

Dark Souls Spellbook

Pyromancies

Pyromancy stems from the ancient art of flame sorcery created by the Witch of Izalith. After she and her daughters made a failed attempt to recreate the First Flame, flame sorcery was lost, and all knowledge of it was passed down by the Witch's daughter Quelana in the form of Pyromancy.

Pyromancies are available to the Druid and Ranger classes. They require a Pyromancy Flame as an arcane focus.

Acid Surge

3rd-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (poisoned water)

Duration: Concentration, up to 1 minute

You create a 20-foot-radius sphere of green, corrosive gas centered on a point within range. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for the duration.

Each creature that is completely within the cloud at the start of its turn must make a Constitution saving throw against acid. On a failed save, the creature's AC is immediately reduced by 1 and it takes 3d4 acid damage. At the end of its next turn, it also takes 1d4 acid damage.

A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

Black Flame

2nd-level evocation, dark

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Heavy black flames that seem to sap away the light around them lash out from your hand. Make a melee spell attack against the target. On a hit, the target takes 2d6 fire damage and 2d6 bludgeoning damage.

Whether you hit or miss, if the target is carrying a shield, the target must make a Strength saving throw. On a failed save, the target gains no bonus to AC from its shield until after the start of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the spell deals an additional 1d6 bludgeoning damage for each slot level above 1st.

Chaos Fire Whip

4th-level evocation, chaos

Casting Time: 1 action

Range: 20 feet

Components: V, S

Duration: Instantaneous

You create a whip made of churning lava and flames that strikes at one creature of your choice that you can see within range. The target must succeed on a Strength saving throw or be pulled up to 10 feet in a straight line toward you and take 2d8 fire damage.

Whether the target succeeds or fails, the 5-foot floor area originally occupied by the target and all 5-foot areas passed through by the target as a result of this spell become covered in lava. The lava lasts until the start of your next turn and any creature that starts its turn in the lava takes 4d8 fire damage.

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

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the lava lasts for an additional round for each slot level above 4th.

Chaos Storm

7th-level evocation, chaos

Casting Time: 1 action

Range: 20 feet

Components: V, S

Duration: Instantaneous

Five pillars of churning lava and flames erupt from the ground at locations you choose within

range. The pillars each occupy a 5-foot square area and are 15 feet tall. Each creature standing in a pillar must make a Dexterity saving throw. A target takes 7d8 fire damage on a failed save and is knocked prone.

Whether the target succeeds or fails, each pillar covers the floor it erupted from in lava. The lava lasts until the start of your next turn and any creature that starts its turn in the lava takes 4d8 fire damage.

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

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the lava lasts for an additional round for each slot level above 7th.

Combustion

Evocation cantrip

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

You send a burst of flames out from your hand. Make a melee spell attack against the target. On a hit, the target takes 2d6 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried. This spell's damage increases by 1d6 when you reach 5th level (3d6), 11th level (4d6), and 17th level (5d6).

Fire Surge

1st-level evocation

Casting Time: 1 action

Range: Self (15-foot line)

Components: V, S

Duration: Concentration, up to 1 minute

A stream of flames courses from your hand. Make a ranged spell attack against that all creatures in a 15-foot line from you. On a hit, the target takes 2d6 fire damage. On each of your turns for the duration, you can use your action to make another ranged spell attack against all creatures in a 15-foot line from you. On a hit, the target takes 1d6 fire damage less than on your previous turn. The spell ends if you use your action to do anything else.

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

Fire Whip

1st-level evocation

Casting Time: 1 action

Range: 20 feet

Components: V, S

Duration: Instantaneous

You create a whip made of flames that strikes at one creature of your choice that you can see within range. The target must succeed on a Strength saving throw or be pulled up to 10 feet in a straight line toward you and take 2d8 fire damage.

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

Fireball

1st-level evocation

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

You create a ball of fire and hurl it at a point within range. Each creature in a 10-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 2d8 fire damage on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the fire damage increases by 1d8 for each slot level above 1st. When you cast this spell using a spell slot of 3rd level or higher, the radius increases to 20 feet.

Firestorm

6th-level evocation

Casting Time: 1 action

Range: 20 feet

Components: V, S

Duration: Instantaneous

Five pillars of scorching flame erupt from the ground at locations you choose within range. The pillars each occupy a 5-foot square area and are 15 feet tall. Each creature standing in a pillar must make a Dexterity saving throw. A target takes 7d8 fire damage on a failed save and is knocked prone, or half damage on a successful one and the target isn't knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you create an additional pillar for each slot level above 6th.

