

# 5E SPELLS PLAY-TEST MATERIAL

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## FEEDBACK

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- Join us in discord for discussions: <https://discord.gg/wJEZASTM9c>
- Add ideas, vote on content, and view our roadmap: [https://bit.ly/feature\\_request\\_board](https://bit.ly/feature_request_board)
- Send an email to [brendan@knightvisioncreative.com](mailto:brendan@knightvisioncreative.com)

## SOCIAL MEDIA

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If you are interested in reviewing/sharing any of the content on social media, a stream, etc. please contact [brendan@knightvisioncreative.com](mailto:brendan@knightvisioncreative.com) beforehand.

## CANTRIPS

### AEGIS

*Abjuration cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** 1 round

Summon forth a being of magical force which envelopes a target of your choice that you can see within range, granting the target temporary hit points equal to your level + your Intelligence modifier. The protective force is only visible to you and the target.

### DAMAGE CONVERSION

*Transmutation cantrip*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S, M (a prism)

**Duration:** 1 round

A shimmering, multicolored string of light encircles your wrist. When you cast a spell that deals damage before the end of your next turn, roll a d10 and the damage of the spell is changed to the damage type rolled on the d10.

#### DAMAGE CONVERSION

Damage Type	d10
Acid	1
Cold	2
Fire	3
Force	4
Lightning	5
Necrotic	6
Poison	7
Psychic	8
Radiant	9
Thunder	10

### DENIZEN'S EARWIG

*Divinization cantrip*

**Casting Time:** 1 action

**Range:** 1 mile

**Components:** S, M (an earwig exoskeleton placed in the ear as the spell is cast)

**Duration:** 1 round

You target a point you can see and tap into the hearing of the closest animals and insects to that point. Depending on the distance of the creatures to your point, you may end up hearing nothing, or

sounds from a completely different point than originally targeted.

### EXTENDED REACH

*Transmutation cantrip*

**Casting Time:** 1 action

**Range:** 15 feet

**Components:** S

**Duration:** Instantaneous

Your arm extends up to 15 feet and grasps at a creature or object in range that isn't being worn or carried. Make a grapple check against an unwilling target, automatically succeeding against a willing target or an inanimate object you can grasp. The target may choose to make either a Strength (Athletics) or Dexterity (Acrobatics) check against your Strength (Athletics) to resist the grapple. If the target fails and the target weighs less than you, it is pulled to an unoccupied space adjacent to you when your arm retracts. If you weigh less than the target, you are pulled to an unoccupied space adjacent to the target when your arm retracts.

If the target is resisting the grapple, they may attempt to break the grapple as a reaction at the end of your turn.

### PHOENIX WINGS

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** Self (5-foot radius)

**Components:** V, S

**Duration:** Instantaneous

As fiery wings sprout from your back, all other creatures within 5 feet of you must succeed on a Dexterity saving throw or take 1d4 fire damage and have disadvantage on opportunity attacks against you during this turn. The wings carry you up to 15 feet to an unoccupied space that you can see.

**At Higher Levels.** At 5th level, all other creatures within 5 feet of where you land must also succeed on a Dexterity saving throw or take 1d4 fire damage. Both damage rolls increase by 1d4 at 11th level (2d4 and 2d4) and 17th level (3d4 and 3d4).

### REAPER'S FIST

*Necromancy cantrip*

**Casting Time:** 1 action

**Range:** Self

**Components:** S, M (a shard of bone)

**Duration:** Instantaneous

Shards of bone rip from the ground forming a giant magical fist around your outstretched arm giving you a reach of 10 feet. Make a melee spell attack against a target you can reach. On a hit, you slam the target with the fist dealing 1d6 bludgeoning damage and you regain hit points equal to your proficiency bonus.

**At Higher Levels.** This spell's damage increases by 1d6 when you reach certain levels: 5th level (2d6), 11th level (3d6), and 17th level (4d6).

## SPIKE

*Conjuration cantrip*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a sliver of toenail from a devil)

**Duration:** Instantaneous

You conjure forth a small minion made of force that attempts to attack a target within range. Make a ranged spell attack against the target. If the attack hits, the creature takes your level + your Intelligence modifier force damage. Whether the attack hits or misses, the minion vanishes after the attack.

