

APPENDIX C: SPELLS

In the aftermath of The Event, mystical forces that had lain dormant burst forth from the ground, water, and air. Magical energy now swirls around us like the breeze, and those skilled in its use can gather this energy and transform it according to their will. Because all Hybrids were born of arcane energy, all can bend these forces to cast spells. The number of spells they can cast before needing to rest varies with their Intelligence, Background, and Specialties.

Spells vary in their strength, and thus in the effort required to cast them. A Level 1 Spell costs 1 Magic Point (MP) to cast, a Level 2 spell costs 2 MP, and so on. A level 0 spell costs nothing. Each character has a maximum number of MP—once they've used up this energy, they must rest and recover.

Unless otherwise noted, spells cost 1 action to cast.

As a Level 1 character, you have access to all Level 0 and Level 1 spells. At Level 2 you gain access to Level 2 spells; at Level 3 to Level 3 spells, etc.

Each person has a slightly different connection to the magical energy surrounding them. You choose the way you cast spells—you may utter a mystical incantation or call upon spirits, use a bit of earth, gather the air to you, or any other method of your choosing. However: you must have at least one hand free. You cannot wield two weapons or a weapon and a shield AND cast a spell.

If the spell requires a roll (called a “saving throw” in some other RPGs), the DM may allow the caster to make the roll for the creature.

The following are simply the known magical spells. There may be others—you can try to create the effect you're after by talking with your GM.

Spells by Level

Level 0

Animal Messenger
Light
Mending
Minor Illusion
Spectral Hand

Level 1

Alarm
Animal Friendship
Bless
Burning Hands
Charm
Color Spray
Comprehend Language
Curse
Fire Bolt
Heal Wounds
Hideous Laughter
Leap
Magic Armor
Magic Missile
Poison Spray
Protect from Evil
Ray of Frost
Resistance
Sacred Flame
Send Message
Shield
Shocking Grasp
Sleep
Speak with Animals
Thunderwave
Transform Liquid
True Strike

Unseen Servant
Vicious Mockery

Level 2

Acid Arrow
Aid
Awaken Plant
Barkskin
Beseech Deity
Blinding Light
Blur
Branding Smite
Brilliant Sphere
Call Familiar
Call the Land
Enchant Weapon
Fear
Invisibility
Knock
Lesser Restoration
Levitate
Magic Eye
Magic Lock
Magic Weapon
Mirror Image
Misty Step
Moonbeam/Sunbeam
Pass Without a Trace
Prophecy
Ray of Enfeeblement
Secret Sensor
Shatter
Silence
Suggestion
Thermal Destabilization
Web

Level 3

Animate the Dead
Animate Object
Black Tentacles
Blight
Call Forth Horde
Command
Confusion
Conjure Elemental
Dispel Magic
Floating Weapon
Fog of Death
Glyph of Warding
Lightning Bolt
Nature's Rest
Pacify
Phantom Steed
Plant Growth
Remove Curse
Scorching Rays
See Hidden
See the Invisible
Slow
Speak with Dead
Speed
Spirit Guardians
Tiny Hut
Vampire Touch
Water Breathing

Level 4

Animal Change
Banish
Cone of Cold
Fireball
Hold Cryptid
Ice Storm
Inflict Disease
Irresistible Dance
Mass Heal
Phantasmal Killer
Polymorph
Stinking Cloud
Wall of Thorns

Level 5

Blade Barrier
Chain Lightning
Circle of Death
Lightning Storm
Magic Shell
Mass Disguise
Mass Shield
Resurrect
Shapechange
Wall of Fire/Ice

Level 6

Attract/Repulse
Clone
Control the Weather
Divine Ally
False Image
Incendiary Cloud
Insect Plague
Mass Suggestion

Level 7

Anti-Magic Field
Regenerate
Stun
Teleport

Level 8

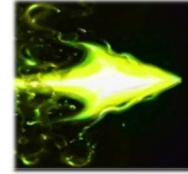
Kill
Meteor Swarm
Time Stop

Spells in Alphabetical Order

Acid Arrow (Level 2)

Range: 90'

Damage: 3d4 make a Dexterity check of 13 or take 3d4 damage and suffer -1 to DR.



Aid (Level 2)

Range: 30'

Duration: 1 hour

You bolster your allies with toughness and resolve. Choose up to three individuals within range. Each target's maximum HP and current HP increase by 5 for the duration. At the end, their maximum HP returns to normal.



Alarm (Level 1)

Range: 30'

Duration: 8 hours

You set an alarm against unwanted visitors. Select a door, window, chest, or other area no larger than 20'x20'. Until the spell ends, anyone that enters the area triggers a mental or audible alarm (your choice).



Animal Friendship (Level 1)

Range: 30'

Duration: 24 hours

You can speak with any animal that can communicate verbally. Depending on the intelligence of the animal, this may consist of simple questions and answers, or more involved conversation.



Animal Messenger (Level 0)

Range: 1 mile

Duration: 24 hours

You use a small animal, such as a squirrel, blue jay, or bat, to deliver a message up to 25 words. You must describe the recipient and destination in sufficient detail. Upon reaching its destination, the animal delivers the message in your voice.



Animal Change (Level 4)

Range: 30'

Duration: 24 hours

You attempt to turn the target into an animal of your choice. The target must make a Composure check of 15; if it fails, it and all of its equipment turns into the new form for the duration, after which it reverts without harm.



