Level 9 Abilities

Barbarian

Wrathful Critical

At 9th level, you infuse the most brutal of your strikes with enhanced ferocity. Whenever you get a critical hit, you may roll one additional weapon damage die when determining the damage dealt. This additional damage is not doubled by the critical hit.

Reckless Abandon

At 9th level, you can sacrifice the accuracy of your Reckless Attacks for more brutality. Whenever you choose to Reckless Attack, you may forgo the advantage on one of the attacks to deal an extra 1d8 damage with that attack. You must choose to do so before rolling to hit. When you do so, you may additionally use one of the following abilities if the attack hits:

- **Reeling Grapple** - You may immediately make a contested athletics check. If you succeed, the target is grappled. If you're wielding a two-handed weapon, or your hands are both occupied, you may choose to grapple with the weapon used in the attack, but must release the grapple as a free action to continue attacking with it.
- **Aggressive Repositioning** - You may immediately make a contested athletics check. If you succeed, the target is moved to any square within 1 square of you, and is knocked prone.

Bard

5th Mastery

At 9th level, you may add a 5th Mastery Spell to your spells known.

Cleric

5th Mastery

At 9th level, you may add and prepare one 5th Mastery Spell. Additionally, each Domain learns an additional spell that is always prepared.

Ambition	*Mindstorm*
Courage	*Greater Protective Ward*
Enlightenment	*Raise Dead*
Harmony	*Commune*
Honor	*Arcane Bulwark*
Innovation	*Telepathic Bond*
Judgement	*Expelling Smite*
Mischief	*Seeming*
Retribution	*Stormburst*
Tyranny	*Hold Monster*

Druid

Wildshape: Enhanced Transformation

At 9th level, you gain a new Wild Shape form determined by your Druid Circle. Additionally, you gain an additional use of your Wild Shape ability per short or long rest.

5th Mastery

At 9th level, you may add a 5th Mastery Spell to your spells known. Additionally, each Circle grants an additional spell that is always prepared.

Circle of Decay	*Cloudkill*
Circle of the Elements	*Conjure Elemental*
Circle of the Land	
Coast	*Stormburst*
Desert	*Phantom Barrage*
Forest	*Arbor Walk*
Grasslands	*Whirlwind Blitz*
Mountain	*Passwall*
Polar	*Cone of Cold*
Swamp	*Cloudkill*
Circle of the Spirit	Mindstorm
Circle of the Totem	*Antilife Shell*

Circle of Decay

Death Dog

This form allows you to take the shape of a canine, two-headed herald of death . You gain the following ability scores, temporary HP, SPD, and traits.

Death Dog

Medium Monstrosity

STR 4 **DEX** 3

AC 0

Temp HP 15

SPD 8 squares

Senses darkvision 120 ft

Traits	
Multiple Heads	You have advantage on Perception checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.
Magical Attacks	Your natural attacks are considered magical when determining if you can bypass resistances and immunities.
Actions	
Multiattack	You make two bite attacks, or one bite attack and a Call of the Cycle if available.
Bite (Melee Weapon)	*Attack:* STR + PRO on a single target; *Damage:* 1d6 + STR piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured.
Call of the Cycle, 2/day	Each head exhales, suffusing your Rotting Breath with necrotic energy that signals the next stage of being. If your Rotting Breath aura is activated, it becomes empowered for 1 minute. While empowered, creatures who enter the aura cannot be immune to poison until they leave it. Additionally, creatures take necrotic damage from your Essence of Blight ability when they start or end their turn within your aura.
Snapping Retreat (Bonus Action)	When you move out of a creature's reach and that creature attempts an opportunity attack against it, you can snap back with your second head and make a bite attack against the triggering creature. This attack resolves before the opportunity attack.

Circle of the Elements

Glacial Weird (Water + Earth)

This form allows you to take the shape of a large, swirling mass of frigid ice and immutable earth. You gain the following ability scores, temporary HP, SPD, and traits.

Glacial Weird (Water + Earth)

Large Sapient Elemental

STR 5 **DEX** 1

AC +3 natural armor

Temp HP 25

SPD 5, Swim SPD 8

Senses Darkvision 6, Tremorsense 3

Traits	
Resist	Slashing & Piercing damage
Immune	Cold damage
Magic Attacks	Your natural attacks are considered magical when determining if you can bypass resistance or immunities.
Glacial Mass	You have advantage on saves against being knocked prone, grappled, or forcibly moved.
Frozen Wake	You radiate a 10ft emanation of difficult terrain. Creatures that end their turn within this emanation take your PRO Cold Damage.
Actions	
Multiattack	You make two attacks, using Crag Fist or Ice Shard in any combination
Crag Fist (Melee Weapon)	*Attack:* STR + PRO on a single target. *Damage:* 2d6 + STR Bludgeoning. If you hit a Huge or smaller creature with two Crag Fist attacks as part of the same action, it must make a STR save against DC 8+STR+PRO or be knocked prone.
Ice Shard (Ranged Weapon)	*Attack:* STR + PRO against a single target within 6 squares. *Damage:* 1d8 + STR Piercing damage + 1d6 Cold damage.
Frozen Fault (Recharge 5-6).	You drive your limbs into the ground and split the earth beneath you. A ridge of stone and ice erupts in a 6sq. long, 1sq. wide line originating from you. Each creature in the area must make a DEX save against a DC of 8+ STR + PRO. On a failed save, a creature takes 3d6 bludgeoning + 3d6 Cold damage and is knocked prone. On a successful save, a creature takes half damage and isn't knocked prone.
Reactions	
Icebreaker	When a creature within 1 square of you falls prone, you may make one Crag Fist attack against it.

Stormfire Weird (Fire + Air)

This form allows you to take the shape of a maelstrom of raging fire, crackling lightning, and ear-shattering thunder. You gain the following ability scores, temporary HP, SPD, and traits.

Stormfire Weird (Fire + Air)

Medium Sapient Elemental

STR 2 **DEX** 5

AC +1 natural armor

Temp HP 15

SPD Fly SPD 12 (hover)

Senses Darkvision 12

Traits	
Immune	Fire Damage
Resist	Lightning & Thunder
Magic Attacks	Your natural attacks are considered magical when determining if you can bypass resistance or immunities.
Flickering Form	Opportunity attacks against you are made at disadvantage.
Living Updraft	You may move through the spaces of other creatures. Those spaces count as difficult terrain, and you cannot end your movement in another creature's space.
Thunderous Dive	Once per turn if you fly at least 3 squares straight toward an enemy immediately before making a Storm Claw attack against it, that attack deals an extra 1d8 Thunder damage.
Actions	
Multiattack	You make three attacks, One with your Spitfire Static and two with your Thunder Lash.
Spitfire Static (Melee Weapon)	*Attack:* DEX + PRO on a single target. *Damage:* 1d6 + DEX Lightning + 1d6 Fire. On a hit, a creature also gains one charge until the end of your turn.
Thunder Lash (Melee Weapon)	*Attack:* DEX + PRO on a single target within 2 squares. *Damage:* 2d4 + DEX Thunder. On a hit, a creature also gains one charge until the end of your turn.
Firestorm Burst (Recharge 5-6)	You violently expand into a blast of flame, lightning, and concussive wind. Each other creature within a 15ft radius sphere centered on yourself must make a DEX save against a DC 8 + your DEX + PRO. On a failed save, a creature takes 2d6 Fire + 2d6 Lightning + 2d6 Thunder damage and is pushed 2 squares away from you. Alternatively, you can choose to pull creatures 2 squares closer on a failed save, but all creatures must be subject to the same effect. On a successful save, it takes half damage and isn't pushed or pulled. Any creature that takes damage from this effect gains one charge until the end of your turn.
Reactions	
Overload	As a reaction to applying a charge to a creature, you may choose to overload the charges. All creatures with a charge immediately take 1d6 fire damage, 1d6 lightning damage, and 1d6 thunder damage.

Circle of the Land

Coast

Griffon

This form allows you to take the shape of a majestic creature with the body of a lion and the head and wings of an eagle. You gain the following ability scores, temporary HP, SPD, and traits.