## SPOOK

*Illusion cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S

**Duration:** 1 round

You conjure a being of pure horror in front of one creature you can see within range. The target must succeed on an Intelligence saving throw or take 1d6 psychic damage and have disadvantage on their next concentration check.

## WHINE

*Enchantment cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** S, M (a child's toy)

**Duration:** Instantaneous

A creature of your choice that you can see within range must make a Wisdom saving throw. On a failed save, the creature's tone subtly changes to that of a whine giving them disadvantage on its next Charisma check. A creature can only be affected by this spell once every 24 hours.

## LEVEL 1 SPELLS

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### GLYPH OF ERUPTION

*1st-level abjuration*

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S

**Duration:** 1 round

When you cast this spell, you inscribe a glowing glyph onto a surface that you can see within range. At the beginning of your next turn the surface under the glyph erupts spraying debris in a 20 foot radius sphere centered on the glyph. Each creature in the area must make a Dexterity saving throw or take 2d4 slashing, and 2d4 piercing damage on a fail, or half as much damage on a successful one. The area becomes difficult terrain.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, increase the radius of the spell by 5 feet.

### ILLUSORY DOUBLE

*1st-level illusion*

**Casting Time:** 1 action

**Range:** Self

**Components:** S

**Duration:** 1 round

You become invisible at the same time that an illusory double of you appears where you are standing. The double does not move, smell, or make any noise. The illusion and invisibility end at the beginning of your next turn.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, increase the number of duplicates created per spell slot.

### MAGIC MISSILE

*1st-level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, choose an additional effect from the options below for each slot spent.

**Converged Power.** All of the darts merge into a single enormous dart dealing all of the darts damage at once. If this kills the creature, the dart will continue in a straight line repeating the damage on any additional creature within range, stopping when

the target is not killed or when the range of the spell is reached.

**Explosive Shards.** Each dart explodes upon impact dealing an additional 1 force damage to each creature within 5ft of the impact.

**Multiply.** This spell creates one more dart for each slot level above 1st.

**Permeable Force.** Your darts are no longer deflected by the Shield spell.

### SARAI'S MARIONETTE APPENDAGES

*1st-level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

One of your limbs magically detaches from your body and attempts to attach to another creature or object that you can see within range. If the target attempts to evade the spell, they must make a Dexterity saving throw. If the appendage attaches successfully, it remains until the spell ends.

You can continue to control the appendage as though it was still attached to your body. If the limb was holding any equipment, it is still holding that equipment. If you cast a spell with a range of touch, your appendage can deliver the spell. If you take the attack action, you can attack with the appendage. If a melee spell or weapon attack roll is made against the same target the appendage is attached to, you make the roll with advantage.

Any attacks against the appendage use the caster's AC and saving throws. Any damage dealt to the appendage is dealt to the caster.

### THEATRICALS

*1st-level enchantment*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You can magically amplify your theatrical antics. For the duration, you can add a bonus to all of your Charisma checks to anyone who experienced your dramatic display. The power of this effect is dependent on the number of witnesses.

- 1 witness: +1 to Charisma checks
- 2 witnesses: +2 to Charisma checks
- 3-5 witnesses: +3 to Charisma checks
- 6-10 witnesses: +4 to Charisma checks
- 11-15 witnesses: +5 to Charisma checks
- 16-25 witnesses: +6 to Charisma checks
- 26-50 witnesses: +7 to Charisma checks
- 51-100 witnesses: +8 to Charisma checks
- 101-500 witnesses: +9 to Charisma checks
- 501+ witnesses: +10 to Charisma checks

**At Higher Levels.** When you cast this spell using a spell slot of 2<sup>nd</sup> or 3<sup>rd</sup> level, you can maintain concentration for up to 10 minutes. When you cast this spell with a spell slot of 4<sup>th</sup> or 5<sup>th</sup> level, you can maintain concentration for up to 1 hour. When you cast this spell with a spell slot of 6<sup>th</sup> or 7<sup>th</sup> level, you can maintain concentration for up to 8 hours. When you cast this spell with a spell slot of 8<sup>th</sup> or 9<sup>th</sup> level, you can maintain concentration for up to 24 hours.