Animate the Dead (Level 3)

Range: 10'

Duration: 24 hours

You raise an undead servant—either skeleton or zombie—from bones or a corpse that follows your commands. If not given a specific command, it defends itself against hostile creatures. After 24 hours it disintegrates.



Animate Object (Level 3)**Range:** 100'**Duration:** 1 hour

A non-magical small or medium item of your choice comes to life. You can command it if it is within 100'. It can talk to you and if you command it to attack, it does so with a +3 bonus and does 1d8+2 damage.

**Anti-Magic Field (Level 7)****Range:** 10' sphere**Duration:** 1 hour

You surround yourself with a sphere that negates magic. Within the sphere, spells cannot be cast, summoned creatures disappear, and magic items become temporarily mundane. The sphere moves with you, centered on you. No spells can affect or penetrate the field.

**Attract/Repulse (Level 6)****Range:** 60'**Duration:** 10 days

You target something in range (huge or smaller) and imbue the target with energy that either attracts or repels living creatures. Creatures must make a Composure check of 15 or higher; if they fail, they are forced against their will to approach or flee the object. If they succeed, they simply feel a profound sense of attraction or repulsion. The spell can be broken by destroying the object or casting *Dispel Magic*.

**Awaken Plant (Level 2)****Range:** Touch**Duration:** 1 hour

You touch a medium or smaller plant. It gains the ability to speak Hybrid and can move its limbs, roots, vines, etc.

**Banish (Level 4)****Range:** 60'**Duration:** 1 hour

You attempt to send one creature you can see to another plane of existence. They must make a Composure check of 14 or are banished for the duration. While there, the creature falls into a trance, and after returning has no memory of the experience. Creatures with more than 100 HP are not affected.

**Barkskin (Level 2)****Range:** Touch**Duration:** 1 hour

You touch a creature, and its skin takes on a rough, bark-like appearance. Their DR increases by 2 for one hour.

**Beseech Deity (Level 2)****Duration:** One question

You enter into a deep meditative state as you attempt to contact your God to ask a simple question. Make a Composure check; on a check of 10 or higher, your God answers you. The answer may be veiled or indirect.



Black Tentacles (Level 3)**Range:** 90'**Duration:** 5 minutes

You summon squirming, ebony tentacles from the ground in a 20'x20' area. If a creature enters into the space, they must make an Agility check of 14 or must make an Agility check of 14 or take 2d6 damage and be *restrained*. It can make a new Agility check each turn.

**Blade Barrier (Level 5)****Range:** 90'**Duration:** 10 minutes

You create a 5'-thick wall, up to 100' long and 20' high, of spinning, razor-sharp blades. If anyone attempts to go through it, they take 6d10 damage. You cannot attack through it using weapons, only cast spells.

**Bless (Level 1)****Range:** 30'**Duration:** 1 hour

You grant up to three creatures holy power. They add 1d4 to all damage.

**Blight (Level 3)****Range:** 30'**Damage:** 4d8

You drain moisture and vitality from one creature. They must make a Stamina check of 14 or suffer 4d8 damage. The spell has no effect on creatures without body moisture, such as undead.

**Blinding Light (Level 2)****Range:** 30' sphere**Duration:** 1 second

You create a blast of light so bright that all creatures within range must make a Stamina check of 14 or be blinded and unable to attack on their next turn.

**Blur (Level 2)****Range:** Self**Duration:** 1 minute

Your body becomes difficult to see, hard to focus on. Any attacks on you requiring sight have disadvantage.

**Branding Smite (Level 2)****Range:** 30'**Duration:** 1 minute

You imbue a regular weapon with otherworldly power. Until the spell ends, any attack with this weapon deals an extra 2d6 damage and the target cannot turn invisible.



Brilliant Sphere (Level 2)**Range:** 60'**Damage:** 3d8

You hurl a 2'-wide ball of spherical energy at a single enemy of your choice. Upon impact, the enemy takes 3d8 damage.

**Burning Hands (Level 1)****Range:** 10' by 10'**Damage:** 2d6

You hold your hands spread wide and a sheet of flame spreads out before you. Each creature in the impacted area must make an Agility check of 15; on a fail they take 2d6 damage, or half as much on a successful one.

**Call Familiar (Level 2)****Range:** 10'**Duration:** Until dismissed or destroyed

You conjure an animal companion that takes the form you choose: bat, cat, toad, hawk, lizard, octopus, owl, snake, fish, rat, raven, spider, or weasel. The familiar has the statistics of a companion, though it is magical rather than a beast. Your familiar acts independently of you, but always obeys your commands. In combat, it acts on your turn either before or after you. A familiar can't attack, but can take other actions. When it drops to 0 HP, it disappears. You can summon the same familiar by casting the spell again. Anyone can speak to your familiar, but only you can speak to it telepathically. You can't have more than one familiar at once.

**Call Forth Horde (Level 3)****Range:** 1 mile**Duration:** 5 minutes

You tap into the mystic connection to animals within range and summon a horde of small animals that will do your bidding, such as rabbits, rats, bats, and raccoons. If you order them to attack a foe, they have the statistics of a Swarm.

**Call the Land (Level 2)****Range:** 1 mile**Duration:** 30 seconds

You enter into a calm state, briefly becoming one with the world around you. You gain knowledge of the nearby land, allowing you to know the location of major land and water masses.

**Chain Lightning (Level 5)****Range:** 90'**Damage:** 9d8

You create a bolt of lightning that arcs toward a target; it takes 9d8 lightning damage if they fail to make a 14 or higher Agility check; half as much if they do. The lightning then arcs toward as many as three other targets, each must be within 30'.



