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Lunar spell list

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CANTRIPS

Freezing Snare

Illusion Cantrip

Level: 0

Casting time: 1 action

Range: 30 feet

Components: S, M (a silver coin)

Duration: Concentration, up to 1 minute

The caster drops a silver coin wherever they can see within 30 feet; the coin starts to swirl at incredible speed and shines, eventually floating in mid-air, 5 feet from the ground. The coin radiates a dim light in a 5 feet radius and emits a faint, continuous hiss. A creature ending its turn within the light radius or stepping into it for the first time in a turn must roll a Wisdom Saving Throw as any creature adjacent to the coin when the spell is cast. In case of failure, the creatures have Disadvantage on Attack and Initiative Rolls until the beginning of their next turn.

Grabbing the coin immediately ends the spell, but only the caster can touch it without taking 1d4 cold damage.

When the spell ends, the coin disappears and reappears in the hand of the caster.

Cold damage increases by 1d4 at 5th level (2d4), 11th level (3d4), 17th level (4d4).

Globe of Eclipse

Necromancy Cantrip

Level: 0

Casting time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 round

The caster materialises an eldritch globe, designed as an eclipsing icy moon, in the space of a target creature within range. The caster can make a ranged spell attack with rays of necrotic energy spout from the globe. On a hit, the target 1d6 necrotic damage and has Disadvantage on its next Saving Throw until the beginning of the caster’s next turn.

If the target is Undead, the spell automatically bypasses any resistance to necrotic damage.

Damage increases by 1d6 at 5th level (2d6), 11th level (3d6) and 17th level (4d6).

Glyph of Mirithlen

Abjuration Cantrip

Level: 0

Casting time: 1 action

Range: self

Components: V, S

Duration: 1 round

The caster moves their arms around, tracing the symbol of the Moon Goddess in mid-air. The caster gains resistance to damage dealt by spells or magic weapons until the end of their next turn.

Instill Moonlight

Evocation Cantrip

Level: 0

Casting time: 1 action

Range: touch

Components: V, S (salt, or Portulaca root)

Duration: 1 hour

The caster touches a small item (for example, a rock, a knife, a book). Whether the spell is cast indoors or outdoors, the item is infused with moonlight and casts bright light for 10 feet and dim light for another 10 feet. Covering the item with something non-translucent obstructs its radiance.

If the spell is cast during a Lunar Phase corresponding to the caster's Birthmoon, its range increases by 30 feet for the bright light and by other 30 feet for the dim one. Also, the duration increases to 4 hours.

The spell ends if cast again or if ended by the caster with a free action (blowing it out as a candle). If aimed at an item wielded or worn by a hostile creature, said creature gets a Dexterity Saving Throw to avoid the spell.

Moonlit Captivation

Enchantment Cantrip

Level: 0

Casting time: 1 action

Range: self

Components: S, M (an olive tree branch or a moonstone to hold in hand while casting the spell)

Duration: Concentration, up to 1 minute

The caster can cast this spell only when the moon can be seen in the sky or through windows and such, because they assimilate lunar magic to become more eloquent.

Throughout the spell's duration, the caster has Advantage on any Charisma check towards a non-hostile humanoid.

When the spell ends, the target will not realize it was under a spell; actually, it might develop a potentially (at the GM's discretion) unhealthy affection towards the caster.

Silver Droplet

Conjuration Cantrip

Level: 0

Casting time: 1 action

Range: 60 feet

Components: V, S

Duration: instantaneous

The caster makes their hand gleam with white light and flings a tiny sphere of light at a creature they can see to transmit their brightness.

The target must make a successful Dexterity Saving Throw or take 1d8 radiant damage and be surrounded by silvery light until the end of its next turn; as long as it is illuminated as such, the target cannot hide nor become invisible, and it is revealed if already invisible.

The caster can radiate an additional sphere of light, either against the same target or another, at 5th level (2 spheres), another one at 11th level (3 spheres), and another one at 17th level (4 spheres).

Trifold Goddess’s Amulet

Transmutation Cantrip

Level: 0

Casting time: 10 minutes

Range: touch

Components: S, M (a necklace or some twine)

Duration: 8 hours

The caster draws strength from lunar energies to transmute the material component in a replica of Mirithlen’s own necklace. The item displays a flaunting amethyst and can be worn or held to have Advantage on the next Intelligence (Investigation), Wisdom (Insight) or Wisdom (Perception) checks, if based on sight. When all three checks are made, the effect ends even within duration.

When the spell ends, the item turns back to its original look.

Only one item at a time can be enchanted by the same caster.

Trifold Goddess’s Gaze

Divination Cantrip

Level: 0

Casting time: 1 action

Range: self

Components: S

Duration: 1 round

A pale halo crowns the caster, while their eyes shine with white light. Their bond with lunar energy grants them accuracy and courage. The caster has Advantage on the next Attack Roll they make before the end of their turn.

1ST LEVEL SPELLS

Gleam

Divination

Level: 1

Casting time: 1 minute

Range: self

Components: V, S

Duration: 8 hours

The caster radiates a dim mystic luminescence for the duration of the spell. They have Advantage on Charisma (Persuasion) checks but have Disadvantage on Dexterity (Stealth) checks. The caster can end the spell as a free action at any moment.

Horror

Necromancy

Level: 1

Casting time: 1 action

Range: self

Components: V, S

Duration: 10 minutes

Moonlight unveils the inner horror of the caster to whomever can see them. Creatures that are immune to the Frightened condition cannot be affected by this spell.

The caster has Advantage on Charisma (Intimidation) checks for the duration of the spell. The caster can end the spell at any moment to choose a target they established eye contact with and have it roll a Wisdom Saving Throw. If it fails, the target becomes Frightened for one minute. At the end of its turn, the target rerolls its Saving Throw to end the effect immediately.

Lunar Beacon

Evocation

Level: 1

Casting time: 1 action

Range: 60 feet

Components: V

Duration: instantaneous

Moonlight shines over a 20 feet area, revealing invisible items and creatures and inflicting them 2d4 radiant damage. Target creatures can make a Dexterity Saving Throw to avoid being revealed and to halve damage. Undead, Fiends and Aberrations automatically fail the Saving Throw.

At higher levels: when the spell is cast using a 2nd level slot or higher, damage increases by 1d4 for each slot level above 1st.