## UNCONTROLLABLE UNDEAD

*1st-level necromancy*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a pinch of ashes from a cremated body and 25 gp of mercury, which the spell consumes)

**Duration:** Instantaneous

You quickly draw a rudimentary rune on the ground made of mercury and ashes. As you utter the incantation, the mercury burns releasing an acrid smell and seeps into the ground. An undead creature bursts out of the ground at an unoccupied space you can see within range. The undead spends its turns pursuing and attacking the nearest creature to the best of its ability until reduced to 0 hit points at which point it turns to ashes.

Once you've determined where you want the creature to appear, roll a d4 and review the table below to determine what you've called forth. An undead version of a creature has the same stat block, except their type changes to undead.

**At Higher Levels.** When you cast this spell using a higher level spell slot, you alternately increase the number of dice bringing forth an additional creature for each dice and the dice size increasing the chance of a stronger creature. You must still choose the locations you want the creatures to appear before you roll the dice.

For example, at level 4 if you rolled a 1, 3, and 6 on the 3d6 you would bring forth an undead bandit, warhorse skeleton, and undead veteran.

- 2nd level – roll 2d4
- 3rd level – roll 2d6
- 4th level – roll 3d6
- 5th level – roll 3d8
- 6th level – roll 4d8
- 7th level – roll 4d10
- 8th level – roll 5d10
- 9th level – roll 5d12

### UNCONTROLLABLE UNDEAD

Die Roll	Creature
1	Undead Bandit (CR 1/8)
2	Skeleton (CR 1/4)
3	Warhorse Skeleton (CR 1/2)
4	Ghoul (CR 1)
5	Ogre Zombie (CR 2)
6	Undead Veteran (CR 3)
7	Undead Ettin (CR 4)
8	Undead Gladiator (CR 5)
9	Undead Cyclops (CR 6)
10	Undead Stone Giant (CR 7)
11	Undead Frost Giant (CR 8)
12	Undead Fire Giant (CR 9)

## LEVEL 2 SPELLS

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### CHEST BURST

*2nd-level necromancy*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, M (a ghoulish tooth)

**Duration:** Concentration, up to 1 minute

You target a creature within range that you can see and force them to make a Constitution saving throw. On a success the spell ends, but on a failure the target takes 2d8 necrotic damage as you begin constructing a ghoulish form from their insides. The target makes another Constitution saving throw at the end of their turns taking 2d8 necrotic damage on a failure, half on a success. Once the target has failed three saving throws or died, a ghoulish form bursts from its chest dealing an additional 2d8 slashing damage to the target if it is still alive.

The ghoulish form is an ally to you and your companions. In combat, the ghoulish form shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

The creature disappears when it drops to 0 hit points or when the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, increase the number of ghoulish forms by 1 for each spell slot spent above level 2.

### DARKNESS

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (bat fur and a drop of pitch or piece of coal)

**Duration:** Concentration, up to 10 minutes

Magical darkness spreads from a point you choose within range to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness.

If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, choose an additional effect from the options below for each slot spent.

**Inky Tendrils.** The radius of the spell can increase or decrease by 5ft for each additional spell slot of 3rd level or higher.

**Lingering Gloom.** Increase the duration by 1 hour.

**Midnight Speed.** Your speed increases by 10ft while in the spell's area of effect.

**Monstrous Shadows.** Creatures not in the darkness, see monstrous forms moving within the spell's area. Any creature that attempts to move into the darkness must succeed on a Wisdom saving throw or become frightened and unable to move into the spell's area. The creature can make a Wisdom saving throw at the end of their turn ending the effect on a success.

### FROST BEAM

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** Self (90-foot line)

**Components:** V, S, M (a small crystal cylinder)

**Duration:** Concentration, up to 1 minute

A beam of frigid water 5 feet wide and 100 feet long, stopping early if it collides with a solid surface or creature, blasts from you in a direction you choose for the spell's duration. If a creature is hit by the beam, it must make a Constitution saving throw or take 1d12 cold damage once per turn.

While concentrating on this spell you have a movement speed of 0 as an icy support structure anchors your feet to the ground.

Each round you maintain concentration on this spell, the damage of this spell increases by 1d12. On each of your turns for the duration, you can use your action to force the creature to roll another Constitution saving throw dealing the cold damage on a failure.

When a creature is hit by the beam, it must spend 2 feet of movement for every 1 foot it moves for the rest of its turn.

As a Bonus Action on each of your turns before the spell ends, you can change the direction in which the line blasts from you. Any creatures hit as a result of changing the direction must make the Constitution saving throw.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, choose an additional effect from the options below for each slot spent.