Charm (Level 1)**Range:** 30'**Duration:** 30 minutes

You attempt to charm a Hybrid. It must make a Composure check of 13 or higher, otherwise you have advantage on all Charisma-related checks against it.

**Circle of Death (Level 5)****Range:** 50'**Damage:** 8d6

A sphere of negative energy surges out in a 20' circle from a point in range. Each creature in that area must make a Stamina check of 14 or higher or take 8d6 damage (half as much on a success).

**Clone (Level 6)****Range:** Touch**Duration:** Normal
life span

You touch a willing creature and create an exact copy of it. The clone acts independently and is not controlled by the player.

**Color Spray (Level 1)****Range:** 15' cone**Duration:** Instantaneous

Dazzling, colored lights emerge from your hands; anyone caught in its path must make a Stamina check of 13 or higher or be blinded for one round.

**Command (Level 3)****Range:** 30'**Duration:** Six seconds

You speak a single command to a creature in range that can hear you. They must make a Composure check of 14 or higher or follow your order. The command cannot be to kill itself.

**Comprehend Languages (Lev. 1)****Range:** Viewing distance**Duration:** 1 hour

For the duration, you understand the meaning of any non-magical language you can hear or see.

**Cone of Cold (Level 4)****Range:** 40' cone**Damage:** 6d8 (or half)

A wintry blast of air bursts from your hands. Each creature impacted must make a 15 or higher Agility check or take 6d8 damage; they take half as much on a successful check.



Confusion (Level 3)**Range:** 60'**Duration:** 1 minute

Up to three creatures must make a Composure check of 14 or higher or forget where it is and why it's there. Roll a d10 at the start of each of turns: on a 3-6 it simply stands there; 7-8 it attacks the closest creature; and 9-10 it snaps out of it.

**Conjure Elemental (Level 3)****Range:** 50'**Duration:** 1 hour

You call forth a being of pure energy, air, earth, fire, or water. It takes the general appearance and size of an adult Hybrid of the caster's Ancestry. It has the statistics of the Elemental cryptid.

**Control the Weather (Level 6)****Range:** 2-mile radius**Duration:** Up to 1 hour

You change the current weather conditions. You can alter the temperature, precipitation, humidity, and wind. It takes five minutes to fully take effect. Once the spell ends, the weather returns to normal. You must be outside to cast this spell.

**Curse (Level 1)****Range:** 40'**Duration:** 1 hour

Up to three creatures in range must make a Stamina check of 14 or higher or they are cursed and must subtract 1d4 from their all checks.

**Dispel Magic (Level 3)****Range:** 90'**Duration:** Instant

Select one creature, object, or magical effect in range. Any spell of 3rd level or lower on the target ends. For any spell higher than 3rd, you must roll a 10 + the spell's level to end it.

**Divine Ally (Level 6)****Range:** 60 feet**Duration:** 1 hour

You beseech your deity to send you a holy warrior to fight by your side. The creature has the statistics of a sphinx.

**Enchant Weapon (Level 2)****Range:** Touch**Duration:** Up to 1 hour

You touch any nonmagical weapon. Until the spell ends, it becomes magical and has a bonus equal to your Intelligence bonus to attack and damage rolls.



False Image (Level 6)**Range:** 100 feet**Duration:** 1 day

You create an illusory copy of yourself that looks and sounds identical to you. It can respond as you would to questions, and you can see and hear through it regardless of how far away you are. If anyone attempts to touch it, they will discover it is not real.

**Fear (Level 2)****Duration:** 5 minutes**Range:** 30'

You project a frightening image into the mind of one creature. It must succeed on a Composure check of 14 or higher or become frightened. It then must use its actions to move as far away from you as possible.

**Fireball (Level 4)****Range:** 150'**Damage:** 6d6

A sphere of flame shoots from your hands and bursts into an inferno upon impact. Each creature in a 20' radius must make an Agility check of 14; if they fail, they take 6d6 fire damage. If they succeed, they take half that.

**Fire Bolt (Level 1)****Range:** 120'**Damage:** 1d10

You hurl a small ball of flame toward a creature. It must make a Dexterity roll of 15 or take 1d10 damage (half as much on success).

**Floating Weapon (Level 3)****Range:** 60'**Duration:** 1 minute**Damage:** 1d8 + INT

You create a spectral weapon that can make melee attacks against others. It takes whatever form you choose (e.g., sword, axe). On your turn, you can move the weapon up to 20' as a free action.

**Fog of Death (Level 3)****Range:** 90'**Damage:** 4d8 (or half)**Duration:** 10 minutes

You create a 20'-radius sphere of poisoning fog centered on a point you chose (the color is up to you). If a creature is in the fog when cast, or subsequently enters the fog, it must make a Stamina check of 15 or higher or take 4d8 damage—half as much on a success.

**Glyph of Warding (Level 3)****Range:** Touch**Duration:** Until dispelled or triggered

You inscribe a symbol that, when triggered, creates a harmful effect. For example, you may create a glyph on a door, floor, or chest. You choose the effect that happens: it either (a) explodes, erupting in a 20'-radius sphere of acid, cold, fire, lightning, or thunder, causing 5d8 damage (half on 14 Agility roll), or (b) triggers a spell of 3rd level or lower. Glyphs are nearly invisible and require a DC 18 Find Hidden check.