Flash Sweat

Transmutation cantrip

Casting Time: 1 action

Range: Touch

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

Duration: 8 hours

You or a creature you touch become drenched in water until the spell ends, gaining resistance to fire damage.

Great Chaos Fireball

5th-level evocation, chaos

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create a ball of churning lava and fire and hurl it at a point within range. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 4d8 fire damage on a failed save.

Whether the target succeeds or fails, the floor below the 20-foot-radius sphere becomes covered in lava. The lava lasts until the start of your next turn and any creature that starts its turn in the lava takes 4d8 fire damage.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

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

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the lava lasts for an additional round for each slot level above 3rd.

Iron Flesh

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a chunk of iron ore)

Duration: Concentration, up to 1 minute

Your skin turns to iron, granting you resistance to bludgeoning, piercing, slashing and fire damage. You also have disadvantage on Dexterity saving throws and your movement speed is halved.

Poison Mist

3rd-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (poisoned water)

Duration: Concentration, up to 1 minute

You create a 20-foot-radius sphere of poisonous purple gas centered on a point within range. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for the duration.

Each creature that is completely within the cloud at the start of its turn must make a Constitution saving throw against poison. On a failed save, the creature is poisoned and it immediately takes 3d4 poison damage. At the end of its next turn, it also takes 1d4 poison damage.

A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

Power Within

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Summoning the fire in your heart, your body begins to burn with power. During this time, your Strength and Dexterity increase by 4, up to a maximum of 24, your speed increases by 10 feet, you have advantage on Dexterity saving throws, and you gain an additional action on each of

your turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. You may ignore one level of exhaustion until the spell ends.

At the end of your turn, you take fire damage equal to your level that ignores damage resistance and immunity.

Undead Rapport

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 round

You offer comforting words and a warm flame to an undead creature you can see within range. The target must succeed on a Wisdom saving throw or become charmed and under your control on its next turn. The DM determines to what extent the target obeys your command. The spell automatically ends if you cast it again.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration increases by 1 round for each slot level above 2nd. On each of the target's additional turns, it may make another Wisdom saving throw to end the spell.

Sorceries

Sorceries are said to have been invented by Seath the Scaleless, traitor to dragonkind.

Sorceries are available to the Wizard, Sorcerer, Fighter and Rogue classes. They require a Sorcery Catalyst as an arcane focus.

Aural Decoy

1st-level illusion

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: 1 minute

You create a sound of your choice within range that lasts for the duration. The sound also ends if you dismiss it as an action or cast this spell again.

Creatures within 20 feet of the sound's source feel compelled to move towards it. The creature can determine that the sound is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the sound for what it is, they are no longer compelled to move towards its source.

Cast Light

Conjuration cantrip
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 30 minutes

You create a glowing orb of light that sheds bright light in a 20-foot radius and dim light for an additional 20 feet. As a bonus action on your turn, you can move the light up to 15 feet to a new spot within range.

Chameleon

2nd-level illusion
Casting Time: 1 action
Range: Self
Components: V, S, M
Duration: Concentration, up to 1 hour

You make yourself – including your clothing, armor, weapons, and other belongings on your person – look like an inanimate object until the spell ends or until you attack or cast a spell. The object must be roughly the same size as you, and cannot be an object that would seem out of place.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to look like a tall vase, objects placed in the vase would hit your head, and anyone who reaches into the vase would feel your head and hair.

To see through the illusion, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC. Additionally, if a creature sees you moving, they do not need to make a check to see through the illusion.

Crystal Magic Weapon

3rd-level transmutation, crystal
Casting Time: 1 action
Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

A non-magical weapon you touch becomes a magic weapon, and sprouts razor-sharp crystals. For the duration, the weapon has a +1 bonus to attack rolls and damage rolls. Additionally, the weapon deals an extra 1d8 force damage and 1d8 piercing damage when it hits.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the bonus increases to +2 and the extra force and piercing damage each become 2d8. When you cast it using a spell slot of 7th level or higher, the bonus increases to +3 and the extra force and piercing damage each become 3d8.

