

AID



2nd-level abjuration

Casting time 1 action
Range 30 feet
V, S, M (a tiny strip of white cloth)
undefined
Duration 8 hours

Your spell bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's Max HP and current HP increase by 5 for the duration.

AT HIGHER LEVELS

When you cast this spell using a slot of 3rd level or higher, a target's HP increases by an addition 5 for each slot above 2nd.

ALARM



1st-level abjuration

Casting time 1 minute
Range 30 feet
Components V, S, M (a tiny bell and a piece of fine silver wire)
Duration 8 hours

Choose a door, window, or an area within range that is no larger than a 20-foot cube. Until the spell ends, an alarm alerts you whenever a Tiny or larger creature touches or enters the warded area. You can designate creatures to not trigger the alarm.

A mental alarm alerts you if you are within 1 mile and wakes you if sleeping.

An audible alarm produces a bell sound for 10 seconds within 60 feet.

ALTER SELF



2nd-level transmutation

Casting time 1 action
Range Self
Components V, S
Duration Concentration, up to 1 hour

You can choose Aquatic Adaptation, Change Appearance, or Natural Weapons for the spell's duration.

Aquatic Adaptation allows you to breathe underwater and grants a swim speed equal to walking speed.

Change Appearance allows you to change the way others perceive you, but cannot change to another creature type or size.

Natural Weapons grants you fangs, claws or the like to use as a natural attack with a +1 bonus to attack rolls and damage.

ANIMAL FRIENDSHIP



1st-level enchantment

Casting time 1 action
Range 30 feet
Components V, S, M (a morsel of food)
Duration 24 hours

A beast within range that can see and hear you must make a Wisdom save or be charmed for the duration. Harm from you or your allies ends the effect.

AT HIGHER LEVELS

When you cast this spell using a slot of 2nd level or higher, you can affect one additional beast for every slot level above 1st.

ANIMAL MESSENGER



2nd-level enchantment

Casting time 1 action
Range 30 feet
Components V, S, M (a morsel of food)
Duration 24 hours

Designate a Tiny creature within range that you can see. That creature travels up to 50 miles per day flying (25 by land) and delivers a message to a person fitting a general description given by you. The message can be up to 25 words and is delivered in your voice.

AT HIGHER LEVELS

If you cast the spell with a spell slot above 2nd, the duration of the spell increases by 48 hours for each slot level above 2nd.

ANIMAL SHAPES



8th-level transmutation

Casting time 1 action
Range 30 feet
Components V, S
Duration Concentration, up to 24 hours

Choose any number of willing targets within range and transform them into a beast of Large size or smaller and CR 4 or lower. Each target can be given a different form.

Transformation lasts for the duration or until target reaches 0 HP or dies. Targets keep their mental scores but get physical scores of beast, cannot speak or cast spells, and has its gear melded into its new form.

ANIMATE DEAD



3rd-level necromancy

Casting time 1 minute
Range 10 feet
Components V, S, M (a drop of blood, a piece of flesh, and a pinch of bone dust)
Duration Instantaneous

You animate a pile of bones or a corpse into an undead that follows your commands. As a bonus action you mentally command any creature made by this spell if it is within 60 feet of you. You must recast this every 24 hours to maintain it for up to 4 creatures.

AT HIGHER LEVELS

For each slot level above 3rd this spell animates or maintains control over 2 additional creatures.

ANIMATE OBJECTS



5th-level transmutation

Casting time 1 action
Range 120 feet
Components V, S
Duration Concentration, up to 1 minute

You animate up to ten objects within range. Medium objects count as 2, Large as 4, and Huge as 8. The objects attack when mentally commanded using a slam attack (listed on separate card). Animated objects can move up to 30 feet per round.

AT HIGHER LEVELS

You animate two additional objects for each slot level above 5th used for this spell.

ANIMATED OBJECTS' STATS



Tiny objects: HP 20; AC 18; STR 4; DEX 18; +8 to hit, 1d4 +4 damage

Small objects: HP 25; AC 16; STR 6; DEX 14; +6 to hit, 1d8 +2 damage

Medium objects: HP 40; AC 13; STR 10; DEX 12; +5 to hit, 2d6 +1 damage

Large objects: HP 50; AC 10; STR 14; DEX 10; +6 to hit, 2d10 +2 damage

Huge objects: HP 80; AC 10; STR 18; DEX 6; +8 to hit, 2d12 +4 damage

ANTILIFE SHELL



5th-level abjuration

Casting time 1 action
Range Self (10-foot radius)
Components V, S
Duration Concentration, up to 1 hour

A magical barrier extends 10 feet out from you. Living creatures cannot pass through or attack through the barrier with weapons or spells.

If you move in a way to force a creature to pass through the barrier, the spell ends.

ANTIMAGIC FIELD



8th-level abjuration

Casting time 1 action
Range Self (10-foot radius sphere)
Components V, S, M (a pinch of powdered iron or iron filings)
Duration Concentration, up to 1 hour

A 10-foot sphere surrounds you in which magic does not function. Spells can't be cast, summoned creatures disappear, and magic items become mundane within sphere.

Spells are suppressed within the sphere, but still consume their duration, and resume when the sphere no longer suppresses them.

Artifacts and deity magic are unaffected by this spell.

AURA OF LIFE



4th-level abjuration

Casting time 1 action
Range Self (30-foot radius)
Components V
Duration Concentration, up to 10 minutes

A 30-foot radius aura emanates from you. Nonhostile creatures within the aura get resistance against necrotic damage and cannot have their HP Max reduced. Any living creature who has 0 HP gains 1 HP within the aura.

AURA OF PURITY



4th-level abjuration

Casting time 1 action
Range Self (30-foot radius)
Components V
Duration Concentration, up to 10 minutes

Each nonhostile creature (including you) within range has resistance against Poison damage, cannot become diseased, and has advantage against the Blinded, Charmed, Deafened, Frightened, Paralyzed, Poisoned, and Stunned conditions.

AURA OF VITALITY



3rd-level evocation

Casting time 1 action
Range Self (30-foot radius)
Components V
Duration Concentration, up to 1 minute

You can use a bonus action to heal one creature within range, including yourself, to regain 2d6 hit points. This can be done each round during the duration.

AWAKEN



5th-level transmutation

Casting time 8 hours
Range Touch
Components V, S, M (an agate worth 1,000 gp, which the spell consumes)
Duration Instantaneous

After spending the casting time tracing pathways in the gemstone focus, you touch a Huge or smaller beast or plant with an Intelligence of 3 or less. The touched plant or beast gains awareness, the ability to move, an Intelligence of 10 and the ability to speak one language you know.