Griffon

Large Monstrosity

STR 4 **DEX** 2

AC +2

Temp HP 15

SPD 6, Fly SPD 12

Senses Darkvision 12

Traits	
Keen Sight	You have advantage on Perception checks that rely on sight.
Magic Attacks	Your natural attacks are considered magical when determining if you can bypass resistances and immunities.
Majestic Steed	Any creature riding you has advantage on melee attacks against unmounted creatures that are large or smaller, and gains your AC bonus.
Actions	
Multiattack	You make two attacks: one with your beak and the other with your claws.
Beak (Melee Weapon)	*Attack:* STR + PRO on a single target. *Damage:* 1d8 + STR piercing damage.
Claws (Melee Weapon)	*Attack:* STR + PRO on a single target. *Damage:* 2d6 + STR slashing damage.

Desert

Manticore

This form allows you to take the shape of a mythical lion with a man's face, wings, and a scorpion tail. You gain the following ability scores, temporary HP, SPD, and traits.

Manticore

Large Monstrosity

STR 3 **DEX** 3

AC +1

Temp HP 10

SPD 6, Fly SPD 10

Senses Darkvision 12

Traits	
Magic Attacks	Your natural attacks are considered magical when determining if you can bypass resistances or immunities.
Actions	
Multiattack	You make three attacks: one with your bite, one with your claws, and one with your tail stinger.
Bite (Melee Weapon)	*Attack:* STR + Pro on a single target. *Damage:* 1d6 + STR piercing damage. You have advantage on the next attack made against the bitten creature until the end of your turn.
Claws (Melee Weapon)	*Attack:* STR + Pro on a single target. *Damage:* 1d8 + STR slashing damage
Tail Stinger (Melee Weapon)	*Attack:* STR + Pro on a single target. *Damage:* 1d6 + STR piercing damage. The target must make a CON save against DC 8 + DEX + PRO. On a failed save, the creature takes 2d6 poison damage and is poisoned until the end of your next turn. On a success, they take half damage and are not poisoned.

Forest

Chimera

This form allows you to take the shape of a draconic mixture of lion, goat, and snake. You gain the following ability scores, temporary HP, SPD, and traits.

Chimera

Large Monstrosity

STR 5 **DEX** 0

AC +2

Temp HP 20

SPD 6, Fly SPD 12

Senses Darkvision 12

Traits	
Multiple Heads	You have advantage on Perception checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.
Magical Attacks	Your natural attacks are considered magical for determining if you can bypass resistances or immunities.
Actions	
Multiattack	You make 2 attacks: One using your lion claws and the other with your snake bite.
Lion Claws (Melee Weapon)	*Attack:* STR + PRO on a single target. *Damage:* 2d6 + STR slashing damage.
Snake Bite (Melee Weapon)	*Attack:* STR + PRO on a single target. *Damage:* 1d6 + STR piercing. The target must make a CON save against DC 8 + STR + PRO. On a failure, the target takes 1d8 poison damage and is blinded and poisoned until the end of your next turn. On a success, the target takes half damage and isn't blinded or poisoned.
Fire Breath (Recharge 6)	Each creature in a 30ft cone must make a DEX save against DC 8 + STR + PRO. On a failure, a creature takes 4d8 Fire damage. On a success, a creature takes half damage.

Grasslands

Hippogriff

This form allows you to take the shape of a prideful conjoining of eagle and horse. You gain the following ability scores, temporary HP, SPD, and traits.

Hippogriff

Large Monstrosity

STR 2 **DEX** 4

AC +1

Temp HP 15

SPD 8, Fly SPD 12

Senses Darkvision 6

Traits	
Keen Sight	You have advantage on perception checks that rely on sight.
Flyby	You don't provoke opportunity attacks when you fly out of an enemy's reach.
Magical Attacks	Your natural attacks are considered magical when determining if you can bypass resistances or immunities.
Actions	
Multiattack	You make two attacks: One with your beak and the other with your claws.
Beak (Melee Weapon)	*Attack:* DEX + PRO on a single target. *Damage:* 1d8 + DEX piercing.
Claws (Melee Weapon)	*Attack:* DEX + PRO on a single target. *Damage:* 2d6 + DEX slashing.
Hooves (Melee Weapon)	*Attack:* DEX + PRO on a single target. *Damage:* 1d12 + DEX bludgeoning. The creature must succeed a STR save of DC 8 + STR + PRO. On a failure, it is knocked prone.
Reactions	
Baneful Departure	When you leave the melee range of a creature, you may make one Hooves attack against that creature.

Mountain

Peryton

This form allows you to take the shape of a strange mixture of stag and bird. You gain the following ability scores, temporary HP, SPD, and traits.

Peryton

Medium Monstrosity

STR 5 **DEX** 1

AC +1

Temp HP 10

SPD 4, Fly SPD 12

Senses Darkvision 6

Traits	
Keen Senses	You have advantage on Perception checks that rely on sight or smell.
Flyby	You don't provoke opportunity attacks when you fly out of an enemy's reach.
Magical Attacks	Your natural attacks are considered magical when determining if you can bypass resistances or immunities.
Actions	
Multiattack	You make two attacks: One with your gore and the other with your talons.
Gore (Melee Weapon)	*Attack:* STR + PRO on a single target. *Damage:* 1d8 + STR piercing. If you moved at least 6 squares straight toward the target immediately before the hit, the target takes an extra 2d8 piercing damage.
Talons (Melee Weapon)	*Attack:* STR + PRO on a single target. *Damage:* 2d4 + STR piercing damage.

Polar

Akhlut

This form allows you to take the shape of a vicious mix of wolf and orca. You gain the following ability scores, temporary HP, SPD, and traits.

Akhlut

Large Monstrosity

STR 5 **DEX** 2

AC +2

Temp HP 15

SPD 8, Swim SPD 12

Senses Darkvision 12

Traits	
Keen Senses	You have advantage on perception checks that rely on sight or smell.
Insulated Coat	You have resistance to cold damage.
Hold Breath	You can hold your breath for 30 minutes.
Magical Attacks	Your natural attacks are considered magical when determining if you can bypass resistances and immunities.
Actions	
Multiattack	You make two attacks: One with your bite and the other with your tail.
Bite (Melee Weapon)	*Attack:* STR + PRO on a single target. *Damage:* 1d6 + STR piercing + 1d6 cold damage.
Tail (Melee Weapon)	*Attack:* STR + PRO on a single target. *Damage:* 2d8 + STR bludgeoning damage.

Swamp

Hydra

This form allows you to take the shape of a 2 headed variant of the legendary monster. You gain the following ability scores, temporary HP, SPD, and traits.

Hydra

Large Monstrosity

STR 5 **DEX** 1

AC +2

Temp HP 20

SPD 8, Swim SPD 8

Senses Darkvision 12

Traits	
Multiple Heads	You have advantage on Perception checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.
Reactive Heads	You have one extra reaction that can only be used for opportunity attacks.
Magical Attacks	Your natural attacks are considered magical when determining if you can bypass resistances and immunities.
Mythical Regrowth	If you are below half health, you regain 10 HP at the start of your turn.
Actions	
Multiattack	You make two attacks with your bite.
Bite (Melee Weapon)	*Attack:* STR + PRO on a single target. *Damage:* 2d8 + STR piercing.

Circle of the Spirit

Phase Tiger

This form allows you to take the shape of an evasive, barely perceptible fey tiger. You gain the following ability scores, temporary HP, SPD, and traits.

Phase Tiger

Medium Fey

STR 2 **DEX** 4

AC +1

Temp HP 10

SPD 12

Senses Darkvision 12

Traits	
Keen Senses	You have advantage on perception checks that rely on sight or hearing.
Magic Attacks	Your natural attacks are considered magical when determining if you can bypass resistances or immunities.
Umbral Displacement	You are always partially in the Umbral Plane, which causes you to look like you are fading in and out of existence at and near your actual location. Attack rolls against you have disadvantage. If you are hit by an attack, you are briefly forced onto the attacking creature's plane of existence, and this trait is disrupted until the end of your next turn. It is also disrupted if you are incapacitated or have a SPD of 0.
Phase Through -	You do not provoke opportunity attacks.
Flicker	You may teleport through any 5x5 foot space by using 2 squares of movement.
Actions	
Claws (Melee Weapon)	*Attack:* DEX + PRO on a single target. *Damage:* 1d8 + DEX Slashing Damage.
Reactions	
Umbral Evasion	When you are subjected to an effect that allows you to make a Saving Throw to take only half damage, you can instead use your reaction to take no damage if you succeed and only half damage if you fail.

