



Zurn Spell Update

Dear Reader,

Greetings from the Zurn team! We enjoy playing many roleplay games, and today we're presenting an update to some of the problematic spells in Dungeons & Dragons.

We present this for three reasons. First, there are some clear “winners” and “losers” when it comes to spells: some of the spells at any given level are just **objectively better** than other spells, and that begs the question, “why would any entity create worthless spells?” So we should fix those.



Second, the presence of clear winners and losers means that a lot of spellcasters are very **similar** from a spell perspective: everyone pretty much “looks the same” from a casting perspective because everyone chooses the same excellent spells.

And finally, **theme** should be critical to spell selection, so if a spell is thematic there should be something appealing about it to encourage people to take it. So if these spells are not appealing, they need a facelift. And that “facelift” is what we present to you here.

So from one roleplayer to another, may your cup always overflow, may the Light shine around every corner, and may you never cease to dream,

Aaron Kamakawiwoole

Founder and Creator, *The Warriors of Zurn Series*



Cantrip Updates

Cantrips are the few constant spells you can always cast: no need to count spell slots and your remaining reserves of magical power, you can cast these every minute of the day if you want. This means they are generally not as strong as other spells (which is good), and they are flavorful and thematic (which is also good).

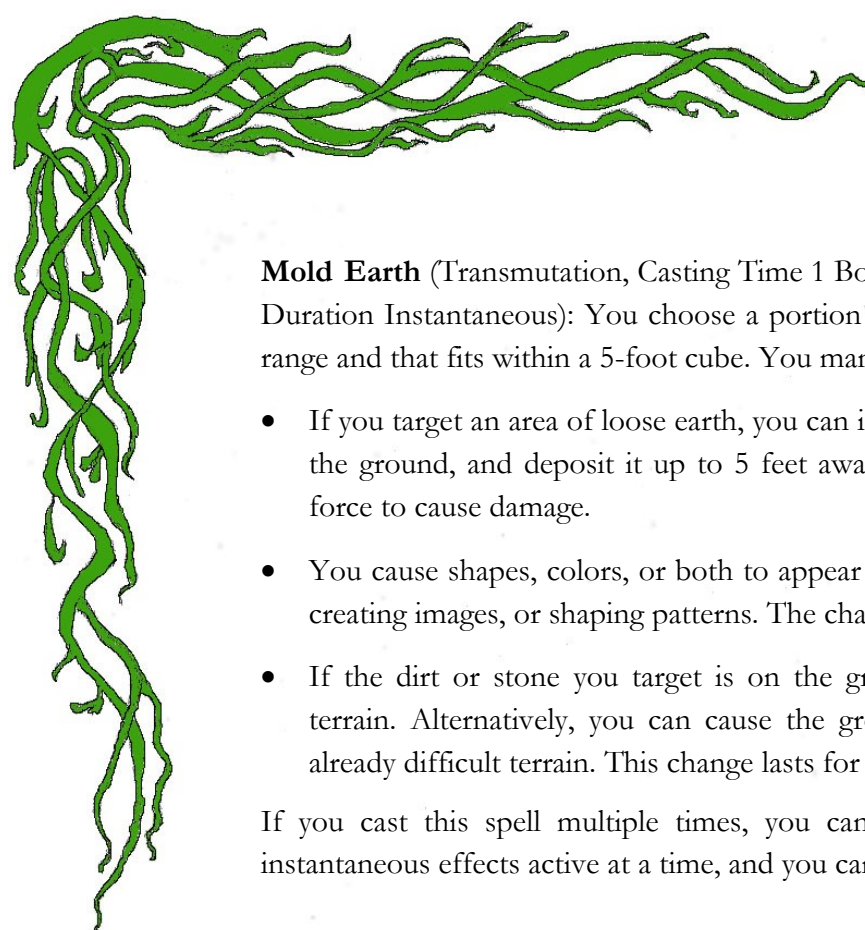
But some are definitely better than others, and toward that end we present the following cantrips in an edited form to improve their utility and appeal. The spells are arranged in alphabetical order.

Blade Ward (Abjuration, Casting Time 1 Action, Range Self, Components VS, Duration 1 Minute): You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage.

Friends (Enchantment, Casting Time 1 Action, Range Self, Components SM, Duration Concentration, up to 1 Minute): For the duration, you have advantage on all Charisma checks directed at one creature of your choice that isn't hostile toward you. When the spell ends, the creature realizes that you used magic to influence its mood and may become hostile to you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the DM's discretion), depending on the nature of your interaction with it.

