

Mysteria Unveiled: New Spells

The following spells provide additional options for spellcasting classes. Some of these spells are offered as alternatives to those unavailable in the SRD. Others are completely new.

This is Homebrew Playtest

Material

The rules presented here are in draft format, and have not been refined through extensive playtesting. These rules are also unofficial material, and don't have the benefit of a fully staffed development team. The content here is experimental, meant to expand the game to include new ideas and options. If you find this material useful, or if you have suggestions for how to improve the system, please drop an email at mysteria.unveiled@gmail.com with your feedback!

Acrimonious Scorn

Enchantment Cantrip (bard, sorcerer)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You point at a creature you can see within range that can hear you, and levy bitter accusations and unrelenting anger toward the creature, blasting it with psychic malaise. The next time the creature makes an attack roll or skill check before the beginning of your next turn, it must make a Charisma saving throw. If the saving throw fails, reduce the creature's attack roll or skill check by 1d4, and that creature's walking speed is reduced by 10 feet until the beginning of its next turn.

The attack roll or skill check reduction increases to 1d6 at 5th level, 1d8 at 11th level, and 1d10 at 17th level.

Addle

2nd-level enchantment (bard, sorcerer, warlock, wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small twig, which you break upon casting)

Duration: Concentration, up to 1 minute

You cloud the mind of one creature you can see, making it difficult for that creature to think clearly or make competent decisions. The creature must make an Intelligence saving throw or become Dazed. A dazed creature may take an action or a bonus action on their turn, but not both. Additionally a dazed creature can make only one melee or ranged attack on its turn, regardless of class features or magical enhancements. Cantrips cast by an addled creature are cast at 1st level of ability. At the end of each of its turns, the affected creature makes another Intelligence saving throw. If successful, this spell ends for that creature.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature within 30 feet of all other creatures affected for each spell slot above 3rd.

Arcane Barrier

1st-level abjuration (cleric, sorcerer, wizard)

Casting Time: 1 action

Range: Self

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

Duration: Concentration, up to 10 minutes.

An invisible cylinder of magical force surrounds the space you occupy, extending upward 10 feet. Within the protective barrier, you are considered to have half-cover against spells and magical effects, and you have resistance to force damage. The barrier moves with you, but while concentrating on the barrier, each foot of movement costs you 2 feet.

At Higher Levels. When you cast *arcane barrier* using a spell slot of 2nd level or higher, the barrier extends outward 5 feet from the space you occupy for every level of the spell slot above 1st.

Arcane Ester

1st-level evocation (artificer, wizard)

Casting Time: 1 minute

Range: Touch

Components: S, M (alchemist supplies, empty bottle, and the following materials which are consumed in the casting: caster oil, fish oil, lotus root, vinegar)

Duration: 24 hours

You can combine various material components into a liquid that remains potent for the duration. When consumed as an action, the *arcane ester* replenishes magical potency. You can administer the Arcane Ester to another creature as an action on your turn. If that creature has expended spell slots or magic points, they regain one expended 1st level spell slot or one expended magic point. A creature that ingests an Arcane Ester must finish a short rest before benefitting from another Arcane Ester.

At Higher Levels. When you concoct an Arcane Ester using a 2nd level slot or higher, the Ester restores spell slots of a

total number of levels (or a number of magic points) equal to the spell slot used in its creation. No single spell slot restored may be higher than your Proficiency bonus.

Ashamael's Blade

Evocation Cantrip (artificer, sorcerer, wizard)

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a ring made of rose gold with magical symbols inscribed on the outside, and gems of sapphire, emerald, and ruby set equidistantly along the edge)

Duration: 1 minute

You conjure a blade of magical force that springs to life in your hand, which has the appearance and cost (but not the statistics) of a one-handed weapon of your choice with a value of at least 2 sp. You are proficient in attacks you make with the blade, and your ability score modifier for the attack roll cannot be lower than +0. You inflict 1d6 in force damage on a successful attack.

When you create the blade, choose a color: the color of the blade determines what additional properties the weapon has:

- **Blue.** You add your spellcasting modifier to attack rolls you make with the blade.
- **Red.** You add your spellcasting modifier to the damage roll of the blade.
- **Green.** You can attack with the blade as a bonus action on your turn when you take the Cast a Spell action.

On your turn, you can use a Bonus Action to change the color of the blade.

At Higher Levels. The blade's base weapon damage increases to 1d8 at 5th

level, 1d10 at 11th level, and 1d12 at 17th level. At 5th level, the blade lasts for 10 minutes. At 11th level, the blade lasts for 1 hour. At 17th level, the blade lasts for 8 hours.

Ashamael's Cuirass

1st-level abjuration (artificer, sorcerer, wizard)

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a small square of steel suspended on a string)

Duration: 10 minutes

A breastplate made of magical force forms around your torso. For the duration of this spell you reduce damage you receive from attacks by 1d4. This spell ends if you receive the effect of a *protect* spell.

Synergy with other Spells. If you are also under the effect of *Ashamael's gauntlet* or *Ashamael's helm*, you reduce damage from attacks by 1d6. If you are under the effect of all three spells, the damage reduction increases to 1d8.

Ashamael's Gauntlet

Abjuration cantrip (artificer, sorcerer, wizard)

Casting Time: 1 action

Range: Self

Components: V, S, M (a silk glove with silver plating sewn onto the back)

Duration: 1 minute

You conjure a gauntlet of magical force on one of your arms. For the duration of the spell, you can use your reaction when you are attacked to increase your armor class by 1 until the beginning of your next turn. Additionally, while this spell is active you can make a Dexterity saving throw when you are targeted by the magic missile spell

to avoid the damage from all of the force darts fired at you.

Ashamael's Greaves

Abjuration cantrip (artificer, sorcerer, wizard)

Casting Time: 1 reaction, made when you are the target of a shove attempt, when you make a saving throw to avoid being moved against your will or to avoid an *entangle* spell.