**Frozen Burst.** Creatures within 5 feet of a solid surface or creature being hit by the beam must also make a Constitution saving throw or take the cold damage and be slowed.

**Chilled Blood.** Creatures that fail the Constitution saving throw continue to have their movement speed affected. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the effect ends on that creature.

**Redoubled Effort.** A second frost beam can be channeled. If a target is hit with both beams, any saving throws are made with disadvantage, but the damage does not stack.

**Black Ice.** The base damage increases by 1d12 for each additional spell slot of 3rd level or higher.

## MONSTROUS TRANSFORMATION

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (

**Duration:** Concentration, up to 1 hour

Your body begins to transform taking on monstrous characteristics that last until the spell ends. Choose one of the options below.

**Head.** You grow a second head, an additional eye, or a different change of your choice which grants you advantage on Wisdom (Perception) checks and saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

**Left Arm.** Your left arm transforms into a tentacle, claw, or a different natural weapon of your choice with which you are proficient. You gain a reach of 10 feet and your unarmed strike deals 1d12 bludgeoning, piercing, or slashing damage as appropriate to your transformation.

**Right Arm.** Your right arm transforms into a tentacle, claw, or a different natural weapon of your choice with which you are proficient. You gain a reach of 10 feet and your unarmed strike deals 1d12 bludgeoning, piercing, or slashing damage as appropriate to your transformation.

**Skin.** Your skin grows scales, a thick hide, or a different change of your choice which increases your AC and Constitution saving throws by +2.

**Torso.** You grow an additional liver, form a hump on your back, or a different change of your choice that increases your hit point maximum and current hit points by 10.

**Back.** Your body begins excreting a protective mucus, you develop an autotomy, or a different change of your choice that grants you temporary Hit Points equal to your Spellcasting ability modifier plus your proficiency bonus at the start of each of your turns. When the spell ends you lose any remaining temporary Hit Points.

**Legs.** You transform into a quadruped, gain increased musculature, or a different change of your choice that increases your speed by 15 feet.

**Tail.** You grow a tail or a different change of your choice that provides advantage on Strength and Dexterity saving throws.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, choose an additional transformation. Each transformation can only be

chosen once. As you transform more of your body, you gain these additional cumulative benefits.

- If you have 2 or more transformations your hit point maximum and current hit points increase by 15.
- If you have 4 or more transformations your Constitution saving throws get a +2 bonus.
- If you have 6 or more transformations you sprout a pair of wings and gain a fly speed equal to your movement speed.
- If you have 8 or more transformations, when you take the attack action, you attack 4 times instead of once.
- If both of your arms have undergone the transformation, when you use the attack action with an unarmed strike on your turn, you can make one unarmed strike as a bonus action. They count as magic for the purpose of overcoming resistance and have a +1 bonus to the attack and damage rolls you make using these transformed limbs.

## RETURNING SHIELD

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (an equipped shield you use for the attack)

**Duration:** Instantaneous

You fling your equipped shield at a target within range. Make a ranged spell attack. On a hit, the target takes bludgeoning damage equal to 3d8 plus the AC bonus of the shield.

At the end of your turn, the shield returns in a straight line to your location. Any creatures it passes through must make a Dexterity saving throw or take bludgeoning damage equal to 3d8 plus the AC bonus of the shield.

If there is an object obstructing the path, such as a wall, the shield will stop and fall to the ground once it hits this obstruction.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, increase the damage by 1d8.

## LEVEL 3 SPELLS

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### LIFE BOLT

*3rd-level necromancy*

**Casting Time:** 1 action

**Range:** Self (100-foot line)

**Components:** V, S, M (a drop of blood and a rod of crystal, glass, or bone)

**Duration:** Instantaneous

A beam of swirling light and darkness forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature of your choice in the line must make a Dexterity saving throw, taking 4d6 necrotic damage on a failed save, or half as much damage on a successful one.

In addition, any creatures of your choice in the line regain a number of hit points equal to half the damage dealt. The healing has no effect on undead or constructs.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot above 3rd.