Crystal Soul Spear

9th-level evocation, crystal

Casting Time: 1 action

Range: Self (80-foot line)

Components: V, S

Duration: Instantaneous

You create a massive pale spear with razor-sharp crystals protruding from it above you and magically propel it at a target that you can see within range. All targets in an 80-foot line must make a Dexterity saving throw. On a failed save, a target takes 10d10 force damage and 10d10 piercing damage on a failed save, or half as much damage on a successful one.

Dark Bead

1st-level evocation, dark

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S

Duration: Instantaneous

You create three small black beads that seem to sap away the light around them. Each bead targets a creature of your choice that you can see within a 60-foot cone. More than one bead can target the same creature. Make a ranged spell attack against each target. On a hit, the target takes 1d6 bludgeoning damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more bead for each slot level above 1st.

Dark Fog

2nd-level conjuration, dark

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 hour

You create a 20-foot-radius sphere of black fog centered on a point within range that seems to sap away the light around it. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for the duration.

Each creature that is completely within the cloud at the start of its turn must make a Constitution saving throw against poison. On a failed save, the creature takes 2d6 poison damage.

A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

Dark Orb

3rd-level evocation, dark

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (residue from a humanity sprite)

Duration: Instantaneous

You create a black orb that seems to sap away the light around it. Make a ranged spell attack against the target. The target takes 4d8 bludgeoning damage on a hit, or half as much damage on a miss. Whether you hit or miss, the target's movement speed is reduced by 10 feet until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

Fall Control

1st-level transmutation

Casting Time: 1 reaction, which you take when you or a creature within 60 feet of you falls

Range: 60 feet

Components: V, M (a small feather)

Duration: 1 minute

Choose a falling creature within range. If the falling creature lands before the spell ends, it takes

no falling damage, can land on its feet, makes no sound when it lands, and the spell ends for that creature.

Heavy Soul Arrow

2nd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create a heavy soul arrow and hurl it at a target that is within range. Make a ranged spell attack against the target. The target takes 4d6 force damage on a hit, and are knocked prone.

Whether you hit or miss, if the target is carrying a shield, the target must make a Strength saving throw. On a failed save, the target gains no bonus to AC from its shield until after the start of its next turn.

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

Hidden Body

1st-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (the tail of a crystal lizard)

Duration: Concentration, up to 1 minute

You or a creature you touch become transparent until the spell ends. Anything the target is wearing or carrying is also transparent as long as it is on the target's person. For the duration, any creature has disadvantage on attack rolls against you, you have advantage on attack rolls, and for the purposes of hiding, you are lightly obscured. You can still be detected by any noise you make or tracks you leave.

The spell ends if you use the attack action or cast a spell.

Hidden Weapon

1st-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (the skull of a crystal lizard)

Duration: Concentration, up to 1 minute

A weapon you touch becomes invisible until the spell ends. You have advantage on melee attacks made with the weapon. If you drop the weapon, the spell ends.

Homing Crystal Soulmass

3rd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create a number of orbs of light equal to your spellcasting ability modifier, each covered in shards of crystal. Each orb hits a creature of your choice that you can see within range. An orb deals 1d8 force damage and 1d8 piercing damage to its target. The orbs all strike simultaneously, and you can direct them to hit one creature or several.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the spell creates one more orb for each slot level above 3rd.

Homing Soulmass

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create a number of orbs of light equal to your spellcasting ability modifier. Each orb hits a creature of your choice that you can see within range. An orb deals 1d4 force damage to its target. The orbs all strike simultaneously, and you can direct them to hit one creature or several.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more orb for each slot level above 1st.

Hush

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

A creature you touch becomes completely silent. For the duration, the targeted creature and any object it is touching make no sound of any kind, preventing them from casting spells with verbal components. Additionally, the target has advantage on Stealth checks, is deafened and is immune to thunder damage.

Magic Shield

2nd-level transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You touch a non-magical shield. Until the spell ends, that shield becomes a magic shield with a +1 bonus to AC.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you use a spell slot of 6th level or higher, the bonus increases to +3.

Magic Weapon

2nd-level transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You touch a non-magical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you use a spell slot of 6th level or higher, the bonus increases to +3.

Pursuers

2nd-level conjuration, dark

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You summon two black sprites that seem to sap away the light around them. Each sprite hits a

creature of your choice that you can see within range. A sprite deals 1d6 + 1 bludgeoning damage to its target. The sprites all strike simultaneously, and you can direct them to hit one creature or several. If a target is hit by two or more sprites, its movement speed is reduced by 10 feet until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the spell summons one more sprite for each slot level above 2nd.