Range: Self

Components: V, S, M (a silk scarf tied around your thigh)

Duration: Instantaneous

You conjure a pair of greaves and sabatons made of magical force that appear translucent over both of your legs. You add +1d6 to any ability check or saving throw you make to avoid being shoved or moved from your space against your will, or to avoid the effects of an *entangle* spell.

Ashamael's Helm

2nd-level abjuration (artificer, sorcerer, wizard)

Casting Time: 1 reaction, taken when you are affected by one of the spells listed below, or when you cast Ashmael's Cuirass on your turn.

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You can cast Ashmael's Helm when you are the target of one of the spells against which it provides protection, listed below, or on your turn when you cast Ashmael's Cuirass. When you cast this spell, a helmet of magical force encases your head, providing protection from a number of spells while the spell remains in effect.

- The following spells have no effect on you: **addle**, *blindness/deafness*, *blinding smite*, *color spray*, *command*, *crown of madness*, *detect thoughts*, **dread**, and *enthrall*.
- You have advantage on saving throws against the following spells: *antipathy/sympathy*, *compulsion*, *confusion*, **eyebite**, and **fear**.

Ashmael's Escutcheon

2nd-level abjuration (artificer, sorcerer, wizard)

Casting Time: 1 reaction, taken when you are struck by an attack roll.

Range: Self

Components: V, S, M (a bracer of white gold, set with a blue diamond and an opal)

Duration: One minute

You can cast *Ashmael's escutcheon* when you are struck by an attack roll. A shimmering, translucent field of magical force appears transfixed to your arm adorned with the bracer that is used as the material component of this spell. You gain +2 to your AC and +2 to saving throws against spells and magical effects until the beginning of your next turn. For the duration of the spell, you may use your reaction on your turn to gain these bonuses again. The spell ends and the shield shatters if a creature scores a critical hit against you.

Atoning Exudation

2nd-level abjuration (artificer, wizard)

Casting Time: 1 minute

Range: Self (20 foot radius)

Components: S, M (alchemist supplies, ferula resin, frankincense, ground onyx stone, rock-rose extract, flint and tinder or other source of fire)

Duration: 24 hours

Using alchemist supplies, you combine the material components of this spell into a stick of incense that can provide protection from ailments when lit. When you burn a preparation of *atoning exudation* as an action on your turn, a thick, pungent vapor emanates from the stick of incense, lasting 10 minutes and filling a volume in a 20-foot radius cloud. The Atoning Exudation requires the use of one of your hands for the duration unless you set the incense down (in which case the effect becomes stationary in the space where you left the incense until you or another creature retrieves it). Once lit, the duration of the incense continues to expire.

While in the radius of the fumes, all creatures have advantage on saving throws made against the following conditions: blinded, diseased, paralyzed, and poisoned.

Attetik's Conspicuous Spectacle

2nd-level Illusion (wizard)

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a glass lense and a black velvet cloth)

Duration: 1 minute

You create the illusion of some unusual, yet plausible disturbance within an area no larger than a 20-foot cube. This may be a creature, object, or other visual phenomenon that includes audible, olfactory, and even some tactile effects (such as warmth from a fire, vibrations in the floor, or mist from a downpour of rain). The illusion appears in the spot you choose, which must be one you can see within range. The image persists for the duration of the spell and appears to be quite real.

You decide what form the Conspicuous Spectacle takes: a wild animal careening

down the hallway of a castle, the doors of the local tavern bursting into flames, or a boisterous customer walking up to a merchant's storefront and eyeing one of the more expensive goods for sale are all possible vignettes that might play out through this spell.

You do not control how the illusion reacts once it is set in motion - rather the scene plays out depending on how creatures viewing it react (drawing from your thoughts and memories the way that a dream does when you sleep). The scene is always brief, loud, eye-catching, and extremely distracting. Any creature viewing the scene has disadvantage on Wisdom (perception) checks unrelated to the illusion unless they have successfully disbelieved the illusion.

Physical interaction with the illusion shows it for what it is, and physical objects pass right through the image. A creature can use its action to examine the illusion with a successful Intelligence (Investigation) check against your spell save DC. If the check succeeds, the creature can see through the illusion, and all aspects of the image become transparent and faded to that creature.

At Higher Levels. Casting this spell with a spell slot of 3rd level or higher causes the spell to last for one additional minute for each level of the spell slot spent above 2nd.

Attextik's Tactical Bombastics

4th-level Illusion (wizard)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a small, tin figurine of a toy soldier, and a hound's tooth)

Duration: Concentration, up to 10 minutes

You create the illusion of a number of medium or smaller creatures equal to your

Intelligence bonus (minimum 1) within a 20 foot cube surrounding a point you can see. These creatures look, move, sound, and act like real creatures, and are almost indistinguishable from real beings, although closer inspection will show that they all look exactly the same and lack truly distinguishing features.

While within range of the illusions, you can decide where they move. The creature's movements are realistic, but small imperfections may give the game away as the illusions do not interact with their environment. A creature can use its action to make an Intelligence (Investigation) check in order to see through the illusion. If the observer is within 10 feet of the illusion, they make this check with advantage. A successful check means that the creature understand the illusory nature of the images, and sees them as translucent, faded figures.

Any creature that has not yet seen through the illusion grants you advantage on Charisma (Intimidation) checks you make against that creature.

At Higher Levels. If you use a spell slot of 6th level or higher to cast this spell, then creatures within 10 feet of the images do not have advantage on Intelligence (Investigation) checks to see through the illusion.

Casmallion's Horrid Limb

2nd-level transmutation (sorcerer, warlock, wizard)

Casting Time: 1 action

Range: Self

Components: V, S, M (a millipede husk)

Duration: Concentration, up to 10 minutes

A fully formed arm emerges from one of your shoulder blades, tearing through any

clothing you are wearing. If you are wearing armor that would restrict this arm, the spell fails. This arm does not match your natural limbs in some way: it may have fur, strangely colored skin, long and claw-like nails, an extra finger, or some other deformity unusual to your species.

