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

May 17, 2023

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).

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

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Animate Objects

May 17, 2023

Objects come to life at your command. Choose up to ten nonmagical objects within range that are not being worn or carried. Medium targets count as two objects, Large targets count as four objects, Huge targets count as eight objects. You can't animate any object larger than Huge. Each target animates and becomes a creature under your control until the spell ends or until reduced to 0 hit points.

As a bonus action, you can mentally command any creature you made with this spell if the creature is within 500 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.

Table- Animate Object Stats

Size	HP	AC	Attack	Str	Dex
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Tiny	20	18	+8 to hit, 1d4 + 4 damage	4	18
Small	25	16	+6 to hit, 1d8 + 2 damage	6	14
Medium	40	13	+5 to hit, 2d6 + 1 damage	10	12
Large	50	10	+6 to hit, 2d10 + 2 damage	14	10
Huge	80	10	+8 to hit, 2d12 + 4 damage	18	6

An animated object is a construct with AC, hit points, attacks, Strength, and Dexterity determined by its size. Its Constitution is 10 and its Intelligence and Wisdom are 3, and its Charisma is 1. Its speed is

30 feet; if the object lacks legs or other appendages it can use for locomotion, it instead has a flying speed of 30 feet and can hover. If the object is securely attached to a surface or a larger object, such as a chain bolted to a wall, its speed is 0. It has blindsight with a radius of 30 feet and is blind beyond that distance. When the animated object drops to 0 hit points, it reverts to its original object form, and any remaining damage carries over to its original object form.

If you command an object to attack, it can make a single melee attack against a creature within 5 feet of it. It makes a slam attack with an attack bonus and bludgeoning damage determined by its size. The GM might rule that a specific object inflicts slashing or piercing damage based on its form.

At Higher Levels. If you cast this spell using a spell slot of 6th level or higher, you can animate two additional objects for each slot level above 5th.

Animate Dead

May 17, 2023

This spell creates an undead servant. Choose a pile of bones or a corpse of a Medium or Small humanoid within range. Your spell imbues the target with a foul mimicry of life, raising it as an undead creature. The target becomes a [skeleton](#) if you chose bones or a [zombie](#) if you chose a corpse (the GM has the creature's game statistics).

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 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've given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over up to four

creatures you have animated with this spell, rather than animating a new one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you animate or reassert control over two additional undead creatures for each slot level above 3rd. Each of the creatures must come from a different corpse or pile of bones.