

TABLE OF CONTENTS

1 Introduction

- 1.1 Introduction
- 1.2 Disclaimer
- 1.3 Legal Information

2 Credits

3. Spell Book

- 3.1 Absolute Zero
- 3.2 Alter Biome
- 3.3 Alter Diffraction patern
- 3.4 Alter Projectile Velocity
- 3.5 Alter Weight
- 3.6 Arcane Gravitational Lens
- 3.7 Arcane Gyroscope
- 3.8 Arcane Insulation
- 3.9 Arcane Redirection
- 3.10 Arcane Singularity
- 3.11 Bohr's Model
- 3.12 Burst Radiation
- 3.13 Carbon Dating
- 3.14 Chemical Transition
- 3.15 Conjure Magic Prism
- 3.16 Cool metal
- 3.17 Cosmic Looking Glass
- 3.18 Crystallise
- 3.19 Dark matter Sword
- 3.20 Detect Habitat
- 3.21 Electrify
- 3.22 Enhance Potion
- 3.23 Entangle Spell Slots
- 3.24 Entangle Attacks
- 3.25 Eruption
- 3.26 Expectation Values
- 3.27 Faraday Cage
- 3.28 Focusing Lens
- 3.29 Fourier Transform
- 3.30 Freefall
- 3.31 Galaxy Whirl
- 3.32 Gravitational wave
- 3.33 Hawking's Mark
- 3.34 Hooke's Compelled Duel
- 3.35 Hubble's Constant
- 3.36 Identify Medicinal Herbs
- 3.37 Illusory Geodesic Curve
- 3.38 Kilonova
- 3.39 Ladder Operation
- 3.40 Leadskin
- 3.41 Magical Antenna
- 3.42 Magic Polarising Filter (Simplified)
- 3.43 Magic Polarising Filter
- 3.44 Magnetise
- 3.45 Manipulate Uncertainty
- 3.46 Medic's Tent
- 3.47 Migration Patterns
- 3.48 Moderator
- 3.49 Modify Food
- 3.50 Moe's Sensory Illusion
- 3.51 Momentum Transfer

- 3.52 Multiverse Exploration
- 3.53 Mutual Information
- 3.54 Mycelium network
- 3.55 One way Mirror
- 3.56 Oscillate
- 3.57 Osteonum
- 3.58 Outflows
- 3.59 Pascal's revenge
- 3.60 Pauli Exclusion principle
- 3.61 Plagarise
- 3.62 Planetary Rings
- 3.63 Predict Projectiles
- 3.64 Quantum Familiar
- 3.65 Quantum Tunnelling
- 3.66 Radar
- 3.67 Radiation Poisoning
- 3.68 Raman Scattering
- 3.69 Reduce Relative Velocity
- 3.70 Reflection
- 3.71 Reflective Coating
- 3.72 Refraction
- 3.73 Reverb
- 3.74 Reverse Entropy
- 3.75 Scattered Path
- 3.76 Shannon's Coding Theorem
- 3.77 Solve Olber's Paradox
- 3.78 Sonic Boom
- 3.79 Starburst
- 3.80 Study Ecology
- 3.81 Sublimation
- 3.82 Summon Demon Core
- 3.83 Supermassive Black Hole
- 3.84 Supernova
- 3.85 Supersonic Omnidirectional Jet
- 3.86 Suspend Motion
- 3.87 Synchrotron Spell
- 3.88 Temporary magic Prism
- 3.89 Thermonuclear Fireball
- 3.90 Thomson's Plum Pudding
- 3.91 Tidal Force
- 3.92 Time Dilation
- 3.93 Turbulent Gas
- 3.94 Uncertainty Principal
- 3.95 Universal Expansion
- 3.96 Vapour Deposition
- 3.97 Vulcanum
- 3.98 Voltaic Arc
- 3.99 Wormhole

4. Spell Creation Competition

- 4.1 Weave Warp
- 4.2 Create Chimera
- 4.3 Stress (Battle)
- 4.4 Stress (Non-Battle)

5. Outtakes

- 5.1 Telescope
- 5.2 Aquire Funding
- 5.3 Arcane Die

INTRODUCTION

SCIENCE ALWAYS SEEMS TO HOLD A STRANGE DOUBLE position in our world. On one hand it's this very tangible collection of facts and methods from which we have derived revolutionary technologies. On the other, it's an ivory tower of unknowable things, forbidden unless you happen to have been foolish enough to study it for 5+ years (like me). It's striking how magic is often portrayed in the exact same way.

