

CHAPTER 1: HOMEBREW 5E SPELLS

THIS DOCUMENT COVERS THE various homebrew spells for the adventuring classes of the fantastical world of Rhyonis! The following tables show spells available to the individual classes found in Rhyonis, while further details for each spell are listed alphabetically.

ARTIFICER SPELLS

Spell Level	Name
Cantrips	Sonic Boomerang
1st	Channeling Strike
2nd	Magnetize, Reverberate
3rd	Arcane Pulse, Conjure Item, Lightning Rod
4th	-
5th	Arcane Minefield, Force Field, Surge Step

BARD SPELLS

Spell Level	Name
Cantrips	Sonic Boomerang
1st	Channeling Strike
2nd	Magnetize, Reverberate
3rd	Arcane Pulse, Conjure Item, Cyellah's Jade Spear, Manifest, Scattered Visions, Slumber Strike, Void
4th	Sonic Gale
5th	Blinding Assault, Brain Storm, Force Field, Psionic Backlash, Psychic Siphon
6th	Assaulting Echo, Conjure Vehicle, Dream Jaunt, Kinetic Wave, Surrounding Obscurity, Vibratory Passage
7th	Sonic Shielding
8th	Harmonious Hallucination
9th	Blood Battalion, Erasure

CLERIC SPELLS

Spell Level	Name
Cantrips	-
1st	Channeling Strike
2nd	Solar Flare
3rd	Void
4th	-
5th	Celestial Shield, Globe of Transference
6th	Expulsion, Satiating, Surrounding Obscurity
7th	Deluge, Sundering Tremor
8th	Spiritual Reconfiguration, Tornado
9th	Soul Cleanse, Super Nova

DRUID SPELLS

Spell Level	Name
Cantrips	-
1st	Channeling Strike
2nd	Magnetize, Solar Flare
3rd	Lightning Rod, Retributive Spores
4th	Sonic Gale, Warding Blizzard
5th	Globe of Transference, Surge Step, Virulent Down Pour
6th	Dream Jaunt, Drown, Expulsion, Storm Pillars
7th	Deluge, Nature's Aspect, Sundering Tremor, Tundral Chasm
8th	Cloud Piercer, Sculpt Soldiers, Tornado
9th	Cataclysmic Cyclone, Glacial Iceberg, Super Nova

PALADIN SPELLS

Spell Level	Name
1st	Channeling Strike
2nd	Solar Flare
3rd	-
4th	-
5th	Celestial Shield

RANGER SPELLS

Spell Level	Name
1st	Channeling Strike
2nd	-
3rd	Retributive Spores
4th	Sonic Gale
5th	Surge Step

SORCERER SPELLS

Spell Level	Name
Cantrips	Sonic Boomerang
1st	Channeling Strike
2nd	Magnetize, Reverberate
3rd	Arcane Pulse, Lightning Rod, Void
4th	Anomaly, Gravity Well, Reflect Spell, Sonic Gale, Warding Blizzard
5th	Arcane Minefield, Force Field, Surge Step, Virulent Down Pour
6th	Acidic Blast, Expulsion, Kinetic Wave, Satiating, Surrounding Obscurity
7th	Sonic Shielding, Vaporous Form
8th	-
9th	-

WARLOCK SPELLS

Spell Level	Name
Cantrips	Sonic Boomerang
1st	Channeling Strike
2nd	Magnetize, Reverberate
3rd	Arcane Pulse, Conjure Item, Manifest, Scattered Visions, Slumber Strike, Void
4th	Anomaly, Gravity Well, Reflect Spell, Sonic Gale, Warding Blizzard
5th	Arcane Minefield, Blinding Assault, Force Field, Globe of Transference, Hands of Dark Matter, Psionic Backlash, Psychic Siphon, Virulent Down Pour
6th	Conjure Vehicle, Expulsion, Satiates, Surrounding Obscurity
7th	Sonic Shielding
8th	Corrosive Minefield, Sculpt Soldiers, Siphoning Darkness
9th	Blood Battalion

WIZARD SPELLS

Spell Level	Name
Cantrips	Sonic Boomerang
1st	Channeling Strike
2nd	Magnetize, Reverberate
3rd	Arcane Pulse, Conjure Item, Lightning Rod, Manifest, Scattered Visions, Slumber Strike, Void
4th	Anomaly, Cyellah's Jade Spear, Gravity Well, Reflect Spell, Sonic Gale, Warding Blizzard
5th	Arcane Minefield, Blinding Assault, Brain Storm, Cyellah's Sonic Boom, Force Field, Globe of Transference, Hands of Dark Matter, Lazuli's Lotus Halo, Psionic Backlash, Psychic Siphon, Surge Step, Virulent Down Pour
6th	Acidic Blast, Assaulting Echo, Conjure Vehicle, Dream Jaunt, Drown, Expulsion, Kinetic Wave, Satiates, Surrounding Obscurity, Vibratory Passage
7th	Sonic Shielding, Vaporous Form
8th	Cloud Piercer, Corrosive Minefield, Harmonious Hallucination, Sculpt Soldiers, Siphoning Darkness, Tornado, Vessel Restoration
9th	Blood Battalion, Cataclysmic Cyclone, Erasure, Super Nova

ACIDIC BLAST

6th-level Evocation

Casting Time: 1 action

Range: 300 ft.

Components: S, V

Duration: Instantaneous

You release a collection of acidic energy that corrodes the air and sings the senses as it flies. At any point within range, you detonate the ball in a massive blast that fills a 20 ft. radial sphere. Creatures in the area must make a Dexterity save, suffering 8d8 acid damage or half as much on a success. The ground in the area becomes a seething pool of bubbling energy that deals 2d8 acid damage to any creature that starts its turn in the area or moves into the space the first time on their turn. This pool lasts for a number of rounds equal to your spellcasting modifier.

Casting this spell at higher levels: If you expend a spell slot of 7th level or higher to cast this spell, both instances of damage deal an additional 1d8 acid damage per slot beyond 6th.

ANOMALY

4th-level Conjuraton

Casting Time: 1 action

Range: Self

Components: S, V

Duration: 1 Minute

You draw a sigil in the air around you that dissipates and casts a faint, blurry aura around your form. Starting at the beginning of the next round, you may take your turn at any point during the initiative order, except during someone else's turn. If you have used your reaction for this Round, after shifting your turn with Anomaly, you reset your reaction for this Round of combat, resetting again at the top of the order or your next use of Anomaly. After the spell ends, you return to your original spot in the order.

