

Chapter 4: Magic of Drakkenheim

This chapter includes new spells and powerful artifacts found within the world of Drakkenheim.

New Spells

Whether arcane, divine, or primal spells, invoking magic is an obvious and intentional act in the world of Drakkenheim. The verbal, somatic, and material components of spells are vital: a spell fails if the pitch, resonance, and volume of the verbal components out of tune, or if gestures are not performed in an exacting and precise manner. While casting a spell, mages eyes burn with octarine or radiant light, magical energies swirl about them, and their voices take on an otherworldly resonance. The act of casting a spell is obvious and unmistakable in the world of Drakkenheim.

Secret Spells

In the world of Drakkenheim, several powerful spells found in the Core Rules are significantly rarer than normal:

- **Plane Shift.** While the knowledge of the *plane shift* spell is more widespread than the other secret spells, the planar tuning forks used by the *plane shift* spell are the stuff of legends; see the World of Drakkenheim section for details.
- **Simulacrum.** This spell was only recently invented by the members of the Academy Directorate. While those within the Amethyst Academy are aware of the spell, the Academy Directors have not shared the means to cast this spell except with a few Grandmaster Wizards.
- **Gate and True Resurrection.** The only living nonplayer characters capable of casting these spells are Lucretia Mathias and Divine Matriarch Mercy V of the Sacred Flame.
- **Wish.** For centuries, the mighty sorcerer-kings jealously guarded the knowledge of this mightiest of all spells. Today, while members of the Academy Directorate have knowledge of the spell, all have expended their ability to cast it on prior wishes made centuries ago. This is a fact that they do not disclose — not even to each other.

At the Game Master's option, player characters must obtain knowledge of these spells in the same manner as other spells presented in this book.

Non-player characters do not have access to these spells unless specifically indicated in their description or game statistics. Furthermore, the material components for these spells are exceptionally scarce and should be treated as consumable magic items of Very Rare (for 7th- and 8th-level spells) or Legendary rarity (for 9th-level spells).

"The city is not a place people come without purpose.
But some people's purpose can only be found here."

— Sebastian Crowe

Contaminated Spells

Several spells include the "contaminated" descriptor beside their school of magic. Such spells always require delerium as a material component, and cause the caster to gain Contamination Levels when cast.

A contaminated spell simply fails if the spellcaster prevents gaining Contamination Levels from its casting. The only exception to this rule is if the spellcaster has a class feature or magic item such as the Circle of Contamination Druid's Purify Spell feature (described in Chapter 3) which specifically allows them to cast contaminated spells without gaining Contamination Levels.

A monster with the Fully Contaminated trait can cast contaminated spells with impunity, and does not gain Contamination Levels when they do so.

Learning the Spells

While many monsters and NPCs know these spells, contaminated spells are not available to player characters at the outset of the campaign unless explicitly granted by a subclass feature in this book. Instead, characters must either study the spell from a found spellbook or scroll, locate a mentor to teach them the spell, or research the spells themselves!

Once they've found a spellbook or teacher, a player character must spend two days of downtime and 100 gp per spell level practicing the spell. Once complete, the character may prepare the spell, add it to their spellbook, or replace a spell they already know with the new spell, as appropriate for the spellcasting features of their class.

Researching New Spells

We've included three spells and two magic items that previously appeared in *Dungeons of Drakkenheim*. These items provide key tools characters need to deal with contamination in a Drakkenheim campaign.

Contamination immunity and *neutralizing field* are totally undiscovered at the outset of a Drakkenheim campaign, and instead, these spells must be discovered through research. The player characters might undertake this research directly during their downtime. Alternatively, the party may seek out an NPC spellcaster to help develop the spell, such as an Academy mage or Flamekeeper. The spell descriptions outline the prerequisites needed to successfully research the spell. Once these requirements are met, a character must spend downtime and gold to complete the research: for each level of the spell, the character must spend 5 days of downtime and 250 gp. Once complete, the character may prepare the spell, add it to their spellbook, or replace a spell they already know with the new spell, as appropriate for the spellcasting features of their class.

New Spells

These spells are presented in alphabetical order by spell level.

Cantrips

Acid Burn
Bacterial Barrage
Poison Needle

1st-Level Spells

Acrid Orb
Envenom
Infect
Stream of Consumption
Toxic Shield

2nd-Level Spells

Biohazard
Caustic Grip
Grasping Ghost
Invigorate
Ocular Necrosis

3rd-Level Spells

Corrosive Blast
Fetid Blade
Pestilence
Purge Contamination
Tranquilizing Toxin
Venomous Aura

4th-Level Spells

Blood Worm
Corpse Explosion
Corrupting Spores

Last Rites
Poison Wave
Summon the Thing with the
Writhing Tail
Vitriol Ichor

5th-Level Spells

Acid Rain
Nerve Gas
Neutralizing Field
Septic Shock
Toxic Barrage
Vile Necrosis

6th-Level Spells

Mephitic Vapors
Vile Necrosis

7th-Level Spells

Contamination Immunity
Grievous Wounds
Miasma

8th-Level Spells

Breath of Nightshade
Plague Wind

9th-Level Spells

Pandemic
Touch of Death

Cantrips

Acid Burn

Evocation cantrip

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: Instantaneous

You hold a vial of acid above your head and magically shatter it, raining a spray of acidic formula in a 15-foot cone in front of you. All creatures in the cone must succeed on a dexterity saving throw or take 1d4 acid damage.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Bacterial Barrage

Necromancy Cantrip

Casting Time: 1 action

Range: 20 feet

Components: V, S

Duration: Instantaneous

You attack a creature in range with a quick spreading infection that takes advantage of existing conditions. Make a ranged spell attack against a target, on a hit the infection does 1d8 necrotic damage to the target. If the target is suffering from the poisoned condition or a disease, it instead takes 1d12 necrotic damage.