The horrid limb acts like your natural limbs and possesses your Strength and Dexterity scores, but has some measure of inherent cunning that borders on sentience. On each of your turns (including the turn the arm comes into existence), the limb has an action it can use to do one of the following: make one weapon attack using a one-handed weapon, take the Use an Object action, or handle an arcane or divine focus, component pouch, or material component for a spell.

When the spell ends, the arm crumbles to dust, leaving a red, bruise-like spot on your shoulder blade that fades when you finish a long rest.

Damnation

9th-level necromancy (cleric)

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

Souls cannot be called back to life without consent, but the power of divine edict can influence the direction of a soul's migration after death. By uttering divine condemnation upon a creature within 10 feet that you can see, and that can hear you, you predoom that creature's soul to the lower planes upon death. If the damned creature dies before atoning, its soul is denied entry to the proper afterlife, instead being cast into the abyss (if chaotic), the nine hells (if lawful), or into limbo (if neutral). You may also

choose to deny the damned creature passage from this world: the creature becomes a spectre.

While damned, a living target of this spell grants advantage to attack rolls made by celestials or fiends, and cannot benefit from the following spells: *gentle repose*, *protection from evil and good*, *raise dead*, *resurrection*, *reincarnation*, *revivify*, or *spare the dying*. A damned creature can also be turned (but not destroyed) by the *Channel Divinity* class feature as if they were an aberration, fey, fiend, or undead. They can be affected by a *protection from evil or good* spell as if they were an undead or fiend. Lastly, they cannot enter the area affected by a *hallow* spell unless invited inside.

In order to atone, the damned creature must first receive a successful *atonement ceremony* (DC 20 Religion check), then have a *remove curse* cast upon them. A *true resurrection* spell, a *wish* spell, or similar magic can also end *damnation*. A damned creature who dies inside the radius of a *hallow* spell that provides ***Extradimensional Interference*** does not transmigrate spiritually to the lower planes or limbo, or become a spectre, until the effect is dispelled, allowing time for atonement.

Dazing Smite

4th-level evocation (paladin)

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during this spell's duration, your weapon rocks the target's senses. The attack deals an extra 3d8 psychic damage and the target must make

a Constitution saving throw. On a failed save, the creature you struck has disadvantage on attack rolls and ability checks, and can't take reactions until the end of its next turn.

Delay Action

1st-level transmutation (chronomantic) (bard, sorcerer, wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small piece of lead)

Duration: Concentration, up to 1 minute

Time is warped faintly around one creature you can see. For the duration of the spell, the creature acts one place slower in the initiative order, and their Speed is reduced by 5 feet (to a minimum Speed of 5 feet).

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature within 30 feet of all other creatures affected for each spell slot above 1st. Alternatively you can cause one creature to act one places later in the initiative order per level of the slot expended, and reduce its speed by 5 feet for each level of the spell slot you expend (to a minimum of 5 feet), up to a maximum of a 3rd level slot.

Demarcation

2nd level abjuration (druid, sorcerer, warlock, wizard)

Casting Time: 1 reaction, taken when a creature you can see teleports to a space within range.

Range: Self (15 feet)

Components: V, S

Duration: Instantaneous

You cast this spell when a creature you can see teleports to a space within 15 feet of you. The teleporting creature must make an Charisma saving throw. If the saving throw fails, the creature does not teleport to the desired space. Instead it rebounds to the space it occupied at the time it teleported. The creature's speed is reduced to 0 until the beginning of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level, you inflict 2d8 Force damage on a creature you prevent from teleporting. For every level of the spell slot you use above 3rd, the damage increases by 1d8.

Devotion

1st-level evocation (cleric, paladin)

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

You say a prayer of devotion to a deity, philosophy, or cosmic force. Until the end of your next turn, you can add your Wisdom modifier in addition to a different Ability modifier when you make a skill check or saving throw using that other Ability Score. After you use your Wisdom modifier once to make a skill check or saving throw in this way, the spell ends.

Dooming Smite

2nd-level divination (paladin, warlock)

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during the spell's duration, your weapon strikes the very fate

of that creature, unravelling the threads of its destiny. You inflict an additional 1d6 psychic damage with the attack. The next attack roll made against the creature has advantage, and the chance to score a critical hit on that attack increases by 1 in 20.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage of the next attack against the creature increases by 1d6 psychic damage for every level of the spell slot above 2nd.

Dread

1st level enchantment (bard, druid, sorcerer, warlock, wizard)

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You evoke a deep sense of unease within one creature you can see that is not a construct or an undead. If the target fails a Charisma saving throw, they become frightened.

At Higher Levels. When you cast this spell using additional magic points or a spell slot of 2nd level or higher, you can target one additional creature within 30 feet of all other creatures affected for each additional magic point above 1, or each spell slot above 1st.

Elemental Ascendancy

1st level transmutation (elemental, all) (druid, sorcerer, wizard)

Casting Time: 1 reaction, taken when you are struck by an attack that deals acid, cold, fire, lightning, or thunder damage, or damage from an elemental spell.

Range: Self

Components: S

Duration: Instantaneous

You cast this spell when you receive certain types of damage, or when you are struck by a spell with the elemental tag. Reduce the number of damage dice rolled against you by half. You have advantage against saving throws you make to resist spells with the same damage type until the start of your next turn. The first time you hit a creature with a spell attack using a spell with the elemental tag on your next turn, the target takes an extra die of damage of the same size and type as the damage you reduced using Elemental Ascendancy.

At Higher Levels. When you cast this spell using additional magic points or a spell slot of 2nd level or higher, the extra damage increases by one die for each additional magic point above 1, or each spell slot above 1st.