Heal Wounds (Level 1)

Range: *Touch*

Effect: *1d8 + INT HP*

Cuts, bruises, and other injuries magically heal at your touch. You restore 1d8 plus your Intelligence modifier of HP to yourself or another creature. Does not work on undead.



Hideous Laughter (Level 1)

Range: *30'*

Duration: *1 turn*

A creature of your choice that you can see perceives everything as hilariously funny and falls into fits of laughter unless it succeeds on a Composure check of 13. If it fails it falls prone and cannot take any action on the turn other than to laugh.

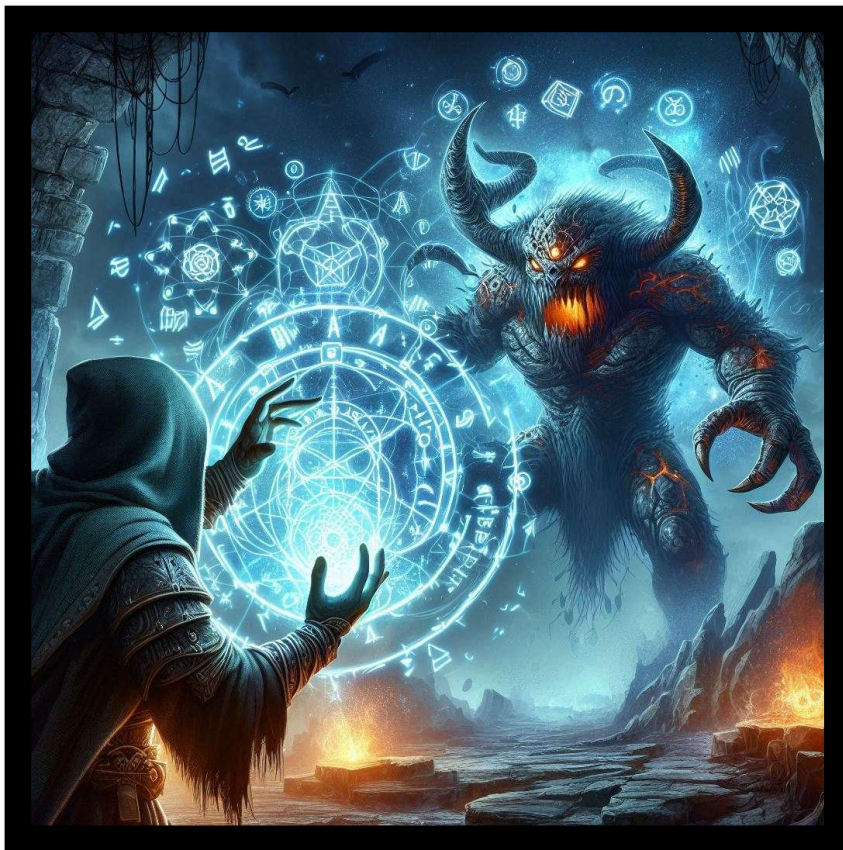


Hold Cryptid (Level 4)

Range: *90'*

Duration: *1 minute*

You focus on a creature in range; it must succeed on a Composure check or be paralyzed for one minute. The spell has no effect on Undead. You can hold one additional creature for every higher level the spell is cast (two Cryptids at level 5, three at level 6, etc.).



Ice Storm (Level 4)**Range:** 200'**Damage:** 2d8 plus 20

A tempest of rock-hard ice pounds the ground, covering a 20' radius from the point you choose. Each creature in the area must make an Agility check of 15 or higher or take 2d8 plus 20 ice damage; on a successful check they take half.

**Incendiary Cloud (Level 6)****Range:** 100'**Duration:** 5 minutes

You call forth a 20'-radius swirling cloud of white-hot embers that shred clothing, skin, and lungs. Each creature in the impacted area must make a Dexterity check of 15 or take 7d8 damage until they move out of its impact. On your following turns, you may use your action to move it up to 20'.

**Inflict Disease (Level 4)****Range:** Touch**Duration:** 1 hour

You touch a creature, attempting to cause a wasting disease. It must make a Stamina check of 15 or higher or be afflicted by a wasting rot that gives disadvantage on all rolls.

**Insect Plague (Level 6)****Range:** 300'**Duration:** 10 minutes

Swarming, biting locusts fill a 20'-radius sphere centered on a point you choose within range. Each creature in it takes 5d10 damage, or half as much on a successful Dexterity 15 check.

**Invisibility (Level 2)****Range:** Touch**Duration:** 1 hour

A creature you touch disappears! Anything they're wearing or carrying also becomes invisible. All attacks made by the creature are made at advantage, and any attacks against them have disadvantage. However, once it attacks, enemies know its location until it moves.

**Irresistible Dance (Level 4)****Range:** 30'**Duration:** 1 minute

One creature of your choice within range begins uncontrollably dancing unless it makes a Composure check of 15 or higher. It must use all its movement and action on its turn to dance.

**Kill (Level 8)****Range:** 60'**Duration:** Instant

Invoked in only in the most dire of situations, you utter an ancient curse that instantly kills any creature with less than 100 hit points. Otherwise the creature takes 50 points of damage.



Knock (Level 2)**Range:** 20'**Duration:** *Instant*

You choose a locked object in range and it magically unlocks. If it is magically locked, you suppress the magic for ten minutes. The spell does not remove any traps on the lock.

**Leap (Level 1)****Range:** *Self***Duration:** *1 minute*

Your legs become even more powerful, and your jumping distance becomes 20' up/down or 40' front/back without taking damage.

