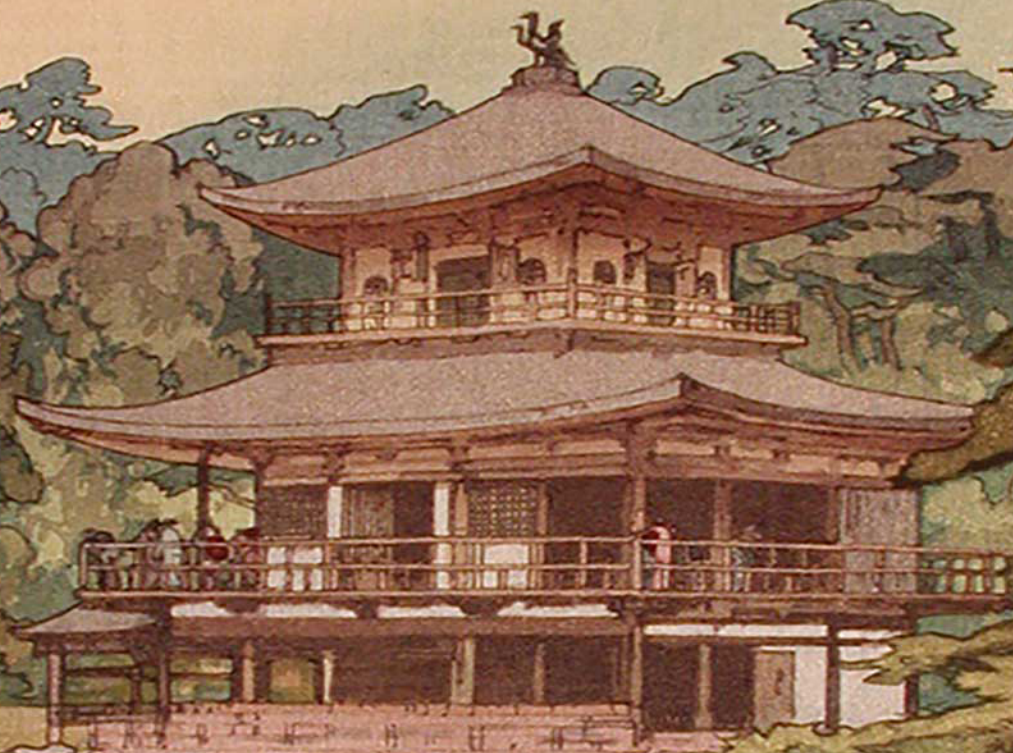


More
Spells From
Kara-Tur



by
R P Davis



INTRODUCTION

In 1985, TSR released a sourcebook for AD&D called **Oriental Adventures**. Written by Gary Gygax, David Cook, and Francois Marcela-Froideval, it was a self-contained game using the fundamentals of AD&D but set in “Kara-Tur,” a fantasy version of Earth’s Far East.

Oriental Adventures borrowed heavily from Asian sources, from films to folk tales, to develop game materials. The authors took inspiration from China, Japan, Korea, and all over Southeast Asia. Folklore provided magic and monsters. History provided gods, heroes and artifacts, weapons, and armor. Films provided fantastic martial arts.

Kara-Tur became TSR’s first official game world, after Gary Gygax’s own Greyhawk. Some time after its own release in 1987, Ed Greenwood’s Forgotten Realms setting saw Kara-Tur appear on the east coast of the continent of Faerûn. If you’d like to know more about Kara-Tur and its history, visit the [Forgotten Realms Wiki](#).



LAND OF MAGIC

Kara-Tur lies to the east of Faerûn, separated from the Sword Coast and Heartlands by hundreds of miles of desolate Hordelands. Trade, adventurers, and artifacts occasionally find their way to Faerûn via the route known as The Golden Way. Beyond the odd curiosity, however, little is known about these ancient cultures.

The Weave is approached differently in Kara-Tur. While many spells and spell-like effects are indistinguishable from those known in Faerûn (indeed, they are often called by the same names), arcane magic especially focuses on mastering certain elements. This tome focuses on those spells unique to the lands of Kara-Tur.

This tome focuses on spells unique to Kara-Tur. Where the first installment of [Spells from Kara-Tur](#) focused on spells from the first AD&D rulebook, these spells are taken from various books from the 3rd and 3.5 editions. Each spell has been carefully updated and revised to make it suitable for your 5th Edition game.

All spells herein are Wu Jen spells, and are thus suitable for arcane casters only. All are suitable for the Wizard and Sorcerer spell lists. Consider each spell on an individual basis for suitability for other Arcane class spell lists.

Spells which duplicate existing 5th Edition spells have been omitted. In addition, certain spells have been omitted due to lack of relevance, such as those which affect only alignment.

Enjoy! May you have as much fun using them in your game as I did creating this for you.

