

## Ever Forward

*1st-level enchantment* (druid, paladin, ranger)

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S, M (a mount)

**Duration:** 10 Minutes

Choose a mount within range. You enhance its steps and reflexes, making it more agile than ever. It gains the following abilities:

- The creature's speed is increased by 10 feet.
- It ignores nonmagical difficult terrain and its jumping distance is doubled.
- If the mount is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

## Manifest Turmoil

*7th-level enchantment* (bard, sorcerer, warlock, wizard)

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, M (a hollow sapphire ball worth at least 150 gold, which the spell used)

**Duration:** Concentration, up to 1 minute

Choose a creature within range. It must succeed on a Charisma saving throw or have its inner turmoil manifested into copies of itself, which appear at unoccupied spaces of your choice within 30 feet of the creature and stand there motionless. For the duration of the spell, a creature with at least one copy manifested is incapacitated.

A creature under the effects of the spell can dispel a copy by starting its turn within 10 feet of it and making a successful Charisma (Persuasion) check against your spell save DC. Once a creature has dispelled both copies, the spell ends.

## Bargain of Immense Pain

*5th-level evocation* (sorcerer, warlock, wizard)

**Casting Time:** 1 Action

**Range:** 90 feet

**Components:** S

**Duration:** Instantaneous

Choose a creature within range. Immense pain courses through its body. It must succeed on a Constitution saving throw or take 8d10 psychic damage.

**Bargain.** You may cast this spell without expending a spell slot. If you cast the spell in this way, you take 12d10 psychic damage, which can't be reduced in any way.

## Vampiric Blood

*5th-level transmutation* (ranger, sorcerer, warlock)

**Casting Time:** 1 Bonus Action

**Range:** Self

**Components:** V, M (a vial of vampire blood)

**Duration:** Concentration, up to 1 minute

You infuse yourself with the blood of vampires, gaining the ability to steal the life of your enemies. Until the spell ends, whenever you damage a creature with a melee weapon attack, if you are below half of your maximum hit points, you regain hit points equal to half the damage dealt.

