

10th Level Spells

Legend tells of ancient deep magic, created by wizards of unimaginable power in civilizations now lost to time. These epic spells each were created with the purpose of realizing the maximum potential of the 8 schools of magic. Even the most powerful wizards of today, such as Mordenkainen or Elminster, have only ever heard vague descriptions of these spells. Most could never hope to know their names.

Eternal Abjurance

10th-level Abjuration

Casting Time: 7 hours

Range: Self

Components: V, S, M (A golden tub worth 1,000gp, filled with water from the River Styx, and any dagger)

Duration: Until the caster is killed

After filling a golden bowl large enough to submerge in with water from the River Styx, you must take a dagger and pierce yourself in whatever spot you wish. This deals no damage. You must now remain entirely submerged under the water for the entire hour, without removing the dagger. You do not need to breathe during this time.

Once an hour has been spent, the caster can emerge from the pool and remove the dagger. At this time, the caster must make a successful DC 30 Arcana check (with advantage if the caster is an Abjurer). If successful, this spell grants its caster immunity to all damage except piercing damage dealt by the dagger used for the ritual, which is now considered a magic item and does not decay and cannot be destroyed. If failed, the target takes 12d12 radiant damage, burning their skin and giving them vulnerability to all damage for 1d4 months, and the spell cannot be cast again for 1d6 months without automatic failure. The spot where the dagger was used now has a conspicuous scar in the shape of a magical rune, which cannot be healed. The magical dagger deals 100d12 to the caster if successfully used against them.

Infallible Conjuring

10th-level Conjuraton

Casting Time: 7 hours

Range: Self

Components: V, S, M (A perfect stone archway with a radius of 49 feet, engraved with intricate runes)

Duration: Instantaneous

You stand in front of the stone archway and chant an extremely long magical incantation. If completed without interruption (use concentration rules), you must make a successful arcana check of DC 30. If successful, you can summon any 1 being in existence on any plane, including gods, demon lords, and powerful wizards. If failed, the caster takes 12d12 radiant damage and the archway is shattered (rendering the spell uncastable until a new arch is created),

and teleports all humanoids and animals within 500 feet to a random plane of existence. The being summoned cannot do you or any 9 people of your choosing any harm, and you can command the being to do 1 single thing of your choosing, which they must obey. This includes granting you godhood, destroying themselves, or anything else that is in their power to do.

Celestial Comprehension

10th-level Divination

Casting Time: 7 hours

Range: Self

Components: V, S, M (Black Dye made from the ink of a squid from the depths of the plane of water, needle made from platinum)

Duration: Until death, or until tattoo is removed.

Using a mirror, you must tattoo the image of an eye onto your forehead. As long as this tattoo is intact, this spell's effects remain. The process of tattooing, along with the incantations and specific movement required, take 7 hours. If interrupted, the tattoo magically vanishes (use concentration rules) and the spell must be restarted. When the tattoo is completed, you must make a successful Arcana check of DC 30, or the spell fails, the caster takes 12d12 radiant damage, and the shape of the failed tattoo is burned into their forehead for 1d6 months, until which time the spell cannot be cast again.

If the spell succeeds, the caster has truesight, notices traps and doors hidden by magic, and can see into the Ethereal Plane, out to whatever range the caster can normally see. Furthermore, the caster cannot be surprised, has advantage on all attacks, saving throws, and checks, and enemies have disadvantage against the caster.

The caster also can cast Scrying at will, with the caveat that all saves to resist this spell automatically fail. This does not require components.

The only way to remove the tattoo is entirely remove the part of the skull on which the tattoo was placed, as no amount of skin injuries will affect the spell.

Monolithic Enchantment

10th-level Enchantment

Casting Time: 7 hours

Range: 1 mile radius

Components: V, S, M (An ivory obelisk, 100 feet tall, carved of a single piece, and engraved with intricate runes)

Duration: Instantaneous

After constructing the obelisk, you must perform a complex ritual in front of it, which takes 7 hours. At this point, the caster must make a DC 30 Arcana check. If failed, the obelisk deals 12d12 psychic damage to the caster and shatters, rendering the caster insane for 1d4 months, until which point the spell cannot be attempted again. After this, every humanoid and beast within 1 mile of the obelisk must make a

DC 40 Wisdom saving throw, or is charmed by the caster. This spell works even on beings who cannot be charmed. Charmed creatures follow any command the caster gives, no matter the personal cost. They do not move or speak unless commanded to act normally. The caster can command individuals or groups telepathically from anywhere on the same plane as the charmed creatures. Commands such as “go about your normal lives” or “defend the city” are viable commands. The caster also has the power to deal any amount of psychic damage, up to 100d12, to any charmed creature.

The charm only ends upon the destruction of the obelisk. Even on the death of the caster, the charmed creatures continue to operate under whatever their previous commands were, regardless of what plane they may be moved to.

The obelisk can only be destroyed using weapons blessed by a god or cursed by a demon lord. It has AC 25, and has 150hp.