R P Davis

Harrisburg, PA, USA, 2018



CANTRIPS

Wu jen have access to the following cantrips known to Western wizards: *acid splash*, *chill touch*, *dancing lights*, *fire bolt*, *light*, *mage hand*, *mending*, *message*, *minor illusion*, *prestidigitation*, *ray of frost*, *resistance*, and *thunderclap*. They also have their own cantrips, described here.

ARCANE MARK

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Permanent

You inscribe your personal rune or mark, which can consist of no more than six characters, on an object, without harming the object. The writing can be visible or invisible. If you make an invisible mark, [detect magic](#) causes it to glow and be visible. [See invisibility](#), [true seeing](#), or similar effects likewise reveals the words. The mark can be removed by you or someone else who casts a successful [dispel magic](#).

DAZE

Enchantment cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You cloud the mind of a creature within range of CR 1 or below. On its next turn, it can take an action or bonus action, but not both.

DISRUPT UNDEAD

Necromancy cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You direct a ray of positive energy at an undead creature. Make a ranged spell attack against one undead creature within range. On a hit, the target takes 1d8 radiant damage.

IRON SCARF

Transmutation cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a silk scarf)

Duration: Instantaneous

You flick a silk scarf at your foe. The scarf magically assumes an iron-like hardness on the way. Make a melee spell attack against one creature within range. On a hit, you deal 1d8 slashing damage.

TOUCH OF FATIGUE

Enchantment cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 round

You channel negative energy through your touch, causing the target to feel a wave of fatigue. Make a melee spell attack against a living target. On a hit, the target suffers a level of [Exhaustion](#) until the end of its next turn.



SPELLS

ABSORPTION

9th-level abjuration (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Up to 1 hour

You create a powerful magical ward which absorbs spells and spell-like effects which target you. For the duration, you can use your reaction to absorb a spell that is targeting only you and not with an area of effect. The absorbed spell's effect is canceled, and the spell's energy — not the spell itself — is stored in your spell's magical field. The energy has the same level as the spell when it was cast.

Absorption can store up to 50 levels of energy. Once it absorbs 50 levels of energy, it can't absorb more. If you are targeted by a spell or

effect that *absorption* can't store, *absorption* does nothing.

You can convert energy stored in *absorption* into spell slots to cast spells you have prepared or know. You can create spell slots only of a level equal to or lower than those you can normally cast. You use the stored levels in place of your slots, but otherwise cast the spell as normal. For example, you can use 3 levels stored in *absorption* as a 3rd-level spell slot.

Once *absorption* has absorbed 50 levels of energy, or you have converted the last level of energy remaining in *absorption* into a spell slot, the spell ends.

ADAMANTINE WINGS

7th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

You feel an instant of searing pain as you sprout a pair of gleaming wings made of overlapping feathers of dark, dull metal.

The wings grant you a fly speed of 60 feet. If you are not flying, as an action you can make 2 attacks, 1 with each wing. You are proficient with your wings. Each wing deals 2d6 slashing damage. The wings are considered both magical and adamantine for the purposes of overcoming damage reduction. In addition, as an action, you can choose to launch the wings' feathers as a 60-foot cone of razor-sharp blades. Each creature within the cone must make a Dexterity saving throw. A creature takes 10d6 slashing damage on a failed save, and half as much damage on a successful one. After you use this attack, the spell ends.

ANIMATE FIRE

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a handful of charcoal, sulfur, and soda ash)

Duration: Concentration, up to 1 minute

You cast the mixture in your hand at a fire no larger than a campfire within range. The flames coalesce into a vaguely humanoid shape which lashes out at any creature which gets close. You have no control over the fire. Use the stat block at right for the animated fire.

APPARITION

2nd-level illusion (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a box of face paints or a [disguise kit](#))

Duration: 10 minutes

The subject's face takes on a horrible and terrifying appearance. A creature which sees the target must make a Wisdom saving throw or be [Frightened](#) of the target for the duration.

ARBOREAL TRANSFORMATION

9th-level transmutation

Casting Time: 1 minute

Range: 60 feet

Components: V, S

Duration: Special

You transform your target into a Huge oak tree. The creature's skin splits open, revealing wood and bark. Leaves sprout from its limbs and it starts to grow. Choose a living creature within range, which must make a Constitution saving throw. On a failure, for a number of days equal to your spellcasting class level, the oak

ANIMATED FIRE

Medium elemental, neutral

Armor Class 12

Hit Points 39 (6d8 + 12)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	14 (+2)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands Ignan but can't speak

Challenge 2 (450 XP)

Fire Form. A creature that touches the fire or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Illumination. The fire sheds bright light in a 15-foot radius and dim light in an additional 15 feet.

Water Susceptibility. For every gallon of water splashed on the fire, it takes 1d8 cold damage.

ACTIONS

Multiattack. The fire makes two attacks.

Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

tree becomes a [treant](#) (though it can't animate trees) and obeys your commands. At the end of the duration, the subject becomes in all respects a normal tree, taking root where it stands if it can.