Remedy

Abjuration cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a creature and cure it of being poisoned.

Repair

Transmutation cantrip (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a small titanite shard)

Duration: Instantaneous

This spell repairs a damaged weapon or shield. If a weapon or shield has a penalty to damage rolls or AC, that penalty is removed.

This spell can physically repair a magic weapon or shield, but the spell can't restore magic to such an object.

Soul Arrow

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create a soul arrow and hurl it at a target that is within range. Make a ranged spell attack against the target. The target takes 4d6 force damage on a hit.

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

Soul Spear

5th-level conjuration

Casting Time: 1 action

Range: Self (80-foot line)

Components: V, S

Duration: Instantaneous

You create a massive pale spear above you and magically propel it at a target that you can see within range. All targets in an 80-foot line must make a Dexterity saving throw. On a failed save, a target takes 3d10 force damage and 3d10 piercing damage, or half as much damage on a successful one.

White Dragon Breath

6th-level evocation, crystal

Casting Time: 1 action

Range: Self (30-foot line)

Components: V, M (a crystal from Seath's laboratory)

Duration: Instantaneous

You emit the crystal breath of Seath the Scaleless. All targets in a 30-foot line must make a Dexterity saving throw. On a failed save, a target takes 2d10 force damage and 3d10 piercing damage and is petrified inside of a crystal, or half as much damage on a successful one and the target is not petrified.

A petrified target may make a Constitution saving throw at the start of every turn to break free.

Additionally, crystals grow along the ground on all unoccupied 5-foot-square areas affected by the spell. Each 5-foot-square crystal has AC 5 and 15 hit points. Reducing a crystal to 0 hit points destroys it. When a crystal is destroyed, it explodes, dealing 1d10 force damage and 2d10 piercing damage to all creatures in a 5-foot radius.

Miracles

Miracles draw its power from reading tales of revelation. The gods grant those who read such tales a glimpse of its power as thanks.

Miracles are available to the Cleric and Paladin classes, although there are some spells that are not on the Cleric/Paladin spell list unless you are aligned with a particular God or Goddess.

These include:

Gwyn, Lord of Sunlight - Lightning Spear and Sunlight Spear

Gwynevere, Princess of Sunlight - Bountiful Sunlight

Dark Sun Gwyndolin - Darkmoon Blade

Velka, Goddess of Sin - Vow of Silence and Karmic Justice

Gravelord Nito - Gravelord Sword Dance

Miracles require a Talisman as an arcane focus.

Bountiful Sunlight

3rd-level evocation

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Concentration, up to 1 minute

You release warm light from your body, healing every creature within range by 1d6 hit points per round.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you heal an additional 1 hit point per round.

Darkmoon Blade

5th-level transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You touch a non-magical weapon. Until the spell ends, that weapon becomes a magic weapon with a bonus to attack rolls and damage rolls equal to your spellcasting ability modifier.

Emit Force

2nd-level evocation

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S

Duration: Instantaneous

You release a burst of divine force from your body. Each creature in a 30-foot cone must make a Strength saving throw. On a failed save, a target is pushed back until they are 30 feet away from you, and are knocked prone. On a successful save, a target is pushed back 15 feet, or until it is 30 feet away from you.

Force

1st-level evocation

Casting Time: 1 action

Range: Self (20 feet)

Components: V, S

Duration: Instantaneous

You release a shockwave of divine force from your body. Each creature within 20 feet must make a Strength saving throw. On a failed save, a target is pushed back until they are 20 feet away from you, and are knocked prone. On a successful save, a target is pushed back 10 feet, or until it is 20 feet away from you.

Gravelord Sword Dance

5th-level conjuration

Casting Time: 1 action

Range: 20 feet

Components: V, S

Duration: Instantaneous

This spell, created by the first of the dead, Gravelord Nito, was one of his many weapons used in his battle against the Ancient Dragons. You summon large swords that burst out of the ground in a 20 foot radius around you. Each creature in that area must make a Dexterity saving throw or take 6d6 slashing damage and 4d6 necrotic damage on a failed save.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 necrotic damage.

Great Heal

6th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Choose a creature that you can see within range. A surge of positive energy washes through the creature, causing it to regain 70 hit points. This spell also ends blindness, deafness, and any diseases affecting the target. This spell has no effect on constructs.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the amount of healing increases by 10 for each slot level above 6th.

