

THE (IN)COMPLETE TOME OF SPELLS

A COLLECTION OF OVER 260 SPELLS CONVERTED FROM 2ND EDITION TO 5TH.
(PRINTER-FRIENDLY VERSION)

YOU OPEN THE TOME AND SEE...

That quite a number of pages have been chewed up, leaving the spells that had been written upon them unintelligible. Only what you will find within remains intact and ready for your perusal..

Hello, and welcome to the third iteration of **The (In)Complete Tome of Spells**. It used to be called **The (Not Really) Complete Tome of Spells**, but that doesn't fit on the cover, now that I made it all fancy..

This collection of spells has been converted from **The Wizard's Spell Compendium** Volumes I-IV and the **Priest's Spell Compendium** Volumes I-III, all of which were published by TSR, Inc., in 1996-2000. These spells contained every (or nearly every) spell that had been published by TSR, Inc., at the time. I also converted spells from **The Complete Net Spellbook and Prayerbook** (available [here](#)), last updated in 2002. These spells were collected from, presumably, USENET and other forums of the time. All of them were written for AD&D First and Second Edition.

I only converted a fraction of the spells within those sources--there were literally thousands of spells in them--but the spells I picked are, I think, among the more interesting, useful, and unique among them; they are the spells that I felt would be the best able to fill in the gaps that exist among the current 5e spell lists. There are spells here for all spellcasting classes, including the Alchemist, as well as new Dunamancy spells for Chronurgists.

I don't claim to own these spells. All of them were written by scores of other people, both professionals and hobbyists. I merely adapted them to Fifth Edition so they wouldn't be lost to history.

I'd very much like to thank those people on r/dndnext who helped be out by beta-reading this document and providing me with important notes on balance and corrections for other mistakes. Any typos, grammar-os, or other mistakes are mine alone. Special thanks to Anqied, ArchonMoros, AuxWasTaken, Lotso2004, LT_Corsair, and Shocked_Anguilliform, and to my real-life gaming group for being generally awesome.

As always, send direct questions, comments, and cute cat pictures to u/faolyn on Reddit or faolyn@gmail.com.

And enjoy!

(oh, and I did the cover art on the regular version as well)

LIST OF SPELLS BY CLASS

Note: Spells marked with (rit.) are ritual spells, and those marked with (chr.) are dunamancy/chronurgy spells.

ARTIFICER, BARD, & CLERIC

DRUID & PALADIN

RANGER, SORCERER, & WARLOCK

WIZARD

SPELLS IN ALPHABETICAL ORDER

A • B • C • D • E • F • G

H • I • K • L • M

N & O • P • R • S • T

U • V • W • Y

LIST OF SPELLS BY SCHOOL

SPELLS BY CLASS

ARTIFICER SPELLS

0TH LEVEL

Scatterspray

1ST LEVEL

Adhesion
Bladeleap
Chameleon
Coalstone
Color (rit.)
Control Smoke and Vapor (rit.)
Copy
Detect Metals and Minerals
Erase
Float/Sink
Preserve from Decay
Sigil

2ND LEVEL

Analyze Device (rit.)
Candletrick (rit.)
Cook (rit.)
Detect Curse
Drawmij's Tool Box
Frisky Chest
Glitterdust
Impart Knowledge (rit.)
Invisible Object
Mystic Rope

3RD LEVEL

Analyze Dweomer
Bigby's Useful Hand
Bladebend
Bone Shape
Cloak of Warding
Diary (rit.)
Forcelash
Glassee
Mass Jump
Metal to Rust
Probing Arm
Repair Item
Transmute Pebble
Transmute Water to Dust
Warp
Wood Shape

4TH LEVEL

Bigby's Force Sculpture
Glass Shape
Magic Eye (rit.)

Metal Shape
Moon Rune
Motion

5TH LEVEL

Barrier Reaver
Consume Knowledge
Distort Life
Fantastic Machine
Graft
Ironguard
Sands of Time
Sculpt Features
Shandaril's Tracer
Unburn

BARD SPELLS

0TH LEVEL

Daydream
Gemidan's Paralytic Missile
Glamor
Mimicry
Narin's Mask
Nybor's Admonishment
Scatterspray

1ST LEVEL

Adhesion
Banish Dazzle
Beneficence
Bladeleap
Copy
Crier's Boon (rit.)
Curse of Tongues
Drawmij's Light Step (rit.)
Erase
Katrine's Total Tent
Last Image
Magic Motes
Patternweave (rit.)
Sound Bubble
Thump

2ND LEVEL

Candletrick (rit.)
Castigate
Comfort
Cook (rit.)
Dancing Shadows
Dark Fire (rit.)
Detect Curse
Detect the Living

Fool's Speech
Ghost Pipes (rit.)
Glitterdust
Impart Knowledge (rit.)
Intensify Sensation
Invisible Object
Moon Shield
Mystic Rope
Stormvoice

3RD LEVEL

Bewilder
Call Society (rit.)
Diary (rit.)
Dream Sight
Flock of Birds
Grasping Hands of Horror
Grimly's Elasticity
Isolde's Answer
Power Word Attention
See Through Other Eyes
Shadow Play
Spectral Force
Talon's Skitmaster

4TH LEVEL

Beckoning Mirage
Emotion
Magic Eye
Mirage
Moon Rune
Mystic Bolt
Oath
Read Object
Scapegoat
Teleport Tracer
Unluck
Vander's Librarian
Warp Sense

5TH LEVEL

Code of Secrecy
Consume Knowledge
Moonfire
Neverending Nightmares
Shandaril's Tracer

6TH LEVEL

Communicate
Power Word Silence

7TH LEVEL

Decent into Madness
Mass Phantasmal Force

Power Word Sleep

8TH LEVEL

Airboat
Feeblebody
Power Word Blind
Power Word Vaporize

9TH LEVEL

Mindkiller

CLERIC SPELLS

0TH LEVEL

Bleeding Touch
Daydream
Glamor
Nybor's Admonishment

1ST LEVEL

Banish Dazzle (rit.)
Beneficence
Coalstone
Control Smoke and Vapor (rit.)
Copy
Crier's Boon
Curse of Tongues
Detect Metals and Minerals
Erase
Float/Sink
Last Image
Patternweave
Preserve from Decay
Sacred Guardian
Thump

2ND LEVEL

Animate Dead Beasts
Animate Warrior
Body Blades
Bone Blade
Burrow
Caldur's Starry Sky (rit.)
Candletrick
Castigate
Cloudburst
Comfort
Detect Curse
Hibernation
Hold Animal
Hold Wave
Impart Knowledge

LEVEL 2 (CONT.)

Intensify Sensation
Moon Shield
Petition
Stormvoice
Strength of the Avenger

3RD LEVEL

Bladebend
Bone Shape
Call Society (rit.)
Cloak of Warding
Detect the Living
Diary (rit.)
Dream Sight
Exaltation
Grasping Hands of Horror
Spiritwatch
Warp
Wood Shape

4TH LEVEL

Cloudscape
Dimensional Anchor
Emotion
Eyes of the Sun
Glass Shape
Hasten Growth
Hovering Skull
Infected Wounds
Metal Shape
Mirage
Moon Rune
Mystic Bolt
Oath
Putrefaction
Read Object
Remorse
Unluck
Vander's Librarian
Warp Sense

5TH LEVEL

Blessed Abundance
Bloodgloat
Code of Secrecy
Consume Knowledge
Create Air
Force Shapechange
Godrage
Rain of Terror
Sands of Time
Storm Cone
Wall of Bones

6TH LEVEL

Animate Dead Monster
Call Spirit
Communicate
Create Spring
Darklight's Planar Weapon
Holy Crown
Stormrage
Unliving Identity

7TH LEVEL

Create Shade
Decent into Madness
Hovering Road
Revenance
Sunstone

8TH LEVEL

Airboat
Illumination
Land of Stability
Planar Link
Soul Anchor

9TH LEVEL

Earthwrack
Heart of Stone
Holy Presence
Mindkiller
Revelation

DRUID SPELLS

0TH LEVEL

Bear Hug
Flying Quills
Mimicry

1ST LEVEL

Banish Dazzle (rit.)
Beastmask
Beneficence
Chameleon
Cloud Stairway (rit.)
Coalstone
Control Smoke and Vapor (rit.)
Detect Metals and Minerals
Float/Sink
Frost Fingers
Preserve from Decay (rit.)
Weapon of the Earth

2ND LEVEL

Animal Animosity
Animal Call
Body Blades
Burrow
Caldur's Starry Sky
Cloudburst
Comfort
Dark Fire (rit.)
Detect Curse
Garinthrall's Hideous Leech
Hailstones
Hibernation
Hold Animal
Hold Wave
Impart Knowledge
Moon Shield
Scalding Spout
Scent Mask
Sharptooth
Stormvoice
Thunderball

3RD LEVEL

Ball Lightning
Bolt of Stone
Bone Shape
Call Society
Detect the Living
Flock of Birds
Ice Blade
Manyjaws
Mass Jump
Metal to Rust
Transmute Pebbles
Transmute Water to Dust (rit.)
Warp
Wood Shape

4TH LEVEL

Beckoning Mirage
Cloudscape
Earthmaw
Eyes of the Sun
Hasten Growth
Moon Rune
Putrefaction
Stonefall
Tentacles

5TH LEVEL

Airball
Basilisk Glare
Create Air
Deep Delve
Distort Life
Force Shapechange
Moonfire
Storm Cone
Unburn
Vanquil's Drifting Blizzard
Weather Stasis

6TH LEVEL

Create Spring
Darklight's Planar Weapon
Ivy Siege
Stormrage
Thornwrack
Treeform

7TH LEVEL

Eliminate Element
Orko's Elemental Triad
Sunstone
Unwilling Treeform

8TH LEVEL

Airboat
Changestaff
Feeblebody
Land of Stability
Planar Link
Uncontrolled Weather

9TH LEVEL

Comet Strike

PALADIN SPELLS

1ST LEVEL

Beneficence
Thump

2ND LEVEL

Body Blades
Bone Blade
Castigate
Moon Shield
Scent of Vengeance
Stormvoice
Strength of the Avenger

3RD LEVEL

Call Society
Detect the Living
Exaltation

4TH LEVEL

Oath
Remorse
Warp Sense

5TH LEVEL

Blessed Abundance
Bloodgloat
Force Shapechange
Godrage

RANGER SPELLS

1ST LEVEL

Banish Dazzle
Beastmask (rit.)
Chameleon
Cloud Stairway
Coalstone
Drawmij's Light Step (rit.)
Trailfinder

2ND LEVEL

Animal Call
Boneblade
Candletrick
Comfort
Cook
Dark Fire
Hold Animal
Moon Shield
Scent Mask
Scent of Vengeance
Sharptooth

3RD LEVEL

Call Society
Detect the Living
Mass Jump

4TH LEVEL

Warp Sense

5TH LEVEL

Force Shapechange

SORCERER SPELLS

0TH LEVEL

Gemidan's Paralytic Missile
Glamer
Mimicry
Nybor's Admonishment
Scatterspray

1ST LEVEL

Bladeleap
Cloud Stairway
Control Smoke and Vapor
(rit.)
Crier's Boon
Frost Fingers
Magic Motes
Patternweave

2ND LEVEL

Alpha's Heat Lightning
Body Blades
Cloudburst
Cook
Dancing Shadows
Detect Curse
Glitterdust
Hailstones
Intensify Sensation
Invisible Object
Mirror Damage
Mystic Rope
Scalding Spout
Stormvoice
Thunderball

3RD LEVEL

Alpha's Chill of the Void
Alpha's Comet
Alpha's Ice Bolt
Bewilder
Cloak of Warding
Forceball
Forcelash
Grimly's Elasticity
Lance of Disruption
Mass Jump
Metal to Rust
Nystul's Radiant Baton
Power Word Attention
Random Causality
See Through Other Eyes
Shadow Play
Spectral Force
Venom Bolt
Wall of Gloom
Warp

4TH LEVEL

Alpha's Blue Blaze
Azura's Soul Whip
Disfigure
Emotion
Hellish Hail
Mystic Bolt
Read Object
Shadowstrike
Teleport Tracer
Unluck
Warp Sense

5TH LEVEL

Acid Rain
Airball
Alpha's Aurora Borealis
Barrier Reaver
Deep Delve
Drive Insensate
Lifesteal
Moonfire
Storm Cone
Throbbing Bones
Unburn
Vanquil's Drifting Blizzard

6TH LEVEL

Darklight's Planar Weapon
Fellblade
Fireblast
Power Word Silence
Stormrage

7TH LEVEL

Crystalbrittle
Dheryth's Energy Net
Eliminate Element
Mass Phantasmal Force
Orko's Elemental Triad
Power Word Sleep
Sunstone

8TH LEVEL

Airboat
Deathshroud
Planar Link
Power Word Blind
Power Word Vaporize
Uncontrolled Weather
Year Stealing

9TH LEVEL

Absorption
Comet Strike
Mindkiller

WARLOCK SPELLS

0TH LEVEL

Bleeding Touch
Glamer
Mimicry
Nybor's Admonishment

1ST LEVEL

Beneficence
Bladeleap
Cloud Stairway (rit.)
Crier's Boon (rit.)

2ND LEVEL

Animate Dead Beasts
Animate Warrior
Bloodburn
Bone Blade
Burrow
Dancing Shadows
Detect Curse
Garinthrall's Hideous Leech
Hailstones
Intensity Sensation
Invisible Object
Petition

3RD LEVEL

Bladebend
Forcelash
Grasping Hands of Horror
Grimly's Elasticity
Isolde's Answer
Manyjaws
Power Word Attention
Shadow Play
Spectral Force
Venom Bolt
Wall of Gloom
Warp

4TH LEVEL

Azura's Soul Whip
Disfigure
Emotion
Hovering Skull
Infected Wounds
Magic Eye (rit.)
Mirage
Moon Rune
Putrefaction
Read Object
Scapegoat
Shadowstrike
Steal Skill
Tentacles
Unluck
Warp Sense

5TH LEVEL

Basilisk Glare
Bloodloat
Code of Secrecy
Consume Knowledge
Distort Life
Lifesteal
Neverending Nightmares
Rain of Terror
Throbbing Bones
Unburn
Wall of Bones

6TH LEVEL

Animate Dead Monster
Call Spirit
Crawling Darkness
Darklight's Planar Weapon
Fellblade
Power Word Silence
Soul Safe

7TH LEVEL

Descent into Madness
Eliminate Element
Power Word Sleep

8TH LEVEL

Deathshroud
Feeblebody
Mass Flesh to Stone
Planar Link
Power Word Blind
Power Word Vaporize
Year Stealing

9TH LEVEL

Mindkiller

WIZARD SPELLS

0TH LEVEL

Bleeding Touch
Daydream
Gemidan's Paralytic Missile
Glamer
Mimicry
Narin's Mask
Nybor's Admonishment
Scatterspray

1ST LEVEL

Adhesion
Banish Dazzle (rit.)
Bladeleap
Chameleon
Cloud Stairway (rit.)
Coalstone
Color (rit.)
Control Smoke and Vapor (rit.)
Copy
Crier's Boon
Curse of Tongues
Detect Metals and Minerals
Drawmij's Light Step (rit.)
Erase
Float/Sink
Frost Fingers
Katrine's Total Tent
Last Image (rit.)
Magic Motes
Patternweave (rit.)
Pilpin's Prompt (rit.)
Preserve from Decay (rit.)
Sigil
Sound Bubble
Thump

2ND LEVEL

Animate Dead Beasts
Animate Warrior
Bloodburn
Body Blades
Caldur's Starry Sky (rit.)
Candletrick (rit.)
Cloudburst
Comfort
Cook (rit.)

Dancing Shadows
Dardan's Dryness
Dark Fire (rit.)
Detect Curse
Drawmij's Steed
Drawmij's Tool Box
Frisky Chest
Garinthrall's Hideous Leech
Glitterdust
Hailstones
Hibernation
Hold Animal
Impart Knowledge (rit.)
Intensify Sensation
Invisible Object
Mirror Damage
Mystic Rope
Petition
Sanh's Ray of Light
Scalding Spout
Sharptooth
Stormvoice
Thunderball

3RD LEVEL

Analyze Dweomer
Ball Lightning
Bewilder
Bigby's Useful Hand
Bladebend
Bolt of Stone
Bone Shape
Call Society (rit.)
Cloak of Warding
Diary (rit.)
Dream Sight
Forceball
Forcelash
Glassee
Grasping Hands of Horror
Grimly's Elasticity
Isolde's Answer
Lance of Disruption
Manyjaws
Mass Jump
Metal to Rust
Nystul's Radiant Baton

Power Word Attention
See Through Other Eyes
Shadow Play
Spectral Force
Spiritwatch
Time Snare (chr.)
Transmute Pebble
Transmute Water to Dust (rit.)
Venom Bolt
Wall of Gloom
Warp

4TH LEVEL

Azura's Soul Whip
Beckoning Mirage
Bigby's Force Sculpture
Create Darkenbeast
Dimensional Anchor
Disfigure
Emotion
Glass Shape
Hasten Growth
Hellish Hail
Hovering Skull
Infected Wounds
Lightning Shield
Magic Eye
Metal Shape
Mirage
Moon Rune
Motion
Mystic Bolt
Otiluke's Steaming Sphere
Putrefaction
Read Object
Scapegoat
Shadowstrike
Steal Skill
Stonefall
Teleport Tracer
Tenser's Flaming Blade
Tenser's Master of Arms
Tentacles
Unluck
Vander's Librarian
Warp Sense
Wood Shape

5TH LEVEL

Acid Rain
Airball
Barrier Reaver
Basilisk Glare
Code of Secrecy
Consume Knowledge
Create Air
Deep Delve
Distort Life
Drive Insensate
Force Shapechange
Graft
Ironguard
Kaldane's Insomnia
Lifesteal
Neverending Nightmares
Rain of Terror
Sands of Time
Sculpt Features
Shandaril's Tracer

Temporal Wall (chr.)
Throbbing Bones
Unburn
Vanquil's Drifting Blizzard
Wall of Bones
Weather Stasis

6TH LEVEL

Animate Dead Monster
Call Spirit
Communicate
Create Room
Darklight's Planar Weapon
Fellblade
Fireblast
Paradox (chr.)
Power Word Silence
Soul Safe
There/Not There (chr.)
Timed Stasis (chr.)
Unliving Identity

7TH LEVEL

Create Shade
Crystalbrittle
Descent into Madness
Dheryth's Energy Net
Eliminate Element
Fog of Nightmares
Hovering Road
Lestat's Legion
Mass Phantasmal Force
Orko's Elemental Triad
Power Word Sleep
Revenance
Soul Shift
Sunstone
Temporal Eye (chr.)

8TH LEVEL

Airboat
Bone to Dust
Curse of Lycanthropy

Deathshroud
Feeblebody
Gunther's Kaleidoscopic
Strike
Lifeblend
Mass Flesh to Stone
Planar Link
Power Word Blind
Power Word Vaporize
Skip Day (chr.)
Soul Anchor
Uncontrolled Weather
Year Stealing

9TH LEVEL

Absorption
Comet Strike
Earthwrack
Estate Transference
Heart of Stone
Mindkiller

ABSORPTION

9th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (an amulet worth at least 1,000 gp)

Duration: 1 minute

Classes: Sorcerer, Wizard

Source: Wizard's Spell Compendium

This spell surrounds you with pulsating, sparkling, glow. For the duration, if you are targeted by a spell of 6th level or lower that has a duration of Instantaneous, you may use your reaction to add your spellcasting ability modifier to your saving throw (if the spell requires one) or to your AC (if the spell requires an attack roll). As part of the same reaction, you may absorb that spell's energy.

Until the *absorption* spell has ended, you may then use your bonus action to either immediately cast the absorbed spell yourself at its lowest level, without spending a spell slot, or to transform the spell into a spell slot of a level equal to the spell's lowest level. For example, if you are caught in a *fireball* cast with a 5th-level spell slot, you may choose to be able to cast the *fireball* as if with a 3rd-level slot, or gain a 3rd-level slot to use.

You may absorb multiple spells during *absorption's* duration. When the spell ends, the absorbed spells are lost, but you may keep any transformed spell slots. These slots last until you use them or you complete a long rest.

ACID RAIN

5th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a vial of acid)

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Wizard

Source: Priest's Spell Compendium, Wizard's Spell Compendium

An intense downpour of gelatinous, corrosive droplets appears in a 20-foot-radius, 40-foot high cylinder centered on a point within range, raining down on all below. Each creature in the cylinder when it appears and that ends its turn there must make a Dexterity saving throw, taking 6d6 acid damage on a failed save or half as much damage on a successful one.

In addition, if a creature takes 15 or more acid damage from this spell, then any nonmagical armor the creature is wearing takes a permanent and cumulative -1 to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. A *mending* spell can be used to restore these items to full functionality, at the rate of one casting of *mending* per -1 penalty.

ADHESION

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of powdered horse hoof)

Duration: 1 hour

Classes: Artificer, Bard, Wizard

Source: Wizard's Spell Compendium

You touch two solid, inanimate objects and cause them to stick to each other. The two objects can be separated only through brute force, requiring a successful Strength (Athletics) check against your spell save DC. If the two items are wrested apart before the spell ends, then they will re-adhere if brought into contact with each other again.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the duration increases by one hour for each slot level above 1st. In addition, when you use a 4th level or higher spell slot, the Strength check is made with disadvantage.

AIRBALL

5th-level evocation

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Druid, Sorcerer, Wizard

Source: Wizard's Spell Compendium

A streak of stormy-blue air flashes from your outstretched finger to a point you choose within range and then bursts into a powerful blast of air that continues to roar for the duration. All creatures within a 10-foot-radius sphere centered on that point must make a Strength saving throw. On a failure, the creature takes 6d6 bludgeoning damage and is pushed 20 feet away from the center of the sphere. If it fails the saving throw by 5 or more, it is also knocked prone.

For the duration, the area is difficult terrain. The roaring winds and stirred-up dust and water droplets also cause the area to be lightly obscured. A creature that ends its turn in that area must succeed on a Strength saving throw. The creature takes 3d6 bludgeoning damage and is pushed 15 feet away from the center of the sphere on a failed save, or half as much damage and isn't pushed away on a successful one. The roaring winds disperse gases or vapors, and extinguishes nonmagical flames in the area.

At Higher levels. When you cast this spell with spell slot of 6th level or higher, the damage for both the initial and secondary damage increases by 1d6 for each slot level above 5th.

AIRBOAT

8th-level conjuration

Casting Time: 1 action

Range: Special

Components: V, S

Duration: 24 hours

Classes: Bard, Cleric, Druid, Sorcerer, Wizard

Source: Wizard's Spell Compendium

You must be outdoors to cast this spell, and the sky must be at least lightly cloudy. You point to a cloud, which immediately descends towards you. The cloud has the attributes of a sailing ship (Armor Class 15, 300 hit points, damage threshold 15, can carry 100 tons of cargo and 20 passengers) and looks like a cloudy version of whatever type of ship you like. You control the airboat with mental commands (no action required by you) and you do not need any other crew.

It has a flying speed of 90 feet (60 feet while sailing into the wind, and 120 feet while sailing with the wind), and a travel pace of 10 miles per hour 240 miles per day). On your turn, you can use your action to cause the *airboat* to rise or sink up to 50 feet or to make a 90-degree turn. The airboat doesn't come with any weapons, although you may install some.

You will receive a mental ping ten minutes before the spell ends, allowing you to lower it to ground level. You can cast this spell again while it is active to maintain the *airboat's* existence for another 24 hours.

You may also cast this on the fog created by a *cloudkill*, *fog cloud*, *stinking cloud*, or similar spell or magical effect, instead of on a cloud in the sky. You must still be outdoors to do so, however, and you don't gain any of the spell's or effect's original benefits.

ALPHA'S AURORA BOREALIS

5th-level evocation

Casting Time: 1 action.

Range: Self (10-foot-radius)

Components: V, S, M (a clear gemstone worth 100 gp and a glowworm)

Duration: Concentration, up to 1 minute

Classes: Sorcerer

Source: The Great Net Spellbook

You create an aura of dancing, shifting, colorful light to coalesce around you to a radius of 10 feet. The aura travels with you. Each creature that is within 30 feet of you must make a Wisdom saving throw. On a failure, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0.

A creature that touches the aura or begins its turn in it, or that takes damage from another source, takes 2d10 radiant damage and may make a new Wisdom saving throw. On a success, the spell ends for it. The spell also ends for an affected creature if someone else uses an action to shake the creature out of its stupor.

ALPHA'S BLUE BLAZE

4th-level evocation

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S

Duration: Instantaneous

Classes: Sorcerer

Source: The Great Net Spellbook

A sheet of purple acidic vapors and electric-blue flames leaps forth from your hand in a 60-foot cone. Each creature in that area must make a Dexterity saving throw. A creature takes 3d8 acid damage and 3d8 fire damage on a failed save, or half as much on a successful one.

At Higher Levels. When you cast this spell with spell slot of 5th level or higher, the damage increases by either 1d8 acid damage or fire damage (your choice) for each slot level above 4th.

ALPHA'S CHILL OF THE VOID

3rd-level conjuration

Casting Time: 1 action

Range: Self (100-foot line)

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

Duration: Instantaneous

Classes: Sorcerer

Source: The Great Net Spellbook

You summon a wave of frigid, airless cold taken from the void of space itself and send it in a 100-foot line that is 5 feet wide. Each creature in that area must make a Dexterity saving throw, taking 3d6 cold damage and 3d6 necrotic damage on a failed save, or half as much damage on a successful one. Nonmagical plants in the spell's area that aren't creatures and are Medium or smaller wither and die, and larger plants have a 50% chance of dying.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you inflict either an additional 1d6 cold damage or necrotic damage (your choice) per slot level above 4th.

ALPHA'S COMET

3rd-level conjuration

Casting Time: 1 action

Range: 180 feet

Components: V, S, M (a ball of pitch mixed with sulfur and phosphorus)

Duration: Instantaneous

Classes: Sorcerer

Source: The Great Net Spellbook

You summon a flaming missile that trails poisonous, superheated gases and cause it to strike a creature you see within range. Make a ranged spell attack. On a hit, the target takes 3d6 bludgeoning damage and 3d6 fire damage. Whether it hits or not, the target and all creatures within 5 feet of it also must make a Constitution saving throw or be poisoned for 1 minute. A creature may make a new save at the end of each of its turns, ending the effect on itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you inflict either an additional 1d6 bludgeoning damage or fire damage (your choice) per slot level above 3rd.

ALPHA'S HEAT LIGHTNING

2nd-level evocation

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a piece of loadstone)
Duration: Instantaneous
Classes: Sorcerer
Source: The Great Net Spellbook

You call down a bolt of reddish-purple lightning, striking a single creature you see within range. Make a ranged spell attack. On a hit, the creature takes 2d6 fire damage and 2d6 lightning damage, and all creatures within 5 feet of the target must also make a Dexterity saving throw. A creature takes 1d6 fire damage on a failed saving throw, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the initial damage increases by either an additional 1d6 fire damage or lightning damage (your choice) per slot level above 2nd.

ALPHA'S ICE BOLT

3rd-level conjuration

Casting Time: 1 action
Range: 100 feet
Components: V, S, M (a clear gemstone)
Duration: Instantaneous
Classes: Sorcerer
Source: The Great Net Spellbook

You call forth a shaft of elemental ice and strike a creature you see within range. Make a ranged spell attack. On a hit, the creature takes 3d6 bludgeoning damage and 3d6 cold damage. Whether it hits or not, all creatures within 5 feet of the target must also make a Constitution saving throw. A creature takes 3d6 cold damage on a failed saving throw, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the initial damage increases by either an additional 1d6 bludgeoning damage or cold damage (your choice) per slot level above 3rd.

ANALYZE DEVICE

2nd-level divination (ritual)

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 10 minutes
Classes: Artificer
Source: Wizard's Spell Compendium

You touch a nonmagical mechanical device or an object with moving parts and receive an image of how that device was put together. For the duration, you have advantage on any roll needed to analyze, fix, or take it apart., and for the next hour, you also have advantage on any roll needed to write or draw the schematics for the device. If the object is a lock, you have advantage when using thieves' tools to pick it.

If you cast this spell two or more times on a particular object before completing your next long rest, there is a cumulative 25% chance for each casting that it fails.

ANALYZE DWEOMER

3rd-level divination

Casting Time: 1 action
Range: Touch
Components: V, S, M (a wand cut from a 100-year-old oak tree)
Duration: Instantaneous
Classes: Artificer, Wizard
Source: Wizard's Spell Compendium

While casting this spell, you must touch a magical or alchemical object of some sort, or a construct, then make an Intelligence (Arcana) check. The DC depends on how common the object is:

Frequency	Check DC
Common	DC 10
Uncommon	DC 12
Rare	DC 15
Very Rare	DC 18
Legendary	DC 22

On a success, you learn the spells, reagents and components (and their proportions), and processes that were used when crafting the item. The knowledge appears instantly in your mind but fades away in an hour. You can attempt to properly write the information down by making a second Intelligence (Arcana) check, using the same DC as the first one. On a failed attempt, you write down partial or incorrect information.

If you cast this spell two or more times on a particular object before completing your next long rest, there is a cumulative 25% chance for each casting that it fails.

This spell does not provide any information if used on an artifact.

ANIMAL ANIMOSITY

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 8 hours

Classes: Druid

Source: Priest's Spell Compendium

You curse a creature in a way so that beasts and monstrosities with an Intelligence of 3 or lower become hostile to it, unless the target succeeds on a Charisma saving throw. For the duration, the target has disadvantage on all Wisdom (Animal Handling) checks. In addition, if the target attempts to cast a spell that would charm a beast or monstrosity with Int 3 or lower (such as *animal friendship* or *dominate beast*), the beast or monstrosity has advantage on its saving throw.

This spell includes domesticated animals, but not animal companions (who will be wary of the target, but not hostile to it) or magical creatures such as familiars.

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, the duration is concentration, up to 24 hours. If you use a spell slot of 6th level or higher, the duration is 24 hours. If you use a spell slot of 8th level or higher, the duration is 1 week. Using a spell slot of 5th level or higher grants a duration that doesn't require concentration.

ANIMAL CALL

2nd-level conjuration (ritual)

Casting Time: 1 action

Range: Self (120-foot-radius)

Components: V, S

Duration: 10 minutes

Classes: Druid, Ranger

Source: The Great Net Prayerbook

You call all beasts within 120 feet of you, and they will arrive over the course of 1 minute. You must specify a general animal type (mammals, birds, fish, insects, etc.). You have no specific control over the animals, but for the duration the animals will be peaceful and will attack not harm you, your allies, or each other, unless provoked.

If you or one of your allies performs a hostile action against any of the animals, the spell will end and the animals will flee. Casting non-damaging spells such as *animal messenger*, *beast bond*, or *dominate beast* won't break the spell.

ANIMATE DEAD BEASTS

2nd-level necromancy

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (a drop of blood, a piece of flesh, and a pinch of bone dust)

Duration: Instantaneous

Classes: Cleric, Warlock, Wizard

Source: Wizard's Spell Compendium

This spell creates an undead servant. Choose one or two piles of bones or corpses of a beast of CR 0 that is within range. Your spell animates it as a **skeletal animal** if you choose bones or **zombie animal** if you choose a corpse. Such a creature has the same statistics of a living creature of the same type, with the following changes:

Skeletal animals have Intelligence 1 (-5), are vulnerable to bludgeoning damage, immune to poison damage, exhaustion, and the poisoned condition, and have darkvision to 60 feet. The skeletal animal's type changes to undead.

Zombie animals have Intelligence 1 (-5), are immune to poison damage and the poisoned condition, and have darkvision to 60 feet. They also have the Undead Fortitude Trait. The zombie animal's type changes to undead.

Undead Fortitude. If damage reduces the zombie animal to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie animal drops to 1 hit point instead.

As undead, the creature doesn't need to breathe, eat, or sleep, and it loses any trait, such as Amphibious, that assumes a living physiology.