A creature making a successful saving throw does not transform. Instead, it is [slowed](#) for the duration as its body fights off the transformation. At the end of the duration, the creature returns to normal.

ARC OF LIGHTNING

5th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (two tiny iron rods)

Duration: Instantaneous

xYou create magical conductivity between two creatures within range and within 30 feet of each other, and cause a bolt of lightning to arc between them. Each of the creatures takes 8d6 lightning damage. In addition, each creature in a 5-foot-wide line between the targets must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one.

The lightning ignites flammable objects in the area that aren't being worn or carried.

BACKBITER

1st-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a melee weapon; see below)

Duration: Concentration, up to 1 minute

You cast this spell on any two-handed or reach weapon. The next time that weapon is used to make an attack, its shaft twists around so that the weapon strikes the wielder instead, with the attack roll applied against the attacker's own AC. If the attack hits, the self-dealt damage can't be reduced in any way or changed to nonlethal damage. Once the weapon attacks its wielder (successfully or not), the duration ends. Sentient magic weapons can make a Wisdom saving throw; on a success, the spell fails.

BLACKROT

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You deliver a single touch, which either damages a plant creature over time or renders a wooden weapon poisonous.

Make a melee spell attack against a creature. That creature must make a Constitution saving throw. On a failure, the creature takes 1d8 necrotic damage. In addition, for the duration the creature takes 1d8 necrotic damage at the start of each of its turns. The creature can use its action to repeat the saving throw; on a success, the spell ends.

Alternately, you can cause a wooden weapon you hold, such as a club or quarterstaff, to become poisonous. For the duration, any creature you strike with that weapon must succeed on a Constitution saving throw or be [Poisoned](#) until the end of its next turn.



CLIMBING TREE

1st-level transmutation (ritual)

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: 10 minutes

You cause a 1-foot-diameter, 30-foot-tall tree to grow at a point you can see within range. The branches are evenly spaced and perfect for climbing. Creatures can climb the tree with a successful DC 10 Athletics or Acrobatics check. The tree can grow only in soft terrain, such as dirt, soil, or sand.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you cause the tree to grow 10 more feet for each slot level above 1st.

CLOUD CHARIOT

8th-level conjuration (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small ball of cotton)

Duration: Concentration, up to 10 minutes

You conjure a magic cloud. You and up to four other Medium or smaller willing creatures can mount the cloud, rise up into the air, and fly away at terrific speed. Your *cloud chariot* flies at 10 miles per minute, though you and your passengers feel no effects of such rapid movement. Should the duration end while still aloft, you and your passengers waft gently to earth as though under the effect of a [feather fall](#) spell.

COBRA'S BREATH

1st-level transmutation

Casting Time: 1 action

Range: Self (15-foot cone)

Components: S, M (a cobra's fang)

Duration: Instantaneous

You silently change your saliva into a potent poison you spit at your enemies. Each creature in the cone must make a Constitution saving throw. On a failed save, a creature takes 1d6 poison damage and is [Poisoned](#) until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you deal an extra 1d6 poison damage for each slot level above 1st.



DANCING BLADE

4th-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a non-magical sword)

Duration: 1 minute

You animate a non-magical sword within range that isn't held by another creature, causing it to fly to you and attack other creatures. You can use your bonus action to cause the sword to attack one creature of your choice within 5 feet of it using your melee spell attack bonus.

The sword moves with you, staying within 5 feet of you at all times. The sword attacks any creature which moves within 5 feet of you. If you are incapacitated, the sword drops to the ground at your feet and the spell ends.

DEADLY LAHAR

8th-level conjuration

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S

Duration: Instantaneous

A torrent of liquid rock bursts from the ground at your feet, washing over and burning your foes.

Each creature in a 60-foot cone 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. In addition, creatures failing the save are coated in a thick layer of magma, suffering the effects of a [slow](#) spell and taking 5d6 fire damage at the start of each of its turns. A creature can use its action to repeat the saving throw. On a success, the spell ends.

A creature killed by this spell is reduced to ash.

DEADLY SUNSTROKE

9th-level evocation

Casting Time: 1 minute

Range: 120 feet

Components: V, S

Duration: Instantaneous

You conjure beams of desiccating heat which lance into your enemies, scorching their flesh and draining their vitality, which 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.

Creatures in the area must make a Constitution saving throw. The target takes 12d6 fire damage on a failed save, or half as much damage on a successful one. Undead, plants, and plant creatures have disadvantage on the saving throw. In addition, living creatures which survive the fire damage suffer a level of [Exhaustion](#).

DECAPITATING SCARF

7th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a silk scarf)

Duration: Instantaneous

You flick a silk scarf at a target of up to Large size you can see within range. The scarf magically assumes an iron-like hardness on the way. Make a ranged spell attack. On a hit, the scarf wraps around the target's neck, and the target must make a Constitution saving throw. On a failure, the target is decapitated, and it dies if it can't survive without a head. On a success, the target takes 8d6 slashing damage and is restrained per the *entangling scarf* spell (see below). If the creature has no head to sever, you deal the slashing damage and lop off a portion of its body instead.