### PLACEBO

*3rd-level enchantment*

**Casting Time:** 1 hour

**Range:** Touch

**Components:** V, S, M (a magical looking rock)

**Duration:** 8 hours

You create a glyph on a willing creature's skin and instruct them to hold a rock for the duration of the casting of the spell. The creature can see magical energies swirling around them funneled through the glyph and into their body. Their skin glows faintly with swirling eddies of light, and they feel extraordinarily powerful. The target has advantage on attack rolls, ability checks, and saving throws.

This lasts until the spell ends or they fail an attack roll, ability check, or saving throw.

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

### REINFORCED

*3rd-level abjuration*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components:** V, S, M (an armored scale)

**Duration:** 1 minute

Choose a target within range. The target's AC and bonus to all saving throws increases by 1 immediately and at the beginning of their turn for the next minute. Their armor also counts as magical.

Once the spell ends the target's armor and saving spell bonuses revert to their original state.

### WAY OF WATER

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a vial of glacial water)

**Duration:** 1 hour

For the next hour, you can choose to pull moisture from the environment around you and create a pathway. This 5 foot wide pathway forms under your feet at the same pace as your walking speed and lasts for 1 minute before flowing back into the environment. You can increase the width by halving the pathway creation speed for each 5 foot increase in width. Stairs will form under your feet if you attempt to gain elevation. For every 10 feet you increase in height above the ground, the path creation speed is halved as pillars of water form to support the pathway in addition to creating the pathway itself.

If you are in an exceptionally dry environment the pathway creation speed is halved. If you are in an exceptionally wet environment, the pathway speed is doubled.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, your speed increases by 10 feet for each slot above 3rd level.

## LEVEL 4 SPELLS

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### ILLUSORY COPY

*4th-level illusion*

**Casting Time:** 1 action

**Range:** Self

**Components:** S

**Duration:** 1 minute

You step through the shadows and attack a creature within 30 feet of you with a melee weapon or a cantrip, leaving an illusory copy of yourself there as you turn invisible and teleport back to where you started. This invisibility lasts for the duration, but ends if you attack or cast a spell.

The illusory copy mirrors your ability scores, armor class, and other class features, though it only has half your maximum hit points. It shares your initiative count, but it takes its turn immediately after yours. It is only able to take the Dodge action, does not move or speak, nor will it use reactions. You do not maintain any amount of control over the copy. The illusory copy disappears when it drops to 0 hit points or when the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, you leave behind one additional illusory copy.

### RIP LIFE

*4th-level necromancy*

**Casting Time:** 1 action

**Range:** Self (15-foot radius)

**Components:** V, S, M (a small animal skull which you crush as you cast the spell)

**Duration:** Instantaneous

When you cast this spell, you sprout shadowy tentacles out of your back which attempt to rip the life force from each hostile living creature within range. Each creature must make a Constitution saving throw, taking 8d4 necrotic damage on a failure, or half as much damage on a success. You regain hit points equal to half the damage dealt up to your hit point maximum as the tentacles retract into your back.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the damage increases by 2d4 for each slot level above 4th.

### SHOCKWAVE

*4th-level evocation*

**Casting Time:** 1 action

**Range:** Self (20 foot radius)

**Components:** S

**Duration:** Instantaneous

You clap your hands together and send out a shockwave centered on yourself. Each creature within

20 feet of you must make a Constitution saving throw.

On a failed save, a creature takes 3d12 thunder damage and is pushed 20 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 20 feet away from you by the spell's effect, and the spell emits a thunderous boom audible up to 1 mile.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d12 for each slot level above 4th and the targets are pushed an additional 5 feet.

### SPECTRAL BINDINGS

*4th-level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a horseshoe)

**Duration:** Instantaneous

You conjure a large spectral warhorse within range. Manacles attached with chains to the warhorse snake towards two targets of your choosing within 10 feet of the warhorse. Make a melee spell attack against each target. On a hit, the target becomes grappled and is dragged up to 30 feet as the warhorse charges in a direction of your choosing. Each target takes 1d4 slashing damage for each 10 feet they are dragged. The warhorse must stay on the ground for the duration of its movement, but isn't affected by difficult terrain, environmental hazards, or other similar impediments. The manacles and warhorse disappear after the warhorse has finished moving.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the size of the warhorse increases, an additional manacle is available for an additional target, and the warhorse can move an additional 10 feet.

## LEVEL 5 SPELLS

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### EARTHEN SHIELDS

*5th-level abjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** 1 hour

Choose up to six creatures in range. A mass of earth augmented by force magic rises up from the ground creating a protective shield for each target.