Evil Eye

Enchantment Cantrip (bard, sorcerer, warlock)

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

You gaze into the eyes of a creature within range that can see you, pouring malice into their mind. The creature must make a Charisma saving throw or suffer 1d4 psychic damage and subtract 1d6 from the next attack roll it makes before the end of its next turn.

The damage of this spell increases to 2d4 psychic damage at 5th level, 2d6 psychic damage at 11th level, and 2d8 psychic damage at 17th level.

Excommunication

7th-level necromancy (cleric)

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a bell, a book of holy rituals, and a black candle that is consumed in the casting)

Duration: Instantaneous

By speaking a prayer of renunciation upon a creature within 10 feet that you can see, and that can hear you, you remove that creature from the sight of the divine. While excommunicated, a target of this spell cannot benefit from magical healing cast by clerics or paladins, bonuses granted by spells cast by clerics or paladins to ability checks, saving throws, or attack rolls, or from the following spells: *aid*, *death ward*, *gentle repose*, *greater restoration*, *heal*, *lesser restoration*, *protection from evil and good*, *raise dead*, *regenerate*, *resurrection*, *reincarnation*, *revivify*, *spare the dying*, or *warding bond*.

In order to atone, the excommunicated creature must first receive a successful *atonement ceremony* (DC 20 Religion check), then have a *remove curse* cast upon them. A *limited wish* spell or similar magic can also end *excommunication*.

Fading Step

3rd level conjuration (sorcerer, wizard)

Casting Time: 1 action

Range: Self (60ft)

Components: V

Duration: Concentration, up to 10 minutes

You instantly teleport to an unoccupied space you can see within 60 feet. When you arrive in the new space, you are invisible. The invisibility ends if you attack or cast a spell.

At Higher Levels. When you cast Fading Step using a spell slot of 4th level or higher, you increase the distance you teleport by 10 feet per level of the spell slot expended.

Faith

1st-level evocation (cleric, paladin)

Casting Time: 1 reaction, taken when a creature you can see fails a skill check.

Range: Self (30ft)

Components: V, M (a divine focus)

Duration: Instantaneous

When you or a creature you can see within 30 feet of you fails a skill check, you can cast Faith to replace their die roll with an 11.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you may replace the creature's skill check die roll with a number equal to 10 + the level of the spell slot you used.

Fire Lance

2nd level evocation (elemental flame) (sorcerer, wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a live fire ant, crushed in the casting)

Duration: Instantaneous

You conjure a shaft of roiling fire in the rough shape of a spear. Make a spell attack roll against a creature within range. If you succeed, the target takes 3d8 fire damage. The lance explodes into a blossom of fire upon impact, damaging any creature within 5 feet of the creature you struck, inflicting the same damage (a successful Dexterity saving throw reduces this damage by half).

At Higher Levels. When you cast this spell using additional magic points or a spell slot of 2nd level or higher, the extra damage

increases by 1d8 for each additional magic point above 2, or each spell slot above 2nd.

Firelight

Evocation cantrip (druid, sorcerer, wizard)

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (a piece of coal)

Duration: 8 hours

When you cast this spell, a soft, warm glow surrounds a point within 5 feet of you in a space you choose. The glow sheds bright light in a 10-foot radius around the point, and dim light out to an additional 10-foot radius. The light is of any color you would like, and it flickers and casts shadows as if shed by a phantom flame.

The light also sheds warmth, granting advantage on saving throws made against gaining levels of exhaustion from exposure to cold, and increasing the number of hit points regained when rolling Hit Dice at the end of a short or long rest by 1 per hit die. The spell ends when you cast it again or dismiss it as an action.

Flame of Eternity

4th-level abjuration (cleric, warlock)

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (a holy symbol)

Duration: 8 hours.

You speak a prayer of protection and your divine blessing temporarily infuses your surroundings with holy power. Pick a space within range: a shaft of light descends to fill that space, and a three-foot tall divine flame with a single, open eye appears hovering in that space roughly six feet in the air. The flame is adorned with a crown of light,

motes of colored light seeming to shimmer like gemstones upon the radiant crown.

The divine flame sheds bright light out to 30 feet, and dim light out to 60 feet. A creature hostile to you that enters the radius of dim light causes the divine flame's eye to quickly shift to gaze at it. The creature must make a Wisdom saving throw or become frightened of the divine flame. A hostile creature that enters into, or begins its turn within, the radius of bright light must make another Wisdom saving throw or suffer 1d10 radiant damage and 1d10 fire damage as the divine flame casts a searing radiance. The divine flame disappears when it has inflicted this damage three times.

Hexing Arc

1st level evocation (warlock, wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small copper rod)

Duration: Concentration, up to 1 minute

An arc of jagged lightning appears between your fingertips and a creature within range. Make a ranged spell attack against the creature you target: if your attack succeeds, you inflict 2d6 lightning damage. On each of your turns, you may use your action to automatically inflict 2d6 lightning damage to the target. When you damage a creature with a hexing arc, that creature's Speed is reduced by 10 feet. The spell ends immediately if the creature is ever out of range or behind full cover. If you take an action on your turn other than inflicting damage through the hexing arc, you must make another ranged spell attack to inflict further damage during the spell's duration. If you fail the attack roll to re-establish the hexing arc, the spell ends.

At Higher Levels. When you cast *hexing arc* using a spell slot of 2nd level or greater, the initial lightning damage increases by 2d6 per level of the spell slot above 1st, and the lightning damage you inflict on subsequent turns increases by 1d6.

Hunter's Focus

1st level transmutation (ranger)

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Until the spell ends, you do not suffer disadvantage on ranged attack rolls made while a hostile creature is within 5 feet of the space you occupy, and for the duration you ignore difficult terrain. Once before the duration ends, you can grant yourself advantage on a ranged attack roll you make during your turn. If you hit, the attack deals an additional 1d8 thunder damage.

Iron Root

1st-level transmutation (elemental earth) (druid, ranger)

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: 1 minute.