EARTHBOLT

3rd-level evocation

Casting Time: 1 action

Range: Self (100-foot line)

Components: V, S

Duration: Instantaneous

With a shout, you stamp your foot and create a bolt of seismic force to streak out from you in a line 100 feet long and 5 feet wide. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

You can only cast *earthbolt* if you are standing on dirt, clay, sand, or stone (including stone floors).

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.

ELEMENTAL EYE

4th-level divination

Casting Time: 1 action

Range: 400 feet

Components: V, S, M (special; see below)

Duration: Special

Your spell causes a small object to serve as a magic sensor. Once you cast the spell, you have up to 10 minutes to activate the magic, thus enabling you to plant the object in a location and then move to a different spot to spy on that location. Once you have activated the magic, the spell lasts for 10 minutes or until you choose to end it. This spell otherwise functions as *clairvoyance*. If the object is moved, your sight moves with it, but the spell ends if the focus passes out of range.

Depending on your chosen element, you must

use one of the following as a focus: a stone (earth), a lump of charcoal (fire), a piece of metal (metal), a puddle of water (water), or a chunk of wood (wood). In each case, the object must weigh between 1/2 and 1 pound. The focus is also the spell component, and is consumed when the spell ends.

ENERGY

ABSORPTION

7th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

Your skin warms, and your chest fills with a rush of cool air. You touch your subject, transferring a spark of all the energies of magic.

The subject gains resistance against acid, cold, lightning, fire, and thunder damage. In addition, the subject can use its reaction to absorb the power of a single energy-based attack. The subject gains immunity to the energy type used in that attack and that attack only, and also heals a number of hit points equal to half the damage the effect would normally have caused. Using this function ends the spell's duration.



For example, if a [magma mephit](#) breathes fire on the subject for 10 points of damage, she could use her reaction to absorb the effect, healing 5 points of damage instead. Hit points in excess of the subject's normal maximum are lost.

ENTANGLING SCARF

1st-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a silk scarf)

Duration: Concentration, up to 1 minute

You flick a silk scarf at a target of up to Large size you can see within range. The scarf magically assumes an iron-like hardness on the way. The target must make a successful Strength saving throw or be [Restrained](#) by the scarf until the spell ends. A restrained creature can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

FIRE AND BRIMSTONE

5th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of brimstone)

Duration: Instantaneous

You shout, and a target you can see within range erupts in a foul-smelling burst of flame. A creature targeted by this spell must make a Constitution saving throw. On a failed save, the target takes 6d6 fire damage and is [Poisoned](#). On a successful save, the target takes half as much damage and isn't Poisoned. The target can repeat the saving throw at the end of each of its turns. On a success, it is no longer Poisoned.

FORCE WHIP

2nd-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a tiny silk whip)

Duration: Concentration, up to 1 minute

You create a whip of magical force you can use to keep beasts at bay. You are proficient with your *force whip*. Make a melee spell attack against a beast. On a hit, you deal whip damage and the target must make a Wisdom saving throw or be [Frightened](#) of you for the duration. You can use your *force whip* against creatures which are not beasts, but such creatures are not subject to the Frightened condition.

GHOST LIGHT

1st-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a bit of phosphorus)

Duration: Concentration, up to 1 minute

You create a ghostly green radiance within range. The light sheds dim light in a 10-foot radius. It is imbued with an unearthly power which terrifies creatures which gaze upon it; a living creature in the light emitted by the *ghost light* must succeed on a Wisdom saving throw or be [Frightened](#) of the light for the duration.

GREAT WORM OF THE EARTH

7th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

With a roar, a gigantic wormlike mouth bursts from the earth beneath your foe, attempting to swallow him whole. Make a ranged spell attack against a creature you can see. On a miss, the target takes 4d4 piercing damage and the spell

ends. On a hit, the target takes 4d8 piercing damage. If the target is a Large or smaller creature, it must succeed on a Dexterity saving throw or be swallowed by the worm. A swallowed creature is Blinded and Restrained, it has total cover against attacks and other effects outside the worm, and it takes 6d6 acid damage at the start of each of your turns.

A swallowed creature can use its action to attempt another Dexterity saving throw to escape. On a success, the creature appears prone in a space within 10 feet of the worm and the spell ends.

HEART OF AIR

2nd-level transmutation
Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 hour

You convert part of your body into elemental air, freeing you somewhat from the bonds of gravity. You can jump twice as far as your Strength score normally allows, and you gain advantage on Acrobatics checks to land on your feet. If you have a fly speed, that speed gains a 10-foot bonus.

In addition, while this spell is active, you can use your reaction to activate a [feather fall](#) effect (as the spell) on yourself only. This

benefit lasts until the end of your next turn, and at that time *heart of air's* entire effect ends.