Frostbite (Evocation, Casting Time 1 Action, Range 60 ft, Components VS, Duration Instantaneous): You cause numbing frost to form on one creature that you can see within range. The target must make a Constitution saving throw. On a failed save, the target takes 1d8 cold damage, and it has disadvantage on the next weapon attack roll it makes before the end of its next turn.

At Higher Levels. The spells' damage increases by 1d6 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).



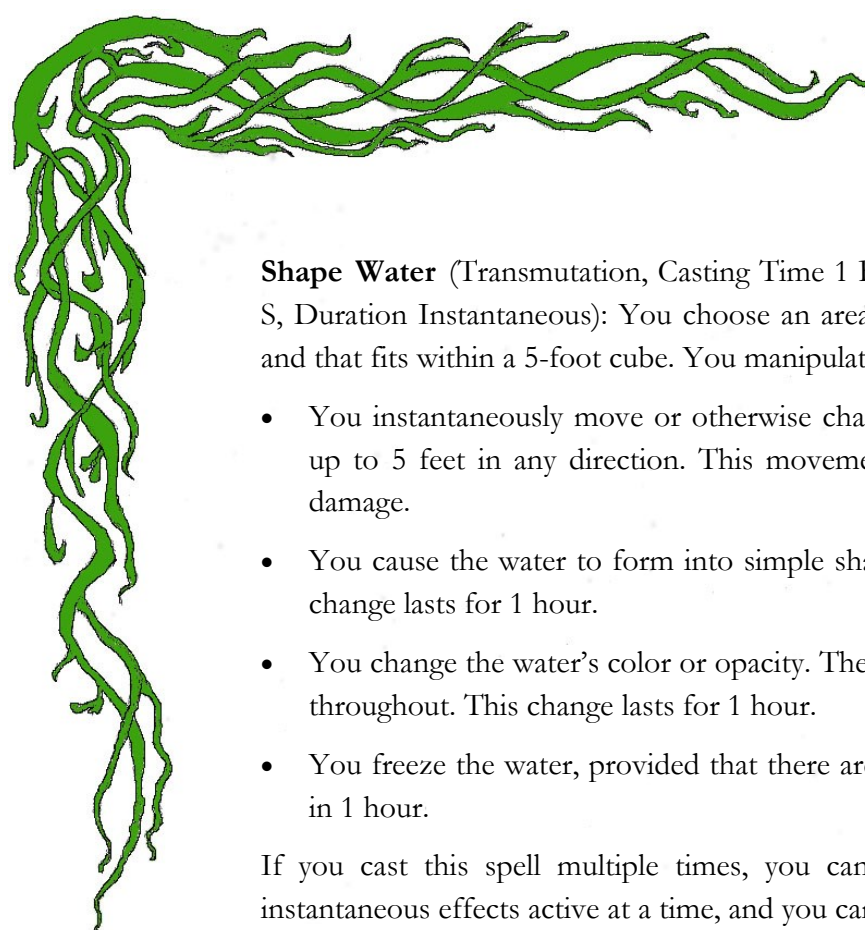
Mold Earth (Transmutation, Casting Time 1 Bonus Action, Range 30 ft, Components S, Duration Instantaneous): You choose a portion of dirt or stone that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways:

- If you target an area of loose earth, you can instantaneously excavate it, move it along the ground, and deposit it up to 5 feet away. This movement doesn't have enough force to cause damage.
- You cause shapes, colors, or both to appear on the dirt or stone, spelling out words, creating images, or shaping patterns. The changes last for 1 hour.
- If the dirt or stone you target is on the ground, you cause it to become difficult terrain. Alternatively, you can cause the ground to become normal terrain if it is already difficult terrain. This change lasts for 1 hour.

If you cast this spell multiple times, you can have no more than five of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Poison Spray (Conjuration, Casting Time 1 Action, Range 30 ft, Components VS, Duration Instantaneous): You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage.

Resistance (Abjuration, Casting Time 1 Bonus Action, Range 30 ft, Components VSM, Duration Concentration, Up to 1 Minute): You touch one willing creature. Until the spell ends, the target can roll a d4 and add the number rolled to all saving throws it makes. It can roll the die before or after making the saving throw.



Shape Water (Transmutation, Casting Time 1 Bonus Action, Range 30 ft, Components S, Duration Instantaneous): You choose an area of water that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways:

- You instantaneously move or otherwise change the flow of the water as you direct, up to 5 feet in any direction. This movement doesn't have enough force to cause damage.
- You cause the water to form into simple shapes and animate at your direction. This change lasts for 1 hour.
- You change the water's color or opacity. The water must be changed in the same way throughout. This change lasts for 1 hour.
- You freeze the water, provided that there are no creatures in it. The water unfreezes in 1 hour.

