

# SPELLS

Spells from our favorite Morgan (I) Le Fay

## Le Fay's Broken Bond

2nd-level enchantment (*bard, sorcerer, warlock, wizard*)

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S,

**Duration:** Concentration, up 1 minute

You distort the memories of one creature you can see and force it to make an Intelligence saving throw. A creature automatically succeeds if it is immune to being frightened. On a failed save, you may choose one ally the creature can see. That ally turns from friend to hated foe. Each time the target takes damage, it can repeat the saving throw, ending the effect on itself on a success.

On each of its turns, the affected creature must use its action to target the foe with an attack, spell, or harmful ability. If the foe provokes an opportunity attack from the affected creature, the creature must make that attack if it is able to.

## Poison the Cup

3rd-level evocation (*bard, cleric, warlock*)

**Casting Time:** 1 Reaction

**Range:** 60 feet

**Components:** S, M (a vial of poison)

**Duration:** Instantaneous

As a reaction to a creature regaining hit points by magical means within range, you alter the magic, turning it into more suffering. Instead of regaining hit points, the creature takes poison damage equal to the hit points it would have regained.

**At higher levels:** When you cast this spell using a slot of 4th level or higher, you may choose another target for each spell level above the 3rd.

## Le Fay's Kingdom Collapsing

7th-level evocation (*cleric, warlock, wizard*)

**Casting Time:** 1 minute

**Range:** 100 miles

**Components:** V, S

**Duration:** Instantaneous

You use destructive forces to cause an entire castle or building to crumble. When you cast this spell, choose a building within range. That building takes 40d6 bludgeoning damage, as it begins to collapse and break. All of its walls break enough for creatures of size Large or smaller to walk in with ease and all its doors and gates break open.

## Le Fay's Resolute Soul

7th-level necromancy (*cleric, sorcerer, warlock, wizard*)

**Casting Time:** 1 hour

**Range:** Touch

**Components:** V, S, M (a golden soulcatcher worth 300 gold, which the spell consumes)

**Duration:** Until Dispelled

In casting the spell, you sever the tether between body and spirit, allowing the target to live past the destruction of your soul.

The first time the target would die as a result of taking any damage other than psychic, their soul instead leaves your body. The body dies as normal, the soul becomes ethereal. The target becomes a ghost, but keeps its mental statistics, proficiencies, and languages known. While in this form, it can't cast spells or use any abilities other than that of a ghost, and its hit point maximum is reduced by 1d8 at the end of every 24 hours. It may stay in this form until you reach 0 hit points, someone casts a resurrection spell on its body or until someone casts this spell again targeting a body which is either dead or willing to have the soul inhabit it.

If the target reaches 0 hit points while within this form, their soul breaks and they can only be resurrected by a true resurrection or wish spell.