Lunar Blessing (ritual)

Abjuration

Level: 1

Casting time: 1 hour

Range: touch

Components: V, S, M (25 gp of incense that gets depleted

during the ritual)
Duration: until the end of the current Lunar Phase
The caster performs a ritual permeated by Moon’s power. Once the ritual is finished, one target that the caster can see within 10 feet benefits from the Moon’s blessing and adds 1d4 to the result of every Saving Throw until the end of the current Lunar Phase.
At higher levels: when the spell is cast using a 2nd level slot or higher, it affects an additional target.

Lunar Glamour

Enchantment
Level: 1
Casting time: 1 action
Range: 30 feet
Components: V, S, M (a small white stone)
Duration: Concentration, up to 1 minute
One creature that the caster can see within 30 feet is compelled to stare at the moon, even if it is clouded or stared at from indoors or underground. The target must make a successful Wisdom Saving Throw, or it freezes in awe, its eyes set to the moon or where it thinks it should be and it is Incapacitated throughout the spell’s duration. The target can reroll its Saving Throw at the end of each of its turns or if taking damage (in which case, it has Advantage on the Saving Throw): a successful roll immediately ends the effect of the spell.

Lunar Runes

Illusion
Level: 1
Casting time: 1 minute
Range: touch
Components: S, M (10 gp of ink that gets depleted by the

spell)

Duration: 100 days

The caster inscribes up to 100 words on a scroll or a comparable surface to imbue it with Lunar Phase magic. The inscription disappears once finished and can only be revealed by the spell True Sight or by the moonlight of the same Lunar Phase during which it was inscribed.

Mirithlen’s Kiss

Evocation

Level: 1

Casting time: 1 action

Range: touch

Components: V, S

Duration: instantaneous

This spell can only be cast directly under the moonlight. The caster touches a creature, and it regains an amount of hit points depending on the current Lunar Phase.

•New Moon: 1d6 + Caster’s Primary Ability modifier

•Ascending or Descending Moon: 1d8 + Caster’s Primary Ability modifier

•Full Moon: 1d10 + Caster’s Primary Ability modifier

Constructs and Undead are not affected by this spell.

At higher levels: when the spell is cast using a 2nd level slot or higher, The amount of hit points healed increase by one die (1d6/1d8/1d10, depending on the Lunar Phase) for each slot level above 2nd.

Moonrain

Conjuration

Level: 1

Casting time: 1 action

Range: 10 feet

Components: V

Duration: instantaneous
The caster conjures a 10 feet radius ray of light descending from above upon themselves. Any target within range takes 1d6 radiant and 1d6 piercing damage (Saving Throw on Dexterity halves). Those failing the Saving Throw are also blinded and deafened until the end of the caster’s turn.
At higher levels: when the spell is cast using a 2nd level slot or greater, radiant damage increases by 1d6 for each slot level above 1st.

Moonstairs

Transmutation
Level: 1
Casting time: 1 bonus action
Range: self
Components: V, S
Duration: Concentration, up to 1 minute
The caster can climb or walk on moonlight, though it must be considered as Difficult Terrain.
At higher levels: when the spell is cast using a 3rd level slot or higher, duration increases to 1 hour. If the spell is cast with a 5th level slot or higher, the spell does not require Concentration.

2ND LEVEL SPELLS

Blade of the Four Moons

Transmutation
Level: 2
Casting time: 1 bonus action
Range: self
Components: V, S
Duration: Concentration, up to 1 minute
The caster seizes a moon ray and solidifies it in a sharp blade.

The blade lasts throughout the duration of the spell: it is a simple weapon the caster is Proficient with. It deals 2d6 radiant damage and has the Light, Finesse and Ranged (20/60 feet range). If the weapon is thrown or dropped it disappears and reappears in the hand of the caster at the beginning of their next turn, if they have at least one free hand, otherwise the spell ends. The weapon gains special properties based on the current Lunar Phase:

- New Moon: the weapon deals 4d6 necrotic damage in place of the 2d6 radiant damage.
- Ascending Moon: any successful attack dealt with the weapon deals damage to an additional target in a 5 feet radius; said damage equals half the damage dealt to the primary target.
- Full Moon: any successful attack gives the caster 2d6 Temporary Hit Points and the target is Blinded until the end of the current turn.
- Descending Moon: the weapon deals 2d6 cold damage in place of the 2d6 radiant damage; the weapon can be thrown and hits every target in a 60 feet long and 2 inches wide line: targets must make a successful Dexterity Saving Throw, or they take the weapon's damage. If they succeed, they take half the damage instead.

At higher levels: when the spell is cast using a 3rd level slot or higher, damage increases by 1d6 for each slot level above 2nd.

Fare for Memories

Enchantment
Level: 2
Casting time: 1 action
Range: 100 feet
Components: V, S, M (a silver coin the caster gifts to the target)
Duration: instantaneous

The caster gifts a silver coin, imbued with the Moon's benign influence, to an unaware target. The target must make a Wisdom Saving Throw. In case of failure, the caster can choose an effect among the following:

•The target forgets one of its prepared or known spells of 3rd level or lower until it takes a Long Rest

•The target forgets the events of the last 2d6 minutes. It keeps only vague sensations and feelings (anger, fear, sadness) related to its lost memories. It would be receptive to any explanation about the blank, though.

•The caster has access to a specific memory of the target in the form of a mental image which lasts about 6 seconds. The image is flawed in minor details and filtered through the target's perspective, but it is reliable enough in its major features. The target does not forget said memory in the process.

The target whose Saving Throw failed has no clue as to the spell it was under or its effects, but lack of plausible explanation regarding its momentary confusion would arouse suspicion.

At higher levels: when the spell is cast using a 3rd level slot or higher, it affects one additional target every 2 slot levels above 2nd (the caster still has to give a silver coin to each of the new targets).

Mooncloak

Abjuration

Level: 2

Casting time: 1 action

Range: touch

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

Duration: 1 hour

The target is protected by the reflection of moonlight for the duration of the spell. Thus, they get a +1 bonus to AC and

Saving Throws. If the spell is cast during the Lunar Phase corresponding to the Birthmoon of the caster, any bludgeoning, piercing, and slashing damage that the target takes is reduced by 1.

At higher levels: when the spell is cast using a 3rd level slot or higher, the slashing, bludgeoning and piercing damage that the target takes is reduced by 1 for each slot level above 2nd (up to 5th or 6th level).

Moonluck

Divination

Level: 2

Casting time: 1 minute

Range: 10 feet

Components: V, S, M (a silver cup worth at least 100 gp)

Duration: 1 hour

The caster pleads the Moon to bestow her fortune upon a consenting creature that the caster can see. When a creature under the effects of this spell makes an Attack Roll, a Saving Throw or an Ability check, they may choose to reroll and keep either result. Once this is done, the spell effect ends immediately.

