
APPENDIX C

Magic

This appendix describes all the spells available to PCs and NPCs in *The Curse of Er'Mah'Gerd*. It starts by categorizing the spells by spellcasting classes and ends with details of each spell, alphabetically.

Clerogue spells

CANTRIPS (0 LEVEL)

- Can-Trip
- No Lie
- Roast

FIRST LEVEL

- Bamf
- Good Guise
- Whoopie Concussion

SECOND LEVEL

- Best Friends for Now
- Double Trouble

Edgelord spells

FIRST LEVEL

- Apathetic Retreat
- Grasp of Despair
- Snark

SECOND LEVEL

- Vengeful Smite

Magus spells

CANTRIPS (0 LEVEL)

- Create Campfire
- Mild Hallucination
- Phlegm Flam
- ZZap

FIRST LEVEL

- Arcane Artillery
- Epic Dermis
- Psychlone

SECOND LEVEL

- Hail of the Hale
- Torchnado

THIRD LEVEL

- Fog of War

Minstrel Spells

CANTRIPS (0 LEVEL)

- Befriend
- Telling Strike

FIRST LEVEL

- Focus Pocus
- Good Guise
- Opti Mist
- Pana Seeya
- Shake, Rattle, Reroll
- Viva Lost Vigor

SECOND LEVEL

- Unhappy Feet

THIRD LEVEL

- Return to Slumber

Paragon Spells

FIRST LEVEL

- Ethereal Escutcheon
- Honor Bound
- Ward Warden

SECOND LEVEL

- Righteous Smite
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Spell Descriptions

Here are all spells, presented in alphabetical order.

APATHETIC RETREAT

1st-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

This spell allows you to slink away from any creature without being noticed. When you cast this spell, and then as a bonus action on each of your turns until the spell ends, your movement does not incur attacks of opportunity.

ARCANE ARTILLERY

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create three gleaming bolts of magical energy. Each bolt hits a creature of your choice that you can see within range. A bolt deals 3 (1d4 + 1) force damage to its target. The bolts all strike simultaneously, and you can direct them to hit one creature or several.

When you cast this spell using a spell slot of 2nd level or higher, the spell creates an additional bolt for each slot level above 1st.

BAMF

1st-level conjuration

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Instantaneous

A cloud of dark blue smoke encompasses you, and you teleport up to 25 feet to an unoccupied space that you can see.

When you cast this spell using a spell slot of 2nd level or higher, the distance increases by 10 feet for each slot level above 1st.

BEFRIEND

Enchantment cantrip

Casting Time: 1 action

Range: Self

Components: S, M (a small amount of balm applied to the lips as the spell is cast)

Duration: Concentration, up to 1 minute

For the duration, you have advantage on all Charisma checks directed at one creature of your choice that isn't hostile toward you. If the spell is cast on a hostile creature, the target has disadvantage on all attacks against you until the end of its next turn.

BEST FRIENDS FOR NOW

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

You attempt to charm a humanoid you can see within range. The target must make a Wisdom saving throw against your spell save DC and does so with advantage if you or your companions are fighting it. If the target fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature doesn't know it was charmed by you, but it remembers everything from that timeframe.

CAN-TRIP

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

A spectral, disembodied foot appears before a creature you choose within range. The target must succeed on a DC 12 Dexterity saving throw or be knocked prone.

The saving throw DC increase by +1 at Level 2 and by another +1 at Level 3. The spell can also be used as a reaction at Level 3, but only when the target is moving.

CREATE CAMPFIRE

Conjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You create a campfire on a patch of ground that you can see within range. Until the spell ends, the magic campfire fills a 5-foot cube. Any creature in the campfire's space when you cast the

spell must succeed on a Dexterity saving throw or take 1d6 fire damage. A creature must also make the saving throw when it moves into the campfire's space for the first time on a turn or ends its turn there.

The campfire ignites flammable objects in its area that aren't being worn or carried.

The spell's damage increases by +1 at Level 2 and by another +1 at Level 3.

DOUBLE TROUBLE

2nd-level illusion

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

An illusory duplicate of yourself appears in your space. Until the spell ends, the duplicate is under your control, and you share your speed, actions, bonus actions, and reactions with the image. An enemy can roll a d4 to try to determine which creature is real and which is an illusion, with an even roll revealing the truth and an odd roll suggesting the opposite.

The duplicate's AC is the same as yours. If the duplicate takes more than 5 damage of any kind throughout the duration of the spell, the image disappears, and the spell ends.

A creature is unaffected by this spell if it has blindsight or truesight.

