

Radiant Embrace

Evocation Cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: Instantaneous

A burst of bright energy erupts from your body in all directions. All creatures within 5 feet of you must make a Constitution saving throw or suffer 1d8 radiant damage and become blinded until the end of your next turn. On a successful save, creatures take no damage and do not become blinded. You take 1d6 psychic damage, even if every creature succeeds on the save. If you are incapacitated by this damage, creatures that failed the saving throw are still blinded.

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

Available to: Sorcerer

Animal Alliance

4th-level enchantment (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (5 pounds of meat or vegetables)

Duration: Concentration, until the end of your next turn

You have learned how to convince beasts that you are an ally, regardless of their previous owner's relationship with them. Target up to 3 beasts you can see within range. They must make a Wisdom saving throw or become your ally for the duration. You have full control over their actions and they act on your initiative during combat. When the spell ends, the creatures know you cast this spell on them.

This spell automatically fails if a creature is under the influence of this spell or a similar effect of higher level than you cast it.

At Higher Levels. At 5th level, the duration is 1 minute. At 6th level, the duration is 1 hour. At 7th level, the duration is 8 hours. At 8th level, the duration is 24 hours and no longer requires concentration. At 9th level, this effect is permanent and cannot be countered by a spell of similar effect.

Available to: Druid, Ranger, Wizard (only as a ritual)