The shield provides the target with 25 temporary hit points, a +2 to AC, and advantage on Dexterity saving throws.

When the temporary hit points drop to 0 the shield collapses back into earth and no longer provides any bonuses to the target.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the temporary hit points increase by 5 per spell slot above 6th level.

### ONSLAUGHT

*5th-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a vial containing your own blood)

**Duration:** 1 round

Your hands become a blur as they rapidly unleash attacks at improbable speed. Until the beginning of your next turn, you can use a reaction an unlimited number of times to fire a piece of ammunition or throw a weapon at any creature that starts or moves into that weapon's normal range that you can see. Each creature can only be attacked once by this spell.

When the spell ends at the beginning of your next turn, you are incapacitated for 1 round as a wave of lethargy sweeps over you.

### TWIN AVALANCHE

*5th-level conjuration*

**Casting Time:** 1 action

**Range:** 100 feet

**Components:** V, S

**Duration:** Instantaneous

Choose a 45 foot cube within range. Two giant waves of snow fall from opposite directions shoving targets together in the middle and knocking them prone. The snow remains, making the area difficult terrain. If two or more creatures collide, they must both make a Dexterity saving throw. If both creatures fail, they take 10d6 bludgeoning damage, if one creature succeeds they take 5d6 bludgeoning damage, and if both creatures succeed they do not take any damage.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, increase the size of the cube by 10 feet per spell slot above 6th level.

## LEVEL 6 SPELLS

### CONJURE VEHICLE

6th-level conjuration

**Casting Time:** 10 minutes

**Range:** 60 feet

**Components:** V, S, M (a schematic of the vehicle)

**Duration:** 8 hours

You summon one of the following vehicles to an unoccupied space within range. The vehicle has the layout of the schematic used in the casting of the spell, though it can't exceed 40 feet in any dimension. You decide the visual appearance of the vehicle. You are intimately familiar with your vehicle design and are considered proficient with this vehicle and add double your proficiency bonus to ability checks related to driving the vehicle. While in the vehicle, you can make any spell you cast that targets only you also target the vehicle.

**Air Vehicle.** A dirigible, airship, or other air vehicle of your design comes forth and has the statistics defined in the Vehicle stat block, reverting to Air only options where applicable.

**Land Vehicle.** Armored steam wagon, caravan, or other land vehicle of your design comes forth and has the statistics defined in the Vehicle stat block, reverting to Land only options where applicable.

**Water Vehicle.** Warship, submarine, or other water vehicle of your design comes forth and has the statistics defined in the Vehicle stat block, reverting to Water only options where applicable.

In combat, the vehicle shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). The vehicle can move up to its movement speed on its turn. The vehicle is unable to dash or take any other actions.

If the vehicle drops to 0 hit points or you dismiss it with an action, it vanishes leaving behind no physical form. If you cast this spell again while a vehicle is already summoned, the first vehicle disappears.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, choose one option for each slot used per spell slot above 7th level.

**Advanced Propulsion.** Your vehicle can either increase its current speed by 10 feet or gain an additional movement type with a speed of 10 feet.

**Harpoon Gun.** A giant harpoon gun is attached to the vehicle. As a bonus action, you can choose to fire the vehicle's harpoon. Make a ranged spell attack against a target within range 120/480 ft. On a hit, the target takes 2d10 piercing damage and the target is grappled. Until the grapple ends, the target's speed is halved, and it can't move farther away from the vehicle. If the grappled target is huge or larger the vehicle's speed is halved. If this option is taken more than once, each additional spell slot creates an

additional harpoon gun. All of them can be fired with the same bonus action at one or more targets. Once a target is grappled, the harpoon gun can't grapple another target.

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

### VEHICLE

*Gargantuan vehicle*

**Armor Class** 15

**Hit Points** 100

**Speed** 40 ft. (Land only); fly 60 ft. (Air only); swim 20 ft. (Water only)

**Capacity** 1000 lb. (Air); 2000 lb. (Land); 6000 lb. (Water)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	4 (-3)	20 (+5)	0	0	0

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

**Evasion (Air only).** When the Air Vehicle is subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

**Iron Plating (Land only).** Increase the Land Vehicle's AC by 4.

**Oceanic Fortitude (Water only).** If damage reduces the Water Vehicle to 0 hit points, you can make a constitution saving throw using the vehicle's constitution, with a DC of 5+ the damage taken, unless the damage is fire damage. On a success, the vehicle drops to 1 hit point instead.