If you cast this spell multiple times, you can have no more than five of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

True Strike (Divination, Casting Time 1 Bonus Action, Range 30 ft, Components S, Duration Concentration, Up to 1 round): You extend your hand and point a finger at a target in range. Your magic grants you a brief insight into the target's defenses. Until the end of your next turn, you gain advantage on your first attack roll against the target, provided that this spell hasn't ended.



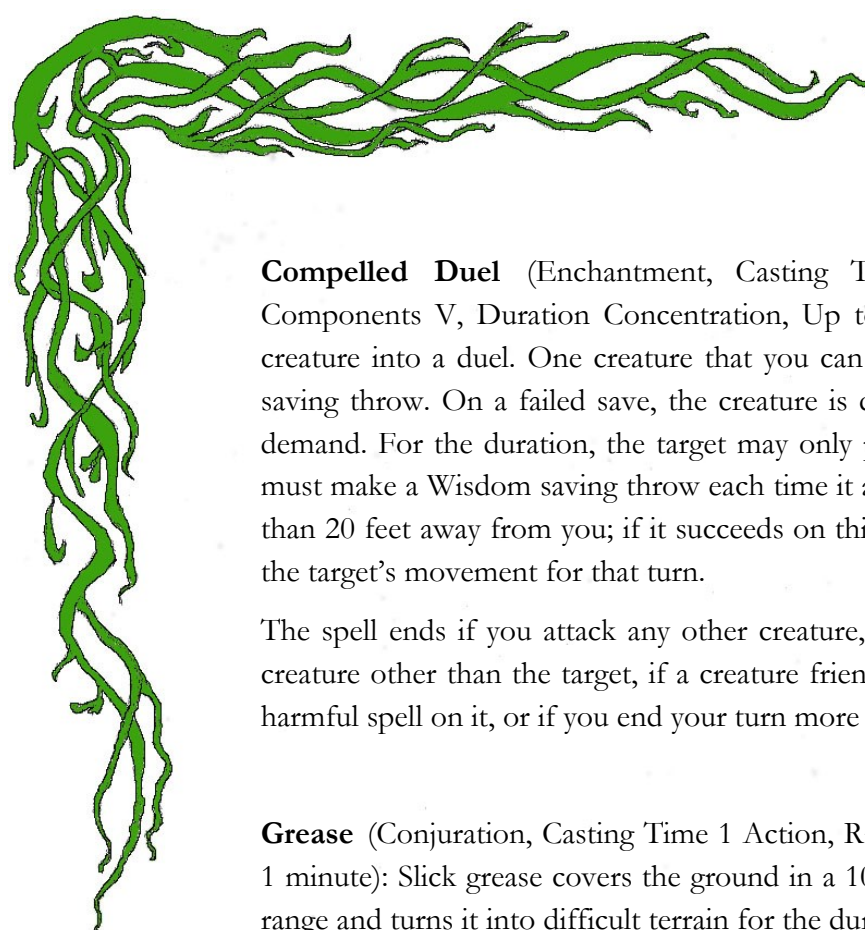
1st Level Spell Update

Animal Friendship (Ritual) (Enchantment, Casting Time 1 Action, Range 30 ft, Components VSM, Duration 24 hours): This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spells ends.

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

Ceremony (Ritual) (Evocation, Casting Time 1 Hour, Range Touch Components VSM (25gp), Duration Instantaneous): You perform one of several religious ceremonies. When you cast the spell, choose one of the following ceremonies, the target of which must be within 10 feet of you throughout the casting.

- **Atonement.** You touch one willing creature whose alignment has changed, and you restore the target to its original alignment.
- **Bless Water.** You touch one vial of water and cause it to become holy water.
- **Coming of Age.** You touch one humanoid who is a young adult. For the next 24 hours, whenever the target makes an ability check, it can roll a d4 and add the number rolled to the ability check. A creature can benefit from this rite only once.
- **Dedication.** You touch one humanoid who wishes to be dedicated to your god's service. For the next 7 days, whenever the target makes a saving throw, it can roll a d4 and add the number rolled to the save. A creature can benefit from this rite only once.
- **Funeral Rite.** You touch one corpse, and for the next 7 days, the target can't become undead by any means short of a *Wish* spell.
- **Wedding.** You touch adult humanoids willing to be bonded together in marriage. For as long as they are faithful to each other, both of them may add a d4 to all ability checks and Action rolls they make to help their spouse while they are within 30 feet of each other. A creature can benefit from this rite again only if widowed.