The awakened creature is charmed by you for 30 days or until you or your allies harm it.

BANE



1st-level enchantment

Casting time 1 action
Range 30 feet
Components V, S, M (a drop of blood)
Duration Concentration, up to 1 minute

Up to three creatures within range must make a Charisma save. On a failure a creature must roll 1d4 and subtract the result from all attack rolls and saving throws for the duration.

AT HIGHER LEVELS

For each slot level above 1st used for this spell, target one additional creature.

BANISHING SMITE



5th-level abjuration

Casting time 1 bonus action
Range Self
Components V
Duration Concentration, up to 1 minute

Your next attack deals an extra 5d10 force damage. If that attack reduces the target to 50 HP or less it is banished. If native to another plane, it goes home, if native to the current plane, it is banished to a demiplane for the duration of the spell. Creatures return from said demiplane when the duration ends in the condition it left in, but is incapacitated while in the demiplane.

BANISHMENT



4th-level abjuration

Casting time 1 action
Range 60 feet
Components V, S, M (an item distasteful to the target)
Duration Concentration, up to 1 minute

Target must succeed a Charisma saving throw or be banished to another plane of existence. If the target is native to the current plane it is banished to a demiplane for the duration, but returns in the same condition. If it is native to another plane it is returned there.

AT HIGHER LEVELS

You can target one additional creature for every slot level above 4th used for this spell.

BARKSKIN



2nd-level transmutation

Casting time 1 action
Range Touch
Components V, S, M (a handful of oak bark)
Duration Concentration, up to 1 hour

Touched creature's AC cannot be less than 16 for the duration and takes on a rough, bark-like appearance.

BEACON OF HOPE



3rd-level abjuration

Casting time 1 action
Range 30 feet
Components V, S
Duration Concentration, up to 1 minute

Choose any number of creatures within range. Those affected have advantage on Wisdom and death saving throws, and recovers the maximum number of HP possible from healing effects.

BEAST SENSE



2nd-level divination

Casting time 1 action
Range Touch
Components S
Duration Concentration, up to 1 hour

You touch a willing beast and for the duration you see what the beast sees and hear what it hears.

ANTIPATHY/SYMPATHY



8th-level enchantment

Casting time 1 hour
Range 60 feet
Components V, S, M (a lump of alum soaked in vinegar for Antipathy or honey for Sympathy)
Duration 10 days

You select a Huge or smaller creature or an area of no more than a 200-foot cube and a type of intelligent creature.

For Antipathy the selected creature type must make a Wisdom saving throw or must flee the target of the spell until it is out of sight for the duration.

For Sympathy the selected creature type must make a Wisdom saving throw or must draw closer to the target of the spell for the duration.

ARCANE EYE



4th-level divination

Casting time 1 action
Range 30 feet
Components V, S, M (a bit of bat fur)
Duration Concentration, up to 1 hour

You create an invisible floating eye that you can receive visual information from for the duration. The eye can be moved up to 30 feet per round and has no limit on how far away from you it can be. It cannot pass through solid objects, but can fit through a space as small as a 1-inch square. The eye has darkvision out to 30 feet.

ARCANE GATE



6th-level conjuration

Casting time 1 action
Range 500 feet
V, S undefined
Duration Concentration, up to 10 minutes

You create a set of two linked portals: one within 10 feet of you and one up to 500 feet away. The portal is 10 feet wide and can only be entered from one direction. The portal is invisible from behind and cannot be entered thusly. The portals can be rotated as a bonus action.

ARCANE LOCK



2nd-level abjuration

Casting time 1 action
Range Touch
Components V, S, M (gold dust worth at least 25 gp, which the spell consumes)
Duration Until dispelled

You choose a door, window, gate, chest, or other entryway and lock it magically. You can designate any number of creatures that can open it normally and can also designate a password that unlocks the object if spoken within 5 feet of it. Casting Knock on the object suppresses this effect for 10 minutes.

When affected by this spell the object's DC to pick or break is increased by 10.

ARMOR OF AGATHYS



1st-level abjuration

Casting time 1 action
Range Self
Components V, S, M (a cup of water)
Duration 1 hour

A magical frost envelops you, granting 5 temporary HP as well as dealing 5 cold damage to anything that strikes you while you have this temporary HP.

AT HIGHER LEVELS

The temporary HP and cold damage both increase by 5 for each slot level spent above 1st for this spell.

ARMS OF HADAR



1st-level conjuration

Casting time 1 action
Range Self (10-foot radius)
Components V, S
Duration Instantaneous

Tendrils of dark energy erupt from you out to a 10-foot radius, attacking all creatures within 10 feet of you. Each creature within range make a Strength saving throw. Upon failure it takes 2d6 necrotic damage. Upon success it takes half damage.

AT HIGHER LEVELS

The damage dealt by this spell increases by 1d6 for each slot level above 1st used.

ASTRAL PROJECTION



9th-level necromancy

Casting time 1 hour

Range 10 feet

Components V, S, M (for each creature affected, you must provide a jacinth worth 10,000 gp and one ornately carved silver bar worth 100 gp)

Duration Special

You and up to eight willing creatures project your astral selves into the Astral Plane.

Creatures are returned to their bodies when either: dismissed by you as an action; their astral bodies or regular bodies are dropped to 0 HP.

Your projections can enter other planes, transporting your bodies with you to the new Plane.

AUGURY



2nd-level divination

Casting time 1 minute

Range Self

Components V, S, M (specially marked sticks, bones, or similar tokens worth 25 gp)

Duration Instantaneous

You cast bones, play cards, or some other divination method to decipher how an event will work out within the next 30 minutes.

BESTOW CURSE



3rd-level necromancy

Casting time 1 action

Range Touch

Components V, S

Duration Concentration, up to 1 minute

The creature touched must make a Wisdom saving throw or receives one of the following effects: Disadvantage on checks and saves with on ability score; disadvantage on attack rolls against you; target makes a wisdom saving throw every turn or does nothing; or you spells and attacks deal an extra 1d8 damage.

AT HIGHER LEVELS

The duration goes up to 10 minutes with a 4th level slot, 8 hours for 5th, 24 hours for 7th, and until dispelled for 9th.

