

Wind Wall

March 6, 2023



A wall of strong wind rises from the ground at a point you choose within range. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Strength saving throw. A creature takes 3d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and automatically miss. (Boulders hurled by giants or siege engines, and similar projectiles, are unaffected.) Creatures in gaseous form can't pass through it.

Cure Wounds

March 6, 2023



1st-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

Zaganna's Lightvision

March 6, 2023

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of coal dust)

Duration: 4 hours

You touch a willing creature with [Photosensitivity](#) or Sunlight Sensitivity to grant it the ability to see in direct sunlight without penalty for the duration.

Vitality Exchange

March 6, 2023

2nd-level necromancy

Casting Time: 1 action

Range: 30 ft.

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

Duration: Instantaneous

You can transfer the life force of those within a 10-foot-radius sphere centered on a creature of your choice within range. Each creature of your choice in that area must make a Constitution saving throw, taking 2d6 necrotic damage on a failed save, or half as much damage on a successful one. You also must make a Constitution saving throw, taking 1d6 necrotic damage on a failed save, or half as much damage on a successful one and a creature of your choice within range regains hit points equal to the amount of necrotic damage dealt.

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

level above 2nd.

Momo's Rainbow

March 6, 2023

1st-level enchantment

Casting Time: 1 action

Range: 20 ft

Components: V, S, M (a tuft of fur from a hamster or other soft creature)

Duration: 1 minute

A swirling array of colorful lights and a gentle purring sound emanate from your hands toward a willing creature within range, calming it for the duration. Amplified Emotions, [Traumatic Flashbacks](#), and Baseless Emotions reduce by 2 IEs. The target is immune to being frightened and has advantage on saving throws against psychic damage.

A'elea's Clarifying Familiar

March 6, 2023

1st-level conjuration (ritual)

Casting Time: 1 hour

Range: 10 feet

Components: V, S, M (A 10 gp crystal lens that is consumed in the casting)

Duration: Instantaneous

You gain the service of a mechanical familiar, a spirit that takes an animal form you choose: [bat](#), [cat](#), [crab](#), [frog](#) (toad), [hawk](#), [lizard](#), [octopus](#), [owl](#), [poisonous snake](#), fish ([quipper](#)), [rat](#), [raven](#), [sea horse](#), [spider](#), or [weasel](#). Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a construct instead of a beast and appears to be made of clear glass.

Additional animal form choices may be available at the GM's discretion.

Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. This familiar can only make defensive actions to protect or free itself.

When the familiar drops to 0 hit points, it disappears, leaving behind a pile of crystal powder. It reappears after you cast this spell again.

While your familiar is within 100 feet of you, you can communicate with it telepathically. The familiar senses [Delusions](#) and [Personality Difference](#) and will telepathically communicate truths that it knows to you when it senses trait-related erroneous thoughts. This reduces the IE by 1.

As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons.

Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

You can't have more than one familiar at a time, including familiars gained by other spells or means. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature.

Classes: Wizard

Kosha's Delicate Touch

March 6, 2023

conjunction cantrip

Casting Time: 1 action

Range: 5 ft

Components: V

Duration: 1 minute

A pair of spectral floating limbs extend from your body up to 5 feet, complete with a set of dexterous appendages. The limbs respond to your commands as though they were a part of your body and can perform any actions or activities you could ordinarily perform with such limbs and free hands. If one of the limbs is directly attacked or damaged, you take nonlethal psychic damage equal to the damage taken by the limb, up to 4 per attack.

Iz'zart's Swarm Limb

March 6, 2023



1st-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

You summon a swarm of fey spirits that take the form of a swarm of beasts of Challenge Rating 1 or lower shaped as an adaptive limb, responding to telepathic commands like the appendage it's replacing. This spell cannot add an extra limb beyond those typical for your ancestry.

The summoned swarm is also considered fey, and it disappears when it drops to 0 hit points or when the spell ends.

The swarm gets no actions of its own, but you can use its bite as an unarmed attack

The swarm can detach on command as a bonus action. While detached, it retains its link and can attack and follow simple commands up to 30 feet away from you. If it moves further away,

the spell ends.

Color Flesh

March 6, 2023

Illusion cantrip

Casting time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You change the color of one Medium-sized creature or a portion of it to the color of your choice for 1 hour. This spell can be removed through [dispel magic](#) or a similar spell that removes enchantments. If applied to the lenses of the eye, it will tint the vision of everything you see for the duration but will not occlude them.

Ramp

March 6, 2023



1st-level conjuration (ritual)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a wood or stone wedge)

Duration: 10 minutes

This spell creates a plane of force, 6 feet wide, 1 inch thick, and up to 30 feet long, that connects 2 solid objects through an unoccupied space of your choice that you can perceive within range. The plane remains for the duration and can hold up to 500 pounds. If more weight is placed on it, if you move more than 30 feet away from it, or if one of the connected objects moves beyond the length of the plane, the spell ends, and everything on the plane falls to the ground.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the plane length increases by 20 feet for each slot level above 1st.