Your feet cleave to the earth through magnetic force, making you difficult to move against your will. You have advantage on Strength checks and saving throws made to resist being shoved, overbeared, or moved against your will. Any successful attempt to move you only moves you 1 foot for every 2 feet indicated by the feature, spell, or action.

Knight's Challenge

1st-level enchantment (paladin)

Casting Time: 1 bonus action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 minute

You issue a challenge to a hostile creature that can hear you and that you can see within range. The creature must make a Charisma saving throw or it accepts the challenge and meets you in combat. A creature that accepts the challenge has disadvantage on attack rolls made against any creature other than you for the duration of the effect. An affected creature who attempts to move more than 30 feet from the space you occupy must make another Charisma saving throw: on a failure the creature cannot move farther away from you and must either end its movement or move to another space within 30 feet of your position.

This spell ends if you attack a creature other than the one you challenged, if you cast a spell that targets a hostile creature other than the creature you challenged, if a creature friendly to you attacks or casts a spell on the creature you challenged, or if you end your movement more than 30 feet away from the creature you challenged.

Lancing Ray

1st level enchantment (sorcerer, wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a silver needle)

Duration: Instantaneous

A shimmering ray of silver energy darts from your outstretched hand, lancing through one creature you can see in range. Make a

ranged spell attack roll. On a hit, the creature suffers 2d6 piercing damage +1d4 necrotic damage. At the end of that creature's next turn, it must make a Constitution saving throw or suffer an additional 1d4 necrotic damage. The creature continues taking 1d4 necrotic damage at the end of each of its turns unless a 1 is rolled on the damage die, in which case the effect ends. The creature can repeat the Constitution saving throw at the end of each of its turns, and if successful, the creature stops taking necrotic damage from this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the target receives an additional 1d6 piercing damage per level of the spell slot used. Additionally, the damage die of the necrotic damage inflicted increases by one die size per level of the spell slot above 1st, up to a maximum of 1d12 with a 5th level slot.

Mute

2nd-level evocation (bard, sorcerer, wizard)

Casting Time: 1 action

Range: 30ft

Components: V, S, M (a small ball of wax)

Duration: Concentration, up to 1 minute.

One creature you can see within range loses their voice completely if they fail a Charisma saving throw. While muted, the creature cannot speak, utter sounds verbally, or cast spells with verbal components. At the end of each of the creature's turns, it can make the Charisma saving throw again, and if successful, the effect ends.

At Higher Levels. When casting this spell using a spell slot of 3rd-level or higher, you

can affect one additional creature for each level of the spell slot above 2nd.

Palsy

2nd-level necromancy (sorcerer, warlock, wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a greenwood branch, which you bend until the bark splits)

Duration: Concentration, up to 1 minute

You afflict one creature you can see with intermittent bouts of seizing limbs and loss of motor control. The creature must make an Intelligence saving throw or they are debilitated. Whenever a creature debilitated by this spell casts a spell or makes an ability check, saving throw, or attack roll, roll a d6 and consult the table below to determine what happens:

Roll	Effect
1	The creature is Incapacitated before their action takes place, and remains so until the beginning of your next turn. Any resources used on the effect are lost (spell slots, superiority dice, ki points, monstrous daily abilities, etc.).
2-4	The creature is Incapacitated as above, but no resources are spent.
5-6	The creature's action proceeds as normal.

The creature can repeat its saving throw at the end of each of its turns, but you roll the d6 to determine if the save occurs.

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

30 feet of all other creatures affected for each spell slot above 2nd.

Phosphorescent Concoction

Conjuration cantrip (artificer, wizard)

Casting Time: 1 action

Range: Self

Components: S,M (alchemist supplies, empty vial, and the following ingredients which are consumed in the casting: aqua fortis, camphor, coal tar, and firefly luciferase)

Duration: 1d10 minutes

Mixing this concoction requires an action, and once mixed, for the duration *the phosphorescent concoction* sheds an incandescent glow that is bright out to a 10 foot radius, and dim for another 10 feet. The light fades from the original concoction if you cast this cantrip again.

The phosphorescent concoction can be thrown as an attack (the concoction is considered a simple weapon). If the concoction spills on a creature or the container is broken as part of a throwing attack made against them, the creature takes 1d8 Acid damage and sheds light as above until the end of your next turn.

If you suffer damage while holding a vial of *phosphorescent concoction*, you must make a Dexterity saving throw (DC 10 or half of the damage you take, whichever is higher) to maintain your hold on the vial, or it drops and breaks.

At 5th level the concoction continues glowing for an additional round after being poured or having the container smashed. At 11th level this duration is two additional rounds, and three additional rounds at 17th level. Each additional round it glows, the

concoction deals 1d8 Acid damage to any creature it has spilled on.

Prayer

1st-level evocation (cleric, paladin)

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You say a prayer of supplication to a deity or cosmic force on behalf of one creature you can see within range (which may be yourself). Once before the spell ends, the creature gains advantage on one saving throw they make.

Primal Atavism

2nd-level transmutation (druid, ranger)

Casting Time: 1 minute

Range: Self

Components: V, S, M (a wolf pelt, or a belt made from wolf skin leather, or water from the paw track of a wolf, the last of which is consumed in the casting)

Duration: Concentration, up to one hour.

When you cast this spell, you take on the aspect of a primal beast. For the duration of the spell, you gain the following benefits:

- You have advantage on Constitution saving throws to maintain concentration.
- You gain darkvision out to 60 feet.
- You sprout fur and your skin toughens, providing you with an armor class of 12 + your Dexterity modifier.
- You grow claws from your fingertips which inflict 1d6 slashing damage, and your canine teeth become sharp, ripping fangs that inflict 1d4

piercing damage. You are proficient in these weapons, and can add your Strength or Wisdom bonus to the attack and damage rolls (your choice). These natural weapons are considered magical, and you have a +1 to your attack bonus when you attack with your claws or fangs.

