

Hellraiser

9th-level enchantment (*sorcerer, warlock, wizard*)

Casting Time: 1 minute

Range: 1 mile (100-foot radius)

Components: V, S, M (the skull of a greater fiend worth at least 1000 gold, which is consumed upon use)

Duration: 1 hour

Using the power of an ancient evil, you open the door to a realm of pure destruction. Choose a point within range. A 100-foot radius sphere originating from that point becomes corrupted by fiendish energies. The area is subjected to the following effects:

- All weapon attacks made by creatures in the area against creatures in the area are critical hits.
- Attacks within the area cannot be non-lethal.
- Each creature within the area is immune to the frightened condition.
- Creatures concentrating on spells within the area must make a Concentration saving throw to maintain concentration on their spells at the start of each of their turns. The DC is equal to your spell save DC.
- Damage cannot be reduced or prevented within the area.
- If a creature ends its turn without dealing damage to a creature or an object, it takes 4d10 fire damage.

- When a creature starts its turn within the radius of the spell or enters it for the first time, it must make a Wisdom saving throw. On a failure, it regards all creatures within the area as hostile for as long as it remains within the area. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Steady Footing

1st-level transmutation (*bard, druid, paladin, ranger*)

Casting Time: 1 Bonus

Range: 30 feet

Components: V, S, M (a small cement or brick bauble)

Duration: Concentration, up to 10 minutes

Choose a willing creature within range. You enhance its readiness and steady its steps. For the next 10 minutes, the creature is immune to the prone condition and cannot be pushed or dragged.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.



Deathcap Sprouting

4th-level conjuration (*druid, ranger*)

Casting Time: 1 Action

Range: 90 feet (5-foot radius)

Components: S, M (3 small deathcaps)

Duration: 1 Hour

Choose three points within range. At each point, an exploding deathcap sprouts from the ground. The deathcap hides among the surroundings and lasts for 1 hour. The deathcap is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC to be found.

When a creature steps into the deathcap's space, it explodes in a puff of poisonous smoke in a 5-foot radius sphere. Each creature in the area must make a Constitution saving throw. A creature takes 3d8 poison damage and is poisoned for 1 minute on a failed saving throw, or takes half as much damage and isn't poisoned on a successful one. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Deathcap Symbiosis

5th-level transmutation (*druid, ranger*)

Casting Time: 1 Bonus Action

Range: Touch

Components: V, S, M (an enchanted deathcap, which the target eats)

Duration: Concentration, up to 10 minutes

You feed an enchanted deathcap to a willing creature, altering its physicality to be part fungus. Until the spell ends, the target can't cast spells and gains the following benefits:

- If it isn't wearing any armor, its armor class becomes 18, as defensive fungus grows from its body.
- Its creature type becomes plant.
- It gains 30 temporary hit points.
- It gains immunity to poison and necrotic damage and immunity to the poisoned condition.
- It is proficient with unarmed strikes, and the damage of its unarmed strikes becomes necrotic damage equal to 2d8 + your Wisdom modifier. The range of its unarmed strikes becomes 15 feet. Whenever it successfully hits a creature with an unarmed strike, the creature is pulled 5 feet toward it.
- When it is hit by a melee attack, it can expend its reaction to spread poisonous spores to the attacker. The attacker must succeed on a Constitution saving throw against your spell save DC or become poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- It can attack twice, instead of once, when it takes the Attack action on its turn. It ignores this benefit if it already has a feature, like Extra Attack, that gives it extra attacks.

Immediately after the spell ends, the target must succeed on a DC 15 Constitution saving throw or suffer two levels of exhaustion.