### SHADOW BURN

6th-level illusion

**Casting Time:** 1 action

**Range:** Self (120-foot cone)

**Components:** V, S, M (dust from the plane of shadows)

**Duration:** Instantaneous

Swirls of darkness coalesce into a shadowy fire that erupts from your mouth. Each creature in a 120-foot cone must make an Intelligence saving throw. A creature takes 1d8 psychic damage on a failed save.

Any creature that failed the save takes an additional 1d8 psychic damage at the start of their turn as they continue to burn. At the end of each creature's turn they may make another Intelligence saving throw ending the effect for them on a successful save.

A creature killed while under the effect of this spell becomes a shadow and spends its turns pursuing and attacking the nearest non shadow creature to the best of its ability until dropping to 0 hit points.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, range of the spell increases by 10ft per spell slot above 7th level.

## LEVEL 7 SPELLS

### ASTROLOGICAL ALERTNESS

*7th-level divination*

**Casting Time:** 10 minutes

**Range:** 60 feet

**Target:** Up to twelve creatures of your choice that you can see within range

**Components:** V, S, M (a thread of fateweaver spider silk)

**Duration:** 8 hours

Choose up to 12 creatures that you can see within range. For the duration, the targets can't be surprised, and have a +10 to their initiative.

### BONE ARMOR

*7th-level necromancy*

**Casting Time:** 1 reaction, which you take when you are going to take damage

**Range:** Self

**Components:** V, M (a shard of bone)

**Duration:** 1 minute

For the duration, an exoskeleton of bone encases your body and provides 50 temporary hit points, including against the triggering attack. In addition, your strength increases by 8, your dexterity decreases by 4, and your size becomes Large. While the temporary hit points remain, you gain a bonus fist attack. As a bonus action, make a melee attack with which you are proficient against a target within 10 feet of you. On a hit, the target takes 2d12 + your Strength modifier bludgeoning damage.

The temporary hit points of this spell increase by 10 for each corpse within 60 feet of you as you rip the bones from their bodies to augment your armor.

This spell lasts until the duration expires or you run out of temporary hit points.

**At Higher Levels.** When you cast this spell using a spell slot of 8th level or higher, increase the temporary hit points by 10 hit points per spell slot and increase the strength gain by 2 per spell slot.

### MANTLE OF POWER

*7th-level enchantment*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** 8 hours

Choose up to six creatures you can see within range. Roll 3d4 and provide the following benefits to the creatures for the duration. If more than one die shows the same number, increase the effect by the amount indicated in the column corresponding to the number of dice with the same value.

**At Higher Levels.** When you cast this spell using a spell slot of 8th level or higher, the number of dice increases by 1d4 for each slot level above 7th.

### MANTLE OF POWER

d4	1 dice	2 dice	3 dice	4 dice	5 dice
1	Whenever the target makes an attack roll or a saving throw before the spell ends, the target can roll 1d6 and add the number rolled to the attack roll or saving throw.	d8	d10	d12	d20
2	Until the spell ends, the creature is immune to being Frightened and gains temporary Hit Points equal to 1d6 at the start of each of its turns.	d8	d10	d12	d20
3	Until the spell ends, the target deals an extra 1d6 radiant or necrotic damage (your choice) to their target whenever they hit it with an attack. In addition, the target can't be charmed for the duration.	d8	d10	d12	d20
4	Until the spell ends, anytime that a target deals damage to a creature, that creature must subtract 1d6 from its next attack roll or saving throw.	d8	d10	d12	d20

## LEVEL 8 SPELLS

### ASPECT OF THE DEMON

8th-level necromancy

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S, M (a pinch of sulfur and a vial of your blood)

**Duration:** Concentration, up to 1 minute

By tapping into your extensive demonology, this spell draws out the inherent order of life and mixes it with the raw power of the Abyss. This spell increases your size to large and modifies your statistics as defined in the Aspect of the Demon statblock.

You assume the hit points and Hit Dice of the new form. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

You retain the benefit of any features from your class, race, or other source and can use them, provided that your new form is physically capable of doing so.

