a Wisdom saving throw. A target becomes stunned for 1 round and incapacitated for 1d4 rounds after that on a failed save. Creatures that succeed at the saving throw are incapacitated for 1 round.

Sightless creatures are not affected by sparkling burst.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the incapacitated condition for those who fail the saving throw persists for 1d4 more rounds for every two spell slots above 3rd.

STORM DOOR

7th level conjuration

Casting time: 1 action

Range: Self

Components: V, S, M (an onyx gemstone worth 750 gp)

Duration: Concentration, up to 1 minute

With this spell you open a temporary one-way portal from the abyss. The layer contacted is teeming with hordes of the weakest demons, such as dretch. As soon as the portal opens, these demons start pouring through into the Material Plane at a rate of 3d4 creatures per round. This spell does not grant control over the creatures. Each round the *storm door* is open there is a cumulative 2% chance that a greater demon will come through (such as a balor). This greater demon will take control of the lesser beings and use them for its own purposes. Otherwise all lesser demons will attack aimlessly, ruthlessly, and hungrily. When the spell ends, the portal closes. Any demons that have passed through it to the Material Plane are trapped there.



TRADING FACES

2nd level illusion

Casting Time: 1 action

Range: Self and 10 feet

Components: V, S

Duration: 1 hour

With this spell you switch your appearance with that of another creature. An unwilling creature makes a Wisdom saving throw to resist the effect. Once the spell is in place, your clothing, armor, weapons, and other belongings on your person look just like those of the target creature, and that creature similarly takes on your appearance. Both the creature and you gain advantage to any Charisma (deception) checks made to impersonate each other. You both also add double your proficiency bonus to those checks. The creature must be the same type as you (humanoid, fey, giant, etc.) and within one foot in height.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If the creature you are impersonating is thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

To discern that you or the target creature is disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

VULPINE EVASION

2nd level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, M (A tuft of fox fur)

Duration: Concentration, up to 1 minute

Choose a willing creature that you can see within range. Until the spell ends, the target gains advantage on all Dexterity checks and saving throws. It can also use the Dodge action while simultaneously using the Attack, Dash, Disengage, or Help action.

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