ARCANE MINEFIELD

5th-level Evocation

Casting Time: 1 action

Range: 200 ft.

Components: S, M (pieces of sharp material be it glass or metal or stone)

Duration: Concentration, a Rhyonian Day, or 20 Hours

You fill the surrounding area with hazardous mines that will explode when in proximity to those not permitted safe passage through the field. You can choose any number of creatures to pass safely through the minefield while it persists, but any creatures not permitted passage that do pass within 15 ft. of a mine will

detonate it, dealing 4d10+10 Force damage to all within range who fail a DEX save, or half as much on a success. When you cast this spell, you may select a number of squares equal to your casting modifier plus your proficiency bonus to contain an active mine. A creature can discern the space as a mine if they succeed an Intelligence (Investigation) or Wisdom (Perception) check against your Spell Save DC. If a creature can see the space while the spell is cast, or their passive Investigation or Perception exceeds your Spell Save DC, they can automatically discern the space as a mine.

Casting this spell at higher levels:. If you expend a spell slot of 6th level or higher to cast this spell, it deals an additional 1d10 Force Damage per level beyond 5th.

ARCANE PULSE

3rd-level Evocation

Casting Time: 1 action

Range: 100 ft.

Components: S, V

Duration: Special

You make a ranged spell attack against a target within range, dealing 2d6 Force damage on a successful hit. Additionally, the target must make CON save or suffer an additional 1d6 Force damage at the start of each of their turns for the next 1d4+1 rounds. The target can make an additional save at the end of each of their turns to end the effect early. If the target takes Force damage from another source before they succeed a CON save, the Force damage automatically continues for the duration, negating any additional saves.

Casting this spell at higher levels:. This spell deals an additional 1d6 Damage initially and per turn for every 2 slots used beyond 3rd.

ASSAULTING ECHO

6th-level Evocation

Casting Time: 1 Bonus Action

Range: Self

Components: V, S, M (a weapon)

Duration: 1 Minute

You create a sonic replica of yourself that acts immediately after you in combat. It resists damage from nonmagical attacks, is immune to thunder, poison, necrotic, and psychic damage, as well as the conditions charm, prone, fear, and paralysis. The Echo can use the Attack, Dash, Disengage, and Help. Unless given a command with a bonus action to operate another task, the Echo will use its action to attack with its weapon using your spell attack bonus for attack rolls and dealing an additional 4d6 Thunder damage

on top of the weapon's damage. The copy's Armor Class equals 10+your spellcasting ability modifier and has hit points equal to your Spell Casting Modifier multiplied by your proficiency bonus and it lasts for the duration of the spell. It can be destroyed by a Dispel Magic effect or reducing it to 0 hit points or the duration of the spell expires.

BLINDING ASSAULT

5th-level Evocation

Casting Time: 1 action

Range: 100 ft.

Components: S, M (dark mantle leather)

Duration: Concentration, 1 minute

You expand a bubble of darkness that surrounds a creature and moves along with them, hampering their movements and assailing them. The bubble encompasses a 20 ft. sphere, halves their movement speed, and you may use a bonus action while it persists to make a spell attack against them to deal 2d6 plus your spell casting modifier in slashing damage. You do not need to be able to see the target to make the attack against them and unless the target can see through magical darkness, you make the attack with advantage. At the end of their turn, they may make a Charisma saving throw to end the spell early.

BLOOD BATTALION

9th-level Necromancy

Casting Time: 1 action

Range: 100 ft.

Components: S, M (an ounce of blood for each creature you wish to target)

Duration: Concentration, 1 hour

You take utter control of any number of creatures within range that you can see as you harness the power of their blood. If they fail a Constitution saving throw when you cast the spell, you are able to take total control of them for their turn, at the end of which they may make an additional save to end the effect. The spell ends early on a creature if they are reduced to 0 hit points.

BRAIN STORM

5th-level Evocation

Casting Time: 1 action

Range: 30 ft.

Components: V, M (a piece of nervous tissue)

Duration: 1 Minute

You grasp the piece of tissue in your palm, channeling the electrical impulses of your own body into it to lash out with psychic waves. All creatures in range of the spell must succeed on

an INT save, suffering 3d8 psychic damage or half as much on a success. Also on a failure, at the start of each turn, they suffer 2d6 lightning damage and cannot take reactions until the end of their next turn as electricity disrupts their movements. They may make a CON save at the end of each turn to end this effect on themselves.

Casting this spell at 6th level or higher: the psychic damage you deal increases by 1d8 for every level beyond 5th and the lightning damage dealt is increased by 1d6.

CATAclysmic Cyclone

9th-level Evocation

Casting Time: 1 action

Range: 30 ft. wide, 500 ft. line

Components: S, V, M (gem encrusted fan worth 1500 gp)

Duration: Instantaneous

You swing the fan required for the spell through the air, sending a massive gale outwards pushing back huge and smaller creatures 30 ft. and uprooting gargantuan and smaller trees. All creatures within the area of the spell must also make a Strength saving throw, suffering 10d12 slashing damage and being pushed back an additional 30 ft. or take half as much damage on a success and are not pushed back. Structures caught in the area automatically fail the saving throw and suffer twice as much damage.

CELESTIAL SHIELD

5th-level Abjuration

Casting Time: 1 action

Range: 60 ft.

Components: S, V

Duration: Up to 1 hour

You target a creature within range of the spell, wreathing it in vibrant light that armors them and sheds a radiant aura. The target gains 25 Temporary HP and sheds bright light out for 15 ft and dim light for an additional 15 ft

When the Shield first appears, the target and all allies in the aura heal for 1d6+your spell modifier, after which, healed allies, other than the initial target, receive temporary hit points equal the amount of hit points restored.

This light produced from the Shield lasts for one hour or until the target of the spell's temporary HP are depleted.

Casting this spell at 6th level or higher: If you spend a spell slot above 5th level, the Temporary HP granted to the target of the Shield are increased by 5 per spell level above 5th.