At higher levels: when the spell is cast using a 4th level slot or higher, it affects one additional target every 2 slot levels above 2nd (two targets at 4th, three targets at 6th, four targets at 8th).

Moonsong of Renewal (ritual)

Evocation

Level: 2

Casting time: 1 action

Range: 20 feet

Components: V

Duration: instantaneous

This spell must be cast under direct moonlight.

Creatures within the range of effect can spend up to 1 Hit Dice to recover as many Hit Points as the result of the roll,

plus the caster’s primary ability modifier.

At higher levels: when the spell is cast using a 3rd level slot or higher, the maximum amount of expendable Hit Dice increases by 1 for every two slot levels above the 2nd.

Nova Luna

Evocation

Level: 2

Casting time: 1 action

Range: self

Components: V, M (a pearl and a black velvet sack)

Duration: Concentration, up to 10 minutes

The caster creates a sphere of semi-darkness in a 30 feet radius around them, lasting throughout the duration of the spell. The magical semi-darkness spreads around corners. Any natural source of light within the spell radius will radiate only a dim light. Magical lights created by 2nd level spells or lower do the same. Also, any effect depending on Lunar Phases will count as in the New Moon Phase within the spell radius.

On the other hand, if the spell is cast during the New Moon Lunar Phase, the semi-darkness becomes magical darkness which obfuscates any kind of normal sight (even Darkvision) except the caster’s. Sources of light, whether natural or deriving from a 2nd level spell or lower cannot penetrate this darkness.

This spell does not work during the Full Moon Phase.

Plena Luna

Evocation

Level: 2

Casting time: 1 action

Range: self

Components: V, M (a pearl and a white silk sack)

Duration: Concentration, up to 10 minutes

The caster creates a sphere of silvery light in a 30 feet radius

around her, lasting throughout the duration of the spell. The magical light spread around corners. The sphere itself is made of blinding light and radiates a dim light in a 30 feet radius. Magical sources of darkness created by 2nd level spells cannot obfuscate or remove this light. Also, any effect depending on Lunar Phases will count as in the Full Moon Phase within the spell radius.

If the spell is cast during the Full Moon Lunar Phase, the casting of the spell instantly extinguishes any other source of light, whether natural or magical (2nd level spell or lower), in a 300 feet radius.

This spell does not work during the New Moon Lunar Phase.

3RD LEVEL SPELLS

Lunar Well (ritual)

Divination

Level: 3

Casting time: 10 minutes

Range: unlimited

Components: V, S, M (a body of water large enough to reflect the moon, candles, and incense worth 100 gp consumed by the spell)

Duration: Concentration, up to 10 minutes

The caster channels the magic of the Moon toward a body of water, turning it into a window overlooking one of the places where they performed the same ritual previously, and through this window it is possible to see and communicate; people, objects and spells cannot pass through the Lunar well in either direction.

At the first attempt to celebrate this ritual, the body of water will reflect nothing more than the absolute blackness of the dark face of the Moon; the same result will happen if the previously used body of water has been broken or dried up.

Shroud of the New Moon

Necromancy

Level: 2

Casting time: 1 minute

Range: touch

Components: V, S, M (a tooth from an Undead and ritualistic ointments worth at least 100 gp that get depleted by the spell)

Duration: 1 day

A consenting target creature assumes the looks of an Undead for the duration of the spell. The target becomes immune to disease, poison and ignores the effects of the first five levels of Exhaustion (the sixth still causes death) and cannot be turned into an Undead by any spell or comparable feature. It does not age and does not need to feed or breathe.

The target will be identified as Undead by any spell or comparable capability and will be seen as such by other creatures. Creatures with an Intelligence score of 3 or higher can roll a Wisdom (Insight) check against your spell saved DC to realize it is not really Undead.

Lunamorphosis

Transmutation

Level: 3

Casting time: 1 action

Range: 30 feet

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

Duration: Concentration, up to 1 hour

The caster makes a creature, and everything it wears and carries, translucent and ethereal, visible only if directly touched by the moonlight, from which it takes effect.

As long as it ends the turn illuminated by the moonlight, the target gets 2d6 Temporary Hit Points and ignores any penalty deriving from Difficult terrain, provided that this too is illuminated by the Moon.

When not illuminated by the moonlight, the target gets a +5 bonus to Dexterity (Stealth) checks and ignores the Disadvantage on Wisdom (Perception) checks based on sight in areas of darkness or dim light.

At higher levels: if the spell is cast using a 4th level spell slot or higher, the Temporary Hit Points increase by 1d6 for

each slot level above 3rd.

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Mirithlen’s Glow

Evocation

Level: 3

Casting time: 1 action

Range: 60 feet

Components: V, S

Running time: 1 hour

Tenuous but constant moonlight radiates within a radius of 60 feet from either the caster or an object touched by them: the light is to be considered dim light. Invisible objects and creatures illuminated by the dim light of this spell are revealed and cannot become invisible while inside the area.

Selenite Litany

Illusion

Level: 3

Casting time: 1 action

Range: 120 feet

Components: S, M (a pebble painted white)

Duration: Concentration, up to 1 minute

The caster summons a hypnotic lunar disk into the sky, capable of imprisoning in its glow any target within a 20ft cube, provided they can see the disk. Each target creature must make a successful Wisdom Saving Throw or become Charmed and have movement equal to 0 feet while Charmed. For the duration of the spell, the caster cannot move voluntarily from their position and must continue to sustain the magic of the spell with their own voice.

Shield of Eclipse

Conjuration

Level: 3

Casting time: 1 action

Range: self

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

Duration: Concentration, up to 1 minute

The icy darkness of the eclipsing Moon envelops the body of the caster in a protective aura. When the caster is attacked in melee, the attacker must make a successful Wisdom Saving throw or take 1d6 radiant damage and 1d6 cold damage (a successful save halves the damage).

At higher levels: if the spell is cast using a 4th level spell slot or higher, the cold damage increases by 1d6 for each slot level above 3rd.