The spell's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).

Poison Needle

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You launch a conjured dart coated with lethal poison at a creature you can see within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 poison damage.

If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

“The city is not a place people come without purpose.
But some people’s purpose can only be found here.”

— Sebastian Crowe

1st-Level Spells

Acid Orb

1st-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a vial of stomach acid and a pinch of sulfate)

Duration: Instantaneous

You create an orb of acid gel and fling it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d6 acid damage. Whether the attack hits or misses, the orb explodes. The target and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 2d6 acid damage.

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

Envenom

1st-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a vial of basic poison)

Duration: Concentration, up to 1 minute

Choose a creature you can see within range to inflict with a magical poison. The target must make a Constitution saving throw. On a failed saving throw, the target suffers 2d4 poison damage and becomes poisoned for the spell's duration.

While poisoned in this way, the target must make a Constitution saving throw at the end of each of its turns. It takes 2d4 poison damage on a failed saving throw. On a success, the spell ends on that target.

A *lesser restoration* spell cast on the target ends this spell early.

At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Infect

1st-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a petri dish)

Duration: Concentration, up to 1 minute

You inflict a creature you can see within range with a magical disease. At the start of each of the target's turns, it must make a Constitution saving throw. The creature takes 1d12 necrotic damage on a failed saving throw, or half as much on a successful one. If a target succeeds on three of these saves, the spell ends.

A *lesser restoration* spell cast on the target ends this spell early.

At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d12 for every two slot levels above 1st.

Stream of Consumption

1st-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

A tether of necrotic, green energy latches on to a creature within range, forming a sustained stream of consumption between you and the target. The target must succeed on a strength saving throw or suffer one level of exhaustion, and on each of your turns for the duration, you can use your action to force them to succeed an additional saving throw or suffer another level of exhaustion. Every time the target suffers a level of exhaustion you regain hit points equal to your spellcasting modifier as you tap their essence and energy from them and consume it.

The spell ends if you use your action to do anything else or if the target is ever outside the spell's range or has total cover from you.

Toxic Shield

1st-level conjuration

Casting Time: 1 action

Range: Self

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

Duration: Concentration, up to 1 minute

You gain resistance to poison damage and advantage on saves against being poisoned for the duration. Additionally, whenever you receive damage from a melee attack from an enemy within 5 feet of you, you immediately deal 5 poison damage to the attacker.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage you deal increases by 5 for each slot above 2nd.

2nd-Level Spells

Biohazard

2nd-level conjuration

Casting Time: 1 action

Range: 120 feet (15-foot cube)

Components: V, S, M (a withered root and a drop of vinegar)

Duration: 1 minute

You coat a 15-foot-wide cube with toxic sludge for the spell's duration. The area is difficult terrain and filled with dangerous fumes. A creature that enters the area or starts its turn there must make a Constitution saving throw. On a failed saving throw, the creature takes 1d8 poison damage and is poisoned until the start of its next turn.

At Higher Levels. If you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Caustic Grip

2nd-level evocation

Casting Time: 1 action

Range: Self (5-foot radius)

Components: S

Duration: Concentration, up to 1 minute

Your hand secretes sticky burning acid as you grip the face of a creature. When you cast this spell, make a melee spell attack against a creature within five feet of you. On a hit, you deal 2d8 acid damage to the target and they are incapacitated with searing pain and restrained within your grasp until the end of your next turn.

On subsequent turns, you can use your action to maintain this effect, dealing another 2d8 damage to the creature and extending its duration until the end of your next turn. The creature is freed immediately if you release it from your grasp.

At Higher Levels. If you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Grasping Ghost

2nd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: S, M (a finger bone and a scrap of fabric)

Duration: 1 minute

A series of spectral hands appear and grasp at a target you can see within range. The Target must succeed on a Strength saving throw or take 2d6 necrotic damage and are grappled. They may repeat the save at the end of their turn to try and break free, if they fail, they take an additional 2d6 necrotic damage.

You may use an action on your turn to move the grasping ghost 30 feet and target a new creature.

At Higher Levels. If you cast this spell using a spell slot of 3rd level or higher, the grasping ghost can target one additional creature within 5 feet of the first for each spell level above 2nd.

Invigorate

2nd-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: S, M (a syringe and a blood sample)

Duration: 1 hour

Choose up to three creatures within range. Each target's gains 5 temporary hit points for the duration.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the temporary hit points increase by 5 for each slot level above 2nd.

Ocular Necrosis

2nd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Make a ranged spell attack against a target you can see in range. If you hit, you wrack the creature with a deadly toxin that causes their eyes to bleed. The creature takes 2d6 necrotic damage and is blinded until the beginning of your next turn.

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

3rd-Level Spells

Corrosive Blast

3rd-level evocation

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S, M (a vial of acid)

Duration: Instantaneous

A spew of acrid chemicals erupts from your hands. Each creature in a 30-foot cone must make a Dexterity saving throw. A creature takes 10d4 acid damage on a failed save, or half as much damage on a successful one.

The acid destroys any objects made of organic materials in the spell's area. A creature reduced to zero hit points by this spell has its flesh entirely dissolved, leaving behind only a corroded skeleton.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the acid damage increases by 2d4 for each slot level above 3rd.