CHANNELING STRIKE

1st-level Evocation

Casting Time: An Attack

Range: Special; Range of Weapon

Components: M (A weapon)

Duration: Instantaneous

A common skill of spellcasters in Rhyonis is to channel their magical ability into an attack to amplify it. Before rolling to attack, the caster may choose to expend a spell slot of at least 1st level. On a successful attack, the weapon deals magical damage and an additional amount of weapon damage equal to 1d6 plus their Spellcasting Modifier.

Casting this spell at 2nd level or higher:

Channeling Strike deals an additional 1d6 per slot level spent above 1st.

CLOUD PIERCER

8th-level Evocation

Casting Time: 1 action

Range: Self

Components: S, V, M (wood split by lightning)

Duration: Concentration, 1 minute

Embolden yourself with the unhindered power of a raging storm, granting yourself a fly speed of 80 ft and resistance to both thunder and lightning damage. During the duration of the spell, you may also use a bonus action to release either a bolt of lightning or a thunderclap. At the end of the spell, if you are still aloft, you harmlessly float to the ground

Lightning. Creatures in a 60 ft. line must make a Dexterity saving throw or suffer 8d8 lightning damage, or half as much on a success.

Thunder. Creatures in a 30 ft. radius around you must make a Constitution saving throw or suffer 8d8 thunder damage, or half as much on a success.

CONJURE ITEM

3rd-level Conjuration

Casting Time: 1 Action

Range: Touch, 10 ft.

Components: V, S, M (Something to inscribe your magical mark, typically chalk)

Duration: Instantaneous

Upon completing a long rest in which you choose to prepare this spell, you inscribe a single item with your Magical Mark. This binds the item, no larger than a 5 ft. cube, to you until you complete a long rest. So long as you are bound to the item, and on the same plane of existence as it, you may cast this spell to summon the item to an unoccupied space within range of the spell.

CONJURE VEHICLE

6th-level Conjuration

Casting Time: 1 Action

Range: Touch, 20 ft.

Components: V, S, M (Something to inscribe your magical mark, typically chalk)

Duration: Instantaneous

Upon completing a long rest in which you choose to prepare this spell, you inscribe a single vehicle with your Magical Mark. This binds the vehicle, either land or water, that can be no longer than 30 ft in any one direction, to you until you complete a long rest. So long as you are bound to the vehicle, and on the same plane of existence as it, you may cast this spell to summon the vehicle to an unoccupied space within range of the spell.

CORROSIVE MINEFIELD

8th-level Evocation

Casting Time: 1 hour

Range: 500 ft.

Components: S, M (six bear traps and six vials of acid)

Duration: 8 Hours

You imbue the six traps needed for the spell with magic and seal the acidic vials within them for detonation, dispersing them within the area of the spell. These six traps fill a 5x5 area and will detonate in a 30 ft. diameter upon being entered within 10 ft. of them. Creatures caught in the area must make a Dexterity saving throw or suffer 4d12 acid damage or half as much on a success. Additionally, if a creature fails the save against the blast, they suffer half as much damage at the start of its next turn. The area becomes difficult terrain for 1d6 rounds after being triggered and creatures that start their turn in the area during this time, or enter it for the first time on their turn, suffer an additional 2d12 acid damage.

CYELLAH'S JADE SPEAR

4th-level Evocation- Jade Note

Casting Time: Action

Range: 10 ft. wide, 80 ft. long line

Components: S

Duration: Instantaneous

A massive green sound wave 10 ft. wide extends from you and strikes all in its 80 ft. line. The sound wave takes the shape of a dual-headed spear, singing the Jade Note as it flies. You may use your bonus action to make the spear split as you manipulate the sound wave to avoid damaging a number of creatures equal to your spellcasting modifier. Creatures struck by the sound wave take 4d12 Thunder Damage and are

deafened until the end of their next turn if they fail a Constitution save. On a success they take half as much damage and are not deafened.

Casting this spell at higher levels:. If you cast this spell using a spell slot of 5th level or higher, the damage dealt increases by 1d12 per slot beyond 4th.

CYELLAH'S SONIC BOOM

5th-level Evocation- Jade Note

Casting Time: 1 Bonus Action

Range: 100 feet

Components: V, M (A One Handed Melee Weapon)

Duration: Instantaneous

You dash in any direction up to 100ft, moving through all creatures and objects and changing course as you desire. All creatures and objects that you touch must make a Con save or take 4d8 thunder damage, or half as much on a success. Your movement does not provoke opportunity attacks and you must end your movement in an unoccupied space. You may only 'touch' a creature once per casting of this spell.

Casting this spell at higher levels:. You deal an additional 1d8 thunder damage and gain 10 ft of movement per level beyond 5th.

DELUGE

7th-level Conjuration

Casting Time: 1 action

Range: 1000 ft.

Components: V, M (a gallon of rain water)

Duration: 1 Hour

You conjure a torrential downpour from dark clouds that covers a 200 ft. radial area within range. This douses all flames, mundane and magical, and creates 1000 gallons of clean water every minute for the duration. During this time, creatures that are large or smaller must make a Strength saving throw every turn they move through the downpour or have their movement speed halved.

DREAM JAUNT

6th-level Conjuration

Casting Time: Action or One Hour

Range: Self

Components: V, S, M (sleep dust)

Duration: Instantaneous

You take a brief trip through your subconscious and reinvigorate yourself with stores of energy kept within your dreams. In an instant, you feel recharged and refreshed, gaining the benefits of a short rest. This recharges any abilities or items to regain power on a short rest, and you may

expend hit dice to recover hit points as normal, but you do not gain the use of special abilities such as Arcane Recovery or Song of Rest that typically require a short rest, nor does it recover a Warlock's Pact Magic. Alternatively, if you cast this spell while on the Plane of Dreams, you gain the benefits of long rest, but the casting time takes a full hour and you still may not utilize special abilities or cast spells during this time. This version of the spell does recover all spent spell slots for both Spellcasting and Pact Magic.

DROWN

6th-level Conjuraton

Casting Time: 1 action

Range: 100 ft.

Components: S, V

Duration: Concentration, special

You summon concentrated globules of water within the lungs of a creature within range. They must make a Constitution saving throw or become incapacitated after a number of rounds equal to their Constitution modifier (minimum 1). At the end of each turn they can make an additional Constitution saving throw to end the spell, but if it lasts the full duration, they drown and fall unconscious with 0 hit points and the spell immediately ends.