If *heart of air* is active on you at the same time as *heart of earth*, *heart of fire*, or *heart of water*, when you are struck by a critical hit or an attack dealing Sneak Attack damage, you can make a Constitution saving throw. On a success, the extra damage is negated and damage is rolled normally. When all four of these spells are active on you at the same time, you become

immune to extra damage from critical hits and sneak attacks.

HEART OF EARTH

5th-level transmutation
Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 hour

You convert part of your body into elemental earth, which makes you much more tough. You gain advantage on checks you make to avoid being knocked prone or moved involuntarily, and you gain temporary hit points equal to twice your spellcasting class level. In addition, for the duration you can use your reaction to activate a [stoneskin](#) effect on yourself. This benefit lasts until the end of your next turn, and at that time *heart of earth's* entire effect ends.





If *heart of earth* is active on you at the same time as *heart of water*, *heart of fire*, or *heart of air*, when you are struck by a critical hit or an attack dealing Sneak Attack damage, you can make a Constitution saving throw. On a success, the extra damage is negated and damage is rolled normally. When all four of these spells are active on you at the same time, you become immune to extra damage from critical hits and sneak attacks.

HEART OF FIRE

6th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

You convert part of your body into elemental fire, increasing your speed and your stamina. Your movement increases by 10 feet and resistance to fire damage. If you have a fly speed, that speed gains a 10-foot bonus.

In addition, while this spell is active, you can use your reaction to activate a [fire shield](#) effect (as the spell, fire version only) on yourself. This benefit lasts until the end of your

next turn, and at that time *heart of fire's* entire effect ends.

If *heart of fire* is active on you at the same time as *heart of earth*, *heart of air*, or *heart of water*, when you are struck by a critical hit or an attack dealing Sneak Attack damage, you can make a Constitution saving throw. On a success, the extra damage is negated and damage is rolled normally. When all four of these spells are active on you at the same time, you become immune to extra damage from critical hits and sneak attacks.

HEART OF WATER

4th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

You convert part of your body into elemental water, making you better able to deal with aquatic environments and squeeze through confined spaces. You gain a swim speed equal to your normal walking speed, and you gain the benefits of the [water breathing](#) spell for yourself only. In addition, you gain advantage on checks you make to escape a grapple. Finally, for the duration you can use your reaction to activate a [freedom of movement](#) effect on yourself. This benefit lasts until the end of your next turn, and at that time *heart of water's* entire effect ends.

If *heart of water* is active on you at the same time as *heart of earth*, *heart of fire*, or *heart of air*, when you are struck by a critical hit or an attack dealing Sneak Attack damage, you can make a Constitution saving throw. On a success, the extra damage is negated and damage is rolled normally. When all four of these spells are active on you at the same time, you become immune to extra damage from critical hits and sneak attacks.

HEART RIPPER

4th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A thin black ray springs from your pointing finger to a living target that you can see within range. A creature targeted by this spell must make a Constitution saving throw. On a failed save, the target takes $6d6 + 20$ necrotic damage. If this damage reduces the target to 0 hit points, you pull its heart from its body.

Creatures that don't have hearts (such as undead and constructs) and creatures with no anatomy (such as oozes) are unaffected.

ICE BLAST

2nd-level evocation

Casting Time: 1 action

Range: Self (30-foot cone)

Components: S, M (a mouthful of water)

Duration: Instantaneous

You fill your mouth with water and spit out a cloud of icy crystals which coat creatures in the cone with a thin layer of ice. Each creature in the cone must make a Constitution saving throw. A creature takes $3d6$ cold 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 3rd level or higher, the

damage increases by $1d6$ for each slot level above 2nd.

JET OF STEAM

1st-level evocation

Casting Time: 1 action

Range: Self (30-foot line)

Components: V, S

Duration: Instantaneous

You release a powerful jet of superheated steam, forming a line 30 feet long and 5 feet wide which blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes $1d6$ fire 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 2nd level or higher, the damage increases by $1d6$ for each slot level above 1st.

KISS OF THE TOAD

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a tattoo of a toad on your skin)

Duration: Instantaneous

Your skin becomes dry and bumpy, and your touch becomes toxic. Make a melee spell attack. On a hit, you deal $3d6$ poison damage and your target must succeed on a Constitution saving throw or suffer an additional $1d6$ poison



damage at the start of each of its turns for 1 minute. The target can repeat the saving throw at the end of each of its turns; on a success, the effect ends.

LIGHTNING BLADE

2nd-level necromancy

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You evoke a blade of crackling electrical energy in your free hand. The blade is similar in size and shape to a scimitar, you are proficient with it, 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 crackling blade. On a hit, the target takes 3d6 lightning damage.

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.

LINGERING FLAMES

6th-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (A pinch of sulfur and a short length of copper wire)

Duration: 1 minute

A bright streak flashes from your pointing finger to a point you choose within range and blossoms with a low roar into an explosion of flame which rages long after. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on

a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried. In addition, when a creature enters the flaming area for the first time on a turn or starts its turn there, the creature must make a Dexterity saving throw. On a failed save, the creature takes 8d6 fire damage. On a successful save, the creature takes half as much damage.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d6 for each slot level above 6th.