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

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the undead animal for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over up to four creatures you have animated with this spell, rather than animating a new one. You can also reassert control of undead beasts by casting *animate dead* on them.

At Higher Levels. When you cast this spell using a spell slot of 3rd level, you can animate or reassert control of one or two undead beasts of CR 1/8 or lower, one undead beast of CR 1/4 or lower, or up to four undead beasts of CR 0.

When you cast it using a spell slot of 4th level, you can animate or reassert control of one or two undead beasts of CR 1/4 or lower, one undead beast of CR 1/2 or lower, or up to four undead beasts of CR 1/8 or lower.

When you cast it using a spell slot of 5th level, you can animate or reassert control of one or two undead beasts of CR 1/2 or lower, one undead beast of CR 1 or lower, or up to four undead beasts of CR 1/4 or lower.

When you cast this spell using a spell slot of 6th level, you can animate or reassert control of one or two beasts of CR 1 or lower, one undead beast of CR 2 or lower, or up to four undead beasts of CR 1/2 or lower.

When you cast this spell using a spell slot of 7th level, you can animate or reassert control of one or two beasts of CR 2 or lower, one undead beast of CR 3 or lower, or up to four undead beasts of CR 1 or lower.

When you cast this spell using a spell slot of 8th level or higher, the CR of the undead beasts you can animate or reassert control over increases by 1 for each slot level.

ANIMATE DEAD MONSTER

6th-level necromancy

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (a drop of blood, a piece of flesh, and a pinch of bone dust)

Duration: Instantaneous

Classes: Cleric, Warlock, Wizard

Source: Wizard's Spell Compendium

This spell creates an undead servant. Choose a pile of bones or a corpse of an aberration, beast, dragon, humanoid, giant, monstrosity, or plant of CR 4 or lower that is within range. Your spell animates it as a **skeletal monster** if you choose bones or **zombie monster** if you choose a corpse. Such a creature has the same statistics of a living creature of the same type, with the following changes:

Skeletal monsters have Intelligence 6 (-2), unless it was already lower, are vulnerable to bludgeoning damage, immune to poison damage, exhaustion, and the poisoned condition, and have darkvision to 60 feet. The skeletal monster's type changes to undead.

Zombie monsters have Intelligence 3 (-4), unless it was already lower, are immune to poison damage and the poisoned condition, and have darkvision to 60 feet. They also have the Undead Fortitude Trait. The zombie monster's type changes to undead.

Undead Fortitude. If damage reduces the zombie monster to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie monster drops to 1 hit point instead.

As undead, the creature doesn't need to breathe, eat, or sleep, and it loses any trait, such as Amphibious, that assumes a living physiology. If it had the Innate Spellcasting trait, it loses it. There is a 50% chance it will lose a magical or supernatural trait or action that it has.

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

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the undead creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over up to four creatures you have animated with this spell, rather than animating a new one. You can also reassert control of undead creatures by casting *animate dead* on them.

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

ANIMATE WARRIOR

2nd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a drop of your blood and two silver coins, which are consumed by the spell)

Duration: 1 minute

Classes: Cleric, Warlock, Wizard

Source: The Complete Net Spellbook

You point to a humanoid corpse within range and animate it, turning it into a **zombie** under your control (the DM has the creature's game statistics). For the spell's duration, the zombie is under your control.

On each of your turns, you can use a bonus action to mentally command the zombie. You decide what action the it 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.

When the spell ends, the zombie collapses and it can't be affected by this spell again.

AZURA'S SOUL WHIP

4th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a length of braided tendon)

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Warlock, Wizard

Source: The Great Net Spellbook

You create a long whip of shimmering ebony energy that lashes out at your command towards a creature in range. On each of your turns, you can make a melee spell attack against the target. If the attack hits, the creature 3d6 necrotic damage and 3d6 psychic damage and is grappled and restrained (escape DC equal to your spell save DC) until the start of your next turn. You also regain hit points equal to half the amount of necrotic damage dealt. If the creature you struck was undead, you instead gain temporary hit points equal to half the psychic damage dealt. You can also pull the creature up to 15 feet closer to you.

At Higher Levels. When you cast this spell with a 6th level or higher spell slot, the necrotic damage increases by 1d6 for each slot level above 5th.

BALL LIGHTNING

3rd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a pinch of powdered blue dragon scale)

Duration: Concentration, up to 10 minutes

Classes: Druid, Wizard

Source: Wizard's Spell Compendium

You create four glowing spheres that crackle with lightning and hover a few feet off the ground. Each ball is Small and doesn't fill its space. When you cast the spell and as a bonus action on your subsequent turns, you can move one or more of the balls up to 20 feet. A creature that touches a ball of lightning or comes within 5 feet of it while wearing metal armor or carrying a metal weapon or object causes the ball to explode. All creatures within 5 feet of the ball must make a Dexterity saving throw, taking 2d8 lightning damage on a failed saving throw, or half as much on a successful one. The ball lightning then vanishes.

When the spell ends, the remaining balls of lightning wink out of existence harmlessly. If a ball of lightning travels further than 120 feet of you, it also vanishes.

BANISH DAZZLE

1st-level abjuration (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a shard of glass or clear stone)

Duration: 1 hour

Classes: Bard, Cleric, Druid, Ranger, Wizard

Source: Wizard's Spell Compendium

A willing creature you touch is protected from the blinding effects of the sun. If the creature has the Sunlight Sensitivity trait, then for the spell's duration, they won't be affected by it. In addition, a creature protected by this spell has advantage on saving throws against being blinded. This spell doesn't prevent a creature such as a vampire from taking damage from sunlight.

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

In addition, when you cast this spell using a spell slot of 6th level or higher, the duration becomes 8 hours.

BARRIER REAVER

5th-level abjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a metal key)

Duration: Concentration, up to 1 round

Classes: Artificer, Sorcerer, Wizard

Source: Wizard's Spell Compendium

With this spell, you can force a portal to open in any magic barrier, including *antilife shields*, *antimagic fields*, *magic circles*, and magically created walls, such as *prismatic walls* or *walls of stone*.

You automatically create a portal in a barrier created by a spell of 5th level or lower. For a barrier created by a spell of 6th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, you create an opening.

The portal is large enough for a Medium creature to move through without squeezing. It lasts until the end of your next turn, then closes abruptly. If the portal closes on a creature that is passing through it, the creature must make a Dexterity saving throw, taking 4d6 force damage, and the creature is pushed to one side of the wall (your choice which side).

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you automatically create a portal if the level of the spell that was used is equal to or less than the level of the spell slot you used.

BASILISK GLARE

5th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a stone chip)

Duration: Concentration, up to 1 minute

Classes: Druid, Warlock, Wizard

Source: Wizard's Spell Compendium

When you cast this spell, your eyes glow ruby-red, causing you to shed dim light in a 10-foot radius. On each of your turns, you may use your action to force a creature within range to make a Constitution saving throw, as long as you can see that creature's eyes. On a failure, the creature is petrified for 1 minute.

The creature may make a new saving throw at the end of each of its turns, ending the effect on a success.

BEAR HUG

Transmutation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (a bit of bear's fur)

Duration: Concentration, up to 1 minute

Classes: Druid

Source: Priest's Spell Compendium

You crush your enemies in a powerful bear hug. As part of the action used to cast this spell, you must make a melee attack to grapple one creature within range; otherwise, the spell ends. On a hit, the target is grappled (escape DC equal to your spell save DC) and is restrained. When you cast this spell and as an action on each of your turns for the duration, you can squeeze the target, inflicting an additional 1d4 bludgeoning damage plus your spellcasting ability modifier plus your Strength modifier. While this spell is in effect, you can't use your hands to perform any other action, unless you have more than two hands.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

BEASTMASK

1st-level illusion (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (a miniature wooden mask carved to look like an animal's head)

Duration: 8 hours

Classes: Druid, Ranger

Source: Priest's Spell Compendium

You are covered with an illusion that makes you appear to be a member of a particular type of beast, provided it is no more than one size larger or smaller than you. Only other animals of that type will sense the illusion, and to them you will look, sound, and smell like one of their own. All other types of creatures will sense your natural form.

While this spell is in effect, you get +5 to Wisdom (Animal Handling) rolls made with members of this animal species. Through sounds and gestures, you can communicate simple ideas with this type of creature. This doesn't allow for as clear of communication as the *Speak with Animals* spell does; you won't be able to ask the animal questions or engage in conversation.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can also disguise yourself as a monstrosity that has an Intelligence of 3 or lower.

BECKONING MIRAGE

4th-level enchantment

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (several drops of water which are flicked into the air)

Duration: 1 hour

Classes: Bard, Druid, Wizard

Source: Priest's Spell Compendium

Up to six creatures you choose within range must succeed on a Wisdom saving throw or begin to see an elusive mirage of something they want most to see in the distance. A creature that can't be charmed isn't affected. You may choose which direction the mirage appears to come from. The creature will feel an intense urge to chase after the mirage and must use its movement on each of its turns to attempt to do so. It will avoid opportunity attacks and damaging terrain while moving.

Whenever it encounters dangerous terrain or takes damage, or someone uses its action to slap or shake sense into the creature, it can make a new saving throw, ending the effect on itself on a success. If you place the mirage in an inaccessible location (such as in the air, when you target a creature that can't fly), the creature may make a new saving throw, at advantage.

A creature that successfully saves against this spell can't be affected again by this casting of it.

BENEFICENCE

1st-level enchantment

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V

Duration: Concentration, up to 10 minutes

Classes: Bard, Cleric, Druid, Paladin, Warlock

Source: Priest's Spell Compendium

This spell surrounds you in an aura of virtue, wisdom, and authority, making others more likely treat you with respect. You have advantage on Charisma (Persuasion) checks that rely on you speaking from such a position of authority.

In addition, reaction rolls (as per *Dungeon Master's Guide*, Chapter 8: Social Interaction) made to determine NPC reactions are made at advantage.

BEWILDER

3rd-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a preserved eye and a bit of wool)

Duration: Concentration, up to 1 minute

Classes: Bard, Sorcerer, Wizard

Source: Wizard's Spell Compendium

You target a creature you can see within range and force it to make an Intelligence saving throw. On a failure, the creature is charmed by you. For the duration, the creature forgets where it's going and what it was planning on doing. It automatically fails any check made to determine its whereabouts or follow a trail, and it can't read maps properly. It also can't take reactions. In order to take an action other than defending itself from attack, it must first succeed on a new Intelligence saving throw.

BIGBY'S FORCE SCULPTURE

4th-level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a lump of soft clay with 5 gp worth of diamond dust mixed in)

Duration: Concentration, up to 1 hour

Classes: Artificer, Wizard

Source: Wizard's Spell Compendium

You create a visible plane of force no more than 5 feet square which you can mold into any shape that suits your purpose, within the following limitations: it can't have sharp edges, and it must be fairly rigid. It can have up to two hinges and a latch, but finer mechanical detail isn't possible.

The plane of force is an object that has AC 20, hit points equal to your hit point maximum, immunity to poison and psychic damage, and resistance to all other forms of damage except for Force damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the size of the plane of force increases by 5 feet for each slot level above 4th.

In addition, when you cast this spell using a spell slot of 7th level or higher, you can include multiple moving parts, flexible planes, and much finer detail.

BIGBY'S USEFUL HAND

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a child's kid glove)

Duration: Concentration, up to 10 minutes

Classes: Artificer, Wizard

Source: The Complete Net Spellbook, Wizard's Spell Compendium

You create a Tiny hand of shimmering, translucent force in an unoccupied space that you can see within range. The hand lasts for the spell's duration, and it moves at your command, mimicking the movements of your own hand.

The hand is an object that has AC 20 and hit points equal to 10 + your level. It has Strength 12 (+1) and Dex 14 (+2). When you cast the spell and as a bonus action on your subsequent turns, you can move the hand up to 30 feet and then cause one of the following effects with it.

Bookworm Bane. The hand seeks out Tiny beasts and within range that are CR 0 and have no more than 1 hit point, such as roaches and mice. On each of its turns, the hand kills 1d4 such creatures, provided that they are within 5 feet of each other.

Construction Crew. The hand splits into two hands and will assist you while you are working with a tool set. For the duration, you have advantage on ability checks using that tool set.

Fantastic Fighters. The hand splits into two hands, and will accept a weapon you give it, or will fight bare-knuckled. It will then spar with you or a willing creature you designate, using your Spell Attack Modifier. The hand will vanish after inflicting five hits (or a greater or lesser number that you specify), inflicting damage according to the weapon it is wielding (or 1 point bludgeoning damage, if fighting unarmed)

if the fantastic fighters brings its sparring partner to 0 hit points, that creature instead drops to 1 hit point and is knocked prone. It must also succeed on a Constitution saving throw or be knocked unconscious for 1 minute, or until it takes any damage or another creature uses its action to shake or slap it. The hand then returns to your side. You or the fantastic fighter's sparring partner may also order to hands to stop fighting at any point.

Feeling Fingers. The hand has a remarkable sense of touch. As an action, you can feel through the hand until the start of your next turn. During this time, you are numb. The hand can't pick up or carry anything, but is capable of triggering traps, either by accident or on purpose.

Flying Fist. The hand flies to a creature of your choice you can see within range. Make a ranged spell attack. On a hit, the fist punches the target, inflicting 1d10 plus your spellcasting ability modifier bludgeoning damage. If this damage would drop a creature to 0 hit points, the creature instead drops to 1 hit point and is knocked prone. It must also succeed on a Constitution saving throw or be knocked unconscious for 1 minute, or until it takes any damage or another creature uses its action to shake or slap it. The hand then returns to your side.

Handling Hand. You can use the hand to manipulate an object, open an unlocked door or container, or perform similar actions. It can't attack or use magic items, and it can carry up to 100 pounds.

Pinning Palm. The hand flies to a creature of your choice you can see within range and that is within 10 feet of a wall or that is standing on the ground. Make a ranged spell attack, at disadvantage if the creature is not close to a wall. On a hit, the hand pins the target to the wall, or knocks the target prone and pins it to the ground. The creature is grappled and restrained (using your spell save DC to escape) until you recall the hand (no action required), at which point it releases the target and returns to your side.

Silencing Hand. The hand flies to a creature of your choice you can see within range. Make a ranged spell attack. On a hit, the hand clamps across the creature's mouth. Unless the creature has another way of communicating, it can't speak or cast spells that require verbal components until the hand is removed. Removing the hand requires a Strength (Athletics) check using your spell save DC. At your command (no action required), the hand releases the target and returns to your side.

Slapping Hand. The hand flies to a creature of your choice you can see within range. Make a ranged spell attack. On a hit, the hand slaps the target. This inflicts no damage, but can be used to wake an unconscious creature. If used against a creature that is concentrating on a spell or other effect, it must make a concentration check using your spell save DC, at advantage, or lose concentration. The hand then returns to your side.

Strangling Grip. The hand flies to a creature of your choice you can see within range. Make a ranged spell attack. On a hit, the hand clamps across the creature's throat. Until the hand is removed, the creature can't breathe and is at risk of suffocating (as per *Player's Handbook* chapter 8, Environment). Removing the hand requires a Strength (Athletics) check using your spell save DC. At your command (no action required), the hand releases the target and returns to your side.

BLADEBEND

3rd-level transmutation

Casting Time: 1 reaction, taken when you see a creature attacking with a melee weapon

Range: 120 feet

Components: V, S

Duration: Instantaneous

Classes: Artificer, Cleric, Warlock, Wizard

Source: Priest's Spell Compendium

You target a creature who is attacking with a weapon and cause the weapon to twist around and strike the attacker instead. It uses the same attack roll the attacker made, and if that is sufficient to hit the attacker, it takes damage.

BLADELEAP

1st-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of iron filings)

Duration: Concentration, up to 1 minute

Classes: Artificer, Bard, Sorcerer, Warlock, Wizard

Source: Wizard's Spell Compendium

This spell causes a dagger, dart, or other simple thrown weapon that you're holding to leap out of your hand and fly at a foe you see within range. It will then attack the target, using your spell attack modifier to hit and damage rolls, then return to your hand. If your hand isn't empty, it hovers in the air next to you. During each of your turns, you may use a bonus action to send the weapon flying to a new target. You must make a new ranged spell attack each time to hit.

BLEEDING TOUCH

Necromancy cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M

Duration: Instantaneous

Classes: Cleric, Warlock, Wizard

Source: The Great Net Spellbook

Make a ranged spell attack against a creature you see within range. On a hit, the creature takes 1d4 slashing damage and the creature must succeed on a Constitution saving throw or its hit point maximum is reduced by 1 as a gaping, bleeding wound appears on it. The reduction lasts until the creature takes a short or long rest or receives any magical healing. The target dies if this effect reduces its hit point maximum to 0.

If used against a creature that doesn't have blood, is a construct, elemental, or undead, or is protected by a *pariapt of wound closure* or similar form of protection, this spell only inflicts slashing damage and doesn't reduce the creature's hit point maximum.

This spell's damage increases by 1d4 and the amount by which the target's hit point maximum is reduced is increased by 1 when you reach 5th level (2d4 slashing and hp maximum is reduced by 2), 11th level (3d4 and hp maximum is reduced by 3) and 17th level (4d4 and hp maximum is reduced by 4).

BLESSED ABUNDANCE

5th-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Classes: Cleric, Paladin

Source: Priest's Spell Compendium

You touch foodstuffs that can fit inside of a 5-foot square and duplicate it, thus doubling the amount of food.

This spell won't duplicate food that has been deliberately poisoned or tampered with (but will duplicate food that has gone bad normally, such as through age or infestation by insects); nor will it duplicate magical food or drink, living animals or whole corpses, plants still in the ground or on the vine, or minerals. You can, however, duplicate raw meat.

At Higher Levels. When you cast this spell with a 6th- or 7th-level spell slot, you can quadruple the amount of food that is produced. When you cast it with an 8th- or 9th-level spell slot, you can octuple the amount of food that is produced.

BLOODBURN

2nd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a drop of blood and a pinch of sulfur)

Duration: Concentration, up to 1 minute

Classes: Warlock, Wizard

Source: The Great Net Spellbook

You target a creature that is not an elemental, construct, or undead and that is not at full hit points and force it to make a Constitution saving throw. On a failure, it takes 1d8 + your spellcasting ability modifier fire damage and its blood begins to boil. In addition, its hit point maximum is reduced by the amount of damage it takes.

At the start of each of the creature's turns, it must make a new saving throw. The creature takes an additional 1d8 fire damage on a failed save, and its hit point maximum is reduced by that amount. The creature dies if this reduces its hit point maximum to 0. If any of these saving throws fails by 5 or more, the creature also takes a level of exhaustion.

The reduction of the creature's hit point maximum, and any levels of exhaustion taken, go away when the spell ends.

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

BLOODGLOAT

5th-level necromancy

Casting Time: 1 reaction, which you take when you reduce a creature to 0 hit points

Range: Self (30-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Cleric, Paladin, Warlock

Source: Priest's Spell Compendium

This horrific spell allows you to convert a death into a powerful triumph for you. For the duration, all friendly creatures in the area have advantage on saving throws against being charmed or frightened, gain a number of temporary hit points equal to twice your level, and may roll a d4 and add the number rolled to one attack roll they make. In addition, all hostile creatures in the area have disadvantage on saving throws against being frightened and must roll a d4 and subtract that number from their next attack roll.

At Higher Levels. When you cast this spell using a 6th- or 7th-level spell slot, the die increases to a d6. When you cast it using an 8th- or 9th-level spell slot, the die increases to a d8.

BODY BLADES

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (two sharp shards of metal or bone)

Duration: 1 minute

Classes: Cleric, Druid, Paladin, Sorcerer, Wizard

Source: Priest's Spell Compendium

You cause blades to sprout from all surfaces of your body. These blades seem metallic but aren't, and are therefore immune to *heat metal* or similar effects. The blades don't hurt you, pass harmlessly through your clothing and armor, and don't obstruct your movement or vision.

Your unarmed strikes inflict 1d6 slashing damage. A creature that touches you or hits you with a melee attack while within 5 feet of you takes 1d6 piercing damage, and at the start of each of your turns, you deal 1d6 piercing damage to any creature grappling you or you are grappling.

BOLT OF STONE

3rd-level conjuration

Casting Time: 1 action

Range: 180 feet

Components: V, S, M (a polished piece of marble)

Duration: Instantaneous

Classes: Druid, Wizard

Source: The Great Net Spellbook

You create a heavy stone bolt, approximately two feet long, which strikes one target you can see within range. Make a ranged spell attack. On a success, the target takes 5d10 bludgeoning damage. Objects and structures take double damage. Afterwards, the *bolt of stone* crumbles into pebbles and dust.

BONE BLADE

2nd-level necromancy

Casting Time: 1 action

Range: Self

Components: (V, S, M (a sharp shard of bone))

Duration: Special

Classes: Cleric, Paladin, Ranger, Warlock

Source: Wizard's Spell Compendium

The material component for this spell is transformed into a large sword made of bone. This magic sword lasts until the spell ends. It counts as a simple melee weapon with which you are proficient. It deals 2d6 slashing damage on a hit and has the finesse, light, and thrown properties (range 20/60). If you strike an undead creature with this weapon, it must make a Constitution saving throw, taking an additional 4d8 force damage on a failed save, or half as much on a successful one. In addition, until the end of your next turn, the undead can't regain hit points and has disadvantage on Wisdom saving throws to avoid being turned.

If you wield the sword yourself, the duration is 1 minute. If you give the sword to another creature to wield, the duration is concentration, up to 1 minute.

BONE SHAPE

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a drop of spittle or blood)

Duration: Instantaneous

Classes: Artificer, Cleric, Druid, Wizard

Source: Wizard's Spell Compendium

You touch bones, chitin, or other keratinous material that is not part of a creature and that forms a pile no more than 5 feet in any dimension and form it into any shape that suits your purpose. For example, you can form a weapon, throne, or wall out of bones. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

You can also use this spell to set broken bones in a limb or other body part. If the DM requires that a broken bone can only be healed by time or a spell such as *lesser restoration*, *greater restoration*, or *regenerate*, then *bone shape* can be used in place of any of those. However, the caster should also make a DC 15 Wisdom (Medicine) check as well, unless it can actually see the broken bones. On a failure, the bone knits, but incorrectly, possibly leading to a long-term injury.

BONE TO DUST

8th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a miniature grinder)

Duration: Concentration, up to 1 minute

Classes: Wizard

Source: The Great Net Spellbook

You target a beast, dragon, giant, humanoid, monstrosity, or corporeal undead within range and force it to make a Constitution saving throw. On a failure, the creature's bones begin to turn to dust and it takes 8d6 force damage.

For each round that you concentrate on this spell, the target suffers from additional effects.

Round 2 The creature must make a Constitution saving throw. It takes 4d6 force damage on a failed save, or half as much on a successful one, and its move is reduced by 10 feet. Its hit point maximum is reduced by the amount of force damage it takes.

Round 3 The creature must make a Constitution saving throw. It takes 4d6 force damage on a failed save, or half as much on a successful one, and its move is reduced by a further 10 feet. Its hit point maximum is reduced by the amount of force damage it takes.

Round 4 The creature must make a Constitution saving throw. It takes 4d6 force damage on a failed save, or half as much on a successful one, and it has disadvantage on Strength and Dexterity ability checks, attack rolls, and saving throws. Its hit point maximum is reduced by the amount of force damage it takes.

Round 5-10 The creature must make a Constitution saving throw. It takes 4d6 force damage on a failed save, or half as much on a successful one. On a failed save, it falls prone and is incapacitated. It also becomes vulnerable to bludgeoning damage. Its hit point maximum is reduced by the amount of force damage it takes.

The hit point reduction, reduction to move, and disadvantage on Strength and Dexterity rolls lasts until the target takes a long rest or is subjected to a *greater restoration* or *heal* spell. The target dies if this spell reduces its hit point maximum to 0. A creature killed by this spell is reduced to dust and gristle.

BURROW

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a tuft of badger fur)

Duration: 10 minutes

Classes: Cleric, Druid, Warlock

Source: Priest's Spell Compendium

Your fingernails lengthen and turn into stone-hard claws, and for the duration of the spell, you have a burrow speed of 20 feet. You can't burrow through solid rock. If you choose to fight with your claws, they inflict 1d6 + your Strength modifier slashing damage on a successful hit.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, your burrow speed increases by 5 feet per slot level above 2nd. You can't burrow faster than your normal walking speed.

CALDUR'S STARRY SKY

2nd-level illusion (ritual)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a silver mirror worth 25 gp)

Duration: 3 hours

Classes: Cleric, Druid, Wizard

Source: Wizard's Spell Compendium

This spell allows you to create an illusory planetarium, showing the current position of the stars and moon(s) as they would be seen on a cloudless night at your current location. The image appears approximately thirty feet overhead, or if indoors, projected onto the ceiling. This allows for navigation or astrological uses indoors, during the day, or on nights with heavy cloud cover.

CALL SOCIETY

3rd-level evocation (ritual)

Casting Time: 1 minute

Range: Self (5 mile radius)

Components: V, S, M (a badge, letter of membership, or other identification token of your society)

Duration: Instantaneous

Classes: Bard, Cleric, Druid, Paladin, Ranger, Wizard

Source: Wizard's Spell Compendium

With this spell, you send an alert members of a particular guild, faction, order, church, or other social group to which you belong, as long as they are within 5 miles of you. Any creature who belongs to that organization and is currently wearing or carrying a token or badge identifying it as belonging to it will get a mental ping and a rough estimate of your location.

You may include a message of eight words or fewer, which the recipient will telepathically hear in your voice. This spell doesn't compel the recipient to act in any way.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the spell's radius increases by 5 miles for each slot level above 3rd.

CALL SPIRIT

6th-level necromancy

Casting Time: 10 minutes

Range: Self

Components: V, S, M (burning incense and powdered silver worth at least 500 gp, which the spell consumes)

Duration: Instantaneous

Classes: Cleric, Warlock, Wizard

Source: Wizard's Spell Compendium

You must cast this spell at night, inside a circle you inscribe using the powdered silver and incense. You call upon the spirit of a deceased individual whose name you know, regardless of where the deceased's body lies or how long it has been dead. There's a chance you might get a different spirit anyway (DM's choice), unless you also have an object belonging to the spirit.

When the spirit appears, you can ask it up to ten questions, and it can take no other actions besides answering your questions. Unlike *speak with dead*, the spirit may have gained additional knowledge in the afterlife and isn't limited to what it knew in life, and it's also capable of speculation. The spirit will generally tell the truth as it understands it, but may decide to lie if you are hostile to it, if it recognizes you as an enemy, or if it is contrary or evil-minded. The DM will choose if and how it answers.

If the spirit doesn't know the answer to a question, you can order it to search the afterlife for the answer. If the question is not to its liking, or searching for the answer may be harmful to the spirit, it may attempt to refuse by making a Charisma saving throw. If the DM doesn't know the spirit's Charisma modifier, assume it's +3. This search takes 1d12 hours.

The spell lasts until you have asked all ten questions, you dismiss the spirit as a bonus action, or you cast this spell again. A *dispel evil and good* spell or similar magic will also banish the spirit, ending the spell early.

CANDLETRICK

2nd-level transmutation (ritual)

Casting Time: 1 action

Range: 10 feet

Components: S

Duration: 8 hours

Classes: Artificer, Bard, Cleric, Ranger, Wizard

Source: Wizard's Spell Compendium

You cast this spell on a candle, lamp, or other fire no larger than a small campfire. Until the spell ends, the fire won't burn its fuel and can't be put out by nonmagical means. You can dismiss the spell at any time, causing the fire to extinguish itself.

CASTIGATE

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Bard, Cleric, Paladin

Source: Priest's Spell Compendium

You deliver a blasting rebuke upon your foes. Choose a number of creatures equal to your spellcasting ability modifier who are in a 20-foot-radius sphere centered on a point you choose within range. Each creature must make a Charisma saving throw. On a failure, the creature takes 1d8 acid damage and 2d8 psychic damage and is deafened for 1 minute, stung by your blistering words. The creature takes half damage and isn't deafened on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you inflict an additional 1d8 psychic damage for each slot level above 2nd.

CHAMELEON

1st-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bit of a lizard's shed skin)

Duration: 1 minute

Classes: Artificer, Druid, Ranger, Wizard

Source: Wizard's Spell Compendium

You grant a willing creature the ability to alter its coloration, and the coloration of its clothing, armor, and equipment, to blend into its surroundings. For the duration, it gets a +5 bonus to Stealth (Dexterity) checks to hide. In addition, the target can try to hide even when it is not obscured from the creature from which it is hiding, and when it is hidden from a creature, attacks it with a ranged weapon, and misses, its position isn't revealed.

CHANGESTAFF

8th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a staff made from a lightning-struck tree)

Duration: 1 hour

Classes: Druid

Source: Priest's Spell Compendium

You plunge your staff into the soil and speak the words for this spell, and the staff takes root and grows into **treant**. This is identical to the treant listed in the MM, except that its Intelligence is 6 and it doesn't have the Animate Trees action.

The treant created by this spell turns back into the staff when it drops to 0 hit points, when the spell ends, or when you use a bonus action to command the treant to revert. If the treant is reduced to 0 hit points, when it reverts to staff form, the staff is broken.

The treant is friendly to you and you and your companions. Roll initiative for it, as it has its own turns. It obeys any verbal commands that you issue (no action required by you). If you don't issue any commands to the treant, it defends itself from hostile creatures, but otherwise takes no actions.

The DM has the creature's statistics.

CLOAK OF WARDING

3rd-level abjuration

Casting Time: 1 reaction, which you take when you take damage from a spell of 6th level or lower

Range: Self

Components: V, S

Duration: Special

Classes: Artificer, Cleric, Sorcerer, Wizard

Source: Wizard's Spell Compendium

This spell captures the energy from an incoming spell and transforms it into a protecting cloak of energy that swirls around you. You have resistance to the triggering damage and gain a number of temporary hit points equal to 3d8 plus your level. If you have any temporary hit points left over after taking the remainder of the damage, they last until they are used or you complete a short rest.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the number of temporary hit points you get increases by 1d8 for each slot level above 3rd.

CLOUD STAIRWAY

1st-level transmutation (ritual)

Casting Time: 1 action

Range: 30 feet

Components: V, S,

Duration: Concentration, up to 10 minutes

Classes: Druid, Ranger, Sorcerer, Warlock, Wizard

Source: Wizard's Spell Compendium

You shape existing nonmagical cloud, fog, or smoke that is within range cause it to shape itself into the form of a spiral staircase up to 20 feet tall and either 5 or 10 feet wide (your choice). You and any number of creatures you choose can climb the staircase; to all others, it's as insubstantial as normal mist.

When the spell ends, the staircase vanishes abruptly; any creature still on it falls.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the maximum length of the staircase increases by up to 20 feet for each slot level above 1st.

CLOUDBURST

2nd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a handful of rock salt)

Duration: Concentration, up to 10 minutes

Classes: Cleric, Druid, Sorcerer, Wizard

Source: Priest's Spell Compendium, Wizard's Spell Compendium

You cause rain to fall in a 30-foot diameter cylinder that is 60 feet high. In particularly cold climates, this spell produces sleet instead; in particularly warm climates, it produces a thin, warm drizzle.

You may choose between light or heavy precipitation. When you choose heavy precipitation, the area is lightly obscured, and exposed flames in the area are doused. If the area already has light precipitation, the spell automatically creates heavy precipitation. If an area of ground is affected by heavy precipitation for 1 minute or more, it becomes muddy difficult terrain.

When you cast the spell and as a bonus action on your subsequent turns, you can move the cylinder up to 20 feet.

CLOUDSCAPE

4th-level transmutation

Casting Time: 1 action

Range: 500 feet

Components: V, S

Duration: 8 hours

Classes: Cleric, Druid, Ranger

Source: Priest's Spell Compendium

You shape existing nonmagical cloud, fog, or smoke that fits in a 1,000-foot cube solid enough to support any weight for the duration. The solidified cloud feels firm but plush, like a thick mattress. The cloud itself remains afloat in the air and will drift with the wind as usual. You can also shape the cloud to form images or words, but you aren't capable of producing fine detail.