ERASURE

9th-level Evocation

Casting Time: 1 action

Range: 60 ft. cone

Components: V

Duration: Instantaneous

You release a deadly resonance infused with devastating magical energy to assail targets within range. Creatures with less than 100 Hit Points must make a Constitution saving throw or be immediately disintegrated. On a success, they instead become deafened for one hour and half of their current hit points in thunder damage. Creatures with more than 100 hit points that fail their save suffer half of their current hit points in thunder damage, or a quarter on a success. Creatures that cannot hear the sound have advantage on the saving throw but are still affected by it as the destructive energy rolls through them.

EXPULSION

6th-level Necromancy

Casting Time: 1 action

Range: Touch

Components: S, V

Duration: Instantaneous

By placing your hand on a target, you can cause necrotic energy to purge them of any lingering affects that may be plaguing them. This, however, is a far from pleasant experience. You are able to remove any number of conditions afflicting the target if they fail a CON save. You must be aware of the conditions you are attempting to remove and are limited to a number equal to your spell casting modifier. On a success, they are not purged of any conditions, but take 1 of their Hit Die in necrotic damage, halved, per condition attempted to be removed. On a failure, all conditions are removed, the target is stunned until the end of their next turn, and take 1 of their Hit Die in Necrotic damage per condition removed.

FORCE FIELD

5th-level Abjuration

Casting Time: Reaction

Range: 60 feet

Components: V

Duration: Instantaneous/Until the end of your next turn

Upon seeing an ally successfully attacked within range, you may use your reaction to cause a magical field of force to extend from you and wrap your allies in a protective layer. Until the end of your next turn, you and all allies in range gain +5 to your AC. This could potentially cause the triggering attack to miss.

GLACIAL ICEBERG

9th-level Conjuraton

Casting Time: 1 action

Range: 1000 ft

Components: S, V, M (diamonds frozen in ice equalling 5000 gp)

Duration: 1 hour

You summon a colossal glacier from the frigid northern depths of Continental Sea. It appears in a space within range and fills a 60 ft. cubic area, crushing all creatures in the area. When it appears, it deals 15d10 bludgeoning damage to creatures that fail a Strength saving throw or half as much on a success, and 10d10 cold damage, if they fail a Constitution save or half as much on a success. Upon appearing, the glacier shatters and makes the space it occupied difficult terrain for the duration of the spell. Lastly, creatures that walk through the area are assailed by the frigid shards of ice that persist, dealing 1d10 slashing damage and 1d10 cold damage for every 5 ft. they move through the area.

GLOBE OF TRANSFERENCE

5th-level Necromancy

Casting Time: 1 action

Range: 60 ft.

Components: S, V, M (a single drop of water and a single drop of blood, both of which the spell consumes)

Duration: 1 Minute

The blood in your palm mixes and darkens to a deep black as the water clouds to a milky white. The droplets expand into a five foot sphere and swirl in an entrancing pattern. This spell effects a number of targets equal to twice your Spell Casting Modifier (minimum of two). When you cast this spell, you must designate pairings of targets within 100ft of the sphere; half of which are drained of their life force, revitalizing their paired partner. The targets that are to be drained must make a CON saving throw as spectral black tentacles lash out and attach to the base of their skull. On a successful save, the drained target is unaffected and the tendril withers. On a failed save, the tendril attaches and an opposing white tendril finds a target you designate. While under the effects of this spell, an affected target suffers one of their Hit Die in necrotic damage and their partner is healed for the same amount, plus your Spell Casting Modifier (minimum of 1). At the end of an affected targets turn for the duration of the spell, if they are not more than 100 ft. away from the sphere, they must make a CON save or be damaged again.

Casting this spell at higher levels:. Using a spell slot of 6th level or higher grants you one additional pairing per level of the slot used, to a maximum of 4 additional targets using a 9th level slot.

GRAVITY WELL

4th-level Evocation

Casting Time: 1 Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Target a point within range, pulling or pushing targets towards or outward from the point. Targets within a 20 ft. radius that are being pulled toward the center must make DEX save or be pulled 15 ft toward the center point, taking 4d8 bludgeoning damage upon colliding with another creature or object of medium size or larger. Targets within 20 ft. of the point that are being pushed out must make a DEX save or be pushed outward 15 ft. from the center point.

HANDS OF DARK MATTER

5th-level Conjuration

Casting Time: 1 Bonus Action

Range: 100 feet

Components: S, M (A Piece of Miracle Metal)

Duration: Concentration 1 minute

As a bonus action, you create a temporary portal to a point within range of the spell. You may interact with objects on the other side of the portal or you may act through it, as if you were standing in it's position for the purpose of attack and spell range. Harmful effects may pass through the portal, although attacks have disadvantage against you, and you have advantage on any saving throw triggered through the portal. On subsequent turns you may use your bonus action to change to portal's location so long as it remains within 100 ft of you.

HARMONIOUS HALLUCINATION

8th-level Illusion

Casting Time: 1 action

Range: 100 ft. radius centered on you

Components: S, M (a metronome)

Duration: 1 minute

You activate a metronome and imbue it with magical energy. Choose any number of creatures you can see within range that can hear the metronome and force them to make a Constitution saving throw. If they fail, they suffer 1d12 thunder damage at the start of each of their turns as the sound waves resonate within their consciousness and disorient them. They also begin to hallucinate and see whatever you desire them to see, rationalizing the image with the sound and the source of the damage. At the end of each turn, they can make an Intelligence saving throw to see through the illusion but still suffer 1d12 thunder damage at the start of every turn they are within the radius of the metronome.

KINETIC WAVE

6th-level Evocation

Casting Time: Reaction- Upon taking force or physical damage

Range: Self, 60 ft. Cone

Components: S

Duration: Instantaneous

After taking damage from a physical attack, you can use your reaction to give yourself resistance to the damage dealt by the attack, and all physical damage until the end of your next turn. Additionally, in a 60 ft. cone outward from you, you redirect the damage dealt to you in a massive wave. This damage equals 5d10+1/2 the damage dealt by the triggering attack. All

creatures within the cone must make a STR save or take the damage and be pushed back 5 ft/10 points of damage dealt. On a success, creatures take only half the damage and are not pushed back.