BIGBY'S HAND



5th-level evocation

Casting time 1 action

Range 120 feet

Components V, S, M (an eggshell and a snakeskin glove)

Duration Concentration, up to 1 minute

A Large hand with an AC of 20, a Strength of 26, and a Dexterity of 10 appears within range. It can move up to 60 feet per round and can attack with a punch (melee spell attack, 4d8 force damage), a push (Strength vs Athletics), a grab (Strength to grapple, 2d6 + spell ability mod damage), or to provide you cover.

AT HIGHER LEVELS

Damage dealt by the fist and grasp deal an extra die of damage for each slot level above 5th used.

BLADE BARRIER



6th-level evocation

Casting time 1 action

Range 90 feet

Components V, S

Duration Concentration, up to 10 minutes

You create a wall of whirling blades that can manifest as a straight wall up to 100 feet long, 20 feet high, and 5 feet thick; or a ringed wall up to 60 feet in diameter.

When a creature enters the wall's area it must make a Dexterity saving throw. It takes 6d10 slashing damage on a failed save, half damage with a success.

BLADE WARD



Abjuration cantrip

Casting time 1 action

Range Self

Components V, S

Duration 1 round

Until the end of your next turn you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.

BLESS



1st-level enchantment

Casting time 1 action

Range 30 feet

Components V, S, M (a sprinkling of holy water)

Duration Concentration, up to 1 minute

Up to three creatures within range can choose to add 1d4 to any attack roll made during the duration.

AT HIGHER LEVELS

You can target one additional creature for every slot level above 1st used to cast this spell.

BLIGHT



4th-level necromancy

Casting time 1 action

Range 30 feet

Components V, S

Duration Instantaneous

A target within range must make a Constitution save. On a failure it takes 8d8 necrotic damage and half damage on a success. This has no effect on undead or constructs.

If you target a plant creature or magical plant it makes the Constitution save at disadvantage. Nonmagical plants get no saving throw and simply withers and dies.

AT HIGHER LEVELS

The damage increases by 1d8 for each slot level above 4th used for this spell.

BLINDING SMITE



3rd-level evocation

Casting time 1 bonus action

Range Self

Components V

Duration Concentration, up to 1 minute

Your next weapon attack deals an extra 3d8 radiant damage and blinds the target for the duration unless it makes a Constitution save.

A creature blinded by this spell makes a new save on each of its turns. On a success it is no longer blinded.

BLINDNESS / DEAFNESS



2nd-level necromancy

Casting time 1 action
Range 30 feet
V undefined
1 minute undefined

One creature within range must make a Constitution saving throw. If it fails it is blinded or deafened (your choice) for the duration. The creature can make a new save on each of its turns to end this effect.

AT HIGHER LEVELS

You can target one additional creature for each slot level above 2nd used to cast this spell.

BLINK



3rd-level transmutation

Casting time 1 action
Range Self
Components V, S
Duration 1 minute

At the start of every turn for the duration, roll 1d20. On a roll of 11 or higher you disappear into the Ethereal Plane. At the start of your next turn, and when the spell ends, you reappear in an unoccupied space within 10 feet of where you disappeared.

BLUR



2nd-level illusion

Casting time 1 action
Range Self
Components V
Duration Concentration, up to 1 minute

Your body blurs and is obscured. All creatures who attack you during the duration suffer disadvantage. Creatures who do not rely on sight or who can see through illusions are immune to this effect.

BRANDING SMITE



2nd-level evocation

Casting time 1 bonus action
Range Self
Components V
Duration Concentration, up to 1 minute

The next time you strike a foe, it takes an extra 2d6 radiant damage and sheds dim light until the spell ends.

AT HIGHER LEVELS

The damage dealt by this spell increases by 1d6 for each slot level above 2nd used.

BURNING HANDS



1st-level evocation

Casting time 1 action
Range Self (15-foot cone)
Components V, S
Duration Instantaneous

All creatures within a 15-foot cone in front of you take 3d6 fire damage, but take half damage on a successful Dexterity saving throw. This also ignites all flammable objects in range as well.

AT HIGHER LEVELS

The damage dealt by this spell increases by 1d6 for every slot level above 1st used during casting.

CALL LIGHTNING



3rd-level conjuration

Casting time 1 action
Range 120 feet
Components V, S
Duration Concentration, up to 1 minute

A storm cloud appears 100 feet above you which strikes lightning down on a point you designate within range. Each creature within 5 feet of that point must make a Dexterity saving throw. Creatures take 3d10 damage on a failed save, half on a success.

You can use this effect again each round as an action until the duration expires.

AT HIGHER LEVELS

The damage of this spell increases by 1d10 for each slot level above 3rd used in casting.

CALM EMOTIONS



2nd-level enchantment

Casting time 1 action
Range 60 feet
Components V, S
Duration Concentration, up to 1 minute

All creatures within 20 feet of a point you designate within range make a Charisma saving throw or suffer from one of two effects:

Suppress charm or frightened effects; or
Make targets indifferent to creatures it was hostile toward.

Creatures can willingly fail the Charisma saving throw.

CHAIN LIGHTNING



6th-level evocation

Casting time 1 action
Range 150 feet
Components V, S, M (a bit of fur; a piece of amber, glass, or a crystal rod; and three silver pins)
Duration Instantaneous

A bolt of lightning strikes a target within range, then lances out to strike up to three additional targets within 30 feet of the first. Creatures struck by this take 10d8 damage, halved by a successful Dexterity saving throw.

AT HIGHER LEVELS

An additional bolt of lightning leaps from the first target to additional targets for each slot level above 6th used.

CHARM PERSON



1st-level enchantment

Casting time 1 action
Range 30 feet
Components V, S
Duration 1 hour

You target one creature within range. That creature must make a Wisdom saving throw. If it fails it regards you as friendly for the duration or until you or an ally cause harm to it. When the duration ends the creature is aware it was charmed by you.

AT HIGHER LEVELS

You can target one additional creature for each slot level above 1st used to cast this spell.

CHILL TOUCH



Necromancy cantrip

Casting time 1 action
Range 120 feet
Components V, S
Duration 1 round

Make a ranged spell attack against a creature within range. The target takes 1d8 necrotic damage and can't regain HP until the start of your next turn. If this hits an undead target, it also has disadvantage on attack rolls until the end of your next turn.

This spell's damage increases to 2d8 at 5th level, 3d8 at 11th, and 4d8 at 17th.

CHROMATIC ORB



1st-level evocation

Casting time 1 action
Range 120 feet
Components V, S, M (a diamond worth 50 gp)
Duration Instantaneous

Make a ranged spell attack. This spell deals 2d8 cold, fire, electricity, acid, poison, or thunder damage (your choice).