Compelled Duel (Enchantment, Casting Time 1 Bonus Action, Range 30 ft, Components V, Duration Concentration, Up to 1 Minute): You attempt to compel a creature into a duel. One creature that you can see within range must make a Wisdom saving throw. On a failed save, the creature is drawn to you, compelled by your divine demand. For the duration, the target may only perform Attack actions against you, and must make a Wisdom saving throw each time it attempts to move to a space that is more than 20 feet away from you; if it succeeds on this saving throw, this spell doesn't restrict the target's movement for that turn.

The spell ends if you attack any other creature, if you cast a spell that targets a hostile creature other than the target, if a creature friendly to you damages the target or casts a harmful spell on it, or if you end your turn more than 20 feet away from the target.

Grease (Conjuration, Casting Time 1 Action, Range 60 ft, Components VSM, Duration 1 minute): Slick grease covers the ground in a 10-foot square centered on a point within range and turns it into difficult terrain for the duration.

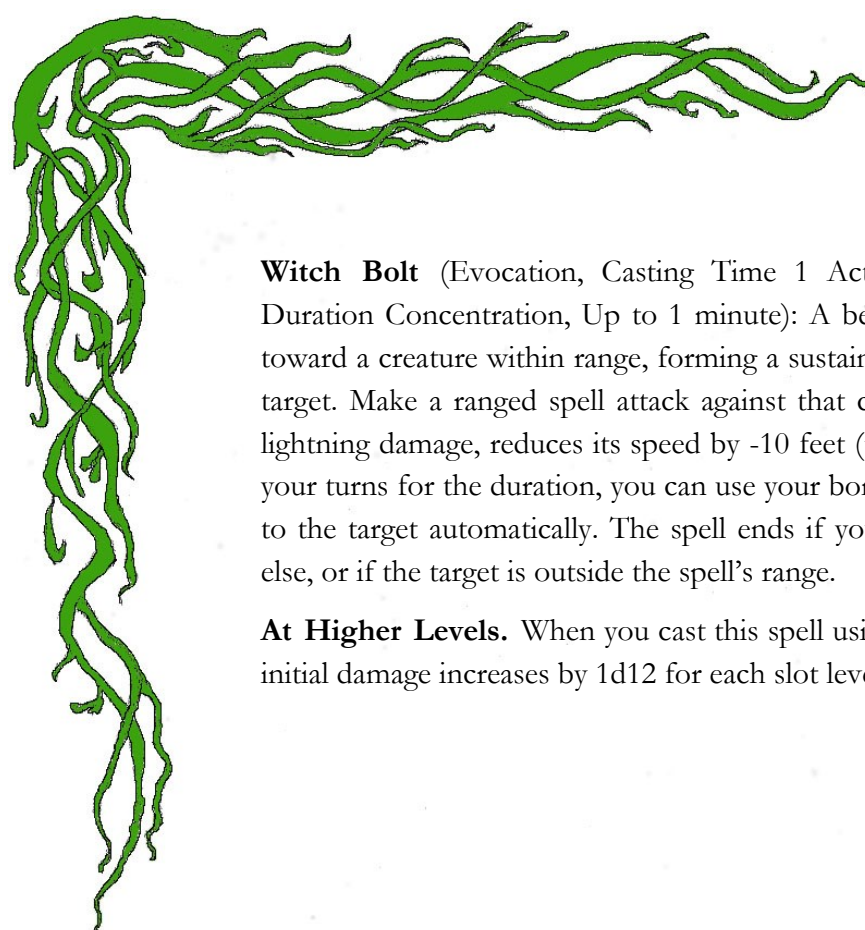
When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the side of the square increases by 5 feet, to a maximum of 50 feet

Longstrider (Ritual) (Transmutation, Casting Time 1 Bonus Action, Range Touch, Components VSM, Duration 1 hour): You touch a creature. The target's speed increases by 10 feet until the spell ends.

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.

Mage Armor (Ritual) (Abjuration, Casting Time 1 Action, Range Touch, Components VSM, Duration 8 hours): You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.



