

Degrade

May 17, 2023



3rd Level Evocation

Casting Time: 1 action

Range: 5 ft.

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

Duration: Instantaneous

Attack/Save: Special

You use [Oblivion](#) energy to permanently degrade the structural integrity of a single non-magical item up to 50 lb or 50 lb of a larger item. The item turns black for a moment then suddenly feels lighter if carried. The target item must succeed in a save against the material Armor Class or reduce its hit points by half and the material Armor Class by 2. If that object only had 1 hit point or the AC drops below 1, the item crumbles. If the target is armor, the spell reduces the AC benefit of the armor by 2. If the target is a weapon or shield, the item becomes fragile and must save against its material's Armor Class when struck, noting the reduced AC. If the item succeeds in its save, damage is halved. The [Mending](#) cantrip can undo the effect of this spell.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional item or 30 additional lb. of the same item for each slot level above 3rd.

Cover of Darkness

May 17, 2023



4th level Evocation

Casting Time: 1 Action

Range: Self

Components: V, S, M (An obsidian effigy of the caster valued at 50 GP)

Duration: Concentration, up to 1 Minute

Waves of darkness enclose your body until the spell ends, causing you to become heavily obscured to others. The shadows turn dim light within 10 feet of you into darkness, and bright light in the same area to dim light.

Until the spell ends, you have resistance to radiant damage and immunity to psychic damage. In addition, whenever a creature within 10 feet of you hits you with an attack, the darkness consumes the attacker, dealing it 2d8 force damage.

Nullified Senses

May 17, 2023



1st Level Evocation

Casting Time: 1 Action

Range: 30 ft

Components: V

Duration: 1 minute

Attack/Save: DEX

You create a small field of darkness over the target's eyes or silence over their ears, that blinds or deafens them (your choice) for the duration. Choose one creature that you can see within range. The target must make a Dexterity saving throw. If it fails, the target is either blinded or deafened. At the end of each of their turns, the target can make a Dexterity saving throw. On a success, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Dark Shape

May 17, 2023



Illusion cantrip

Casting Time: 1 action

Range: 30 ft

Components: S, M (a pinch of powdered obsidian)

Duration: 1 minute

You summon a small amount of stationary [Oblivion](#) that obliterates light to the degree you choose in one location up to 10 cubic feet. The shape can be porous to create a fog or shadow effect, or completely dark and in any shape you wish. While the entire shape must fill 10 cubic feet, the shape need not be contiguous and as such can form multiple small shapes, words, etc.

Acid Arrow

May 17, 2023



A shimmering green arrow streaks toward a target within range and bursts in a spray of acid. Make a ranged spell attack against the target. On a hit, the target takes 4d4 acid damage immediately and 2d4 acid damage at the end of its next turn. On a miss, the arrow splashes the target with acid for half as much of the initial damage and no damage at the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage (both initial and later) increases by 1d4 for each slot level above 2nd.

Acid Splash

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You hurl a bubble of acid. Choose one creature you can see within range, or choose two creatures you can see within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage.

This spell's damage increases by 1d6 when you reach 5th level

(2d6), 11th level (3d6), and 17th level (4d6).

Aid

May 17, 2023



Your spell bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, a target's hit points increase by an additional 5 for each slot level above 2nd.

Alarm

May 17, 2023



You set an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the spell ends, an alarm alerts you whenever a Tiny or larger creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible.

A mental alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping.

An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet.

Alter Self

May 17, 2023



You assume a different form. When you cast the spell, choose one of the following options, the effects of which last for the

duration of the spell. While the spell lasts, you can end one option as an action to gain the benefits of a different one.

Aquatic Adaptation. You adapt your body to an aquatic environment, sprouting gills and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed.

Change Appearance. You transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this spell to become quadrupedal, for instance. At any time for the duration of the spell, you can use your action to change your appearance in this way again.

Natural Weapons. You grow claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose, and you are proficient with your unarmed strikes. Finally, the natural weapon is magic and you have a +1 bonus to the attack and damage rolls you make using it.

Animal Friendship

May 17, 2023



This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spells ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional beast t level above 1st.