AT HIGHER LEVELS

The damage increases by 1d8 for each slot level above 1st used to cast this spell.

CIRCLE OF DEATH



6th-level necromancy

Casting time 1 action
Range 150 feet
Components V, S, M (the powder of a crushed black pearl worth at least 500 gp)
Duration Instantaneous

Negative energy radiates out to 60 feet from a point you designate within range. Creatures within the area take 8d6 necrotic damage, halved on a successful Constitution saving throw.

AT HIGHER LEVELS

The damage increases by 2d6 for each slot level above 6th used to cast this spell.

CIRCLE OF POWER



5th-level abjuration

Casting time 1 action
Range Self (30-foot radius)
Components V
Duration Concentration, up to 10 minutes

A magical aura emanates from you granting all allies within 30 feet advantage against spells and other magical effects. Also, any creature under the effect of this spell makes a successful saving throw it takes no damage instead of half damage from spell effects.

CLAIRVOYANCE



3rd-level divination

Casting time 10 minutes
Range 1 mile
Components V, S, M (a focus worth at least 100 gp, either a jeweled horn for hearing or a glass eye for seeing)
Duration Concentration, up to 10 minutes

An invisible sensor appears in the place of your choosing that you can choose to either hear or see through.

CLONE



8th-level necromancy

Casting time 1 hour
Range Touch
Components V, S, M (a diamond worth at least 1,000 gp and at least 1 cubic inch of flesh from a creature, and a vessel large enough to hold a Medium creature)
Duration Instantaneous

This spell creates an inert duplicate that is formed inside a sealed vessel and reaches maturity after 120 days. If the target of the spell dies after the clone reaches maturity its soul is transferred to the clone.

CLOUD OF DAGGERS



2nd-level conjuration

Casting time 1 action
Range 60 feet
Components V, S, M (a sliver of glass)
Duration Concentration, up to 1 minute

You fill a 5-foot cube with spinning daggers for the duration. Creatures who enter the area or start their turn there take 4d4 slashing damage.

AT HIGHER LEVELS

The damage increases by 2d4 for each slot level above 2nd used to cast this spell.

CLOUDKILL



5th-level conjuration

Casting time 1 action
Range 120 feet
Components V, S
Duration Concentration, up to 10 minutes

You fill a 20-foot radius area within range with yellow-green fog. Creatures who enter or start their turn in the fog take 5d8 poison damage, but can make a Constitution saving throw for half damage.

AT HIGHER LEVELS

The damage increases by 1d8 for each slot level above 5th used to cast this spell.

COLOR SPRAY



1st-level illusion

Casting time 1 action
Range Self (15-foot cone)
Components V, S, M (a pinch of powder or sand that is colored red, yellow, and blue)
Duration 1 round

Roll 6d10 to start this spell, it affects this many creatures in HP in a 15-foot cone in front of you. Starting with the creature with the lowest current HP, each creature affected by this spell is blinded for the duration. To be affected a creature must have equal to or less than the value remaining from the initial roll.

AT HIGHER LEVELS

This spell affects an additional 2d10 HP for each slot level above 1st used.

COMMAND



1st-level enchantment

Casting time 1 action
Range 60 feet
Components V
Duration 1 round

The target must pass a Wisdom saving throw or else follow a one-word command issued by you on its next turn. Commands can be: Approach; Drop; Flee; Grovel; Halt; or other one-word commands.

AT HIGHER LEVELS

You can affect one additional creature within 30 feet of the initial target for each slot level above 1st used to cast this spell.

COMMUNE



5th-level divination (ritual)

Casting time 1 minute
Range Self
Components V, S, M (incense and a vial or holy or unholy water)
Duration 1 minute

You contact your deity or a deity's proxy and may ask up to three questions over the duration and receive true, yes-or-no answers.

COMMUNE WITH NATURE



5th-level divination (ritual)

Casting time 1 minute
Range Self
Components V, S
Duration Instantaneous

This spell grants you knowledge of up to three facts about the surrounding 3 miles if outdoors, or 300 feet if underground. You choose three from: terrain and bodies of water; prevalent plants, minerals, animals or peoples; powerful celestials, fey, fiends, elementals or undead; influence from other planes; or buildings.

COMPELLED DUEL



1st-level enchantment

Casting time 1 bonus action
Range 30 feet
Components V
Duration Concentration, up to 1 minute

The target must make a Wisdom saving throw or be drawn into a duel with you. On a failed save, the target has disadvantage on attack rolls against anyone but you and must make a Wisdom save if it attempts to move farther than 30 feet away from you.

This effect ends if you attack or cast a spell on a creature other than the target, if an ally damages the target, or if you end your turn more than 30 feet away from the target.

COMPREHEND LANGUAGES



1st-level divination (ritual)

Casting time 1 action
Range Self
Components V, S, M (a pinch of soot and salt)
Duration 1 hour

For the duration you understand the literal meaning of any language spoken near you and can read any language written, provided you are touching the surface on which it is written.

COMPULSION



4th-level enchantment

Casting time 1 action
Range 30 feet
Components V, S
Duration Concentration, up to 1 minute

Creatures of your choice that you can see within range must make a Wisdom saving throw. Upon failure the affected creatures must use as much of their movement as possible to move in the direction you designate. After moving this way the creature can make another Wisdom save to end this effect.

Creatures cannot be compelled to move into dangerous areas (burning building, spike pit, etc.) but will provoke opportunity attacks through movement.

CONE OF COLD



5th-level evocation

Casting time 1 action
Range Self (60-foot cone)
Components V, S, M (a small crystal or glass cone)
Duration Instantaneous

A 60-foot cone of cold air erupts from your hands, dealing 8d8 cold damage to all creatures within the area. Creatures make a Constitution saving throw to take half damage. Creatures killed by this spell become frozen statues.

AT HIGHER LEVELS

The damage increases by 1d8 for each slot level above 5th used to cast this spell.

CONFUSION



4th-level enchantment

Casting time 1 action
Range 90 feet
Components V, S, M (three nut shells)
Duration Concentration, up to 1 minute

Creatures within a 10-foot radius sphere centered on a spot within range make a Wisdom save. On a failure, a creature must roll 1d10 at the start of its turn to determine its action.
1: Creature moves in a random direction;
2-6: The creature makes no movement or action;
7-8: Creature attacks a random nearby creature;
9-10: The creature moves and attacks normally.

AT HIGHER LEVELS

The radius of influence increases by 5 feet for each slot level above 4th used to cast this spell.