### CANDACE'S CLARITY

8th-level divination

**Casting Time:** 1 minute

**Range:** 30 feet

**Components:** V, S, M (a crystal worth at least 500gp)

**Duration:** 10 days

To cast the spell you go into a trance and ask a single question. After one minute of searching through time and space you know the closest location where the answer to your question can be found. You can pinpoint this location within 5 feet for the next 10 days, even if it moves such as if it is a person or a book being carried around, and you have a +10 to any checks needed to uncover the answer. If a different location becomes closer to you, you'll switch to the closest location. If you ask another question before the 10 days have passed, you lose knowledge of the location of your previous answer.

**At Higher Levels.** When you cast this spell using a spell slot of 9th level, the duration changes to 1 year.

### ASPECT OF THE DEMON

Large fiend (demon)

**Armor Class** 17 (natural armor)

**Hit Points** 157 (15d10+75)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	21 (+5)	19 (+4)	17 (+3)	16 (+3)

**Saving Throws** Str +9, Con +9, Wis +7, Cha +7

**Damage Resistances** cold, fire lightning, bludgeoning, piercing, and slashing from non-magical weapons

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** truesight 120 ft., passive Perception 13

**Languages** Abyssal, Common

**Magic Resistance.** The demon aspect has advantage on saving throws and other magical effects.

### STAT BLOCK HEADING

**Multiattack.** The demon aspect can make four attacks: two with its pincers and two with its fists.

**Pincer.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). The demon aspect has two pincers, each of which can grapple only one target.

**Fist.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) bludgeoning damage.

**Apocalypse.** (Recharge 5-6) (causes 1 level of exhaustion per use): *Self (30-foot radius)* You cause demonic symbols to appear beneath the feet of every creature you choose within range. Each creature must make your spellcasting DC Dexterity saving throw or take 3d8 fire damage and become stunned until the end of its next turn. A creature takes half damage and is not stunned on a successful save. Creatures gain no benefit from cover for this save.

## LEVEL 9 SPELLS

### SHADOW RIFT

9th-level conjuration

**Casting Time:** 1 action

**Range:** Self (30 feet)

**Components:** V, S

**Duration:** Concentration, up to 10 minutes

As an action, you can cause your shadow to pulsate with power tearing open a rift to the plane of shadows at your location, unleashing a horde of shadowy monsters that attempt to drag every creature besides you through the opening. Each creature, other than you, within 30 feet must succeed on a strength saving throw, or be dragged to the edge of the rift. They must then make a second saving throw, getting dragged through the rift to the plane of shadows on a failure. This rift closes at the end of your turn leaving behind 3d4 shadows that are friendly to you in the closest unoccupied spaces. The shadows dissipate into mist when they drop to 0 hit points or dawn arrives. The shadows share your initiative count, but take their turn immediately after yours. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to the shadows, they take the Dodge action and will use their move to avoid danger.

While the rift is open, any light sources within 1,000 feet illuminate half the distance they normally would, and heat sources no longer emit any heat.

### SUMMON UNDEAD HORDES

9th-level necromancy

**Casting Time:** 1 action

**Range:** 1 mile

**Components:** V, S

**Duration:** Concentration, up to 1 hour

You call forth undead warriors to do your bidding. Choose five 20-foot cubes within range. A swarm of skeletons crawls out of the earth in each of those spaces. A swarm of skeletons disappears when it drops to 0 Hit Points or after 1 hour.

The swarms of skeletons are friendly to you and your companions while you maintain concentration. In combat, the creatures share your initiative count, but take their turns immediately after yours. They obey your verbal commands (no action required by you). If you don't issue any, they take the Dodge action and use their move to avoid danger.

If your Concentration is broken, the swarms of skeletons don't disappear. Instead, you lose control of the swarms, and they spend their turns pursuing and attacking the nearest living creatures to the best of their abilities.

#### SWARM OF SKELETONS

*Gargantuan swarm of medium undead*

**Armor Class** 13 (natural armor)

**Hit Points** 125 (10d20+20)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+5)	20 (+5)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** understands all languages it spoke in life but can't speak

**Challenge** 5 (1,800 XP)

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through an opening as narrow as 5 feet wide. The swarm can't regain hit points or gain temporary hit points.

#### ACTIONS

**Swarm of Longswords.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 45 (10d8) slashing damage, or 22 (5d10) slashing damage if the swarm has half its hit points or fewer.

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