Casting this spell at higher levels:. If you cast this spell using a spell slot higher than 6th level, it deals an additional 1d10 of damage per slot beyond 6th.

LAZULI'S LOTUS HALO

5th-level Abjuration

Casting Time: Action

Range: Self

Components: V, S, M (a piece of Sand of St. Nihaan)

Duration: 1 Hour

A halo in the form of a lotus radiates from the back of your head. It has eight petals that each glow with a particular color of light and reflects a damage type it grants you resistance to. Red, fire; Orange, lightning; Yellow, thunder; Green, acid; Blue, cold; Indigo, force; Violet, psychic; and White, radiant. For the duration of the spell, this halo exists around your head and sheds bright light out to 15 ft. and dim light 15 ft. beyond that. The first time you take damage of a given type, you have resistance to that source of damage and the associated petal fades and wilts from the halo. You also have advantage on all saving throws during the duration of the spell but the first time you make the associated save, you lose the advantage for that particular saving throw unless you have advantage from another source. The spell ends early if all of the petals are used and wilt.

Casting this spell at higher levels:. If you cast this spell using a spell slot of 6th level or higher, you may affect one additional target within 30 ft. for each spell level beyond 5th.

LIGHTNING ROD

3rd-level Evocation

Casting Time: Reaction upon lightning damage passing within 15 ft of you.

Range: Self

Components: V, S

Duration: Instantaneous

When an enemy uses an attack, spell, or ability that deals lightning damage and the effect passes within 15 feet of you, you may use your reaction to draw the lightning towards you and instead heal for half the amount of lightning damage that would have been done. If the ability has accompanying effects alongside the lightning damage, you take those regularly after the healing is done. If the amount of lightning

damage done would exceed half your total amount of hit points, you are not able to absorb it and instead must make a Dexterity save or take half the damage it would have done.

MAGNETIZE

2nd-level Evocation

Casting Time: 1 Action

Range: Touch

Components: S, M (Metal Shavings)

Duration: Concentration 1 minute

Forcing an electric current into a metal capable of conducting electricity, you cause it to become extremely magnetized, declaring a positive charge or negative charge on casting the spell. This pulls in metal towards the magnetized object, causing melee attacks made with metal weapons to be made with advantage against the target (positive charge) or to be made with disadvantage (negative charge) as the magnetized object rebuffs metal. If you are attempting to cast this on an enemy or on an object an enemy is carrying, they may make a DEX saving throw to avoid the effect.

MANIFEST

3rd-level Conjuration

Casting Time: Action

Range: 100 ft.

Components: V, S

Duration: Special

You conjure a nonmagical object of medium size, no longer than 5 ft. in any dimension. This can be a stature, a weapon, a utensil, etc. and it is hurled at a target within range of the spell. The target must make a Dexterity saving throw or be struck by the object for 3d10 damage of the associated type, determined by the effect below, or half as much on a success. This damage is accompanied by a secondary effect that lasts for a number of rounds equal to your spellcasting modifier, and the target can make a Constitution saving throw at the end of each of their turns to end the effect early.

Batter. You bludgeon the target with a blunt object, dazing them, which prevents them for using either an action or a bonus action on their turn for the duration of the spell.

Hack. You slash the target with a sharp-edged object, halving their speed for the duration of the spell.

Splinter. You pierce the target with a splintery object that breaks off within their body, causing them to suffer an additional 1d4 piercing damage at the start of each of their turns for the duration.

Casting this spell at higher levels:. If you cast this spell using a spell slot higher than 3rd level, it deals an additional 1d10 damage of the associated type per slot above 3rd.

NATURE'S ASPECT

7th-level Transmutation

Casting Time: Bonus action

Range: Self

Components: S, M (petrified elder wood)

Duration: Concentration, 1 minute

You snap the twig of elder wood before you and take in the ancient power stored within. This transforms you into a living avatar of the natural elements, granting you resistance to fire, cold, lightning, and thunder damage for the duration. You also recover hit points equal to your spellcasting modifier at the start of each of your turns for the duration and gain and equal amount of temporary hit points. When you cast the spell, and on subsequent turns it persists, you may use an action to make a Slam attack that deals bludgeoning damage equal to 1d8 plus your spellcasting modifier and 1d8 cold, 1d8 fire, 1d8 lightning, and 1d8 thunder damage on a successful hit.

PSIONIC BACKLASH

5th-level Enchantment

Casting Time: Reaction

Range: 60 ft.

Components: S, V

Duration: Instantaneous

Upon taking damage from a creature within 60 ft. of you, you use your reaction to wrack their mind in the same pain you felt. You force the creature to make an Intelligence saving throw and, on a failure, they take psychic damage equal to the amount of damage they inflicted on you. On a success, they take half as much damage.

PSYCHIC SIPHON

5th-level Enchantment

Casting Time: 1 action

Range: 60 ft.

Components: S, M (a dream catcher)

Duration: Instantaneous

You target a sleeping creature within range of the spell with insidious threads that emanate and flail from the weaves of the dream catcher used to cast the spell. The target must make a WIS save or take 7d8+your spellcasting ability modifier in psychic damage, or 1/2 as much on a success. Regardless of whether or not they succeed, you recover a total number of hit points equal to 1/2 the damage dealt and they are

immediately awoken. If they have immediate line of sight on you upon awakening like this, they must make another WIS save or become frightened of you for a number of rounds equal to your spellcasting ability modifier.

Casting this spell at higher levels:. If you cast this spell using a spell slot higher than 5th level, you may roll an additional 1d8 per slot above 5th.

REFLECT SPELL

4th-level Abjuration

Casting Time: 1 Reaction

Range: Self

Components: S

Duration: Special

Upon being targeted by a spell, you create a magical barrier as a reaction to turn the spell back on caster as if using your spellcasting ability. If the triggering spell is 3rd level or lower, it is automatically reflected. If the triggering spell is of 4th level or higher, make a spell check with your ability modifier with the DC equalling 10+spell's level. If the spell requires concentration, you can choose to concentrate on it if you are not already concentrating on a spell. If you are already concentrating on a spell, you can choose which spell to maintain concentration on.

Casting this spell at higher levels:. You can choose to cast this spell with a higher-level spell slot to match or beat the level of the spell reflected.