Fetid Blade

3rd-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a drop of acid and a pinch of iron dust)

Duration: Concentration, 1 minute

You coat a blade in an acidic substance. Choose a melee weapon you are proficient in. For the duration, the weapon now does an additional 2d4 acid damage on a hit.

When you hit with a melee attack, you may use an additional bonus action while concentrating on this spell to end it early. When you do so, that attack deals 2d8 acid damage instead and the target must make a Constitution saving throw or become poisoned for 1 minute.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the acid damage increases by 1d4 for each slot level above 3rd.

Pestilence

3rd-level necromancy

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a withered flower)

Duration: Concentration, up to 1 minute

You infect up to six creatures you can see within range with a magical disease. At the start of each of the target's turns, it must make a Constitution saving throw. On a failed saving throw, the creature takes $3d6$ necrotic damage and gains 1 level of exhaustion. If a target succeeds on three of these saves, the spell ends for that creature.

A *lesser restoration* spell cast on a target ends this spell early for that creature.

When the spell ends on a creature, they recover from any levels of exhaustion gained through the spell's effects.

Purge Contamination

3rd-level abjuration

Casting Time: 1 hour

Range: Touch

Components: V, S, M (100 gp of alchemical fluids or holy water, which the spell consumes)

Duration: Instantaneous

You apply alchemical fluids or holy water to a contaminated humanoid creature while reciting an exacting magical chant which expels eldritch contaminants from its body. When you finish casting the spell, all contamination levels and mutations are removed from the creature. It then gains 1 level of exhaustion for each contamination level removed with this spell.

Tranquilizing Toxin

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

One target you choose within range must make a Constitution saving throw or take $8d6$ poison damage and become poisoned until the end of your next turn. While poisoned in this way, the target is stunned. On a successful saving throw, the target takes half damage and is not poisoned.

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

Venomous Aura

3rd-level transmutation

Casting Time: 1 bonus action

Range: Self (10-foot radius)

Components: V, S, M (scales or fangs of a poisonous snake)

Duration: 1 minute

You emit a baleful aura which disorients creatures who approach you. Any creatures that start their turn within 10 feet of you are poisoned until the end of their turn.

4th-Level Spells

Blood Worm

4th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a jar full of leeches)

Duration: Concentration, up to 1 minute

You infect a target you can see within range with a magical disease in the form of a symbiotic parasite. Once per turn when a creature hits the infected target with a weapon attack, that attack deals an additional $4d6$ necrotic damage, and the attacker regains hit points equal to the necrotic damage dealt.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the necrotic damage increases by $1d6$ for each slot level above 4th.

Corpse Explosion

4th-level necromancy

Casting Time: 1 reaction

Range: 120 feet

Components: V, S

Duration: Instantaneous

When a creature dies within range, you can use your reaction to cause the creature's body to explode in a violent shower of gore and infected flesh. Creatures within 40 feet of a point centered on the creature take $4d8$ necrotic damage and $4d8$ acid damage, or half as much damage on a successful Dexterity saving throw.

At Higher Levels. If you cast this spell using a spell slot of 5th level or higher, the damage increases by $1d8$ poison damage for each slot level above 4th.

"The city is not a place people come without purpose.
But some people's purpose can only be found here."

— Sebastian Crowe

Corrupting Spores

4th-level necromancy

Casting Time: 1 bonus action

Range: 120 feet

Components: V, S, M (a dried mushroom)

Duration: 1 minute

A small patch of poison mushrooms grows in a 5-foot-square that you choose within range. On the turn you cast this spell, and as a bonus action on subsequent turns you can choose a creature within 15 feet of the mushroom patch. Make a ranged spell attack against the creature. On a hit the target takes 2d8 poison damage as the mushroom patch sprays dangerous spores towards the target.

As a reaction you can end the spell early, causing the mushrooms to explode in a shower of spores. All enemies within 5 feet of the mushroom patch must make a Constitution saving throw. On a failed save, they take 2d8 poison damage and become poisoned for 1 minute. On a successful save, they take half the damage and are not poisoned. The mushrooms wither and die with this eruption and the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the poison damage increases by 1d8 for each slot level above 4th.

Last Rites

4th-level abjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a small piece of brass, a rose petal, and a drop of holy water)

Duration: Instantaneous

You target a creature you can see within range as a beam of holy light shines down upon them. The target must make a Wisdom saving throw. The target takes 8d8 radiant damage on a failed save, or half as much damage on a successful one. This spell has no effect on celestials or constructs.

If you target an undead or fiend, it makes the saving throw with disadvantage, and the spell deals maximum damage to it. If the undead or fiend is reduced to 0 hit points from this spell it turns to ash.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you may target an additional creature within 30 feet of each other for each spell level above 5th.

Poison Wave

4th-level conjuration

Casting Time: 1 action

Range: Self (30-foot radius burst)

Components: V, S, M (a withered root and a drop of vinegar)

Duration: Instantaneous

A wave of poisonous fumes emanates from you. Creatures within 30 feet of you must make a Constitution saving throw. On a failed save, each creature takes 4d12 poison damage and is poisoned until the end of your next turn. On a successful saving throw, a creature takes half damage and does not become poisoned.

At Higher Levels. If you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d12 for each slot level above 4th.