- You can drop down to all fours, increasing your walking speed by 10 feet.
- Lastly, you can track by scent: as long as you have sampled a scent, you have advantage on Wisdom (perception) and Wisdom (survival) checks you make to locate the creature who produces the scent.

Protect

1st-level abjuration (cleric, wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a sapphire worth 50gp)

Duration: Concentration, up to 1 minute.

A crystalline sphere of spectral, translucent magical force surrounds a willing creature within range that you can see. When that creature suffers damage other than psychic damage, reduce the damage that creature receives by 1d6 hit points. The spell ends if a protected creature moves out of the spell's range. A *shatter* spell that damages the protected creature ends this spell for that creature.

At Higher Levels. When you cast *protect* using a spell slot of 2nd level or higher, each level of the spell slot above 1st allows you to either reduce non-psychic damage

by an additional 1d6, or extend the protection to one additional creature.

Raiju Strike

1st level transmutation (elemental lightning) (ranger)

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: One minute

Until the spell ends, opportunity attacks against you are made at disadvantage. One time before the spell's duration ends, you may add +1d6 to a weapon attack roll you make. If the attack hits, you inflict an additional 1d4 lightning damage + 1d4 thunder damage. Whether you hit or miss, after you make this attack roll, you immediately teleport to a space up to 30 feet away in a flash of brilliant light.

Rain of Glass

2nd-level conjuration (elemental earth) (sorcerer, wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small pouch of sand)

Duration: Concentration, up to 1 minute

You conjure a torrent of glass shards that rains down upon a point you choose in range as in a cylinder 10 feet in radius and 10 feet high. A creature that enters the spell's area for the first time on its turn or that ends its turn in range of the spell suffers 2d4 piercing damage and 2d4 slashing damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the spell inflicts 1d4 additional piercing damage and 1d4 additional slashing

damage per level of the spell slot above 2nd.

Rapid Strike

1st level transmutation (elemental air) (ranger)

Casting Time: 1 reaction (taken when you perform a weapon attack as a bonus action while engaged in two-weapon fighting).

Range: Self

Components: V, M (a weapon worth at least 1sp)

Duration: Instantaneous

You can cast *rapid strike* as a reaction when you make a weapon attack using a weapon you are holding in one hand as a bonus action while two-weapon fighting. You immediately make one weapon attack with a weapon you are holding in your other hand.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you gain a bonus to the attack roll you make as a reaction from this spell equal to the level of the spell slot you spent in the casting.

Reflect

3rd-level abjuration (sorcerer, wizard)

Casting Time: 1 reaction, which you use when a creature within 60 feet that you can see targets you with a spell.

Range: 60 feet

Components: V, S

Duration: Instantaneous

You attempt to deflect a spell that targets you, preventing the magic from affecting you. If a creature casts a spell of 3rd level or lower that targets you, that spell's energy is deflected away harmlessly and you are not affected. You can make an ability check using your spellcasting ability modifier + your proficiency bonus in order to direct the

spell back toward the caster of the spell. The DC is the spell save DC of the caster, or the spell's attack roll (if the spell includes one). If you succeed, the spell instead targets the original caster, who may make any saving throws required (if the spell requires an attack roll, use your spellcasting ability check as the attack roll).

If the spell you attempt to reflect is 4th level or higher, you must succeed in a spellcasting ability check as detailed above in order to deflect the attack, and the attack does not reflect back at the caster.

At Higher Levels. When you cast *reflect* using a spell slot of a level higher than 3rd, the spell you reflect automatically fails if it is of a level equal to or less than the level of the spell slot you spend, and you may attempt to reflect the spell back at the caster.

Revitalize

1st-level necromancy (bard, druid, cleric, paladin)

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a lizard's tail)

Duration: 1 minute

You touch a creature and heal it for a number of hit points equal to 1 + your spellcasting ability modifier. At the beginning of that creature's turn each round, it is healed for an additional hit point. Revitalize cannot grant hit points in excess of the creature's maximum hit points. The creature remains under the effect of the spell until the duration expires or the creature falls unconscious.

At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, the initial number of hit points healed equals your spellcasting ability modifier + the level

of the spell slot used, and on each of your turns for the duration of the spell the recipient regains a number of lost hit points equal to the level of the spell slot used.

Rushing Step

3rd-level conjuration (elemental wind) (sorcerer, wizard)

Casting Time: 1 bonus action

Range: Self (60ft)

Components: V

Duration: Instantaneous

Your image blurs, and you teleport to an unoccupied space within 60 feet. A line between the space you left and the space you appeared in erupts with a rushing torrent of wind and a sound like cicadas. Any creatures standing on the line suffer 3d6 Force damage and must make a Dexterity saving throw or fall prone.

Saint's Breath

2nd-level evocation (artificer, wizard)

Casting Time: 1 action

Range: Self (20-foot radius)

Components: S, M (alchemist tools, empty vial, and the following ingredients which are consumed in the casting:

Duration: 1 minute

When you uncork a vial of Saint's Breath, the concoction billows forth as a cloud of soothing vapor. Holding the open vial of Saint's Breath requires the use of one of your hands unless you choose to set it down (in which case the effect does not move with you). All creatures within the vapor's radius regain a number of hit points at the end of your turn equal to your Proficiency bonus.

You can temporarily halt the healing effect by re-stoppering the vial, but the duration

continues to expire once the concoction is first unsealed. If you are holding the vial of Saint's breath and suffer any damage, you must make a Dexterity saving throw (DC 10 or half of the damage you take, whichever is higher) to avoid dropping the vial and causing it to break. If the vial is shattered or the contents spilled, the effect ceases to move with you and the remaining duration is halved. This concoction has no effect on undead or constructs.

Sanguine Stimulant

Transmutation Cantrip (artificer, wizard)

Casting Time: 1 action

Range: Touch

Components: S, M (alchemist tools, empty bottle, and the following ingredients which are consumed in the casting: ginseng, guarana extract, and sage)

Duration: 1d10 rounds

When you concoct a Sanguine Stimulant, you must choose one Ability Score for it to affect. You administer the Sanguine Stimulant to one willing creature, and that target can add your Proficiency bonus to any saving throw or skill check involving that Ability score for the duration of the effect. This concoction has no effect on undead or constructs.