Silver Touch

Necromancy

Level: 3

Casting time: 1 action

Range: self

Components: V, S

Duration: Concentration, up to 1 minute

The caster's hands glow with moonlight and radiate a faint warmth. During their turn, as an action, the caster can touch a consenting creature (other than themselves) and transfer vital energies from their own body to the target’s. The caster takes necrotic damage equal to 1d6 plus their spellcasting ability modifier, while the target recovers an amount of Hit Points equal to twice the damage taken by the caster; any Hit Points in excess are acquired by the target as Temporary Hit Points

At higher levels: if the spell is cast using a 4th level spell slot or higher, necrotic damage increases by 1d6 for each slot level above 3rd.

4TH LEVEL

Banner of the Moon Goddess

Conjuration

Level: 4

Casting time: 1 action

Range: self

Components: V, S

Duration: Concentration, up to 10 minutes

Above the caster's head is a miniature Moon, 1 foot in diameter, similar to a halo, radiating dim light into a 60 feet wide sphere. When a creature enters the illuminated area for the first time on its turn, or begins its turn within it, it must make a successful Charisma Saving Throw or suffer an effect based on the caster’s Birthmoon. If the current Lunar Phase matches the Birthmoon of the caster, every Aberration, Fiend or Undead have Disadvantage on the Saving Throw against this spell:

NIGHTFELL

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New Moon: the target takes 4d10 necrotic damage and one level of Exhaustion; at the end of the spell each level of exhaustion caused by this spell is removed

Ascending Moon: the target takes 4d6 fire damage and is blinded; Blinded condition is removed when the target exits the area of effect

Full Moon: the target takes 4d10 radiant damage and is revealed if invisible; the target cannot teleport, become invisible or incorporeal, move to another plane, or change shape until it leaves the area of effect

Descending Moon: the target takes 4d8 cold damage and its speed is halved; the effect lasts until the target leaves the area of effect

Lunar Fascination

Enchantment

Level: 4

Casting time: 1 action

Range: 15 feet

Components: V, S, M (a white pebble and a pearl)

Duration: Concentration, up to 1 minute

The caster uses the magic of the Moon to charm their enemies. Each creature standing in 15 feet radius sphere around the caster Must make a successful Wisdom Saving Throw or be Charmed and have Disadvantage on Saving Throws to resist the spells of the caster, including this one. If the target takes damage or ends its turn more than 20 feet away from the caster, it can repeat the Saving Throw against the spell, ending the effect.

At higher levels: if the spell is cast using a 5th level spell slot or higher, range increases by 5 feet for each slot level above 4th.

Lunar Handcraft

Transmutation

Level: 4

Casting time: 10 minutes (1 minute during Full Moon)

Range: 120 feet

Components: V, S, M (a circular mirror with a diameter of at least 3 feet, or an equally large pool of fresh water with 50 gp worth of silver powder poured in it and consumed by the spell).

Duration: instantaneous

This spell cannot be cast during a New Moon Phase, but a Full Moon Phase decreases the casting time to 1 minute.

The caster manipulates the reflected moonlight in the mirror and materializes a physical object. The caster can create a large or smaller object that can fit in a 10 feet cube. The created object is raw and barely detailed and appears composed of translucent glass that radiates a faint brightness of obvious magical nature.

This spell cannot craft creatures or magical objects.

Items requiring a higher degree of craftsmanship such as jewelry, weapons, glass, or armor can only be created if the caster has Proficiency in the tools used to make that kind of object.

The object vanishes when the Moon sets.

Lunar Mirage

Illusion

Level: 4

Casting time: 10 minutes

Range: 300 feet

Components: V, S, M (a pearl, a stone, and a glass marble)

Duration: 24 hours

The caster projects the illusion of an open-air landscape, such as a meadow, clearing or beach, in the shape of a 150 feet cube. No creatures are visible in the mirage you create, but you can hear sounds that suggest their presence. The Moon is high in the sky in the Lunar Phase chosen by the caster.

To reveal its illusory nature, any creature that begins its turn within the mirage must make an Intelligence (Investigation) check with difficulty equal to the caster's spell save DC. To anyone who fails the Saving Throw, the Lunar Phase represented in the mirage is to be considered as the current Lunar Phase.

Moon's Eye

Divination

Level: 4

Casting time: 1 action

Range: self

Components: V, S, M (a pearl worth 50 gp, which is consumed)

Duration: Concentration, up to 1 hour

The caster invokes the help of the Moon to acquire the view that they would see from the top of it: by spending an action, the caster can see any spot under the open sky that is within 60 miles of their position. If the Lunar Phase is New Moon, the caster can see as though they had Darkvision, and True Sight if it is Full Moon. In any other Phase, they can see invisible objects or creatures.

As long as they look through the Moon, the caster is considered blind and deaf concerning their usual senses.

Silver Cloak

Abjuration

Level: 4

Casting time: 1 action

Range: touch

Components: V, S, M (pearl powder worth at least 100 gp, consumed by the spell)

Duration: Concentration, up to 1 hour

The caster's touch turns the skin of a consenting target into a silvery, reflective substance: for the duration of the spell, the target has Advantage on Saving Throws against spells.

Silver Thunderbolt

Conjuration

Level: 4

Casting time: 1 action

Range: 120 feet

Components: V, S, M (a silver and sapphire pendant worth 150 gp)

Duration: instantaneous

A beam of pure lunar energy descends from above and hits the target and any creature in a 15 feet long cone behind it. Anyone affected must make a Dexterity Saving Throw or take 1d8 lightning damage and 2d8 radiant damage; a successful save halves the damage. In addition, depending on the current Lunar Phase, the spell has an additional effect:

- New Moon: the spell deals 5d8 additional necrotic damage (also halved on a successful Saving Throw)
- Ascending Moon: the spell deals 3d8 additional fire damage (also halved on a successful Saving Throw); flames can spread to flammable objects that are not held or worn
- Full Moon: the spell deals 5d8 additional radiant damage (also halved on a successful Saving Throw)
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Descending Moon: the spell deals 3d8 additional cold damage (also halved on a successful Saving Throw); targets that fail the Saving Throw cannot take Reactions until the beginning of their next turn.
At higher levels: if the spell is cast using a 5th level spell slot or higher, lightning damage increases by 1d8 for each slot level above 4th.
NIGHTFELL
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5TH LEVEL
Command Moon Phase
Transmutation
Level: 5
Casting time: 1 action
Range: 600 feet
Components: V, S
Duration: Concentration, up to 1 hour
The caster can modify the current Lunar Phase in a 1-mile-wide area centered on themselves. The caster chooses which Lunar Phase appears in the sky and, for the duration of the spell, that Lunar Phase will affect any creature or object in the area. If the Moon sets while the spell is active, the spell ends.
At higher levels: if the spell is cast using a 6th level slot, the duration increases to 8 hours; if it is cast using a 7th level slot, the duration increases to 24 hours and the moonset does not end the spell; if it is cast using an 8th level slot, the duration increases to 7 days, the moonset does not end the spell, and the caster does not have to keep Concentration; if it is cast using a 9th level slot, the duration becomes permanent (until dispelled) and the caster does not have to keep Concentration.
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Spells and Rituals
Lunar Fortitude
Abjuration
Level: 5

Casting time: 1 action

Range: self

Components: V, S

Duration: Concentration, up to 10 minutes

The spell wraps the caster in a cloak of light that radiates a faint glow. For the duration of the spell, the caster is immune to psychic damage and has Advantage on all Saving Throws. When another creature that the caster can see within 30 feet fails a Saving Throw, the caster can use a Reaction to allow the creature to repeat the Saving Throw.

