

NEW SPELLS

These two new spells are available to use in your Fifth Edition campaigns. They came in as a request from one of my subscribers. If you are interested in having your requests made into reality, be sure to check out DMDave's Patreon page. For as little as \$3 per month, not only do you get your request made, but you get access to all of the PDFs created for the site at no charge (typically 20-30 articles per month).

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SPELL LISTS

The following spell lists show which spells can be cast by characters of each class. A spell's school of magic is noted in parentheses.

SORCERER SPELLS

7TH LEVEL

Duo-Dimension (transmutation)

9TH LEVEL

Dimensional Rift (conjunction)

WARLOCK SPELLS

7TH LEVEL

Duo-Dimension (transmutation)

9TH LEVEL

Dimensional Rift (conjunction)

WIZARD SPELLS

7TH LEVEL

Duo-Dimension (transmutation)

9TH LEVEL

Dimensional Rift (conjunction)

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

DIMENSIONAL RIFT

9th-level conjunction

Casting Time: 10 minutes (ritual)

Range: Self

Components: V, S, M (a polished silver mirror worth at least 1,000 gp which the spell consumes)

Duration: 8 hours

For the duration of this spell, you can use your action to jaunt between the Shadowfell, the Feywild, the Prime Material Plane or the Ethereal Realm as long as you are in the Shadowfell, Feywild, or Prime Material Plane. You remain in the plane for the duration or until you use your action to jaunt to another one of the realm options offered in this spell.

When you jaunt between the Shadowfell, Feywild, and Prime Material, you arrive in the same spot that corresponds with your current position on the mirror plane. For example, if you use your action to jaunt to the Shadowfell while standing at the mouth of the Neverwinter River in Neverwinter, you appear next to the River of Lava in Evernight.

While in the Ethereal Plane, you can only affect and be affected by other creatures on that plane. Creatures that aren't on the Ethereal Plane can't perceive you and can't interact with you unless a special ability or magic has given them the ability to do so.

You ignore all objects and effects that aren't on the Ethereal Plane, allowing you to move through objects you perceive on the plane you originated from.

When the spell ends, you immediately return to the plane you originated from in the spot you currently occupy or its similar position in the plane that you were in. If you occupy the same spot as a solid object or creature when you return from the Ethereal Plane, you are immediately shunted to the nearest unoccupied space that you can occupy and take force damage equal to twice the number of feet you are moved.

This spell has no effect if you cast it while you are any plane of existence other than the Prime Material Plane, the Shadowfell, or the Feywild.

DUO-DIMENSION

7th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (an ivory figurine carved to look like the caster with a total value of at least 500gp and a strip of parchment paper, both of which the spell consumes)

Duration: Concentration, up 1 minute

Your form collapses in on itself, leaving you with only two dimensions: height and width, with no depth. As a duo-dimensional wizard, you can pass through the thinnest of spaces as long as the space has the proper height. For example, you can squeeze through the space between a door and its frame without any trouble.

While two-dimensional, you perform actions normally. As a bonus action, you can turn sideways to disappear, detectable only with a true seeing spell or similar method. While invisible, you can not be affected by any form of attack nor can you make attacks, interact with objects, or cast spells. However, when you are visible, you are subject to double the normal amount of damage from attacks as if hit by a critical hit.

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