EPIC DERMIS

1st-level abjuration

Casting Time: 1 action

Range: Touch

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

Duration: 4 hours

You touch a willing creature, and a protective magical shell surrounds it until the spell ends. The target receives +3 to its AC. The spell ends if you dismiss the spell as an action.

ETHEREAL ESCUTCHEON

1st-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

A shimmering, shield-shaped field encircles a creature of your choice within range, granting it a +1 bonus to AC and 10 temporary hit points for the duration.

FOCUS POCUS

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 5 minutes

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, including stone, metal, wood, and dirt.

FOG OF WAR

3rd-level conjuration

Casting Time: 1 action

Range: 70 feet

Components: V, S

Duration: Concentration, up to 5 minutes

You create a 20-foot-radius sphere of thick gray flog centered on a point you choose within range. The fog spreads around corners. It lasts for the duration or until strong wind disperses the fog, ending the spell. Its area is heavily obscured.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make an Intelligence saving throw. The creature takes 3d8 psychic damage on a

failed save, or half as much on a successful one. Additionally, the creature must roll 1d4. If the result is odd, the creature is plagued with indecision and can't make any actions, bonus actions, or reactions until the beginning of its next turn. If the result is even, the creature is not limited in this way.

GOOD GUISE

1st-level illusion

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

You make yourself—including your clothing, armor, weapons, and other belongings on your person—look different until the spell ends or until you use an action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

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 your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your 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.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

When you cast this spell using a spell slot of 2nd level or higher, you can select targets other than yourself. The number of targets increases by 1 for each slot level above 1st.

GRASP OF DESPAIR

1st-level conjuration

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S

Duration: Instantaneous

You delve into a creature's secret doubts. Tendrils of emotional energy erupt from you and lash out at all creatures within 5 feet of you. Each creature in that area must make a Strength saving throw against your spell save DC. On a failed save, a target takes 2d6 psychic damage and is grappled until the end of its next turn. On a successful save, the creature takes 1d6 damage, but suffers no other effect.

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.

HAIL OF THE HALE

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: S, M (a drop of water or piece of ice)

Duration: Instantaneous

You create a dozen shards of ice and fling them at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 16 (3d10) piercing damage. Hit or miss, the shards explode. The target and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 10 (3d6) cold damage.

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

HONOR BOUND

1st-level enchantment

Casting Time: 1 bonus action

Range: 20 feet

Components: V

Duration: Concentration, up to 1 minute

You boldly challenge a creature to a duel. One creature that you can see within range must make a Wisdom saving throw against your spell save DC. On a failed save, the creature is compelled to accept the challenge. For the duration, it can't attack a creature other than you and must make a Wisdom saving throw each time it attempts to move to a space that is more than 20 feet away from you; if it succeeds on this saving throw, it has disadvantage on attack rolls against creatures other than you and this spell doesn't restrict the target's movement for that turn.

The spell ends if you attack any other creature, if you cast a spell that targets a hostile creature other than the target, if a creature friendly to you damages the target or casts a harmful spell on it, or if you end your turn more than 20 feet away from the target.

MILD HALLUCINATION

Illusion cantrip

Casting Time: 1 action

Range: 30 feet

Components: (a spore from Maario's magic mushroom)

Duration: 1 minute

You create a smell, sound, or image of an object within range for up to 1 minute. The hallucination also ends if you dismiss it as an action or cast this spell again.

If you create a smell, its potency can range from a faint whiff to an overpowering stench. The smell continues unabated throughout the duration, or you can make adjustments to the intensity or type of smell before the spell ends.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a beast's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion because things can pass through it.

If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

NO LIE

Enchantment cantrip

Casting Time: 1 action

Range: 20 feet

Components: V, S

Duration: 1 minute

You imbue a creature within range with the desire to speak the truth. Until the spell ends, the target must make a Charisma saving throw against your spell save DC whenever asked a question. On a failed save, a creature can't speak a deliberate lie. You know whether the creature succeeds or fails on its saving throw.

An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

OPTI MIST

First-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

You encourage up to three creatures of your choice within range with your amazing eloquence. Before the spell ends, a target gains advantage on its next attack roll or saving throw.

PANA SEEYA

Second-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a creature and can end either one disease or any one condition afflicting it.

PHLEGM FLAM

Conjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You lob a blob of green slime. Choose one or two creatures you can see within range. If you choose two, they must be within 5 feet of each other. A target must succeed on a Dexterity saving throw against your spell save DC or take 3 (1d6) acid damage.

