Spells

BARD SPELLS

Cantrips (o Level)

Gust Barrier

4th Level

Shape Plants

CLERIC SPELLS

1st Level

Elevated Sight

3rd Level

Invoke the Amaranthine

4th Level

Shape Plants

Stellar Bodies

DRUID SPELLS

Cantrips (o Level)

Mend plants

Gust Barrier

1st Level

Elevated Sight

Spiny Shield

Veil of Dusk

3rd Level

Feathered Reach

Globe of Twilight

4th Level

Shape Plants

Stellar Bodies

PALADIN SPELLS

3rd Level

Invoke the Amaranthine

RANGER SPELLS

1st Level

Elevated Sight

Spiny Shield

2nd Level

Ambush Prey

3rd Level

Feathered Reach

Globe of Twilight

SORCERER SPELLS

Cantrips (o Level)

Mend Plants

Gust Barrier

1st Level

Spiny Shield

4th Level

Stellar Bodies

WARLOCK SPELLS

1st Level

Elevated Sight

Veil of Dusk

3rd Level

Globe of Twilight

WIZARD SPELLS

Cantrips (o Level)

Mend Plants

Gust Barrier

1st Level

Elevated Sight

Spiny Shield

4th Level

Stellar Bodies

AMBUSH PREY

2nd-level illusion
Casting Time: 1 action
Range: Self
Components: S, M (a broken twig)
Duration: 1 hour
You channel primal predatory energies to perfectly conceal your presence in order to surprise your target. You become invisible for the spell’s duration, granting advantage on all Dexterity (Stealth) checks to remain hidden. The invisibility will last for the duration of the spell, however, moving 5 feet or more from your position when you cast the spell will end the effect.
As long as you remain invisible, the first attack you make against any target who is unaware of your presence deals an additional 1d6 points of damage. This attack ends the spell.
At Higher Levels. When you cast this spell using a spell slot above 2nd level, the damage of your first attack increases by 1d6 for every slot level above 2nd.

ELEVATED SIGHT

1st-level divination
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute
You cast your eyes skyward, granting you sight from a higher vantage point. You project your vision to see through an invisible sensor which appears in a spot up to 120 feet above you. You can see through the sensor as if you were flying,

granting a full 360 degree view from its location.
The sensor moves with you, retaining its height in relation to you. You can use a bonus action to adjust the sensor's height, but only to a maximum of 120 feet above you.
While looking through this sensor you are blind, though you can switch between seeing through the sensor or through your own eyes at any time during your turn.

FEATHERED REACH

3rd-level transmutation
Casting Time: 1 action
Range: Self
Components: S, M (a small feather)
Duration: 1 minute
You transform your arms into powerful wings, and your fingers into long, graceful feathers. The effects of this spell last 1 minute, at which point the feathers gradually fall out, causing you to float gently to the ground as your arms return to their original form. This spell confers a number of benefits upon the caster:
ll As a bonus action, you can fly up to double your movement speed. You must land once you finish your movement, although you do not take fall damage while this spell is active, as your feathered arms bear you gently to the ground.
ll You can use your powerful feathered arms to propel yourself upward a distance equal to half your movement speed. You can do this once during your turn and may use it in conjunction with a regular jump.
ll When falling, you can use your reaction to stiffen your arms, and glide on the wind. You may fly up to your movement speed, in any direction, choosing where you land.
ll You gain advantage on all athletics checks used to make a long or high jump. You do not need to move 10 feet before

you jump to gain distance, and you triple the distance you would jump normally.

In order to benefit from this spell your hands must be free of shields and heavy weapons, and you cannot be encumbered.

GLOBE OF TWILIGHT

3rd-level conjuration

Casting Time: 1 action

Range: Self (15-foot radius, 15 feet high)

Components: V, S, M (a dab of pitch and a bag of glittering sand)

Duration: Concentration, up to 10 minutes

You shroud the area surrounding you in a sphere of night sky, dotted with miniature stars. The twilight conceals your allies, but clearly illuminates your enemies. The area affected by this spell is lightly obscured by magical shadow, within which small constellations softly twinkle. Aside from these stars, only light produced by a spell of 3rd level or higher can properly illuminate any area inside the sphere. Nonmagical light does not function inside the sphere, and all other forms of magical radiance can only produce dim light in a 5-foot space.

When you cast this spell you may designate any number of creatures you can see to be concealed by the supernatural shadows while in the sphere. A concealed creature has advantage on Dexterity (Stealth) checks when inside the sphere and may attempt to hide at any time. Because the area of the spell is lightly obscured, creatures within the spell’s area have disadvantage on Wisdom (Perception) checks made to see those outside of it.

All other creatures in the area are dazzled by the light of the miniature stars, causing them to have disadvantage on all perception checks inside the sphere. When such a creature

enters the spell’s area for the first time, or starts its turn there, it must make a Wisdom saving throw or be blinded until the end of its turn.