Heal

1st-level evocation

Casting Time: 1 bonus action

Range: 60 feet

Components: V

Duration: Instantaneous

You or a creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

Homeward

2nd-level conjuration (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You pray to your deity to save you from danger. You teleport back to the last place that you spent a long rest.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional willing creature that is within 5 feet.

Karmic Justice

5th-level abjuration

Casting Time: 1 bonus action

Range: Self (20 feet)

Components: V, S, M (an effigy of Velka, witch-goddess of sin)

Duration: 1 hour

A protective magical force surrounds you, manifesting as a dim purple light that covers you and your gear. You gain 10 temporary hit points for the duration. When these temporary hit points reach 0, you release a shockwave of divine force from your body. Each creature within 20 feet must make a Strength saving throw. On a failed save, a target is pushed back until they are 20 feet away from you, they are knocked prone and take 4d12 force damage. On a successful save, a target is pushed back 10 feet, or until they are 20 feet away from you, and they take half damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the thunder damage increases by 1d12 for each slot level above 5th.

Lightning Spear

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create a spear in your empty hand out of pure light, crackling with divine lightning. You hurl the spear at a target within range. The target must make a Dexterity saving throw, taking 3d6 radiant damage and 3d6 lightning damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 radiant damage for each slot level above 3rd.

Magic Barrier

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You touch a willing creature, and a protective magical force surrounds it until the spell ends. The target's AC cannot be less than 14 regardless of what kind of armor it is wearing, and the target gains resistance to force damage.

Replenishment

4th-level evocation

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

You regain hit points equal to 1d6 + your spellcasting ability modifier at the end of each of your turns until this spell ends. This spell has no effect on constructs.

Seek Guidance

Divination cantrip

Casting Time: 1 minute

Range: 60 feet

Components: V

Duration: 1 hour

You pray to your deity for guidance. Your deity leaves behind a message consisting of a simple phrase, for example, "Try jumping," hidden within range of the spell. The contents of the message and how difficult it is to find are decided by the DM. The message disappears when the spell ends.

Sunlight Blade

1st-level transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You touch a non-magical weapon. Until the spell ends, that weapon becomes a magic weapon that deals an extra 2d4 lightning damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d4 for each level above 1st.

Sunlight Spear

9th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create a divine spear of pure sunlight in your hands and hurl it at a target within range. The target must succeed on a Dexterity saving throw, taking 30d10 radiant damage on a failed save, or half as much damage on a successful one.

If a target with natural armor fails the save, its AC is permanently reduced by 2.

Tranquil Walk of Peace

2nd-level abjuration

Casting Time: 1 action

Range: Self (10-foot-radius sphere)

Components: V, S, M (a tiny bell)

Duration: Concentration, up to 1 minute

Choose up to six creatures you can see within 10 feet of you. Each target must succeed on a Wisdom saving throw or be affected by the spell for the duration. An affected target can't take reactions, have its movement speed halved, and can't make more than one melee or ranged attack during its turn. In addition, the target can take either an action or a bonus action on its turn, not both.

A creature affected by this spell makes another Wisdom saving throw at the end of its turn. On a successful save, the effect ends for it.

Vow of Silence

4th-level abjuration

Casting Time: 1 action

Range: Self (15-foot-radius sphere)

Components: V, S, M (an effigy of Velka, witch-goddess of sin)

Duration: Concentration, up to 30 seconds

A 15-foot-radius sphere of dim purple light surrounds you. Until the spell ends, the sphere moves with you, centered on you.

The effects of all spells cast within the sphere are suppressed. A slot expended to cast a suppressed spell is consumed. While a spell is suppressed, it doesn't function, but the time it spends suppressed counts against its duration. A spell cast within the sphere remains suppressed even after the caster leaves the sphere, and a spell cast outside of the sphere is not suppressed even if the caster enters the sphere.

Wrath of the Gods

8th-level evocation

Casting Time: 1 action

Range: Self (20 feet)

Components: V, S

Duration: Instantaneous

You release a shockwave of divine force from your body. Each creature within 20 feet must make a Strength saving throw. On a failed save, a target is pushed back until they are 20 feet away from you, they are knocked prone and take 10d12 thunder damage. On a successful save, a target is pushed back 10 feet, or until it is 20 feet away from you, and they take half damage.