

SPELLS (3RD): THE TREANTMONK VARIANT

BLINDING SMITE

3rd level Evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration 1 Minute

The next time you hit a creature with a melee weapon attack during this spell's duration, your weapon flares with a bright light, and the attack deals an extra 3d8 radiant damage to the target. Additionally, the target must succeed on a Constitution saving throw or be blinded for one minute.

A creature blinded by this spell makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.

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

CALL LIGHTNING

3rd level Conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration 10 Minutes

A storm cloud appears in the shape of a cylinder that is 10 feet tall with a 60-foot radius, centered on a point you can see within range directly above you. The spell fails if you can't see a point in the air where the storm cloud could appear (for example, if you are in a room that can't accommodate the cloud).

When you cast the spell, choose a point you can see under the cloud. A bolt of lightning flashes down from the cloud to that point. Each creature within 5 feet of that point must make a Dexterity saving throw. A creature takes 3d10 lightning damage on a failed save, or half as much damage on a successful one. On each of your turns until the spell ends, you can use your bonus action to call down lightning in this way again, targeting the same point or a different one. If you are outdoors in stormy conditions when you cast this spell, the spell gives you control over the existing storm instead of creating a new one. Under such conditions, the spell's damage increases by 1d10.

At Higher Levels. When you cast this spell using a spell slot of 4th or higher level, the damage increases by 1d10 for each slot level above 3rd.

CONJURE BARRAGE

3rd level Conjuration

Casting Time: 1 action

Range: self

Components: V, S, M*

Duration: Instantaneous

You throw a nonmagical weapon or fire a piece of nonmagical ammunition into the air to create a cone of identical weapons that shoot forward and then disappear. Each creature in a 60-foot cone must succeed on a Dexterity saving throw. A creature takes 5d8 damage on a failed save, or half as much damage on a successful one. The damage type is the same as that of the weapon or ammunition used as a component.

* (one piece of ammunition or a thrown weapon)

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

DAYLIGHT

3rd level Evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 Hour

A 60-foot-radius sphere of light spreads out from a point you choose within range. The sphere is bright light and sheds dim light for an additional 60 feet. The light is sunlight.

If you chose a point on an object you are holding or one that isn't being worn or carried, the light shines from the object and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light.

If any of this spell's area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.

FEIGN DEATH

3rd level Necromancy

Casting Time: 1 action (ritual)

Range: touch

Components: V, S, M*

Duration: 24 Hours

You touch a willing creature and put it into a cataleptic state that is indistinguishable from death.

For the spell's duration, or until you use an action to touch the target and dismiss the spell, the target appears dead to all outward inspection and to spells used to determine the target's status. The target is blinded and incapacitated, and its speed drops to 0. The target has resistance to all damage except psychic damage. If the target is diseased or poisoned when you cast the spell, or becomes diseased or poisoned while under the spell's effect, the disease and poison have no effect until the spell ends. At the time of casting the spell, you may choose to have the target awaken in less than 24 hours, the duration is set at the casting of the spell.

* (a pinch of graveyard dirt)

GASEOUS FORM

3rd level Transmutation

Casting Time: 1 action

Range: touch

Components: V, S, M*

Duration: Concentration 1 Hour

You transform a willing creature you touch, along with everything it's wearing and carrying, into a misty cloud for the duration. The spell ends if the creature drops to 0 hit points. An incorporeal creature isn't affected.

While in this form, the target's only method of movement is a flying speed of 10 feet. The target can enter and occupy the space of another creature. The target has immunity to nonmagical damage, and it has advantage on Strength, Dexterity, and Constitution saving throws. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when stunned or otherwise incapacitated.

While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The target can't attack or cast spells.

-* (a bit of gauze and a wisp of smoke)

GLYPH OF WARDING

3rd level Abjuration

Casting Time: 1 Hour

Range: touch

Components: V, S, M*

Duration: Until Dispelled or Triggered

When you cast this spell, you inscribe a glyph that later unleashes a magical effect. You inscribe it either on a surface (such as a table or a section of floor or wall) or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the glyph. The glyph can cover an area no larger than 10 feet in diameter. If the surface or object is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered.