MINUTE FORM

8th-level transmutation (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a live flea)

Duration: 10 minutes

You reduce yourself or a willing creature you touch to 1 inch tall. Everything you wear or carry also shrinks to match your new size. You can still move, cast spells, use your magic items, and use weapon attacks as though you were full size.

MYSTERIOUS REDIRECTION

8th-level abjuration

Casting Time: 1 reaction

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You create a field around yourself which causes attacks to mysteriously veer toward other targets. A creature which attacks you must make a Wisdom saving throw. On a failure, all the attacks that creature makes against you instead target another creature. The new target must be within 10 feet of you and also be within the attack's reach or range. If more than one target is available, determine the new target randomly. In addition, as a free action you can choose to redirect the attack back at the attacker. You can wait to make this decision until you know the attack has been deflected, but you must do so before you know the new target for the redirected attack. Using this ability immediately ends the spell's duration.

POISON NEEDLES

4th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a 1-inch-long metal needle)

Duration: Instantaneous

You flick a needle out in front of you, and it multiplies into a cloud of tiny needles which drip poison. Make a ranged spell attack at a creature within range. On a hit, the creature takes 8d4 piercing damage and must make a Constitution saving throw. The creature takes 8d4 poison damage on a failed save, and half as much damage on a successful one.

PROTECTION FROM CHARM

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a hair from a succubus)

Duration: 1 minute

You harden your will against charm magic. You gain advantage on saving throws against charm spells and effects.

RAIN OF SPINES

4th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You cause a storm of small metallic projectiles to rain down on your foes in a 20-foot-radius, 40-foot-high cylinder centered on a point within range.

Each creature in the area must make a Dexterity saving throw. On a failed save, a creature takes 6d6 points of piercing damage, is knocked [Prone](#) and [Restrained](#) by spines pinning it to the floor. On a successful save, a creature takes half damage and is neither Prone nor Restrained. A creature pinned by spines can use its action to make a Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC. On a success, the creature is no longer Restrained.



REBIRTH OF IRON

3rd-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Instantaneous

Your touch restores a single metal object that has been damaged or destroyed by rust. Even an object partially consumed by a rust monster can be restored, provided at least 25% of the object remains.

This spell does not restore the magical properties of any magic item or construct. A slain or destroyed metallic creature such as an iron golem is restored in physical form, but it remains “dead,” having lost all its magical qualities.

RUSTED BLADE

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

Your touch causes a rust-like patina to temporarily cover a weapon you touch. Once it gleamed; now it is dull, rusty, and pitted.

For the duration, any living creature damaged by the weapon must make a successful Constitution saving throw or contract **wasting fever** (See Sidebar). Use the spell’s normal save DC for the initial saving throw, but use filth fever’s normal DC 12 for later saves. Multiple applications of the disease do not stack, but even a creature that succeeds on one or more saves must continue to save each time it takes damage from the weapon. Despite the change in appearance, this spell has no ill effect on the target weapon.

Wasting Fever

Once wasting fever is contracted, the victim becomes Poisoned until the disease is cured. While infected, the victim cannot regain hit points except by magical means, and the target’s hit point maximum decreases by 4 (1d8) every 24 hours. If the target’s hit point maximum drops to 0 as a result of this disease, the target dies.

Once per long rest, a creature can repeat the Constitution saving throw. On a success, the creature suffers no hit point loss that day. If the creature makes a successful saving throw on three consecutive days, the creature’s body has fought off the disease. A *lesser restoration* spell or similar magic cures the disease, but not the hit-point loss; only a *greater restoration* restores lost hit points.

SCALES OF THE LIZARD

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a tattoo of a lizard on your skin)

Duration: 1 hour

You touch a willing creature, and until the spell ends the target’s skin toughens and shimmers as if covered with scales. The target’s base AC becomes 13 + its Dexterity modifier. The spell ends if you dismiss the spell as an action.

SERVANT HORDE

5th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pair of crossed sticks)

Duration: 8 hours

You create 2d6 [unseen servants](#), each of which acts according to the 1st-level spell.

SMOKE LADDER

1st-level transmutation

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a large fire of green wood)

Duration: 1 hour

You shape a 10-foot-long misty ladder from the smoke given off by a fire within range. A *smoke ladder* is weightless and can be easily handled at any length.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the ladder increases in length by 10 feet for each slot level above 1st.

SNAKE DARTS

4th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (two snake tattoos on your skin, coiled around your forearms)

Duration: Instantaneous

Your tattoos transform into real venomous snakes which fly from you toward your enemy. Each snake hits a creature of your choice that you can see within range. The snakes strike simultaneously, and you can direct them to hit one creature or several. A snake deals 2d6 piercing damage, and the target must make a Constitution saving throw, taking 3d6 poison damage on a failed save, or half as much damage on a successful one. After striking the targets, the snakes fly back to you, and you must use an action to swallow the snakes before you can cast the spell again. Once they're swallowed, the tattoos instantly reappear on your arms.