The spell can be cast at Level 1. If so, a failure to the Dexterity saving throw also results in the target being restrained. On a success, the target's speed is reduced by half for 1 minute.

PSYCHLONE

1st-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 round

A gust of psionic wind billows toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 14 (4d6) psychic damage, and the next attack roll made against this target before the end of your turn has advantage, thanks to the severe headache that haunts the target during that timeframe.

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.

RETURN TO SLUMBER

3rd-level necromancy

Casting Time: 1 action

Range: 30 ft.

Components: V, S, M (chamomile tealeaf)

Duration: Instantaneous

You sing a mournful lullaby to a living creature in range that has 0 hit points. The creature becomes stable, gains 5 hit point, and is asleep.

RIGHTEOUS SMITE

2nd-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit with a melee weapon attack during the spell's duration, your attack deals an extra 1d6 radiant damage. Additionally, if the target is a creature, it must make a Wisdom saving throw or be unable to take the Attack action until the spell ends. As an action, the creature can make a Wisdom check against your spell save DC to steel its resolve and end this spell.

ROAST

Enchantment cantrip

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You unleash a barrage of harsh insults drenched in fire magic at a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take 1d4 fire damage and have disadvantage on the next attack roll it makes before the end of its next turn.

SHAKE RATTLE REROLL

First-level enchantment

Casting Time: 1 reaction, which you take when you see a creature within range fail an attack roll or saving throw

Range: 60 feet

Components: V, S

Duration: Instantaneous

You give a creature within range that has failed an attack roll or saving throw a second chance. If the target rerolls the attack roll or saving throw, it must use the new roll.

SNARK

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a drop of blood)

Duration: Concentration, up to 1 minute

One creature that you can see within range must make a Wisdom saving throw against your spell save DC. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d6 and subtract the number rolled from the attack roll or saving throw.

When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature within range for each slot level above 1st.

TELLING STRIKE

Divination cantrip

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Concentration, up to 1 round

You extend your hand and point a finger at a target in range. Your magic grants you a brief insight into the target's defenses, such as one of any of the following, if applicable: damage vulnerabilities, damage resistances, damage immunities, or condition immunities. If this information is unavailable, you gain advantage on your first attack roll against the target on your next turn, provided this spell hasn't ended.

TORCHNADO

2nd-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

A storm made up of whirling flame appears in a space you choose within range. Each creature in a 15-foot-radius sphere centered on that point must make a Dexterity saving throw against your spell save DC. A target takes 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

The fire damages objects in the area and ignites flammable objects that aren't being worn or carried.

When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

UNHAPPY FEET

2nd-level enchantment

Casting Time: 1 action

Range: 80 ft.

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to charm a creature in range with a compelling rhythm. It must make a Wisdom saving throw. If it fails the saving throw, its speed drops to 0 while it dances in place until the spell ends. A creature affected by this spell makes another Wisdom saving throw at the end of each of its turns. On a successful save, the effect ends for it.

VENGEFUL SMITE

2nd-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit with a melee weapon attack during the spell's duration, your attack deals an extra 1d6 necrotic damage. Additionally, if the target is a creature, it must make a Wisdom saving throw or be forced to take the Attack action against you at disadvantage each turn until the spell ends. As an action, the creature can make a Wisdom check against your spell save DC to steel its resolve and end this spell.

VIVA LOST VIGOR

1st-level evocation

Casting Time: 1 bonus action

Range: 40 feet

Components: V

Duration: Instantaneous

A creature of your choice that you can see within range regains 1d6 hit points. This spell has no effect on undead or constructs.

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

WARD WARDEN

1st-level abjuration

Casting Time: 1 bonus action

Range: 20 feet

Components: V, S

Duration: 1 minute

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw against your spell save DC. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as nonmagical explosion or breath weapons.

If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.

WHOOPEE CONCUSSION

First-level evocation

Casting Time: 1 action

Range: Self (15-foot cube)

Components: V, S

Duration: Instantaneous

A wave of deafening force that resembles flatulence fans out from you in every direction. Each creature in a 15-foot cube originating from you must make a Constitution saving throw against your spell save DC. On a failed save, a creature takes 2d6 thunder damage and is pushed 15 feet away from you. On a successful save, the creature takes half as much and is pushed 5 feet away.

In addition, unsecured objects that lie completely within the area of effect are automatically pushed 15 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 200 feet.

ZZAP

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You hurl twin bolts of lightning at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 4 (1d8) lightning damage and can't take reactions until the start of its next turn.

The spell's damage increases by +1 at Level 2 and by another +2 at Level 3.