Evoked Apocalypse

10th-level Evocation

Casting Time: 7 hours

Range: 7-mile radius

Components: V, S, M (An indestructible gemstone, found in the Elemental Plane of Earth, an axe forged in the elemental plane of fire)

Duration: 1 week

After a 7-hour ritual which blesses an axe forged in the elemental plane of fire, you can use the axe to shatter an unbreakable gemstone from the elemental plane of earth, at which point you must make a DC 30 Arcana check. On a failed check, the axe glances off the stone, not breaking it, and dealing 12d12 radiant damage, 12d12 fire damage, 12d12 force damage, 12d12 thunder damage, and 12d12 lightning damage in a 50 foot radius from the stone. The axe is also shattered, and the stone is rendered useless (unfit as a material component).

On a successful save, a storm is summoned in a 7 mile radius centered on the caster. The storm is composed of a deep red, swirling cloud, from which spawns deluges of acidic rain, horse-sized pieces of hail, explosive meteorites, deadly sustained bolts of lightning, clouds of poisonous, lung-searing gas, and ear-shattering roars of unnatural sounds. Any living being who starts their turn in the storm takes 100d12 acid, cold, fire, lightning, poison, thunder, force, and bludgeoning damage, along with each additional turn spent in the storm. All structures are destroyed within 1d4 days, and the environment is reduced to a blasted wasteland by the end of the spell.

Illusory Existence

10th-level Illusion

Casting Time: 7 hours

Range: 1-mile radius

Components: V, S, M (A crystal lense worth 1,000 gp, a

single plain card, and the optical lobe of an Elder Brain)

Duration: Instantaneous

You can create an entire false reality for every creature within 500 feet. After a 7 hour ritual in which the optical lobe of an Elder Brain is painstakingly turned into an ink used to decorate a card with magical runes. At the end of this ritual, the card is held up to a crystal lense. Make a DC 30 Arcana check. On a failed check, the card is destroyed and the caster takes 12d12 psychic damage, wasting the optical lobe.

On a successful check, each humanoid within 1 mile of the lense falls into a permanent coma, and their minds are trapped within a false reality (of the caster’s choosing and control) within the magical lense. All inhabitants of this illusion are given false memories, and are not aware of the spell cast on them. Inhabitants can make a DC 40 insight check to remember the truth of their current situation, which grants them power to leave the illusion.

The physical bodies left behind from the spell are now live in a comatose state, and no amount of interaction can wake them. However, if they are killed, their souls are trapped inside the lense, unaware of their deaths, until the spell is broken.

If the magical lense is broken, the spell ends. This can only be done with a weapon blessed by the Gods or cursed by a demon lord.

Unbroken Necromancy

10th-level Necromancy

Casting Time: 7 hours

Range: Touch

Components: V, S, M (Wax and wick, an urn worth 5,000 gp, and a ceremonial dagger worth 1,000 gp)

Duration: Instantaneous

You have achieved the ultimate goal of a necromancer—mastery of death. Through a 7 hour long ritual, you use a ceremonial dagger to slowly drain your blood into a container of hot wax, which you then form into a candle. Place the candle inside the urn, and attempt to light the candle. Make a DC 30 Arcana check. On a failed check, the candle begins to burn violently, and will melt in 1d4 minutes, at which time the caster’s soul is permanently destroyed, leaving only their body, which becomes an empty, lifeless husk. The caster can attempt to stop the melting of the candle with a DC 25 arcana check, at which time the candle is destroyed, but the caster only takes 12d12 necrotic damage (ignoring immunities/resistances)

On a successful check, the caster’s soul is successfully stored in the candle, which burns with a white flame, and cannot be put out while inside the urn. If the flame is removed from the urn and blown out, the spell ends, and all aging that would have occurred happens instantaneously.

While this spell is in effect, the user does not age, and has no need for sleep, food, water, or breathing. Furthermore, the caster’s HP is increased by 1d4 times their current Maximum HP.

The caster cannot be killed. If they are reduced to zero, they are incapacitated until they complete a long rest. If their body is destroyed, it reforms in 2d4-1 days, in perfect condition, in an empty space within 50 feet of the magical urn.

Transmute Sentience

10th-level Transmutation

Casting Time: 7 hours

Range: Touch

Components: V, S, M (An apple from Elysium, torch lit with fire from Mount Celestia)

Duration: Instantaneous

You gain the ability to create sentience, effectively creating a new race. Choose two objects of your creation (could be shaped from clay, carved from wood, or even two bottles from your kitchen), and place them in front of you. After a complex 7 hour ritual, you imbue these two beings with life. The beings have mortal souls, can procreate, think, and must eat/drink/sleep to survive. The beings can also 1 language their creator understands. The caster can also grant any racial features that they possess, but none that they do not (A Triton's creations could breath underwater if he wished it, but not a human's).

Furthermore, these creations have a lifespan equal to half the average lifespan of their creator, but this will increase over hundreds of generations to be equal to their creator's lifespan.

This new race possesses free will, and bear no obligation to obey their creator—however, the first several generations will consider their creator a God.