**Lesser Restoration (Level 2)****Range:** *Touch***Duration:** *Instant*

You touch a creature and heal it from one disease or condition affecting it, including blinded, deafened, paralyzed, or poisoned.

**Levitate (Level 2)****Range:** 30'**Duration:** *10 minutes*

One creature or object of your choice rises slowly in the air up to 20'. You can levitate up to 500 pounds. If the creature is unwilling, they must succeed on a Composure check of 15 to resist the spell's effect.

**Light (Level 0)****Range:** *Touch***Duration:** *One hour*

You create a floating ball of light. It sheds bright light in a 20' radius and dim light for an additional 20'. Alternatively, you can cast it on an object.

**Lightning Bolt (Level 3)****Range:** 100'**Damage:** 8d6

A powerful bolt of lightning streaks forth from you in a straight line, passing through all enemies. Each must make an Agility check of 15 or take 8d6 damage (1/2 as much on successful check).

**Lightning Storm (Level 5)****Range:** 120'**Damage:** 8d6

You call forth a whirling storm cloud, 10' tall, 120' wide, centered on a point you can see. Each creature in the area of effect takes 3d10 damage, or half as much if they succeed on an Agility check of 14.



Magic Armor (Level 1)**Range:** *Self or touch***Duration:** *1 hour*

You touch a willing creature (including yourself), and a protective magical force surrounds them. For the duration, the target's DR is increased by 2.

**Magic Eye (Level 2)****Range:** *30'***Duration:** *One hour*

You create an invisible 1" magical eye that hovers in the air and can also be placed on surfaces. You mentally receive visual information from the eye, which has normal vision and darkvision up to 30'. There is no limit on how far away from you the eye can be.

**Magic Lock (Level 2)****Range:** *Touch***Duration:** *Until dispelled*

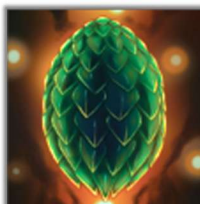
You touch a closed door, window, chest, or other object with a lock, and it becomes impassible until dispelled.

**Magic Missile (Level 1)****Range:** *120'***Damage:** *1d4 + INT x3*

You create three glowing darts of magical force. Each automatically hits a creature of your choice that you can see within range. Each deals 1d4 + your Intelligence bonus.

**Magic Shell (Level 5)****Range:** *10' radius***Duration:** *Up to 1 hour*

A magical barrier extends out from you in a spherical shape and moves with you. The shell prevents any physical object from penetrating it; spells can still make it through.

**Magic Weapon (Level 2)****Range:** *Touch***Duration:** *Up to 1 hour*

You touch a non-magical weapon and for one hour it becomes magical, with a +1 bonus to damage.

**Mass Disguise (Level 5)****Range:** *30 feet***Duration:** *4 hours*

You magically change the appearance of as many willing targets as you want within range. You can make each creature 3 feet taller or shorter with any body type. The illusion disappears if anyone attempts to interact with it.



Mass Heal (Level 4)**Range:** 60 feet**Duration:** Instant

A wave of healing magic washes over up to six creatures in range. Each regains HP equal to $2d8 +$ your *Intelligence* bonus. The spell has no effect on undead.

**Mass Shield (Level 5)****Range:** 30 feet**Duration:** 1 minute

You create an invisible barrier of magical force around as many willing creatures as you want within range. Each creature gains +3 to their Damage Reduction for the duration. Like the *Shield* spell, they are also immune to *Magic Missile*.

**Mass Suggestion (Level 6)****Range:** 60 feet**Duration:** 30 minutes

You charm up to twelve creatures you can see into following a simple course of action. The action has to be reasonable and cannot be to harm themselves. On a Composure check of 15, the suggestion fails on that creature.

**Mending (Level 0)****Range:** Touch**Duration:** Instant

You repair a single break or tear in an object, such as ripped clothing or a leaking wineskin. The tear cannot be larger than one foot. It cannot repair magic items.

**Message (Level 0)****Range:** 60'**Duration:** Instant

You whisper a telepathic message to a creature in range that only they hear. They can reply in a whisper only you can hear. This spell works through solid objects such as walls.

**Meteor Swam (Level 8)****Range:** 1 mile**Damage:** 8d20

Balls of blazing fire assault the ground at four points you choose. Each creature in a 40-foot radius must make a Dexterity check of 17 or take 8d20 damage, half as much on a successful check.

**Minor Illusion (Level 0)****Range:** 40'**Duration:** 1 minute

You conjure a sound or image. If you create a sound, the volume can range from a whisper to a scream. If you create an image, physical interaction with it reveals it to be an illusion. Neither can cause harm. A creature can make an *Intelligence* check of 10 to determine its authenticity by attending to it.



Mirror Image (Level 2)

Duration: 1 minute

Three illusory copies of yourself appear. Until the spell ends, they move with you and mimic your actions, making it impossible to tell which is the real you. Each time a creature attempts to attack you roll a d20: with three duplicates, you must roll a 6 or higher to distract them; with two duplicates, 8 or higher; and with one duplicate left, 11 or higher. If the duplicate is attacked, it disappears.

**Misty Step (Level 2)**

Range: Self

Duration: Instant

You teleport up to 30' to an unoccupied space you can see.

**Moonbeam/ (Level 2)
Sunbeam/**

Range: 120'

Damage: 1d20

A beam of silver (moon) or amber (sun) light shines down in a 10' radius. Any creature caught in its light must make a Stamina roll of 14 or take 1d20 damage (half as much on successful roll).