Summon the Thing with the Writhing Tail

4th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a tuft of cat hair and a dead rat)

Duration: Concentration, up to 1 hour

You call forth The Thing with the Writhing Tail. It manifests in an unoccupied space that you can see within range. This corporeal form uses the stat block below. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, use the higher level wherever the spell's level appears in the stat block.

Summon the Thing with the Writhing Tail

This eldritch spell summons a manifestation of the Thing with the Writhing Tail, an eldritch entity with a vaguely feline form which dwells in Dreamland. Perhaps it is the favoured cat of Phantasia, or others a fragment of Shegorach, but to others, it is simply known by the odd name “Bruce”.

The Thing with the Writhing Tail

Medium aberration, unaligned

Armor Class 12 + the level of the spell

Hit Points 50 + 10 for each spell level above 4th

Speed 40 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 13 (+1) | 19 (+4) | 12 (+2) | 19 (+4) | 15 (+2) | 19 (+4) |

Damage Immunities psychic

Condition Immunities charmed, drightened

Senses darkvision 120 ft., passive Perception 12

Languages Deep Speech, telepathy 120 ft.

Challenge – **Proficiency Bonus** Equals your proficiency bonus

Ethereal Sight. The thing sees invisible creatures and can see into the Ethereal Plane.

ACTIONS

Multiattack. The thing makes a number of claw attacks equal to half this spell's level (rounded down).

Claw. Melee Weapon Attack: your spell attack modifier to hit, reach 5 ft., one target. **Hit:** 1d6 + the spell's level + 4 slashing damage plus 2d6 cold damage.

Eldritch Hiss. The thing whispers a terrible truth to one creature it can see within 5 feet. The target must make a Wisdom saving throw. On a failed save, it takes 4d6 psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from the thing. The creature doesn't move into obviously dangerous ground, such as a fire or a pit.

Thought Tendril. The thing psychically lashes out at one creature it can see within 5 feet. The target must make an Intelligence saving throw. On a failed save, the target takes 4d6 psychic damage, and it can't take a reaction until the end of its next turn. Additionally, on its next turn, it must choose whether it gets a move, an action, or a bonus action; it gets only one of the three.

“The city is not a place people come without purpose.
But some people's purpose can only be found here.”

— Sebastian Crowe

Vitriol Ichor

4th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a vial of nitric acid and a flask of water)

Duration: Concentration, up to 1 minute

Choose a creature within range that has natural armor or is wearing armor. You magically cause the creature's natural or manufactured armor to become corroded and brittle for the spell's duration. While its armor is corroded, the creature's AC becomes 10.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you may target one additional creature for each slot level above 4th.

5th-Level Spells

Acid Rain

5th-level conjuration

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a pinch of sulfur and ground coal)

Duration: Concentration, up to 1 minute

Until the spell ends, acid rain falls in a 40-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused.

Chemical pools accumulate on the ground in the area, making it difficult terrain. When a creature enters the spell's area for the first time on a turn or starts its turn there, it takes 3d6 acid damage and must make a Dexterity saving throw. On a failed save, it falls prone in the pools, taking an additional 3d6 acid damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the acid damage increases by 1d6 for each slot level above 5th.

Nerve Gas

5th-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (samples of phosphate and chlorine mixed with a drop of pure alcohol)

Duration: Concentration, up to 10 minutes

You create a 10-foot-radius sphere of toxic fog 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. The fog's 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 3d6 psychic damage and is stunned on a failed save, or half as much damage on a successful one and is not stunned. Creatures are affected even if they hold their breath or don't need to breathe.

At Higher Levels. If you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 psychic damage for each slot level above 5th.

Neutralizing Field

5th-level abjuration

Casting Time: 1 action

Range: Self (10-foot radius sphere)

Components: V, S, M (A delerium crystal or holy relic worth 1,000 gp)

Duration: Concentration, up to 1 hour

You negate contaminated magical energies in a 10-foot-radius sphere. Until the spell ends, the sphere moves with you, centered on you. Creatures in the sphere (including you) can't gain Contamination Levels and have resistance to necrotic damage. Contaminated spells can't be cast by creatures in the area.

Discovering the Spell: A character who can cast 5th level spells, knows the *purge contamination* spell, and has created at least 1 dose of *aqua expurga* may research *neutralizing field*.

Septic Shock

5th-level necromancy

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a piece of a rotten liver)

Duration: Instantaneous

Make a ranged spell attack against a creature in range. When hit, the target is infected with an disease that quickly debilitates them. After being hit the target suffers one level of exhaustion and can't take a reaction. Moreover, on its turn, it must choose whether it gets a move, an action, or a bonus action; it gets only one of the three. At the end of each of its subsequent turns it can make a constitution save against your spell save DC, on a success the spell ends on the creature but the exhaustion levels remain, on a failure the creature suffers another level of exhaustion and the effects continue.

Toxic Barrage

5th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (Four death cap mushrooms)

Duration: Instantaneous

You create four rays of pure poison and hurl them at targets within range. You can hurl them at one target or several.

Make a ranged spell attack for each ray. On a hit, the target takes 3d6 poison damage. If the target is hit by one or more of these rays, it must make a Constitution saving throw. On a failed save, the target is poisoned for 1 minute. While poisoned in this way, the target can repeat the saving throw at the end of each of its turns. On a success, it is no longer poisoned.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you create one additional ray for each slot level above 5th.