COALSTONE

1st-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a fire agate worth 10 gp)

Duration: 24 hours

Classes: Artificer, Cleric, Druid, Ranger, Wizard

Source: The Great Net Prayerbook

You transform the fire agate you hold in your hand into a coalstone, a small stone that sheds bright light to a 10-foot radius and dim light to a further 10 feet. This coalstone is hot enough that, if touched to bare skin or a flammable object for a full round, it inflicts 1 fire damage and will set that object alight. The coalstone can be placed inside of a fireproof container when not in use.

CODE OF SEGRECY

5th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (an animal's tongue)

Duration: 30 days

Classes: Bard, Cleric, Warlock, Wizard

Source: Priest's Spell Compendium

You prevent a creature from speaking about a specific topic you forbid to it. The topic must be specific enough to be described in 12 or fewer words. The creature must succeed on a Wisdom saving throw or become charmed by you for the duration.

While the creature is charmed, it is physically incapable of speaking, writing, or otherwise communicating about the topic. The creature is aware that it is charmed by you, but can't speak, write, or communicate that fact. If it tries, it produces nothing more than gibberish and develops a non-debilitating headache. Using the *detect thoughts* or similar affect to read the target's mind will reveal the forbidden topic.

You can end the spell early by using an action to dismiss it. A *remove curse*, *greater restoration*, or *wish* spell also ends it.

At Higher Levels. When you cast this spell using a spell slot of 7th or 8th level, the duration is 1 year. When you cast this spell using a spell slot of 9th level, the spell lasts until it is ended by one of the spells mentioned above.

COLOR

1st-level transmutation (ritual)

Casting Time: 1 minute

Range: Touch

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

Duration: Permanent

Classes: Artificer, Wizard

Source: Wizard's Spell Compendium

You permanently change the surface color of a 5-foot square of cloth, leather, paper, or other flexible material. If you wish to create multiple colors or patterns, you must concentrate on the desired result; otherwise, the material is dyed a single color.

COMET STRIKE

9th-level conjuration

Casting Time: 1 action

Range: 500 feet

Components: V, S

Duration: 1 minute

Classes: Druid, Sorcerer, Wizard

Source: The Great Net Spellbook

You summon five shards of ice that fall from the sky and unerringly strike at one or more points you choose within range. When the shards hit, they explode into powerful bursts of frozen crystals. Each creature within 10 feet of a point of impact must make a Dexterity saving throw, taking 2d6 bludgeoning damage, 4d6 cold damage, and 2d6 fire damage on a failed save, or half as much damage on a successful one.

At the start of your next turn, chunks of ice begin to fall in a cylinder that is 20 feet tall with a 30-foot radius. The area becomes heavily obscured. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 2d6 bludgeoning damage and 4d6 cold damage on a failed save, or half as much damage on a successful one.

In addition, the icy crystals make the areas of effect into difficult terrain for 10 minutes.

COMFORT

2nd-level abjuration

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S

Duration: 8 hours

Classes: Bard, Cleric, Druid, Ranger

Source: Priest's Spell Compendium, Wizard's Spell Compendium

While this spell is in effect, you and up to ten willing people you choose have advantage on saving throws to avoid the effects of extreme natural heat or cold and on saving throws to avoid taking exhaustion, don't suffer the effects of breathing at high altitude, and require half as much food and water as normal. (As per *Dungeon Master's Guide*, chapter 5, Wilderness Survival)

In addition, once during the spell's duration, you can take a short rest in half the length of time as normal, and if you spend Hit Dice during that rest, you regain an additional d6 hit points.

COMMUNICATE

6th-level evocation

Casting Time: 1 action

Range: Unlimited

Components: V, S, M (a mirror)

Duration: 1 hour

Classes: Bard, Cleric, Wizard

Source: Priest's Spell Compendium

You establish two-way communications with a creature you know who is on the same plane of existence as you are. For the duration, the two of you can have a verbal conversation and can be heard by the other, no matter the distance between the two. You can see the creature's face in the mirror used as the component, and if the creature has a mirror of its own, it can see your face as well. The mirror doesn't show anything but the creature's face.

If the creature with whom you are speaking is willing, you can use your action to see through its eyes and hear what it hears until the start of your next turn. During this time, you are blind and deaf in regards to your own senses. In addition, if you are willing, the other creature may use your senses as well.

While you are speaking, you can also cast spells of 1st level or lower on the other creature, provided that it is willing.

At any time, either you or the other creature can use a bonus action to end the spell.

CONSUME KNOWLEDGE

5th-level divination

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Classes: Artificer, Bard, Cleric, Warlock, Wizard

Source: Wizard's Spell Compendium

You touch a nonmagical book, scroll, or other written or illustrated material and instantly "read" it, drawing the knowledge into your mind and rendering the source material blank in the process.

For 1 day afterwards, you have perfect recall of the information you consumed. For the 7 days following, you have extremely good, but not perfect, recall, and have advantage on Intelligence ability checks to recall information from the source.

The writing can be restored to the text with the use of a *wish* spell.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can affect an additional book for each slot level above 5th.

CONTROL SMOKE AND VAPOR

1st-level transmutation (ritual)

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a small glass tube)

Duration: Concentration, up to 10 minutes

Classes: Artificer, Cleric, Druid, Sorcerer, Wizard

Source: Priest's Spell Compendium, Wizard's Spell Compendium

Until this spell ends, you control vapor, fog, mist, and smoke inside an area you choose that fits inside a 30-foot cube. You can choose from any of the following effects when you cast this spell. As a bonus action on your turn, you can repeat the same effect or choose a different one. You can have up to three its effects active at a time.

- You cause the vapor to move up to 30 feet in any direction.
- You cause the vapor to form into simple shapes and animate at your direction.
- You change the vapor's color or opacity. You can cause the vapor to vanish completely (this ends the spell), or to lightly or heavily obscure the area. This change lasts for 1 hour.
- Cause the fog to thicken, turning its area into difficult terrain.
- You can cause the vapor to condense and produce a quarter-inch of rain in its area. This ends the spell.

If the vapor was caused by a spell, such as *fog cloud* or *cloudkill* you must first succeed on a spellcasting ability check, with the DC being the caster's spell save DC. You don't have to make a check if you created the fog. You can't use this spell to make *cloudkill* or similar spells less (or more) deadly, but you can attempt to make it vanish.

If the vapor is actually a creature, such as a vampiric mist, a vampire in mist form, or a creature in *gaseous form*, the creature must make a Strength saving throw. On a success, it isn't altered. This spell does not inflict damage, and the creature can reverse any changes you make on its turn by using a bonus action.

COOK

2nd-level transmutation (ritual)

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

Classes: Artificer, Bard, Ranger, Sorcerer, Wizard

Source: Wizard's Spell Compendium

You turn food ingredients into a meal for up to four people. The ingredients need not be fresh, but must be edible. The quality of the meals made by the spell is generally commensurate with the quality of the ingredients; however, if you are proficient in cook's utensils, you will produce a much higher-quality meal.

This spell doesn't require you to prepare the ingredients beforehand, but won't work on entire animal carcasses or on vegetables still in the ground or on the plant. You can use this spell on the food created by the *create food and water* spell, but not on food created by *heroes feast*.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can prepare a meal for an additional two people for each slot level above 2nd.

COPY

1st-level transmutation

Casting Time: 1 action

Range: Touch

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

Duration: Instantaneous

Classes: Artificer, Bard, Cleric, Wizard

Source: Wizard's Spell Compendium

You touch a nonmagical map, letter, or sheet of paper on which there is writing, then a blank sheet of paper (or parchment, vellum, etc.) of similar size, and an exact copy of the original is made. It requires an Intelligence (Investigation) check, using your spell save DC, to determine which is the copy and which is the original.

CRAWLING DARKNESS

6th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a strand of spider silk and a pinch of soot)

Duration: Concentration, up to 1 minute

Classes: Warlock

Source: Priest's Spell Compendium

With this spell, you are surrounded by a shroud of pure black, writhing tentacles. Your area is in darkness and heavily obscured, but this darkness doesn't impede your vision and the tentacles don't hinder your movements. While this spell is in effect, you gain the following benefits:

- You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- Your AC increases by 2 and your reach increases by 5 feet.
- A creature that touches you or hits with a melee attack while within 5 feet of you takes 3d10 necrotic damage.
- You have advantage on Charisma (Intimidation) checks.
- Your true appearance can't be discerned, except by truesight.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you inflict an additional 1d10 damage for each slot level above 6th.

CREATE AIR

5th-level conjuration

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a glass bottle worth 100 gp and a drop of water)

Duration: 30 days

Classes: Cleric, Druid, Wizard

Source: Priest's Spell Compendium, Wizard's Spell Compendium

With this sphere, you create a 100-foot-radius bubble filled with a renewable supply of fresh air, centered on the bottle used as the material component. The air can be temporarily fouled by smoke and similar means but will quickly clear itself. The air emanates from the bottle; as long as the bottle is intact, it will produce air for the duration of the spell. The air in the bubble will mingle with air in the surrounding environment.

CREATE DARKENBEAST

4th-level transmutation

Casting Time: 10 minutes

Range: 30 feet

Components: V, S, M (dried wyvern's blood)

Duration: Permanent

Classes: Wizard

Source: Wizard's Spell Compendium

You transform one Small, Medium or Large mammalian beast of CR 1 or lower into a darkenbeast. You can only cast this spell when you and your target creature are not in sunlight. A *dispel magic* can reverse this spell and restore darkenbeast's original form. The darkenbeast is friendly to you and your allies. It obeys verbal commands that you issue to it (no action required by you). If you don't issue any, it defends itself but otherwise takes no action.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can create one additional darkenbeast for each slot level above 4th. Each of the creatures must come from a different beast.

DARKENBEAST

Medium monstrosity, neutral evil

Armor Class 14 (natural armor)

Hit Points 33 (6d8+6)

Speed 5 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	6 (-2)	1 (-5)

Skills Perception +0, Stealth +2

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, stunned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

Created Mind. The darkenbeast can't be compelled to act in a manner contrary to its nature or instructions.

Death Burst. When the darkenbeast dies, it explodes in a burst of violet flames. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 9 (2d8) fire damage on a failed save, or half as much damage on a successful one.

Imprinted Spell. The darkenbeast may have a single spell of 5th level or lower imprinted in it. It may then cast the spell once without the need for any components, using its creator's spell save DC and spell attack bonus. When the darkenbeast casts the spell, roll a d4. On a 1, the spell fails to work properly. Whether the spell is successful or not, the darkenbeast instantly dies and explodes.

Magic Resistance. The darkenbeast has advantage on saving throws against spells and other magical effects.

Sunlight Hypersensitivity. The darkenbeast takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The darkenbeast makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, Reach 5 ft., one target. *Hit:* 5 (1d4+3) slashing damage

Claws. *Melee Weapon Attack:* +4 to hit, Reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage

CREATE ROOM

6th-level conjuration

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a stick of colored chalk, a small model of a house made of stained glass worth 100 gp, and a special component depending on the version of the spell)

Duration: 24 hours

Classes: Wizard

Source: The Great Net Spellbook

You conjure the furnishings and equipment for a specific type of room that you specify when you cast the spell. These objects fit in a 20-foot square that is marked by the chalk, and any object that is removed from the area dissipates into smoke. At the end of the spell's duration, all furnishings will also vanish. Choose one of the following options when you cast this spell:

- **Bathing Room.** This includes a magical, self-emptying toilet; a bathtub (you can choose to make it large enough to fit up to 1-4 people); a magical brazier that produces warmth for the duration; towels; a standing mirror and hand mirror; one or two cushioned stools; one or two dressing gowns, and hygiene supplies for bathing, shaving, manicures, and pedicures. The material component is a vial of scented bath oils worth 1 gp.

- **Bedroom.** This contains one or two beds (you can choose to make them large enough to fit 1-4 people) with sheets, blankets, or duvets; a bedside table with an oil lamp; a magical, self-emptying chamber pot for each bed; and up to four sets of sleep clothes and slippers. The material component is a bit of cloth, a pinch of sand, and a feather.

- **Dining Room.** This contains a table (you can choose to make it large enough to fit 2-8 people) which has a complete set of dishware, drinking glasses, utensils, placemat, folding napkin, and finger bowl for each place setting; and 1-3 candelholders lit with *continual flame*. The material component is a miniature table setting.

- **Kitchen.** This contains two sets of cook's utensils; a magic icebox that retains its temperature for the duration; a stove and an oven; two large fireplaces with spits; miscellaneous pots, pans, and mixing bowls; and two large tubs of fresh water. The material component is a miniature kitchen knife and a miniature copper pot.

- **Sitting Room.** This contains couches, armchairs, and footstools; side tables; a magic fireplace that remains lit for the duration; glasses and cups for various beverages; up to three lamps lit with *continual flame*; and thick rugs. The material component is a piece of mahogany, a bag of tea, and a silver piece.

- **Throne Room.** This creates one to three padded thrones on a dais; a carpet that leads up to the dais; a court table with a gavel; a dozen standing lamps lit by *continual flame*; two magic fireplaces that remain lit for the duration; up to a dozen banners with your choice of symbol; and up to six long benches. The material component is a piece of mink fur and a foot of satin cloth.

- **Workshop.** This creates one to three workbenches and up to six stools, a forge, a large trough of water, and two toolkits of your choice.

You can cast this spell again while it is active to maintain the room's existence for another 24 hours. You can create a permanent room by casting the same variant of the spell in the same location every day for one year.

If you cast this spell inside of a *demiplane* or a magical structure, such as that created by *Galder's tower*, then you can take the items anywhere within the structure; they're not limited to the 20-foot square. However, items will dissipate into smoke if taken outside the structure.

Using any material created by this spell as another spell's material component causes that spell to fail.

CREATE SHADE

7th-level necromancy

Casting Time: 8 hours

Range: Touch

Components: V, S, M (1,000 gp worth of powdered onyx and diamond, and rare poisons taken from the Shadowfell worth 500 gp, both of which the spell consumes)

Duration: Instantaneous

Classes: Cleric, Wizard

Source: Wizard's Spell Compendium

You infuse a willing dragon, giant, humanoid, or monstrosity with the dark energies of the Shadowfell and transform that creature into a **shade**, a being that is not quite alive but also not quite undead. The shade gains many abilities (most of which don't work in bright light), and while it can be slain, it is otherwise immortal.

The shade template is on the following page.

CREATE SPRING

6th-level conjuration

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a bit of a freshwater plant and a water opal worth at least 500 gp)

Duration: 24 hours

Classes: Cleric, Druid

Source: Priest's Spell Compendium

You touch the ground, and as long as it consisted of nonmagical, unworked earth or stone, a freshwater spring bubbles up. The spring produces 100 gallons of water per minute in most areas. In very dry conditions (such as a desert), it produces a tenth as much water per minute, and in very wet conditions (such as in swamps or a jungle, or in an existing body of water), it produces ten times as much water per minute.

If you wish, may also choose to make the spring a hot spring or a mineral spring.

You can create a permanent spring by casting this spell in the same location every day for one year.

SHADE TEMPLATE

Shades tend to be moody and cynical, and driven by their dedication to the powers of night. Their skin, hair, and eyes are leached of color and turn ashy in both color and texture.

A shade has the following traits:

Type. Although technically living, the shade is treated as undead for all purposes and its type changes to undead. It still needs to breathe, drink, eat, and sleep, but only needs half as much drink, food, or sleep. The shade is incapable of reproducing and if slain, only a *true resurrection* or *wish* will bring it back from the dead (it will no longer be a shade in that case). It is capable of being affected by spells and other effects that target other undead or creatures of its original type.

Alignment. Nearly all shades are of neutral or evil alignment.

Speed. The shade's speeds increase by 10 feet when in dim light or darkness. When in bright light, its speeds decrease by 10 feet.

Proficiencies. The shade is proficient in Stealth, and when in dim light or darkness, it may use double its proficiency bonus.

Resistances and Immunities. The shade is resistant to cold, necrotic, and poison damage, and it is immune to the poisoned condition.

Senses. The shade has darkvision to 120 feet.

Innate Spellcasting. The shade's spellcasting ability is Charisma. While in dim light or darkness, the shade can cast the following spells, requiring no material components:
1/day each: *blur*, *dancing shadows* (q.v.), *darkness*, *dimension door* (start and ending points must both be within darkness)

Light Sensitivity. While in bright light, the shade has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Living Shadow. While in dim light or darkness, the shade has resistance to damage that isn't force, psychic, or radiant, and it can take the Hide action as a bonus action.

Magic Resistance. While in dim light or darkness, the shade has advantage on saving throws against spells and other magical effects.

Regeneration. When in dim light or darkness, the shade regains 10 hit points at the start of its turn if it has at least 1 hit point.

Shadow Vision. Magical darkness doesn't impede the shade's vision.

Soulless. The shade can't be affected by any spell or magical effect that would affect its soul or spirit, or that would lower its hit point maximum or attributes.

Turn Immunity. The shade is immune to against any effect that turns undead.

CRIER'S BOON

1st-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of vellum, rolled into a cone)

Duration: Concentration, up to 10 minutes

Classes: Bard, Cleric, Sorcerer, Warlock, Wizard

Source: The Great Net Spellbook

With this spell, a willing creature you cast this upon can speak loudly and clearly enough to be easily heard over 200 feet away, regardless of any ambient noise.

CRYSTALBRITTLE

7th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Special

Classes: Sorcerer, Wizard

Source: Wizard's Spell Compendium

One Large or smaller nonmagical metallic object or construct you touch becomes as brittle and fragile as glass (as per Dungeon Master's Guide chapter 8, Statistics for Objects). Any type of metal can be affected, including adamantite and mithral.

If the target is a construct, it may make a Constitution saving throw. On a success, it is unaffected. On a failure, it is affected for 1 minute. During this time, its AC is 13, unless it was already lower than that, and it has vulnerability to bludgeoning and thunder damage.

If the target is an object, the transformation is permanent.

CURSE OF LYCANTHROPY

8th-level transmutation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a piece of skin from a lycanthrope)

Duration: Permanent

Classes: Wizard

Source: The Great Net Spellbook

You curse a humanoid within range, forcing it to make a Charisma saving throw. On a failure, the creature is cursed and becomes a lycanthrope. For the next 30 days, the target is charmed by you, although it's not compelled to obey your orders. A creature that can't be charmed still becomes a lycanthrope. The creature won't be able to shapechange into its animal or hybrid form until the next full moon, and may not even be aware that it has been cursed until then.

The type of lycanthrope you take the material component from determines the type of lycanthrope your target becomes.

CURSE OF TONGUES

1st-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a piece of knotted string)

Duration: Concentration, up to 1 minute

Classes: Bard, Cleric, Wizard

Source: Priest's Spell Compendium

You curse a creature so that its speech becomes completely unintelligible, unless it makes a successful Wisdom saving throw. For the duration, the creature can't speak and can't cast spells with verbal components.

DANCING SHADOWS

2nd-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bard, Sorcerer, Warlock, Wizard

Source: Wizard's Spell Compendium

A 20-foot cube of flickering lights and shadows appears at a point you choose within range. The area is dimly lit and all creatures inside the area have half cover.

On your turn, you may use your action to choose a number of creatures within the area equal to your spellcasting ability modifier and force them to make a Wisdom saving throw. On a success, the creature is incapacitated until the beginning of its next turn as the shadows whirl about in a confusing and mesmerizing pattern. While incapacitated, its speed is 0.

Creatures that are blinded or have truesight are not affected by this spell.

DARDAN'S DRYNESS

2nd-level abjuration (ritual)

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a beetle's carapace)

Duration: 1 hour

Classes: Wizard

Source: The Great Net Spellbook

You gesture at an inanimate object that can fit in a 5-foot cube, or part of a larger object, that you can see within range and a faint magical field surrounds it. For the duration, the object is completely waterproof.

DARK FIRE

2nd-level transmutation (ritual)

Casting Time: 1 action

Range: 10 feet

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

Duration: 8 hours

Classes: Bard, Druid, Ranger, Wizard

Source: Priest's Spell Compendium

You alter a normal fire that is no larger than a small campfire, turning its flames purple-black. While it still emits heat and can ignite flammable objects, the flames produce neither light nor smoke. Any object lit by a *dark fire* acts like normal flame, shedding both light and smoke.

DARKLIGHT'S PLANAR WEAPON

6th-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a melee weapon, which is consumed by the spell, and an ivory eight-sided die worth at least 10 gp)

Duration: Concentration, up to 10 minutes

Classes: Cleric, Druid, Sorcerer, Warlock, Wizard

Source: The Complete Spell Netbook

You summon planar energies and imbue a nonmagical melee weapon you are holding, transforming it into a magical planar weapon. You may wield the weapon yourself or give it to another creature to wield. If you choose to wield it, you are considered proficient in it. You have +1 to hit with this weapon, and you can treat it as a spellcasting focus, allowing you to cast other spells while wielding it.

The weapon's appearance changes to reflect the energies with which you imbue it, and it gains new properties. When you cast this spell, you may attempt to choose which plane you are drawing your energies from by making a DC 15 Intelligence (Arcana) check. If you have a tuning fork attuned to that plane, such as the fork needed to cast *plane shift*, you automatically succeed. Otherwise, the plane you draw energy from is determined randomly. Roll a d100 to determine the plane:

1-3 *Weapon of Elemental Ice.* Drawing energy from the Planes of Air and Water, the weapon becomes coated with jagged, ice crystals. On a successful hit, it inflicts an additional 3d10 cold damage, and the target's speed is reduced by 10 feet and it has disadvantage on the next weapon attack roll or Dexterity saving throw it makes before the end of its next turn, as ice spreads over the target from the point of impact. If your target is an air- or earth-based elemental, it has disadvantage on attack rolls made against you, and you have advantage on saving throws made against spells and effects the creature causes, until the end of its next turn. Air- and water-based elementals have resistance to the damage inflicted by this weapon.

4-6 *Weapon of Elemental Magma.* Drawing energy from the Planes of Earth and Fire, the weapon turns into lava rock, with cracks revealing the magma underneath. It sheds bright light to 5 feet and dim light for a further 5 feet. On a successful hit, it inflicts an additional 3d10 fire damage and the creature catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns. If your target is an air- or water-based elemental, it has disadvantage on attack rolls made against you, and you have advantage on saving throws made against spells and effects the creature causes, until the end of its next turn. Earth- and fire-based elementals have resistance to the damage inflicted by this weapon.

7-9 *Weapon of Elemental Ooze.* Drawing energy from the Planes of Earth and Water; the weapon drips with foul-smelling, greenish-brown mud. On a successful hit, it inflicts an additional 3d10 acid damage and the target has disadvantage on Dexterity attack rolls and ability checks, and is poisoned until the end of its next turn, as the weapon covers the target in slime and muck. If your target is an air- or fire-based elemental, it has disadvantage on attack rolls made against you, and you have advantage on saving throws made against spells and effects the creature causes, until the end of its next turn. Earth- and water-based elementals have resistance to the damage inflicted by this weapon.

10-12 *Weapon of Elemental Smoke.* Drawing energy from the Planes of Air and Fire, the weapon is shrouded with thick, cloying smoke to a radius of 5 feet. You are considered to be heavily obscured by the smoke, although it doesn't hinder your vision. On a successful hit, it inflicts an additional 3d10 poison damage and the target spends its next action wheezing and choking. If your target is an earth- or water-based elemental, it has disadvantage on attack rolls made against you, and you have advantage on saving throws made against spells and effects the creature causes, until the end of its next turn. Air- and fire-based elementals have resistance to the damage inflicted by this weapon.

13-15 *Weapon of Elemental Lightning.* Drawing energy from the Plane of Air and the Positive Plane, the weapon crackles with sparks of multicolored electricity, and emits resounding thunderclap. It sheds bright light to 5 feet and dim light for an additional 5 feet. On a successful hit, it inflicts an additional 3d10 lightning damage and is deafened until the end of its next turn. If the target is wearing metal armor, it instead inflicts 4d10 lightning damage. Air-based elementals have resistance to the damage inflicted by this weapon.

16-18 *Weapon of Elemental Mineral.* Drawing energy from Plane of Earth and the Positive Plane, the weapon becomes encrusted with jagged crystals. On a successful hit, it inflicts an additional 3d10 force damage. If you score a critical hit, roll another d20. On a roll of 20, you lop off one of the target's limbs, or cut away part of its body if it doesn't have limbs. Earth-based elementals have resistance to the damage inflicted by this weapon.

19-21 *Weapon of Elemental Radiance.* Drawing energy from the Plane of Fire and the Positive Plane, the weapon glows with beautiful, multicolored light. It sheds bright light to 30 feet and dim light for an additional 30 feet. On a successful hit, it inflicts an additional 3d10 radiant damage, and the target is blinded until the end of its next turn. Fire-based elementals have resistance to the damage inflicted by this weapon.

22-24 *Weapon of Elemental Steam.* Drawing energy from the Plane of Water and the Positive Plane, this weapon becomes hot and damp to the touch and emits thick, cloying steam to a radius of 5 feet. You are considered to be heavily obscured by the steam, although it doesn't hinder your vision. On a successful hit, it inflicts an additional 3d10 fire damage, and the target is engulfed by a cloud of steam and is blinded until the end of its next turn. Water-based elementals have resistance to the damage inflicted by this weapon.

25-27 *Weapon of Elemental Ash.* Drawing energy from the Plane of Fire and the Negative Plane, this weapon becomes a dull, lifeless gray and spews flakes of draining ash with every swing. On a successful hit, it inflicts an additional 3d10 cold damage, the target has disadvantage on Strength ability checks, attack rolls, and saving throws until the end of its next turn. Fire-based elementals have resistance to the damage inflicted by this weapon.

28-30 *Weapon of Elemental Dust.* Drawing energy from the Plane of Earth and the Negative Plane, this weapon turns a dirty brown-gray and becomes grainy, as if it's about to crumble away. On a successful hit, it inflicts an additional 3d10 thunder damage, and it inflicts double damage to objects and structures. Earth-based elementals have resistance to the damage inflicted by this weapon.

31-33 *Weapon of Elemental Salt.* Drawing energy from the Plane of Water and the Negative Plane, this weapon becomes coated with salt crystals. On a successful hit, it inflicts an additional 3d10 necrotic damage and the target has disadvantage on Constitution ability checks and saving throws until the end of its next turn. Eater-based elementals have resistance to the damage inflicted by this weapon.

34-36 *Weapon of Elemental Void.* Drawing energy from the Plane of Air and the Negative Plane, this weapon turns darkly translucent and begins to suck all of the air in the area into its form. On a successful hit, it inflicts an additional 3d10 force damage and the if the target needs to breathe, spends its next action gasping for breath as the air is drawn out of its lungs. Air-based elementals and creatures that don't breathe have resistance to the damage inflicted by this weapon.

37-39 *Weapon of the Astral.* The weapon becomes a flat silver color and it produces a hum that is heard psychically, not physically. On a successful hit, it inflicts 3d10 psychic damage, and the creature's hit point maximum is reduced by half that amount. The reduction lasts until the creature finishes a short or long rest. If the target's hit point maximum is reduced to 0, the target falls unconscious for 1 hour or until another creature uses its action to wake the creature up. In addition, if you are on the Astral plane and score a critical hit against a target in an astral body (as with the astral projection spell), you can cut the silvery cord that tethers the target to its material body, instead of dealing damage. Titans have resistance to the damage inflicted by this weapon.

40-42 *Weapon of the Ethereal* The weapon becomes a misty gray in color and feels insubstantial to the touch, even though it isn't. On a successful hit, it inflicts 3d10 force damage, and if your target is insubstantial, ethereal, or ephemeral, you have advantage on your attack roll. Undead have resistance to the damage inflicted by this weapon.

43-45 *Weapon of Mount Celestia* The weapon turns gleaming white and radiates golden light, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. On a successful hit, it inflicts 3d10 radiant damage. If your target is a fiend or undead, it has disadvantage on attack rolls made against you, and you have advantage on saving throws made against spells and effects the creature causes, until the end of its next turn. Celestials have resistance to the damage inflicted by this weapon.

46-48 *Weapon of Bytopia* The weapon turns silvery-white and radiates white light, shedding bright light in a 20-foot radius and dim light for an additional 20 feet. On a successful hit, it inflicts 3d10 radiant damage, and you can use your reaction to cause a creature that is within 30 feet of you that you can see to regain that many hit points. Celestials have resistance to the damage inflicted by this weapon.

49-51 *Weapon of Elysium* The weapon is made of pure silver that glows brightly, shedding dim light in a 20-foot radius and dim light for an additional 20 feet. On a successful hit, it inflicts 3d10 radiant damage. If your target is a shapechanger or undead, it has disadvantage on attack rolls made against you, and you have advantage on saving throws made against spells and effects the creature causes, until the end of its next turn. Celestials have resistance to the damage inflicted by this weapon.

52-54 *Weapon of the Beastlands* The weapon turns into stout oak, sprouting leaves along its hilt or shaft and sharp thorns along the weapon's striking edge. On a successful hit, it inflicts 2d10 damage of the weapon's original type and 1d10 additional piercing damage. If your target is an aberration, it has disadvantage on attack rolls made against you, and you have advantage on saving throws made against spells and effects the creature causes, until the end of its next turn. Beasts and plants have resistance to the damage inflicted by this weapon.

55-57 *Weapon of Arborea* The weapon changes into fine, polished bronze and streaks of lightning coruscates across its surface. On a successful hit, it inflicts an additional 3d10 lightning damage and is deafened until the end of its next turn. In addition, you and friendly creatures within 5 feet of you can't be frightened while you are wielding this weapon. If your target is an aberration, it has disadvantage on attack rolls made against you, and you have advantage on saving throws made against spells and effects the creature causes, until the end of its next turn. Fey have resistance to the damage inflicted by this weapon.

58-60 *Weapon of Ysgard* The weapon changes into dark iron and fire and ice flicker across its surface. On a successful hit, it inflicts an additional 3d10 cold damage or fire damage (your choice). In addition, once while this spell is active, if you are reduced to 0 hit points while you are wielding this weapon, you can choose to drop to 1 hit point instead.

61-63 *Weapon of Limbo* The weapon constantly shifts its form with every moment, appearing as a different weapon with each blow. On a successful hit, you may choose if your weapon inflicts bludgeoning, piercing, or slashing damage, no matter what type of weapon it is, and it inflicts an additional 3d10 damage of a random type:

d6	Damage Type
1	acid
2	cold
3	fire
4	force
5	poison
6	psychic

In addition, the target's form flickers rapidly through multiple changes, settling on none. It is stunned until the end of its next turn.

64-66 *Weapon of Pandemonium* The weapon changes so it is made of howling winds and darkness. On a successful hit, it inflicts an additional 3d10 psychic damage and the target is briefly driven mad. If its next action would affect another creature (such as if it attacked or cast a spell on something other than itself), it affects a creature within range chosen randomly by the DM. In addition, if you score a critical hit with this weapon, the creature is blinded and deafened until the end of its next turn.

67-69 *Weapon of the Abyss* The weapon turns dark and takes on strange and disturbing angles and textures; it drips with noxious substances. On a successful hit, it inflicts an additional 3d10 acid damage or fire damage (your choice) and the target is poisoned until the end of its next turn. If your target is a celestial, it has disadvantage on attack rolls made against you, and you have advantage on saving throws made against spells and effects the creature causes, until the end of its next turn. Fiends have resistance to the damage inflicted by this weapon.

70-72 *Weapon of Carceri* The weapon changes so it's made of a dark, tarry substance. On a successful hit, it inflicts an additional 3d10 acid damage or cold damage (your choice) and the target is covered in the tar and is restrained until the end of its next turn (escape DC equal to your spell save DC). Fiends have resistance to the damage inflicted by this weapon.