RETRIBUTIVE SPORES

3rd-level Evocation

Casting Time: 1 Action

Range: Touch

Components: M (A Mushroom Cap)

Duration: 1 minute

Make a melee spell attack, affixing the mushroom cap to the target's body. On a successful hit, the target is afflicted with spores that damage them as well as healing their attackers. While infected and struck with a melee attack within 5ft of the target, the afflicted takes poison damage equal to your spell casting modifier and the attacker is healed for the same amount. The magic in these spores last for one minute and at the end of their turn, the target can make a CON save to force the spores out early.

REVERBERATE

2nd-level Evocation

Casting Time: Reaction at the end of the turn of a creature or object that took thunder damage within the last round

Range: Special-Must be able to hear the source of the Thunder Damage

Components: V, S

Duration: Instantaneous

You cause a massive echo to reverberate into the target, threatening to deteriorate their flesh. They must make a CON save or take ½ the amount of triggering thunder damage on a failure, or a ¼ on a success.

SATIATE

6th-level Abjuration

Casting Time: Reaction

Range: 60 ft.

Components: V, M (a piece of adamantite metal worth at least 300 gp)

Duration: Instantaneous

You focus your magic to absorb damage against yourself. As a reaction, you can completely nullify a source of damage against yourself that originates from a target within 60 ft. of you.

SCATTERED VISIONS

3rd-level Illusion

Casting Time: 1 Action

Range: Self

Components: M (a Mirror)

Duration: Concentration 1 minute

You come in and out of vision in the blink of an eye. On your turn when you cast this spell, you use your action to become invisible. On subsequent turns, while you concentrate on this spell, you may use your bonus action to reactivate the invisibility.

SCULPT SOLDIERS

8th-level Transmutation

Casting Time: 1 Minute per Soldier

Range: 100 ft.

Components: S, M (a 5ft. cube of ice for each desired Soldier)

Duration: 8 Hours

You transmute several blocks of ice within range to super soldiers to fight for you or defend an area. The blocks must fill a 5 ft cubic area and you can sculpt a number of blocks equal to your spellcasting modifier plus your proficiency bonus. The blocks are magically transformed into medium-sized beasts or humanoids and may be independent of one another. They will

stay within the area for the duration of the spell, acting as you command them to as an action on each of your turns which they will perform until destroyed, the spell ends, or you issue a new command. The creatures have 50 HP, an AC of 15, immunity to cold, poison, and psychic damage, cannot be charmed or frightened, and have vulnerability to fire damage. They are able to make a single attack, using your spell attack bonus, and deal 1d8 slashing damage and 1d8 cold damage on a success. If they leave the range of the spell, the begin to melt, taking 5 damage each round until the return to the area the spell covers.

SIPHONING DARKNESS

8th-level Necromancy

Casting Time: 1 action

Range: 500 ft.

Components: S, V, M (any object worth at least 500 gp that's been soaked in the blood of an evil creature)

Duration: Concentration, 1 minute

You fill a 60 ft. sphere within range with an all-consuming darkness that drains creatures of their vitality. Creatures in the area when you cast this spell must make a Constitution saving throw or lose two Hit Dice and suffer an equal amount of damage that cannot be reduced in any way. On a successful save, they lose one Hit Die and suffer an equal amount of damage that cannot be reduced in any way. When a creature starts their turn in this darkness must also make a Constitution saving throw or suffer the same effects. If this darkness steals targets of their last Hit Die, they instantly die.

SLUMBER STRIKE

3rd-level Conjuration

Casting Time: 1 bonus action

Range: Self

Components: S, M (a weapon)

Duration: Concentration, up to 1 Minute

You quickly imbue your weapon with woven threads of magic to induce a heavy sleep upon your next target. This magic persists on your weapon for the duration of the spell and is expend upon a successful attack. After dealing the damage, roll 5d8 and add 1/2 the damage dealt by the attack. If the total exceeds the targets hit points after the damage is dealt, they immediately fall asleep for the duration of the spell, or until damaged.

Casting this spell at higher levels: If you cast this spell using a spell slot higher than 3rd level, you may roll an additional 1d8 per slot beyond 3rd.

SOLAR FLARE

2nd Level Evocation

Casting Time: 1 Action

Range: 100 Ft.

Components: V, S

Duration: Until the end of the target's next turn

You gather concentrated sunlight in your palms and release it in a powerful burst against a target within range. Make a ranged spell attack against a target within range of the spell and on a hit you deal 3d8 radiant damage. Additionally, the target must make a CON save or be blinded until the end of their next turn.

Casting this spell at higher levels:. If you cast this spell using a spell slot of 3rd level or higher, the damage dealt increases by 1d8 per slot beyond 2nd.

SONIC BOOMERANG

Evocation Cantrip- Jade Note

Casting Time: 1 Action

Range: 60 Ft.

Components: V, S

Duration: Instantaneous

You whistle a note that condenses into a violent storm of concentrated energy and hurl it at a foe within range. Make a ranged spell attack and on a success deal 1d6 thunder damage. Regardless of whether or not the attack hits, make a second ranged spell attack against a creature within 30 ft. of the first target as the sonic energy rebounds, dealing 1d6 thunder damage to them as well. This spell's damage increases by 1d6 at 5th level (2d6), 11th level (3d6), and 17th level (4d6).

SONIC GALE

4th-level Evocation

Casting Time: 1 action

Range: 15 ft. wid, 80 ft. long line

Components: S, V, M (a fan imbued with silver worth at least 75gp)

Duration: Instantaneous

By waving the fan used for the spell, you force magical energy with your words into the air that releases a thunderous cacophony of slicing wind in a 15 ft. wide line that is 80 ft. long. Creatures caught in the area of the spell must make a Constitution saving throw or suffer 4d12 thunder damage and be pushed back 15 ft. in a straight line. This movement can be interrupted if they hit a creature or object that is at least medium size or larger, or a wall.

Casting this spell at higher levels:. If you expend a spell slot of 5th level or higher to cast this spell, the damage you deal is increased by

1d12 and targets are pushed back an additional 5ft. per level above 4th.