Circle of the Totem

Totemic Reflection

When you use a bonus action to summon a totem, you may expend a use of your wild shape to summon a second totem of the same type, rather than upgrading your totem. This extra totem does not count against your daily totem limit.

Fighter

Indomitable

Beginning at 9th level, when you fail a saving throw, you can reroll it with a bonus equal to your PRO. You must use the new roll, and can't use this feature again until you finish a Long Rest.

You can use this feature twice before a Long Rest starting at 13th level and three times before a Long Rest starting at 17th level.

Defiance

At 9th level, you can turn a moment of adversity into an opening. When you succeed a saving throw, you may immediately use your reaction to move up to half your speed without provoking opportunity attacks. If you used your Indomitable feature to succeed that saving throw, you may also make one weapon attack as part of that same reaction.

Monk

Unarmored Movement

At 9th level, while you are not wearing armor or wielding a shield, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the movement.

Paladin

3rd Mastery

At 9th level, you can add two 3rd mastery spells to your spells known. Additionally, each Oath grants an additional spell that is always prepared.

Burning Avenger	*Fireball*
Coming Storm	*Call Lightning*
Crimson Penitent	*Vampiric Touch*
Umbral Cycle	*Spirit Guardians*
Oathbreaker	*Fear*

Ranger

3rd Mastery

At 9th level, you can add two 3rd mastery spells to your spells known.

Improved Quarry

At 9th level, you may now use Quarry a number of times per Long Rest equal to your PRO.

Master Survivalist

At 9th level, whenever you complete a short or long rest, you may now choose two skills you are proficient in. Until your next rest, you have expertise in those skills. Additionally, while a creature is your quarry, you may choose 3 skills to have expertise in rather than 2.

Rogue

Acrobat

Momentum

At 9th level, you have learned to transform reckless movement into perfectly timed attacks. Whenever you use your Cunning Action to Dash or Disengage, you gain the following benefits until the end of your turn.

- You ignore nonmagical difficult terrain and may move along vertical surfaces and across liquids without falling during the movement
- You may move through the spaces of hostile creatures, though you cannot end your movement there
- After moving at least 3 squares, the first weapon attack you make has advantage. If that attack hits, you may immediately move up to half your SPD without provoking opportunity attacks

Additionally, unless you are incapacitated, you take half damage from falling and never fall prone

as a result of falling.

Investigator

Unravel the Pattern

At 9th level, your observations continue to reveal an enemy's weaknesses long after your initial examination. When you successfully use *Quick Study* against a hostile creature, that creature becomes your **Studied Target** for 1 minute. The effect ends early if you are incapacitated, can no longer see the target, the target dies, or you successfully study another enemy. While a creature is your Studied Target, you gain the following benefits:

- While attacking your Studied Target, you can gain your Sneak Attack bonus even if you wouldn't otherwise.
- When an enemy first becomes your Studied Target, you immediately learn one of the following pieces of information of your choice:
  - Its current or maximum HP
  - Its lowest or highest saving throw
  - One damage vulnerability, resistance, or immunity
  - Its movement speeds or special senses
- At the start of each of your turns, if you can see your Studied Target, you learn one additional piece of information from this list that you do not already know.

Face-Breaker

Make It Personal

At 9th level, nothing gets your blood pumping like a good brawl, and nothing is harder to ignore than your aggression. When you deal your *Sneak Attack* damage to an enemy within 1 square of you, and no allies are within 1 square of you, that enemy suffers the following effects until the start of your next turn:

- It has disadvantage on attack rolls against creatures other than you.
- It provokes opportunity attacks from you, even if it takes the Disengage action.

Additionally, when you deal sneak attack damage in this way, you may choose to gain temp HP equal to your rogue level. If taking damage would cause you to lose this temp HP, you negate any damage that goes over the threshold. For instance, if you have 10 temp HP and take 15 damage, you only take 10 damage. You can gain this temp HP an amount of times equal to your PRO per Long Rest.

Slayer

Blood In The Water

At 9th level, you can recognize the slightest signs that an enemy is nearing its end. You know whether any creature you can perceive is at or below half their maximum HP.

When you attack a creature at or below half its maximum HP with a melee weapon, your attack scores a critical hit on a roll of 19 or 20. Additionally, when you use your *Sneak Attack* against a creature at or below half its maximum HP, you may use *Twist the Blade* without spending a bonus action. If the damage from *Twist the Blade* reduces the creature to 0 HP, the use of *Twist the Blade* is not expended.

Thief

Quick as a Flash

The first time you use your Cunning Action during a turn, you may use two separate options at once, such as dashing and disengaging.

Additionally, when you hit a creature with a melee weapon attack that would normally apply *Sneak Attack*, you may forgo your sneak attack damage to make a Sleight of Hand check with a DC equal to the target's AC. On a success, the target's AC is reduced by your PRO until the start of your next turn. This reduction does not stack with itself. You may do this a number of times equal to your PRO per long rest.

Void-Stalker

Out of Nowhere

At 9th level when you cast a spell while hidden from a creature, that creature has disadvantage on any saving throws it makes against the spell on that turn.

Sorcerer

5th Mastery

At 9th level, you can add a 5th Mastery Spell to your spells known. Additionally, your Sorcerous Origin adds another spell to your spells known.

Draconic Fusion	You may now choose 4 spells of your chosen damage type per long rest. They must still all be of a mastery you can cast.
Glimmer Touched	*Volatile Resurrection*
Radiant Seeker	*Virtuous Tempest*
Seethe Bound	*Cone of Cold* (Roll a d6 for damage type using Chaotic Retribution)
Honored Blood	*Greater Protective Ward*
Veilscarred	*Stormburst*

Warlock

5th Mastery

At 9th level, you learn a 5th Mastery Spell. Your patron additionally grants you bonus spells to your spell list when choosing a spell to learn.

The Angel	*Mass Cure Wounds*
The Fey Lord	*Seeming*
The Fiend	*Combustion*
The Primal Spirit	*Insect Plague*
The Shade	*Flame Strike*
The Eyes in the Void	*Telepathic Bond* - You may cast and sacrifice this spell at will without counting against your number of sacrifices per day. This spell is automatically learned at 9th level for you and does not need to be chosen.

Extra Invocation

At 9th level, you can take one of the following Warlock Invocations or one of the lower-level invocations of your choice if you possess the prerequisites.

9th-Level Invocations

Forbidden Smite

Prerequisite 9th level, Pact of the Blade

You learn to harness a long-profaned magic to destroy those in your path. Once per turn when you hit a creature with your pact weapon, you may sacrifice a warlock spell to deal an extra 1d8 force damage plus an additional 1d8 per mastery of the spell sacrificed. You may also knock the target prone if it is huge or smaller. (This counts as a sacrifice for your Warlock spellcasting feature.)

Enduring Links

Prerequisite 9th level, Pact of the Chain

If your familiar is within 20 squares of you, you may treat any dice as having rolled their maximum value when regaining HP.

Perceiver of Material Lies

Prerequisite 9th level, Pact of the Emerald Eye

As an action, you perceive objects as insubstantial, their shapes reduced to faint, translucent outlines. This ability requires concentration as though concentrating on a spell. For 1 minute or until your concentration ends, you gain Truesight within 6 squares, and can see through objects within the same distance. You can't use this Invocation again until you finish a Short or Long Rest.

Ledger of the Shade-Hidden

Prerequisite 9th level, Pact of the Tome

With a creature's permission, you may write its name into your ledger, temporarily hiding them from death. The tome can contain a number of names equal to your PRO. Every creature whose name is written in the book is under the effects of the *Death Ward* spell.

- When the *Death Ward* effect is triggered for one of these creatures, the effect immediately ends for every creature named in the book. No creature can gain this benefit again until you finish a Long Rest.

Chain-Master's Mutations

Prerequisite 9th level, Pact of the Chain

When you cast *Find Familiar*, you grant your familiar some of your eldritch power. It gains the following effects:

- You may command your familiar to attack as a bonus action.
- The familiar uses your spell attack bonus and spell save DC for its attack rolls and saving throws it forces.
- The familiar's weapons are considered magical for the purpose of overcoming resistances to nonmagical attacks.
- Its HP becomes (5 x your PRO), unless its HP was already higher.