73-75 *Weapon of Hades* The weapon changes so its made of bone and blood, and it drips gritty sand. On a successful hit, it inflicts an additional 3d10 necrotic damage, and the creature's hit point maximum is reduced by half that amount. The reduction lasts until the creature finishes a short or long rest. If the target's hit point maximum is reduced to 0 dies and it rises in 1d4 hours as an undead of the DM's choice. Undead have resistance to the damage inflicted by this weapon.

76-78 *Weapon of the Nine Hells.* This weapon is made of flaming brimstone, and the fire that dances along its striking face is dark and sickly-looking. On a successful hit, it inflicts an additional 3d10 fire damage. If your target is a celestial, it has disadvantage on attack rolls made against you, and you have advantage on saving throws made against spells and effects the creature causes, until the end of its next turn. Fiends have resistance to the damage inflicted by this weapon.

79-81 *Weapon of Acheron.* This weapon changes so its made of iron that is bitterly cold to the touch. It glows with a red light that sheds dim light to a radius of 30 feet. On a successful hit, it inflicts an additional 3d10 cold damage and the target is paralyzed until the end of its next turn. Fiends have resistance to the damage inflicted by this weapon.

82-84 *Weapon of Mechanus.* This weapon's shape becomes perfectly symmetrical and changes so its made of gray crystal. On a successful hit, it inflicts an additional 16 points of force damage. If your target is an aberration or fey, it has disadvantage on attack rolls made against you, and you have advantage on saving throws made against spells and effects the creature causes, until the end of its next turn. Constructs have resistance to the damage inflicted by this weapon.

85-87 *Weapon of Arcadia.* This weapon changes so it's made out of intricately carved wood. On a successful hit, it inflicts an additional 3d10 bludgeoning, piercing, or slashing damage, as appropriate to the type of weapon it is, and you can use your reaction to target a creature that is within 30 feet of you that you can see and cause it to be cured of one disease or one of the following conditions: blinded, deafened, paralyzed, or poisoned.

88-91 *Weapon of the Outlands.* This weapon changes so it looks as though it were made of intertwined white crystals and polished obsidian, bound together with steel. On a successful hit, inflicts an additional 3d10 force damage. If your target is an aberration, celestial, fey, or fiend, it has disadvantage on attack rolls made against you, and you have advantage on saving throws made against spells and effects the creature causes, until the end of its next turn. Creatures that are neutral or unaligned have resistance to the damage inflicted by this weapon.

92-94 *Weapon of the Feywild.* This weapon turns into pale wood and mithral, and it glows with a pulsing faery light, shedding dim light to 30 feet. On a successful hit, inflicts an additional 3d10 of a random type:

d4	Damage Type
1	cold
2	fire
3	lightning
4	thunder

If your target is undead, it has disadvantage on attack rolls made against you, and you have advantage on saving throws made against spells and effects the creature causes, until the end of its next turn. Fey have resistance to the damage inflicted by this weapon.

95-97 *Weapon of the Shadowfell.* The weapon is made of quasi-solid blackness, and the area to a radius of 30 feet around you can be no brighter than dimly lit. On a successful hit, it inflicts an additional 3d10 necrotic damage, and the target is frightened of you until the end of its next turn. If a creature is slain by this weapon, it rises as a shadow 1d4 hours later. It is not under your control. Undead have resistance to the damage inflicted by this weapon.

98-100 *Weapon of the Far Realms.* The weapon twists and warps itself in weird and disturbing ways and any metal in it takes on an unhealthy, oily sheen. On a successful hit, it inflicts an additional 3d10 psychic damage, and until the end of its next turn, the target has disadvantage on Intelligence and Wisdom ability checks and saving throws and can't take reactions. Aberrations have resistance to the damage inflicted by this weapon.

At Higher Levels. When you cast this spell with a spell slot of 7th level or higher, its attack bonus becomes +2. When you cast it with a spell slot of 8th level or higher, its attack bonus becomes +3, and it no longer requires concentration.

Darklight's Planar Weapon in Eberron

If this spell is cast in Eberron, roll a d12 instead:

- 1. *Weapon of Daanvi.*** Use the *Weapon of Mechanus*.
- 2. *Weapon of Dolurrh.*** Use the *Weapon of Hades*.
- 3. *Weapon of Femia.*** Use the *Weapon of Elemental Magma*.
- 4. *Weapon of Irian.*** Use the *Weapon of Elysium*.
- 5. *Weapon of Kythri.*** Use the *Weapon of Limbo*.
- 6. *Weapon of Lamannia.*** Use the *Weapon of the Beastlands*.
- 7. *Weapon of Mabar.*** Use the *Weapon of the Shadowfell*.
- 8. *Weapon of Risia.*** Use the *Weapon of Elemental Ice*.
- 9. *Weapon of Shavarath.*** Use the *Weapon of Acheron*.
- 10. *Weapon of Syrania.*** Use the *Weapon of Elemental Radiance*, but creatures with a flying move have resistance to damage inflicted by this weapon, instead of air- and fire-based elementals.
- 11. *Weapon of Thelanis.*** Use the *Weapon of the Feywild*.
- 12. *Weapon of Xoriat.*** Use the *Weapon of the Far Realms*.

DAYDREAM

Enchantment cantrip

Casting Time: 1 action

Range: 90 feet

Components: S, M (a pinch of sand)

Duration: 1 round

Classes: Bard, Cleric, Wizard

Source: Priest's Spell Compendium

One creature you target within range must succeed on a Wisdom saving throw. On a failure, its mind starts to wander and it has disadvantage on Intelligence (Investigation), Wisdom (Insight), and Wisdom (Perception) checks it makes before the end of its next turn.

DEATHSHROUD

8th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (500 gp worth of crushed black opal and smoky quartz)

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Warlock, Wizard

Source: Wizard's Spell Compendium

You draw upon the Negative Plane to infuse you with necrotic energies, surrounding you with a dark and shadowy aura. While this spell is in effect, you gain the following benefits:

- You are immune to necrotic damage, and your hit point maximum can't be reduced.
- Ranged attacks made against you have disadvantage.
- A creature that touches you or hits you with a melee attack while within 5 feet of you takes 10 (3d6) necrotic damage.
- You may use your action to touch a creature and drain its life. Make a melee spell attack. On a success, the creature takes 10d6 necrotic damage, its hit point maximum is reduced by that amount, and you regain hit points equal to half the amount of necrotic damage dealt.

DESCENT INTO MADNESS

7th-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a tesseract made of golden wire, worth at least 500 gp)

Duration: Instantaneous

Classes: Bard, Cleric, Warlock, Wizard

Source: Wizard's Spell Compendium

With this cruel spell, you curse a humanoid target with a form of indefinite madness, unless it succeeds on a Wisdom saving throw. The madness slowly grows over the course of 1d4 weeks. You have no control over the form the madness takes. The DM should either invent the form of madness, roll on the Indefinite Madness table in the *Dungeon Master's Guide* (Chapter 8: Running the Game), or roll on the following table:

d12 Madness

1	"I feel that everything is strange and unnatural, like there's something alien and sinister behind the façade. The people I thought of as friends may be part of it in some way."
2	"I can't remember large portions of my previous life, and I'm not sure I can trust what I do remember."
3	"It's easiest when I don't have to think. About anything."
4	"Oh, look, faeries! Aww, aren't they cute. Say hi to them!"
5	"Oh my gods! That [type of creature, specific individual, or common everyday object] is terrifying! Don't let it get me!"
6	"I burst out in random bouts of laughter, crying, or screaming, and I just can't help it."
7	"This [type of creature, specific individual, or common everyday object] is the most important thing in the world. I can't let anyone take it away from me, or everything will be ruined!"
8	"I have to kill them! It's the only way to prove that I'm not crazy!"
9	"There's so much to do, and I'm the one to do it! I need to keep on doing this, and I couldn't stop even if I wanted to."
10	"Where am I? This place is strange. What was I supposed to be doing again? Wait... You seem familiar. I know you, right?"
11	"The people I <i>thought</i> were my friends are actually working against me. They're keeping me here against my will and stopping me from doing what I need to do!"
12	"Don't look, but there are <i>things</i> following us. They're hiding in the shadows, watching us. They're everywhere!"

At the end of every 30 days, the creature can repeat its saving throw against this spell. If it succeeds on its saving throw, the spell ends and the madness fades after 1d4 days.

The spell can also be ended by *greater restoration*, *heal* or *wish*.

DEEP DELVE

5th-level abjuration

Casting Time: 1 action

Range: Self (15-foot radius sphere)

Components: V, S, M (a conch shell)

Duration: Concentration, up to 24 hours

Classes: Druid, Sorcerer, Wizard

Source: Wizard's Spell Compendium

You create a bubble centered on you, and you and any number of creatures within 15 feet of you can breathe and speak normally while underwater and are immune to the effects of water pressure. The interior of the bubble is brightly lit and sheds dim light to an additional 30 feet. You can mentally command the bubble (no action required on your part) to move underwater with a swim speed of 50 feet.

Creatures can exit and enter the bubble as desired, but water and normal plants can't enter or exit it. You can choose if a creature travels along with you in the bubble or not. If you don't wish for a creature to travel with you, it must swim to keep up.

DETECT CURSE

2nd-level divination

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: concentration, up to 1 round

Classes: Artificer, Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

Source: Priest's Spell Compendium

Choose a creature or object within range when you cast this spell. If the target is cursed in any way, you will see a sickly, dark gray aura around it.

If you concentrate on the curse for the entire duration, you may make a DC 15 Arcana check. On a success, you may learn details about the curse, including when the creature or object was cursed and how it may be broken. This will not tell you who (or what) laid the curse upon the target, or how.

DETECT METALS AND MINERALS

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S, M (a small magnet)

Duration: Concentration, up to 10 minutes

Classes: Artificer, Cleric, Druid, Wizard

Source: Priest's Spell Compendium, Wizard's Spell Compendium

You detect the presence of ore, gemstones, stone, or worked metal within 30 feet of you. On each of your turns, you may focus on one specific type of substance you wish to find (e.g., you can look for raw gold ore, or for manufactured gold items). This spell will also tell you roughly how much of that substance there is.

DETECT THE LIVING

3rd-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Bard, Cleric, Druid, Paladin, Ranger

Source: Priest's Spell Compendium

For the duration, you know if there is a living creature within 30 feet of you, as well as where the creature is located. Living creatures are surrounded by a faint glow, which is weaker in creatures that are close to death. You can choose whether the spell will detect or ignore normal plants.

This spell doesn't detect creatures that are under the effects of a *feign death* or similar spell. The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

DHERYTH'S ENERGY NET

7th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Wizard

Source: The Great Net Spellbook

A net made of glowing magical force appears around a creature you can see within range. If the creature fails a Dexterity saving throw, it takes 4d10 force damage, and is contained within the net and stunned for the duration. The creature may make a Constitution saving throw at the end of each of its turns. On a success, the net vanishes and the creature is no longer stunned. You may also use a bonus action to cause the net to vanish.

On each of your turns, you can use a bonus action to cause the net to flare with light, inflicting an additional 2d10 force damage to the trapped creature.

While wrapped in the net, the creature sheds bright light to 10 feet and dim light for a further 10 feet.

DIARY

3rd-level evocation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a vial of ink, which is consumed in the casting)

Duration: 8 hours

Classes: Artificer, Bard, Cleric, Wizard

Source: Wizard's Spell Compendium

You magically record the events of your day in a diary, which you must hold or keep on your person while this spell is in effect. The spell causes thoughts you focus on to appear in the diary, in your handwriting. It doesn't write your every stray thought; rather, it records your deliberate internal narration, in whatever language you think them in. (You should inform the DM what you are actually recording while this spell is active.)

You can also cause images to appear in your diary, but you must spend time concentrating (as if concentrating on a spell) on the image you want to appear. In general, 1 minute is enough for a rough sketch, 10 minutes is enough for a simple drawing, and 30 minutes is enough for a complex drawing. The quality of the art you produced is commensurate with your own artistic skill, but is still very rough. If you lose concentration before your drawing is complete, your drawing vanishes.

The spell ends if the diary is ever moved more than 5 feet from you or if it runs out of pages; you receive a mental alert if your diary is close to being full.

This spell only records your direct narration. You can't use it to record other people, either spoken aloud or transmitted telepathically.

DIMENSIONAL ANCHOR

4th-level abjuration

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: 10 minutes

Classes: Cleric, Wizard

Source: Priest's Spell Compendium

A green ray springs from your outstretched hand towards a creature you can see within range. Make a ranged spell attack. On a hit, the creature is covered with a shimmering emerald field. For the duration, the creature can't teleport or travel to another plane.

You may cast this spell on a creature that is in the Ethereal Plane, if you can see it.

DISFIGURE

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Permanent

Classes: Sorcerer, Warlock, Wizard

Source: Wizard's Spell Compendium

Your target must succeed on a Constitution saving throw or be cursed, its face and body covered in scars, boils, warts, and masses of twisted flesh. The creature becomes utterly repulsive. While cursed, the creature has disadvantage on Charisma (Persuasion) checks and advantage on Charisma (Intimidation) checks against creatures that can see it. It also has disadvantage on Constitution saving throws to avoid catching diseases. In addition, any reaction roll made to determine how others react to the target is made at disadvantage (as per *Dungeon Master's Guide*, Chapter 8: Social Interaction).

At the end of every 30 days, the creature can repeat its saving throw against this spell. If it succeeds on its saving throw, the spell ends.

A *remove curse*, *greater restoration*, or *heal* spell will end the effect.

DISTORT LIFE

5th-level transmutation

Casting Time: 3 hours

Range: Touch

Components: V, S, M (two strands of metal wire, one gold and one platinum worth 500 gp, twisted together into a double helix, which is consumed in the casting)

Duration: Instantaneous

Classes: Artificer, Druid, Warlock, Wizard

Source: Wizard's Spell Compendium

You touch a beast, dragon, giant, humanoid, or monstrosity and transform one part of its body, shaping it as if it were clay. The creature must be incapacitated, restrained, or willing.

When you begin to cast this spell, the target must make a Constitution saving throw, whether it is willing or not. A willing creature has disadvantage on the saving throw. On a failure, you may shape the creature as you choose; otherwise, it's unaffected. However, if the target's rolls a 5 or lower on this save, then at the DM's discretion, it also develops unwanted, and potentially dangerous or detrimental, mutations.

Each casting of the spell allows you to make one change. Examples of changes include, but aren't limited to:

- Changing one type of extremity (such as hands, hooves, or paws) to another type.
- Changing a quadrupedal creature to make it a biped, or vice versa.
- Altering jaws and vocal chords so the creature is capable, or incapable, of speech.
- Altering teeth and digestive track so the creature can eat a different type of diet (such as turning a herbivore into a carnivore).
- Giving or removing a natural attack, including the ability to inflict acid or poison damage or the poisoned condition.
- Granting or removing darkvision, Keen Senses, or other traits that rely on natural biology, such as Amphibious or Sure-Footed.

You may not add or remove any magical or supernatural abilities, such as shapechanging, breath weapons, innate spellcasting, regeneration, or resistance or immunity to a type of damage or conditions.

If you cast the spell two or more times before completing your next long rest, there is a cumulative 25% chance for each casting after the first that the spell will backfire and the target takes 28 (8d6) necrotic damage.

The DM will decide if the creature is capable of breeding true.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can add or remove magical abilities such as those described above; however, you can't give the creature the ability to cast spells. You may also increase or decrease any attribute by one point.

When you cast it with a 9th-level spell slot, you can give the creature the ability to cast a spell innately. You must have the spell written on a spell scroll. The spell scroll is consumed, whether this spell is successful or not.

DRAWMIJ'S LIGHT STEP

1st-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pit of cat fur and a duck's feather)

Duration: Concentration, up to 10 minutes

Classes: Bard, Ranger, Wizard

Source: Wizard's Spell Compendium

You or a willing creature you touch gain a limited form of levitation. For the duration, your move increases by 5 feet, you gain the ability to walk across ground without disturbing the surface, you ignore difficult terrain, and you can walk across liquids as if they were difficult terrain. This spell doesn't protect you from taking damage by walking across lava or other dangerous surfaces, but it does prevent you from triggering traps that require you to step on them.

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

DRAWMIJ'S STEED

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M

Duration: 8 hours

Classes: Wizard

Source: Wizard's Spell Compendium

You indicate a beast or monstrosity with an Intelligence or 3 or lower within range and choose one of the following options:

Beast of Burden. For the duration of the spell, the target's carrying capacity is doubled.

Swift Mount. For the duration of the spell, the target's speed increases by 30 feet.

When the spell ends, the target must make a DC 10 Constitution saving throw. On a failure, it takes a level of exhaustion.

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

DRAWMIJ'S TOOL BOX

2nd-level evocation

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a miniature wooden tool box)

Duration: Concentration, up to 1 hour

Classes: Artificer, Wizard

Source: Wizard's Spell Compendium

With this spell, you create a magical tool set of your choice, which appears in an unoccupied space you can see within 10 feet of you. The tools shed dim light to a distance of 5 feet. Although magical, these tools function exactly as mundane tools of the same type do. When the spell ends, the tools poof out of existence.

DREAM SIGHT

3rd-level divination

Casting Time: 1 action

Range: Special

Components: S, M (a tick of incense worth at least 5 gp, which is burned while you cast the spell)

Duration: 1 hour

Classes: Bard, Cleric, Wizard

Source: Priest's Spell Compendium

When you cast this spell, you fall unconscious and your spirit leaves your body and can travel to nearby places. Your spirit is invisible and silent, has a flying speed of 90 feet, can't touch or interact with anything, and is incapable of taking actions or reactions or cast spells that require verbal or material components.

While in spirit form, you can hear and see normally, and you can move through objects and other creatures as if they were difficult terrain. If you end your turn inside an object, you take 1d10 psychic damage.

Your body can be awakened if a creature uses its actions to wake it, or if it takes any damage other than psychic damage. You can also choose to end the spell at any time and wake up.

Your spirit can be detected with the *detect evil and good* spell, and you can't enter an area protected by a *magic circle* or *hallow*. In addition, you can be targeted by spells such as *dispel evil and good*. This causes you the spell to end early and you to wake up.

DRIVE INSENSATE

5th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a leather hood)

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Wizard

Source: The Great Net Spellbook

You cause a foe to lose all of their senses. Choose a creature that you can see within range to make a Constitution saving throw. If it fails, the creature is blinded, deafened, and can't taste, smell, or feel anything for the duration. The creature can make a new saving throw at the end of each of its turns, ending the effect on itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can target one additional creature for each slot level above 2nd.

EARTHMAW

4th-level transmutation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a tooth from a predatory animal)

Duration: Instantaneous

Classes: Druid

Source: Priest's Spell Compendium

You cause a patch of nonmagical, unworked earth or stone 10 feet across to form into a gigantic mouth with sharp stone teeth. The mouth springs forth on a short neck and attacks a creature you choose within 10 feet of it. Make a melee spell attack. On a hit, the creature takes 5d10 piercing damage and must succeed on a Dexterity saving throw. On a failure, the creature is swallowed whole.

While swallowed, the creature is restrained and can't breathe, and is at risk of suffocating (as per *Player's Handbook* chapter 8, Environment). The escape DC is equal to your spell save DC. On a success, the creature is no longer restrained and is able to dig itself out. The creature can also be dug out by creatures who are on the surface.

After the attack, whether it hits or misses, the mouth returns to the ground and fades away.

EARTHWRACK

9th-level necromancy

Casting Time: 1 minute

Range: Self (500-foot radius)

Components: V, S

Duration: 10 years

Classes: Cleric, Wizard

Source: Priest's Spell Compendium

With this evil spell, you cause an area of nonmagical, unworked earth to become barren and blighted. Healthy plants wither and die within a few days of this spell being cast, although there is a chance (DM's discretion) that some will transform into **blights** instead. Seeds planted there will either not grow or grow into blights.

This spell can be removed by first casting *remove curse* at the effect's center, then casting *plant growth* over 8 hours. A *wish* will also end the effect.

ELIMINATE ELEMENT

7th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Special

Classes: Druid, Sorcerer, Warlock, Wizard

Source: The Great Net Prayerbook

When you cast this spell, you cause a natural element that is in a 10-foot sphere to vaporize. Choose one of the following options:

- **Eliminate Air.** You suck the air out of 10-foot-radius sphere centered on a point within range, leaving behind a vacuum. Nonmagical fire in the area is extinguished and nonmagical liquids in open containers are sublimated into steam. Creatures in the area can't breathe and is at risk of suffocating (as per *Player's Handbook* chapter 8, Environment). Fresh air rushes back in one round after the spell ends. When you cast this spell in this fashion, the duration is Concentration, up to 1 minute.
- **Eliminate Earth.** You cause nonmagical, unworked earth and stone that fits in a 10-foot-radius sphere to turn into nothing but a handful fine dust. Nonmagical, worked earth and stone, such as stone buildings and walls, takes 8d10 force damage. This doesn't affect metal or crystal. When you cast this spell in this fashion, the duration is Instantaneous.
- **Eliminate Fire.** You create a 10-foot-radius sphere centered on a point within range. All nonmagical fire in the area is immediately extinguished, as is all magical fire created by a spell of 6th level or less. A creature or object that is in the sphere is immune to fire damage. When you cast this spell in this fashion, the duration is Concentration, up to 1 minute.
- **Eliminate Water.** You create a 10-foot-radius sphere centered on a point within range. All water in the area is immediately turned to mist. Any creature in the area that breathes only water is at risk of suffocating. When you cast this spell in this fashion, the duration is Concentration, up to 1 minute.

You can also cast this spell on an elemental. It must make a Constitution saving throw, taking 8d10 force damage on a failed save, or half as much on a successful one. If this brings the creature to 0 hit points, it dissolves, leaving behind only traces of elemental matter. When you cast this spell in this fashion, the duration is Instantaneous.

EMOTION

4th-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Bard, Cleric, Sorcerer, Warlock, Wizard

Source: Priest's Spell Compendium, Wizard's Spell Compendium

You target an individual within range to charm cause it to feel a single, intense emotion of your choice, unless it succeeds on a Wisdom saving throw. Choose from the following effects:

Anger. The target bickers and argues with other creatures for the duration. During this time, it takes everything other creatures do or say in the worst possible light. It is incapable of meaningful communication and has disadvantage on saving throws and ability checks.

Despair. The target is overwhelmed with despair for the duration. At the start of each of its turns for the duration, it must succeed on a Charisma saving throw. On a failure, it can't attack or target any creature with beneficial abilities, spells, or other magical effects.

Courage. For the duration, the target is immune to the frightened condition as it becomes extremely brave.

Cowardliness. The target is frightened of you or an object or other creature of your choice for the duration. While frightened, the target must move at least 30 feet away from the thing it fears on each of its turns, if able.

Friendliness. For the duration, all other creatures have advantage on Charisma (Deception) and Charisma (Persuasion) checks made against the target, and disadvantage on Charisma (Intimidation). The target takes everything other creatures say or do in the best possible light and takes everyone as a friendly acquaintance. The target doesn't have to do anything it's told, but will feel more disposed towards doing it.

Happiness. The target is overwhelmed with feelings of giddiness. At the start of each of its turns for the duration, it must succeed on a Charisma saving throw. On a failure, it can't attack or target any creature with harmful abilities, spells, or other magical effects. All reaction rolls made to determine how the target reacts are made at advantage.

Hatred. The target is overwhelmed by feelings of hatred towards a particular object or creature of your choice that is within range. The target has disadvantage on attacks made against any creature but its hated target, and once on its turn, it can choose to make an attack against it at advantage. If you make the target hate a creature, then the target takes everything the creature says or does in the worst possible light.

When the spell ends, the creature knows it was charmed by you.

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

ERASE

1st-level transmutation

Casting Time: 1 action

Range: 30 feet or Touch

Components: V, S

Duration: Instantaneous

Classes: Artificer, Bard, Cleric, Wizard

Source: Wizard's Spell Compendium

You remove writing from an area from an area equal to the size of a normal sheet of paper, leaving the surface clean and unused. The surface must be paper, parchment, or a similar surface.

If the writing is magical in nature, such as from a spell scroll, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the writing is erased. If you fail your check, and the writing was a *glyph of warding*, *sigil* (q.v.), or similar writing-based trap, you set off the trap.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you may also remove writing that is carved or engraved in stone, metal, or a similar hard surface.

ESTATE TRANSFERENCE

9th-level transmutation

Casting Time: 3 hours

Range: Self (40-mile sphere)

Components: V, S, M (a rare or legendary magic item used to control or summon elementals)

Duration: Permanent

Classes: Wizard

Source: Wizard's Spell Compendium

With this powerful spell, you transfer a large area of land to the Inner Plane dictated by the type of magic (such as a *bowl of commanding water elementals*) item you use as the material components. A sphere up to 40 miles in diameter centered on you vanishes from the Prime Plane, leaving a hole in the ground behind, and reappears the appropriate elemental plane.

The sphere you transfer has a semi-permeable barrier. Creatures may enter through it, but nonliving elemental matter can't. Air and water inside the barrier stay within and are renewed, kept at the same level of freshness as when you brought the sphere over, and the temperature remains the same as well. You can deliberately alter the air and temperature, such as with a *control weather* spell, but the sphere will eventually return to its default state of freshness and temperature.

The material component used in the spell must remain at the center of the sphere, and cannot be used normally. If it is ever moved more than 5 feet from the center of the sphere, it crumbles to dust and the barrier vanishes, allowing elemental matter to flood in.

EXALTATION

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a flask of holy water and powdered sapphire worth 100 gp)

Duration: Concentration, up to 10 minutes

Classes: Cleric, Paladin

Source: Priest's Spell Compendium

With this spell, provide aid, protection, and joyful feelings to a willing creature you touch; you can't cast this spell on yourself. For the duration, the creature radiates a pale glow that sheds dim light to a 5-foot radius and gains the following benefits:

- The creature can't be frightened or poisoned, and it can't be rendered unconscious unless it is reduced to 0 hit points. If it had been suffering from one of those conditions before you cast *exaltation*, the condition is paused while this spell is in effect.

- The creature can't gain any levels in exhaustion. If had one or more levels before you cast this spell, it doesn't suffer from their effects while this spell is in effect.

- The creature gains a number of temporary hit points equal to 10 + your caster level. When the spell ends, the target loses any remaining temporary hit points from this spell.

- The creature has advantage on Charisma (Intimidation) and Charisma (Persuasion) ability checks.

- Once while this spell is active, the creature may roll a d6 and add the number rolled to any ability check or saving throw it makes.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the creature gains an additional 5 temporary hit points for each slot level above 3rd. In addition, when you cast this spell with a spell slot of 6th- or 7th-level, the die becomes a d8. When you cast this spell with a spell slot of 8th- or 9th-level, the die becomes a d10.

EYES OF THE SUN

4th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Cleric, Druid

Source: The Great Net Prayerbook

Your eyes burn as bright as the sun for the spell's duration. You shed bright light to 20 feet and dim light to a further 20 feet. This light is sunlight. OneWhen you cast this spell, and as a bonus action on each subsequent turn, you may target one creature you can see within 60 feet of you that you can see. That creature must succeed on a Constitution saving throw or be blinded for 1 minute. Creatures with the Sunlight Sensitivity or similar trait have disadvantage on this save.

A creature may make a new saving throw at the start of each of its turns, ending the effect on itself on a success. A creature that succeeds on its save can't be targeted by this casting of the spell again.

FANTASTIC MACHINE

5th-level illusion

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Artificer

Source: Priest's Spell Compendium

You create a quasi-real, many-armed mechanical contraption that appears on the ground in an unoccupied space of your choice within range. You may choose the machine to be Large (10 feet tall) or Huge (20 feet tall), although its attributes don't change.

The machine lasts for the spell's duration and it moves at your mental command (no action required by you). If you issue no commands, it performs the last action you ordered it to take. The machine shares your initiative count, but it takes its turn immediately after yours. If the machine drops to 0 hit points, the spell ends. On each of your turns, you can order the machine to perform one of the following tasks: Attack, Dig, Lift, Pull, Push, or Throw.

At Higher Levels. When you cast this spell with a 6th-level spell slot, the duration becomes Concentration, up to 30 minutes. When you use an 8th-level or higher spell slot, the duration is up to 1 hour, without the need to concentrate.

FEEBLEBODY

8th-level transmutation

Casting Time: 1 action

Range: 150 feet

Components:

Duration: Instantaneous (a live mouse)

Classes: Bard, Druid, Warlock, Wizard

Source: The Great Net Spellbook

You blast a creature that you can see within range, attempting to turn its body upon itself. The target takes 4d6 force damage and must make a Strength saving throw. On a failed save, the creature's Strength, Dexterity, and Constitution scores become 3 and its speed can't be higher than 10 feet.

At the end of every 30 days, the creature can repeat its saving throw against this spell. If it succeeds on its saving throw, the spell ends. The spell can also be ended by *greater restoration*, *heal*, or *wish*.

FELLBLADE

6th-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (a drop of your blood and a piece of cold iron)

Duration: Concentration, up to 10 minutes

Classes: Sorcerer, Warlock, Wizard

Source: Wizard's Spell Compendium

You call up a smoky gray blade made of dark energy into your hand. This magic sword lasts until the spell ends. It counts as a simple melee weapon with which you are proficient. It deals 6d6 necrotic damage on a hit and has the finesse, light, and thrown properties (range 20/60).

FANTASTIC MACHINE

Large or Huge construct, unaligned

Armor Class 14 + the level of the spell (natural armor)

Hit Points equal to 25 + ten times the spell's level.
Speed 40 ft., burrow 20 ft., climb 10 ft., fly 10 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	1 (-5)	5 (-3)	1 (-5)

Damage Vulnerabilities force

Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, poisoned, unconscious

Languages understands the languages of its creator but can't speak

Beast of Burden. The fantastic machine is considered to be a Gargantuan construct for the purposes of determining its carrying capacity.

Immutable Form. The fantastic machine is immune to any spell or effect that would alter its form.

Actions

Slam. *Melee Weapon Attack:* +5 + the spell's level to hit, Reach 15 ft, one target. *Hit:* 2d12 + 5 + the spell's level bludgeoning damage.

Throw Object. *Ranged Weapon Attack:* + the spell's level to hit, Range 60/180 ft, one target. *Hit:* 3d6 + the spell's level bludgeoning damage.

If you drop the weapon or throw it, it dissipates at the end of the turn. Thereafter, while the spell persists, you can use a bonus action to cause the sword to reappear in your hand.

In addition, when you successfully hit a creature with this sword, choose one of the following options:

Drain. The blade drinks deeply of your targets life and siphons some of that energy to you. You regain hit points equal to half the amount of necrotic damage dealt.

Curse. The blade places a curse on your target. Until the start of your next turn, the target has disadvantage on attack rolls made against you, and disadvantage on ability checks and saving throws made with one ability check of your choice.

At Higher Levels. When you cast this spell using a 7th level or higher spell slot, the damage increases by 1d6 for each slot level above 6th.

FIREBLAST

6th-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M

Duration: Instantaneous

Classes: Sorcerer, Wizard

Source: The Great Net Spellbook

A bright streak flashes from your pointing finger to a point you choose within range and then explodes with a clap of thunder into an explosion of flame and high pressure. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 5d6 fire damage and 5d6 force damage on a failed save, or half as much damage on a successful one. In addition, on a failed save, a creature is pushed back 20 feet from the spell's target point and is deafened until the end of its next turn. This spell deals double damage to objects and structures.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 7th-level or higher, the damage increases by 1d6 fire damage or force damage (your choice) for each slot level above 6rd.

FLOAT/SINK

1st-level transmutation

Casting Time: 1 action or reaction action, taken when a creature within range enters water

Range: 30 feet

Components: V, S, M (a cork)

Duration: Special

Classes: Artificer, Cleric, Druid, Wizard

Source: Wizard's Spell Compendium

Choose an object that can fit in a 5-foot cube, or a Medium or smaller creature, that is in water or other liquid and choose one of the following options:

Float. The target becomes very buoyant. It will remain on the water's surface, unless prevented from doing so, such as by having heavy weights attached (which must weigh at least half as much as what the target actually weighs).