**Nature's Rest (Level 3)**

Range: 40'

Duration: 8 hours

You create a safe, peaceful grove for resting. All creatures within range gain their full Hit Points upon rest.

**Pacify (Level 3)**

Range: 60'

Duration: 1 minute

You utter soothing words designed to remove all feelings of hostility. The target must make a Composure check of 14, or it becomes non-hostile toward the caster and party. This ends if it is attacked.

**Pass Without a Trace (Level 2)**

Range: 30'

Duration: 1 hour

A veil of shadows and silence radiates from you, masking you and your companions from detection. For the duration, each affected creature has a +10 bonus to Stealth checks and can't be tracked except by magic. A creature affected by this spell leaves no tracks or other traces of its passage.

**Phantasmal Killer (Level 4)**

Range: 60'

Duration: 1 minute

You tap into the nightmares of a creature you can see within range and create an illusion of its deepest fears, that only they can see. They must make a Composure check of 14 or take 4d10 damage and become Frightened for the duration. On a successful roll they just take 2d10 damage.



Phantom Steed (Level 3)**Range:** 30'**Duration:** 1 hour

You emit a series of soaring whistles that is answered by a large, ghostly horse, complete with saddle, bit, and bridle. Anyone you designate can ride it, and it has a speed of 100 feet and 13 miles per hour. It disappears in one hour.

**Plant Growth (Level 3)****Range:** 150'**Duration:** Instant

You select a point in range and all plants in a 100' radius shoot up and become thick and overgrown. Anyone moving through the area move only 1/4 as quickly as normal and it blocks visibility.

**Poison Spray (Level 1)****Range:** 10'**Damage:** 1d12

You project a stream of noxious gas toward an enemy of your choice. They must make a DC 12 Stamina check or take 1d12 damage (half on successful roll). The damage increases to 2d12 at third level.

**Polymorph (Level 4)****Range:** 60'**Duration:** 1 hour

Your spell transforms a creature into a new form. An unwilling creature must make a DC 15 Composure check or be changed against their will. The new form can be any creature with the same or less Hit Points. Their gear and equipment does not transform.

**Prophecy (Level 2)****Duration:** Instantaneous

You cast sticks, roll bones, or use some other divining tool, and receive an omen from your deity. You must ask a specific question, and the answer will indicate broadly good results, bad results, or both. You can only cast this once per day.

**Protect from Evil (Level 1)****Range:** 10' radius**Duration:** 30 minutes

You create a protective barrier 10' around you that shields anyone inside it from Evil creatures. These creatures have disadvantage on any attack rolls against the protected. The target(s) also can't be charmed, frightened, or possessed by an Evil creature.



Raise Undead (Level 3)**Range:** 10'**Duration:** Up to 24 hours

At night, at a graveyard, battleground, or other location where buried bodies are found, you call upon the powers of necromancy to conjure either a skeleton or zombie from the ground. The undead follows your commands. For the duration, after which it disintegrates. There can be only one undead with the party at once.

This spell can also be used to heal Undead characters for 1d8 HP.



Ray of Enfeeblement
(Level 2)

Range: 60'

Duration: 1 or 2 rounds

An obsidian beam of energy hurls toward a creature in range, causing time to rapidly accelerate around a creature. Unless it makes a Dexterity roll of 14, it deals only half damage with its next two attacks. If it makes the roll, the spell only lasts one round.



Ray of Frost (Level 1)

Range: 60'

Damage: 1d8

A frigid beam of blue-white light streaks toward a creature in range. It automatically takes 1d8 damage—there is no way to avoid it.



Regenerate (Level 7)

Range: Touch

Duration: 1 hour

You call upon immense natural powers to stimulate a creature's innate healing ability. It regains 4d8 + 15 as well as any severed body members.



Remove Curse (Level 3/6)

Range: Touch

Duration: Instant

At your touch, all curses affective one creature ends. At 6th level you can use this to remove curses from magic items.



Resistance (Level 1)

Range: 5'

Duration: 1 minute

You touch one willing creature. Once before the spell ends, it can roll a d4 and add the number to one roll of its choice to lessen damage. It cannot be added to an attack or damage roll.



Resurrect (Level 5)

Range:

Duration:

You call upon the spirits of the underworld to bring someone back to life. It cannot be dead for longer than 10 days. It returns to life with 1 hit point. The spell closes all mortal wounds but doesn't restore missing body parts.



Sacred Flame (Level 1)

Range: 60'

Damage: 1d8

Flame-like radiance descends on a creature you can see within range. They must make a Dexterity roll of 13 or take 1d8 damage (half on successful roll).



Scorching Rays (Level 3)

Range: 120'

Damage: 2d6 x 3

You fling three rays of fire at targets within range. Targets must make a *Dexterity* roll of 13 or take 2d6 damage for each ray.



Secret Sensor (Level 2)

Range: Touch (cast)

Duration: Up to 1 hour

You create an invisible sensor on an object. For the duration, and up to a mile away, you can hear whatever is close enough to the sensor to be normally heard.



See Hidden (Level 3)

Range: 60'

Duration: 1 minute

Hidden doors and traps become visible to you. You do not know how to open or bypass them, only where they are.



See the Invisible (Level 3)

Range: 60'

Duration: 1 minute

For the duration, you see invisible creatures and objects as if they were visible. They appear ghost-like and ethereal.



Send Message (Level 1)

Range: Unlimited

Duration: 1 message

You telepathically send a short message of 25 words or less to a creature you are familiar with. They hear it in their mind and can answer in a like manner one time.



