

SPELLS (8TH): THE TREANTMONK VARIANT

CONTROL WEATHER

8th level transmutation

Casting Time: 1 minute

Range: self

Components: V, S, M*

Duration: concentration, up to 24 hours

You take control of the weather within 5 miles of you for the duration. You must be outdoors to cast this spell. Moving to a place where you don't have a clear path to the sky ends the spell early.

When you cast the spell, you change the current weather conditions, which are determined by the DM based on the climate and season. You can change precipitation, temperature, and wind. It takes 1d4 minutes for the new conditions to take effect. Once they do so, you can change the conditions again. When the spell ends, the weather gradually returns to normal.

When you change the weather conditions, find a current condition on the following tables and change its stage by one, up or down. When changing the wind, you can change its direction.

TEMPERATURE

Stage	Condition
1	Unbearable heat
2	Hot
3	Warm
4	Cool
5	Cold
6	Arctic Cold

WIND

Stage	Condition
1	Calm
2	Moderate Wind
3	Gale
4	Wind Storm
5	Hurricane

PRECIPITATION

Stage	Condition
1	Clear
2	Light Clouds
3	Overcast or ground fog
4	Rain, hail, or snow
5	Torrential rain, driving hail, or blizzard

* (burning incense and bits of earth and wood mixed in water)

DEMIPLANE

8th level conjuration

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: 1 hour

You create a shadowy door on a flat solid surface that you can see within range. The door is large enough to allow Medium creatures to pass through unhindered. When opened, the door leads to a demiplane that appears to be an empty room 30 feet in each dimension, made of wood or stone. When the spell ends, the door disappears, and any creatures or objects inside the demiplane remain trapped there, as the door also disappears from the other side.

Each time you cast this spell, you can create a new demiplane, or have the shadowy door that connected to a demiplane you created with a previous casting of this spell reappear. Additionally, if you know the nature and contents of a demiplane created by a casting of this spell by another creature, you can have the shadowy door connect to its demiplane instead.

DOMINATE MONSTER

8th level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

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

While the creature 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.

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.

If the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends. The target cannot receive another saving throw this way until the beginning of its next turn.

At Higher Levels. When you cast this spell with a 9th-level spell slot, the duration is concentration, up to 8 hours.

EARTHQUAKE

8th level evocation

Casting Time: 1 action

Range: 500 feet

Components: V, S, M*

Duration: Concentration, up to 1 minute

You create a seismic disturbance at a point on the ground that you can see within range. For the duration, an intense tremor rips through the ground in a 100-foot-radius circle centered on that point and shakes creatures and structures in contact with the ground in that area.

The ground in the area becomes difficult terrain. Each creature on the ground that is concentrating must make a Constitution saving throw. On a failed save, the creature's concentration is broken.

When you cast this spell and at the end of each turn you spend concentrating on it, each creature on the ground in the area must make a Dexterity saving throw. On a failed save, the creature is knocked prone.

This spell can have additional effects depending on the terrain in the area, as determined by the GM.

Fissures. While you concentrate on this spell, you may open a fissure at the beginning of each of your turns in a location of your choice in the spell's area. Each is 1d10 × 10 feet deep, 10 feet wide, and extends from one edge of the spell's area to the opposite side. A creature standing on a spot where a fissure opens must succeed on a Dexterity saving throw or fall in and takes falling damage of 1d6 bludgeoning for every 10 feet of depth of the fissure. A creature that successfully saves moves with the fissure's edge as it opens. Alternatively, you may have a fissure grow rather than creating a new fissure, extending the width by 10 feet and the depth by 1d10 × 10 feet. A creature in the fissure must make a Dexterity save or fall as normal, but on a successful save is able to hold on to the side of the fissure, remaining at the previous depth.

A fissure that opens beneath a structure causes it to automatically collapse (see below).

Structures. The tremor deals 50 bludgeoning damage to any structure in contact with the ground in the area when you cast the spell and at the start of each of your turns until the spell ends. If a structure drops to 0 hit points, it collapses and potentially damages nearby creatures. A creature within half the distance of a structure's height must make a Dexterity saving throw. On a failed save, the creature takes 12d6 bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. The GM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much damage and doesn't fall prone or become buried.

* (a pinch of dirt, a piece of rock, and a lump of clay)

INCENDIARY CLOUD

8th level conjuration

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Concentration, up to 1 minute

A swirling cloud of smoke shot through with white-hot embers appears in a 20-foot-radius sphere centered on a point within range. The cloud spreads around corners and is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

When the cloud appears, each creature in it must make a Dexterity saving throw. A creature takes 10d8 fire 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.

Each creature that is completely within the cloud at the start of its turn must make a Constitution saving throw due to the thick smoke and ash in the area. On a failed save, the creature spends its action that turn choking and gasping for breath. Creatures that don't need to breathe automatically succeed on this saving throw.

The cloud moves up to 10 feet in a direction that you choose at the start of each of your turns.

POWER WORD STUN

8th level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You speak a word of power that can overwhelm the mind of one creature you can see within range, leaving it dumbfounded. If the target has 150 hit points or fewer, it is stunned. If it has more than 150 hit points, it must make a Constitution saving throw or be stunned.

The stunned target must make a Constitution saving throw at the end of each of its turns. On a successful save, this stunning effect ends.

SUNBURST

8th level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M*

Duration: Instantaneous

Brilliant sunlight flashes in a 60-foot radius centered on a point you choose within range. Each creature in that light must make a Constitution saving throw. On a failed save, a creature takes 12d6 radiant damage and are blinded. On a successful save, it takes half as much damage and isn't blinded by this spell. Undead, creatures with sunlight sensitivity, and oozes have disadvantage on this saving throw. Undead with a challenge rating of 4 or lower are automatically destroyed and disintegrated.

A creature blinded by this spell makes another Constitution saving throw after one minute has passed. On a successful save, it is no longer blinded.

This spell dispels any darkness in its area that was created by a spell.

-* (fire and a piece of sunstone)

TELEPATHY

8th level evocation

Casting Time: 1 action

Range: Unlimited

Components: V, S, M*

Duration: 24 hours

You create a telepathic link between yourself and a willing creature with which you are familiar.

Until the spell ends, you and the target can instantaneously share words, images, sounds, and other sensory messages with one another through the link, and the target recognizes you as the creature it is communicating with. The spell enables a creature with an Intelligence score of at least 1 to understand the meaning of your words and take in the scope of any sensory messages you send to it.

-* (a pair of linked silver rings)

TSUNAMI

8th level conjuration

Casting Time: 1 action

Range: Sight

Components: V, S

Duration: Concentration, up to 6 rounds

A wall of water springs into existence at a point you choose within range. You can make the wall up to 300 feet long, 300 feet high, and 50 feet thick. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Strength saving throw. On a failed save, a creature takes 6d10 bludgeoning damage, or half as much damage on a successful save.

At the start of each of your turns after the wall appears, the wall, along with any creatures in it, moves 50 feet away from you. Any Huge or smaller creature inside the wall or whose space the wall enters when it moves must succeed on a Strength saving throw or take 5d10 bludgeoning damage. A creature can take this damage only once per round. At the end of the turn, the wall's height is reduced by 50 feet, and the damage creatures take from the spell on subsequent rounds is reduced by 1d10. When the wall reaches 0 feet in height, the spell ends.

A creature caught in the wall can move by swimming. Because of the force of the wave, though, the creature must make a successful Strength (Athletics) check against your spell save DC in order to move at all. If it fails the check, it can't move. A creature that moves out of the area falls to the ground.



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