GUST BARRIER

Evocation cantrip
Casting Time: 1 action
Range: Self
Components: S
Duration: 1 round
You spread your arms wide, allowing yourself to become enveloped by the air around you. Until the end of your next turn, any ranged attack against you is made with disadvantage. Melee attackers who successfully hit you must make a Constitution saving throw against your spell save DC. On a failure, the attacker is flung away from you up to 10 feet and is knocked prone.

INVOKE THE AMARANTHINE

3rd-level divination
Casting Time: 10 minutes; Special, see text
Range: Self; Special, see text
Components: V, S, M (a holy symbol of the Amaranthine); Special, see text
Duration: 24 hours
You call upon the power of an Amaranthine to grant yourself insight into the Great Rhythm that moves all things. When you cast this spell, roll two d20s, and record what you rolled. For each die, choose either attack roll, skill check, or saving throw. You can choose each option multiple times. For the next 24 hours, you may substitute any roll of an ally or enemy you can see within 60 feet with one of the recorded numbers that matches the type of

roll you wish to replace (attack roll, skill check, or saving throw). The target still adds any relevant modifiers to this number, but otherwise treat the substituted number as the number they rolled.

To do this, you must spend a reaction to present your holy symbol and invoke the name of the Amaranthine whose energies you called upon. You can do this anytime after the skill check, saving throw or attack has been rolled, but before the outcome of the event has been determined. The spell ends after 24 hours have passed, or when both dice have been expended.

MEND PLANTS

Transmutation cantrip
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a small twig and a loop of twine)
Duration: Instantaneous

Drawing on primordial magic, you can instill vitality in nearby plants to create one of the following effects within range:

l You instantly repair a single break or tear in a living plant you touch, such as torn foliage, a scorched branch, a scar cut into bark, or two pieces of a plant that have been broken apart. As long as the damage is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former destruction.

l You instantly cause a defoliated plant to grow foliage, cause a planted seed to sprout, or restore the ability to sprout to a dead seed pod.

l You can cause a 5-foot cube of living plants to flourish with foliage such as leaves and grass. This area can become thick enough to conceal a Medium or smaller creature, or become overgrown enough to become difficult terrain

(your choice when you cast the spell).
l You can touch a living plant with 10 or fewer hit points remaining to stimulate regenerative growth.The plant regains 1 hit point at the start of each of its turns for the next minute.

SHAPE PLANTS

4th-level transmutation
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous; Special, see text
You call upon gentle natural magics to alter the growth of plants. Any plant life you can see within range that fits within a 5-foot cube can take on whatever shape you desire. Additionally, if the plant is a bramble or capable of growing thorns, you may turn the affected area into difficult terrain, causing 2d4 points of piercing damage for every 5 feet moved through the area you shaped. You may also increase or decrease the number of flowers, vines, leaves, thorns, branches, or fruits produced by any plant you shape.
After one hour, the magic of your spell fades, and the plant resumes its normal shape. If you can use speak with plants (or a similar ability) to communicate with the plant, you may persuade it to retain its new form. Different plants have different feelings and attitudes, and if the form is too different from its natural shape it is likely to decline. If the plant accepts, at the GM’s discretion, it will retain the form you have sculpted it into, in which case the effect becomes permanent.
At Higher Levels. When you cast this spell using a spell slot above 4th level, the size of the cube of plant life you can affect with the spell increases by an additional 5 feet for every slot level above 4th.

SPINY SHIELD

1st-level abjuration
Casting Time: 1 reaction
Range: Self
Components: V, S, M (a small quill)
Duration: 1 round
An ethereal barrier of spikes, made of magical force, interposes itself between you and an attacker. Until your next turn, when you are hit by a melee attack, the barrier reduces the damage your are dealt by 2d4, and deals the same amount of piercing damage to the attacker. The shield is ineffective against ranged attackers, but still provides a +2 bonus to AC (treat as half cover) against them for the duration.
At Higher Levels. When you cast this spell using a spell slot above 1st level, increase the spell's effect by an additional 1d4 for every slot level above 1st.

STELLAR BODIES

4th-level evocation
Casting Time: 1 action
Range: Special, see text
Components: V, S
Duration: 1 minute
You create two small stars that orbit you. They twinkle pleasantly, shedding dim light in a 10-foot radius centered on you. The stars protect you. If a creature within 5 feet of you hits you with a melee attack they must make a Wisdom saving throw or take 1d8 points of radiant damage for each star orbiting you.
Once per round, on your turn, you may use your action to cause a star to streak towards an enemy, expending it as it explodes in a blinding flash. Make a ranged spell attack against an enemy within 120 feet, dealing 4d8 points of radiant

damage on a hit. The target must then make a Constitution saving throw or be blinded until the start of your next turn.
The spell ends when either its duration expires, you fall unconscious, or you have expended all of your stars.
At Higher Levels. When you cast this spell using a spell slot above 4th level, you may create one additional star for every two slot levels above 4th. For each additional star orbiting you, the radius of dim light centered on you increases by 5 feet.