Sangwind

4th-level necromancy (elemental water & wind) (cleric, druid)

Casting Time: 1 action

Range: Self (60 foot-line)

Components: V, S, M (a dried leaf, crushed in the casting)

Duration: Concentration, up to 1 minute

You evoke a haunting wind that chills to the bone in a line 60 feet long by 10 feet wide in

a direction of your choosing. If a creature starts its turn in the line, it must succeed on a Constitution saving throw or suffer 3d10 necrotic damage as its blood is torn from its body and carried away in a fine mist that showers gore upon any creature or object behind them in the line of effect. Choose one of the d10's: the creature's maximum hit points are reduced by that amount until it finishes a long rest. Constructs, undead, and creatures without vital fluids are immune to the damage from this spell.

Any creature standing in the effect must use 2 feet of movement for every foot it moves toward you, and if the creature moves toward you on its turn, roll d12's for the damage of this spell if that creature starts its turn inside of the line of effect. You can change the direction of the *sangwind* on your turn as a bonus action.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the damage increases by 1d10 per level of the spell slot used above 4th.

Scorching Smite

1st-level enchantment (paladin, ranger)

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during the spell's duration, your weapon is wreathed in scorching blue flames. The attack deals +3 fire damage to the target. A target that suffers fire damage from this spell also catches fire. Until the spell ends, the creature you struck must make a Dexterity saving throw at the start of each of its turns until. On a failed saving throw, the creature takes 3 fire damage. On a successful save,

the spell ends. If the target or a creature within 5 feet of it uses an action to put out the flames, or if the flames are doused by some other means (such as the target being submerged in water), the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial extra damage dealt by the attack increases by 3 for each slot level above 1st.

Seek the Prey

1st-level divination (ranger)

Casting Time: 1 bonus action

Range: 90 feet

Components: V

Duration: Concentration, up to 1 hour

You designate a creature you can see within range as your prey. Until the spell ends, you have advantage on Wisdom checks you make to locate or detect the presence of the creature you have marked as prey. You add +1d4 to your attack rolls every time you make a weapon attack against that creature. If your prey is reduced to 0 hit points before the duration ends, you can use a bonus action on your turn to designate another creature as your prey.

At Higher Levels. When you cast *seek the prey* using a spell slot greater than 2nd level, you can concentrate on the effect for up to 8 hours. When you use a spell slot of 5th level or higher, you can concentrate on the spell for up to 24 hours.

Slander

1st-level enchantment (bard, sorcerer, warlock)

Casting Time: 1 action

Range: 60 feet

Components: V, M (a drop of poison)

Duration: Concentration, up to 1 minute

You verbally lambast one creature that can hear you within range, crushing their sense of self confidence with your brutal tirade. The creature must make a Charisma saving throw. If it fails, the creature takes 2d8 psychic damage. A creature damaged by this spell cannot add its Charisma bonus to any skill checks, attack rolls, or saving throws (including those made by other creatures) until the spell ends.

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

Singing Shard

2nd-level conjuration (elemental earth) (bard, sorcerer)

Casting Time: 1 action

Range: Self (60 feet)

Components: V, S, M (a quartz crystal worth at least 50 gold pieces)

Duration: Instantaneous

You hold a piece of quartz in front of your lips and speak an incantation, causing the crystal to resonate and project waves of sonorous force in a 60-foot cone. All creatures within the cone must make a Constitution saving throw or suffer 3d8 thunder damage and be deafened for one minute. On a successful saving throw, the creature suffers half damage and is not deafened. Deafened creatures automatically pass this saving throw.

Soothing Elixir

Evocation Cantrip (artificer, wizard)

Casting Time: 1 action

Range: Touch

Components: S, M (alchemist tools, empty bottle, and the following ingredients which

are consumed in the casting: aloe vera, honey, purified water)

Duration: Instantaneous

You administer the Elixir to one willing creature, who may immediately expend one of their Hit Dice to regain hit points. They regain hit points equal to a roll of their Hit Die plus additional hit points equal to your Proficiency modifier (in place of their Constitution modifier). If the target creature does not have any remaining Hit Dice to spend, they regain no health from the Soothing Elixir.

Elixirs created at higher levels allow for the target to expend an additional Hit Die at 5th level, two additional Hit Dice at 11th level, three additional HD at 17th level, This concoction has no effect on undead or constructs.

Stones Throw

2nd-level transmutation (elemental earth) (druid, ranger)

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (four or more stones)

Duration: 8 hours

Up to four stones you touch become magical weapons, capable of launching their own attacks. You set each of the stones in a space within range (more than one stone may occupy the same space), where they hover in mid air as if affixed by a string. If at any point during the duration, a creature other than you (or creatures you designate the spell to ignore at the time of the casting) moves within 30 feet of a space occupied by one or more magical stones, one of the stones flies at the target as if it had been thrown vigorously. The target must make a Dexterity saving throw or

suffer 1d6 points of bludgeoning damage. The stone shatters and becomes non-magical after this attack is resolved. The spell ends when all magic stones have been cast at interlopers.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create 2 more magical stones per spell slot above 2nd level..

Storm Blade

2nd-level conjuration (elemental lightning & thunder) (druid, ranger)

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a branch from a lightning scarred tree)

Duration: Concentration, up to 10 minutes.

When you cast this spell, a blade of roiling wind, dark clouds, and ominous lightning appears with a crack of thunder in your free hand. The Storm Blade is considered a simple melee weapon that you are proficient with, and sheds dim light in a 10 foot radius as lightning crackles up and down the length of the cloudy blade. The blade disappears if you release it from your hand, but as long as you maintain concentration on the spell, you may summon the blade again as a bonus action.