The similarities become more obvious the longer I study both science and magic. I'd be foolish not to admit that science is often portrayed as "Too difficult for you!" in an attempt by the speaker to put themselves in some superior position. There's also a frequent matter of the money and education required to engage in science, to even read the latest work you need to spend time learning what all the jargon means as well as paying the huge journal subscription fees, a privilege that very few outside of research have.

I then wonder if the popularity of "scientific" magic and fantasy is a reflection on people's desire to experience the thrills of science in an way they find engaging and accesible. One immediate refutal I hear a lot is that magic allows us to use our imagination, to do things we wouldn't have otherwise done, lets us escape that which feels commonplace. The idea that all of these don't apply to modern science is ludicrous to me. It's my job to convince you that science is just as wonderous as our wildest arcane imaginations.

The goal of this book is twofold: I want to demonstrate that when we treat science as "magic" it is just as, if not more, powerful than the magic we are used to in 5e. The second objective is to try to make the science more accessible to the public, removing it from the context of academia with its splendour and condescension. In the second task I have almost certainly failed to some extent, in the first there is still some hope. The reason for the potential failure is simply that I am, by education, an astrophysicist. Thus many of the spells here are focused on just that. There is no one science that trumps them all and there are subjects I simply didn't feel qualified to make more than a basic reference to.

If you find any of these spells interesting I urge you to read more into their titles (Which I have tried my best to keep accurate). There are many excellent science educators out there dying to tell you everything about their work but too often people don't even know where to begin. If this book serves as nothing more than a jumping off point for you to find a new and interesting part of science then I will be satisfied.

DISCLAIMER

I am a scientist first and a tabletop RPG author second. These spells have not been tested properly. Every effort has been made to balance them within the rules of 5e but that is certainly no gaurantee and there will certainly be ways players use these spells which I would never be able to predict. I think any GM should reserve the right to tweak, modify, and VETO these spells at their table. Similarly, if these spells are in any way similar to other previously written spells this is entirely unintentional. Many many spells were removed at the request of my editors for encroaching on preexisting material.

Further to this, these spells are inspired by real science but they are certainly not accurate representations. If there is interest, I will write a companion document to fully explore the reality referenced here.

LEGAL INFORMATION

This work includes material taken from the System Reference Document 5.1 ("SRD 5.1") by Wizards of the Coast LLC and available at

<https://dnd.wizards.com/resources/systems-reference-document>. The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License available at

<https://creativecommons.org/licenses/by/4.0/legalcode>.



CREDITS



HUGE THANK YOU TO ALL THE WONDERFUL PEOPLE who helped make this project in any way feasible.

AUTHOR- THOMAS WALLACE

That's Me! More commonly known as the Gorilla of Destiny. I don't know what to say really, I did a lot of the words and ideas? If you like my work please check out the [Theory of Magic](#) where we make a scientific(ish) theory of the magic in 5e, [The Spell Writing Guide](#) where we make a system to write spells in 5e. All available on Drivethrurpg

INCANTATIONUM EDITOR (SPELL EDITOR)- JESÚS BLANCO

Jesús has been nothing short of my most valuable resource in this development. He balanced every spell, reworded some, and made some excellent suggestions for others. Surely this would not be what it is today were it not for his efforts.

EDITOR- ISOBEL THOMAS-HORTON

This woman probably holds the record for the most time spent reading my writing. What's worse is she only ever reads it before it's even close to acceptable. Without her there would be at least three times as many spelling errors and significantly worserer grammer (the credits are the only unedited part, not that you can tell).

YOU



MASSIVE THANKS TO YOU TOO.

These projects are a huge laugh and I really appreciate all the support I get throughout development and after. If you purchased this for \$0 and feel so inclined I'd appreciate any show of support so I can keep paying these artists and editors what they're worth. Also check out my other work blah blah blah etc. I'd also appreciate a review (especially if you liked the work but criticism is also very valuable) but you should probably read the book first.