6th-Level Spells

Mephitic Vapors

6th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a vial of chlorine)

Duration: Concentration, up to 10 minutes

You douse an area with acrid slime. Any creature completely within the area is blinded, can not take reactions, and their speed is reduced to 5 feet. A creature who starts its turn in the area must succeed on a Constitution saving throw or take 2d8 poison damage and 2d8 acid damage and gain one level of exhaustion. The exhaustion persists until a creature finishes a long rest.

At Higher Levels. If you cast this spell using a spell slot of 7th level or higher, the damage increases by 2d8 poison damage and 1d8 acid damage for each slot level above 6th.

Vile Necrosis

6th-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a vial of coagulated blood)

Duration: Instantaneous

You point your finger towards a creature within range emitting a sickly green beam of toxic energy towards them. The creature must succeed on a dexterity saving throw against your spell save DC. On a failure the creature takes 10d6 necrotic damage, on a success they take half as much.

If the creature is reduced to 0 hit points from this spell its flesh begins to crack and fall off and blood sprays from its eyes, mouth, and open wounds. Every creature within 15 feet of the target must succeed on a Dexterity saving throw or take 5d6 necrotic damage.

At Higher Levels. Casting this spell using a 7th level slot or higher, the damage increases by 2d6 for each slot level above 6th.

7th-Level Spells

Contamination Immunity

7th-level abjuration

Casting Time: 1 minute

Range: Touch

Components: V, S, M (an eldritch lily mixed into 250 gp worth of purified fluids per target, which the spell consumes)

Duration: 24 hours

Until the spell ends, one willing creature you touch is immune to necrotic damage and cannot gain Contamination Levels. The affected creature may rest normally within the Haze.

This spell ends immediately if the creature casts a contaminated spell.

Researching the Spell: A character who can cast 7th level spells, knows the *neutralizing field* spell, and who has visited the Delerium Heart can research *contamination immunity*.

Grievous Wounds

7th-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a needle and several stiches)

Duration: Instantaneous

Choose a creature you can see within range. You cause their wounds to fester and puss, quickening the decomposition of their flesh around the wound and infecting their blood. Until the end of your next turn, that creature gains vulnerability to bludgeoning, piercing, and slashing damage and can't regain hit points.

Miasma

7th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a freshly harvested corpse lily)

Duration: Concentration, up to 1 minute

You create a wall of sickly, yellowish green, toxic fumes on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts for the duration.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 10d4 acid damage, or half as much damage on a successful save.

One side of the wall, selected by you when you cast this spell, emits toxic fumes. It deals 8d8 poison damage to each creature that ends its turn within 30 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

A creature who takes poison damage from the wall must make a Constitution saving throw or become poisoned until for the duration of the spell.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the damage increases by 2d8 for each slot level above 7th.

8th-Level Spells

Breath of Nightshade

8th-level conjuration

Casting Time: 1 action

Range: Self (60 foot cone)

Components: V, S, M (A pair of deadly nightshade flowers)

Duration: Instantaneous

You breathe a cone of poisonous gas that overwhelms the senses. Creatures in the area become poisoned. At the end of their next turn, each creature must make a Constitution saving throw. On a failed saving throw, the target falls unconscious for one hour or until it takes any damage. On a successful save, the poisoned condition ends on that target.

Plague Wind

8th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (mucus from a ghoul)

Duration: Instantaneous

You summon a roiling wind of flesh devouring disease and excruciating blood boiling fumes that sweeps over the battlefield. All creatures in the area need to succeed on a Constitution saving throw. On a failure a creature takes 5d8 poison damage and 5d8 necrotic damage or half as much damage on a success. Whether they succeed or fail, any creature in the area who ends your turn with less than 25 hit points is killed outright and reduced to a weathered skeleton as their flesh and soft tissue blows off like ash.

9th-Level Spells

Pandemic

9th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (the fetid corpse of a plague rat)

Duration: Instantaneous

You unleash a deadly virus that infects nearby targets, the infection spreads quickly and is incredibly contagious. You may choose three targets within range who each must succeed on a Constitution saving throw. On a failure the target takes 20d6 poison damage and 20d6 necrotic damage and are poisoned. On a success they take half as much damage. If any of the targets die from this spell before the end of your next turn, the virus spreads to another creature within 60 feet. The secondary target must immediately make a saving throw against the spell.

Touch of Death

9th-level necromancy

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (the finger of a hag)

Make a melee spell attack against a target within 5 feet of you. On a hit, the target takes 200 poison damage. This damage ignores any resistance or immunity the creature has to poison damage, and can't be reduced or prevented in any way.

The potent poison lingers in the target's body and pulls it towards death. A target reduced to zero hit points by this poison damage automatically fails death saving throws until it finishes a long rest. A heal or greater restoration spell cast on the target also ends this effect.

Contaminated Spells

These spells are presented in alphabetical order by spell level.

1st-Level Spells

Comet Shards
Corrupted Cure

2nd-Level Spells

Controlled Mutation
Vanish to the Space Between Worlds

3rd-Level Spell

Weave the Elder Sign

4th-Level Spells

Horrific Transformation
Siphon Time
Summon Delerium Elemental

5th-Level Spell

Contaminated Hands

6th-Level Spell

Storm of Contamination

7th-Level Spells

Octarine Sword
Unbind Gravity

8th-Level Spell

Banish to the Space Between Worlds

9th-Level Spell

Delerium Meteor Swarm

1st-Level Spells

Comet Shards

1st-level contaminated evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a delerium fragment worth 10 gp, which the spell consumes)

Duration: Instantaneous

When you cast this spell, you gain 1 Contamination Level.