When you cast this spell in this manner, the duration is 1 hour.

Sink. The target immediately begins to sink, falling to the bottom of the body of water it is in as if it had weights attached to it. If the target is a creature, it has disadvantage on Strength (Athletics) checks made to swim and its swim speed (if any) is halved.

When you cast this spell in this manner, the duration is Concentration, up to 1 minute.

FLOCK OF BIRDS

3rd-level conjuration

Casting Time: 1 action

Range: 180 feet

Components: V, S, M (a handful of feathers)

Duration: Concentration, up to 10 minutes

Classes: Bard, Druid

Source: Priest's Spell Compendium

A tremendous flock of fey spirits that take the form of songbirds appear and fill a 20-foot-radius sphere centered on a point you choose within range. They fly about in confusing patterns, chirping and singing loudly. The sphere spreads around corners. The sphere remains for the duration and its area is heavily obscured, and a creature inside the sphere is deafened due to the loud singing. For every 1 foot a creature moves through the area, it must spend 4 feet of movement.

A creature who is inside the sphere has disadvantage on ability checks and attack rolls, and on Dexterity saving throws. A creature who attempts to cast a spell while inside the sphere must first succeed on a concentration saving throw to do so. The DC is equal to 6 + half your spell save DC (rounded down).

Individual songbirds can't be harmed, and when the spell ends, the songbirds vanish.

FLYING QUILLS

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a porcupine's quill)

Duration: Concentration, up to 1 minute

Classes: Druid

Source: Wizard's Spell Compendium

You conjure two porcupine quills and cause them to fly at one or two targets you can see within range. The targets must make Dexterity saving throws. On a failure, the quill sticks in them and the target takes 1d4 piercing damage.

At the end of each of its turns, a stuck creature takes an additional 1 piercing damage. The creature may use its action to remove the quill from itself; doing so causes the quill to vanish. All quills that haven't been removed when the spell ends vanish.

At Higher Levels. You create an additional quill at 5th level (3 quills), 11th level (4 quills), and 17th level (5 quills). You may fire each quill at a separate target, if you wish.

FOG OF NIGHTMARES

7th-level illusion

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a length of phase spider silk)

Duration: Concentration, up to 10 minutes

Classes: Wizard

Source: The Complete Spell Netbook, Wizard's Spell Compendium

You create a thick, wet, dark gray fog which fits to appear in a location you choose within range. The area of the fog is heavily obscured and consists of up to twenty 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. The area is dimly lit, heavily obscured, and is difficult terrain. Small, open flames are automatically extinguished, and covered lanterns shed light to only half the normal distance. Creatures have disadvantage on any roll made to navigate through the area, and on saving throws to avoid being frightened.

The fog taps causes the fears of creatures that have an Intelligence of 4 or higher, other than constructs or undead, who pass through. It causes those fears to come to quasi-life, manifesting as phantasmal horrors that attack. These horrors can look like anything, as their appearance is drawn from the fears of the creatures they are attacking. Each round, a new horror will spawn, until there is a number of horrors equal to three times the number of creatures in the fog at that time. A creature that is immune to the frightened condition doesn't cause horrors to spawn. A horror has AC 15 and hit points equal to five times your caster level. If a horror is slain, a new one will appear in one round.

At the start of a creature's turn, provided that it has at least one horror attacking it, it must make a Wisdom saving throw. It takes 4d10 psychic damage on a failed save. The damage will appear to have come from a horrors' attack. On a success, the horror won't attack until the start of the creature's next turn, although it will continue to act in a menacing manner.

At Higher Levels. When you cast this spell with a spell slot of 9th level, the duration becomes 1 hour, without the need for concentration.

FOOL'S SPEECH

2nd-level illusion

Casting Time: 1 action

Range: Self

Components: V, S, M (a small whistle made of bone)

Duration: 1 hour

Classes: Bard

Source: Wizard's Spell Compendium

With this spell, you and up to six willing targets you touch gain the ability to speak and understand a secret language incomprehensible to others. Neither the *comprehend languages* nor *tongues* spells can decipher the language.

FORCE SHAPECHANGE

5th-level abjuration

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a live butterfly, released when you cast the spell)

Duration: Instantaneous

Classes: Cleric, Druid, Paladin, Ranger, Wizard

Source: Priest's Spell Compendium

You gesture at a creature within range. If it is a shapechanger or a creature that is otherwise not in its true form (such as if it were under the affects of an *alter self* or *polymorph* spell), it must succeed on a Constitution saving throw. On a failure, is forced to return to its true form and takes 3d10 bludgeoning damage due to the wracking pains the spell causes. On a success, the shapechanger takes half damage but isn't forced to change its shape.

FORCEBALL

3rd-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a hair from a giant)

Duration: Instantaneous

Classes: Sorcerer, Wizard

Source: The Great Net Spellbook

A shimmer of light flashes from your pointing finger to a point you choose within range and then bursts with a thunderclap into an explosion of concussive force. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 6d6 force damage on a failed save and is pushed back 15 feet from the spell's target point. On a successful save, the creature takes half damage and isn't pushed back. In addition, if a creature's saving throw fails by 5 or more, the creature is stunned until the end of its next turn.

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.

FORCELASH

3rd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (three drops of acid)

Duration: 1 round

Classes: Artificer, Sorcerer, Warlock, Wizard

Source: Wizard's Spell Compendium

You create a long whip of vivid purple light that lashes out at your command towards a creature in range. Make a melee spell attack against the target. If the attack hits, the creature takes 6d6 force damage and is grappled and restrained (escape DC equal to your spell save DC) until the start of your next turn.

If the creature breaks free of the grapple, or when the spell ends, the forceflash releases a powerful jolt of energy that causes the creature to convulse. The creature must make a Constitution saving throw. It takes 3d6 force damage on a failed save and drops whatever anything it is carrying, or half as much damage on a successful save, and it doesn't drop anything.

In addition, you can pull the creature up to 15 feet closer to you (no action required).

At Higher Levels. When you cast this spell with a 4th level or higher spell slot, the damage from the initial attack inflicts an additional 1d6 damage for each slot level above 3rd.

FRISKY CHEST

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a dried frog's leg and a feather)

Duration: 24 hours

Classes: Artificer, Wizard

Source: Wizard's Spell Compendium

You touch a nonmagical, inanimate object that can fit in a 5-foot cube and enchant it. When any creature other than you or another creature you designate while casting this spell comes attempts to the object, it sprouts little legs and scampers away. The object has a speed of 40 feet and a Dexterity score of 20 (+5). The object can perform no other actions, and other than its ability to move, is completely unchanged.

If the object is caught, it will make a single attempt to escape, using its Dexterity contested by the catcher's Strength. If that fails, the spell will end and the legs will fade away.

At any point, you can call the object to you (no action required on your part) and it will scuttle back over to you. The object will not travel further than 100 feet from the location it was animated and will treat that area as its base point. If you pick the object up, carry it to a new location, and tell it to remain near that area, it will consider the new location as its base point.

If you cast this spell on the same object every day for a year, the spell becomes permanent.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the object sprouts a pair of tiny wings as well and gains a Fly speed of 40.

FROST FINGERS

1st-level evocation

Casting Time: 1 action

Range: Self (15-cone)

Components: V, S

Duration: Instantaneous

Classes: Druid, Sorcerer, Wizard

Source: Wizard's Spell Compendium

As you hold your hands with thumbs touching and fingers spread, a sheet of intense cold and shards of ice shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 cold damage on a failed save, or half as much damage on a successful one.

The cold freezes any liquids in the area that aren't in a sealed container.

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

GARINTHRALL'S HIDEOUS LEECH

2nd-level necromancy

Casting Time: 1 action

Range: 90 feet

Components: V, S, M

Duration: Special

Classes: Druid, Warlock, Wizard

Source: The Complete Net Spellbook

A shimmering, dark gray arrow streaks towards a target within range and bursts in a spray of toxic goo. Make a ranged spell attack against the target. On a hit, the target takes 1d4 acid damage and 1d4 poison damage, and the goo transforms into a leech-like form that burrows under the target's clothing and armor and latches onto its skin.

At the end of each of the target's turns, the leech eats away at the target, inflicting an additional 1d4 acid damage. The target or another creature can use its action to make a Strength check, using your spell save DC, to remove the leech from the target's body. This causes the spell to end.

At Higher Levels. You you cast this spell using a spell slot of 3rd level or higher, the acid damage (both initial and later) increases by 1d4 for each slot level above 2nd.

GEMIDAN'S PARALYTIC MISSILE

Evocation cantrip

Casting Time: 1 action or 1 reaction, taken when get an opportunity attack against a creature

Range: 60 feet

Components: V, S

Duration: 1 round

Classes: Bard, Sorcerer, Wizard

Source: Wizard's Spell Compendium

You fire a missile of green magical energy that unerringly hits its target and briefly encases them in a green field. The creature must succeed on a Dexterity saving throw. On a failure, it is paralyzed until the start of your next turn. If its saving throw fails by 5 or more, it also falls prone.

GHOST PIPES

2nd-level evocation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Special

Classes: Bard

Source: Wizard's Spell Compendium

You cause a nonmagical musical instrument that you touch to play a tune you know. While it's playing, the instruments levitates to the height it would normally be held at if it were played by an actual creature, and if you wish, glows with a magical light that sheds dim light to 10 feet. The instruments play with your level of competence.

If the instrument gets to the end of the piece of music it is playing, it will repeat the tune, unless you use your action to switch it to a new tune. The spell lasts for as long as you concentrate on it, or until a creature other than a construct (including you) touches the instrument.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you may affect one additional instrument for each slot level above 2nd.

GLAMER

Illusion cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

Classes: Bard, Cleric, Sorcerer, Warlock, Wizard

Source: Priest's Spell Compendium, Wizard's Spell Compendium

For the duration of this spell, one willing creature becomes much more physically attractive, as if a team of skilled cosmetologists had worked improving its appearance. The creature's hair is cleaned and neatly styled and makeup is applied.

This spell doesn't make the target look like a different person; it just improves its looks. Once, while the spell is active, the target may choose to have advantage on one Charisma (Persuasion) check. True sight will see through this illusion.

GLASSEE

3rd-level Transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small piece of glass)

Duration: Concentration, up to 1 minute

Classes: Artificer, Wizard

Source: Wizard's Spell Compendium

A window appears at a point of your choice that you can see on a wooden, plaster, or stone surface (such as a wall, a ceiling, or a floor) within range, provided the surface is no more than 5 feet thick, and lasts for the duration.

The window can be up to 2 feet by 3 feet, can't be opened and creatures can't pass through it. You may choose for the window to be one-way, so only creatures on your side of the wall can look through it, or two-way, so creatures on both sides can use it.

GLASS SHAPE

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small crystal lens)

Duration: 1 round

Classes: Artificer, Cleric, Wizard

Source: The Great Net Spellbook

You touch a glass object of Medium size or smaller or a section of glass no more than 5 feet in any dimension and form it into any shape that suits your purpose.

So, for example you could shape a pane of glass into a blade, a glass case, or a statue, or make a passage through a window. You could also shape a window to seal shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

You can also use this spell to transform up to 100 pounds of sand into 75 pounds of glass.

GLITTERDUST

2nd-level conjuration

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S, M (a pinch of ground mica)

Duration: 1 minute

Classes: Artificer, Bard, Sorcerer, Wizard

Source: Wizard's Spell Compendium

You create a cone of glittering golden particles. All creatures in the area are coated with particles. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible. In addition, a creature must succeed on a Constitution or be blinded for the duration. A blinded creature may make a new save at the end of each of its turns, ending the effect on itself on a success.

GODRAGE

5th-level enchantment

Casting Time: 1 action

Range: Self

Components: V

Duration: 1 minute

Classes: Cleric, Paladin

Source: The Great Net Prayerbook

You fill yourself with righteous fury and bring down the wrath of your god. You are surrounded by a brilliant glowing light that sheds bright light to 5 feet and dim light a further 5 feet. For the duration, your proficiency bonus is doubled when you make melee weapon attacks, and you inflict an additional 2d10 force damage with a successful attack. In addition, your Armor Class improves by 2, you can't be charmed, frightened, or poisoned, and you have advantage on Wisdom saving throws. Finally, you score a critical hit on a roll of 19 or 20, instead of just 20.

You must use your action to make a melee attack each round while this spell is active. If you choose to take a different action, the spell ends.

At Higher Levels. When you cast this spell with a spell slot of 6th level or higher, the damage increases by 1d10 for each slot level above 5th.

GRAFT

5th-level necromancy

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a *potion of healing* and 1,000 gp worth of powdered moonstone, which the spell consumes)

Duration: Permanent

Classes: Artificer, Wizard

Source: Wizard's Spell Compendium

With this spell, you may take a humanoid limb or other body part that had been severed no more than one hour ago, and graft it onto a willing humanoid's stump (which doesn't have to have been freshly-severed). The recipient must be missing the same limb or body part; this spell doesn't allow you to grant a creature extra body parts, nor does it allow you to graft body parts to places where they aren't supposed to go (i.e., you can't graft an arm to the stump of a leg or coming out the middle of a chest), nor does it allow you to graft body parts onto a recipient that doesn't normally have that part (you can't add wings to a wingless person, for example). The "donor" must be no more than one size category smaller or larger than the target.

Only one body part may be replaced per casting of the spell. Other body parts may be replaced at the DM's discretion.

If *gentle repose* or *preserve from decay* (q.v.) is cast on the body part, the duration of that spell doesn't count against the length of time the body part may be severed.

- **Arms and Hands.** If the body part you are grafting has claws or other natural attack, you also gain a similar attack. You inflict 1d4 + your Strength or Dexterity slashing damage. This does not increase the number of attacks you may make each turn.

- **Legs and Feet.** If the donor had a walking speed of 50 feet or more, or had the Running Leap or Standing Leap trait, the recipient gains that speed or trait only if it had both legs replaced.

- **Sensory Organ.** If the donor had blindsight, darkvision, or the Keen Sight trait, the recipient also gains that trait only if it had both eyes replaced. If the body part is an eye, ear, or nose, and the donor had the Keen Hearing or Keen Smell trait, the recipient also gains that trait.

- **Internal Organ.** If the donor had immunity to poison damage or the poisoned condition, the recipient gains advantage on saving on saving throws to avoid being poisoned.

Upon receiving the graft, the recipient must succeed on a DC 15 Constitution saving throw. On a failure, the graft still takes, but it comes with a minor quirk: it may have a frequent tic, ache, look very unsightly or be mishapen (but still work perfectly well), might bleed a strange color, cause a slight limp, or come with a strange personality trait related to the original owner in some way. The quirk may be annoying but doesn't otherwise cause any mechanical penalties to the recipient.

Prosthetics. You may also cast this spell using an artificial prosthesis made from wood, metal, or other nonliving material. The prosthesis animates and can't be removed without first successfully casting *dispel magic* on it. It uses the target's Strength and Dexterity scores and must be made for a creature of its size category. The recipient can use the limb as normal. Sensations perceived through the prosthetic are slightly muted, but the recipient isn't at risk of having a quirk.

GRASPING HANDS OF HORROR

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bard, Cleric, Warlock, Wizard

Source: The Great Net Spellbook

You cause three arms to reach out of the ground in a 20-foot radius centered on a point you choose within range. The arms may appear to be humanoid arms, skeletal arms, or arms made of earth and soil, as you desire. The arms grab at targets you choose within range. You may direct each arm at one target or at several.

Make a ranged spell attack for each arm. On a hit, the creature is grappled, restrained, and dragged 5 feet underground, where it can't breathe and is at risk of suffocating (as per *Player's Handbook* chapter 8, Environment). The escape DC is equal to your spell save DC. A creature has disadvantage on ability checks made to escape if three or more arms are grappling it. On a success, the creature is no longer restrained and is able to dig itself out. The creature can also be dug out by creatures who are on the surface.

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

GRIMLY'S ELASTICITY

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a lump of soft clay)

Duration: 10 minutes

Classes: Bard, Sorcerer, Warlock, Wizard

Source: The Great Net Spellbook

A willing creature you touch becomes extremely elastic and is able to bend, twist, and stretch itself in any direction. While this spell is in effect, the creature gains the following traits:

- It is immune to bludgeoning damage from nonmagical attacks, and resistant to damage from bludgeoning damage from magical attacks.
- Its reach increases by 10 feet, and it can increase its height by up to 5 feet.
- It can move through a space large enough for a creature two sizes smaller than it without squeezing.

At Higher Levels. When you cast this spell with a spell slot of 4th-level or higher, its reach and height can increase by an additional 5 feet for each slot level above 5th.

GUNTHER'S KALEIDOSCOPIC STRIKE

8th-level invocation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a pinch of powdered stained glass)

Duration: Concentration, up to 10 minutes

Classes: Wizard

Source: Wizard's Spell Compendium

A thin beam of shimmering, kaleidoscopic light shoots from your outstretched fingertips towards a creature in range and engulfs the creature in colored light, causing it to shed bright light to 10 feet and dim light for a further 10 feet. Unless the creature succeeds on a saving throw using its spellcasting ability, it can't cast any spells for the duration. At the end of every minute, it may make a new saving throw, ending the effect on itself on a success.

HAILSTONES

2nd-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a handful of pebbles)

Duration: Concentration, up to 1 minute

Classes: Druid, Sorcerer, Warlock, Wizard

Source: The Great Net Spellbook

Until the spell ends, stones fall in a 20-foot-tall cylinder with a 30-foot radius centered on a point you choose within range. When a creature enters the spell's area for the first time or starts its turn there, it must make a Dexterity saving throw. It takes 4d6 bludgeoning damage on a failed save, or half as much on a successful one.

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

HASTEN GROWTH

4th-level transmutation

Casting Time: 10 minutes

Range: 10 feet

Components: V, S

Duration: Instantaneous

Classes: Cleric, Druid, Wizard

Source: Priest's Spell Compendium, Wizard's Spell Compendium

You point at a beast, dragon, giant, humanoid, monstrosity, or plant creature, or normal plants that fit within a 10-foot square, and force it to make a Constitution saving throw. Normal plants automatically fail this roll. If it fails, it ages by your choice of 2d6 months or 2d6 years. The creature is unaffected on a success.

If you cast this spell two or more times in a 25-hour period, there is a 25% cumulative chance that the spell backfires. The creature takes 5d10 force damage and, if it survives, may develop degenerative diseases.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can cause the target to age an additional 1d6 months or years for each slot level above 4th.

HEART OF STONE

9th-level necromancy

Casting Time: 24 hours

Range: Self

Components: V, S, M (a life-sized heart carved out of a black stone, worth at least 5,000 gp)

Duration: 1 year

Classes: Cleric, Wizard

Source: Wizard's Spell Compendium

You replace your heart with the stone heart used as the material component for this spell, and your own heart appears in your hand, still beating even as it pumps no blood.

Your real heart is a Tiny object with AC 7, hit points equal to your caster level + your spellcasting attribute bonus, and is immune to psychic damage. As long as your heart remains intact, you have the following benefits:

- You don't age, and you need half as much air, drink, food, and sleep as you normally do.
- You are resistant to necrotic damage and to bludgeoning, piercing, and slashing damage, and are immune to poison damage and the poisoned condition.
- You have advantage on Constitution saving throws.
- You regenerate lost and severed body parts. Severed body parts, except for your head, are restored after 2 minutes, and if you have the severed part and hold it to the stop, the part instantly rejoins the stump. Otherwise, the severed body part regrows after you finish a long rest.

However, you don't regain hit points through long rests unless you spend Hit Dice to do so.

If your real heart is touched, you receive a mental image of the creature that touched it. If it's destroyed, you instantly die and can't be brought back to life by any means short of a *true resurrection* or *wish*.

At the end of the year, your real heart reappears in your chest and the stone heart reappears in your hand. You may reuse the stone heart, if you wish.

HELLISH HAIL

4th-level evocation

Casting Time: 1 action

Range: 300 feet

Components: V, S, M

Duration: Instantaneous

Classes: Sorcerer, Wizard

Source: The Great Net Spellbook

A hail of tiny flaming meteors pounds to the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 3d8 bludgeoning damage and 5d6 fire damage on a failed save, or half as much damage on a successful one.

The flaming meteors turn the storm's area of effect into difficult terrain until the end of your next turn, and it ignites flammable objects in the area that aren't being worn or carried.

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

HIBERNATION

2nd-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bit of bear fur)

Duration: 1 month

Classes: Cleric, Druid, Wizard

Source: Priest's Spell Compendium

You touch a willing creature, who then falls unconscious for the duration. The creature can be awakened if someone uses an action to wake it, but will fall back asleep as soon as it's allowed to get comfortable and close its eyes. If woken up, it can attempt to stay awake by making a Constitution saving throw. On a success, the spell ends. You can also use an action to touch the creature and end the spell.

While asleep, the creature doesn't need to drink or eat, and needs only a tenth as much air as usual. Upon awakening (whether temporarily or when the spell ends), the creature the creature will be ravenously hungry and will take a level of exhaustion. This level goes away when the creature has eaten at a large meal and has taken a short rest.

You can cast this spell again while it is active to maintain the hibernation for another 30 days. This doesn't cause any harm to the target, or cause them to take any more exhaustion upon awakening.

HOLD ANIMAL

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Cleric, Druid, Ranger, Wizard

Source: Priest's Spell Compendium

Choose one or more beasts that you see within range:

- One beast of challenge rating 1 or lower.
- Two beasts of challenge rating 1/2 or lower.
- Four beasts of challenge rating 1/4 or lower.
- Eight beasts of challenge rating 0.

Each beast must succeed on a Wisdom saving throw or be paralyzed for the duration. 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 4th- or 5th-level spell slot, you can affect twice as many creatures, or you can affect one creature of CR 2. When you cast it with a 6th- or 7th-level spell slot, you can affect three times as many creatures, or you can affect one creature of CR 4 or lower. When you cast it with an 8th- or 9th-level spell slot, you can affect four times as many creatures, or you can affect one creature of CR 8 or lower.

HOLD WAVE

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

Classes: Cleric, Druid

Source: Priest's Spell Compendium

You calm water in a 20-foot-radius sphere centered on a location you choose within range, causing even the most turbulent oceans to become as still as a millpond.

If the area of water you are targeting is being affected by a spell such as *control water*, you must first succeed on a spellcasting ability check. The DC equals 10 + the spell's level. On a successful check, you can calm the water in *hold wave's* area.

HOLY CROWN

6th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (an opal worth at least 200 gp)

Duration: Concentration, up to 10 minutes

Classes: Cleric

Source: Priest's Spell Compendium

A blazing crown of holy light appears above your head. When you cast this spell, choose one of the following options:

Crown of Brilliance. The crown sheds golden bright light to 30 feet and dim light to a further 30 feet. This light is sunlight. Any creature within 10 feet of you when you cast this spell must make a Constitution saving throw or be blinded for the duration. A creature with the Sunlight Sensitivity trait rolls this save at disadvantage. In addition, all fiends and undead that end their turn within the area of bright light take 6d6 radiant damage.

Crown of Flame. The crown sheds fiery red bright light to 20 feet and dim light to a further 20 feet. You may use your reaction to cause a tendril of fire to strike a creature who has hit you with a melee attack while within 5 feet of you. Make a melee spell attack. On a success, the creature takes 2d6 fire damage. In addition, all aberrations, fey, fiends, and undead that end their turn within the area of bright light take 6d6 fire damage.

Crown of Glory. The crown sheds silvery bright light to 30 feet and dim light to a further 30 feet. For the duration, you may speak telepathically to all creatures within the area of bright light, and each creature in that area must make a Wisdom saving throw or be charmed by you for the duration. While charmed, it views with awe and respect. Creatures that are hostile to you have advantage on their save.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, each creature takes an additional 1d6 damage for each slot level above 6th.

HOLY PRESENCE

9th-level abjuration

Casting Time: 1 action

Range: Self (30-foot-radius)

Components: V, S, M (a holy symbol of your faith, which is consumed by the spell)

Duration: Concentration, up to 1 minute

Classes: Cleric

Source: The Great Net Prayerbook

This spell channels the divine might of your deity into you, briefly turning you into its avatar. You are surrounded by a nimbus of ethereal holy flames and above you hovers a brilliantly radiant image of your holy symbol. It sheds bright light to 30 feet and dim light to a further 30 feet.

Choose one of the following creature types: aberrations, celestials, constructs, elementals, fey, fiends, or undead. All creatures of that type that are within 30 feet of you must a Constitution saving throw. A creature takes 8d10 radiant damage (if you are good or neutral) or necrotic damage (if you are evil) on a failed save, or half as much on a successful one. If damage from this spell kills a target, the target is turned to ash.

In addition, creatures of that type can't willingly come closer to you than 30 feet. If it tries to use teleportation or interplanar travel to do so, it must first succeed on a Charisma saving throw. Creatures of that type have disadvantage on attack rolls made against you, and you can't be charmed, frightened, or possessed by the creature.

Then, choose any number of creatures that are within 30 feet of you. The creatures must be beasts, dragons, giants, humanoids, monstrosities, or plants, and must make a Constitution saving throw. A creature takes 4d10 fire damage on a failed save, or half as much on a successful one.

In addition, for the duration of the spell, you have advantage on all saving throws, and creatures of any type that are within 30 feet of you have disadvantage on saving throws against spells you cast on them.

HOVERING ROAD

7th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a chunk of black marble and a loop of gold wire)

Duration: 1 hour

Classes: Cleric, Wizard

Source: Priest's Spell Compendium

A road made of dark, shimmering force appears out of the ground or floor. It is 10 feet wide, extends 10 feet in front of you, and 20 feet behind you. It rises 1 foot above the surface. The road travels with you and you can use your action to alter its elevation, either upwards or downwards, by 20 feet per round.

One minute before the end of the spell, the road will begin to fade, allowing you time to get to level ground before disembarking.

The road is an object that can be damaged. Each 10-foot-square section has AC 20 and 50 hit points, and is immune to poison and psychic damage and resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks.

You can cast this spell again while it is active to maintain the road's existence for another hour.

At Higher Levels. When you cast this spell with an 8th-level or higher spell slot, the duration increases by 1 hour for each slot level above 7th.

HOVERING SKULL

4th-level necromancy

Casting Time: 1 action

Range: 300 feet

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

Duration: Concentration, up to 1 minute

Classes: Cleric, Warlock, Wizard

Source: The Great Net Spellbook, Priest's Spell Compendium, Wizard's Spell Compendium

You create a Tiny skull with sharp fangs and glowing eye sockets that hovers above you (it otherwise appears to be a skull from your species). The skull is an object with AC 15 and hit points equal to your level + your spellcasting ability modifier. When you cast the spell and as a bonus action on your subsequent turns, you can move the skull up to 30 feet and have it perform one of the following options:

- You can see through the skull's eye sockets and hear what it hears until the start of your next turn. The skull has darkvision to 60 feet, and you gain that benefit. During this time, you are deaf and blind with regard to your own senses.

- You can speak through the skull. The message is spoken in a raspy, hollow-sounding version of your own voice. You can't

- You can cause the skull to bite a creature within 5 feet of it. It uses your spell attack modifier and inflicts 4d6 + your spellcasting ability modifier piercing damage.

- You can cause the skull to scream. Each creature within 10 feet of the skull must succeed on a Wisdom saving throw or be frightened for the spell's duration. While frightened by this spell, a creature must move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.

- You can cause the skull to exhale purple or green flames in a 15-foot cone. Each creature in that area must succeed on a Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much on a successful one.

If you end your turn with the skull 120 feet away from you or farther, the skull vanishes and the spell ends.

At Higher Levels. When you cast this spell with a spell slot of 5th level or higher, its bite or fire breath inflicts an additional 1d6 damage for each slot level above 4th.

In addition, if you cast this spell with a spell slot of 6th level or higher, the duration increases to Concentration, up to 10 minutes.

ICE BLADE

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a shard of crystal, glass, or ice)

Duration: Concentration, up to 10 minutes

Classes: Druid

Source: Priest's Spell Compendium

You create a blade made of jagged, razor-sharp ice shards in your free hand. The blade is similar in size and shape to a scimitar, and lasts for the duration. If you let go of the blade, it disappears, but you can evoke the blade again as a bonus action.

You can use your action to make a melee spell attack with the icy blade. On a hit, the target takes 2d6 slashing damage and 3d6 cold damage, and its movement is slowed by 5 feet until the start of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 5th level or cold higher, the cold damage increases by 1d6 for every two slot levels above 3rd.

ILLUMINATION

8th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, M (a vial of holy water, which the spell consumes)

Duration: Concentration, up to 1 minute

Classes: Cleric

Source: Priest's Spell Compendium

You briefly become one with your deity or divine proxy. When you cast this spell, you are bathed in divine light, shedding bright light to 10 feet and dim light a further 10 feet and your speed is 0. You are immune to all damage except for force, necrotic, radiant damage. On each of your turns, you may choose one of the following options:

- You may ask your deity a question that can be answered with a yes, no, maybe, or unclear.
- Restore 20 hit points to a creature you can see within 20 feet.
- Remove the blinded, deafened, or poisoned condition, or one disease from a creature you can see within 20 feet.
- Allow a creature you can see within 20 feet of you to roll a d8 and add the number rolled to one ability check, attack roll, or saving throw.
- Cause a creature you can see within 20 feet of you to automatically escape from nonmagical restraints.

IMPART KNOWLEDGE

2nd-level divination (ritual)

Casting Time: 1 bonus action

Range: Touch

Components: S

Duration: Instantaneous

Classes: Artificer, Bard, Cleric, Druid, Wizard

Source: Priest's Spell Compendium

By touching a creature's head, you mentally communicate a single idea, image, or piece of information in a mere moment. This spell doesn't give the target any special abilities or ability to use the information in a meaningful way, however.

INFECTED WOUNDS

4th-level necromancy

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a bloodstone worth at least 50 gp)

Duration: 48 hours

Classes: Cleric, Warlock, Wizard

Source: The Great Net Prayerbook, The Great Net Spellbook

You target a creature that is not an elemental, construct, or undead and that is not at full hit points and force it to make a Constitution saving throw. On a failure, the creature is cursed and its wounds are infected. For the duration, the creature can't regain hit points by nonmagical means, and magical healing only restores half as many hit points as normal. In addition, the creature has disadvantage on Constitution saving throws to avoid catching any disease. A *lesser restoration* will suspend this curse for 1 minute, during which the target can be healed normally.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration increases by 48 hours for each slot level above 2nd.

INTENSIFY SENSATION

2nd-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bard, Cleric, Sorcerer, Warlock, Wizard

Source: Priest's Spell Compendium

You touch a creature and cause one physical or emotional sensation—pleasurable, painful, or other—that it is currently experiencing to magnify to incredible intensity. At the beginning of each of its turns, it must succeed on a Constitution saving throw or be stunned until the start of its next turn. A creature that can't be charmed or that is under the effect of the *drive insensate* (q.v.) is immune to this spell.

If a creature succeeds on three saving throws, the effect ends on it. The saves don't need to be successive.

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

INVISIBLE OBJECT

2nd-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Artificer, Bard, Sorcerer, Warlock, Wizard

Source: The Great Net Spellbook

A Small or smaller object you touch becomes invisible until the spell ends. If you use the object to attack or affect another creature, the spell ends.

At Higher Levels. When you cast this spell with a 3rd- or 4th-level spell slot, you can turn a Medium or smaller object invisible. When you cast it with a 5th- or 6th-level spell slot, you can turn a Large object invisible. When you cast it with a 7th- or 8th-level spell slot, you can turn a Huge object invisible. When you cast it with a 9th-level spell slot, you can turn a Gargantuan object invisible.