ARTISTS

GEORGE ERACLEOUS

The Title Cover (page 1), Stress (Page 33), Create Chimera (Page 32), Weave Warp (Page 31), Voltaic Arc (Page 29), Supermassive Black Hole (Page 23), Radiation Poisoning (Page 19), Quantum Familiar (Page 18)

- Twitter: @G_Eracleous
- Art Station: <https://www.artstation.com/theredcow>

EVALDEK

The Gorilla of Destiny Window (page 2)

- Twitter: @Evaldek1

STENIS

The Theory of Magic school herald seen below

- Twitter: @_stenis_

DEAN SPENCER

Filler art used in Page 17, 16, 12

ALECADAMSART

Filler art used in Page 18, 9

BAG (FROM LOREWISEGAMES)

Erupting Volacano (Page 10)



ABSOLUTE ZERO

6th level Evocation

Casting Time 1 Bonus Action

Range 60 feet

Duration 1 Round

Components V, S

Target A point within range

You create a 30 foot radius sphere where all motion is stopped, liquids will freeze and the fire will be extinguished. Creatures must make a Constitution saving throw. A target takes 7d6 Cold Damage on a fail and becomes paralyzed as they are frozen solid until the end of your next turn. On a success their movement speed is halved and take half as much damage. Terrain within the sphere becomes difficult terrain until the end of your next turn.

Spell List Wizard, Sorcerer, Warlock

ALTER BIOME

9th level Transmutation (ritual)

Range Touch

Casting Time 1 hour

Duration Until Dispelled

Components V, S, M (A small amount of soil or plantlife from the new biome)

Target A point on the ground

You place your hand on the ground below you and focus on the surrounding environment, a new environment grows from your hand in a circle up to 1 mile away replacing the one before. The new environment is protected by a permanent magic imbued into the land.

This includes the environmental temperature, plantlife, topography, and weather (but not creatures). The environments you may change to are Arctic, Deserts, Forests, Hills & Mountains, Plains, and Swamps & Marshes. This change will be permanent until it is replaced or the magical protections around it are dispelled.

Spell List Wizard, Sorcerer, Druid

ALTER DIFRACTION PATTERN

1st level Illusion

Range touch

Casting Time 1 Action

Duration Concentration, up to 1 hour

Components V, S, M (a diffraction grating)

Target Any creature or object

By touching a creature or object no larger than 30 feet in any dimension you can use your knowledge of the arcane to alter the path that light takes around them allowing you to control the appearance of their shadow (or shadows). Alterations can be in size, shape, or appearance. The size of the altered shadow may not exceed twice the size of the original object's shadow in a given dimension.

Spell List Wizard, Sorcerer

ALTER PROJECTILE VELOCITY

2nd level Transmutation

Casting Time 1 Reaction

Range 30 feet

Duration Instantaneous

Components V, S

Target An object within range

You alter the velocity of an object you can see in any direction you wish, knocking it's course slightly. For example, a projectile can have its speed increased perpendicular to the travel direction. If the projectile is an attack this will give the attack disadvantage. The speed could also be increased or decreased parallel to its direction of travel, this can either half the damage (if decreasing velocity) or add another damage die (if increasing velocity).

Spell List Wizard

ALTER WEIGHT

1st level Transmutation

Casting Time 1 Action

Range 30 feet

Duration concentration, up to 1 hour

Components V, S, M (a scale of any size)

Target An object within range

Choose an object within range that fits within a 30-foot cube and roll 1d4. Its weight is halved or doubled (your choice) a number of times equal to the result of your roll. If the object is being held by a creature and you choose to increase its weight, it must make a Strength saving throw or drop the object.

Spell List Wizard, Sorcerer, Bard, Druid

ARCANE GRAVITATIONAL LENS

Divination Cantrip

Range 15 feet

Casting Time 1 Action

Duration Concentration, up to 1 minute

Target An opaque corner

You use a small amount of magic to bend the light around any corner allowing you to see around it. This does not extend your range of sight if that is a consideration.

Spell List: Wizard, Sorcerer, Warlock

ARCANE GYROSCOPE

1st Level Transmutation

Range Touch

Casting Time 1 Action

Duration 1 hour

Target A willing Creature

Components V,M (A spinning top)

You touch a willing creature and for the next hour they will have an internal magical gyroscope that uses the Gyax Field to balance their physical form regardless of their material situation, giving them advantage on all checks relating to their balance.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher you may choose an additional target.