CONJURE ANIMALS



3rd-level conjuration

Casting time 1 action
Range 60 feet
Components V, S
Duration Concentration, up to 1 hour

Fey spirits appear and take the form of: 1 beast of CR2 or lower; 2 beasts of CR1 or lower; 4 beasts of CR1/2 or lower; or 8 beasts of CR1/4 of lower.

The summoned creatures are friendly toward you and will obey your commands.

AT HIGHER LEVELS

You summon twice as many creatures if a 5th-level slot is used, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.

CONJURE BARRAGE



3rd-level conjuration

Casting time 1 action
Range Self (60-foot cone)
Components V, S, M (one piece of ammunition or a thrown weapon)
Duration Instantaneous

You throw a weapon or shoot a piece of ammunition into the air to create a 60-foot cone of identical weapons that shoot forward, dealing 3d8 damage of the same type of the weapon or ammunition used. Creatures hit may make a Dexterity saving throw to take half damage.

CONJURE CELESTIAL



7th-level conjuration

Casting time 1 minute
Range 90 feet
Components V, S
Duration Concentration, up to 1 hour

You conjure a celestial of CR4 or lower in an unoccupied space within range. It will follow your commands and is considered friendly toward you.

AT HIGHER LEVELS

If a 9th-level slot is used for this spell, you may conjure a Celestial of CR5 or lower.

CONJURE ELEMENTAL



5th-level conjuration

Casting time 1 minute
Range 90 feet
Components V, S, M (burning incense for air, soft clay for earth, sulfur and phosphorous for fire, or water and sand for water)
Duration Concentration, up to 1 hour

You conjure an elemental of the chosen type and CR5 or lower in an unoccupied space within range. The elemental is friendly toward you and your allies and obeys your commands.

AT HIGHER LEVELS

The CR of the summoned elemental increases by 1 for each slot level above 5th used to cast this spell.

CONJURE FEY



6th-level conjuration

Casting time 1 minute
Range 90 feet
Components V, S
Duration Concentration, up to 1 hour

A fey spirit of CR6 or lower appears in the form of a beast of CR6 or lower. It is friendly toward you and your allies and follows your commands.

AT HIGHER LEVELS

The CR of the Fey spirit increases by 1 for each slot level above 6th used to cast this spell.

CONJURE MINOR ELEMENTAL



4th-level conjuration

Casting time 1 minute
Range 90 feet
Components V, S
Duration Concentration, up to 1 hour

You summon: 1 elemental of CR2 or lower; 2 elementals of CR1 or lower; 4 elementals of CR1/2 or lower; or 8 elementals of CR1/4 or lower. These are friendly toward you and follow your commands.

AT HIGHER LEVELS

When using a 6th-level slot to cast this spell, twice as many elementals appear, when using an 8th-level slot, three times as many appear.

CONJURE VOLLEY



5th-level conjuration

Casting time 1 action
Range 150 feet
Components V, S, M (one piece of ammunition or one thrown weapon)
Duration Instantaneous

You throw or fire one weapon or piece of ammunition into the air and choose a spot within the spell's range. The weapon transforms into hundreds of duplicates that rain down in a 40-foot radius centered on the point you choose. Creatures in the area take 8d8 damage, but can make a Dexterity saving throw for half damage.

CONJURE WOODLAND BEING



4th-level conjuration

Casting time 1 action
Range 60 feet
Components V, S, M (one holly berry per creature summoned)
Duration Concentration, up to 1 hour

You summon fey creatures that appear in one of the following forms: 1 fey of CR2 or lower; 2 fey of CR1 or lower; 4 fey of CR1/2 or lower; or 8 fey of CR1/4 or lower. The summoned creature(s) are friendly toward you and follow your commands.

AT HIGHER LEVELS

When a 6th-level slot is used for this spell, double the number of fey summoned. If an 8th-level slot is used, triple it.

CONTACT OTHER PLANE



5th-level divination (ritual)

Casting time 1 minute
Range Self
Components V
Duration 1 minute

You contact a demigod or other extraplanar being and can ask up to 5 questions with one-word answers. When casting the spell, you must make a DC15 Intelligence saving throw or take 6d6 psychic damage and become insane until your next long rest. When insane you cannot take actions and speak only in gibberish.

CONTAGION



5th-level necromancy

Casting time 1 action
Range Touch
Components V, S
Duration 7 days

Make a melee spell attack. On a hit the target must make one Constitution save per turn until it either fails or passes three times. Upon three failures, one of the following effects takes place: Subject is blinded and has disadvantage on Wisdom saves and checks; subject has disadvantage on Strength checks, saves, and attacks; Subject has disadvantage on Charisma checks and vulnerability to all types of damage; Subject has disadvantage on Intelligence saves and checks and acts as if Confused in combat; Subject has disadvantage on Dexterity checks, saves, and attacks; or Subject has disadvantage on Constitution saves and checks and starts to bleed from any type of damage.

CONTINGENCY



6th-level evocation

Casting time 10 minutes

Range Self

Components V, S, M (a statuette of yourself carved from ivory worth at least 1,500 gp)

Duration 10 days

You cast this spell along with another spell of 5th level or lower and set a condition. When the condition is met, the second spell takes effect on you, even if it normally has the ability to affect other creatures.

CONTINUAL FLAME



2nd-level evocation

Casting time 1 action

Range Touch

Components V, S, M (ruby dust worth 50 gp, which the spell consumes)

Duration Until dispelled

A flame the equivalent in brightness to a torch is created. It gives off no heat and doesn't consume oxygen. A Continual Flame can be hidden or covered but never quenched.

CONTROL WATER



4th-level transmutation

Casting time 1 action

Range 300 feet

V, S, M (a drop of water and a pinch of dust) undefined

Duration Concentration, up to 10 minutes

You take control of a 100-foot cube of standing water within range and manipulate it with: Flood, creating a 20-foot rise in water level; Part Water, making a trench; Redirect Flow, even over and around obstacles; or Vortex. Creatures can escape the Vortex with a Athletics saving throw, but take 2d8 bludgeoning damage every round they are in the vortex.

CONTROL WEATHER



8th-level transmutation

Casting time 10 minutes

Range Self (5-mile radius)

Components V, S, M (Burning incense and bits of earth and wood mixed with water)

Duration Concentration, up to 8 hours

You take control of the weather within a 5-mile radius. You can alter the condition of the weather over the course of 1d4 x 10 minutes as often as you wish for the duration.