STORM OF FIRE AND ICE

6th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You cause a swirling vortex of smoking lava and steaming ice to shower down in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. Creatures in the area must make a Dexterity saving throw, taking 6d6 fire damage and 6d6 cold damage on a failed save, and half as much damage on a successful one. In addition, the storm's area of effect is difficult terrain until the end of your next turn.





STORM OF NEEDLES

3rd-level evocation

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S, M (a 1-inch-long metal needle)

Duration: Instantaneous

You flick a needle out in front of you, filling the area with a burst of thousands of tiny needles. Each creature in a 30-foot cone must make a Dexterity saving throw. A creature takes 8d6 piercing 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 increases by 1d6 for each slot level above 3rd.

TERRA COTTA WARRIOR

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a tiny clay statuette of a warrior)

Duration: Concentration, up to 1 minute

You magically transform a small terra-cotta statuette into a full-sized armored warrior, ready to fight for you. Treat the warrior as [animated armor](#) under your control. The warrior obeys your commands as best it can. It takes its turn on your initiative. As part of casting the spell, you can give it an instruction, such as “attack that giant.” On your turn, you can command the warrior to take the Attack, Dash, Disengage, Dodge, or Help action. If you are incapacitated, the warrior protects you as best it can.

The statuette can be reused if the terra cotta warrior remains intact at the end of the spell, but if the warrior is reduced to 0 hit points, it is destroyed.

THORNSKIN

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a single thorn)

Duration: 1 minute

Your skin sprouts thorns, increasing the damage of your unarmed strikes and making you painful to grab. Your unarmed strikes deal an extra 1d6 piercing damage. Additionally, when you use the Attack action to grapple a creature, the target takes 1d6 piercing damage if

your grapple check succeeds, and when a creature hits you with a natural weapon or unarmed strike (including all successful grapple checks), that creature takes 1d6 piercing damage.

TORRENT OF TEARS

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a single tear)

Duration: 1 minute

Choose a creature within range which can see you. That creature must make a Wisdom saving throw. On a failure, you cause tears to pour from the target's eyes and its body to be wracked with sobs. For the duration, the subject is [Blinded](#).

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.

TRANSCEND MORTALITY

9th-level transmutation

Casting Time: 1 reaction

Range: Self

Components: V, S

Duration: 1 hour

Your body surges with mystic power to rival that of the gods themselves.

Transcend mortality was created as a last-ditch effort, only to be used when all other options have failed. For the duration, you are all but indestructible, and you gain the following benefits:

- You are immune to bludgeoning, piercing, and slashing damage from nonmagical weapons.
- You are resistant to bludgeoning, piercing, and slashing damage from magical weapons.
- You are resistant to acid, cold, lightning, fire, and thunder damage.
- You are immune to disease, energy drain, poison, and death effects.
- You have advantage on all saving throws.
- You do not need to eat, drink, or breathe.



Although this spell makes you effectively unkillable, you gain these benefits by using up all your remaining life force. At the end of the duration, you are instantly slain and reduced to a pile of dust, as though *disintegrated*. This effect can't be prevented in any way, and you can be restored to life only by means of a *true resurrection* or a *wish* spell.

TRANSMUTE ROCK TO LAVA

9th-level transmutation

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Instantaneous

You transform natural, unworked rock of any sort in a 20-foot radius centered on a point within range into red-hot, molten lava. When a creature enters the area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, the creature takes 20d6 fire damage and an affected creature's speed is halved in the area. On a successful save, a creature takes half damage.

If you cast *transmute rock to lava* on the ceiling of a cavern or tunnel, the molten rock cascades down on creatures beneath it, creating a 1-foot-deep pool with a 40-foot radius. Creatures in the area must make a Dexterity saving throw, taking 8d6 fire damage and 8d6 bludgeoning damage on a failed save, and half as much damage on a successful one. In addition, creatures take 3d6 fire damage if it starts its turn in the pool's area.

In either case, the pool remains for 2d6 hours, after which it hardens into stone.

A creature which is reduced to 0 hit points by the lava is vaporized.

VITRIOLIC SPHERE

5th-level conjuration

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a tiny glass vial filled with aqua regia)

Duration: Instantaneous

A sizzling green sphere streaks from your pointing finger to a point you choose within range and then explodes, drenching everything within the area in potent acid. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 acid damage on a failed save, or half as much damage on a successful one. In addition, a target which fails their save takes 4d6 acid damage at the end of its next turn and 2d6 acid damage at the end of the turn after that.



WALL OF GLOOM

2nd-level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a bit of fleece from a black sheep)

Duration: Concentration, up to 1 minute

You create a barrier of ominous shadow within range which obscures vision and deters passage. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts for the duration.