Spell List: Wizard

ARCANE INSULATION

4th level Abjuration

Range Touch

Casting Time 1 Action

Duration Concentration, up to 1 hour

Components V, S, M (at least 10 feathers)

Target A willing creature

You touch a willing creature and for the next hour they are resistant to cold and fire damage. The spell ends if you dismiss it as an action.

Spell Lists: Wizard, Sorcerer, Warlock, Cleric

ARCANE REDIRECTION

3rd level Abjuration

Casting Time 1 reaction, which you take when you see a spell with an area of effect being cast.

Range 60 feet

Duration Instantaneous

Components V, S, M (a mirror shard)

Target Any spell with an area of effect

You attempt to redirect a spell such that its area is transformed from its original intention to another of your choosing with equal extent (i.e. a 10ft cube can be transformed into a 10-foot-radius sphere or a 10-foot-cone). To do this you must make a spell casting check where the DC is equal to 10 + the spell's level. On a Success you may choose the new area type and (if relevant) the direction.

Spell List Wizard

ARCANE SINGULARITY

3rd level Conjunction

Casting Time 1 Action

Range 30ft

Duration Concentration, up to 1 minute

Components V, S

Target A creature you can see within range

You conjure a tiny magical sphere of pure darkness above the head of a creature you can see within range. While this spell is active, whenever a spell that creates a physical effect is cast within 60 feet of that creature, passes through a point within 60 feet of it or targets a creature, object or point in that area, the creature that cast it must make an ability check using its spellcasting ability against your spell save DC. If it fails, the spell it cast is treated as if it targeted the creature below the sphere or, if the spell targets an area centred on a point, the centre of the space the creature occupies

Spell List Wizard

BOHR'S MODEL

2nd level Evocation

Casting Time 1 Action

Range Self

Duration Concentration, up to 10 minutes

Components V, S, M (Two balls of different size)

Target Self

You create three glowing darts of magical force which orbit you closely. When a creature comes within 10 feet of you, you may choose to have one of the darts strike the creature, no action or roll required. These darts deal 1d4+1 damage to their target.

At Higher Levels When you cast this spell with a 3rd level spell slot or higher, the spell creates one more dart for each slot above 2nd.

Spell List Wizard, Sorcerer

BURST RADIATION

6th level Evocation

Range 150-foot

Casting Time 1 Action

Duration Concentration, up to 1 minute

Components V,S,M (A small platinum star)

A ball of brilliant shining light appears in a location you can see. The sphere occupies a 5ft x 5ft space and lasts up to a minute illuminating the area within 30feet of it in a bright light. Creatures within a 30ft radius of the sphere when it appears must make a Constitution saving throw. On a failed save the creature takes 4d6 Radiant damage and 2d8 Fire damage, and half as much on a successful save. Any creature that passes through the space occupied by the ball will take 7d6 Fire Damage.

At Higher Levels: When you cast this spell at 7th level or higher you may increase the Radiant damage by 1d6 and the Fire damage by 1d8 for each spell slot above 6th. Similarly, the damage done by occupying the space of the ball increases by 1d6 for each spell slot above 6th.

Spell Lists: Wizard, Paladin, Sorcerer, Cleric.

CARBON DATING

2nd level Divination

Casting Time 1 Action

Range touch

Duration Instantaneous

Components V, S

Target An object you can touch

You touch an object and feel its quiet release of the magic inherent in all objects and creatures. You must make an investigation check with a DC chosen by your GM, on a success you find the age with an uncertainty of 10% of the actual age.

Spell List Wizard, Sorcerer, Druid

CHEMICAL TRANSITION

3rd level Transmutation (ritual)

Range Touch

Casting Time 1 hour

Duration Instantaneous

Components V, S, M (A small vial of water)

Target A potion

You may wrap your hands around a bottle or potion and transform it to another of less than or equal rarity. You must make a spellcasting ability check where the DC is determined by rarity (given in the table below) of the new potion, on a fail the potion is ruined and becomes unusable with a disgusting flavour.

Potion Rarity	DC
Common	5
Uncommon	10
Rare	15
Very Rare	20
Legendary or rarer	25

At Higher Levels When casting using a spell slot of 4th level or higher you may reduce the DC by 3 for every spell slot above 3rd. If the DC is 0 or less the spell automatically succeeds.

Spell List Wizard, Sorcerer, Druid