

SPELLS (5TH): THE TREANTMONK VARIANT

CLOUDKILL

5th level Conjuraton

Casting Time: 1 action

Range: 120 Feet

Components: V, S

Duration: Concentration 10 Minutes

You create a 20-foot-radius sphere of poisonous, yellow-green 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. Its area is heavily obscured.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 5d8 poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe.

The fog moves up to 10 feet in the direction of your choice at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

CREATION

5th level Illusion

Casting Time: 1 minute

Range: 30 Feet

Components: V, S, M*

Duration: Special

You pull wisps of shadow material from the Shadowfell to create a nonliving object of vegetable matter within range: soft goods, rope, wood, or something similar. You can also use this spell to create mineral objects such as stone, crystal, or metal. The object created must be no larger than a 10-foot cube, and the object must be of a form and material that you have seen before.

The duration depends on the object's material. If the object is composed of multiple materials, use the shortest duration.

Material	Duration
Vegetable matter	1 week
Stone or crystal	1 day
Precious metals	12 hours
Gems	1 hour
Adamantine or mithral	10 minutes

Using any material created by this spell as another spell's material component causes that spell to fail.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the cube increases by 10 feet for each slot level above 5th.

* (a tiny piece of matter of the same type of the item you plan to create)

DISPEL EVIL AND GOOD

5th level Abjuration

Casting Time: 1 action

Range: self

Components: V, S, M*

Duration: Concentration 1 Minute

Shimmering energy surrounds and protects you from fey, undead, and creatures originating from beyond the Material Plane. For the duration, celestials, elementals, fey, fiends, and undead have disadvantage on attack rolls against you and you also can't be charmed, frightened, or possessed by them.

At any time during the spells duration you may use either of the following abilities;

Break Enchantment. As your action, you touch a creature you can reach that is charmed, frightened, or possessed by a celestial, an elemental, a fey, a fiend, or an undead. The creature you touch is no longer charmed, frightened, or possessed by such creatures and is immune to further attempts to charm, frighten or possess them for the duration of the spell.

Dismissal. As your action, make a melee spell attack against a celestial, an elemental, a fey, a fiend, or an undead you can reach. On a hit, you attempt to drive the creature back to its home plane. The creature must succeed on a Charisma saving throw or be sent back to its home plane (if it isn't there already). If they aren't on their home plane, undead are sent to the Shadowfell, and fey are sent to the Feywild.

* (holy water or powdered silver and iron)

DOMINATE PERSON

5th level Enchantment

Casting Time: 1 action

Range: 60 Feet

Components: V, S

Duration: Concentration 1 Minute

You attempt to beguile a humanoid that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration.

While the target is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability. At the end of each of its turns, the target may attempt a Wisdom saving throw, on a successful save, the spell ends.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

At Higher Levels. When you cast this spell using a 6th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 7th-level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 8th level or higher, the duration is concentration, up to 8 hours.

DREAM

5th level Illusion

Casting Time: 1 minute

Range: self

Components: V, S, M*

Duration: 8 Hours

This spell shapes a creature's dreams. Choose a creature known to you as the target of this spell. The target must be on the same plane of existence as you. Creatures that don't sleep, such as elves, can't be contacted by this spell. You, or a willing creature you touch, enters a trance state, acting as a messenger. While in the trance, the messenger is aware of his or her surroundings, but can't take actions or move.

If the target is asleep, the messenger establishes telepathic contact with the target and appears in the target's dreams and can converse with the target as long as it remains asleep, through the duration of the spell. The messenger can also shape the environment of the dream, creating landscapes, objects, and other images. The messenger can emerge from the trance at any time, ending the effect of the spell early. The target recalls the dream perfectly upon waking. If the target is awake when you cast the spell, the messenger knows it, and can either end the trance (and the spell) or wait for the target to fall asleep, at which point the messenger appears in the target's dreams.

You can make the messenger appear monstrous and terrifying to the target. If you do, the messenger can create horrible images of the target being injured or destroyed and can deliver up to 5d6 psychic damage to the target each round. Once the target takes 10d6 damage this way, they may make a Wisdom saving throw. On a successful save, the target wakes up and the spell ends, on a failed save, the messenger may continue delivering damage this way with the target making a new saving throw after each 10d6 psychic damage delivered. If the target reaches 0 hp, the spell ends. Should the target suffer damage from this spell, it prevents the target from gaining any benefit from that rest.

A target of a dream spell cannot be targeted by a second dream spell for the duration.

* (a personal item of the target of the dream, such as a locket, a lock of hair, or a item of significance to the target, if the target takes damage from this spell, the component is consumed when the spell ends.)

FLAME STRIKE

5th level Evocation

Casting Time: 1 action

Range: 60 Feet

Components: V, S, M*

Duration: Instantaneous

A vertical column of divine fire roars down from the heavens in a location you specify. Each creature of your choice in a 10-foot-radius, 40-foot-high cylinder centered on a point within range must make a Dexterity saving throw. A creature takes 4d8 fire damage and 4d8 radiant 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 6th level or higher, the fire damage or the radiant damage (your choice) increases by 1d8 for each slot level above 5th.