The glyph is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC to be found.

You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or standing on the glyph, removing another object covering the glyph, approaching within a certain distance of the glyph, or manipulating the object on which the glyph is inscribed. For glyphs inscribed within an object, the most common triggers include opening that object, approaching within a certain distance of the object, or seeing or reading the glyph. Once a glyph is triggered, this spell ends.

You can further refine the trigger so the spell activates only under certain circumstances or according to physical characteristics (such as height or weight), creature kind (for example, the ward could be set to affect aberrations or drow), or alignment. You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password.

When you inscribe the glyph, choose explosive runes or a spell glyph.

Explosive Runes. When triggered, the glyph erupts with magical energy in a 20-foot-radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the area must make a Dexterity saving throw. A creature takes 5d8 acid, cold, fire, lightning, or thunder damage on a failed saving throw (your choice when you create the glyph), or half as much damage on a successful one.

Spell Glyph. You can store a prepared of 3rd level or lower in the glyph by casting it as part of creating the glyph. The spell must target a single creature or an area and have an effect that is detrimental to the target. The spell being stored has no immediate effect when cast in this way. When the glyph is triggered, the stored spell is cast. If the spell has a target, it targets the creature that triggered the glyph. If the spell affects an area, the area is centered on that creature. If the spell summons hostile creatures or creates harmful objects or traps, they appear as close as possible to the intruder and attack it. If the spell requires concentration, it lasts until the end of its full duration.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage of an explosive runes glyph increases by 1d8 for each slot level above 3rd. If you create a spell glyph, you can store any spell of up to the same level as the slot you use for the glyph of warding.

-* (incense and powdered diamond worth at least 200 gp, which the spell consumes)

HUNGER OF HADAR

3rd level Conjururation

Casting Time: 1 action

Range: 150 Feet

Components: V, S, M*

Duration: Concentration 1 Minute

You open a gateway to the dark between the stars, a region infested with unknown horrors. A 20-foot-radius sphere of blackness and bitter cold appears, centered on a point with range and lasting for the duration. This void is filled with a cacophony of soft whispers and slurping noises that can be heard up to 30 feet away. No light, magical or otherwise, can illuminate the area, and creatures fully within the area are blinded.

The void creates a warp in the fabric of space, and the area is difficult terrain. Any creature that starts its turn in the area takes 2d6 cold damage. Any creature that ends its turn in the area must succeed on a Dexterity saving throw or take 2d6 acid damage as milky, otherworldly tentacles rub against it.

A caster concentrating on this spell may see normally in the effect and is not blinded. The caster may also move freely through the area as if it were not difficult terrain and takes no damage from the effect.

-* (a pickled octopus tentacle)

LIGHTNING ARROW

3rd level Evocation

Casting Time: 1 bonus action

Range: self

Components: V, S

Duration: Instantaneous

The next time you make a ranged weapon attack on the turn you cast this spell, the weapon's ammunition, or the weapon itself if it's a thrown weapon, crackles with lightning. Make the attack roll as normal. The target takes 3d8 lightning damage on a hit, or half as much damage on a miss, in addition to the weapon's normal damage.

Whether you hit or miss, each creature within 10 feet of the target must make a Dexterity saving throw. Each of these creatures takes 2d8 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 for both effects of the spell increases by 1d8 for each slot level above 3rd.

VAMPIRIC TOUCH

3rd level Necromancy

Casting Time: 1 action

Range: self

Components: V, S

Duration: Concentration 1 Minute

The touch of your shadow-wreathed hand can siphon life force from others to increase yours. Make a melee spell attack against a creature within your reach. On a hit, the target takes 4d6 necrotic damage, and you recover hit points equal to half the amount of necrotic damage dealt, once your full hit points are restored, any additional points are added as temporary hit points. Until the spell ends, you can make the attack again on each of your turns as an action.

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 3rd.



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