



Power Words

These spells are the purest manifestation of power, no one can resist their injunction.

Power Word Glory

*7th level enchantment
(Bard, Cleric)*

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous

You speak a word of power that emblazons the might of one creature you can see within range with 100 hit points or fewer. For the next minute, each time the target deals damage with a weapon attack, it regains a number of hit points equal to the damage dealt. This effect ends early if the target reaches more than 100 hit points or falls unconscious.

Power Word Resist

*6th level enchantment
(Bard, Cleric)*

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous

You speak an unbreakable word of power that empowers a creature that you can see within range. For the next minute the creature has resistance to bludgeoning, piercing and slashing damage.

Power Word Blind

*6th level enchantment
(Sorcerer, Warlock, Wizard)*

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous

You speak a word of power that darkens the sight of one creature you can see within range, leaving it blind. If the target has 100 hit points or fewer, it is blinded. Otherwise, the spell has no effect.

The blinded target must make a Constitution saving throw at the end of each of its turns. On a successful save, this blindness ends.

Power Word Vengeance

*7th level enchantment
(Sorcerer, Warlock, Wizard)*

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous

You speak a word filled with vitriol, that corrupts a creature that you can see within range. The next time within the next minute that the creature deals damage to you, it takes the same amount of necrotic damage. This damage ignores resistance or immunity.



Power Word Pursue

8th level necromancy
(Sorcerer, Warlock, Wizard)

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous

You speak a vengeful word of power that animates the rage of the corpse of a creature you can see within range. Target a dead creature, it comes back to life with 1 hit point and 75 temporary hit points. As part of casting this spell, you design another creature, the risen creature will do everything in its power to kill it. The risen creature has resistance to all damage except radiant, advantage on all saving throws, and deals an additional 1d10 force damage each time it deals damage to its target.

The risen creature stays alive for 1 minute, until it runs out of temporary hit points, or until its target dies, afterwards it vanishes into nothingness. No spell can bring the creature back.

Power Word Deaf

5th level enchantment
(Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous

You speak a word of power that engulfs the hearing of one creature you can see within range, leaving it deaf. If the target has 100 hit points or fewer, it is deafened. Otherwise, the spell has no effect.

After 1 minute, the deafened target must make a Constitution saving throw at the end of each of its turns. On a successful save, this deafness ends.

Power Word Mute

6th level enchantment
(Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous

You speak a word of power that shatters the voice of one creature you can see within range, leaving it silenced. If the target has 150 hit points or fewer, it is unable to speak or perform the verbal components of spells. Otherwise, the spell has no effect.

After 1 minute, the silenced target must make a Constitution saving throw at the end of each of its turns. On a successful save, this effect ends.

The Great Sorceress Arty has been know to use this spell when her companion annoyed her by talking too much.

Power Word Destruction

9th level evocation
(Sorcerer, Warlock, Wizard)

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous

You utter a word of pure devastation that completely annihilates one object, structure or non permanent magical creation. When destroyed by this spell, an object or structure is reduced to a pile of fine grey dust. This spell automatically disintegrates a Gargantuan or smaller nonmagical objects, structure or non permanent magical creation. If the target is larger than Gargantuan, this spell disintegrates a 30-foot-cube portion of it. Magic items are unaffected by this spell.

