

Create Undead

March 6, 2023



You can cast this spell only at night. Choose up to three corpses of Medium or Small humanoids within range. Each corpse becomes a ghoul under your control. (The GM has game statistics for these creatures.)

As a bonus action on each of your turns, you can mentally command any creature you animated with this spell if the creature is within 120 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you have given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature before the current 24-hour period ends. This use of the spell reasserts your control over up to three creatures you have animated with this spell, rather than animating new ones.

At Higher Levels. When you cast this spell using a 7th-level

spell slot, you can animate or reassert control over four ghouls. When you cast this spell using an 8th-level spell slot, you can animate or reassert control over five ghouls or two ghouls or wights. When you cast this spell using a 9th-level spell slot, you can animate or reassert control over six ghouls, three ghouls or wights, or two mummies.

Darkness

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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.

Demiplane

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You create a shadowy door on a flat solid surface that you can see within range. The door is large enough to allow Medium creatures to pass through unhindered. When opened, the door leads to a demiplane that appears to be an empty room 30 feet in each dimension, made of wood or stone. When the spell ends, the door disappears, and any creatures or objects inside the demiplane remain trapped there, as the door also disappears from the other side.

Each time you cast this spell, you can create a new demiplane, or have the shadowy door connect to a demiplane you created with a previous casting of this spell. Additionally, if you know the nature and contents of a demiplane created by a casting of this spell by another creature, you can have the shadowy door connect to its demiplane instead.

Dimension Door

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You teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as “200 feet straight downward” or “upward to the northwest at a 45-degree angle, 300 feet.”

You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell.

If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 4d6 force damage, and the spell fails to teleport you.

Dispel Magic

March 6, 2023



Choose one creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

Dominate Monster

March 6, 2023



You attempt to beguile a creature that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the creature is charmed, you have a telepathic link with

it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as “Attack that creature,” “Run over there,” or “Fetch that object.” If the creature completes the order and doesn’t receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn’t do anything that you don’t allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

At Higher Levels. When you cast this spell with a 9th-level spell slot, the duration is concentration, up to 8 hours.

Dream

March 6, 2023



This spell shapes a creature's dreams. Choose a creature known to you as the target of this spell. The target must be on the same plane of existence as you. Creatures that don't sleep, such as elves, can't be contacted by this spell. You, or a willing creature you touch, enters a trance state, acting as a messenger. While in the trance, the messenger is aware of his or her surroundings, but can't take actions or move.

If the target is asleep, the messenger appears in the target's dreams and can converse with the target as long as it remains asleep, through the duration of the spell. The messenger can also shape the environment of the dream, creating landscapes, objects, and other images. The messenger can emerge from the trance at any time, ending the effect of the spell early. The target recalls the dream perfectly upon waking. If the target is awake when you cast the spell, the messenger knows it, and can either end the trance (and the spell) or wait for the target to fall asleep, at which point the messenger appears in the target's dreams.

You can make the messenger appear monstrous and terrifying to the target. If you do, the messenger can deliver a message of no more than ten words and then the target must make a Wisdom saving throw. On a failed save, echoes of the phantasmal monstrosity spawn a nightmare that lasts the duration of the target's sleep and prevents the target from gaining any benefit from that rest. In addition, when the target wakes up, it takes 3d6 psychic damage.

If you have a body part, lock of hair, clipping from a nail, or

similar portion of the target's body, the target makes its saving throw with disadvantage.

Eldritch Blast

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A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage.

The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

Enthral

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You weave a distracting string of words, causing creatures of your choice that you can see within range and that can hear you to make a Wisdom saving throw. Any creature that can't be charmed succeeds on this saving throw automatically, and if you or your companions are fighting a creature, it has advantage on the save. On a failed save, the target has disadvantage on Wisdom (Perception) checks made to perceive any creature other than you until the spell ends or until the target can no longer hear you. The spell ends if you are incapacitated or can no longer speak.

Etherealness

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You step into the border regions of the Ethereal Plane, in the area where it overlaps with your current plane. You remain in the Border Ethereal for the duration or until you use your action to dismiss the spell. During this time, you can move in

any direction. If you move up or down, every foot of movement costs an extra foot. You can see and hear the plane you originated from, but everything there looks gray, and you can't see anything more than 60 feet away.

While on the Ethereal Plane, you can only affect and be affected by other creatures on that plane. Creatures that aren't on the Ethereal Plane can't perceive you and can't interact with you, unless a special ability or magic has given them the ability to do so.

You ignore all objects and effects that aren't on the Ethereal Plane, allowing you to move through objects you perceive on the plane you originated from.

When the spell ends, you immediately return to the plane you originated from in the spot you currently occupy. If you occupy the same spot as a solid object or creature when this happens, you are immediately shunted to the nearest unoccupied space that you can occupy and take force damage equal to twice the number of feet you are moved.

This spell has no effect if you cast it while you are on the Ethereal Plane or a plane that doesn't border it, such as one of the Outer Planes.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, you can target up to three willing creatures (including you) for each slot level above 7th. The creatures must be within 10 feet of you when you cast the spell.