Lunar Pact

Enchantment

Level: 5

Casting time: 1 minute

Range: touch

Components: V

Duration: 30 days

Illuminated by the moonlight, the caster touches two consenting creatures and establishes a pact between them. The terms of the pact must be clear and understood by both targets, and the task to be accomplished, although not necessarily simple, must be feasible, otherwise the spell ceases to have effect. For the duration of the spell, if one of the two targets breaks the pact, they take 5d10 psychic damage per day until they obtain forgiveness from the other creature. Spells such as remove curse, greater restoration, or wish can end the spell. At higher levels: if the spell is cast using a 7th or 8th level spell slot, the duration increases to one year; if the slot used is 9th level, the spell becomes permanent.

Lunar Rancour

Necromancy

Level: 5

Casting time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

A gloomy and oppressive light radiates from the Moon and envelops a target creature in the field of view of the caster within 30 feet The target must make a successful Dexterity saving throw or take 4d8 radiant damage. Each turn, the caster can use their bonus action to automatically deal another 2d8 radiant damage to the target. The spell ends when the caster uses their own bonus action to do anything other than inflict automatic damage, if the target exits the spell range, or if the caster casts another spell of 1st level or higher. If the target succeeds in its initial Saving Throw, it takes 2d8 radiant damage all the same, but the spell ends.

At higher levels: if the spell is cast using a spell slot of 6th level or higher, the target takes, added to the initial damage, 1d8 additional radiant damage (both succeeding or failing in its Saving Throw) for each slot level above 5th.

Moondream

Illusion

Level: 5

Casting time: 1 minute

Range: self

Components: V, S, M (a handful of sand, mercury-based ink)

Duration: 8 hours

The caster chooses a creature known to them and that is on the same plane of existence and turns the target’s dreams into nightmares (creatures that do not sleep, such as elves, are not affected by this spell). The caster enters a state of trance in which they are aware of what happens around them but without being able to perform actions or move. If the target lies asleep at the time of the casting the spell, the caster appears in the target's dream, modifying it at will and conversing with it until the spell is over or until the target wakes up. The caster can end the spell at any time by exiting the trance. The target must make a successful Wisdom Saving Throw or the nightmare will not allow it to gain the

benefits of a rest, long or short, and it takes 3d6 psychic damage as it wakes up. If the current Lunar Phase matches the Birthmoon of the caster, the target has Disadvantage on the Saving Throw.

Selenite Weapon

Conjuration

Level: 5

Casting time: 1 bonus action

Range: touch

Components: V, S, M (a pearl worth at least 200 gp)

Duration: 1 minute

The caster infuses the power of the Moon into a weapon. Until the spell is over, the weapon radiates a tenuous glow (counts as dim light) in a 30 feet radius and deals 3d8 additional radiant damage. If the weapon was not magical before, it becomes so for the duration of the spell. The weapon scores a Critical Hit with a natural roll of 19 or 20.

At higher levels: When the spell is cast using a 6th level spell slot or higher, the additional damage increases by 1d8 for each slot level above 5th.

6TH LEVEL

Assault of the Black Moon

Enchantment

Level: 6

Casting time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 round

The caster vexes a target creature with the evil gaze of the nova luna. The target must make a successful Intelligence Saving Throw or take 8d6 psychic damage and be Incapacitated for 1 round (success halves damage and avoids incapacitated status).

At higher levels: if the spell is cast using a 7th level spell

slot or higher, psychic damage increases by 2d6 for each slot level above 6th.

Lunar Aegis

Abjuration

Level: 6

Casting time: reaction

Range: self

Components: V

Duration: instantaneous

When the caster takes damage, they can use their reaction to erect a lunar shield in front of them, in the form of a silver energy disk, and they gain immunity to that type of damage until the beginning of their next turn.

Lunar Assault

Evocation

Level: 6

Casting time: 1 action

Range: self

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

Duration: Concentration, up to 1 minute

A beam of moonlight bursts from the caster's eyes and mouth, 60 feet long and 5 feet wide. Any creature hit by the beam must make a successful Intelligence Saving Throw or take 3d8 radiant damage and be Stunned until the end of their next turn (success halves damage and avoids the Stunned condition). If the current Lunar Phase matches the Birthmoon of the caster, the target has Disadvantage on the Saving Throw. The caster can use their action on their turn, if it falls within the duration of the spell, to produce an additional beam: such action can be repeated 3 times, after which the spell ends.

At higher levels: if the spell is cast using a 7th level spell slot or higher, targets take 1d8 additional radiant damage and the caster can produce an additional beam of light for each slot level above 6th.

Spells and Rituals

Lunar Cage

Illusion

Level: 6

Casting time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 minute

The caster uses an illusion of the Moon to imprison the mind of a target in a nightmarish landscape, an empty and dark space, with no Moon, no stars, and no reference points. One target that the caster can see within 60 feet must make a successful Intelligence Saving Throw or take 5d10 psychic damage and become trapped in their own mental prison (success avoids the trapped condition). Creatures immune to illusions or that cannot be charmed automatically succeed in the Saving Throw. The target cannot hear or see anything with its own senses, but it can act and move as if it was on difficult terrain. If the target is shaken or attacked in melee it takes 10d10 psychic damage, but the spell ends.