You can make a melee attack with the storm blade using your action. On a hit the target suffers 2d6 thunder damage and 1d6 lightning damage.

Uncrossing

2nd-level abjuration (cleric, sorcerer, wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a white candle, which is consumed in the casting)

Duration: Instantaneous

You undo any of the following spells affecting a creature instantly: *bane, enthrall, friends, hex, hideous laughter, hold person, hunter's mark, ray of enfeeblement, or suggestion*. You may remove the charmed or frightened condition instantly as well.

You may also attempt to uncross any of the following spells: *antipathy/sympathy, feeblemind, feign death, gease, hold monster, irresistible dance, or slow*. When you do so, make an ability check with your spellcasting ability, DC of 10 + the spell's level. If you succeed, the spell ends.

At Higher Levels. When you cast Uncrossing using a spell slot of a level higher than 2nd, the spell you Uncross automatically ends if it is of a level equal to or less than the level of the spell slot you spend.

Valtano's Laceration

Evocation cantrip (artificer, sorcerer, wizard)

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a flint rock with a sharpened edge)

Duration: Instantaneous

You sweep your arm in a frenzied arc, sending a sheen of magical force shooting out along that trajectory. Make a spell attack roll against one creature within 10 feet of you. If you hit, the creature takes 1d8 slashing damage. If the creature is below half of its maximum hit points, it also takes 1d4 necrotic damage.

This spell's damage increases by 1d8 slashing damage when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8). Additionally, at higher levels a creature below half of its hit points continues taking

necrotic damage when struck by this spell: at 5th level it takes an additional 1d4 damage at the beginning of your next turn after you strike it with this spell. At 11th level it takes damage for two turns after you hit. At 17th level it takes damage for three turns following a successful attack. A creature can only suffer from this extra necrotic damage once per round, even if struck by multiple attacks from this spell.

Venom of Erubis

*6th-level transmutation (elemental water)
(artificer, druid, sorcerer, wizard)*

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (The rattle of a rattlesnake, shaken during the casting)

Duration: Concentration, up to 1 minute.

You transmute a portion of one creature's blood into a deadly venom. Constructs and Undead are not affected by Venom of Erubis. The target makes a Constitution saving throw, and if the saving throw fails, the creature is poisoned. If the save succeeds, the creature is not affected.

A creature poisoned by this spell must repeat its saving throw at the end of each of its turns, and it doesn't matter if successes and failures are consecutive. If it succeeds three times, the spell ends. If it fails three times, the creature is reduced to 0 Hit Points.

The poison remains in the creature's blood stream as long as you maintain concentration, so a creature revived through healing falls to 0 Hit Points at the end of its next turn unless your concentration ends, or unless the creature is treated with a Lesser Restoration or Protection from Poison spell.

Vexing Smite

1st-level enchantment (paladin, warlock)

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you strike a creature with a melee weapon attack during this spell's duration, your attack deals an extra 3 psychic damage. Additionally, if the target is a creature, it must make a Charisma saving throw or be frightened of you until the spell ends. As an action, the creature can make a Charisma saving throw against your spell save DC to steel its resolve and end this spell.

Vital Elixir

1st level evocation (artificer, wizard)

Casting Time: 1 minute

Range: Touch

Components: S, M (alchemist tools, empty bottle, and the following ingredients which are consumed in the casting: aloe vera, honey, purified water)

Duration: 24 hours

You create an elixir that restores health and banishes wounds. The elixir retains its potency for the duration or until it's consumed. As an action, a creature can drink the elixir or administer it to another creature. The drinker regains hit points equal to 2d4 + your Proficiency Bonus. You may administer half a dose to a creature, and the other half to another creature: each creature regains 1d4 hit points.

At Higher Levels. When you cast *vital elixir* using a spell slot of 2nd level or higher, you increase the number of hit points healed by the level of the spell slot used in

the casting. If you administer a half-dose, you decide how many of these bonus hit points the recipient of each half-dose receives.

Wild Frenzy

2nd level transmutation (ranger)

Casting Time: 1 action

Range: Self

Components: V, S, M (your own blood, which you must taste in the casting)

Duration: Concentration, up to 1 minute

When you cast *wild frenzy*, you let out a primal scream after tasting your own blood. You gain a special action you can use on each of your turns. This action can be used to take any of the following actions: Attack (making only one weapon attack or unarmed strike), Dodge, or Dash (as long as you are moving closer to a hostile creature). For the duration, you do not suffer disadvantage to attack rolls when prone, and creatures within 5 feet of you do not gain advantage on attack rolls against you when you are prone.

When you make an attack with the action provided by *wild frenzy*, you add +1d6 slashing damage to the damage of the attack. You can choose to replace this attack with a grapple or shove attempt: if you do so, you add +1d6 to your Strength (Athletics) check you make to initiate a shove, or grapple. You have advantage on Constitution saving throws to maintain concentration while under the effect of *wild frenzy*.

When the spell ends, your speed is reduced to 0 and you can't take reactions until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you gain temporary hit points equal to your Constitution modifier + the level of the spell slot used in the casting.

Wings of Evening Light

2nd-level transmutation (druid, sorcerer)

Casting Time: 1 action

Range: Self

Components: V, S, M (a dried bat wing)

Duration: Concentration, up to 10 minutes

Black wings speckled with twinkling starlight unfurl from your shoulder blades and spread to a span twice your height. You gain resistance to radiant damage, and you gain a flying speed of 30 feet for the duration of this spell. If it is nighttime or underground where you are located, your flying speed increases by 10 feet. When the spell ends, you fall if you are still aloft.

Wither

5th-level transmutation (elemental water) (sorcerer, warlock, wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of salt)

Duration: Instantaneous

You gesture toward one creature within 30 feet of you that you can see. That creature must make a Constitution saving throw or suffer 6d8 necrotic damage and one level of exhaustion. A creature that succeeds in its saving throw suffers only half damage, and no exhaustion.