You shatter the delerium fragment in your hand into three glowing comet-like motes of magical force which you hurl at your foes. Each comet hits a creature of your choice that you can see within range. A comet deals 2d4 force damage to its target and pushes it 10 feet away from you. The comets 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 comet for each slot level above 1st.

Corrupted Cure

1st-level contaminated evocation

Casting Time: 1 bonus action

Range: 90 feet

Components: V, M (a delerium fragment worth 10 gp)

Duration: Instantaneous

When you cast this spell, you gain 1 Contamination Level.

A creature of your choice that you can see within range regains hit points equal to $4d6 +$ your spellcasting ability modifier. This spell has no effect on undead or constructs.

The target can choose to gain a Contamination Level. If it does, it instead regains hit points equal to $8d6 +$ twice your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by $2d6$ for each slot level above first, or $4d6$ if the target chooses to gain a Contamination Level.

2nd-Level Spells

Controlled Mutation

2nd-level contaminated transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a delirium Fragment worth 100gp)

Duration: Concentration, up to 1 hour

When you cast this spell, you gain 1 Contamination Level.

You weave contaminated energy to temporarily imbue a creature within range with a beneficial mutation. Choose one of the following effects; the target gains that effect until the spell ends.

Strength. The target has advantage on Strength attack rolls, ability checks, and saving throws. The target can choose to gain a Contamination Level. If it does, its melee weapon attacks deal an additional 2d6 necrotic damage for the spell's duration.

Constitution. The target has advantage on Constitution checks and saving throws. The target can choose to gain a Contamination Level. If it does, it gains resistance to bludgeoning, piercing, and slashing damage for the spell's duration.

Dexterity. The target has advantage on Dexterity attack rolls, ability checks, and saving throws. The target can choose to gain a Contamination Level. If it does, its attacks with ranged and finesse weapons score a critical hit on an 18–20 for the spell's duration.

Intelligence. The target has advantage on Intelligence ability checks and saving throws, as well as spell attack rolls. The target can also choose to gain a Contamination Level. If it does, for the duration of this spell, while the target is concentrating on a spell it has cast, its concentration can't be broken as a result of taking damage.

Wisdom. The target has advantage on Wisdom ability checks and saving throws, as well as spell attack rolls. The target can also choose to gain a Contamination Level. If it does, for the duration of this spell, it gains blindsight to a range of 60 feet and can't be surprised while it is conscious.

Charisma. The target has advantage on Charisma ability checks and saving throws, as well as spell attack rolls. In addition, the target can choose to gain a Contamination Level. If it does, for the duration of this spell, when the target makes a Charisma (Persuasion) or Charisma (Deception) check, it can treat a d20 roll of 9 or lower as a 10.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can choose one additional effect for every two slot levels above 2nd.

Vanish to the Space Between Worlds

2nd-level contaminated abjuration

Casting Time: 1 reaction, which you take when you take damage

Range: Self

Components: S, M (a delerium fragment worth 10 gp)

Duration: 1 round

When you cast this spell, you gain 1 Contamination Level.

When you cast this spell, you vanish from your current plane of existence and appear in the Space Between Worlds (avoiding the triggering damage). At the start of your next turn, you return to an unoccupied space of your choice within 30 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near).

While within the Space Between Worlds, you can see and hear the plane you originated from, which is cast as a roiling blur, and you can't see anything there more than 60 feet away. You can only affect and be affected by other creatures in the Space Between Worlds. Creatures that aren't there can't perceive you or interact with you, unless they have the ability to do so.



3rd-Level Spell

Weave the Elder Sign

3rd-level contaminated illusion

Casting Time: 1 action

Range: 120 feet

Components: S, M (a delerium fragment worth 10gp, which the spell consumes)

Duration: Concentration, up to 1 minute

When you cast this spell, you gain 1 Contamination Level.

You weave an impossible sign from an inscrutable reality in the air inside a 30-foot cube within range. It appears for only a moment before vanishing. Each creature in the area who sees the sign must make an Intelligence saving throw. On a failed saving throw, the creature becomes blinded and stunned for the spell's duration. On a successful saving throw, a creature is blinded until the end of your next turn.

The spell ends for an affected creature if it takes any damage, or if someone else using an action to shake the creature out of its stupor. When the spell ends for an affected creature, it takes 3d6 psychic damage.

4th-Level Spells

Horrific Transformation

4th-level contaminated transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (see description)

Duration: Concentration, up to 1 minute

When you cast this spell, you gain 1 Contamination Level.

This spell transforms a willing creature that you touch into a horrific monstrosity. The spell has no effect on a shapechanger or a creature with 0 hit points. The transformation lasts for the duration, or until the target drops to 0 hit points or dies.

The new form can be an aberration with a Challenge Rating of 4 or lower.

The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

In addition to a delerium fragment worth 100gp, you must provide either the heart or brain (or equivalent organ in the case

of aberrations with a truly alien physiology) taken from that a creature of the same type: the organ must either be recently harvested or magically preserved via *gentle repose* or similar magic. As part of casting the spell, you drive the delirium fragment into the organ, and both are consumed by the spell. The Game Master determines if an aberration's physiology makes its organs suitable for use with this spell.

Siphon Time

4th-level contaminated transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a broken clock, and a delirium fragment worth 100gp which the spell consumes)

Duration: Concentration, up to 1 minutes

When you cast this spell, you gain 1 Contamination Level.

You seize upon the flow of time around up to three creatures of your choice within range, drawing seconds from them to use them yourself. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration.