VEIL OF DUSK

1st-level abjuration
Casting Time: 1 bonus action
Range: 60 feet
Components: V, S, M (a pinch of soot)
Duration: Concentration, up to 10 minutes
You incant towards a creature, cloaking them in a shadowy veil of darkness and silence. The target gains a +1 bonus to their armor class and makes Stealth checks with advantage for the duration of the spell.

Ancestral Guidance
2nd-level divination
Casting Time: 1 action
Range: Self
Components: V, S (a piece of sandalwood)
Duration: Concentration, up to 1 hour
Classes: Bard, Cleric, Wizard
When you cast this spell, you open your mind to the vast experiences of your ancestors and call upon their wisdom to aid you in your current endeavors. Choose a character background.
For the duration, you gain advantage on ability checks made in relevance to skills, tools, gaming

sets or musical instruments that an ancestor of yours was proficient at, as dictated by your background of choice. In addition, you can understand and speak the languages they knew in life.

At the DM’s discretion, the ancestral being that guides you may also be capable of providing you with specific information it is privy to, based on what it has learned about the world during its life. For example, by choosing the Acolyte background, the ancestor who aids you in your Wisdom (Insight) and Intelligence (Religion) checks might have been an adventuring dungeon dweller who also knows that a skeleton is vulnerable to bludgeoning damage.

Bestow Grace

3rd-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bard, Cleric, Wizard

You touch a willing creature and imbue it with grace for the duration of the spell. When you cast this spell, choose the nature of the grace from the following options.

• Choose one ability score. While graced, the target has advantage on ability checks and saving throws made with that ability score.

• While graced, the target has advantage on the first attack it makes during each of its turns.

• While graced, the target makes a Wisdom check at the start of each of its turns. The

DC for this check equals its Wisdom score. If it succeeds, it gains an additional action for that turn. This action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

• While graced, the target deals an extra 1d8 radiant damage with its attacks and spells.

A dispel magic spell can end this effect. At the DM’s discretion, you may choose an alternative grace effect, but it should be no more powerful than those described above. The DM has final say on such a grace’s effect.

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, the duration is concentration, up to 10 minutes. If you use a spell slot of 5th level or higher, the duration is 8 hours. If you use a spell slot of 7th level or higher, the duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled. Using a spell slot of 5th level or higher grants a duration that doesn’t require concentration.

Roaring Embers

1st-level evocation

Casting Time: 1 action

Range: 120 ft

Components: V, S, M (at least one open source of flame)

Duration: Instantaneous

Classes: Cleric, Druid, Sorcerer, Wizard

Choose a number of open sources of flame up to your spellcasting modifier that you can see within the spell’s range and hurl them towards the target. Make a ranged spell attack for each flame hurled in this way that has a direct line of

sight to the target, originating from its source. On a hit, a flame hurled in this way deals fire damage according to the size of the source, and the source is then extinguished.

Source Size Fire Damage Dealt

Tiny 1d8

Small 1d10

Medium 1d12

Open flames such as a Tiny candle, a Small torch or a Medium campfire count for a single source. For the purposes of this spell, flames that cover larger areas such as a Huge bonfire or the effects created by wall of fire provide a potential source of size Medium for each 5-foot square they occupy.

sPIRIT sENSE

4th-level divination

Casting Time: 1 action (ritual)

Range: Self

Components: V, S

Duration: Instantaneous

Classes: Cleric, Druid, Ranger

Upon casting this spell, you grow magically aware of the presence and alignment of each creature that has the spirit subtype within 1,000 feet of you, as well as the direction and general distance to their locations.

Warding Cornerstone

1st-level abjuration

Casting Time: 1 action (ritual)

Range: Touch

Components: V, S, M (a wooden holy talisman)

Duration: 24 hours

Classes: Cleric, Paladin

You touch a building and bless it with abjurant magics that ward it from trespassers. The building must not be larger than a 60-foot cube. When casting this spell, you also designate a creature that you can see or are familiar with as the building’s householder. For the duration, the spell affects creatures in the following ways:

• A creature that tries to enter the building must first succeed on a Charisma saving throw, unless the householder grants it permission to enter. Creatures of the elemental, fey, fiend or undead type also take 1d8 psychic damage on a failed save.

• Creatures inside the building cannot be charmed, frightened or possessed by creatures outside the building.

At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, the size of the building it can affect increases by 20 feet for each slot level above 1st.

Revision #3
Created 3 March 2026 22:24:03 by Andrej
Updated 27 March 2026 11:56:34 by Andrej