CORDON OF ARROWS



2nd-level transmutation

Casting time 1 action

Range 5 feet

Components V, S, M (four or more arrows or bolts)

Duration 8 hours

You stick four pieces of ammunition in the ground near you when you cast the spell. Whenever a creature other than you comes within 30 feet of you one piece of ammunition flies at it and attacks. That creature must make a Dexterity save or take 1d6 piercing damage.

AT HIGHER LEVELS

The amount of ammunition increases by 2 for each slot level above 2nd used to cast this spell.

COUNTERSPELL



3rd-level abjuration

Casting time 1 reaction, which you take while within 60 feet of a spell being cast

Range 60 feet

Components S

Duration Instantaneous

A creature within 60 feet of you attempting to cast a spell of 3rd level or lower fails. If the spell is 4th level or higher, you roll a spell check with a DC of 10 + the spell's level.

AT HIGHER LEVELS

When you cast this spell using a slot of higher than 3rd level, the interrupted spell has no effect if it is equal to or lower in level to the slot used.

CREATE FOOD/WATER



3rd-level conjuration

Casting time 1 action

Range 30 feet

Components V, S

Duration Instantaneous

You create 45 pounds of food and 30 gallons of water on the ground or in containers nearby, enough to sustain up to fifteen humanoids or five steeds for 24 hours. The food is bland but nourishing and spoils after 24 hours if uneaten. The water is clean and doesn't go bad.

CREATE/DESTROY WATER



1st-level transmutation

Casting time 1 action

Range 30 feet

Components V, S, M (a drop of water if creating water or a few grains of sand if destroying water)

Duration Instantaneous

You create up to 10 gallons of water within range in an open container or make rain in a 30-foot cube; or you destroy up to 10 gallons of water or a 30-foot cube of fog.

AT HIGHER LEVELS

You create/destroy an additional 10 gallons of 5 cubic feet of water for each slot level above 1st used to cast this spell.

NEW CARD



CREATE UNDEAD



6th-level necromancy

Casting time 1 minute

Range 10 feet

Components V, S, M (one clay pot full of grave dirt, one with brackish water, and an onyx worth 150 gp for each corpse)

Duration Instantaneous

You can only cast this spell at night. You choose up to three medium or small corpses and turn them into Ghouls under your command. You must cast this spell again within 24 hours or the Ghouls will stop obeying you.

AT HIGHER LEVELS

You can create and maintain additional creatures and creature types with higher slot levels.

CREATION



5th-level illusion

Casting time 1 minute

Range 30 feet

Components V, S, M (a tiny piece of matter of the type you wish to create)

Duration Special

You pull shadow material from Shadowfell to create matter no larger than a 5-foot cube.

Vegetable matter: 1 day; Stone or Crystal: 12 hours; Precious metals: 1 hour; Gems: 10 minutes; or Adamantine or Mithral: 1 minute.

AT HIGHER LEVELS

The size of the cube created grows by 5 feet for every slot level above 5th used to cast this spell.

CROWN OF MADNESS



2nd-level enchantment

Casting time 1 action

Range 120 feet

Components V, S

Duration Concentration, up to 1 minute

The target creature is charmed by you unless it passes a Wisdom saving throw. If charmed, the target must use its action before movement to attack a nearby creature that you designate. You must maintain the spell as an action each turn and the target can make a new Wisdom saving throw at the end of each round to end the spell.

CRUSADER'S MANTLE



3rd-level evocation

Casting time 1 action

Range Self (30-foot radius)

Components V

Duration Concentration, up to 1 minute

A holy aura emanates from you, allowing all allies within 30 feet of you to deal an extra 1d4 radiant damage when it hits with a melee weapon attack.

CURE WOUNDS



1st-level evocation

Casting time 1 action

Range Touch

Components V, S

Duration Instantaneous

A creature you touch is healed a number of hit points equal to 1d8 + your spellcasting ability modifier. This has no effect on undead or constructs.

AT HIGHER LEVELS

The hit points healed increase by 1d8 for each slot level above 1st used to cast this spell.

DANCING LIGHTS



Evocation cantrip

Casting time 1 action

Range 120 feet

Components V, S, M (a bit of phosphorous or wychwood, or a glowworm)

Duration Concentration, up to 1 minute

You create up to 4 torch-sized lights within range, each shedding light in a 10-foot radius. You can move the lights up to 60 feet per round as a bonus action, but the lights must remain within range of the spell and within 20 feet of each other.

DARKNESS



2nd-level evocation

Casting time 1 action

Range 60 feet

Components V, M (bat fur and a drop of pitch or piece of coal)

Duration Concentration, up to 10 minutes

a 15-foot radius sphere of darkness emanates from a point or object you designate within range. Darkvision and nonmagical light cannot pierce it. Completely covering the source of the darkness suppresses the effect.

DARKVISION



2nd-level transmutation

Casting time 1 action

Range Touch

Components V, S, M (either a pinch of dried carrot or an agate)

Duration 8 hours

Touched creature gains Darkvision out to 60 feet for the duration.

DAYLIGHT



3rd-level evocation

Casting time 1 action

Range 60 feet

Components V, S

Duration 1 hour

Bright light emanates from a point or object you designate within range for the duration. Covering the source of the light suppresses the effect.

DEATH WARD



4th-level abjuration

Casting time 1 action
Range Touch
Components V, S
Duration 8 hours

The affected creature is protected somewhat against death. The first time the creature would drop to 0 HP, it instead drops to 1 HP and the spell ends. If the target is subject to an effect that would cause instant death without dealing damage, the effect is negated and the spell ends.

DELAYED BLAST FIREBALL



7th-level evocation

Casting time 1 action
Range 150 feet
Components V, S, M (a tiny ball of bat guano and sulfur)
Duration Concentration, up to 1 minute

You point at a spot and a tiny yellow light appears there for as long as you concentrate or release the effect. When the effect ends, the bead detonates out to a 20-foot radius damaging all creatures in range. Creatures make a Dexterity save for half damage. This deals 12d6 fire damage, increasing by 1d6 for each round the bead remains undetonated.

AT HIGHER LEVELS

The damage increases by 1d6 for each slot level above 7th used to cast this spell.

DEMIPLANE



8th-level conjuration

Casting time 1 action
Range 60 feet
Components S
Duration 1 hour

You create a door to a demiplane within range. The demiplane consists of a 30-foot cubed room. When the spell ends the doorway to the demiplane disappears and all creatures, inside and out, remain where they are. Subsequent castings of this spell can connect to the same demiplane or a new one.

