

1985 ARCANA SPELLS ALPHA 1.1

By Jeremiah Crofton

THIS IS PLAYTEST MATERIAL

The DnD material in this article is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your DnD campaign but not refined by full game design and editing. They aren't officially part of the game and aren't created by the Wizards of the Coast team.

This article provides new spells for classes in the PHB as well as spellcasting monsters.

SPELL LISTS

The following spell lists show which spells can be cast by characters of each class.

BARD SPELLS

1ST LEVEL

Fate Flair
Illusionary Defence
Binding Web

2ND LEVEL

Duplicate
Door Distortion
Transparency

3RD LEVEL

Plummet

4TH LEVEL

Recollective Infestation

CLERIC SPELLS

1ST LEVEL

Fate Flair

4TH LEVEL

Burial
Recollective Infestation

DRUID SPELLS

1ST LEVEL

Binding Web

2ND LEVEL

Transparency

3RD LEVEL

Rapid Plant Growth
Plummet

4TH LEVEL

Burial

PALADIN SPELLS

1ST LEVEL

Fate Flair

RANGER SPELLS

1ST LEVEL

Binding Web

2ND LEVEL

Transparency

3RD LEVEL

Rapid Plant Growth

SORCERER SPELLS

1ST LEVEL

Illusionary Defence
Binding Web

2ND LEVEL

Duplicate
Door Distortion
Transparency

3RD LEVEL

Plummet

WARLOCK SPELLS

1ST LEVEL

Binding Web

2ND LEVEL

Duplicate
Transparency

3RD LEVEL

Plummet

4TH LEVEL

Burial
Recollective Infestation

WIZARD SPELLS

1ST LEVEL

Illusionary Defence
Binding Web

2ND LEVEL

Duplicate
Door Distortion
Transparency

3RD LEVEL

Plummet

4TH LEVEL

Burial
Recollective Infestation

RAPID PLANT GROWTH

3rd-level transmutation

CASTING TIME: 1 action

RANGE: 120 ft.

COMPONENTS: V,S

DURATION: Instantaneous

You cause a patch of land within range to rapidly grow plant life. Choose one of the 4 plant options below, that chosen type then grows in the desired space.

- A 60 foot by 40 foot patch of tall grass.
- A tree that takes up a 5 foot by 5 foot square and is up to 60 feet tall.
- A wall of bushes that are 10 feet tall, 30 feet long, and 10 feet thick.
- Or five 10 foot by 10 foot patches of thick thorns.

BURIAL

4th-level transmutation

CASTING TIME: 1 action

RANGE: 60 ft.

COMPONENTS: V,S

DURATION: Concentration 1 minute

Dark black roots spring from the ground wrapping around a creature within range and pulling them underground. The target creature must make a dexterity saving throw or become buried. A buried creature is pulled below the ground surface and is considered restrained, blinded, and suffocating. At the end of the creature's turn, they may make a Strength saving throw to attempt to break free and pull themselves out.

DUPLICATE

2nd-level conjuration

CASTING TIME: 1 action

RANGE: 5 ft.

COMPONENTS: S,M (copper powder and wax)

DURATION: 8 hours

You create an exact replication of an object you can see within range. The two objects are indistinguishable from each other and the duplicate functions as if it were the original object, except for any magical properties the original object may hold. This Duplicate disappears after 8 hours or after its been dispelled.

At Higher Levels. When you cast this spell using a 4th level spell slot, the duration of the spell increases to 16 hours. When you use a spell slot of 5th level or higher, the duration of the spell increases to 24 hours.

FATE FLAIR

1st-level evocation

CASTING TIME: 1 minute

RANGE: self

COMPONENTS: V,S,M (glass powder and wine)

DURATION: 1 hour

You focus on your inner self and its connection to the body, placing a powerful holy light deep within in you. For the next hour if you were to drop to 0 hit points a blast of radiant white energy erupts from you. Knocking all creatures within 5 ft. of you, 10 ft. back, and dealing 1d10 radiant damage.

DOOR DISTORTION

2nd-level transmutation

CASTING TIME: 1 Action

RANGE: 15 ft

COMPONENTS: S,M (Small brass hinge or cabinet hardware)

DURATION: 1 hour

A silvery outline of a doorframe appears on a surface you can see within range, and a shimmery visage of a plain wooden door appears within it. Choose any number of creatures within range. All chosen creatures can pass through the door and to the other side, so long as the obstacle, you're passing through is no thicker than 2 ft. All creatures not included in the casting of the spell can see a foggy image of the door, but can't pass through it.

TRANSPARENCY

2nd-level illusion

CASTING TIME: reaction

RANGE: 20 ft

COMPONENTS: S

DURATION: instantaneous

As a reaction, you may become momentarily invisible to stop yourself from being discovered. Casting this spell causes you to become invisible for 6 seconds or until the start of your next turn.

ILLUSIONARY DEFENCE

1st-level illusion

CASTING TIME: reaction

RANGE: 5 ft.

COMPONENTS: V

DURATION: instantaneous

When a creature successfully hits you with a melee attack, your passive illusionary magic goes into effect, causing the creature to have a distinctively realistic

vision of you dealing a similar wound to it. The creature must succeed a Wisdom saving throw or take 2d6 psychic damage or half as much on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

PLUMMET

3rd-level transmutation

CASTING TIME: 1 Action

RANGE: 120 ft

COMPONENTS: V, S

DURATION: instantaneous

You cause an enormous invisible force to wrap around and pull a flying creature within range out of the air. The flying creature must make a Dexterity saving throw. On a failed save, the creature is pulled to the ground and takes 1d4 force damage for every 10 ft. it plummets. On a successful save the creature takes no damage and drops half the distance it would have fallen.

BINDING WEB

1st-level conjuration

CASTING TIME: 1 Action

RANGE: 60 ft

COMPONENTS: V, S, M (cobwebs)

DURATION: 10 minutes

You conjure a mass of thick, sticky webbing that wraps and entangles a creature of your choice within range. The creature must make a Dexterity saving throw. On a failed save, the creature is restrained in the webs until the spell ends or it breaks free.

A creature restrained by the webs can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1stground and takes 1d4 force damage for every 10 ft. it plummets. On a successful save the creature takes no damage and drops half the distance it would have fallen.

RECOLLECTIVE INFESTATION

4th-level divination

CASTING TIME: 1 minute

RANGE: 10 ft

COMPONENTS: V, S, M (Moss and Incense)

DURATION: instantaneous

You enact a ritual that connects your mind to a corpse within range. Doing so allows you to recall a memory from the disease's past life as if you were there. To cast this spell you must have a general idea of the memory you're looking for, and the corpse must be no older than 3 months. Information obtained in this way may be false or remembered incorrectly, depending on how long ago the memory first occurred.

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