Shapechange (Level 5)

Range: Self

Duration: 1 hour

You assume the form of a different creature, your body bending and melding into its new shape. You must have seen the creature at least once. You take on the statistics of your new form, but not any magical abilities. The creature must not have more than 20 HP greater than your max.



Shatter (Level 2)

Range: 60'

Damage: 3d8

A sudden loud vibration, painfully intense, erupts from a point you choose. Each creature within 10' must make a *Stamina* roll of 14 or take 3d8 damage, half as much on a success. Non-magical objects such as wooden tables and doors explode into shards.



Shield (Level 1)**Range:** *Self***Duration:** *1 round*

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you gain +5 damage reduction and take no damage from magical spells level 2 or lower.

**Shocking Grasp (Level 1)****Range:** *5'***Damage:** *1d8*

Lightning springs from your hand to deliver a painful jolt to a creature you touch. The target takes 1d8 damage and must make a Stamina roll of 14 or suffer -2 to their damage roll on their next turn.

**Silence (Level 2)****Range:** *60'***Duration:** *1 round*

You cut off your target's ability to speak. No sound can be created within 10 feet of them. They are unable to cast spells until their next turn.

**Sleep (Level 1)****Range:** *90'***Duration:** *1 minute*

Up to five creatures with Hit Points of 30 or less must make a Stamina roll of 12 or higher or be put to sleep for the duration. The spell ends for any creature that is attacked or awoken. The spell does not affect undead or others that do not sleep.

**Slow (Level 3)****Range:** *90'***Duration:** *2 rounds*

You alter the nature of time around up to three creatures of your choice. Each must make a Stamina roll of 13 or be affected. Each affected creature has its movement speed cut in half and takes a -2 penalty to DR and Dexterity rolls. It can only take one action per turn.

**Speak with Animals (Level 1)****Range:** *Self***Duration:** *10 minutes*

By tapping into the bond you share with all living things, you gain the ability to understand and verbally communicate with animals. The extent of communication will be limited by their intelligence, but typically at the very least they can share details about nearby locations and creatures.

**Speak with Dead (Level 3)****Range:** *10'***Duration:** *10 minutes*

You call upon spirits of the afterlife to animate a creature that has been dead less than 10 days. Until the spell ends you can ask it simple questions. It can answer only what it knew in life.



Spectral Hand (Level 0)

Range: 30'

Duration: 10 minutes

You conjure a ghostly hand in the air. The hand follows your commands, and can manipulate objects, open doors/containers, etc., but cannot attack or carry more than five pounds.



Speed (Level 3)

Range: 30'

Duration: 5 minutes

You focus on a willing hybrid within range. Its body starts vibrating and its movement speed is doubled for the duration. It also gains +2 DR, has advantage on Dexterity rolls, and gains an additional action per round. When the spell ends, their movement is halved as they recover.



Spirit Guardians (Level 3)

Range: 15' radius

Duration: 10 minutes

You summon spirits to surround you and protect you. They dart around you at a distance of 15'. When a hostile creature enters that space, they must make an Agility roll of 14 or take 3d8 damage (half as much on a success).



Stinking Cloud (Level 4)

Range: 90'

Duration: 1 minute

You call forth a 20'-radius sphere of yellow, nauseating fumes. Each creature within the cloud must make a Stamina roll of 14 or spend its action and movement retching and reeling. Creatures that do not breathe are immune.



Stun (Level 7)

Range: 60'