DESTRUCTIVE WAVE



5th-level evocation

Casting time 1 action
Range Self (30-foot radius)
Components V
Duration Instantaneous

A wave of force emanates from you, forcing all creatures within 30 feet to make a Constitution saving throw. Creatures take 5d6 thunder and 5d6 radiant or necrotic (your choice) damage from this and are knocked prone. Creatures who make the saving throw take half damage and are not knocked prone.

DETECT EVIL & GOOD



1st-level divination

Casting time 1 action
Range Self
Components V, S
Duration Concentration, up to 10 minutes

You know if there is an aberration, fiend, fey, celestial, elemental, or undead within 30 feet of you. You also know if a place or object within 30 feet has been consecrated or desecrated.

DETECT MAGIC



1st-level divination (ritual)

Casting time 1 action
Range Self
Components V, S
Duration Concentration, up to 10 minutes

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic this way, you can use your action to see a faint aura and determine the school of magic, if any.

DETECT POISON & DISEASE



1st-level divination

Casting time 1 action
Range Self
Components V, S, M (a yew leaf)
Duration Concentration, up to 10 minutes

For the duration, you can sense the presence, location, and type of poison, disease, and poisonous creatures within 30 feet of you.

DETECT THOUGHTS



2nd-level divination

Casting time 1 action
Range Self
Components V, S, M (a piece of copper)
Duration Concentration, up to 1 minute

You are able to read the surface thoughts of any creature within 30 feet using this spell. You can focus, as an action, to delve deeper into a creature's thoughts. This can be used to determine if there are creatures with readable thoughts within 30 feet of you, even unseen.

DIMENSION DOOR



4th-level conjuration

Casting time 1 action
Range 500 feet
Components V
Duration Instantaneous

You and up to one willing medium-sized creature within 5 feet of you are instantly teleported to a designated spot within range. If you would arrive in a space already occupied by a creature, you and any creature you take with you take 4d6 force damage and the spell fails.

DISGUISE SELF



1st-level illusion

Casting time 1 action
Range Self
Components V, S
Duration 1 hour

You change your appearance to that of your choosing, so long as it is still humanoid and no more than 1 foot taller or shorter than your natural height. This does not stand up to physical inspection.

To discern that you are disguised, a creature must spend an action and succeed on an Investigation check.

DISINTEGRATE



6th-level transmutation

Casting time 1 action
Range 60 feet
Components V, S, M (a lodestone and a pinch of dust)
Duration Instantaneous

A thin green ray shoots from your finger, dealing 10d6 + 40 force damage to the target. Creatures struck can make a Dexterity saving throw for half damage. If this spell reduces a creature to 0 HP, it disintegrates into a pile of fine dust.

AT HIGHER LEVELS

This deals an additional 3d6 damage for each slot level above 6th used to cast this spell.

DISPEL EVIL & GOOD



5th-level abjuration

Casting time 1 action
Range Self
Components V, S, M (holy water or powdered silver and iron)
Duration Concentration, up to 1 minute

Fey, Undead, Celestials, Fiends, and elementals have disadvantage on attack rolls against you.

You can touch a creature charmed, frightened, or possessed by one of the above creatures, ending that effect and this spell's effect.

You can make a melee spell attack on a creature mentioned above. On a hit the creature must make a Charisma save or be sent to its home plane. This ends the spell's effect.

DISPEL MAGIC



3rd-level abjuration

Casting time 1 action
Range 120 feet
Components V, S
Duration Instantaneous

A single 3rd-level or lower spell effect within range chosen by you is dispelled. For 4th-level and higher effects, you must make a DC 10 + the spell's level check to dispel it.

AT HIGHER LEVELS

This automatically dispels a spell effect of an equal or lower level of the slot level used to cast it.

DISSONANT WHISPERS



1st-level enchantment

Casting time 1 action
Range 60 feet
Components V
Duration Instantaneous

You whisper a melody that only one creature within range can hear. That creature takes 3d6 psychic damage and must use its reaction to move as far away from you as possible. A successful Wisdom saving throw halves the damage and the creature is not forced to move.

AT HIGHER LEVELS

The damage increases by 1d6 for each slot level above 1st used to cast this spell.

DIVINATION



4th-level divination (ritual)

Casting time 1 action
Range Self
Components V, S, M (incense and a sacrificial offering, worth 25 gp, which the spell consumes)
Duration Instantaneous

You contact a god or a god's servants and can ask a single question pertaining to an activity to occur within the next 7 days and receive a truthful reply.

DIVINE FAVOR



1st-level evocation

Casting time 1 bonus action
Range Self
Components V, S
Duration Concentration, up to 1 minute

Your weapon attacks deal an extra 1d4 radiant damage until the spell ends.

DIVINE WORD



7th-level evocation

Casting time 1 bonus action
Range 30 feet
Components V
Duration Instantaneous

Any number of creatures within range are affected depending on their current HP. A Charisma saving throw negates these effects:

<50 HP: deafened for 1 minute;

<40 HP: deafened and blinded for 10 minutes;

<30 HP: Blinded, deafened, and stunned for 1 hour; or

<20 HP: killed instantly.

DOMINATE BEAST



4th-level enchantment

Casting time 1 action
Range 60 feet
Components V, S
Duration Concentration, up to 1 minute

You take control of a beast within range for the duration, barring a successful Wisdom saving throw from it. You can order the beast to act as you say or use an action to control the beast precisely. Each time the controlled beast takes damage, it gets a new saving throw.

AT HIGHER LEVELS

The duration goes up to 10 minutes with a 5th level slot, 1 hour with a 6th, or 8 hours with a 7th.

DOMINATE MONSTER



8th-level enchantment

Casting time 1 action
Range 60 feet
Components V, S
Duration Concentration, up to 1 minute

You take control of any creature within range, barring a successful Wisdom saving throw. You can order it telepathically or take precise control over it with an action. The creature gets a new saving throw whenever it takes damage.

AT HIGHER LEVELS

The duration increases to "concentration, up to 8 hours" if a 9th-level slot is used to cast this spell.

DOMINATE PERSON



5th-level enchantment

Casting time 1 action
Range 60 feet
Components V, S
Duration Concentration, up to 1 minute

You take control of a humanoid within range that you can see, barring a successful Wisdom saving throw. You can control the humanoid telepathically or take precise control over it with an action. Each time the humanoid takes damage, it gets another saving throw.

AT HIGHER LEVELS

The spell's duration increases to 10 minutes if a 6th level slot is used, 1 hour for a 7th level slot, or 8 hours with an 8th level slot.