Lunar Defiance

Necromancy

Level: 6

Casting time: 1 action

Range: self

Components: V, S, M (powder of a white pearl worth at least 500 gp)

Duration: instantaneous

A 60 feet. diameter sphere of moonlight emits from the body of the caster. Any creature in the area must make a successful Constitution Saving Throw or take 8d6 radiant damage (success halves damage). During the Full Moon Phase, creatures that fail the Saving Throw are also Blinded for 1 round. During the New Moon Phase the damage is half (4d6) necrotic and half (4d6) radiant, and the creatures that fail the

Saving Throw are frightened for 1 round.
At higher levels: if the spell is cast using a 7th level spell slot or higher, targets take 2d6 additional damage for each slot level above 6th.
NIGHTFELL
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Lunar Wayfaring
Conjuration
Level: 6
Casting time: 1 action
Range: 10 feet
Components: V, S
Duration: 1 round
This spell creates a connection between two surfaces reflecting the Moon, one of which, defined as starting, must be within a radius of 10 feet from the caster, and the other, defined as destination, anywhere on the same plane of existence on which the caster is located, and which must have been seen or touched by them at least once. For the duration of the spell, any creature entering one reflective surface will be able to exit the other with a 5 feet movement.
Selenite Transfiguration
Transmutation
Level: 6
Casting time: 1 action
Range: self
Components: V, S, M (a vial of mercury)
Duration: Concentration, up to 1 minute
The caster infuses their body with lunar energy, turning into a supernatural being. Until the spell is over, the caster cannot cast spells but gains the following benefits:

- 30 Temporary Hit Points and 10 Temporary Soul Points that are lost at the end of the spell
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Advantage on Attack Rolls with simple and martial weapons

- They can teleport, as a bonus action, within a range equal to their movement
- Dodge or Disengage as bonus actions
- Any melee attack deals 2d8 additional radiant damage
- Gains Proficiency in Saving Throws based on Dexterity and Constitution
- Can attack up to two times when they take an Attack action in their turn; if they already can make multiple attacks with the Attack action, they do not gain additional benefits

Once the spell has ended, the caster must make a successful Constitution Saving Throw (DC 15) or take one level of Exhaustion.

Silvery Truth Droplet

Divination

Level: 6

Casting time: 1 action

Range: self

Components: V, S, M (collyrium prepared with 50 gp worth ingredients, consumed by the spell)

Duration: 1 hour

This spell allows the caster to discern the Moon's influence on creatures and objects. For the duration of the spell, the caster will see secret doors, traps, magical effects, and invisible creatures shine within a 120 feet radius. In addition, they can discern whether a creature or object is bound to a specific Lunar Phase, such as a parchment with the lunar rune spell on it (see above).

7TH LEVEL
Brand of the Unknowable
Abjuration
Level: 7
Casting time: 1 minute
Range: touch
Components: V, S, M (1,000 gp worth of mercury and pearls, consumed by the spell)
Duration: until dissolved or activated
The caster inscribes a mark inside a closeable object (e.g. a book or a trunk), visible only if moonlit during the same Lunar Phase in which it was inscribed or succeeding in an Intelligence check (Investigation) (DC 15) during other Lunar Phases.
The brand is activated if a creature other than the caster tries to open the object. When that happens, any creature that can see the object and is within 10 feet must make a successful Constitution Saving Throw or take 10d8 radiant damage (success halves the damage); in addition, all targets must make a successful Intelligence Saving Throw or descend into madness for 1 minute: a creature fallen into madness cannot perform actions, emits only guttural sounds and is considered to have an Intelligence score of 2, and the NM will decide its movements.
Lunar Regression
Enchantment
Level: 7
Casting time: 1 action
Range: 60 feet
Components: V
Duration: instantaneous
The caster, by uttering a single word, invokes the lunar influence to cause pain and dizziness to a creature they can see within 60 feet. If the target has 100 Hit Points or less,

it falls into madness: a creature fallen into madness cannot perform actions, emits only guttural sounds, and is considered to have an Intelligence score of 2, and the NM will decide its movements.

Any target who has fallen into madness can make an Intelligence saving throw at the end of its turn to try and end the spell's effects.

Mirithlen's Touch of Life

Necromancy

Level: 7

Casting time: 1 hour

Range: touch

Components: V, S, M (a 1, 000 gp pearl, consumed by the spell)

Duration: instantaneous

The caster touches a creature that has been dead (and not Undead) for no more than a century and that has not died of old age. If its soul is free and consenting, the target comes back to life with all of its Hit Points. The spell heals any mortal wounds and regenerates missing body parts. The target and the caster gain 2 Exhaustion Levels.

Selenite Sight

Divination

Level: 7

Casting time: 1 action

Range: self

Components: V, S

Duration: 8 hours

The eyes of the caster light up with moonlight, giving them a renewed sensitivity to magic.

The caster immediately identifies any spell cast by a creature they can see within 60 feet, immediately guessing the level of the spell slot used for the casting.

By focusing on an item or creature for a round, the caster can understand if it is affected by a spell and what spell it is. By focusing for ten minutes on a magical effect or object, they can identify it.

Selenite Regeneration

Transmutation

Level: 7

Casting time: 1 minute

Range: touch

Components: V, S, M (a Moon Amulet)

Duration: 1 hour

At the touch of the caster, the body of a consenting creature begins to shine with the faint gleam of the Moon, regaining 1d8+7 Hit Points immediately and 2 Hit Points at the beginning of each turn (20 Hit Points per minute). Severed limbs and appendages (tails, fingers, arms, etc.) grow back in 1 minute, and if the severed limb is placed on the freshly wounded stump, it instantly reattaches, and the target immediately recovers 1d8 Hit Points.

Weeping of the Goddess

Evocation

Level: 7

Casting time: 1 action

Range: 150 feet

Components: V, S

Duration: instantaneous

The caster chooses any point within range, and on that point and in the 30 feet surrounding area, iridescent drops, as icy as deep space, will begin to fall. Any creature within the area must make a successful Constitution Saving Throw or take 4d8 radiant damage and 4d8 cold damage.

Any 3rd level spell or lower that is active within the area is automatically dispelled.

8TH LEVEL

Temple of the Moon

Conjuration

Level: 7

Casting time: 1 hour

Range: 120 feet

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

Duration: 24 hours

The caster shapes the moonlight to erect a temple, which will rise from a point they can see within 120 feet, provided that the surrounding space is free in a 120 feet sided cubic area. The temple will exist for 24 hours. Adorned with symbols recalling the Lunar Phases, other architectural or aesthetic details of the temple (gates, staircases, sculptures) can be decided by the caster. The interior of the temple is illuminated by dim light and any stronger light source is reduced. The scent of incense fills the air, and the temperature is cold. The caster can preclude access to the temple to certain creatures, using alignment or creature type as requirements. The moonlight also illuminates the ethereal plane, with all the consequent effects. A creature that does not meet the imposed requirements must make a successful Charisma Saving Throw or be rejected from the temple for the duration of the spell. If the Saving Throw is successful, and the creature manages to enter, the holiness of the place will hinder it at all times, causing it a penalty of 1d4 to all Attack Rolls, Saving Throws and Ability checks as long as it is inside the temple.