An affected target can't take reactions. On its turn, it must choose to either move, take an action, or a bonus action: a target can do only one of the three.

A creature affected by this spell can spend its action to try to pull back the threads of time. If it does, it can make another Wisdom saving throw. On a successful save, the effect ends for it.

While at least one other creature is affected by this spell, you gain an additional action on each of your turns. That action can be used only to take the Attack (one weapon attack only), Cast a Spell, Dash, Disengage, Hide, or Use an Object action. If you use this action to cast a spell, that spell must be a cantrip with a casting time of one action.

Summon Delerium Elemental

4th-level contaminated conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a delirium fragment worth 100 gp, which the spell consumes)

Duration: Concentration, up to 1 hour

When you cast this spell, you gain 1 Contamination Level.

You call forth a contaminated elemental to do your bidding by corrupting natural elements with the delirium used to cast this spell. Choose an area of air, earth, fire, or water that fills a 10-foot cube within range. Eldritch energy conjures a contaminated elemental appropriate to the area you chose, which appears in an unoccupied space within 10 feet of it: either an animated sludge (water), entropic flame (fire), living haze (air), or walking geode (earth). Each uses the summoned delerium elemental stat block below, but gains different traits based on the chosen element used to conjure the elemental. The elemental disappears when it drops to 0 hit points or when the spell ends.

The elemental is friendly to you and your companions for the duration of the spell. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys any

verbal command you give it (no action required by you). If you don't give any commands, it attacks the closest hostile creature it can see, moving towards it by the most direct route.

The elemental doesn't disappear if you lose concentration on this spell. Instead, you lose control of the elemental, it becomes hostile toward you and your companions, and it attacks you. An uncontrolled elemental can't be dismissed by you, and it remains until it is destroyed.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, use the higher level wherever the spell's level appears in the stat block.

Delerium Elemental

Large elemental

Armor Class: 12 + the level of the spell

Hit Points: 60 + 10 for each spell level above 5th

Speed: 40 ft., burrow 40 ft. (walking geode only); fly 60 ft. (living haze only); swim 40 ft. (animated sludge only)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 19 (+4) | 14 (+2) | 18 (+4) | 5 (-3) | 11 (+0) | 7 (-2) |

Damage Resistances: necrotic, poison

Condition Immunities: contamination, exhaustion, paralyzed, poisoned, petrified, unconscious

Senses: darkvision 60 ft., passive Perception 12

Languages: understands the languages you speak

Challenge: – **Proficiency Bonus:** Equals your proficiency bonus

Amorphous Form (Animated Sludge, Entropic Flame, and Living Haze).

The delerium elemental can move through a space as narrow as 1 inch wide without squeezing.

Deep Haze (Living Haze Only). The delerium elemental can enter a hostile creature's space and stop there. A creature who enters or starts its turn in the same space as the delerium elemental must make a Constitution saving throw. It takes 2d6 necrotic damage on a failed saving throw.

ACTIONS

Multiattack. The elemental makes a number of slam or hurl flame attacks equal to half this spell's level (rounded down).

Slam. Melee Weapon Attack: your spell attack modifier to hit, reach 5 ft., one target. **Hit:** 1d10 + 4 + the spell's level bludgeoning damage.

Hurl Flame (Entropic Flame Only). **Ranged Weapon Attack:** your spell attack modifier to hit, range 120 ft., one target. **Hit:** 1d10 + 2 + the spell's level fire damage. Before or after making this attack, the delerium elemental can teleport up to 10 feet to an unoccupied space it can see.

Grasping Tide (Animated Sludge Only). **Melee Weapon Attack:** your spell attack modifier to hit, reach 5 ft., one creature. **Hit:** (2d8 + 4 + the spell's level bludgeoning damage), and the target is grappled (escape DC 16).

Shard Slam (Walking Geode Only). A creature hit by the delerium elemental's melee attacks must make a Strength saving throw. On a failed saving throw, it is pushed 10 feet away from the delerium elemental.

5th-Level Spell

Contaminated Hands

5th-level contaminated evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a delerium fragment worth 100gp, which the spell consumes)

Duration: Concentration, up to 1 minute

When you cast this spell, you gain 1 Contamination Level.

You create two Large hands of shimmering, octarine force in an unoccupied space that you can see within range. The hands last for the spell's duration. Both hands move at your command, mimicking the movements of your own hands.

Each hand is an object that has AC 20 and hit points equal to your hit point maximum. If one or both of the hands drop to 0 hit points, the spell ends. Each hand has a Strength of 26 (+8) and a Dexterity of 10 (+0) and occupies its space.

When you cast the spell and as an action on your subsequent turns, you can move the hands up to 60 feet and then cause one of the following effects with each. Both hands can perform the same action, or different ones. The two hands must move to remain within 30 feet of each other.

Arcane Slam. The hand strikes one creature or object within 5 feet of it. Make a melee spell attack for the hand using your game statistics. On a hit, the target takes 4d12 necrotic damage. If you direct both hands to attack the same target, they gain advantage on the attack roll.

Forceful Throw. The hand attempts to push a creature within 5 feet of it in a direction you choose. Make a check with the hand's Strength contested by the Strength (Athletics) check of the target. If the target is Medium or smaller, you have advantage on the check. If you succeed, the hand pushes the target up to 5 feet plus a number of feet equal to five times your spellcasting ability modifier. The hand moves with the target to remain within 5 feet of it. If both hands are used against the same target, you can throw them ten times your spellcasting ability modifier, and gain advantage on the check against a Large or smaller target.