Although the wall has no substance, creatures on either side of the wall have concealment from creatures on the other side, providing a +1 bonus to AC. In addition, a creature which tries to move through the wall must first succeed on a Wisdom saving throw. On a failure, the creature is halted on its side of the wall and ends its movement, briefly overcome by despair. A creature can attempt to pass through the wall as many times as it likes, but has disadvantage on subsequent saving throws.



WU JEN

WIZARD ARCANE TRADITION

Though most arcane traditions in the multiverse revolve around the schools of magic, such as abjuration, transmutation, etc., the wu jen of Kara-Tur take a different approach. At 2nd level, you can choose Wu Jen as your Arcane Tradition. You forsake the ways of the world, withdrawing into a realm of the elements, spirits, and mysticism, binding yourself with taboos.

You use the Wizard spell list. You can't use "named" spells, such as Mordenkainen's faithful hound, but you have full access to the other spells on the Wizard list, as well as those in this book and [Spells from Kara-Tur](#). Other spells from the Wizard spell list may at your DM's option be forbidden to you.

Taboos

You have learned that your access to magical power is dependent on strict observance of certain taboos. These taboos seem strange to those who do not follow your way, and mark you as someone special. If you knowingly violate one of your taboos, you must spend a short or long rest in meditation, forgoing the benefits of that rest.

Choose 1 taboo from the Taboos list when you become a Wu Jen at 2nd level, and choose another at 5th, 11th, and 15th levels. You may roll randomly for your taboos if you want and your DM agrees. If you roll a duplicate, roll again until you get a new taboo.

Taboo List

- Can't walk with even/odd amounts of coinage
- Can't sit down until everyone else in the room has
- Can't eat meat
- May not wear shoes or expose soles of feet to others
- Can't own more than you can carry
- Must make a daily offering (such as food, flowers, or incense) to one or many spirit powers
- Can't bathe
- Can't eat indoors
- Can't cut or groom hair
- Can't open doors
- Must always tell the literal truth
- Can't touch a dead body
- Can't drink alcohol
- Can't wear a certain color
- Can't light a fire
- Can't sit facing a certain direction
- You must write down the name of each creature you slay, and name ones that are unnamed
- Can never sit on a chair, must always stand or sit on the floor
- Must always sleep with your feet pointing south.



Watchful Spirit

Starting at 2nd level, you can reroll an initiative roll you make before you know your place in the initiative order. You must take the new roll. Once you use this ability, you can't use it again until you finish a long rest.

Spell Secret

Starting at 2nd level, you can choose to permanently

modify one of your known spells with a [Metamagic](#) that costs no more than 1 sorcery point.

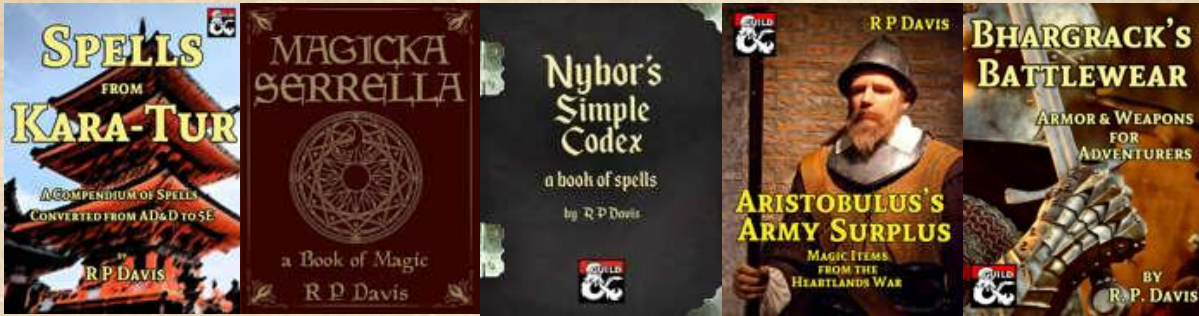
You gain this feature again at 6th, 10th, and 14th levels.

When you gain this feature again you can choose to modify a different spell or the same spell. The choice you make is permanent and can't be changed.



CREDITS

More Spells of Kara-Tur is part of a series of products which convert magic items and spells from previous editions to the 5th edition of D&D. The spells herein come from the D&D 3.5e books “Complete Arcane” and “Complete Mage.” Other conversions include:



ABOUT THE AUTHOR

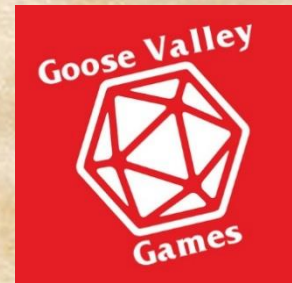
R P Davis is a freelance writer, editor, and adventure designer. He’s been a tabletop gamer the entire time he’s been sentient, and a role-playing addict for more than 30 years. In that time he’s written countless things, from simple spell effects to D&D campaign worlds to complete role-playing games. Most of it sucked, but he likes to think he learned from the process. You can find R P Davis at [The DM’s Guild](#), [his website](#), on [Twitter](#) and on [Facebook](#).



ART CREDITS

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