Within the temple it is not possible to be the target of divination spells that originate outside the temple. The temple is impervious to any kind of damage or effect, and yet is immediately destroyed by a disintegrate spell.

Each short rest inside the temple grants a bonus of 1d6 to the Hit Points and Soul Points recovered by spending at least one Hit Dice. A long rest in the temple eliminates any poison, disease, curse, reduction of Maximum Hit Points, and

Exhaustion Levels that affect the characters.

Dreadful Eclipse

Illusion

Level: 8

Casting time: 1 action

Range: self

Components: V, S, M (a moonstone)

Duration: Concentration, up to 10 minutes

The caster creates an illusory eclipse to obscure the Moon, terrorizing creatures in the area. Any creature of the caster's choice that begins its turn, or enters for the first time in its turn, in a 100 feet area around the caster takes 2d8 cold damage and must make a successful Wisdom Saving Throw or fall prone and be Frightened for as long as they stay in the area. Aberrations, Fiends and Undead, on the other hand, are caught in a blind rage if they fail their Saving Throw and are forced to use their action to attack the nearest creature in melee. Also, whenever they deal damage while in this state, they take radiant damage equal to half the damage dealt.

Exile in the Frozen Waste

Conjuration

Level: 8

Casting time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

The caster imprisons a target creature they can see within 60 feet in a dark demiplane, illuminated by distant stars, characterized by an expanse of gray dust dotted with large craters. The target remains imprisoned either until the spell is over or if it uses its own action to make a successful Intelligence Saving Throw (DC 15) to escape. In case of failure, the creature takes 1d6 cold damage, which increases by 1d6 with each attempt. If the creature is reduced to 0 Hit Points in doing so, the spell ends, and it returns to its

plane of origin with the defunct appearance of a withered and frozen mummy, but it is actually only its metabolism that is extremely slowed down. Therefore, the creature can make Saving Throw against death every hour, instead of every round. If the target stabilizes, they quickly resume their normal appearance.

When the spell ends, the target reappears in the space they left behind or, if it was occupied, in the nearest unoccupied location.

Lunar Blast

Evocation

Level: 8

Casting time: 1 action

Range: 150 feet

Components: V, S, M (a flame and a moonstone)

Duration: instantaneous

An intense beam of moonlight is concentrated in a 60 feet diameter area, centered on a point in the caster's field of view and within a 150 feet radius. Any creature within the area must make a successful Constitution Saving Throw or take 8d8 radiant damage and be Incapacitated and Blinded for 1 minute (success halves damage, avoids Incapacitated status, and decreases blinding to the end of target’s next turn). An incapacitated creature can repeat the Saving Throw at the end of its turn to end the effect. Any magical light or darkness within the area is dispersed.

At higher levels: if the spell is cast using a 9th spell level slot, radiant damage increases to 12d8.

Lunar Collapse

Necromancy

Level: 8

Casting time: 1 action

Range: 150 feet

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

Duration: instantaneous

The caster chooses a point within range, and any creature caught within a 30 feet cube centered on that point, must make a successful Constitution Saving Throw or take 10d8 radiant (during Full Moon) or necrotic damage (during New Moon) or cold damage (during other Phases) (success halves damage). Aberrations, Fiends and Undead have Disadvantage on any Saving Throw against radiant damage. Humanoids, Beasts and Giants have Disadvantage on Saving Throws against necrotic damage.

Moon Whispers

Divination

Level: 8

Casting time: 10 minutes

Range: unlimited

Components: V, S

Duration: instantaneous

The caster communes with the Moon and listens to her whispers to discover the location of a place or creature. Only effects or spells of 8th level or higher can prevent this divination, whereas normal means of protecting against detection spells are not effective and cannot confuse the caster. If the creature or object is on a different plane of existence, the caster will know what plane the creature is on but not the exact location on that plane.

To find the creature, the caster must have seen it earlier at least once, and to find an object they must have touched it.

Obfuscated Mind

Abjuration

Level: 8

Casting time: 10 minutes

Range: touch

Components: V, S, M (a 500 gp diamond)

Duration: 24 hours

The caster's touch makes a consenting creature immune to psychic damage, and it will automatically succeed in any Saving Throw against illusion or enchantment.
In addition, no divination can locate the creature.

9TH LEVEL
Selenite Domination
Enchantment
Level: 8
Casting time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 hour
The caster uses the charm of the Moon to take possession of the will of a creature they can see within 60 feet. The target must make a successful Wisdom Saving Throw or be Charmed for the duration of the spell. A clearly hostile target has Advantage on the Saving Throw. The caster can use their action to take control of the target's body, and, at the end of the target's next turn, the caster can choose which actions (and reactions) the target will perform on their turn. Using the reaction of the dominated creature requires the use of the character's reaction. Each time the target takes damage they can repeat the Saving Throw: if successful, a flash of light blinds the creature until the end of its next turn, but the spell ends.
At higher levels: if the spell is cast using a 9th level spell slot, the duration extends to 8 hours.
Selenite Perfection
Transmutation
Level: 8
Casting time: 1 action
Range: self
Components: V

Running time: 1 hour

For the duration of the spell, whenever the caster performs an Ability check, they can choose to take a 10 instead of rolling the dice. If it has Advantage on the check, they can take a 15 instead.

This benefit is temporarily suppressed (but not dissolved) if the caster is not under the presence of the Moon.

Curse of the Last Moon

Conjuration

Level: 9

Casting time: 1 action

Range: field of view

Components: V, S

Duration: Concentration, up to 7 rounds

The caster induces the Moon to show its most destructive aspect.

Within 0.6 miles from a point that the caster chooses within their own field of view, any creature (with the exception of the caster and allies within 5 feet of them) suffers the effect of the spell that is gradually strengthening. On any round after the spell is cast, the caster can use its action to support its effect, otherwise the spell is over.