Eldritch Grip. The hand attempts to grapple a Huge or smaller creature within 5 feet of it. You use the hand's Strength score to resolve the grapple. If the target is Medium or smaller, you have advantage on the check. If both the hands are used against the same target, they can grapple a creature regardless of its size, and you have advantage on the grapple check against a Large or smaller target.

Contaminated Crush. You can have a hand crush a target it is grappling. When you do so, the target takes bludgeoning damage equal to 2d12 + your spellcasting ability modifier. In addition, the target must make a Constitution saving throw or gain 1 Contamination Level.

If both the hands are grappling the same target, you can have them rip the grappled target limb from limb. They deal an extra 4d12 necrotic damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage from the arcane slam option increases by 2d12 and the damage from the eldritch grip increases by 4d6 for each slot level above 5th.

6th-Level Spell

Storm of Contamination

6th-level contaminated evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a delerium fragment worth 100gp)

Duration: Instantaneous

When you cast this spell, you gain 1 Contamination Level.

You create an arcing bolt of eldritch lightning that strikes a target of your choice that you can see within range. Multiple bolts then leap from that target to up to 2d4 other targets, each of which must be within 30 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts.

A target must make a Dexterity saving throw. The target takes 10d12 lightning damage on a failed save, or half as much damage on a successful one. In addition, a target which fails the saving throw gains 1 Contamination Level.

7th-Level Spells

Octarine Sword

7th-level contaminated evocation

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a Delerium fragment worth 100gp, and a dagger)

Duration: 1 minute

When you cast this spell, you gain 1 Contamination Level.

You create a sword-shaped plane of contaminated energy that hovers within range. It lasts for the duration or until you cast this spell again.

When the sword appears, you make a melee spell attack against a target of your choice within 5 feet of the sword. On a hit, the target takes 4d10 force damage, and the target must make a Constitution saving throw. On a failed save, the target takes an additional 4d6 necrotic damage and gains 1 Contamination Level.

Until the spell ends, you can use a bonus action on each of your turns to move the sword up to 30 feet to a spot you can see and repeat this attack against the same target or a different one.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the force damage increases by 1d10 and the necrotic damage increases by 1d6 for each slot level above 7th.

Unbind Gravity

7th-level contaminated transmutation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (A delerium fragment worth 100gp, which the spell consumes)

Duration: Concentration, up to 1 minute

When you cast this spell, you gain 1 Contamination Level.

This spell allows you to control gravity in a 100-foot-cube centered on a point within range. When you cast this spell and at the start of each of your turns for the spell's duration, you decide which direction gravity pulls within the area. All creatures and objects that aren't somehow anchored to the ground in the area fall in the direction you choose and until they reach the edge of the area. A creature can make a Dexterity saving throw to grab onto a fixed object it can reach, thus avoiding the fall.

If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it just as they would during a normal downward fall. If an object or creature reaches the edge of the area without striking anything, it remains there, oscillating slightly, for the duration.

Alternatively, you can decide to prevent gravity from acting within the area. When you do, creatures within the area levitate in midair, and must move by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows them to move as if they were climbing. Unattended objects float around randomly.

At the end of the duration, affected objects and creatures fall back down.

for a way back via strange and absurd exits. The target remains there for the duration or until it escapes.

The target can use its action to attempt to escape. When it does so, it makes an Intelligence check against your spell save DC. If it succeeds, it escapes, and the spell ends. On a failed check, the target takes 4d6 psychic damage.

When the spell ends, the target reappears in the space it left or, if that space is occupied, in the nearest unoccupied space.

Time passes differently for the target within the Space Between Worlds, and it perceives its time spent there as having lasted hundreds or perhaps thousands of years, even if it was only gone for rounds or minutes in the mortal world.

A creature which dies in the Space Between Worlds does not return.

9th-Level Spell

Delerium Meteor Swarm

9th-level contaminated evocation

Casting Time: 1 action

Range: 1 mile

Components: V, S, M (a igneous rock and a delerium fragment worth 100gp, which the spell consumes)

Duration: 1 minute

When you cast this spell, you gain 1 Contamination Level.

You call down eldritch falling stars that crash into the earth at four points you can see within range. Each creature within a 40-foot-radius sphere centered on each point you choose must make a Dexterity saving throw. The sphere spreads around corners. A creature takes 10d6 radiant damage, 10d6 necrotic damage, 10d6 thunder damage, 10d6 psychic damage, and 10d6 force damage on a failed saving throw, or half as much damage on a successful one. A creature in the area of more than one burst is affected only once.

The falling stars leave lasting contamination in the areas they affect, which lasts for one hour. A creature that starts its turn within the affected area must make a Constitution saving throw. On a failed saving throw, the creature takes 5d6 necrotic damage on a failed saving throw and gains 1 Contamination Level. It takes half as much damage and does not gain any Contamination Levels on a successful save. A creature reduced to 0 hit points by this damage immediately undergoes a Monstrous Transformation as if they had gained 6 Contamination Levels.

The spell damages structures and objects in the area that aren't being worn or carried.

8th-Level Spell

Banish to the Space Between Worlds

8th-level contaminated conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a delerium fragment worth 100gp, which the spell consumes)

Duration: Concentration, up to 10 minutes

When you cast this spell, you gain 1 Contamination Level.

You banish a creature that you can see within range into the Space Between Worlds. Upon this roiling plane of chaotic potential, the target wanders incomprehensible vistas searching