IRONGUARD

5th-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a piece of quartz crystal worth 10 gp, which the spell consumes, and a piece of iron, which it doesn't)

Duration: Permanent

Classes: Artificer, Wizard

Source: Wizard's Spell Compendium

You cause a piece of crystal or glass, wood, soft stone, or other solid, fairly rigid inanimate object that weighs no more than 100 pounds and that isn't being worn or carried to become as hard as iron. The object has AC 19 and is considered resilient instead of fragile (as per Dungeon Master's Guide chapter 8, Statistics for Objects), but also weighs twice as much as it previously did.

ISOLDE'S ANSWER

3rd-level divination

Casting Time: 1 action

Range: Self

Components: V, S, M (a focus worth at least 100 gp, such as a crystal ball or a silver mirror)

Duration: 1 round

Classes: Bard, Warlock, Wizard

Source: Wizard's Spell Compendium

You ask a simple question of eight words or fewer, such as "where did I put my keys?" or "who is the fairest in the land?" and a still image will appear in the focus that shows a scene that answers your question, provided that the answer can be found within 100 miles of your location.

The question can't be about something that happened in the past (you can't ask "who killed the king?") or will happen in the future (you can't ask "how will the enemy army approach the castle?"). You could ask "where is the king's killer" (and perhaps seen an image of a local tavern) or "where is the enemy's army now?" and see an image of their encampment. The image will last for 1 minute or until you dismiss it (no action required).

The image provides no other clues, such as location or identity. If you ask "where did I put my keys," and you left them in your coat pocket, you will see an image of your coat, but you won't learn your coat's current location or which pocket you left the keys in. If you ask "who is the fairest in the land," you will see an image of the fairest person (using your personal definition of "fairest"), you won't learn that person's identity or whereabouts.

Unlike the *scrying* spell, you can't use *Isolde's answer* to scry upon a specific individual or location. However, you can use the image shown by this spell as an "image or likeness" when you cast *scrying*.

If you cast this spell two or more times and ask the same question before you complete your next long rest, there is a cumulative 25% chance for each casting that it fails.

IVY SIEGE

6th-level transmutation

Casting Time: 1 action

Range: 300 feet

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

Duration: 1 hour

Classes: Druid

Source: Priest's Spell Compendium

You cause ivy or a similar vine to grow rapidly around a building or structure you can see. The ivy will cover an area that fits in a 100-foot square. The ivy grows at a fantastic rate and will fully cover the building, including windows and doors, within 10 minutes. Each 5-foot-square of ivy has AC 15 and 15 hit points, is resistant to bludgeoning and fire damage, immune to poison and psychic damage, and it regenerates 5 hit points per round; in order to exit or enter the building, the ivy must be hacked away first.

When the building is fully covered, the ivy turns a very dark green and begins to squeeze the building. Every minute, it inflicts 3d10 bludgeoning damage to the building.

When the spell ends, the ivy dies and withers away over the course of another hour; it becomes vulnerable to fire damage and no longer regenerates. It remains wrapped around the building but can be removed much more easily.

KALDANE'S INSOMNIA

5th-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a belladonna leaf)

Duration: 1 week

Classes: Wizard

Source: The Great Net Spellbook

You curse a target you see within range, forcing it to make a Constitution saving throw. On a failure, then for the duration, it can't fall asleep and gains no benefit from taking a long rest. It is immune to the *sleep* spell, as well *hibernation* (q.v.) or *power word sleep* (q.v.) during this time as well.

At the end of every 24 hours, the target may make a new saving throw, ending the effect on itself on a success. Otherwise, the target may suffer from the effects of going without sleep for an extended period (as per *Xanathar's Guide to Everything*, chapter 2: Sleep).

KATRINE'S TOTAL TENT

1st-level evocation (ritual)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a piece of oilcloth and a pinch of dirt)

Duration: 8 hours

Classes: Bard, Wizard

Source: The Great Net Spellbook

You produce a 5-foot-radius immobile dome of opaque blueish force at a point you see within range. Up to four creatures of Medium size can fit inside the dome. The spell fails if its area includes a larger creature or more than four creatures. Creatures and objects can freely pass in and out of the dome, and the dome doesn't block spells or other magical effects. The tent blocks nonmagical weather, including rain and hail. Creatures and objects inside the dome can't be seen by creatures outside of it and effectively have total cover from creatures outside it.

Until the spell ends, you can command the interior to become dimly lit or dark. The dome is translucent but not transparent from the inside.

At Higher Levels. When you cast this spell using a 2nd- or 3rd-level spell slot, you can make the tent large enough for six creatures. When you cast it using a 4th- or 5th-level spell slot, you can make the tent large enough for eight creatures. When you cast it using a 6th- or 7th-level spell slot, you can make the tent large enough for 12 creatures. When you cast it using an 8th- or 9th-level spell slot, you can make the tent large enough for 16 creatures.

LANCE OF DISRUPTION

3rd-level evocation

Casting Time: 1 action

Range: Self (60-foot line)

Components: V, S

Duration: Instantaneous

Classes: Sorcerer, Wizard

Source: Wizard's Spell Compendium

You create a beam of concussive, disrupting force that lashes out from your hand in a line 10 feet wide and 60 feet long. Any creature in that area must make a Dexterity saving throw, taking 3d6 bludgeoning damage and 3d6 force damage on a failed save or half as much on a successful one. The lance inflicts double damage to objects and structures.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you inflict an additional 1d6 bludgeoning damage for each slot level above 3rd.

LAND OF STABILITY

8th-level abjuration

Casting Time: 1 minute

Range: Self (1/2-mile radius)

Components: V, S, M (a pinch of volcanic ash)

Duration: 7 days

Classes: Cleric, Druid

Source: Priest's Spell Compendium

You protect the area in a 1-mile diameter circle from natural disasters, such as earthquakes, floods, avalanches, and volcanic eruptions. This spell doesn't prevent disasters caused by magic or supernatural means from occurring, such as from an *earthquake* spell or the regional effects of a red dragon.

Casting this spell on the same spot once every 7 days for a year makes the stable area permanent.

LAST IMAGE

1st-level divination (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Classes: Bard, Cleric, Wizard

Source: The Great Net Spellbook

You touch the corpse of a creature that has been dead for no longer than 1 week and see whatever it saw at the moment of its death.

If the target had died in a particularly horrific manner (DM's decision), you must succeed on a DC 10 Wisdom saving throw or be stunned for 1 minute. You may make a new saving throw at the start of each of your turns, ending the effect on yourself on a success.

LESTAT'S LEGION

7th-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (three pearls, each worth at least 100 gp, and three drops of your own blood; the pearls are consumed by the spell)

Duration: 1 hour

Classes: Wizard

Source: The Great Net Spellbook

Three magical replicas of yourself appear within range and last for the duration. Each replica has attributes equal to 10 + your modifier for that attribute (e.g., if your Strength is 13 (+1), the replica's Strength is 11), an Armor Class equal to 10 + its Dexterity modifier, and hit points equal to your class level + your spellcasting ability modifier. Its proficiency modifier is +2, it doesn't have access to any of your skills, proficiencies, feats, or other traits, and it can't cast spells. When created, they are equipped with any nonmagical objects you are wearing or carrying. If you attempt to cast a spell using any item that was replicated as a material component, the spell will fail.

The replicas act independently of you, but always obey your command. In combat, it rolls its own initiative and acts on its own turn. A replica can attack but is not considered to be proficient in any weapons. When the replica drops to 0 hit points, or the spell ends, it disappears.

You can communicate telepathically with any replica that is within 500 feet of you. If more than one replica is within that range, you can communicate with one or all of them at a time. As an action, you can see through a replica's eyes and hear what it hears until the start of your next turn. During this time, you are deaf and blind with regard to your own senses. You can also use your action to "lend" a replica one of your skills or proficiencies, allowing it to use your proficiency modifier when it uses a skill in which you are proficient in. If you have expertise or another trait that allows you to double your proficiency bonus, then your replica can also double its proficiency bonus. Finally, when you cast a spell, you can choose for a replica that is within 500 feet of you to be the origin point of that spell. The spell must be one that has a casting time of 1 action or longer.

At Higher Levels. When you cast this spell with a spell slot of 8th level or higher, you conjure an additional replica for each slot level above 7th. You need one additional pearl for each additional replica.

LIFEBLEND

8th-level transmutation

Casting Time: 10 minutes

Range: 30 feet

Components: V, S, M (two strands of metal wire, one gold and one platinum worth 500 gp, twisted together into a double helix, which is consumed in the casting)

Duration: Instantaneous

Classes: Wizard

Source: Wizard's Spell Compendium

This freakish spell allows you to fuse two creatures (beasts, dragons, giants, humanoids, monstrosities, or plants) that are Small, Medium, or Large, and that are both within range, into a single body. Both creatures may make a Constitution saving throw to resist. If the creatures are of different types (e.g., one creature is a beast and the other is a humanoid) or are of different size categories, then both creatures have advantage on their saving throw. If one or both succeed, the spell fails.

If both creatures fail, however, they are merged into a single creature. The resultant amalgamation will have size, armor class, Hit Dice, resistances and immunities, and senses that are the average of its "parents". It will have also have one or two traits and actions each parents, chosen randomly. You may attempt to determine which traits you wish to keep by making a DC 15 Intelligence (Arcana) check for each trait you want. The DM will determine the creature's monster type.

To determine how the spell affects the creature, roll on the table below:

2d6 Result

2-4 **Mixed.** The creature looks the two creatures were glued together in some way. It might look centauric, with part of one parent's body attached to parts of the other's, or it might look like a perfect amalgam of the two parents but with two heads, one from each parent, or it might have a completely different blend of features. It's personality and alignment will be a mixture of the two parents.

5-8 **Success.** The creature looks like a perfect amalgam of the two parents. It's personality and alignment will be a mixture of the two parents.

9-11 **Dominance.** The creature looks like one of the parents with a few features of the other. Likewise, its personality and alignment will be primarily like that of one parent (not necessarily the one it most looks like) with elements of the other's personality.

12 **Shifter.** The creature can shift between its "parents'" forms. It's personality and alignment might be a mixture of the two parents', or it might shift personality when it shifts form.

If its Intelligence is 4 or higher, it must make a Wisdom saving throw. On a failure, it takes 3d6 psychic damage and gains a form of indefinite madness (*Dungeon Master's Guide*, Chapter 8: Running the Game).

A *true polymorph* or *wish* can undo the combination and restore the two creatures to their original forms.

LIFESTEAL

5th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Warlock, Wizard

Source: Wizard's Spell Compendium

You touch a creature other than a construct or undead and steal some of its life force. Make a melee spell attack. On a success, the creature takes 6d8 necrotic damage and you hold its life force in your hand, where it takes the form of a glowing, silvery-gray orb. On a subsequent turn, you may then touch a different creature (which may be yourself). That creature gains temporary hit points equal to twice the amount of damage taken. If you don't give the life force to another creature by the time the spell ends, the orb vanishes and the life force is lost.

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

LIGHTNING SHIELD

4th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a small piece of marble)

Duration: 10 minutes

Classes: Wizard

Source: Wizard's Spell Compendium

Pale golden crackles of electricity wreath your body for the duration, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. You can end the spell early by using an action to dismiss it.

The lightning provides you with a dark shield or a light shield, as you choose. The **light shield**, where the sparks have streaks of pale blue in them, grants you resistance to lightning damage. The **dark shield**, where the sparks have streaks of midnight blue in them, grants you resistance to acid damage.

In addition, whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with crackling energy. The attacker takes 2d8 lightning damage from a light shield, or 2d8 acid damage from a dark shield.

MAGIC EYE

4th-level evocation (ritual)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a dried eyeball and an eye agate worth 10 gp, which the spell consumes)

Duration: Until dispelled

Classes: Artificer, Bard, Warlock, Wizard

Source: The Great Net Spellbook

You create a magical sensor on an object within range. Then determine the circumstance that will trigger the spell to activate.

When that circumstance occurs, the eye appears on the object and you receive a mental ping, as long as you are on the same plane of existence. If the object you chose has an eye or something that looks like an eye (for example, the eye of a statue), the *magic eye* will appear there. You can then use your action to see through the *magic eye* until the start of your next turn, for up to 1 minute. During this time, you are blind with regard to your own senses. At the end of that time, the eye vanishes from view. When you cast this spell, you can have the spell end after it pings you and you look through it, or it can remain and reappear whenever the trigger occurs.

The triggering circumstance can be as general or as detailed as you like, though it must be based on visual conditions that occur within 30 feet of the object. For example, you could instruct the eye to activate when any creature moves within 30 feet of it, or only when specific types of creatures move within 30 feet of it.

MAGIC MOTES

1st-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

Classes: Bard, Sorcerer, Wizard

Source: The Great Net Spellbook

Three motes of light appear and circle around your head for the duration, causing you to shed dim light to 5 feet. At any point, you can use a reaction to cause one of the motes to intercept an attack. The damage from that attack will be reduced by 1d4 + your spellcasting ability modifier, and the mote will wink out of existence.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you create one additional mote for each slot level above 1st. For every three additional motes you create, the area of dim light that you shed increases by 5 feet. Likewise, for every three motes that are used to intercept attacks, the area of dim light decreases by 5 feet.

MANYJAWS

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (two incisors from any creature)

Duration: Instantaneous

Classes: Druid, Warlock

Source: Wizard's Spell Compendium

You create three pairs of gnashing, biting jaws that hover in the air, centered on a point you choose within range. Make a ranged spell attack for each jaw. You can direct at the same target or at different ones that are within 10 feet of that point. On a hit, the target takes 2d8 piercing damage.

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

MASS FLESH TO STONE

8th-level transmutation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (an eye from a basilisk, medusa, or other creature with petrification powers)

Duration: Concentration, up to 1 minute

Classes: Warlock, Wizard

Source: The Great Net Spellbook

You attempt to turn up to six creatures that you can see within range into stone, provided those creatures have bodies made of flesh. A creature must succeed on a Constitution saving throw or it is restrained as its flesh begins to harden. On a successful save, the creature isn't affected.

A creature restrained by this spell must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the effect ends for it. If it fails its saves three times, it is turned to stone and petrified for the duration. The successes and failures don't need to be consecutive.

If the creature is physically broken while petrified, it suffers from similar deformities when it reverts to its original state.

If you maintain your concentration on this spell for the entire possible duration, the creatures are turned to stone until the effect is removed.

MASS JUMP

3rd-level transmutation

Casting Time: 1 action

Range: Self (30 feet radius)

Components: V, S, M (a grasshopper's hind leg)

Duration: 1 minute

Classes: Artificer, Druid, Ranger, Sorcerer, Wizard

Source: Wizard's Spell Compendium

Up to six willing creatures you choose who are within range have their jump distance tripled until the spell ends.

MASS PHANTASMAL FORCE

7th-level illusion

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a handful of fleece)

Duration: Concentration, up to 1 hour

Classes: Bard, Sorcerer, Wizard

Source: The Great Net Spellbook

You craft an illusion that takes root in the minds of up to twelve creatures you can see within range. Each creature must make an Intelligence saving throw. On a failed save, you create a phantasmal object, creature, or other visible phenomenon that exists in the minds of each creature; each creature will experience the same phantasm. The phantasm must fit in a 20-foot cube and has no effect on undead or constructs. It includes sound, temperature, and other stimuli, equally evident to all affected creatures, and will react to their actions appropriately.

A target can use its action to examine the phantasm with an Intelligence (Investigation) check against your spell save DC. If the check succeeds, the target realizes that the phantasm is an illusion and the spell will end for it, but not for other affected creatures, who will see the target vanish in a way appropriate for the phantasm. For instance, if the target realizes a phantasm of a ferocious monster is an illusion and is no longer affected by it, the other creatures who are still affected might see the target get killed.

While the targets are affected by the spell, they treat the phantasm as if it were real. They rationalize any illogical outcomes from interacting with the phantasm. An affected target is so convinced of the phantasm's reality that it can even take damage from it. Each round on your turn, the phantasm can deal 3d8 psychic damage to the target if it is in the phantasm's area or within 5 feet of it, provided that the illusion is of a creature or hazard that could logically deal damage. The target perceives the damage as a type appropriate to the illusion.

METAL SHAPE

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (soft lead, which must be worked into roughly the desired shape of the stone object)

Duration: Instantaneous

Classes: Artificer, Cleric, Wizard

Source: Wizard's Spell Compendium

You touch a metal object of Medium size or smaller or a section of wood no more than 5 feet in any dimension and form it into any shape that suits your purpose. So, for example, you could shape a piece of metal into a weapon, a metal bar, or a coffer. You could also shape a hinge or lock on a door to jam the door shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

METAL TO RUST

3rd-level transmutation

Casting Time: 1 action

Range: 5 feet

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

Duration: Instantaneous

Classes: Artificer, Druid, Sorcerer, Wizard

Source: Wizard's Spell Compendium

Make a melee spell attack against a creature within range, and nonmagical metal items it is wearing or carrying begin to rust. All metallic weapons it is wearing or carrying take a permanent and cumulative -1 to damage rolls, metallic ammunition is destroyed, and metallic armor and shields take a -1 penalty to the AC they offer.

If a weapon's penalty drops to -5, the weapon is destroyed. Armor reduced to an AC of 10 and shields that drop to a +0 bonus are destroyed. Tiny metallic items are also destroyed.

A *mending* spell can be used to restore these items to full functionality, at the rate of one casting of *mending* per -1 penalty.

MIMICRY

Illusion cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 round

Classes: Bard, Druid, Sorcerer, Warlock, Wizard

Source: The Great Net Spellbook

For the duration, you have advantage on Charisma (Deception) checks made to mimic a creature whose voice or vocalizations are known to you. While you can mimic the sound of sound-based attacks, such as a harpy's Luring Song or a spell such as *dissonant whispers*, you can't mimic its magical qualities.

MINDKILLER

9th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (an amethyst worth at least 500 gp, which the spell consumes)

Duration: Special

Classes: Bard, Cleric, Sorcerer, Warlock, Wizard

Source: Priest's Spell Compendium

You blast a humanoid with psychic energy, suppressing its mind and turning its body into a mindless husk, unless it succeeds on a Charisma saving throw. On a failure, its Intelligence, Wisdom, and Charisma become 0 and you gain the ability to control its body. You have a telepathic link with the creature at all time, and you can use your action to see through its eyes, hear what it hears, and speak through its mouth, provided that the target is within 500 feet of you.

If you are using your action to take the creature's senses as your own, you can also take total and precise control of it. Until the end of your next turn, the creature performs any action you direct it to. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. When you are not controlling the creature in this manner, it performs no actions and will only move if someone else physically guides it.

You can also attempt to cast spells through the creature. However, you must first succeed on a concentration saving throw. The DC is 10 + the spell's level.

Your target can remain in this suppressed state for a number of days equal to its Constitution modifier × your spellcasting ability modifier. At the end of this time, it will die. At any time, you can use a bonus action to free the suppressed creature from your control, ending the spell. A *wish* or a *dispel magic* cast with a 9th-level slot will also free it. If the creature enters an *antimagic field* or is subjected to a *greater restoration* or *remove curse*, it may make a new Charisma saving throw, ending the effect on a success. If you die or travel to a different plane, the creature is also freed. For every three days a freed target remained in this state, it will take one level of exhaustion.

MIRAGE

4th-level illusion

Casting Time: 1 action

Range: 90 feet

Components: V

Duration: 1 hour

Classes: Bard, Cleric, Warlock, Wizard

Source: Priest's Spell Compendium

You target a creature and force it to make a Wisdom saving throw. On a failure, its perceptions are twisted. While this spell is active, the creature has disadvantage on Intelligence (Investigation) and Wisdom (Perception) checks. Each time the target takes damage, it can repeat the saving throw, ending the effect on itself on a success. Choose one of the following options when you cast this spell:

Mirage of Deception. The target sees everything as beautiful and friendly. Vicious and hideous monsters seem like friendly, tame animals or kindly-looking people; rotting and foul food seems like a sumptuous feast; and dark, frightening landscapes and buildings seem open and inviting. The creature has disadvantage on saving throws to avoid being charmed.

Mirage of Despair. The target sees everything as horrific and evil. Friends and allies look monstrous; sylvan forests and well-tended gardens seem to be dying and haunted; friendly animals look vicious and rabid. The creature has disadvantage on saving throws to avoid being frightened.

This is a phantasm, which includes sound, texture, taste, temperature, and other stimuli evident only to the targeted creature. If the target takes any damage from an object or creature covered by this phantasm, the target may make a new saving throw, ending the effect on itself on a success.

MIRROR DAMAGE

2nd-level abjuration

Casting Time: 1 reaction, taken when you take damage from a melee attack

Range: Self

Components: V, S

Duration: Instantaneous

Classes: Sorcerer, Wizard

Source: Wizard's Spell Compendium

Cast when you take damage, this spell causes a mirror finish to gleam over you for just a split second. Then, with the sound of shattering glass, the mirror breaks and your attacker takes the same amount of damage it inflicted on you.

At Higher Levels. When you cast this spell with a 4th-level spell slot, your attacker and all creatures within 5 feet of you take the damage. When you cast it with a 6th-level or higher spell slot, this range increases to 10 feet, and you can choose which creatures within range take damage.

MOON RUNE

4th-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bar of mithral worth 50 gp)

Duration: Until dispelled

Classes: Artificer, Bard, Cleric, Druid, Warlock, Wizard

Source: Wizard's Spell Compendium

You write on parchment, paper, or some other suitable writing material and cause it to fade into invisibility. Then determine the circumstance that will trigger the writing to reappear.

When that circumstance occurs, the writing appears and glows faintly. When you cast this spell, you can have the spell end and the words remain visible after they are triggered (in which case, the glow will fade over the course of ten minutes, leaving normal text behind), or become invisible again until the next time it is triggered (in which case, the words will remain visible for 10 minutes after the trigger occurs).

The triggering circumstance can be as general or as detailed as you like, though it must be based on visible or audible conditions that occur within 30 feet of the text. For example, you could instruct the words to appear when any elf touches the page, or when the page is exposed to moonlight on the winter solstice.

A creature with truesight can see the hidden message.

MOON SHIELD

2nd-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a piece of silver and a moonstone worth at least 10 gp)

Duration: Concentration, up to 10 minutes

Classes: Bard, Cleric, Druid, Paladin, Ranger

Source: Priest's Spell Compendium

A magical field made of moonlight surrounds you, causing you to shed dim light to 30 feet. While this spell is in effect, you have resistance to necrotic and radiant damage and advantage on Wisdom saving throws against being frightened and on Constitution saving throws to resist contracting lycanthropy, mummy rot, or other diseases that are the result of magic or curses. In addition, your hit point maximum can't be reduced while this spell is active.

MOONFIRE

5th-level conjuration

Casting Time: 1 action

Range: Self (60-foot line)

Components: V, S

Duration: Instantaneous

Classes: Bard, Druid, Sorcerer

Source: Priest's Spell Compendium

You unleash a beam of cold, white fire in a straight line 60 feet long and 10 feet wide. Creatures in that area must succeed on a Dexterity saving throw. A creature takes 7d6 cold damage (if living) or 7d6 radiant damage (if undead) on a failed save, or half as much on a successful one.

In addition, a creature that takes damage from the *moonfire*, as well as all magical objects in the spell's path, are outlined in a silvery glow until the end of your next turn. While outlined, the creature or object sheds dim light in a 10-foot radius and can't benefit from being invisible, and any attack roll against an affected creature or object has advantage if the attacker can see it.

MOTION

4th-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

Classes: Artificer, Wizard

Source: Wizard's Spell Compendium

You cause a vehicle (such as a wagon or ship) or an object that is designed to move in some way (such as a windmill, water wheel, or door) to move by itself, without the need to be pulled by animals, blown by wind, or moved by currents.

It will move at its most typical speed; you can't make an option powered by this spell move especially fast, although you can make it move slower. This spell doesn't allow you to animate objects that aren't designed to move.

MYSTIC BOLT

4th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a glass bottle)

Duration: 1 minute

Classes: Bard, Cleric, Sorcerer, Wizard

Source: The Great Net Prayerbook

You send a bolt of psychic energy through the target's mind, causing the creature to suffer from a terrible, throbbing headache. The creature must make an Intelligence saving throw, taking 4d8 psychic damage on a failed save, or half as much on a successful one. In addition, on a failed save, the creature has disadvantage on Intelligence, Wisdom, and Charisma ability checks and saving throws for the duration, as well as on Constitution saving throws to avoid losing concentration.

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 4th.

MYSTIC ROPE

2nd-level conjuration

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a bit of rope)

Duration: 10 minutes

Classes: Artificer, Bard, Sorcerer, Wizard

Source: The Great Net Spellbook, Wizard's Spell Compendium

You create an obviously magical rope that is 50 feet long, or cause a nonmagical rope within range to stretch (or shrink) to 50 feet and glow with a magical aura. When you cast the spell and as a bonus action on each of your subsequent turns, you can move the rope up to 30 feet and then cause one of the following effects with it, provided you can still see the rope:

Bind. You can cause the rope to move around a creature that is within 5 feet of it and bind it. Make a ranged spell attack. On a success, the creature is grappled and restrained (escape DC equal to your spell save DC).

Float. You can cause the rope to float in the air and move at a rate of 30 feet per round.

Strangle. You can cause the rope to move around a creature that is within 5 feet of it and wrap itself around its throat. Make a ranged spell attack. On a success, the creature is grappled (escape DC equal to your spell save DC), can't breathe, and is at risk of suffocating (as per *Player's Handbook* chapter 8, Environment).

Tie/Untie. You can cause the rope to tie itself into a knot, tie itself around something else, or untie a knot that is already in it.

NARIN'S MASK

Illusion cantrip

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 10 minutes

Classes: Bard, Wizard

Source: The Great Net Spellbook

For the duration, your features become hazy and indistinct. Creatures who see you during this time have disadvantage on ability checks made to recall your appearance or the sound of your voice.

NEVERENDING NIGHTMARES

5th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a hair from an all-black horse)

Duration: 7 days

Classes: Bard, Warlock, Wizard

Source: Wizard's Spell Compendium

You curse a target within range, forcing it to make a Wisdom saving throw. On a failure, it will suffer terrible nightmares whenever it sleeps. Creatures that don't need to sleep (such as elves) or that don't dream (such as kalashtar) aren't affected. Each time the creature wakes up from having slept, it must succeed on a Wisdom saving throw. On a failure, it takes 1 level of exhaustion.

The spell continues until the duration ends, *remove curse* is cast upon the target, or it succeeds on three saving throws. These saves don't need to be consecutive.

NYBOR'S ADMONISHMENT

Enchantment cantrip

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Instantaneous

Classes: Bard, Cleric, Sorcerer, Warlock, Wizard

Source: Wizard's Spell Compendium

You target a creature within range, forcing it to make a Constitution saving throw. On a failure, it takes 1d4 points of psychic damage and suffers incredible pain for a brief moment, as if it had been lashed with a whip. A target that can't be charmed is immune. Until the end of its next turn, its speed can't be higher than 20 feet and it has disadvantage on the next roll it must make.

If this reduces a creature to 0 hit points, you can choose if the creature dies or falls unconscious.

NYSTUL'S RADIANT BATON

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a crystal prism worth 25 gp)

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Wizard

Source: Wizard's Spell Compendium

A baton of pulsating magical energy appears in your hand in a color of your choice. The baton sheds bright light in a 10-foot radius and dim light for a further 10 feet. This magic baton lasts until the spell ends. It counts as a simple melee weapon with which you are proficient. It deals 2d10 damage on a hit and has the finesse and light properties. The type of damage it deals depends on what color you choose to make the baton, and can't be changed once it's been chosen:

Red Baton. The baton deals 2d10 fire damage.

Orange Baton. The baton deals 2d10 acid damage.

Yellow Baton. The baton deals 2d10 lightning damage.

Green Baton. The baton deals 2d10 poison damage.

Blue Baton. The baton deals 2d10 cold damage.

Indigo Baton. The baton deals 2d10 radiant damage.

Violet Baton. The baton deals 2d10 necrotic damage.

If you drop the baton or throw it, it dissipates and the spell ends.

At Higher Levels. When you cast this spell using a 4th- or 5th-level spell slot, the damage increases to 3d10. When you cast it using a 6th- or 7th-level spell slot, the damage increases to 5d10. When you cast it using an 8th- or 9th-level spell slot, the damage increases to 6d10.

OATH

4th-level enchantment

Casting Time: 1 minute

Range: 30 feet

Components: V

Duration: Special

Classes: Bard, Cleric, Paladin

Source: The Great Net Prayerbook

You create a magical contract between no more than four willing creatures. All creatures must be able to fully understand the contract and agree to abide by it. A creature that willingly breaks the contract takes 4d10 psychic damage each time it does so, but no more than once each day. If this damage reduces the creature to 0 hit points, it is stable but unconscious for 1 hour. The other creatures that have sworn by this oath will receive a mental ping when this happens.

The duration of the oath must be agreed upon by the affected creatures, but can't exceed 1 year.

A *remove curse*, *greater restoration*, or *wish* will end the spell.

ORKO'S ELEMENTAL TRIAD

7th-level evocation

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a tiny golden pyramid)

Duration: Instantaneous

Classes: Druid, Sorcerer, Wizard

Source: The Great Net Spellbook

You fire three beams of light—one blue, one white, and one yellow—which twist around each other into a single projectile that strikes at a target within range. Make a ranged spell attack. On a hit, the creature takes one of the following:

- 4d8 acid damage, 4d8 cold damage, and 4d8 lightning damage.
- 4d8 fire damage, 4d8 poison damage, and 4d8 thunder damage.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the damage increases by 1d8 acid damage, cold damage, or lightning damage (your choice) for each slot level above 7th.

OTILUKE'S STEAMING SPHERE

4th-level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a drop of pure water, a punch of dust, and a bit of sulfur)

Duration: Instantaneous

Classes: Wizard

Source: Wizard's Spell Compendium

A boiling-hot globe of fiery energy streaks from your fingertips to a point of your choice within range, where it explodes in a 30-foot-radius sphere. Each creature within the area must make a Constitution saving throw. A creature takes 6d6 fire damage on a failed save, or half as much on a successful one. In addition, hot steam pours out to an additional 30 feet. The area is heavily obscured and nonmagical fires in the area are extinguished.

You can refrain from firing the globe after completing the spell, if you wish. A small globe about the size of a sling stone, cool to the touch, appears in your hand. At any time, you or a creature you give the globe to can throw the globe (to a range of 40 feet) or hurl it with a sling (to the sling's normal range). It shatters on impact, with the same effect as the normal casting of the spell. You can also set the globe down without shattering it. After 1 minute, if the globe hasn't already shattered, it explodes.

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.

PARADOX

6th-level transmutation (dunamancy/chronurgy)

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Instantaneous

Classes: Wizard

Source: Wizard's Spell Compendium

You "take back" a single action (or reaction) you took at during the last minute, and do something else instead. You can also opt to "take back" a single round's worth of words you spoke and say either nothing or something different. You can also take back a spell that you cast, provided it is no higher than the level of the spell slot used to cast this spell.

The DM will work out a reasonable reaction, for good or for ill, to your new action or words.

If you cast this spell two or more times before completing your next long rest, there is a cumulative 25% chance that the spell will backfire and inflict 6d6 force damage to you and everyone within 5 feet of you. This damage cannot be reduced in any way.

PATTERNWEAVE

1st-level divination (ritual)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small hand lens)

Duration: 1 round

Classes: Bard, Cleric, Sorcerer, Wizard

Source: Wizard's Spell Compendium

You gain the ability to make sense of the apparent chaos caused by things that have broken or taken apart. By looking at the pieces of the whole through the hand lens, you can see what the original item looked like when it was whole.

The parts must be in a 10-foot square, and you must have at least two-thirds of the pieces for the spell to work.

PETITION

2nd-level conjuration

Casting Time: 1 minute

Range: Self

Components: V

Duration: Instantaneous

Classes: Cleric, Warlock, Wizard

Source: The Great Net Spellbook

With this spell, you alert an extra-planar entity whose name you know that you wish to communicate with it. This spell doesn't compel it to answer you or obey you: it is entirely up to the entity if it wishes to reply to you at all or how it reacts to your alert.