Witch Bolt (Evocation, Casting Time 1 Action, Range 30 ft, Components VSM, Duration Concentration, Up to 1 minute): A beam of crackling, blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against that creature. On a hit, the target takes 1d12 lightning damage, reduces its speed by -10 feet (to a minimum of 5 feet), and on each of your turns for the duration, you can use your bonus action to deal 1d12 lightning damage to the target automatically. The spell ends if you use your bonus action to do anything else, or if the target is outside the spell's range.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d12 for each slot level above 1st.



2nd Level Spell Update

Blindness/Deafness (Necromancy, Casting Time 1 Action, Range 30 ft, Components V, Duration 1 minute): You can blind or deafen a foe. Choose one creature that you can see within range to make a Wisdom saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Wisdom saving throw. On a success, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

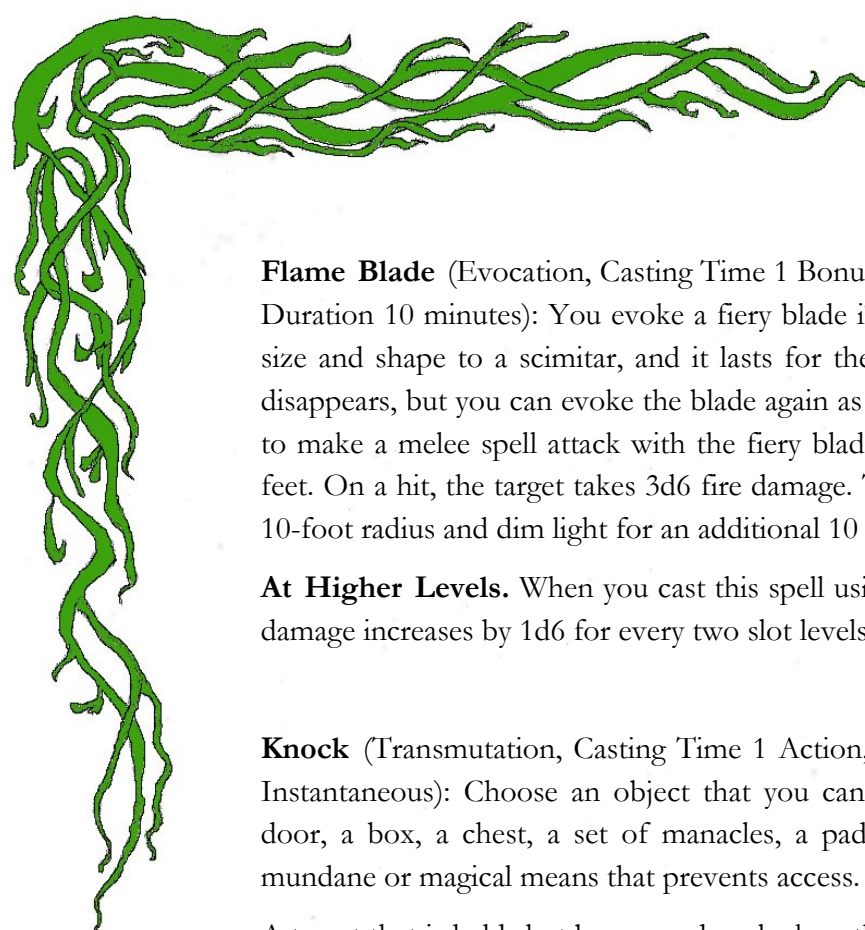
Crown of Madness (Enchantment, Casting Time 1 Action, Range 120 ft, Components VS, Duration Concentration, Up to 1 minute): One humanoid of your choice that you can see within range must succeed on a Wisdom saving throw or become charmed by you for the duration. While the target is charmed in this way, a twisted crown of jagged iron appears on its head, and a madness glows in its eyes.

The charmed target must use its action on each of its turns to make an attack against a creature other than itself that you mentally choose. The target can act normally on its turn if you choose no creature or if no hostile target can be reached with its attack.

On your subsequent turns, you must use your bonus action to maintain control over the target, or the spell ends. Also, the target can make a Wisdom saving throw at the end of each of its turns. On a success, the spell ends.

Find Traps (Ritual) (Divination, Casting Time 1 Action, Range 60 ft, Components VS, Duration Instantaneous): You sense the presence of any trap within range that is within line of sight. A trap, for the purpose of this spell, includes any non-sentient thing that is fashioned or naturally created that would inflict a sudden or unexpected effect you consider to be harmful or undesirable. Thus, the spell would sense an area affected by the alarm spell, a glyph of warding, mechanical pit trap, or a construct that looks like a mundane version of an item.

This spell reveals the presence and location of traps within the radius, and you learn the general nature of the danger posed by a trap you sense.



