

# 5E SPELLS



NERDS4GAMES

# SHIELD OF REQUITE



## 4th-level Abjuration

**Range:** 60ft

**Casting Time:** 1 reaction, when you are targeted by a range spell attack within range

**Components:** V, S, M (Tree Sap)

**Duration:** Instantaneous

When you are targeted by a ranged spell attack make an arcana check DC12 + spell level of the attack. On a success you are able to deflect that spell back at the attacker. On a fail you still expend the spell slot and the normal effect of the attacking spell still takes place against you.

**CLASSES:** Bard, Cleric, Sorcerer, Warlock

# WILD BRIAR



## 3rd-level Transmutation

**Range:** 5ft radius originating from self

**Casting Time:** 1 reaction, when you are targeted by a range spell attack within range

**Components:** V, S, M (Small piece of a plant)

**Duration:** Up to 1 minute (Concentration)

Wild prickly briars sprout within range, turning the ground around you into difficult terrain for the duration. This terrain moves with you as you move.

A Large or smaller creature within the area when you cast the spell, or one that enters it, must succeed on a Strength saving throw or become grappled by the briars. A grappled creature can use its action to make a Strength check against your spell save DC, freeing itself on a success. When the effect ends, the conjured briars wither and disappear.

**CLASSES:** Druid, Ranger, Wizard

# SEAWEED ENTANGLE



## 3rd-level Transmutation

**Range:** 5ft radius originating from self

**Casting Time:** 1 bonus action

**Components:** V, S

**Duration:** Up to 1 minute (Concentration)

Grasping seaweed sprouts within range, turning the area into difficult terrain. The terrain moves with you. While submerged, the radius increases to 10 ft.

Large or smaller creatures in the area when cast, or those entering, must make a Strength saving throw or be restrained. A restrained creature can use its action to attempt a Strength check against your spell save DC to free itself.

When the effect ends, the seaweed wilts.

**CLASSES:** Druid, Ranger, Wizard

# POWER BALLAD



## 3rd-level Enchantment

**Range:** 60ft diameter from self

**Casting Time:** 1 action, must be proficient in instrument

**Components:** V, S, M(Instrument must be played)

**Duration:** Instantaneous

As an action you pull out an instrument and play the saddest power ballad. Any creature within range must make a Wisdom Saving throw or take **1d6** psychic damage and have disadvantage on perception checks and attacks relying on sight until the end of their next turn from tears obscuring their vision.

Your Allies rolls the wisdom save at advantage if in range.

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

**CLASSES:** Bard, Warlock

# MAGIC CATALYST



## 3rd-level Evocation

**Range:** 60ft

**Casting Time:** 1 Bonus Action or Reaction

**Components:** V, S

**Duration:** 1 Round

Choose one creature object or magical effect as a target. One spell on that target is increased.

For a spell 1st level or higher make a spell check using your spell cast ability DC12 + spell level. On a success the spell is up-casted by one spell Level without using the higher spell slot.

If the spell can't be upcasted or it's a cantrip nothing happens and the spell slot is still used.

**CLASSES:** Bard, Druid, Sorcerer,  
Warlock, Wizard