Natural Violation

Prerequisite 9th level, Pact of the Sanity's Threshold

You have broken through the prison of your own sanity, exposed to reality-breaking knowledge and granting you the following effects

- You may choose a number of skills equal to your PRO when you complete a long rest. Until your next long rest you may use CHA, rather than the normal ability score associated with your chosen skills.
- You may choose one Saving Throw when you complete a long rest. Until the next long rest, you may use CHA rather than the normal ability score associated with your chosen saving throw.

Minions of Chaos

Prerequisite 9th level

You can cast *Conjure Elementals* once per day for its sacrificed effect.

Ascendant Step

Prerequisite 9th level

You may cast *Levitate* on yourself at will without sacrificing the spell.

Otherworldly Leap

Prerequisite 9th level

You may cast *Jump* on yourself at will without sacrificing the spell.

Whispers of the Grave

Prerequisite 9th level

You may cast *Speak With Dead* at will without sacrificing the spell.

Wizard

5th Mastery

At 9th level, you may add 2 more spells to your Spellbook, and may prepare a 5th Mastery Spell.

5th Mastery Spell Lists

Bard

- Dominate Person
- Greater Restoration
- Hold Monster
- Mass Cure Wounds
- Mindstorm
- Modify Memory
- Passwall
- Raise Dead
- Seeming
- Telepathic Bond

Cleric

- Arcane Bulwark
- Commune
- Creation
- Flame Strike
- Greater Protective Ward
- Greater Restoration
- Insect Plague
- Mass Cure Wounds
- Raise Dead
- Virtuous Tempest

Druid

- Antilife Shell
- Arbor Walk
- Combustion
- Cone of Cold
- Conjure Elemental
- Flame Strike
- Greater Restoration
- Insect Plague
- Mass Cure Wounds
- Stormburst

Paladin

- Arcane Bulwark
- Expelling Smite
- Greater Protective Ward
- Greater Restoration
- Raise Dead

Ranger

- Arbor Walk
- Greater Restoration
- Infinite Arsenal
- Phantom Barrage
- Whirlwind Blitz

Sorcerer

- Arcane Hand
- Cloudkill
- Combustion
- Cone of Cold
- Creation
- Dominate Person
- Hold Monster
- Insect Plague
- Mindstorm
- Seeming
- Stormburst
- Vampiric Siphon
- Voidpool

Warlock

- Cloudkill
- Contact Other Plane
- Grave Surge
- Hold Monster
- Mindstorm
- Vampiric Siphon
- Virtuous Tempest
- Voidpool
- Volatile Resurrection

Wizard

- Arcane Bulwark
- Arcane Hand
- Cloudkill
- Combustion
- Cone of Cold
- Contact Other Plane
- Creation
- Dominate Person
- Grave Surge
- Hold Monster
- Mindstorm
- Modify Memory
- Passwall
- Seeming
- Telepathic Bond
- Vampiric Siphon
- Voidpool
- Volatile Resurrection
- Wall of Force
- Whirlwind Blitz

5th Mastery Spells

Arbor Walk

5th Mastery Conjuration (Concentration, Sacrifice)

Casting Activities Gesture, Incant
Casting Time Action
Range Self
Duration Concentration, up to 1 minute
You magically attune yourself to the Primal Magics that flow through all living plantlife. For the duration, you may use a Bonus Action and 1 square of movement to enter a tree, instantly learning the location of all other trees within 100 squares. As part of the same bonus action, you can then magically transport yourself to one of those trees. If you have no movement left or end your turn inside a tree, you are shunted safely out and appear within 1 square of the tree you were last in
Concentration Spell
You focus on the spell, becoming unable to concentrate on other spells for the duration. You can do this for up to 1 minute (10 rounds). This concentration ends if you are incapacitated, fall unconscious, or are killed.
If you take damage while this spell is in effect, you must succeed a CON save with a DC equal to 10 or half the damage taken, whichever is higher. If you fail, your concentration ends.
Sacrifice Spell
You must sacrifice this spell when you cast it.
Spell Lists Druid, Ranger

Arcane Bulwark

5th Mastery Protection (Concentration, Sacrifice)

Casting Activities Gesture, Incant
Casting Time Action
Range Self
Duration Concentration, up to 1 minute
Area 2 square radius sphere
Target Self
You radiate an aura in a 10 foot radius sphere that protects you and allies from the powers of magic. While in the aura, you and any number of creatures of your choice have advantage on saving throws against spells and other magical effects. Whenever a creature in the aura and affected by this spell succeeds a saving throw against a spell or magical effect that would normally allow them to take half damage, they instead take no damage.
Concentration Spell
During your subsequent turns, after the one casting this spell, you can use a bonus action to continue the spell until the end of your next turn. If you don't, the spell's duration ends with your current turn. You can do this for up to 1 minute (10 rounds). This concentration ends if you are incapacitated, fall unconscious, or are killed.
If you take damage while this spell is in effect, you must succeed a CON save with a DC equal to 10 or half the damage taken, whichever is higher. If you fail, your concentration ends.
Sacrifice Spell
You can sacrifice this spell when you cast it. When you do, the sphere increases to a 20 foot radius and you no longer need to use a bonus action to concentrate.
Spell Lists Cleric, Paladin, Wizard

Arcane Hand

5th Mastery Evocation (Sacrifice, Concentration)

Casting Activities Gesture, Incant, and Use Implement
Casting Time Action
Duration Concentration, up to 1 minute
Range 24 Squares
You create a large hand of shimmering magical force in an unoccupied space that you can see within range. The hand lasts for the spell's duration. The hand is an object that has AC 20 and HP equal to your HP maximum. If it drops to 0 HP, the spell ends.
When you cast the spell and as a Bonus Action on your later turns, you can move the hand up to 12 squares and then cause one of the following effects

- **Clenched Fist** The hand strikes a target within 1 square of it. Make a melee spell attack. On a hit, the target takes 4d8 Force damage.
- **Forceful Hand** The hand attempts to push a huge or smaller creature within 1 square of it. The target must succeed on a STR save, or the hand pushes the target a number of squares equal to 1 + your spellcasting ability.
- **Grasping Hand** The hand attempts to grapple

a huge or smaller creature within 1 square of it. The target must succeed a DEX save, or the target is grappled by the hand with an escape DC equal to your Spell Save DC. While the hand grapples the target, you can take a Bonus Action to cause the hand to crush it, dealing Bludgeoning damage equal to 2d6 + Your spellcasting ability.

- **Interposing Hand** The hand interposes itself between you and a creature you choose and its space counts as difficult terrain. While this command is active, the hand moves to stay between you and that creature and provides half cover against that creature.

Sacrifice Spell
You must sacrifice this spell when you cast it.
Concentration Spell
You focus on the spell, becoming unable to concentrate on other spells for the duration. You can do this for up to 1 minute (10 rounds). This concentration ends if you are incapacitated, fall unconscious, or are killed.
If you take damage while this spell is in effect, you must succeed a CON save with a DC equal to 10 or half the damage taken, whichever is higher. If you fail, your concentration ends.
Spell Lists Wizard, Sorcerer

Antilife Shell

5th Mastery Protection (Sacrifice, concentration)

Casting Activities Gesture, Incant
Casting Time Action
Duration Concentration up to 1 minute
Range Self
Area 10ft emanation
An aura extends from you in a 10ft emanation for the duration. The aura prevents creatures other than Constructs and Undead from passing or reaching through it. An affected creature can still cast spells or make attacks with Ranged or Reach weapons (such as a glaive or longbow) through the barrier. If you move so that an affected creature is forced to pass through the barrier, the spell ends.
Concentration Spell
During your subsequent turns, after the one casting this spell, you can use a bonus action to continue the spell until the end of your next turn. If you don't, the spell's duration ends with your current turn. You can do this for up to 1 minute (10 rounds). This concentration ends if you are incapacitated, fall unconscious, or are killed.
If you take damage while this spell is in effect, you must succeed a CON save with a DC equal to 10 or half the damage taken, whichever is higher. If you fail, your concentration ends.
Sacrifice Spell
When you cast this spell you can sacrifice it. When you do, the duration increases up to 1 Hour and you no longer need to use a bonus action to concentrate.
Spell Lists Druid

Cloudkill

5th Mastery Conjuration (Sacrifice, Concentration)

Casting Activities Gesture & Incant
Casting Time Action
Duration Until the start of your next turn
Range 24 Squares
Area 10ft radius sphere
You create a 10ft radius sphere of yellow-green fog centered on a point you can see within range. The fog spreads around corners and the area is heavily obscured. The fog lasts for the duration or until a strong wind (such as one created by Gust of Wind) disperses it, ending the spell. When the sphere appears each creature in it must make a CON Save. A creature must also make a CON save when it enters the spell's area the first time on a turn or ends its turn there.