SONIC SHIELDING

7th-level Abjuration

Casting Time: 1 action

Range: Self

Components: V, M (a tuning fork)

Duration: 1 minute

You strike the tuning fork required for the spell and harness the vibrations, creating a suit of armor from the sound waves. For the duration of the spell, you gain immunity to thunder damage and resistance to nonmagical physical damage. This armor also grants you advantage on any saving throw that requires you to hear the effect and any creature that starts its turn within 10 ft. of you suffers your spellcasting modifier in thunder damage. Lastly, when a creature strikes you with a melee attack, you can use your reaction to cause the armor to reverberate against them, forcing them to make a Constitution saving throw or suffer 4d10 thunder damage, or half as much on a success.

Casting this spell at higher levels:. If you expend a spell slot of 8th level or higher to cast this spell, both instances of damage deal an additional 1d10 thunder damage per slot beyond 7th.

SOUL CLEANSE

9th-level Necromancy

Casting Time: 8 Hours

Range: Touch

Components: S, V, M (5000gp worth of diamonds)

Duration: Instantaneous

During the casting time of this spell, the caster calls to various gods of life, death, and magic, pleading with them to unbind the mundane and magical shackles that may be afflicting the target of the spell. Once the casting is complete, the target is immediately purged of all curses, diseases, and poisons afflicting them and they unattune to all magical items they currently have bound to them, requiring a short rest to reattune to any items they would like. Lastly, this spell marks the target's soul with an unbreakable brand that prevents them from being cursed for the next year unless they are targeted by a Wish spell to specifically break the Soul Cleanse brand.

SPIRITUAL RECONFIGURATION

8th-level Necromancy

Casting Time: 20 Hours

Range: Touch

Components: S, V, M (1500gp worth of gems and the character's weight in clay)

Duration: Instantaneous

During the length of a full day, the caster sits with the willing target of the spell, calling information from fallen souls to bring their energy and prowess back to the world. At the end of the casting of the spell, the target may completely rebuild themselves with this spiritual energy, taking different classes and subclasses as they wish but they must equal the level they were before the casting of the spell. This spell may only affect a creature once in their entire life and nothing short of a Reincarnation or True Resurrection can cleanse them of the mark the channeled spirits leave on their soul.

STORM PILLARS

6th-level Evocation

Casting Time: 1 action

Range: 300 ft.

Components: S, M (rain from a lightning storm)

Duration: Instantaneous

You conjure a momentary lightning storm to assault your foes with the ferocity of nature. Target up to 10 creatures within range, forcing them to make a Dexterity saving throw. On a failure, they take 5d12 lightning damage and are incapacitated until the end of their next turn. On a success, they take half of the damage and are not incapacitated.

Casting this spell at higher levels:. If you expend a spell slot of 7th level or higher to cast this spell, the lightning damage dealt is increased by 1d12 for every level beyond 6th.

SUNDERING TREMOR

7th-level Evocation

Casting Time: 1 action

Range: Self

Components: S, V, M (stone broken by an earthquake)

Duration: Concentration, 1 minute

You crush the stone required for the spell in your hand at the same moment you stomp into the ground beneath you. For the duration of the spell, the area around you in a 15 ft. radius becomes difficult terrain as it rumbles around you. These tremors move with you and do not hinder your movements. Any creature that starts its turn in the area, or moves into it for the first time on its turn, must make a Strength saving throw or suffer 4d8 bludgeoning damage and fall

prone. On a success, they suffer half as much damage and do not fall prone.

SUPER NOVA

9th-level Evocation

Casting Time: 1 action

Range: 1000 ft.

Components: S, V, M (bottled sunlight)

Duration: Instantaneous

You release the stored sunlight that soars to a targeted area within range of the spell. It immediately detonates in a 100 ft. radial sphere, forcing creatures caught in the blast to make a Constitution saving throw, suffering 10d10 radiant damage and 10d10 fire damage, and be permanently blinded. On a success, creatures instead take half damage and are blinded for one minute. Additionally, all creatures that can see the blast within 1000 ft. must make a Constitution saving throw or be blinded for one minute.

SURGE STEP

5th-level Evocation

Casting Time: bonus action

Range: Self

Components: S, V

Duration: Concentration, 1 minute

You rocket forward as a bolt of crackling lightning energy. When you cast this spell, and for its duration, you can Dash as a bonus action in any direction a distance equal to your current speed (walking, swimming, or climbing, whatever movement you are currently making), passing through enemies and not provoking attacks of opportunity as you do. Enemies you pass through must make a Constitution saving throw or suffer 2d8 lightning damage or half as much on a success.

Casting this spell at higher levels:. If you expend a spell slot of 6th level or higher to cast this spell, you deal an additional 1d8 lightning damage per slot beyond 5th.

SURROUNDING OBSCURITY

6th-level Enchantment

Casting Time: 1 action

Range: 300 ft.

Components: S, V

Duration: Concentration, 1 minute

You select a number of creatures equal to your spell casting modifier that you can see and are within range of the spell. You curse them with limited vision, allowing them to only see out to 10 ft. considering them blind to attacks, creatures, or objects beyond this range. At the

end of each turn they can make a Wisdom saving throw to end the spell early.

TORNADO

8th-level Evocation

Casting Time: 1 minute

Range: 1000 ft.

Components: S, V, M (uprooted tree root inscribed with druidic script)

Duration: Concentration, 1 minute

You swirl the root required for the spell in the air and whip up a violent cyclone that tears through the surrounding area. The cyclone touches down in an area you can see within range, is 60 ft. high, and covers a 30 ft. circle. When the Tornado forms, huge and smaller creatures must make a Strength saving throw or be sucked up into the Tornado and are incapacitated. If they succeed on their save, they are instead buffeted by the wind and have their movement speed halved. While in the Tornado, at the start of their turn, creatures must make a Dexterity save or be buffeted by debris or another creature, suffering 6d8 bludgeoning damage, or half as much on a success. Additionally, every turn that a creature ends its turn on the ground in the Tornado, they must make another Strength saving throw or be sucked into the cyclone. Creatures that have not been sucked upwards into the vortex have advantage on this save. Structures hit by the Tornado automatically fail their save and suffer twice as much damage. You may use an action on your turn to direct the Tornado in a direction and move it up to 60 ft. in any direction, otherwise it moves in a random direction under the DMs control at the end of your turn. Once the spell ends, all creatures that have been caught within the Tornado fall to the ground, suffering damage as normal for a fall from 60 ft. and are thrown in a random direction within 60 ft. of the Tornado's center.

