

Dr.
Strange's
Marvelous
Book of
Spells

In this tome, you will find a hands on guide to
some of the most powerful feats of magic done
by ancient Marcana.

Once you've finished puzzling, please return this booklet.
Do not write in or disassemble it.

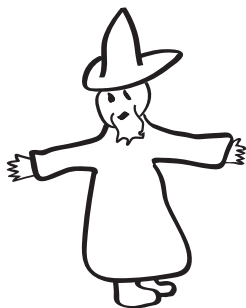
Loki's Charm Person

Casting Time: Full Turn

Range: 12 meters

Components: V, S, M

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.



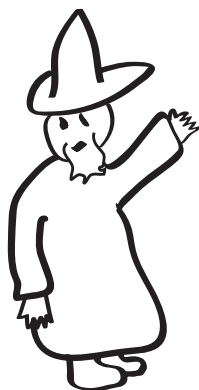
Odin's Greater Invisibility

Casting Time: 1 action

Range: 15 meters

Components: V, S, M

You or a creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person.



Odin's Lightning Bolt

Casting Time: Instant

Range: 15 meters

Components: V, S, M

A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one.

The lightning ignites flammable objects in the area that aren't being worn or carried.



Killmonger's Sword

Casting Time: Full Turn

Range: 11 meters

Components: V, S, M

You create a sword-shaped plane of force that hovers within range. It lasts for the duration.

When the sword appears, you make a melee spell attack against a target of your choice within 5 feet of the sword. On a hit, the target takes 3d10 force damage. Until the spell ends, you can use a bonus action on each of your turns to move the sword up to 20 feet to a spot you can see and repeat this attack against the same target or a different one.



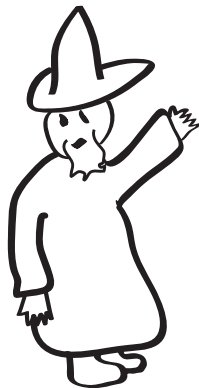
Ant-man's Mage Armor

Casting Time: Full turn

Range: 1 meter

Components: V, S, M

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.



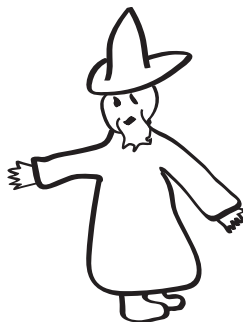
Thano's Hand

Casting Time: Full turn

Range: 20 meters

Components: V, S, M

You create a Large hand of force in an unoccupied space that you can see. It moves at your command, mimicking the movements of your own hand. The hand is an object that has AC 20 and hit points equal to your hit point maximum. If it drops to 0 hp, the spell ends. It has a Strength of 26 and a Dexterity of 10. The hand doesn't fill its space.



Thano's Counterspell

Casting Time: Instant

Range: 20 meters

Components: V, S, M

You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.



Hawkeye's Acid Arrow

Casting Time: Full turn

Range: 8 meters

Components: V, S, M

A shimmering green arrow streaks toward a target within range and bursts in a spray of acid. Make a ranged spell attack against the target. On a hit, the target takes 4d4 acid damage immediately and 2d4 acid damage at the end of its next turn. On a miss, the arrow splashes the target with acid for half as much of the initial damage and no damage at the end of its next turn.



Electra's Scorching Ray

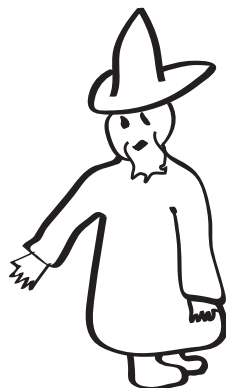
Casting Time: Full turn

Range: 5 meters

Components: V, S, M

You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several.

Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage.



Thano's Tiny Hut

Casting Time: Full turn

Range: 20 meters

Components: V, S, M

A 10-foot-radius immobile dome of force springs into existence around and above you and remains stationary for the duration. The spell ends if you leave its area.

Nine creatures of Medium size or smaller can fit inside the dome with you. The spell fails if its area includes a larger creature or more than nine creatures. Creatures and objects within the dome when you cast this spell can move through it freely. All other creatures and objects are barred from passing through it. Spells and other magical effects can't extend through the dome or be cast through it.



Warmachine's Fireball

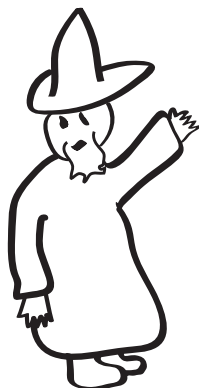
Casting Time: Instant

Range: 23 meters

Components: V, S, M

A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.



Odin's Private Sanctum

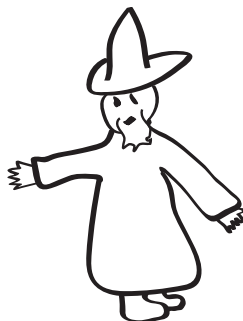
Casting Time: 1 action

Range: 15 meters

Components: V, S, M

You make an area within range magically secure. The area is a cube that can be as small as 5 feet to as large as 100 feet on each side. The spell lasts for the duration or until you use an action to dismiss it.

Casting this spell on the same spot every day for a year makes this effect permanent.



Hawkeye's Arcane Eye

Casting Time: Full turn

Range: 8 meters

Components: V, S, M

You create an invisible, magical eye within range that hovers in the air for the duration.

You mentally receive visual information from the eye, which has normal vision and darkvision out to 30 feet.

The eye can look in every direction.

As an action, you can move the eye up to 30 feet in any direction. There is no limit to how far away from you the eye can move, but it can't enter another plane of existence. A solid barrier blocks the eye's movement, but the eye can pass through an opening as small as 1 inch in diameter.



Ant-man's Rope Trick

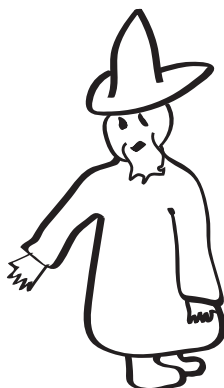
Casting Time: Full turn

Range: 1 meter

Components: V, S, M

You touch a length of rope that is up to 60 feet long. One end of the rope then rises into the air until the whole rope hangs perpendicular to the ground. At the upper end of the rope, an invisible entrance opens to an extradimensional space that lasts until the spell ends.

The extradimensional space can be reached by climbing to the top of the rope. The space can hold as many as eight Medium or smaller creatures. The rope can be pulled into the space, making the rope disappear from view outside the space.



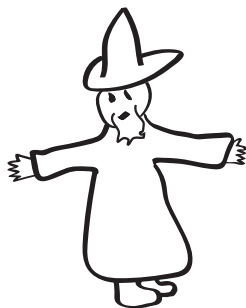
Nick Fury's Magic Missile

Casting Time: 1 action

Range: 14 meters

Components: V, S, M

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals $1d4 + 1$ force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.



Dormamu's Wish

Casting Time: Instant

Range: 4 meters

Components: V, S, M

Wish is the mightiest spell a mortal creature can cast. By simply speaking aloud, you can alter the very foundations of reality in accord with your desires. The basic use of this spell is to duplicate any other spell of 8th level or lower. You don't need to meet any requirements in that spell, including costly components. The spell simply takes effect.



Scarlett Witch's Wall of Force

Casting Time: 1 action

Range: 19 meters

Components: V, S, M

An invisible wall of force springs into existence at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is 1/4 inch thick. It lasts for the duration. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side).