- **Failure** The creature takes 3d8 poison damage.
- **Success** The creature takes half damage.

Sacrifice Spell
You can sacrifice this spell when you cast it. When you do, its area becomes a 20ft radius sphere, its damage increases to 6d8, and the duration becomes concentration, up to 1 minute. Additionally, the fog sphere now moves 10 feet in a direction of your choice at the start of each of your turns.
Concentration Spell
You focus on the spell, becoming unable to concentrate on other spells for the duration. You can do this for up to 1 minute (10 rounds). This concentration ends if you are incapacitated, fall unconscious, or are killed.
If you take damage while this spell is in effect, you must succeed a CON save with a DC equal to 10 or half the damage taken, whichever is higher. If you fail, your concentration ends.

Spell Lists Wizard, Sorcerer

Combustion

5th Mastery Evocation (Concentration, Sacrifice)

Casting Activities Gesture, Incant
Casting Time Action
Range 12 squares
Duration Concentration up to 1 minute
Target One creature
You conjure flames to violently erupt and engulf a creature you can see within range. The target must make a DEX save. If the damage from this spell kills a target, the target is reduced to ash, only leaving any magical equipment it had behind. The flames from this spell can't be extinguished by nonmagical means.

- **Failure** The target takes 8d8 Fire damage and ignites for the duration.
- **Success** The target takes half damage, suffering no additional effects, and the spell ends.

A creature ignited by this spell sheds bright light in a 30ft radius and dim light for an additional 30ft and must make another DEX save at the end of each of its turns for the spell's duration.

- **Failure** The target takes an additional 4d8 Fire damage
- **Success** The target takes no damage and the spell ends

Concentration Spell
During your subsequent turns, after the one casting this spell, you can use a bonus action to continue the spell until the end of your next turn. If you don't, the spell's duration ends with your current turn. You can do this for up to 1 minute (10 rounds). This concentration ends if you are incapacitated, fall unconscious, or are killed.
If you take damage while this spell is in effect, you must succeed a CON save with a DC equal to 10 or half the damage taken, whichever is higher. If you fail, your concentration ends.
Sacrifice Spell
You must sacrifice this spell when you cast it
Spell Lists Sorcerer, Wizard

Cone of cold

5th Mastery Evocation (Sacrifice)

Casting Activities Gesture, Incant, and Use Implement
Casting Time Action
Range Self
Area 30ft cone
A blast of frigid air and jagged ice erupts forth from your hands. Each creature in a 30ft cone must make a CON save. A creature killed by this spell becomes a frozen statue until it thaws.

- **Failure** The creature takes 4d8 Cold damage.
- **Success** The creature takes half damage.

Sacrifice Spell
You can sacrifice this spell when you cast it. When you do, its area becomes a 60ft cone, and its damage increases to 8d8 Cold.
Spell Lists Wizard, Sorcerer, Druid

Conjure Elemental

5th Mastery Conjuration (Concentration, Sacrifice)

Casting Activities Gesture, Incant, and Use Implement
Casting Time Action
Range 12 Squares
Duration Concentration up to 10 minutes
You call forth an elemental servant from one of the elemental planes. Choose an area of air, fire, water, or earth that fills a 10ft cube within range. An elemental of CR 6 or lower appropriate to the area you chose appears in an unoccupied space within 2 squares of it. Roll initiative for the elemental, which has its own turns. It obeys any verbal commands that you issue (no action required). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no actions. The elemental is friendly to you and your companions for the duration, and disappears when it drops to 0 Hit Points or the spell ends.
If your concentration is broken, the elemental doesn't disappear. Instead, you lose control of the elemental, it becomes hostile to you and your companions, and it might attack. An uncontrolled elemental can't be dismissed by you, and it disappears 10 minutes after you summoned it.
Concentration Spell
During your subsequent turns, after the one

casting this spell, you can use a bonus action to continue the spell until the end of your next turn. If you don't, the spell's duration ends with your current turn. You can do this for up to 10 minutes (10 rounds). This concentration ends if you are incapacitated, fall unconscious, or are killed. If you take damage while this spell is in effect, you must succeed a CON save with a DC equal to 10 or half the damage taken, whichever is higher. If you fail, your concentration ends.

Sacrifice Spell

When you cast this spell, you must sacrifice it.

Spell Lists Druid, Wizard

Contact other plane

5th Mastery Divination (Ritual, Sacrifice)

Casting Activities Gesture, Incant, and Use Implement
Casting Time 1 Minute
Duration 1 Minute
Range Self

You mentally contact a planar sovereign, the spirit of a long-dead sage, or another knowledgeable entity from another plane. Contacting this otherworldly intelligence can break your mind. When you cast this spell you must make an INT save against your spell save DC.

- **Failure** You take 6d6 Psychic damage and are Incapacitated for 1 minute.
- **Success** You can ask the entity up to 5 questions. You must ask your questions before the spell ends. The entity answers with one word such as yes, no, maybe, irrelevant, or unclear. If a one-word- answer would be misleading, the entity may offer a short phrase as an answer instead. After the spell ends, the DC for the INT save increases by 1 until the following day.

Ritual Spell

You can take 15 minutes to cast this spell. When you do, you don't have to sacrifice this spell.

Sacrifice Spell

Unless you are casting this spell as a ritual, you must sacrifice it when you cast it.

Spell Lists Warlock, Wizard

Creation

5th Mastery Illusion (Sacrifice)

Casting Activities Gesture, Incant, and Use Implement
Casting Time 1 Minute
Duration Special
Range 6 Squares
Area 1 Square Cube

You pull wisps of shadow material from another plane to create a nonliving object of vegetable (soft goods, rope, wood, ect.) or mineral matter (stone, crystal, metal. ect). The object must be no larger than a 1 square cube, and the object must be of a form and material that you have seen. The spell's duration depends on the object's material, as shown below. If the object is composed of multiple materials, use the shortest duration.

Material	Duration
Vegetable Matter	12 Hours
Stone or Crystal	1 Hour
Precious Metals	10 Minutes
Gems	1 Minute
Adamantine or Mithral	1 Round

Sacrifice Spell

When you cast this spell you can sacrifice it. When you do, the duration increases by one step upwards. Vegetable matter goes to 24 hours, Stone and Crystal goes to 12 hours, Precious Metals goes to 1 hour, Gems goes to 10 minutes, and Adamantine or Mithral goes to 1 minute.

Spell Lists Sorcerer, Wizard

Commune

5th Mastery Divination (Sacrifice, Ritual)

Casting Activities Gesture, Incant, and Use Implement
Casting Time 1 Minute
Duration 1 Minute
Range Self

You align your spirit to your Virtue to interpret the truths it reveals and ask up to three questions that can be answered with yes or no. You must ask the questions before the spell ends. You receive a correct answer for each question. The Virtues aren't necessarily omniscient, so you might receive "Unclear" as an answer if the question pertains to information that lies beyond their sight. In a case

where a one-word answer could be misleading or contrary to the being's interests, they may answer in a short phrase instead.

If you cast this spell more than once before finishing a Long Rest, there is a cumulative 25 percent chance for each casting after the first that you get no answer.

Ritual Spell

You can take 15 minutes to cast this spell. When you do, you don't have to sacrifice this spell.

Sacrifice Spell

Unless you are casting this spell as a ritual, you must sacrifice it when you cast it.

Spell Lists Cleric

Dominate person

5th Mastery Enchantment (Charm, Concentration, Sacrifice)

Casting Activities Gesture, Incant
Casting Time Action
Duration Concentration, up to 1 minute
Range 12 squares
Target One Humanoid Creature

One Humanoid creature you can see within range must make a WIS save. The target has advantage on the save if you or your allies are fighting it. Whenever the target takes damage, it repeats the save, ending the spell on itself on a success.

- **Failure** The target is charmed for the duration.
- **Success** No effect.

You have a telepathic link with the creature charmed by this spell while both of you are on the same plane of existence. On your turn, you can use the link to issue commands to the target (No action required), such as "Attack that creature," "Move over there," or "Fetch that object." The target does its best to obey on its turn. You can also command the target to take a reaction but must take your own reaction to do so.