You don't need to use the entity's True Name when you cast this spell; its common name will suffice. However, if there are multiple extra-planar entities with the same or similar common names, there is a chance that a different entity will hear your petition instead (DM's decision).

PILPIN'S PROMPT

1st-level evocation (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (a hair from an elephant)

Duration: 30 days

Classes: Wizard

Source: The Great Net Spellbook

With this spell, you can set an alarm to give you a mental ping in advance of an appointment or event that is coming up within 30 days. In addition, you can create a small, obvious illusion that will relay a message to you of up to 25 words. This illusion will play at the same time you receive the ping and will be visible and audible to others.

PLANAR LINK

8th-level conjuration

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a forked, metal rod worth at least 250 gp, attuned to a particular plane of existence, rare inks worth 100 gp and which are consumed in the casting, and an object originally from the plane to be contacted, which is also consumed)

Duration: 10 days

Classes: Cleric, Druid, Sorcerer, Warlock, Wizard

Source: The Great Net Spellbook

You cause a portal to open up on another plane of existence, or to another world on the Prime. The plane's runic symbols must be drawn in a circle or around a door, window, or other arch using the rare inks. You can specify a target destination in general terms, such as the realm of Mycelia in Mechanus, and the portal will appear in or near that destination; in that case, the object should be from that destination.

When you create the portal, you can specify a key needed to use it. The key can be an object or password. When the key is used, the portal will open for 1 minute, then close again. A forked, metal rod attuned to that plane of existence or other world, like the one used as a material component, can also be used to open the portal.

If you cast this spell on the same arch every 10 days for a year, the portal becomes permanent.

POWER WORD ATTENTION

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

Classes: Bard, Sorcerer, Warlock, Wizard

Source: The Great Net Spellbook

With the utterance of this word of power (or with a loud whistle), all creatures within range must succeed on a Wisdom saving throw or waste their action, instead doing nothing but paying attention to you. A creature makes this save with advantage if it is in combat or another life-or-death situation. An affected creature may use some or all of their movement in order to move towards you.

POWER WORD BLIND

8th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

Classes: Bard, Sorcerer, Warlock, Wizard

Source: Wizard's Spell Compendium

You speak a word of power that can overwhelm the senses of one creature you can see within range. If the target has 150 hit points or fewer, it is blinded. Otherwise, the spell has no effect.

The blinded target must make a Constitution saving throw at the end of each of its turns. On a successful save, the blinded condition ends.

POWER WORD SILENCE

6th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

Classes: Bard, Sorcerer, Warlock, Wizard

Source: Wizard's Spell Compendium

You speak a word of power that can overwhelm the senses of one creature you can see within range. If the target has 150 hit points or fewer, it can't speak. Otherwise, the spell has no effect.

The silenced target must make a Constitution saving throw at the end of each of its turns. On a successful save, the effect ends.

POWER WORD SLEEP

7th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

Classes: Bard, Sorcerer, Warlock, Wizard

Source: Wizard's Spell Compendium

You speak a word of power that can compel one creature you can see within range to fall asleep instantly. If the target has 150 hit points or fewer, it falls prone and is unconscious for 10 minutes. Otherwise, the spell has no effect.

The stunned target must make a Constitution saving throw at the end of each 10 minutes. On a successful save, this stunning effect ends.

POWER WORD VAPORIZE

8th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Instantaneous

Classes: Bard, Sorcerer, Warlock, Wizard

Source: The Great Net Spellbook

You speak a word of power so great it causes objects to disintegrate into dust. Choose a nonmagical object, or part of a larger object, that fits in a 50-foot cube. The object is vaporized. If there are living creatures in or on the object, they drop to the ground.

If the object is nonmagical but is protected by magic, such as by a *glyph of warding*, you must overcome the magic first by making a spellcasting ability check with a DC of 10 + the spell's level. On a failure, you trigger the glyph, although the object is still vaporized.

PRESERVE FROM DECAY

1st-level abjuration (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a pinch of dust, a bit of resin, and a drop of drinking alcohol)

Duration: 1 month

Classes: Artificer, Cleric, Druid, Wizard

Source: Wizard's Spell Compendium

You touch one or more organic inanimate objects that can fit in a 5-foot cube and preserve them, preventing rot and loss of quality or potency for the duration.

If you cast this spell on a corpse, the corpse won't decay, but it also isn't protected from being raised as undead, nor does it increase the length of time available for it to be brought back to life.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the size of the object that can be preserved increases to fit in a cube 5 feet larger for each slot level above 2nd.

PROBING ARM

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (two short sticks and two smooth wooden or glass balls)

Duration: Concentration, up to 1 minute

Classes: Artificer

Source: Priest's Spell Compendium

You create multi-jointed, mechanical arm that appears to extend out of your body and has a reach of 30 feet. It ends in a fully articulated hand. The arm is an object that can be attacked. It has an AC of 20, 25 hit points, and uses your Strength and Dexterity. When you first cast this spell, and on each of your subsequent turns, you can use your action to cause the arm to lift or open objects or attack a creature by making a melee spell attack. On a hit, you inflict 2d6 + your spellcasting ability modifier bludgeoning damage.

PUTREFACTION

4th-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a bit of rotten meat)

Duration: Special

Classes: Cleric, Druid, Warlock, Wizard

Source: Wizard's Spell Compendium

You choose a point within range and all food within a 15-foot-radius sphere of it spoil, all open liquids become fouled, wood and corpses rot, metals rust, and open containers of holy water become plain water. Maggots and other Tiny verminous creatures spontaneously generate. Only nonmagical objects are affected by this spell.

For one minute after you cast this spell, any creature that enters the area or starts its turn in it and that has half or fewer of its normal hit point must make a Constitution saving throw or develop filth fever (as per the *contagion* spell). In addition, during this time, any creature that was in the area can't regain hit points through nonmagical means.

RAIN OF TERROR

5th-level conjuration

Casting Time: 10 minutes

Range: Self (1-mile radius)

Components: V, S

Duration: Concentration, up to 3 hours

Classes: Cleric, Warlock, Wizard

Source: Wizard's Spell Compendium

You cause a cursed rainstorm to rise within 1 mile of you for the duration. You must be outdoors to cast this spell. Moving to a place where you don't have a clear path to the sky ends the spell early.

When you cast the spell, you cause strange and disgusting (but harmless) things to fall from the sky. Choose or roll on the following table to determine what falls.

d10 Object	d10 Object
1 ash	6 snakes
2 blood	7 spiders
3 fish	8 strips of meat
4 foul-smelling black or red water	9 toads or frogs
5 globs of goo	10 worms

All animals are Tiny and have no attacks. Approximately half of the animals will be dead or dying on impact. When the spell ends, the weather abruptly returns to normal.

RANDOM CAUSALITY

3rd-level transmutation

Casting Time: 1 reaction, taken when you are hit by a weapon attack

Range: Self (30-foot range)

Components: V, S, M (a bronze six-sided die)

Duration: Instantaneous

Classes: Sorcerer

Source: Priest's Spell Compendium

When you are harmed by an attack, another creature in range takes the damage instead. The new target is chosen randomly by DM.

READ OBJECT

4th-level divination

Casting Time: 1 action

Range: Touch

Components: S

Duration: 1 round

Classes: Bard, Cleric, Sorcerer, Warlock, Wizard

Source: Wizard's Spell Compendium

You cast this spell while handling an object and receive a psychic impression of the object's current (or most recent) owner. Potential information learned includes the owner's race, profession, general personality trait, and any strong emotions it had about the object, or when using the object.

For instance, if you cast this spell on a sword that belonged to a Neutral human mercenary, you might learn that the owner was a human male who took many lives with the sword, but was dispassionate about doing so. This spell doesn't tell you the owner's name, physical appearance, or current location.

If you cast this spell two or more times before you complete a long rest, there is a cumulative 25% chance that the spell will backfire and produce wildly incorrect information.

REMORSE

4th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pearl worth at least 100 gp, which is given to the target)

Duration: Special

Classes: Cleric, Paladin

Source: Priest's Spell Compendium

While casting this spell, you deliver a stern lecture to your target about an evil deed it has committed and give it the pearl. It must then make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails, it is charmed by you.

While charmed, it is overcome with guilt and regret over that evil deed. It will forswear performing such a deed again and will seek to make restitution in some way.

At the end of every week, the creature can repeat its saving throw against this spell. If it succeeds on its saving throw, the spell ends. In addition, the Atonement version of the *ceremony* spell counters *remorse*.

When the spell ends, the creature is aware it was charmed by you.

REPAIR ITEM

3rd-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (a quartz crystal worth at least 10 gp, which the spell consumes)

Duration: 24 hours

Classes: Artificer

Source: Priest's Spell Compendium

You touch a machine that has a missing or broken part and create a quasi-real part for it. The part is obviously magical and will work perfectly. When the spell ends, the part abruptly vanishes.

If you cast this spell on a construct, it gains a number of temporary hit points equal to 3d8 plus your level. When the spell ends, any remaining temporary hit points vanish.

REVELATION

9th-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

Classes: Cleric

Source: Priest's Spell Compendium

Your deity grants you amazing divine knowledge and senses. For the duration, you are surrounded by a faint glow and gain the following abilities:

- You have truesight to 120 feet.
- You can sense the presence of magic within 120 feet of you, seeing it as a faint aura around an object or creature that bears magic. You also automatically know if someone casts a spell within that range.
- You know if there is an aberration, celestial, elemental, fey, fiend, or undead within 120 feet of you.
- You automatically know if you hear a lie.
- You can speak and understand all languages.
- You can use your action to read the surface thought of a creature within range.
- When you make an Intelligence ability check, or a Wisdom (Insight) check, you can replace the number you roll with a 15.

REVENANCE

7th-level necromancy

Casting Time: 1 minute

Range: Touch

Components: V, S, M (100 gp worth of incense, which is burned when you cast the spell)

Duration: Instantaneous

Classes: Cleric, Wizard

Source: Priest's Spell Compendium

You touch the corpse of a humanoid that has died from violence within the past week and cause it to rise as a **revenant**.

The revenant is aware of who killed it and will seek revenge against its killer. The revenant is neutral towards you and your allies. It won't attempt to harm you unless you interfere with its quest for vengeance. You have no control over its actions.

SACRED GUARDIAN

1st-level divination

Casting Time: 1 action

Range: Touch

Components: V, S, M (a rose petal)

Duration: 24 hours

Classes: Cleric

Source: Priest's Spell Compendium

You can only cast this spell on a willing target. If the target takes any damage or is paralyzed or poisoned while this spell is active, you receive a mental ping, alerting you that the target is in danger.

At Higher Levels. If you cast this spell with a 3rd-level or higher spell slot, you will also receive a brief mental image of the cause of the danger.

SANDS OF TIME

5th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pinch of dust and a drop of oil)

Duration: Instantaneous

Classes: Artificer, Cleric, Wizard

Source: Priest's Spell Compendium, Wizard's Spell Compendium

You can cause a nonmagical, inanimate object to age, or reverse the effects of aging and erosion on an object that fits in a 10-foot-cube, or part of a larger object. Each casting of this spell will age or reverse the aging of an object made of vegetable matter by 1d4 years, by 1d4×5 years for an object made of metal, or by 1d4×20 years of aging on an object made of stone or crystal.

If used to reverse the effects of aging, this spell won't restore an object that has crumbled to dust or cause missing pieces to return, but will restore faded paint and dyes to their original brilliance. You must have at least half of the original object, or the spell will fail.

SANH'S RAY OF LIGHT

2nd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Classes: Wizard

Source: The Great Net Spellbook

You fire a beam of brilliant white light at a creature you see within range. Make a ranged spell attack. On a hit, the target takes 2d10 radiant damage and is blinded until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you inflict an additional 1d10 damage for each slot level above 2nd.

SCALDING SPOUT

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an ounce of water)

Duration: Instantaneous

Classes: Druid, Sorcerer, Wizard

Source: Wizard's Spell Compendium

You send a powerful burst of boiling water at one creature you see within range. Make a ranged spell attack to hit. If you succeed, the target takes 2d6 bludgeoning damage and 2d6 fire damage, and must succeed on a Strength saving throw or be knocked back 10 feet and fall prone.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you inflict an additional 1d6 fire damage for each slot level above 2nd.

SCAPEGOAT

4th-level enchantment

Casting Time: 1 action

Range: Touch (20-foot-radius sphere)

Components: V, S, M (a pinch of goat's hair and a stone)

Duration: Concentration, up to 1 minute

Classes: Bard, Warlock

Source: Wizard's Spell Compendium

When you cast this spell, you must call loud attention to your target. All creatures within 20 feet of that target must succeed on a Wisdom saving throw or be charmed by you and become convinced that the target is to blame for all of their troubles. The target will have disadvantage on all Charisma ability checks, except for Charisma (Intimidation), and all other creatures will be hostile to the target for the duration.

At Higher Levels. When you cast this spell with a 5th- or 6th-level spell slot, the duration becomes Concentration, up to 10 minutes. When you cast it with a 7th- or 8th-level spell slot, the duration becomes Concentration, up to 1 hour. When you cast it with a 9th-level spell slot, the duration becomes 8 hours, without the need for concentration.

SCATTERSPRAY

Evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, m (a flint and steel, or a tinderbox)

Duration: Instantaneous

Classes: Artificer, Bard, Sorcerer, Wizard

Source: Wizard's Spell Compendium

You point to a pile of small, unsecured items that are not being worn or carried, such as a pile of gravel, a mug full of pens, or a basket of eggs, and cause them to fly in all directions. Each creature within 10 feet of the objects must make a Dexterity saving throw or take 1d6 bludgeoning damage.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

SCENT MASK

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a scentless flower)

Duration: 1 hour

Classes: Druid, Ranger

Source: Wizard's Spell Compendium

For the duration, you or a willing creature you touch can neither produce nor pick up scents, and creatures can't track or identify you by smell. This spell prevents a creature from using *scent of vengeance* (q.v.) from finding you.

At Higher Levels. When you cast this spell with a spell slot of 2nd level or higher, you can effect on additional creature for each slot level above 1st.

SCENT OF VENGEANCE

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, M (an object originally possessed by the quarry)

Duration: 1 week

Classes: Paladin, Ranger

Source: Priest's Spell Compendium

You are imbued with the ability to unerringly track a creature by scent, provided that this creature has caused you insult or injury. You can smell this creature even if it moves underwater or flies through the air. You can only lose the scent if the creature moves through magical means, such as by teleporting, or has *pass without trace* or *scent mask* (q.v.) cast on it.

You may only use this spell to track a single creature at a time. If you cast this spell to track a second creature while the first spell is still in effect, the first spell immediately ends.

You can cast this spell again while it is active to maintain your ability to track the creature for another week.

SCULPT FEATURES

5th-level transmutation

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a few drops of doppelganger blood and powdered moonstone worth at least 1,000 gp, which is consumed by the spell)

Duration: Permanent

Classes: Artificer, Wizard

Source: Wizard's Spell Compendium

You permanently transform the appearance of a willing humanoid (including yourself). You decide what the creature looks like, including the creature's height, weight, facial features, apparent or biological sex, the sound of its voice, hair length, coloration, and distinguishing characteristics, if any. You can make the creature appear as a member of another race, though none of its statistics change.

You can remove body parts, but can't add additional, fully-functional limbs and body parts, although you can add decorative parts. For instance, you can add wings or a tail, and while they could move, they would be incapable of flight or holding objects, and additional arms and legs would be useless for holding or manipulating objects, or even standing on. You also can't add any supernatural traits or features.

You can use this spell to add fangs, claws, horns, or other natural weapons. Such attacks use either the creature's Strength or Dexterity for attacks and damage and inflict 1d4 bludgeoning, piercing, or slashing damage, whichever is most appropriate.

You can also attempt to duplicate a specific individual. To do so, you must succeed on a DC 20 spellcasting ability check. On a success, the target will permanently receive advantage on Charisma (Deception) checks made to impersonate that individual.

When you finish casting the spell, the target must make a DC 10 Constitution saving throw. On a failure, it takes 4d6 necrotic damage and the spell doesn't "take" properly, causing the target to suffer scarring and malformation.

You can also use this spell to return a creature to its original appearance, if its appearance had been previously changed by this spell. You do not need to have been the one to have originally cast this spell on it, and the target doesn't need to be willing. It must succeed on a Constitution saving throw. On a failure, its original appearance is restored.

Finally, if you use this spell on a creature that had been permanently altered by the *Creature Into Creature* version of the *true polymorph* spell, and had been transformed from one type of humanoid into another type, you may attempt to return that creature to its original form. To do so, you must make an ability check using your spellcasting ability. The DC equals the original caster's spell save DC (if the DM doesn't know the original save DC, assume it's DC 20). On a successful check, the spell ends.

SEE THROUGH OTHER EYES

3rd-level divination

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Bard, Sorcerer, Wizard

Source: Wizard's Spell Compendium

For the duration, you can see through the eyes of another creature that is within range. The creature doesn't have to be willing or aware of your actions. While you must be able to see that creature while casting the spell, it's not required for the remainder of the spell. As an action, you can see through the creature's eyes until the start of your next turn, gaining the benefits of any special senses that creature has. During this time, you are blind with regard to your own senses.

SHADOW PLAY

3rd-level divination

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a lit candle, which is consumed by the spell)

Duration: Concentration, up to 1 hour

Classes: Bard, Sorcerer, Warlock, Wizard

Source: Wizard's Spell Compendium

While casting this spell, you must darken a room or area that fits in a 30-foot cube so it is no brighter than dimly lit, then place a lit candle in its center. Then choose a one-hour period of time that occurred within the past 24 hours.

The shadows cast by the candle will then take the form of the shadows cast by the living occupants (not constructs or undead) of the room in that time period, and they will silently perform their actions in real time.

Prematurely extinguishing the candle ends the spell.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the size of cube you can affect increases by 10 feet on a side for each slot level above 3rd.

SHADOWSTRIKE

4th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

Classes: Sorcerer, Warlock, Wizard

Source: Wizard's Spell Compendium

As part of the action used to cast this spell, you must make a melee attack with a weapon against the shadow of one creature within the spell's range; otherwise, the spell fails. In addition, you must be in bright or dim while casting this spell. The shadow has AC 10 + the target's Dexterity modifier. The creature takes normal damage from your attacks.

The creature's shadow has no damage resistances or immunities, and the creature can't benefit from reactions such as Parry.

If you use this spell when attacking a shadow, shadow demon, or similar, shadow-based creature, you also have advantage on your attacks.

The DM may decide that the shadow of a humanoid killed by this spell becomes an undead shadow. The shadow is not under your control and is hostile to you.

SHANDARIL'S TRACER

5th-level divination

Casting Time: 1 action

Range: Special

Components: V, S, M

Duration: 30 days

Classes: Artificer, Bard, Wizard

Source: Wizard's Spell Compendium

You place an invisible rune on an object you touch. At any point after, you can spend 1 minute to concentrate on the rune. You will then learn the object's approximate distance, direction, and condition. The mask option of *Nystul's magic aura* can be used to block this spell.

If you cast this spell on the same object every day for 30 days, the spell becomes permanent.

SHARPTOOTH

2nd-level transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

Classes: Druid, Ranger

Source: Wizard's Spell Compendium

You touch a creature with a bite or claw attack. Until the spell ends, that creature's bite, claw, or other unarmed attacks become magic weapons with a +1 bonus to attack rolls and damage rolls.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you use a spell slot of 6th level or higher, the bonus increases to +3.

SIGIL

1st-level abjuration

Casting Time: 1 minute

Range: Touch

Components: S, M (a key and 5 gp worth of silver filings, which is consumed by the spell)

Duration: 1 week

Classes: Artificer, Wizard

Source: The Great Net Spellbook

You inscribe your personal sigil on any object that you own. Any creature that touches the object takes must make a Dexterity saving throw. On a failure, the creature takes 1d6 force damage and is pushed back 5 feet, and the creature drops the object if it was holding it. If this spell reduces a creature to 0 hit points, the creature is stable but unconscious for 10 minutes.

You and the creatures you designate when you cast this spell can use the object normally, and you can also set a password that, when spoken within 5 feet of the object, suppresses this spell for 1 minute. Casting *knock* on the object suppresses *sigil* for 10 minutes.

If you cast this spell on the same object every day for 30 days, the spell becomes permanent.

SKIP DAY

8th-level evocation (dunamancy/chronurgy)

Casting Time: 1 action

Range: Self (10-foot-radius)

Components: V, S

Duration: Instantaneous

Classes: Wizard

Source: Priest's Spell Compendium

You and all creatures within 10 feet of you are transported 24 hours in the future, reappearing in the same place you left. Unwilling creatures may make a Wisdom saving throw. On a success, the creature stays behind.

SOUL ANCHOR

8th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Permanent

Classes: Cleric, Wizard

Source: Wizard's Spell Compendium

With this noxious curse, you tie a creature's life force to a particular building or structure that is no smaller than 10 feet on a side (no maximum size), unless it succeeds on a Charisma saving throw. While cursed, the creature is incapable of leaving the area through mundane means unless you grant the individual permission to do so. The location can be no more than 1 mile on a side and must have clearly defined borders, such as a wall, fence, or moat.

A creature may attempt to leave the area via magical means, such as *teleport*, but must first succeed on a Charisma ability check. On a failure, it can't try again until 7 days have passed. On a success, the creature can leave the building. However, this doesn't break the curse, and if the creature returns to that building, it will once again be trapped.

A *remove curse* or *wish* will end the effect.

SOUL SAFE

6th-level necromancy

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a piece of jet worth 100 gp)

Duration: 1 week

Classes: Warlock, Wizard

Source: The Great Net Spellbook

You indicate a humanoid within range and force it to make a Charisma saving throw. If it fails, you steal a portion of its soul and place it within the jet. The creature whose soul you have captured will feel slightly weak and have low spirits while this spell is in effect. For the duration, the creature doesn't regain hit points after a long rest unless it spends Hit Dice to do so, and it has disadvantage on Intelligence, Wisdom, and Charisma saving throws.

If you are holding the jet in which a creature's soul-fragment is held, you can cast spells on jet, and it will affect the target as if it were within range. You must be on the same plane of existence, however.

The jet is an object with AC 13 and 5 hit points. It is resistant to all damage except for bludgeoning and thunder damage. If it is destroyed, the soul-fragment immediately reunites with its body. If the creature had died in the meantime, the soul-fragment will journey to rejoin the rest of the soul. At the DM's discretion, a creature that died while part of its soul has been removed by this spell may be more likely to return as a form of undead.

You can cast this spell again while it is active to maintain the soul safe for another week. Even though this spell only takes a portion of the creature's soul, a creature can only be affected by one casting of this spell at a time.

SOUL SHIFT

7th-level necromancy

Casting Time: 1 minute

Range: Self

Components: V, S, M (a gem worth at least 500 gp, which is consumed by the spell)

Duration: Permanent

Classes: Wizard

Source: Wizard's Spell Compendium

You transfer your mind and soul into a corpse of your choosing that is within 30 feet of you. Once you possess the corpse, you control it. Your game statistics are replaced by the statistics of the creature, though you retain your alignment and your Intelligence, Wisdom, and Charisma scores. You retain the benefit of your own class features. If the corpse had any class levels, you can't use any of its class features.

You are undead and do not need to breathe, drink, eat, or sleep. You have resistance to necrotic damage and are immune to poison damage and the poisoned condition. You also gain the following trait:

Turn Resistance. You have advantage on saving throws against being turned.

Your body will appear as the corpse's did and won't further decay. However, any wounds or other marks that were on the original corpse will remain, even after healing to full hit points. You are not a lich and you do not gain any other special traits for becoming undead besides those listed above.

You may choose for your original body to die or to animate as a **zombie**. If you choose the latter, the zombie will have none of your class abilities but will retain your former Strength, Dexterity, Constitution, saving throw proficiencies, and hit points.

SOUND BUBBLE

1st-level abjuration

Casting Time: 1 action

Range: Self (5-foot-radius sphere)

Components: V, S, M (a blown egg)

Duration: Concentration, up to 10 minutes

Classes: Bard

Source: Wizard's Spell Compendium

You create an invisible, intangible bubble centered on you. Sounds at normal volume, whether originating from inside or outside the bubble, can't pass through its perimeter, although shouts and other loud noises can be heard, although faintly. Creatures on the inside are resistant to thunder damage that originates from outside the bubble, and vice versa.

SPECTRAL FORCE

3rd-level illusion

Casting Time: 1 action

Range: 120 ft.

Components: V, S, M (a bit of fleece and 10 gp worth of crushed pyrite)

Duration: Concentration, up to 10 minutes

Classes: Bard, Sorcerer, Warlock, Wizard

Source: Wizard's Spell Compendium

You create a quasi-real illusion of an object, creature, or other visible phenomenon that is no larger than a 20-foot cube. The illusion appears at a spot that you can see within range and lasts for the duration. The spectral force has appearance, sound, smell, temperature, and texture that is *mostly* appropriate to the thing depicted, but inspection will quickly reveal that it's an illusion, without the need for an Intelligence (Investigation) check. Realizing it's an illusion doesn't cause the viewer to see through the image.

The illusion is partially solid. It can't support more than 50 pounds of weight at a time. If made to support more, the object it is supporting will sink through. It has AC 15 and hit points equal to 10 plus your spellcasting ability modifier plus your level.

As long as you are within range of the spectral force, you can use your action to cause it to move to any other spot within range. As the spectral force changes location, you can alter its appearance so that its movements appear natural. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example.

You can also use your action to cause the spectral force to inflict damage. A spectral force creature to appear as a creature can attack a target; one created to look like a fire can burn the target, and so on. It uses your spell attack modifier to hit and inflicts 2d10 force damage.

At Higher Levels. When you cast this spell with a spell slot of 4th level or higher, it can support an additional 50 pounds, and will inflict an additional 1d10 damage, for each slot level above 3rd.

SPIRITWATCH

3rd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a handful of cereal grains, a cup of wine, 25 gp worth of incense, which is burned when you cast the spell, and a token of the spirit you are going to summon)

Duration: 30 days

Classes: Cleric, Wizard

Source: The Great Net Spellbook

You summon the spirit of a recently deceased humanoid who has been dead no more than 1 year, or any of your deceased direct ancestors or immediate relatives, and ask it to watch over a piece of property you choose. This can be a building or structure, or an inanimate object. An unwilling spirit may make a Charisma saving throw to resist. When summoning the spirit, you must have a token of something that belonged to the individual whose spirit you're summoning, such as an image or likeness, a lock of hair, or a personal belonging (which can be the property you are asking it to guard).

The spirit isn't bound to your property and doesn't have to forego its proper afterlife to guard your property. Instead, the spirit becomes attuned to your property and is aware of what occurs in or around it. It may choose to manifest in its entirety, however, although it is completely insubstantial and can perform no actions. When manifested, it can speak aloud (although in a soft voice) and can't move more than 30 feet from the property.

If any intruders access your property or attempts to steal from it, or the property is damaged in some way, the spirit will immediately alert you, provided you are on the same plane of existence. The spirit has darkvision to 120 feet and can give you details about the physical appearance of the intruders or thieves.

Casting this spell to summon the same spirit once every 30 days for a year makes the spirit permanently guard the property. Casting *banishment* or the Dismissal option of *dispel evil and good* will break the spell and release the spirit. You can also choose to release the spirit at any time by using a bonus action to do so.

STEAL SKILL

4th-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a token depicting the skill to be stolen, and a platinum piece, the latter of which is consumed by the spell)

Duration: 1 hour

Classes: Warlock, Wizard

Source: The Great Net Spellbook

You touch a creature and force it to make a Charisma saving throw. If it fails, you steal one of the creature's skills, tool proficiencies, or languages for the duration. While this spell is in effect, you use your own proficiency bonus and attribute modifier.

If the target had an ability that allowed it to increase its bonus, such as Expertise, or is a member of a Dragonmarked house and gets an additional 1d4 to its roll, you also gain the same ability.

Also while this spell is in effect, the target can't use its proficiency modifier when using this skill, and makes all rolls for it at disadvantage.

STONEFALL

4th-level transmutation

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a handful of stones or pebbles)

Duration: 1 round

Classes: Druid, Wizard

Source: Priest's Spell Compendium

You must be indoors or underground to cast this spell. This spell causes the ceiling to collapse (if you are indoors) or a cave-in to occur (if you are underground) in a 20-foot-diameter circle centered on a point you choose within range. All creatures below that area must make a Dexterity saving throw.

If you are inside of a building that has a plaster, thatch, or similar ceiling or roof, a creature takes 1d6 bludgeoning damage on a failed saving throw, or half as much on a successful one.

If you are inside of a building that has a wooden or tile ceiling or roof, a creature takes 3d6 bludgeoning damage on a failed saving throw, or half as much on a successful one.

If you are inside of a building that has a stone or metal ceiling or roof, a creature takes 5d6 bludgeoning damage on a failed saving throw, or half as much on a successful one.

If you are underground, a creature takes 7d6 bludgeoning damage on a failed saving throw, or half as much on a successful one.

In addition, a creature that fails its saving throw is knocked prone. For each creature that is prone, roll a d6. On a roll of 1 or 2, the creature is pinned underneath fallen debris. Removing the debris requires a DC 15 Strength (Athletics) check.

STORM CONE

5th-level evocation

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Cleric, Druid, Sorcerer

Source: Priest's Spell Compendium

You create a whirling vortex of powerful winds and fierce lightning in a 60-foot cone. On each of your turns, you can use your action to cause the cone to face in a new direction, if you like. Each creature in the cone's area must make a Strength saving throw, taking 4d6 lightning damage and 4d6 thunder damage on a failed save, or half as much damage on a successful one. In addition, on a failed save, the creature is pushed 10 feet in a direction you choose. If a creature fails by 5 or more, it is instead pushed 20 feet and falls prone.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you inflict an additional 1d6 thunder damage for each slot level above 5th.

STORMRAGE

6th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a feather, a pinch of wood ash, and a piece of flint)

Duration: Concentration, up to 1 minute

Classes: Cleric, Druid, Sorcerer

Source: Priest's Spell Compendium

You channel the power of storms, causing your eyes to glow white and static electricity to crackle all over your body. For the duration, you gain a fly speed of 50 feet, wind doesn't hinder your movement, and you have resistance to lightning and thunder damage.

On each of your turns, you can fire lightning bolts from your eyes at a creature you see within range. Make a ranged spell attack. On a hit, the creature takes 6d6 lightning damage.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you inflict an additional 1d6 lightning damage for each slot level above 6th.

STORMVOICE

2nd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 round

Classes: Bard, Cleric, Druid, Paladin, Sorcerer, Wizard

Source: Priest's Spell Compendium

This spell enables you to speak with the voice of a storm. You can be heard loudly and clearly by all creatures within 300 feet. In addition, creatures within 20 feet of you must make a Constitution saving throw. A creature takes 3d6 thunder damage and is deafened for 1 minute on a failed save. On a failed save, the creature takes half as much damage and isn't deafened. If a creature fails its save by 5 or more, it is also knocked prone. A deafened creature may attempt a new save at the end of each of its turns, ending the effect on itself on a success.

STRENGTH OF THE AVENGER

2nd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a vial of holy water, which you must consume while casting the spell)

Duration: 1 minute

Classes: Cleric, Paladin

Source: The Great Net Prayerbook

You begin to glow with brilliant and holy light. For the duration, you have advantage on Strength attack rolls and saving throws to avoid being charmed, frightened, or knocked prone. You also gain 10 temporary hit points.

When you cast this spell, you must name a creature you are seeking vengeance upon. You don't have to know the creature's actual name, but you must have a way to distinguish it ("that bandit there" won't suffice, but "the bandit with the scar over one eye and the brown hair" will). For the duration, when you make a successful attack against that creature with a melee weapon, you inflict an additional 1d4 force damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you gain an additional 5 temporary hit points per slot level above 2nd.