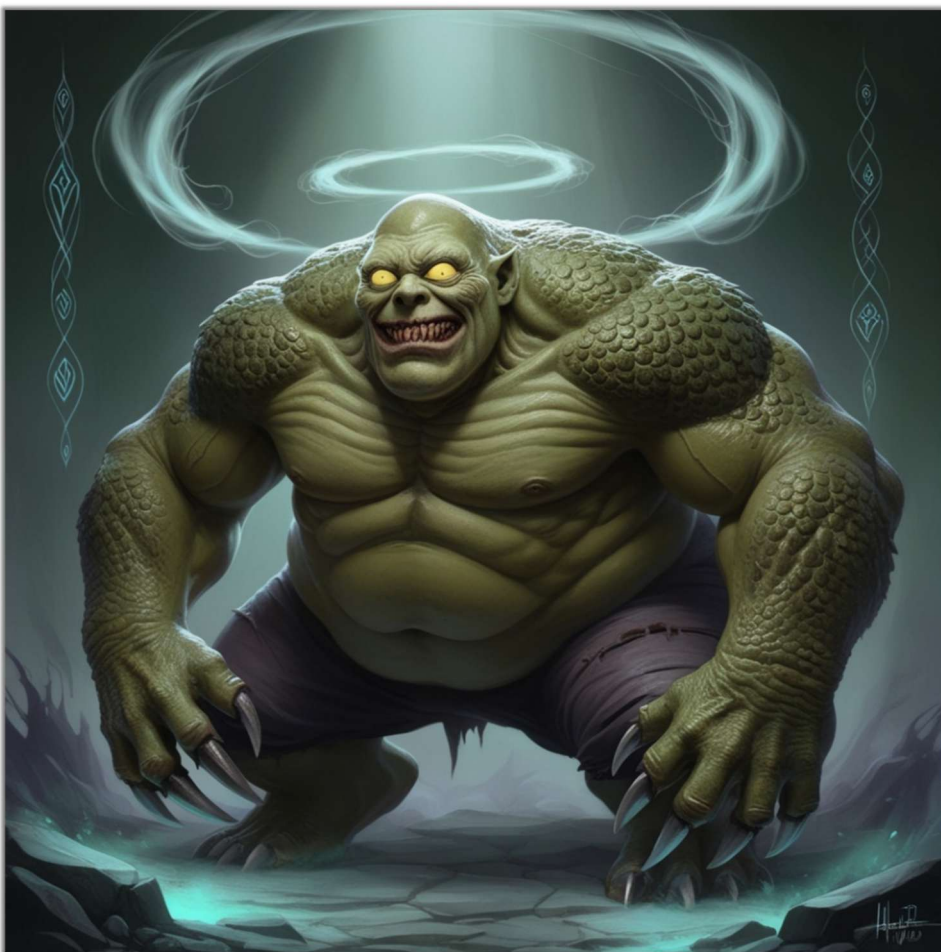
Duration: Until broken

You utter a crushing word of power aimed at a single creature. Unless it makes a Composure roll of 16, its mind is overwhelmed, and it is left dumbfounded. It cannot move or act. On each of its subsequent turns it can attempt another roll.



Suggestion (Level 2)**Range:** 30'**Duration:** up to 8 hours

You magically influence a creature that can hear you. They must make a Composure roll of 13 or follow your suggestion to the best of its ability. The suggestion must be reasonable, and cannot be to harm itself. If it makes the roll, the spell causes an unpredictable response.



Teleport (Level 7)**Range:** 20'**Duration:** *Instant*

You instantly transport you and up to eight willing creatures to a location you've been within one mile. Roll a d20. On anything other than a one, your spell succeeds. On a one, you teleport everyone but to a random location.

**Thermal Destabilization (Level 2)****Range:** 50'**Duration:** 10 minutes

You gesture toward material (typically metal) and cause it to instantly become white hot or ice cold. If it's something being held, it must be immediately dropped or the target takes 2d6 damage (half as much on successful Stamina 15 check). If it's being worn, the target takes the same damage until the item is removed.

**Thunderwave (Level 1)****Range:** 15' cube**Duration:** *Instant*

A wave of thunderous force sweeps out from you in a thunderous boom audible to 300'. Each creature in a 15' cube from you must make a Stamina roll of 14 or take 2d8 damage—half as much on a success.

**Time Stop (Level 8)****Duration:** 1 minute

You briefly stop the flow of time for everyone but yourself. The spell ends for any creature that you touch or affect in any way.

**Tiny Hut (Level 3)****Range:** 10' radius**Duration:** 1 hour

You create an immobile dome of force around you. Nine creatures of medium size or smaller can fit inside with you. Any creatures outside the area cannot enter, nor can spells or objects. You can command the interior to become opaque.

**Transform Liquid (Level 1)****Range:** 60'**Duration:** 1 minute

You turn water or any other liquid into a solid state. If it is a body of water, you can safely walk or run on it.

**True Strike (Level 1)****Range:** 30'**Duration:** 1 round

You extend your hand and point at a target in range. Anyone attacking that target on its next turn gains advantage, as they are able to discern holes in its defense.



Unseen Servant (Level 1)**Range:** 30'**Duration:** 1 hour

You summon an invisible, shapeless figure that can perform tasks at your command. It can't attack, and disappears if attacked. The servant can perform simple tasks, such as fetching things, mending, serving food, and lighting a fire. If it moves more than 60' away from you, it disappears.

**Vampire Touch (Level 3)****Range:** Touch**Duration:** 1 minute

Your hand becomes wreathed in necrotic energy. You can siphon life force from others to heal yourself. Your target must make a Stamina roll of 14. If it fails, you drain 3d6 damage from it. If it succeeds, you drain 1d6 damage. Either way you are healed for that amount.

**Vicious Mockery (Level 1)****Range:** 60'**Duration:** 1 round

You unleash a string of creative insults laced with subtle enchantments that infuriates your target. It must succeed on a Composure roll of 14. If it does not, it takes 1d4 damage and has disadvantage on its next attack roll. If it succeeds, it just takes the damage.

**Wall of Fire/Ice (Level 5)****Range:** 120'**Duration:** 1 minute

A blazing wall of fire or ice springs up at your command. It can be up to 60' long, 20' high, and 5 feet thick, and can be circular. When it appears, each creature in its area must make a Dexterity roll of 15 or take 5d8 damage (half as much on success). The wall is opaque; any creature attempting to go through it must make the Dexterity roll.

**Wall of Thorns (Level 4)****Range:** 120'**Duration:** Up to 10 minutes

You create a wall of tough, flexible bushes, bristling with razor-sharp thorns. It can be up to 60' long, 10' high, and 5' thick. It blocks line of sight. Each creature in its space must make an Agility roll of 14 or take 4d8 piercing damage (half as much on success). A creature can move through it, albeit slowly and painfully—movement is halved and they take 2d8 damage.

**Water Breathing (Level 3)****Range:** 30'**Duration:** 24 hours

You grant up to ten willing creatures the ability to breathe underwater until the spell ends. Affected creatures also retain their normal mode of breathing.



Web (Level 2)**Range:** 60'**Duration:** 1 hour

You conjure a mass of thick, sticky webbing. The web fills a 20' cube from a point you choose, stretching from two points, such as the floor, ceiling, or trees. Each creature that starts its turn in the web or enters them must make a Dexterity roll of 14 or be restrained, unable to move. It can use its action to make a Strength check; if it makes a 14 or higher, it bursts free. The webs are flammable.