Sacrifice Spell

You must sacrifice this spell when you cast it

Concentration Spell

During your subsequent turns, after the one casting this spell, you can use a bonus action to continue the spell until the end of your next turn. If you don't, the spell's duration ends with your current turn. You can do this for up to 1 minute (10 rounds). This concentration ends if you are incapacitated, fall unconscious, or are killed.

If you take damage while this spell is in effect, you must succeed a CON save with a DC equal to 10 or half the damage taken, whichever is higher. If you fail, your concentration ends.

Spell Lists Bard, Sorcerer, Wizard

Expelling Smite

5th Mastery Divination (Concentration, Sacrifice)

Casting Activities Gesture
Casting Time Bonus Action
Range Self
Duration Until the end of your next turn
Target Self

The target hit by the attack takes an extra 3d10 force damage and must make a CHA save.

Failure The target is harmlessly transported to a demiplane for the duration.

Success No additional effects.

While on the demiplane, the target is incapacitated. When the spell ends, the target reappears in the space it left or in the nearest unoccupied space if its original space is occupied.

Sacrifice Spell

When you cast this spell and hit a creature, you can sacrifice it. When you do, the damage increases to 5d10 force damage and the duration becomes concentration up to one minute.

Concentration Spell

You focus on the spell, becoming unable to concentrate on other spells for the duration. You can do this for up to 10 minutes (10 rounds). This concentration ends if you are incapacitated, fall unconscious, or are killed.

If you take damage while this spell is in effect, you must succeed a CON save with a DC equal to 10 or half the damage taken, whichever is higher. If you fail, your concentration ends.

Spell Lists Paladin

Flame strike

5th Mastery Evocation (Sacrifice)

Casting Activities Gesture, Incant, and Use Implement
Casting Time Action
Range 12 squares
Area 10ft radius, 40ft high cylinder

A vertical column of brilliant divine fire roars down from the heavens above. Each creature in a 10ft radius, 40ft high cylinder centered on a point you can see within range must make a DEX save

- **Failure** The creature takes 5d6 Fire and 5d6 Radiant damage
- **Success** The creature takes half damage but suffers no other effects.

Sacrifice Spell
You can sacrifice this spell when you cast it. When you do, its damage increases to 8d6 fire and 8d6 radiant. Additionally, a creature who fails their save is also Blinded until the end of your next turn.
Spell Lists Cleric

Grave Surge

5th Mastery Necromancy (Sacrifice)

Casting Activities Gesture, Incant
Casting Time Action
Range 12 squares
Target 1 creature
You send out a torrent of necrotic energy at one creature you can see within range. If the target isn't Undead, it must make a CON save. If the target is Undead, it instead gains 4d12 Temporary Hit Points. A target killed by this spell rises as a *Zombie* at the start of your next turn. It is not loyal to you and attacks the nearest visible creature to it.
Failure The target takes 4d12 Necrotic damage
Success The target takes half damage.
Sacrifice Spell
You can sacrifice this spell when you cast it. When you do the damage increases to 6d12 necrotic. The Temp HP gained by an undead target increases to 6d12. Additionally, when a target killed by this spell rises as a Zombie, it has a bonus to its attack rolls and damage rolls equal to your spellcasting stat, but still attacks the nearest visible creature to it, though it ignores you.
Spell Lists Warlock, Wizard

Greater Protective Ward

5th Mastery Protection (Concentration, Sacrifice)

Casting Activities Gesture, Incant, and Use Implement
Casting Time Action
Duration Concentration, up to 1 minute
Range Touch
Target One Creature
A shimmering ward of energy surrounds your target. For the duration Celestials, Elementals, Fey, Fiends, and Undead have disadvantage on attack rolls against the warded creature, and the warded creature can end the spell early by using one of the following special functions

- **Break Enchantment** As an action, you touch a creature within your reach that is Charmed, Frightened, or Possessed by one or more of the creature types this spell protects from. The target is no longer Possessed, Charmed, or Frightened by such creatures.
- **Dismissal** As an action, you target one creature you can see within 1 square of you that has one or more of the creature types this spell protects from. The target must make a CHA save.
  - **Failure** Target is sent back to its home plane
  - **Success** No Effect

Sacrifice Spell
You must sacrifice this spell when you cast it
Concentration Spell
You focus on the spell, becoming unable to concentrate on other spells for the duration. You can do this for up to 1 minute (10 rounds). This concentration ends if you are incapacitated, fall unconscious, or are killed.
If you take damage while this spell is in effect, you must succeed a CON save with a DC equal to 10 or half the damage taken, whichever is higher. If you fail, your concentration ends.
Spell Lists Cleric, Paladin

Greater restoration

5th Mastery Protection (Sacrifice)

Casting Activities Gesture, Incant, and Use Implement
Casting Time Action
Range Touch
Target One Creature
You touch a creature within range and magically remove one of the following effects from it:

- 1 level of Exhaustion
- The Charmed or Petrified condition
- A Curse, Including the target's attunement to a cursed magic item
- Any reduction to the target's ability scores
- Any reduction to the target's Hit Point Maximum

Sacrifice Spell
You must sacrifice this spell when you cast it.
Spell Lists Bard, Cleric, Druid, Paladin, Ranger

Hold monster

5th Mastery Enchantment (Concentration, Sacrifice)

Casting Activities Gesture, Incant, and Use Implement
Casting Time Action
Duration Concentration, up to 1 minute
Range 12 squares
Target One Creature
Your magical power stops another creature from moving a muscle. The target must make a CHA save.

- **Failure** The target is paralyzed for the spell's duration. At the end of each of the target's turns it can make an additional CHA save, ending the spell on itself on a success.
- **Success** No Effect

Sacrifice Spell
You must sacrifice this spell when you cast it.
Concentration Spell
During your subsequent turns, after the one casting this spell, you can use a bonus action to continue the spell until the end of your next turn. If you don't, the spell's duration ends with your current turn. You can do this for up to 1 minute (10 rounds). This concentration ends if you are incapacitated, fall unconscious, or are killed.
If you take damage while this spell is in effect, you must succeed a CON save with a DC equal to 10 or half the damage taken, whichever is higher. If you fail, your concentration ends.
Spell Lists Bard, Sorcerer, Warlock, Wizard

Infinite Arsenal

5th Mastery Transmutation (concentration, sacrifice)

Casting Activities Gesture, Incant, and Use Implement
Casting Time Bonus Action
Range Self
Duration Until the end of your next turn
Target A quiver or pouch used to hold ammunition
You temporarily enchant a quiver or pouch to produce an infinite supply of nonmagical ammunition. You may make one attack with a weapon that uses ammunition from the pouch or quiver as part of the same bonus action used to cast the spell, and as a bonus action on subsequent turns for the duration of the spell. Any ammunition created by this spell disintegrates when the spell ends. Additionally, if the pouch or quiver leaves your possession, the spell ends.
Concentration Spell
You focus on the spell, becoming unable to concentrate on other spells for the duration. This concentration ends if you are incapacitated, fall unconscious, or are killed.
If you take damage while this spell is in effect, you must succeed a CON save with a DC equal to 10 or half the damage taken, whichever is higher. If you fail, your concentration ends.
Sacrifice Spell
You can sacrifice this spell when you cast it. When you do, the duration becomes concentration, up to one minute, and you may make two attacks rather than one with your bonus action.
Spell Lists Ranger

Insect Plague

5th Mastery Conjuration (Concentration, Sacrifice)

Casting Activities Gesture, Incant, and Use Implement
Casting Time Action
Duration Until the start of your next turn
Range 30 Squares
Area 10ft radius sphere
Swarming, biting locusts fill a 10ft radius sphere centered on a point you can see within range. The sphere spreads around corners and remains for the duration. The spell's area is heavily obscured and is considered difficult terrain. When the sphere appears, each creature in it must make a CON save. A creature must also make a CON save when it enters the spell's area for the first time on a turn or ends its turn there.

- **Failure** A creature takes 3d10 Piercing damage.
- **Success** A creature takes half damage.

Sacrifice Spell
You can sacrifice this spell when you cast it. When you do, its area becomes a 20ft radius sphere, its damage increases to 5d10, and the duration becomes concentration, up to 1 minute.
Concentration Spell
You focus on the spell, becoming unable to concentrate on other spells for the duration. You can do this for up to 1 minute (10 rounds). This concentration ends if you are incapacitated, fall unconscious, or are killed.
If you take damage while this spell is in effect, you

must succeed a CON save with a DC equal to 10 or half the damage taken, whichever is higher. If you fail, your concentration ends.