SUNSTONE

7th-level evocation

Casting Time: 1 action
Range: 300 feet
Components: V, S, M (a small stone)
Duration: Instantaneous
Classes: Cleric, Druid, Sorcerer, Wizard
Source: Wizard's Spell Compendium

A small, hard orb that glows a brilliant red-gold appears in your hand, which you then hurl it at a target within range, or two targets that are within 5 feet of each other. Make a ranged spell attack to hit. On a success, it bursts into brilliant sunlight, shedding bright light to a 50-foot radius. The light remains in place for 1 minute, then fades away.

The target or targets take 6d6 fire damage and 6d6 radiant damage, and must make a Constitution saving throw or be blinded for 1 minute. All creatures within 5 feet of the target must make a Dexterity saving throw, taking 6d6 fire damage and 6d6 radiant damage on a failed save, or half as much damage on a successful one. A blinded creature may make a new saving throw at the end of each of its turns, ending the effect on itself on a success.

TALON'S SKITMASTER

3rd-level illusion (ritual)

Casting Time: 1 action
Range: Self (10-foot-radius sphere)
Components: V, S
Duration: Special
Classes: Bard
Source: Wizard's Spell Compendium

Designed to be cast while you are telling a story, reciting poetry, or playing music, this spell summons up obvious illusions that silently act out the events of your story, poem, or song. The area where the illusions are acting is brightly lit, as if by a spotlight. The illusory creatures and backgrounds created by the spell are fairly nondescript and standard in appearance, unless you are proficient in artist's tools. In that case, your illusions will appear in your artistic style.

At the same time, you appear to fade into the background. While you are still visible, you are shrouded in shadow and lightly obscured.

If you come to the performance's natural finish point, or pause in your performance for 1 minute or longer, the spell ends.

TELEPORT TRACER

4th-level divination

Casting Time: 1 reaction, taken when a creature you see within range teleports
Range: 150 feet
Components: V, S
Duration: Instantaneous
Classes: Bard, Sorcerer, Wizard
Source: The Great Net Spellbook

When you see a creature teleport away, whether through the use of a spell, magic item, innate ability, or other method, you can use this spell to locate its destination. The information received by this spell counts as "Viewed Once" for purposes of the *teleport* spell, if you are not otherwise familiar with the destination locale.

TEMPORAL EYE

7th-level divination (dunamancy/chronurgy)

Casting Time: 1 hour
Range: Self
Components: V, S, M (a focus worth at least 1,000 gp, such as a crystal ball, a silver mirror, or a font filled with holy water, and a veil made from the hair of a sphinx)
Duration: Concentration, up to 10 minutes
Classes: Wizard
Source: Wizard's Spell Compendium

You scry on an individual not in the present, but in the past. The target must be on the same plane as you. It doesn't have to make a saving throw, as you are not scrying on it in the present, but you must succeed on a DC 15 spellcasting ability check. The modifiers to the roll depend both on your knowledge and connection to the target, and how far back in time you wish to see.

Knowledge of Target	Check DC Modifier
Secondhand (you have heard of the target)	+5
Firsthand (you have met the target)	+0
Familiar (you know the target well)	-5

Connection to Target	Check DC Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, or the like	-10

Distance in Past	Check DC Modifier
1 year ago or less	+0
1-10 years ago	+1
11-20 years ago	+2
21-50 years ago	+4
51-100 years ago	+6
101-500 years ago	+8
501-1,000 years ago	+10
1,000 or more years ago	+15

TEMPORAL WALL

5th-level abjuration (dunamancy/chronurgy)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a strand of phase spider webbing)

Duration: Concentration, up to 10 minutes

Classes: Wizard

Source: Wizard's Spell Compendium

A wall of thin, misty, silvery smoke—the visible form of Time itself—springs into existence at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is 1/4 inch thick. It lasts for the duration.

One side of the wall, selected by you when you cast this spell, slows down everything that passes through it. If a creature travels through the wall, its speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions until the end of its turn. Any ranged attack that enters the wall's space has disadvantage on the attack roll and inflicts half damage. Any effect that passes through the wall that requires the targets to make a Dexterity saving throw, that saving throw may be made with advantage.

The other side of the wall speeds up missile and thrown weapons that are fired through the it. These attacks inflict an additional die of damage.

The wall is immune to all damage and can't be dispelled by *dispel magic*. A *disintegrate* or spell destroys the wall instantly, however. The wall also extends into the Ethereal Planes, blocking ethereal travel through the wall.

TENSER'S FLAMING BLADE

4th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (special)

Duration: Concentration, up to 1 minute

Classes: Wizard

Source: Wizard's Spell Compendium

You gesture at a nonmagical bladed weapon held by an ally and cause it to burst into flames. Choose one of the following options:

Fiery Blade. The flames are golden-orange and shed bright light to a 15-foot radius and dim light for a further 15 feet. It inflicts an additional 2d8 fire damage and ignites flammable objects that it touches that aren't being worn or carried. The material component is a pinch of phosphorous.

Frosted Blade. The flames are silvery-blue and shed bright light to a 5-foot radius and dim light for a further 5 feet. It inflicts an additional 2d8 cold damage and freezes liquids that it touches. The material component is a shard of quartz crystal.

TENSER'S MASTER OF ARMS

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a crane's wing feather)

Duration: Concentration, up to 10 minutes

Classes: wizard

Source: Wizard's Spell Compendium

A willing creature you touch gains remarkable skill with one melee weapon it chooses. For the duration, the creature may use double its proficiency bonus when making attacks with with that weapon, and it scores a critical hit on a roll of 19 or 20.

TENTACLES

4th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, M (a dried octopus tentacle)

Duration: 10 minutes

Classes: Druid, Warlock, Wizard

Source: Wizard's Spell Compendium

You create a pair of greenish tentacles that appear to extend out of your body and have a reach of 15 feet. The tentacles are objects that can be attacked. They have AC 15 + your Dexterity modifier, and each tentacle has 20 hit point and uses your Strength and Dexterity for attacks, damage, and ability check rolls. When you first cast this spell and on each of your subsequent turns, you can use your action to direct one or both of the tentacles to lift, open, or manipulate objects, or attack a creature by making a melee spell attack. On a hit, you inflict 3d6 + your spellcasting ability modifier bludgeoning damage, and the target is grappled (escape DC equal to your spell save DC). Until this grappled ends, the target is restrained, and you can't use that tentacle to attack another target.

THERE/NOT THERE

6th-level abjuration (dunamancy/chronurgy)

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a piece of cat fur sealed inside a box)

Duration: 10 minutes

Classes: Wizard

Source: Wizard's Spell Compendium

With this spell, you create wild fluctuations in the probabilities of existence, affecting all nonliving, inanimate, nonmagical objects in a 10-foot cube centered on a point you choose within range. Whenever a creature attempts to interact with an object in any way, the DM will roll a die. On an odd number, the object simply doesn't exist for that creature at that moment. If multiple creatures attempt to interact with an object at the same time, the DM will roll for each one—an object may exist for one creature but not for another.

The DM will also roll a die for any object that is removed from the area while the spell is still active. On an odd number, the object vanishes for good.

THORNWRACK

6th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Druid

Source: Priest's Spell Compendium

You cause long thorns to grow out of the target's flesh, piercing the skin from the inside. When you cast this spell, and then as a bonus action on subsequent turns, you can cause a thorn to rip its way out of the target, inflicting 4d10 piercing damage.

For every three thorns that are piercing the creature, its speed is reduced by 5 feet.

THROBBING BONES

5th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small bone that has been snapped in half)

Duration: Concentration, up to 10 minutes

Classes: Sorcerer, Warlock, Wizard

Source: Wizard's Spell Compendium

You target a living creature you can see within range and cause its bones to throb and pulsate inside of its body. A creature that doesn't have bones (such as oozes and invertebrates) isn't affected by this spell.

At the start of each of its turns, the creature must make a Constitution saving throw. On a failed saving throw, it takes 4d6 bludgeoning damage, its speed can't be higher than 10 feet, and it has disadvantage on all Strength and Dexterity ability checks, attack rolls, and saving throws until the end of its next turn. On a successful save, it takes half damage and its speed can't be higher than 20 feet, but it doesn't have disadvantage on any rolls.

If the creature succeeds on three saving throws, the effect ends. The saves don't have to be consecutive.

THUMP

1st-level enchantment

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bard, Cleric, Paladin, Wizard

Source: Wizard's Spell Compendium

As part of the action used to cast this spell, you must smack your target on the head or face with a rolled-up paper, a folded fan, stick, or similar object while berating it. Make a spell attack to hit. The attack inflicts no damage, but the target must succeed on a Charisma saving throw or be charmed by you. On a failure, the creature feels too ashamed to attack anyone for the duration. In addition, for the duration, the target has disadvantage on any ability check or saving throw against an affect that would make it feel guilty or sad (such as the *emotion* spell (q.v.)).

The spell ends if the creature or its allies are attacked or otherwise harmed.

THUNDERBALL

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an amber rod)

Duration: Instantaneous

Classes: Druid, Sorcerer, Wizard

Source: Wizard's Spell Compendium

A crackling, humming ball of clouds appears in your hand, streaks to a point you choose within range, and then explodes in a burst of lightning that is accompanied by a clap of thunder. Each creature in a 20-foot radius sphere centered on that point must make a Dexterity saving throw. A creature takes 2d6 lightning damage and 2d6 thunder damage on a failed save, or half as much damage on a successful one.

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

TIME SNARE

3rd-level enchantment (dunamancy/chronurgy)

Casting Time: 1 action

Range: 180 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Wizard

Source: Wizard's Spell Compendium

You create a time loop in a creature's mind, causing it to repeat its actions indefinitely. At the start of each of its turns, it may attempt a Charisma saving throw. On a failure, it performs the same action, bonus action, and reaction (or lack thereof) it did on its previous turn, even if the action's target isn't available. For instance, if the creature made an attack, it will make the same attack, targeting the closest creature within range (even if that target is an ally); if there is no possible target, it will go through the motions of the attack.

If it cast a spell, it will go through the same actions required for that particular spell, even if it lacks components or spell slots. If it drank a potion, it will drink from the same vial, even if the vial is empty.

If the creature succeeds on its saving throw, the spell immediately ends.

While this spell is in effect, the creature's speed is 0 feet.

TIMED STASIS

6th-level abjuration (dunamancy/chronurgy)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 60 days

Classes: Wizard

Source: Wizard's Spell Compendium

You touch a Large or smaller inanimate object that is not being worn or held and place it in stasis. While this spell is in effect, the object emits a faint blue glow that hovers a fraction of an inch above its surface. The object can't be affected by anything, doesn't age, and is immune to all damage. It also can't be directly touched or changed in any way. For example, a book protected within the *stasis shell* can't be opened or have pages turned. The protected object can still be lifted and moved. Finally, the object is magically fixed in place and doesn't move, even if it's defying gravity. A creature can make a Strength check, using your spell save DC, to move the object 10 feet.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the duration increases by 30 days for each slot level above 6th.

TRAILFINDER

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

Classes: Ranger

Source: Priest's Spell Compendium

While this spell is active, you have advantage on Wisdom (Survival) checks made to follow creature's tracks. If the creature was under the effects of the *pass without trace* spell, you may search for the tracks, but you don't get advantage on the roll.

TRANSMUTE PEBBLE

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Special

Classes: Artificer, Druid, Wizard

Source: Wizard's Spell Compendium

When you cast this spell, choose one of the following options:

Transmute Boulder to Pebble. You touch a boulder that fits inside of a 10-foot cube and it turns into a pebble. When you cast this version of the spell, the duration is permanent until dispelled.

Transmute Pebble to Boulder. You enchant a pebble you are holding. You can choose to have it immediately turn into a boulder 10 feet in diameter, in which case the duration is permanent until dispelled.

Optionally, you can "hold" the spell for up to 1 minute. While holding the spell, you can throw the pebble (range 20/40 feet) or use it as a sling stone. Midway through its flight, the pebble expands, turning into a tremendous boulder. On a successful hit, it inflicts 4d10 bludgeoning damage. After 1 minute, the boulder turns back into a pebble.

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

TRANSMUTE WATER TO DUST

3rd-level transmutation (ritual)

Casting Time: 1 action

Range: 180 feet

Components: V, S, M (a pinch of ground seagull and a pinch of diamond dust worth 50 gp)

Duration: Instantaneous

Classes: Artificer, Druid, Wizard

Source: Priest's Spell Compendium, Wizard's Spell Compendium

You choose an area of water that fits within a 50-foot cube or an area of mud that fits in an 80-foot cube and is within range, and transform it into silty dust. Each 10-foot cube of water or mud turns into a pound of this silt.

Optionally, you can use this to distill up to 100 gallons or less of any liquid (such as alcohol), provided the liquid is in a container. In this case, each casting of this spell allows you to remove half the water from container, doubling the concentration of the remaining concentration. This use of the spell leaves no dust behind.

TREEFORM

6th-level transmutation

Casting Time: 1 action
Range: Self or 60 feet
Components: V, S, M (a bit of tree root)
Duration: Special
Classes: Druid
Source: Priest's Spell Compendium

You can use this spell in one of two ways: to turn yourself into a tree for a brief time, or to turn another creature into a tree, possibly forever.

Self. If you choose to turn yourself into a tree, you are Large or Huge (your choice), retain your senses and gain tremorsense to 60 feet, but you can't speak, have a speed of 0, and can't take any actions or actions. Anything you are wearing or carrying is absorbed into your tree form. While in treeform, your armor class is 16 and you have resistance to bludgeoning and piercing damage, but are vulnerable to fire damage. You can choose what type of tree or bush you turn into. When you cast this spell in this manner, the duration is 1 hour. You can use your action to revert to your normal form, or back into a tree again, at any point while the spell is active.

Targeted. If you choose to turn another creature into a tree, the creature must be within range and must be a living creature made of flesh. The creature must make a Constitution saving throw. On a failed save, it is restrained as its flesh begins to sprout bark. On a successful save, the creature isn't affected.

A creature restrained by this spell must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails its saves three times, it is turned becomes a tree of one size category larger than it had originally been and subjected to the petrified condition for the duration. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

If the creature is physically broken while in treeform, it suffers from similar deformities if it reverts to its original state. If the tree is chopped down, the creature dies. As a tree, it bears some vague resemblance to the type of creature it once was, but isn't recognizable as a transformed being.

The duration for this spell is concentration, up to 1 minute. If you maintain your concentration on this spell for the entire possible duration, the creature becomes a tree until the effect is removed.

If the *awaken* spell is cast on the tree, it will remember its previous existence.

UNBURN

5th-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a drop of water)
Duration: Permanent
Classes: Artificer, Druid, Sorcerer, Warlock, Wizard
Source: Wizard's Spell Compendium

This spell must be cast on an object or structure that had been damaged or destroyed by fire within the last year. It causes a black flame that radiates cold and shadow to appear, at which point it burns "backward," leaving unburned material behind. The "unfire" continues to burn for 1 hour or until it has run out of burnt material to unburn. It doesn't burn normal material and doesn't inflict damage to creatures or objects that touch it.

This spell doesn't undo fire damage taken by living creatures, but if used on the corpse of a creature that burned to death, or on the pile of ashes left behind by someone who was killed by the *immolation* spell or similar effect, it will leave a pristine corpse behind. Likewise, if used on a tree or other plant that was destroyed by fire, it will leave a whole, but dead, plant behind.

UNCONTROLLED WEATHER

8th-level conjuration

Casting Time: 10 minutes
Range: Self (5-mile radius)
Components: V, S
Duration: 8 hours
Classes: Druid, Sorcerer, Wizard
Source: Priest's Spell Compendium

You summon dramatic weather that is wildly inappropriate to the climate or season. You must be outdoors to cast this spell, but you don't have to remain outdoors for the spell's duration. You have no control over the type of weather this spell produces. The DM will roll a d8 on the table below to determine the weather. Every hour, there is a 50% chance that the weather will change. It takes 1d4 × 10 minutes for the new conditions to take effect.

d8	Condition
1	Unbearable heat wave
2	Sub-freezing temperatures
3	Torrential rain
4	Gale-force winds
5	Strong wind and rain, hail, and snow
6	Cold ground fog with complete cover
7	Driving hail
8	Blizzard

UNLIVING IDENTITY

6th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 10 days

Classes: Cleric, Wizard

Source: Priest's Spell Compendium

You touch an undead creature and for the duration, it regains the memories and personality of its life. Its Intelligence, Wisdom, and Charisma scores return to their original total (if the creature's original attributes are unknown, assume they were 10), and it returns to its original alignment.

At the DM's discretion, the undead may have to make a DC 15 Wisdom saving throw. On a failure, it develops a form of Indefinite Madness (as per *Dungeon Master's Guide*, Chapter 8: Running the Game).

When the spell ends, the undead creature loses its memories and personality over the course of an hour, unless you cast this spell on it again. Casting this spell on the same creature once every 10 days for a year makes the memories and personality permanent.

UNLUCK

4th-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a shard of broken mirror)

Duration: Concentration, up to 1 minute

Classes: Bard, Cleric, Sorcerer, Warlock, Wizard

Source: Wizard's Spell Compendium

On each of your turns, you can use a bonus action to choose a creature within range and curse it with bad luck. The next ability check, attack roll, or saving throw the creature makes before the start of your next turn is made with disadvantage. You cannot choose to curse the same creature on two consecutive turns.

A creature with the Lucky feat or that is attuned to a *stone of luck* or a *luck blade* can't be affected by this spell. Halflings have no particular resistance to this spell.

VANDER'S LIBRARIAN

4th-level conjuration

Casting Time: 1 minute

Range: 60 feet

Components: V, S, M (a pen made of precious materials worth at least 100 gp)

Duration: 8 hours

Classes: Bard, Cleric, Wizard

Source: The Great Net Spellbook

You summon a minor spirit of knowledge. It manifests physically in an unoccupied space that you can see within range. The spirit appears celestial, fey, or fiendish (your choice). Its Intelligence is 10 + your spellcasting ability modifier and it can read, write, and speak all common languages and one exotic language, chosen by you when you cast this spell.

If you provide the spirit access to reference material and give it careful instructions on what you wish to learn, it is capable of performing one workweek of research effort in 8 hours (as per *Xanathar's Guide to Everything*, chapter 2, Research). You can also have the spirit perform the Help action while you research, in which case you may roll on the Research Outcomes table with advantage. Using this spell doesn't prevent you from having to spend additional money on materials and other expenses needed while research.

The spirit has an Armor Class of 10. If it is attacked or takes any damage, it vanishes and the spell ends.

VANQUIL'S DRIFTING BLIZZARD

5th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Druid, Sorcerer, Wizard

Source: The Great Net Spellbook

You create a 20-foot-radius sphere of pale gray, snowy fog centered on a point you choose within range. The fog spreads around corners. It lasts for the duration or until a strong wind disperses the fog, thus 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. In addition, a creature that fails its save has its move reduced by 5 feet until the end of its next turn.

The fog moves 10 feet away from you at the start of each of its 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. The vapors also freeze any open areas of liquid they come into contact with.

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.

VENOM BOLT

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a drop of six different poisons)

Duration: Instantaneous

Classes: Sorcerer, Warlock, Wizard

Source: Wizard's Spell Compendium

You spit a gout of black, sizzling liquid from your mouth at a creature you can see within range. Make a ranged spell attack. On a hit, the creature takes 2d8 acid damage and 2d8 poison damage, and the creature must make a Constitution saving throw. On a failure, it takes an additional 1d8 poison damage and is poisoned for 1 minute.

At Higher Levels. When you cast this spell with a spell slot of 4th level or higher, it takes an additional 1d8 acid damage for each slot level above 3rd.

WALL OF BONES

5th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a twig taken from a tree in a cemetery)

Duration: Concentration, up to 10 minutes

Classes: Cleric, Warlock, Wizard

Source: Wizard's Spell Compendium

You create a wall of bones of all types. The wall appears within range on a solid surface and lasts for the duration. You choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick, or a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick. The wall blocks line of sight. The skulls in the wall gnash their teeth and the hands grasp and claw at anyone who comes close.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, the creature takes 5d6 slashing damage and is grappled (escape DC equal to your spell save DC). On a successful save, the creature takes half as much damage and isn't grappled.

A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. Furthermore, the first time a creature enters the wall on a turn or ends its turn there, the creature must make a Dexterity saving throw. It takes 5d6 slashing damage on a failed save and is grappled, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 for each slot level above 5th.

WALL OF GLOOM

3rd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a bit of black wool)

Duration: Concentration, up to 10 minutes

Classes: Sorcerer, Warlock, Wizard

Source: Priest's Spell Compendium, Wizard's Spell Compendium

A billowing wall of ominous shadow appears at a point you choose within range. The wall appears in any orientation you choose: horizontally, vertically, or diagonally. It can be free floating, or it can rest on a solid surface. You choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick, or a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick. The wall doesn't block line of sight, but everything on one side is considered to be in dim light and lightly obscured to creatures on the other side. The wall also muffles sounds: a creature on one side of the wall has disadvantage on Wisdom (Perception) checks made to hear sounds coming from the other side.

When the wall appears, each creature in its area must make a Constitution saving throw. A creature that enters the wall's area or ends its turn in it must also make a Constitution saving throw. On a failed save, a creature takes 3d8 cold damage and is frightened for 1 minute. On a successful save, it takes half as much damage and isn't frightened. A frightened creature can make a Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, the wall's area counts as difficult terrain for creatures that are not constructs or undead.

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

WARP

3rd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Artificer, Cleric, Druid, Sorcerer, Warlock, Wizard

Source: Priest's Spell Compendium, Wizard's Spell Compendium

You target an object, or section of a larger object, that weighs no more than 50 pounds and is made of nonmagical metal, stone, or plant material, and make a twisting motion with your hands. At the same time, the material itself is warped and twisted into uselessness.

If the object is protected by magic but not in itself magical (e.g., a nonmagical door on which *arcane lock* or *glyph of warding* has been cast) you must first make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a failure, the magical protection takes effect.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the weight of the object that you can affect increases by 50 pounds for each slot level above 3rd.

WARP SENSE

4th-level divination

Casting Time: 1 action

Range: Self (1,000-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bard, Cleric, Paladin, Ranger, Sorcerer, Warlock, Wizard

Source: Priest's Spell Compendium, Wizard's Spell Compendium

This spell allows you to sense the presence of and location to gates and portals to other planes of existence, *teleportation circles*, *arcane gates*, and similar portal.

Once such a portal is detected, you can spend an action concentrating on it and making a DC 15 Intelligence (Arcana) check to determine where the portal leads or if a key or sigil sequence is required to use the portal. If you are in within 30 feet of the portal or can see it in operation, you have advantage on the check.

WEAPON OF THE EARTH

1st-level transmutation

Casting Time: 1

Range: Touch

Components: V, S, M (a chunk of iron ore)

Duration: 10 minutes

Classes: Druid

Source: Priest's Spell Compendium

You can transform a chunk of earth or stone into a magical melee weapon of a type in which you are proficient. The chunk of earth or stone must weigh at least as much as the weapon you wish to make. If a creature other than you attempts to use the weapon, it crumbles back into earth or stone and the spell ends. The weapon is considered magical.

At Higher Levels. When you cast this spell using 3rd- or 4th-level spell slot, the weapon gains a +1 bonus to hit and damage. When you cast it using a 5th- or 6th-level spell slot, the weapon gains a +2 bonus. When you use a 7th-level or higher spell slot, the weapon gains a +3 bonus.

WEATHER STASIS

5th-level abjuration

Casting Time: 10 minutes

Range: 90 feet

Components: V, S, M

Duration: 8 hours

Classes: Druid, Wizard

Source: Priest's Spell Compendium

This spell maintains the weather conditions in a 100-foot cube, keeping them exactly as they were when you first cast the spell. Any change of weather or temperature (including changes caused by the *control weather* spell if cast outside the cube) doesn't affect the weather conditions on the interior of the cube. However, a creature that is within the spell's area can't cast *control weather* or use a similar magical effect while within it.

At Higher Levels. When you cast this spell using a 6th-level or higher spell slot, the duration increases by 8 hours for each slot level above 5th.

WOOD SHAPE

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a miniature carpenter's adze)

Duration: Instantaneous

Classes: Artificer, Cleric, Druid, Wizard

Source: Wizard's Spell Compendium

You touch a wood or grass object of Medium size or smaller or a section of wood or other plant material no more than 5 feet in any dimension and form it into any shape that suits your purpose. So, for example, you could shape a log into a chair, a chest, or a bookcase, or make a small passage through a wall, as long as the wall is less than 5 feet thick. You could also shape a wood door or its frame to seal the door shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

You can't use this spell on a living plant.

YEAR STEALING

8th-level necromancy

Casting Time: 1 hour

Range: 1 mile

Components: V, S, M (a unicorn's horn worth wrapped in silver, worth at least 5,000 gp and a drop of blood, spittle, or other bodily fluid from your target)

Duration: Instantaneous

Classes: Sorcerer, Warlock, Wizard

Source: Wizard's Spell Compendium

You target a creature whose blood, spittle, or other bodily fluid you possess and force that creature to make a Constitution saving throw. On a failure, the creature ages 2d6 years (or 4d6 years, if the creature has a lifespan of 400 or more years), and you stop aging for that period of time.

When you finish casting this spell, you must make a DC 15 Intelligence (Arcana) check. On a failure, the unicorn's horn crumbles into dust.

SPELLS BY SCHOOL

ABJURATION

1ST LEVEL

Banish Dazzle
Magic Motes
Preserve from Decay
Sigil
Sound Bubble

2ND LEVEL

Comfort
Dardan's Dryness
Mirror Damage
Moon Shield
Scent Mask

3RD LEVEL

Cloak of Warding
Exaltation

4TH LEVEL

Dimensional Anchor

5TH LEVEL

Barrier Reaver
Deep Delve
Force Shapechange
Temporal Wall
Weather Stasis

6TH LEVEL

There/Not There
Timed Stasis

8TH LEVEL

Land of Stability

9TH LEVEL

Absorption
Holy Presence

CONJURATION

0TH LEVEL

Flying Quills

2ND LEVEL

Animal Call
Glitterdust
Hailstones
Mystic Rope
Petition
Scalding Spout

3RD LEVEL

Alpha's Chill of the Void
Alpha's Comet
Alpha's Ice Bolt
Bolt of Stone
Flock of Birds
Grasping Hands of Horror
Spiritwatch

4TH LEVEL

Steal Skill
Vander's Librarian

5TH LEVEL

Blessed Abundance
Create Air
Moonfire
Rain of Terror
Vanquill's Drifting Blizzard
Wall of Bones

6TH LEVEL

Create Room
Create Spring
Darklight's Planar Weapon

7TH LEVEL

Hovering Road

8TH LEVEL

Airboat
Planar Link
Uncontrolled Weather

9TH LEVEL

Comet Strike

DIVINATION

1ST LEVEL

Detect Metals and Minerals
Last Image
Patternweave
Sacred Guardian
Trailfinder

2ND LEVEL

Analyze Device
Detect Curse
Impart Knowledge

3RD LEVEL

Analyze Dweomer
Detect the Living
Dream Sight
Isolde's Answer
See Through Other Eyes
Shadow Play

4TH LEVEL

Read Object
Teleport Tracer
Warp Sense

5TH LEVEL

Consume Knowledge
Shandaril's Tracer

7TH LEVEL

Temporal Eye

9TH LEVEL

Revelation

ENCHANTMENT

0TH LEVEL

Daydream
Nybor's Admonishment

1ST LEVEL

Beneficence
Thump

2ND LEVEL

Animal Animosity
Castigate
Hibernation
Hold Animal
Intensify Sensation

3RD LEVEL

Bewilder
Time Snare

4TH LEVEL

Beckoning Mirage
Emotion
Mystic Bolt
Oath
Remose
Scapegoat

5TH LEVEL

Code of Secrecy
Godrage
Kaldane's Insomnia
Neverending Nightmares

6TH LEVEL

Power Word Silence

7TH LEVEL

Descent into Madness
Power Word Sleep

8TH LEVEL

Power Word Blind
Soul Anchor

9TH LEVEL

Mindkiller

EVOCATION

0TH LEVEL

Gemidan's Paralytic Missile
Scatterspray

1ST LEVEL

Frost Fingers
Katrine's Total Tent
Pilpin's Prompt

2ND LEVEL

Alpha's Heat Lightning
Drawmij's Tool Box
Ghost Pipes
Hold Wave
Sanh's Ray of Light
Stormvoice
Strength of the Avenger
Thunderball

3RD LEVEL

Ball Lightning
Bigby's Useful Hand
Call Society
Diary
Forceball
Forcelash
Ice Blade
Lance of Disruption
Manyjaws
Nystul's Radiant Baton
Power Word Attention
Probing Arm
Venom Bolt
Wall of Gloom

4TH LEVEL

Alpha's Blue Blaze
Bigby's Force Sculpture
Hellish Hail
Lightning Shield
Magic Eye
Motion
Otiluke's Steaming Sphere
Shadowstrike
Unluck

5TH LEVEL

Acid Rain
Airball
Alpha's Aurora Borealis
Storm Cone

6TH LEVEL

Communicate
Crawling Darkness
Fireblast
Holy Crown
Stormrage

7TH LEVEL

Dheryth's Energy Net
Lestat's Legion
Orko's Elemental Triad
Sunstone

8TH LEVEL

Skip Day

ILLUSION

0TH LEVEL

Glamour
Mimicry
Narin's Mask

1ST LEVEL

Beastmask
Chameleon
Pilpin's Prompt

2ND LEVEL

Caldur's Starry Sky
Dancing Shadows
Fool's Speech
Invisible Object

3RD LEVEL

Repair Item
Spectral Force
Talon's Skitmaster

4TH LEVEL

Mirage
Moon Rune

5TH LEVEL

Fantastic Machine

7TH LEVEL

Fog of Nightmares
Mass Phantasmal Force

NECROMANCY

0TH LEVEL

Bleeding Touch

2ND LEVEL

Animate Dead Beasts
Animate Warrior
Bone Blade
Garinthrall's Hideous Leech

4TH LEVEL

Azura's Soul Whip
Hovering Skull
Infected Wounds
Putrefaction

5TH LEVEL

Bloodgloat
Drive Insensate
Graft
Lifesteal
Throbbing Bones

6TH LEVEL

Animate Dead Monster
Call Spirit
Fellblade
Soul Safe
Unliving Identity

7TH LEVEL

Create Shade
Revenance
Soul Shift

8TH LEVEL

Deathshroud
Year Stealing

9TH LEVEL

Earthwrack
Heart of Stone

TRANSMUTATION

0TH LEVEL

Bear Hug

1ST LEVEL

Adhesion
Bladeleap
Cloud Stairway
Coalstone
Color
Control Smoke and Vapor
Copy
Crier's Boon
Curse of Tongues
Drawmij's Light Step
Erase
Float/Sink
Weapon of the Earth

2ND LEVEL

Bloodburn
Body Blades
Burrow
Candletrick
Cloudburst
Cook
Dark Fire
Drawmij's Steed
Frisky Chest
Scent of Vengeance
Sharptooth

3RD LEVEL

Bladebend
Bone Shape
Glassees
Grimly's Elasticity
Mass Jump
Metal to Rust
Random Causality
Transmute Pebble
Transmute Water to Dust
Warp
Wood Shape

4TH LEVEL

Cloudscape
Create Darkenbeast
Disfigure
Earthmaw
Eyes of the Sun
Glass Shape
Hasten Growth
Metal Shape
Stonefall
Tenser's Flaming Blade
Tenser's Master of Arms
Tentacles

5TH LEVEL

Basilisk Glare
Distort Life
Ironguard
Sands of Time
Sculpt Features
Unburn

6TH LEVEL

Ivy Seige
Paradox
Thornwrack
Treeform

7TH LEVEL

Crystalbrittle
Eliminate Element

8TH LEVEL

Bone to Dust
Changestaff
Curse of Lycanthropy
Feeblebody
Illumination
Lifeblend
Mass Flesh to Stone
Power Word Vaporize

9TH LEVEL

Estate Transference