Round 1: invisible objects and creatures are revealed, and cannot become invisible for the next 24 hours

Round 2: objects and creatures take 1d6 radiant damage; plants wither, fruits wither

Round 3: creatures cannot recover Hit Points for the next 24 hours

Round 4: objects and creatures take 3d6 radiant damage; food rots away, water reserves become fetid

Round 5: no form of teleportation can work within the area of effect for the next 24 hours

Round 6: all creature’s maximum Hit Points are permanently reduced by 1 point per Hit Dice; the duration of this effect is permanent, but a wish spell can be used to restore the maxi-

mum Hit Points; wooden structures rot and become unstable, or collapse under their own weight

Round 7: creatures in the area become sterile and will be permanently unable to reproduce; the duration of this effect is permanent, but a wish spell can be used to dispel it; stone structures lose solidity, become dangerous or collapse under their own weight, lime crumbles, and marble cracks

This spell can devastate entire cities without respite for the inhabitants who have a few seconds to realize what is happening, under what will probably be the last Moon they will see rise. For this reason, the required magical energies are immense, and the caster ages by 10% of their life expectancy (if a human, for example, has a life expectancy of 80 years, they will age by 8 years) every time they terminate the casting of the spell. An immortal creature has a 10% chance to see its immortality shattered and incur death by old age in the round immediately following the end of the spell.

Judgment from Yore

Enchantment

Level: 9

Casting time: 1 action

Range: 60 feet

Components: V

Duration: instantaneous

The caster passes the Moon’s sentence and chooses a target they can see within 60 ft: if the target has 100 Hit points or less, its mind will be erased completely, losing every memory, every fragment of its personality, every Proficiency in skills and tools, and it forgets every language except one (usually, its racial language). If the creature has more than 100 Hit Points, the spell has no effect.

Lunar Marvel

Divination

Level: 9

Casting time: 1 minute

Range: touch

Components: V, S, M (a pearl and a vial of mercury)

Duration: 8 hours

The caster's touch gives a consenting target the ability to manipulate the lunar reflex, through which it has Advantage on Saving Throws and Ability checks, and reduces Soul Point loss from any single source to 1. In addition, any attack against the target has Disadvantage.

This spell ends if the caster casts it again on a different target.

Lunar Meteor

Evocation

Level: 9

Casting time: 1 action

Range: 3 miles

Components: V, S

Duration: instantaneous

The caster chooses a point they can see within range, where, after 1d10 rounds, a meteor of silver energy rains from the sky, knocking down with tremendous force each creature within a 100 feet radius from the point of impact.

Any creature in the area must make a successful Dexterity Saving Throw or take 20d6 fire damage and 20d6 radiant damage (success halves damage). Items that are neither held nor worn in the area take 60 fire damage and 60 radiant damage.

Lunar Nightmare

Illusion

Level: 9

Casting time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

The caster invades the minds of their enemies with dark and terrifying visions, trapping them in their own minds, where they experience dark and terrifying visions.

The caster chooses up to 5 creatures they can see within range. Each target must make a successful Wisdom Saving Throw, or be Stunned for the duration of the spell.

At the end of each turn, a target can repeat the Saving Throw to end the spell, suffering 4d10 psychic damage in the event of failure.

Lunar Retribution

Abjuration

Level: 9

Casting time: 1 action

Range: self

Components: V, S

Duration: 10 minutes

The caster's skin is imbued with the protection of the Moon: depending on the Lunar Phase during which it was cast, this spell has a different effect. Whenever a creature hits the caster with a melee attack or is hit by a melee attack made by the caster, it suffers the effect of the spell.

- New moon: the target takes 3d8 necrotic damage, and is frightened until the end of its next turn
- Waxing Crescent: the target takes 3d8 thunder damage, and is knocked to the ground prone
- First Quarter: the target takes 3d8 lightning damage, and cannot take Reactions until the end of its next turn
- Waxing Gibbous: the target suffers 3d8 acid damage, and is restrained until the end of its next turn

- Full Moon: the target takes 3d8 radiant damage, and is blinded until the end of its next turn
- Waning Gibbous: the target takes 3d8 poison damage, and is poisoned until the end of its next turn
- Last Quarter: the target takes 3d8 cold damage, and its speed is reduced to 10 feet until the end of its next turn
- Waning Crescent: the target takes 3d8 psychic damage, and is incapacitated until the end of its next turn

Selenite Projection

Necromancy

Level: 9

Casting time: 1 hour

Range: 10 feet

Components: V, S, M (a silver bar worth 1,000 gp consumed by the spell)

Duration: special

The caster abandons their body, which remains unconscious and in a state of suspended animation, therefore not requiring food or air, and does not age. The spirit the caster manifests has the appearance of their mortal remains but with silvery and glowing skin. The spirit of the caster cannot go through places that are not illuminated by the Moon, but as long as it is under its direct influence it can use its action to teleport itself and any creature within 5 feet to any point on moonlit surface within 0.6 miles.

In the form of a lunar projection, the caster maintains all its Abilities, Skills, and powers, but cannot perform long rests. When the lunar projection is reduced to 0 Hit Points, the spell ends.

As the Moon sets, the caster does not necessarily have to end the spell, but their spirit simply returns to their body,

where they remain until the following night. During the day, the projection regains any spent Hit Die.
If the caster's body takes damage, the projection will know the amount and type, but not the source.
The caster can decide to end the spell at any time they deem appropriate as a bonus action.
When the spell ends for any reason and the caster awakens, they get 4 Exhaustion Levels. Any condition (except curses) that affected the lunar projection no longer afflicts the caster.
A wish spell can be used to end this spell; moreover, if the caster fails a Saving Throw based on Charisma, it will be forcibly teleported to where its lunar projection was.
NIGHTFELL
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Silver Chronosphere
Transmutation
Level: 9
Casting time: 1 action
Range: 10 feet
Components: V
Duration: Concentration, up to 1 minute
The caster relies on the influence of the Moon to create a silvery energy bubble where everything is in dim light, regardless of light sources, and appears in black and white. The bubble cannot move and appears opaque from the outside, showing a static and perfect image of what was inside the bubble at the time of casting, while translucent from the inside.
When the caster sees a creature take damage or fail a Saving Throw, they can end the spell as a Reaction.
When the spell is over, the bubble dissolves and, if they wish, the caster can return everything to the state it was in when the spell was cast.
This effect restores: location of creatures, statuses, Hit Points, spell slots (see below). This spell does not restore the use of privileges, magic item charges, consumables, ammo, or

anything other than what indicated above.

Creatures that were inside the bubble when the spell was cast and are instead outside the bubble when the spell is over, get 1 Exhaustion Level.

The magic of the chronosphere is powerful, but it is unable to restore used spell slots of 4th level or higher.