Spell Lists Cleric, Druid, Sorcerer

Mass cure wounds

5th Mastery Evocation (Sacrifice)

Casting Activities Gesture, Incant
Casting Time Action
Range 12 Squares
Target Up to your PRO creatures that are not constructs
Area 15ft radius sphere

A wave of divine energy washes out and bathes a 15ft radius sphere centered on a point you can see within range. Choose up to your PRO creatures you can see in the area that are not constructs. If the target is living, they can choose to spend up to 5 REC, but instead of rolling their REC, they gain HP equal to the maximum die roll possible. If the target is undead, they must make a CON save.

- **Failure** The creature takes 3d8 radiant damage
- **Success** The creature takes half damage

Sacrifice Spell

You can sacrifice this spell when you cast it. When you do, the area increases to a 30ft radius sphere and a living target regains their REC die HP without spending REC. An undead target has disadvantage on the saving throw and the damage increases to 6d8 radiant.

Spell Lists Bard, Cleric, Druid

Mindstorm

5th Mastery Enchantment (Sacrifice)

Casting Activities Gesture, Incant
Casting Time Action
Range 20 Squares
Area 5ft radius sphere

With a point of your finger, you cause psychic energy to explode in a 5ft radius sphere centered on a point you can see within range. Each creature in the area must make an INT save.

Failure A creature takes 5d6 Psychic damage and has disadvantage on attack rolls, ability checks, and Concentration checks until the end of its next turn.

Success A creature takes half damage and suffers no additional effects.

Sacrifice Spell

You can sacrifice this spell when you cast it. When you do, its range becomes 30 squares, its area becomes a 20ft radius sphere and it deals 10d6 psychic damage on a failed saving throw. Additionally, a creature that fails its saving throw has the disadvantage duration increased to up to one minute. It can make another INT save at the end of each of its turns, ending the effect on itself on a success.

Spell Lists Bard, Sorcerer, Warlock, Wizard

Modify Memory

5th Mastery Enchantment (Charm, Concentration, Sacrifice)

Casting Activities Gesture, Incant
Casting Time Action
Range 6 Squares
Duration Concentration up to 1 minute
Target One creature

You attempt to reshape another creature's memories. One creature you can see within range must make a WIS save. If you are fighting the creature, it has advantage on the save.

- **Failure** The target is Charmed by you for the duration.
- **Success** No effect

While charmed by this spell the target is also Incapacitated and is unaware of its surroundings, though it can hear you. If the target takes any damage or is targeted by another spell, this spell ends and no memories are modified.

While the charm from this spell lasts, you can affect the target's memory of an event that it experienced within the last 24 hours and that lasted no more than 10 minutes. You can permanently eliminate all memory of the event, allow the target to recall the event with perfect clarity, change its memory of the event's details, or create a memory of some other event. You must speak to the target to describe how its memories are affected, and it must be able to understand a language you speak for the modified memories to take root. Its mind fills and gaps in the details of your description. If the spell ends before you finish describing the modified memories, the creature's memory isn't altered. Otherwise the modified memories take hold and the spell ends.

A modified memory doesn't necessarily affect how a creature behaves, particularly if it contradicts the creature's natural inclinations or beliefs. An illogical modified memory might be dismissed as a bad

dream. A *Remove Curse* or *Greater Restoration* spell cast on the target restores the creature's true memory.

Concentration Spell

During your subsequent turns, after the one casting this spell, you can use a bonus action to continue the spell until the end of your next turn. If you don't, the spell's duration ends with your current turn. You can do this for up to 1 minute (10 rounds). This concentration ends if you are incapacitated, fall unconscious, or are killed.

If you take damage while this spell is in effect, you must succeed a CON save with a DC equal to 10 or half the damage taken, whichever is higher. If you fail, your concentration ends.

Sacrifice Spell

When you cast this spell, you must sacrifice it.

Spell Lists Bard, Wizard

Passwall

5th Mastery Transmutation (Sacrifice)

Casting Activities Gesture, Incant, and Use Implement
Casting Time Action
Duration Concentration, up to 1 minute
Range 10 squares
Area 15ft radius sphere

A passage appears at a point of your choice that you can see on a wooden, plaster, or stone surface (such as a wall, a ceiling, or a floor) within range, and lasts for the duration. You choose the opening's dimensions: up to 5 feet wide, 8 feet tall, and 20 feet deep. The passage creates no instability in a structure surrounding it.

When the opening disappears, any creatures or objects still in the passage created by the spell are safely ejected to an unoccupied space nearest to the surface on which you cast the spell.

Concentration Spell

You focus on the spell, becoming unable to concentrate on other spells for the duration. You can do this for up to 1 minute (10 rounds). This concentration ends if you are incapacitated, fall unconscious, or are killed.

If you take damage while this spell is in effect, you must succeed a CON save with a DC equal to 10 or half the damage taken, whichever is higher. If you fail, your concentration ends.

Sacrifice Spell

You must sacrifice this spell when you cast it.

Spell Lists Wizard.

Phantom Barrage

5th Mastery Conjuration (Sacrifice)

Casting Activities Gesture, Incant, Use Implement
Casting Time Action
Range 20 Squares
Area 20ft radius, 20ft high cylinder

You conjure a weapon or piece of ammunition and send it into the air, choosing a point you can see within range. Spectral duplicates of your conjured weapon or ammunition rain down in a 10ft radius, 20ft high cylinder. Each creature in the area must make a DEX save.

Failure A creature takes 4d8 Force damage
Success A creature takes half damage

Sacrifice Spell

You can sacrifice this spell when you cast it. When you do, the area becomes a 20ft radius, 20ft high cylinder, and the damage increases to 8d8 force damage.

Spell Lists Ranger

Raise dead

5th Mastery Necromancy (Sacrifice)

Casting Activities Gesture, Incant, and Use Implement
Casting Time 1 Hour
Range Touch
Target One dead creature

With a touch, you revive a dead creature if it has been dead no longer than 10 days and it wasn't Undead when it died. The creature returns to life with 1 Hit Point. This spell also neutralizes any poisons that had affected the creature at the time of death. The spell closes all mortal wounds, but doesn't restore missing body parts. If the creature is lacking body parts or organs integral for its survival (such as its head) the spell automatically fails.

Coming back from the dead is an ordeal, the target takes a -5 penalty to attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.

Sacrifice Spell

You must sacrifice this spell when you cast it.

Spell Lists Bard, Cleric, Paladin

Seeming

5th Mastery Illusion (Sacrifice)

Casting Activities Gesture, Incant
Casting Time Action
Duration 10 Minutes
Range 6 Squares
Target Up to you PRO creatures
This spell allows you to change the appearance of a number of creatures equal to your PRO that you can see within range. You give each target you choose a new, illusory appearance. An unwilling target can make a CHA save.

- **Failure** The target's appearance is changed by the spell
- **Success** No effect

The spell disguises physical appearance as well as clothing, armor, weapons, and equipment. You can make each creature seem 1 foot shorter or taller and appear thin, fat, or in between. You can't change a target's body type, so you must choose a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The spell lasts for the duration, unless you use your action to dismiss it sooner.
The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to a creature's outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel the creature's head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.
A creature can use its action to inspect a target and make an Intelligence (Investigation) check against your spell save DC. If it succeeds, it becomes aware that the target is disguised.
Sacrifice Spell
You may sacrifice this spell when you cast it. When you do the duration becomes 8 hours and you may target any number of creatures within range.
Spell Lists Bard, Sorcerer, Wizard

Stormburst

5th Mastery Evocation (Sacrifice)

Casting Activities Gesture, Incant
Casting Time Action
Range Self
Area 3 square emanation
You call upon the power of the storm and its destructive energy erupts from you. Each creature within 3 squares of you must make a CON save.
Failure A creature takes 4d6 Thunder damage, 4d6 Lightning damage and is pushed 3 squares away from you in a straight line.
Success A creature takes half damage and suffers no additional effects.
Sacrifice Spell
You can sacrifice this spell when you cast it. When you do, its area increases to a 6 square emanation, and the damage increases to 6d6 Thunder and 6d6 Lightning. Additionally, this spell no longer affects allies, and a creature that fails the save is also knocked prone.
Spell Lists Paladin