* (pinch of sulfur)

GEAS

5th level Enchantment

Casting Time: 1 minute

Range: 60 Feet

Components: V

Duration: 30 Days

You place a magical command on a creature that you can see within range, forcing it to carry out some service or refrain from some action or course of activity as you decide. If the creature can understand you, it must succeed on a Wisdom saving throw or become charmed by you for the duration. While the creature is charmed by you, it must make a Wisdom saving throw each time it attempts to act in a manner directly counter to your instructions, on a failed saving throw, it corrects its actions to follow your instructions. A creature that can't understand you is unaffected by the spell.

You can issue any command you choose, short of an activity that would result in certain death. Should you issue a suicidal command, the spell ends.

You can end the spell early by using an action to dismiss it. A remove curse, greater restoration, or wish spell also ends it.

At Higher Levels. When you cast this spell using a spell slot of 7th or 8th level, the duration is 1 year. When you cast this spell using a spell slot of 9th level, the spell lasts until it is ended by one of the spells mentioned above.

INSECT PLAGUE

5th level Conjuraton

Casting Time: 1 action

Range: 300 Feet

Components: V, S, M*

Duration: 10 Minutes

Swarming, biting locusts fill a 20-foot-radius sphere centered on a point you choose within range. The sphere spreads around corners. The sphere remains for the duration, and its area is lightly obscured. The sphere's area is difficult terrain.

When the area appears, each creature in it must make a Constitution saving throw. A creature takes 4d10 piercing damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there. You may use your action to end the spell at any time before the duration expires.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 for each slot level above 5th.

* (a few grains of sugar, some kernels of grain, and a smear of fat)

LEGEND LORE

5th level Divination

Casting Time: 10 Minutes (ritual)

Range: self

Components: V, S, M*

Duration: Instantaneous

Name or describe a person, place, or object. The spell brings to your mind a brief summary of the significant lore about the thing you named. The lore might consist of current tales, forgotten stories, or even secret lore that has never been widely known. If the thing you named isn't of legendary importance, you gain no information. The more information you already have about the thing, the more precise and detailed the information you receive is.

The information you learn is accurate but might be couched in figurative language. For example, if you have a mysterious magic axe on hand, the spell might yield this information:

"Woe to the evildoer whose hand touches the axe, for even the haft slices the hand of the evil ones. Only a true Child of Stone, lover and beloved of Moradin, may awaken the true powers of the axe, and only with the sacred word Rudnogg on the lips."

* (incense worth at least 250 gp, which the spell consumes, and four ivory strips worth at least 50 gp each)

MASS CURE WOUNDS

5th level Evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A wave of healing energy washes out from a point of your choice within range. Choose up to six creatures in a 30-foot-radius sphere centered on that point. Each target regains hit points equal to 6d6 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the healing increases by 2d6 for each slot level above 5th.

PLANAR BINDING

5th level Abjuration

Casting Time: 10 minutes

Range: 60 feet

Components: V, S, M*

Duration: 24 Hours

With this spell, you attempt to bind a celestial, an elemental, a fey, or a fiend to your service. The creature must be within range for the entire casting of the spell. (Typically, the creature is first summoned into the center of an inverted magic circle in order to keep it trapped while this spell is cast.) At the completion of the casting, the target must make a Charisma saving throw. On a failed save, it is bound to serve you for the duration. If the creature was summoned or created by another spell, that spell's duration is replaced by the duration of this spell.

A bound creature must follow your instructions to the best of its ability. You might command the creature to accompany you on an adventure, to guard a location, or to deliver a message. The creature obeys the letter of your instructions, but if the creature is hostile to you, it strives to twist your words to achieve its own objectives. If the creature carries out your instructions completely before the spell ends, it travels to you to report this fact if you are on the same plane of existence. If you are on a different plane of existence, it returns to the place where you bound it and remains there until the spell ends.

At Higher Levels. When you cast this spell using a spell slot of a higher level, the duration increases to 10 days with a 6th-level slot, to 30 days with a 7th-level slot, to 180 days with an 8th-level slot, and to a year and a day with a 9th-level spell slot.

* (a jewel worth at least 1,000 gp, which the spell consumes)

SWIFT QUIVER

5th level Transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M*

Duration: 1 minute

You transmute your quiver so it produces an endless supply of nonmagical ammunition, which seems to leap into your hand when you reach for it.

When you cast the spell, and as a bonus action on each of your subsequent turns you may make two attacks with a weapon that uses ammunition from the quiver. Each time you make such a ranged attack, your quiver magically replaces the piece of ammunition you used with a similar piece of nonmagical ammunition. Any pieces of ammunition created by this spell disintegrate when the spell ends. If the quiver leaves your possession, the spell ends.

* (a quiver containing at least one piece of ammunition)



THIS DOCUMENT WAS LOVINGLY CREATED
USING **GM BINDER**.

If you would like to support the GM Binder developers,
consider joining our [Patreon](#) community.