TUNDRAL CHASM

7th-level Evocation

Casting Time: Action

Range: 30 ft.

Components: V, S

Duration: 1 hour

My slamming your foot into the ground, you can cause a chasm to open at your feet that is 30 ft long and 15 ft wide and 30 feet deep. All creatures in the area must make a Dexterity saving throw against fall into the pit. At the start of your next turn, you can use your action to cause the chasm to freeze over by expelling a powerful glacial breath. The pit remains beneath a 5ft thick ceiling of ice. The ice has immunity to

cold damage, non magical physical attacks, poison, all conditions, and resistance to fire damage. The Ice Ceiling has an AC equal Spellcasting Ability Score and hit points equal to 5 times your Spellcasting Modifier. Creatures in the pit are unable to breathe the frigid thin air unless they are acclimated to frozen conditions. Even then so, the pit contains enough air for 1 medium humanoid to survive 1 hour, cut in half for every additional creature. After the hour ends, the ice melts immediately and any surviving creatures are able to climb to safety.

VAPOROUS FORM

7th-level Transmutation

Casting Time: 1 action

Range: Self

Components: S, M (monstrous stomach acid which is consumed by the spell)

Duration: Concentration, 1 Minute

You drink the gathered acid and transform yourself into a miasmatic cloud for the duration of the spell. Your walking speed is double as you coast along the ground but are also able to fly at your regular movement speed. In this form, you are able to move through a space as small as 1 inch across and have resistance to physical and necrotic damage as well as immunity to acid and poison damage and the prone condition. You are also able to move through creatures, treating them as difficult terrain. When you do so, once per creature per turn, you invade their natural systems and attempt to corrode them from the inside out. They must make a Constitution save or suffer 1d10 acid damage or half as much on a success.

VIBRATORY PASSAGE

6th-level Evocation

Casting Time: 1 action

Range: Self

Components: S, V

Duration: Concentration, 1 minute

Vibrations resonate through out your entire body, causing all the atoms within your form to move impossibly fast to allow you to move through solid objects. You treat solid matter as difficult terrain and can move through physical vertical and horizontal surfaces at will as if they were difficult terrain. If you end your turn within solid matter, you suffer 1d10 force damage. If the spell ends while you are in a solid area, you are immediately shunted to the closest open space, suffering 1d10 force damage per 5 ft. moved.

VESSEL RESTORATION

8th-level Abjuration

Casting Time: 1 Hour

Range: 10 ft.

Components: S, V, M (Soul Stone Fragments and Essence of the Target)

Duration: Instantaneous

This complex ritual is extremely risky and comes with a number of potential issues. Only the most accomplished abjurers are able to cast it without suffering the worst of its side effects, but even they require specific materials. During the casting of the spell, the caster gathers Planar Energy from a target within range that has been moved through realities by a Sentience Shockwave. After the hour-long casting, the target is attempted to be shunted into their original Thread of the Fixed Moment Timeline, or into their proper vessel if it is on the same plane as them. The casting of this spell puts the body through an immense amount of pressure, forcing it to contend with the fabric of reality, leading to some potentially devastating results. Roll a d100 after casting this spell to determine the result of the Vessel Restoration's casting, consulting the table listed at the end of the spell's description for the outcome. (If Vessel Restoration is cast by a spellcaster that is capable of wielding the Jade Note, they have no need to roll and the Restoration is automatically successful.)

Casting this spell at 9th-level: If the spellcaster casts Vessel Restoration using a 9th-level spell slot ensures that the target suffers no adverse effects of the spell, but requires an additional piece of material attuned to the associated Thread.

VIRULENT DOWN POUR

5th-level Conjunction

Casting Time: 1 action

Range: 120 ft.

Components: V, M (a vial of acid worth 100 gp)

Duration: Instantaneous

You conjure a 30 ft. radial cylinder 30 ft. high within range that douses the area with corrosive energy. Creatures in the area must make a Dexterity save or suffer 5d10 acid damage and half as much on a success. At the start of their next turn, they must make a Constitution save regardless of whether they fail or succeed. On a failed save, they take half as much as they did from the initial round of damage or a quarter of the original damage on a success.

VESSEL RESTORATION OUTCOMES

d100 roll	Outcome
1-25	The desired result is not achieved, the target suffers 5 levels of exhaustion, and is immediately dropped to 0 hit points
26-50	The desired result is not achieved, and the target suffers 4 levels of exhaustion and takes all of their Hit Die in force damage.
51-75	The desired result is not achieved, and the target suffers 4 levels of exhaustion and takes half of their Hit Die in force damage.
76-85	The desired result is achieved, but the target suffers 3 levels of exhaustion and takes half of their Hit Die in force damage.
86-90	The desired result is achieved, but the target suffers 2 levels of exhaustion and takes three of their Hit Die in force damage.
91-95	The desired result is achieved, but the target suffers 1 levels of exhaustion and take one of their Hit Die in force damage.
96-100	The desired result is achieved without any drawbacks.

VOID

3rd-level Conjunction

Casting Time: Action

Range: Touch

Components: V, S

Duration: 1 Round

You attempt to draw a target into an alternate timeline by drawing alternate realities against them. Make a melee spell attack to touch a target. On a failure, nothing happens. On a success, you deal 3d6 force damage and force them to make a CHA save. On a success, they take half of the force damage dealt to them by the attack. On a failure, they are aligned with countless realities and are wrought with weakness. The target has vulnerability to the damage of the first incident of damage they are struck by before the start of your next turn. The spell ends immediately if the target has immunity to the first damage type it takes after being affected by this spell, or if it is not damaged before your turn. If a target has resistance to the damage type, they lose it for the purposes of the spell.

WARDING BLIZZARD

4th-level Abjuration

Casting Time: Action

Range: 60 ft.

Components: S, M (a piece of ice)

Duration: 1 Hour

A freezing aura surrounds you and a number of allies equal to your Spellcasting modifier that are within 60 ft. of you. This encases you with a durable suit of frigid spiked armor, granting you 10 temporary hit points. While these hit points last, anytime a target takes damage from a melee attack, the suit explodes with a blast of blistering cold, dealing 10 points of cold damage.

Casting this spell at higher levels: If you cast this spell using a spell slot of 3rd level or higher, the temporary hit points and damage dealt increase by 5 per slot beyond 4th.