Telepathic Bond

5th Mastery Divination (Ritual, Sacrifice)

Casting Activities Gesture, Incant, and Use Implement
Casting Time Action
Range 6 Squares
Duration 1 Hour
Target Up to eight willing creatures
You forge a telepathic link among up to eight willing creatures of your choice within range, psychically linking each creature to all other creatures for the duration. Creatures with INT - 4 or less aren't affected by this spell.
Until the spell ends, the targets can communicate telepathically through the link whether or not they share a common language. The communication is possible over any distance, though it can't extend to other planes of existence.
Ritual Spell
You can take 15 minutes to cast this spell. When you do, you don't have to sacrifice this spell.
Sacrifice Spell
Unless you are casting this spell as a ritual, you must sacrifice it when you cast it.
Spell Lists Wizard

Voidpool

5th Mastery Evocation (Concentration, Sacrifice)

Casting Activities Gesture, Incant, and Use Implement
Casting Time Action
Duration Concentration, up to 1 minute

Range 10 squares
Area 15ft radius sphere
You summon the inky nothingness of the Void in a space you can see within range. While within this area, a creature is considered blinded, deafened, and cannot perform the Incant components of spells. This spell's area also blocks vision from anything other than truesight, is considered heavily obscured, and counts as difficult terrain.
Concentration Spell
During your subsequent turns, after the one casting this spell, you can use a bonus action to continue the spell until the end of your next turn. If you don't, the spell's duration ends with your current turn. You can do this for up to 1 minute (10 rounds). This concentration ends if you are incapacitated, fall unconscious, or are killed.
If you take damage while this spell is in effect, you must succeed a CON save with a DC equal to 10 or half the damage taken, whichever is higher. If you fail, your concentration ends.
Sacrifice Spell
You may choose to sacrifice this spell when you cast it. When you do, you no longer need to use a bonus action to concentrate, and may designate a single creature within 10 squares to be capable of seeing through the area.

Vampiric Siphon

5th Mastery Necromancy (Concentration, Sacrifice)

Casting Activities Gesture, Incant
Casting Time Action
Range 6 squares
Target One creature
A shadow-wreathed strand reaches out from you, tethering you to a creature you can see within range to siphon life force from it. The target must make a DEX save.
Failure The creature loses 2 LF, takes 4d10 Necrotic damage, and you regain 4d10 Hit Points
Success The creature takes 2d10 Necrotic and suffers no additional effects
Sacrifice Spell
You can sacrifice this spell when you cast it. When you do, the duration becomes concentration up to 1 minute, and you may use your action to force the creature to make another save. The spell ends early if you use your action to do anything else, the target is ever outside the spell's range, or if you can no longer see the target. Additionally, the range increases to 12 squares.
Concentration Spell
You focus on the spell, becoming unable to concentrate on other spells for the duration. You can do this for up to 1 minute (10 rounds). This concentration ends if you are incapacitated, fall unconscious, or are killed.
If you take damage while this spell is in effect, you must succeed a CON save with a DC equal to 10 or half the damage taken, whichever is higher. If you fail, your concentration ends.
Spell Lists Sorcerer, Warlock, Wizard

Virtuous Tempest

5th Mastery Evocation (Sacrifice, Concentration)

Casting Activities Gesture, Incant, and Use Implement
Casting Time Action
Range 20 squares
Duration Concentration up to 1 minute
Area 10ft radius, 40ft high cylinder
You conjure a towering column of brilliant searing light and ravenous roaring flames in a 10ft radius, 40ft high cylinder centered on a point you can see within range.This area is lightly obscured.
When the column appears, each creature in it must make a CON save. A creature also makes this save when it enters the spell's area for the first time on a turn or starts its turn there.
Failure A creature takes 3d10 Radiant, 3d10 Fire damage and has the blinded and deafened conditions until the end of their next turn
Success A creature takes half damage and suffers no additional effects.
Concentration Spell
During your subsequent turns, after the one casting this spell, you can use a bonus action to continue the spell until the end of your next turn. If you don't, the spell's duration ends with your current turn. You can do this for up to 1 minute (10 rounds). This concentration ends if you are incapacitated, fall unconscious, or are killed.
If you take damage while this spell is in effect, you must succeed a CON save with a DC equal to 10 or half the damage taken, whichever is higher. If you fail, your concentration ends.
Sacrifice Spell
You must sacrifice this spell when you cast it.
Spell Lists Cleric, Warlock, Wizard

Volatile Resurrection

5th Mastery Necromancy (Concentration, Sacrifice)

Casting Activities Gesture, Incant
Casting Time Action
Range 12 squares
Duration Concentration up to 10 minutes
Target Up to 5 small or medium corpses
You channel necromantic energy infused with unstable Glimmer energy into the remains of the fallen, temporarily restoring motion and purpose to them. The bodies rise as Glimmer Zombies, creations sustained by Glimmer rather than true life or traditional undeath. You can use a bonus action to mentally command the Glimmer Zombies made by this spell, issuing the same command to all of them. Glimmer Zombies made by this spell receive commands and remain under your control while within 12 squares of you. If you issue no commands, they do nothing except defend themselves against hostile creatures. Once given an order the Glimmer Zombies continue to follow it until their task is complete.
A Glimmer Zombie created by this spell uses the statistics of a normal Zombie with the following modifications.
Its walking speed is increased by 2 squares
Its HP is increased by 5 x your PRO
It uses your spellcasting ability for attack and damage rolls
Glimmer Zombie Detonation When a Glimmer Zombie is reduced to 0 Hit Points, or when this spell ends while one or more Glimmer Zombies remain, the unstable Glimmer within them collapses and releases destructive necrotic energy in a 10ft radius sphere of swirling Glimmer fog.

- Each creature within 5ft of the exploding Glimmer Zombie must make a DEX save
  - **Failure** The creature takes 3d6 Necrotic damage
  - **Success** The creature takes half damage
  - This detonation completely destroys the Glimmer Zombie, leaving no remains to be manipulated further.

Concentration Spell
During your subsequent turns after casting this spell, you can use the bonus action used to command the creatures to also continue the spell until the end of your next turn. If you don't, the spell's duration ends with your current turn. You can do this for up to 1 hour (600 rounds). This concentration ends if you are incapacitated, fall unconscious, or are killed.
Sacrifice Spell
You must sacrifice this spell when you cast it.
Spell Lists Warlock, Wizard

Wall of Force

5th Mastery Evocation (Concentration, Sacrifice)

Casting Activities Gesture, Incant, and Use Implement
Casting Time Action
Duration Concentration, up to 10 minutes
Range 24 Squares
A shimmering, barely visible wall of force springs into existence at a point you can see within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10ft, or you can shape a flat surface made up of ten contiguous 2sq by 2sq panels. In any form, the wall is ¼ inch thick and lasts for the duration. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). Nothing can physically pass through the wall, it is immune to all damage, and can't be dispelled by *Dispel Magic*. The wall also extends into the Umbra and blocks umbral travel through the wall.
Sacrifice Spell
You must sacrifice this spell when you cast it
Concentration Spell
During your subsequent turns, after the one casting this spell, you can use a bonus action to continue the spell until the end of your next turn. If you don't, the spell's duration ends with your current turn. You can do this for up to 10 minutes (100 rounds). This concentration ends if you are incapacitated, fall unconscious, or are killed.
If you take damage while this spell is in effect, you must succeed a CON save with a DC equal to 10 or half the damage taken, whichever is higher. If you fail, your concentration ends.
Spell Lists Wizard

Whirlwind Blitz

5th Mastery Conjuration (Sacrifice)

Casting Activities Gesture, Incant
Casting Time Action
Range 6 squares
Target Up to 5 hostile creatures
You conjure a weapon made of pure force before you vanish to strike. Choose up to five hostile creatures you can see within range and make one melee spell attack against each chosen creature. After all attacks are completed, you then teleport to an unoccupied space within 1 square of one of the targets.
Hit: The target takes 3d10 force damage
Crit: The target takes double damage
Miss: The target takes no damage
Sacrifice Spell
You can sacrifice this spell when you cast it. When you do, the range increases to 12 squares, the damage increases to 6d10 force damage, and the final teleportation increases to 2 squares.
Spell List: Ranger, Wizard