Flame Blade (Evocation, Casting Time 1 Bonus Action, Range Self, Components VSM, Duration 10 minutes): You evoke a fiery blade in your free hand. The blade is similar in size and shape to a scimitar, and it lasts for the duration. If you let go of the blade, it disappears, but you can evoke the blade again as a bonus action. You can use your action to make a melee spell attack with the fiery blade, or a ranged attack with a range of 30 feet. On a hit, the target takes 3d6 fire damage. The flaming blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for every two slot levels above 2nd.

Knock (Transmutation, Casting Time 1 Action, Range 60 ft, Components V, Duration Instantaneous): Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access.

A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked.

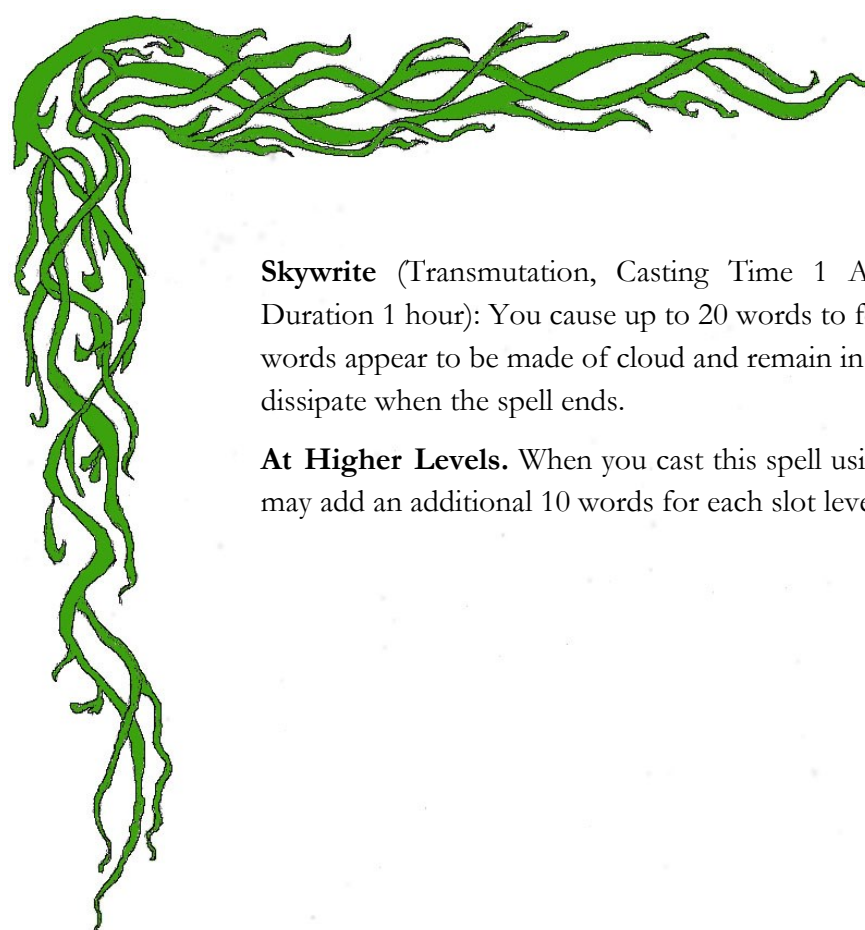
If you choose a target that is held shut with arcane lock, that spell is suppressed for 10 minutes on a DC15 Intelligence (Arcana) check, during which time the target can be opened and shut normally.

When you cast the spell, a loud knock, audible from as far away as 300 feet, emanates from the target object.

Ray of Enfeeblement (Necromancy, Casting Time 1 Action, Range 60 ft, Components VS, Duration Concentration, Up to 1 minute): A black beam of enervating energy springs from your finger toward a creature within range. Make a ranged spell attack against the target. On a hit, the target deals only half damage with weapon attacks until the spell ends. If the target forces a creature to perform a saving throw, the targets of that ability may add a d4 to resist the saving throw from the enfeebled creature.

At the end of each of the target's turns, it can make a Constitution saving throw against the spell. On a success, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3th level or higher, the target suffers a -1 to the Constitution saving throws to resist this spell for each slot level above 3rd.



Skywrite (Transmutation, Casting Time 1 Action, Range Sight, Components VS, Duration 1 hour): You cause up to 20 words to form in a part of the sky you can see. The words appear to be made of cloud and remain in place for the spell's duration. The words dissipate when the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3th level or higher, you may add an additional 10 words for each slot level above 3rd.