

Book of Keeping, 5e Cantrip

Transmutation Cantrip

Casting Time. One action

Range. Touch/none

Target: Either an existing book that you touch or none because you create the book.

Components: S

Duration: Forever, unless dispelled.

Classes: Wizard, Sorcerer

You create a book that can have any appearance you like, and the inside is completely blank. You can write anything there, and regardless of what ink you use, nobody can see the writing except for you. Only you can open this book, and you can send it into a pocket dimension or resummon it as a bonus action. You may only have one book at a time.

Alternative. Alternatively, you can target an already existing book. Nobody can open or read that book except you, essentially locking it. While using this mode, you can target a number of books equal to your proficiency bonus.

Evil Eye, 3rd level 5e Spell

3rd lvl Necromancy

Casting Time. One action

Range. Sight

Target: A creature within your vision

Components: V, S

Duration: 3 rounds of combat, or 10 minutes.

Classes: Warlock, Wizard, Sorcerer

Choose one target that you can see. They must succeed a Wisdom Saving Throw or be paralyzed until either something snaps them out of it (loud noise, sudden movement, etc.) and they can repeat the save, or until they have taken damage. If there is any duration remaining after they are unparalyzed, they are frightened by the user.

Tracker's Revenge, 4th level 5e Spell

4th lvl Divination

Casting Time. 10 minutes

Range: Self

Target: Anybody who you've ever seen and can remember

Components: V,S,M (The heart of a Revenant, a map of the world, both of which must be burned during the casting)

Duration: Until target is damaged by the caster

Classes: Ranger, Paladin, Druid, Wizard, Sorcerer

You always know the general direction of your target, and can sense when they are nearby. When you attack your target, the first attack you make is an automatic hit and nat 20, ignoring resistances and immunities. All hits after that are normal, unless you cast this spell again. Only one creature can be targeted at a time.