DRAWMIJ'S INSTANT SUMMONS



6th-level conjuration (ritual)

Casting time 1 minute
Range Touch
Components V, S, M (a sapphire worth 1,000 gp)
Duration Until dispelled

You inscribe a rune on an object weighing no more than 10 points. When you crush the ruby and speak the name of the item inscribed it instantly appears in your hands, or provides the location of the item if it is being held by another creature.

DREAM



5th-level illusion

Casting time 1 minute
Range Special
Components V, S, M (a handful of sand, a dab of ink, and a writing quill plucked from a sleeping bird)
Duration 8 hours

You target any creature that is known to you that is on the same plane of existence. You, or a willing creature you touch, appears to the subject in a dream as a messenger. You can choose to make the messenger monstrous. Doing so deals 3d6 psychic damage to the subject upon waking up, barring a successful Wisdom saving throw.

DRUIDCRAFT



Transmutation cantrip

Casting time 1 action
Range 30 feet
Components V, S
Duration Instantaneous

You create one of the following effects:

You create a tiny, harmless illusion that predicts the weather for the next 24 hours; or

You instantly make one plant bud or bloom; or

You create a harmless sensory effect; or

You instantly light or snuff a small campfire, torch, or candle.

EARTHQUAKE



8th-level evocation

Casting time 1 action
Range 500 feet
Components V, S, M (a pinch of dirt, a piece of rock, and a lump of clay)
Duration Concentration, up to 1 minute

A 100-foot radius area within range that you can see tremors and shakes, becoming difficult terrain. Creatures in the area must make a Dexterity saving throw or fall prone. Creatures casting a spell in the area must make a Constitution saving throw or the spell fails.

ELDRITCH BLAST



Evocation cantrip

Casting time 1 action
Range 120 feet
Components V, S
Duration Instantaneous

Make a ranged spell attack against a target within range. On a hit, the target takes 1d10 force damage.

At 5th level a second beam is created by this spell, a third at 11th, and a fourth at 17th. Beams can be directed at the same target or different ones. Make separate attack rolls for each beam.

ELEMENTAL WEAPON



3rd-level transmutation

Casting time 1 action
Range Touch
Components V, S
Duration Concentration, up to 1 hour

A nonmagical weapon touched when you cast this spell becomes magical. It gets a +1 bonus on attack rolls and deals an extra 1d4 damage on hit of your choice of acid, cold, fire, lightning, or thunder damage.

AT HIGHER LEVELS

When a 5th or 6th level slot is used for this spell, the attack bonus is +2 and the damage is +2d4. A 7th level or higher slot grants +3 to hit and +3d4 to damage.

ENHANCE ABILITY



2nd-level transmutation

Casting time 1 action
Range Touch
Components V, S, M (fur or a feather from a beast)
Duration Concentration, up to 1 hour

The touched creature gains Advantage on one type of ability check for the duration.

AT HIGHER LEVELS

You can target one additional creature for every slot above 2nd level used to cast this spell.

ENLARGE/REDUCE



2nd-level transmutation

Casting time 1 action
Range 30 feet
Components V, S, M (a pinch of powdered iron)
Duration Concentration, up to 1 minute

The target is enlarged or reduced by one size category for the duration. If Enlarged, its weapon attacks deal an extra 1d4 damage and has advantage on Strength checks and saving throws. If Reduced, its weapon attacks deal 1d4 less damage and has disadvantage on Strength saves and checks.

An unwilling target gets a Constitution saving throw to resist the effects of this spell.

ENSNARING STRIKE



1st-level conjuration

Casting time 1 bonus action
Range Self
Components V
Duration Concentration, up to 1 minute

A writhing mass of thorny vines appear when you next strike with a weapon. The target must make a Strength saving throw or is restrained by the vines for the duration. While restrained, the target takes 1d6 piercing damage at the start of its turn. A restrained creature can spend an action to attempt a Strength check to break free of the vines.

AT HIGHER LEVELS

The vines deal an additional 1d6 damage per round for each slot level above 1st used to cast this spell.

ENTANGLE



1st-level conjuration

Casting time 1 action
Range 90 feet
Components V, S
Duration Concentration, up to 1 minute

Weeds and vines sprout from the ground in a 20-foot radius centered on a point within range, creating difficult terrain. Creatures in the area when you cast the spell must make a Strength saving throw or be restrained by the plants until the spell ends. A restrained creature can spend its action to make a Strength check to break free.

ENTHRALL



2nd-level enchantment

Casting time 1 action
Range 60 feet
Components V, S
Duration 1 minute

Creatures of your choice within range receive disadvantage on Perception checks to notice anything other than you for the duration. Creatures get a Wisdom saving throw to resist the effects of this spell, and creatures immune to charm cannot be affected.

ETHEREALNESS



7th-level transmutation

Casting time 1 action
Range Self
Components V, S
Duration Up to 8 hours

You partially enter the Ethereal Plane, allowing you to move through solid objects and even move in any direction for the duration.

AT HIGHER LEVELS

If you cast this spell using a slot of 8th level or higher, you can target up to three willing creatures for each slot level above 7th used.

EVARD'S BLACK TENTACLES



4th-level conjuration

Casting time 1 action
Range 90 feet
Components V, S, M (a piece of tentacle from a giant squid or giant octopus)
Duration Concentration, up to 1 minute

Black tentacles fill up a 20-foot square within range of the spell, creating difficult terrain. Creatures who enter or start their turn in the affected area must make a Dexterity saving throw. On a failure, they are restrained by the tentacles and take 3d6 bludgeoning damage. Creatures who start their turn restrained take 2d6 bludgeoning damage and can then choose to make either a Strength or Dexterity check to break free.

EXPEDITIOUS RETREAT



1st-level transmutation

Casting time 1 bonus action
Range Self
Components V, S
Duration Concentration, up to 10 minutes

You can use the Dash action immediately upon casting this spell, and can then use the Dash action as a bonus action each turn for the duration.

EYEBITE



6th-level necromancy

Casting time 1 action
Range Self
Components V, S
Duration Concentration, up to 1 minute

You target one creature per turn up to 60 feet away to receive one of the following effects, negated by a Wisdom saving throw:

Asleep: target falls unconscious, can be awoken by damage or another creature using an action to wake it.

Panicked: target uses the Dash action to move as far away from you as possible

Sickened: target has disadvantage on attack rolls and ability checks, but can attempt a new save each round.

FABRICATE



4th-level transmutation

Casting time 10 minutes
Range 120 feet
Components V, S
Duration Instantaneous

You take raw materials and fabricate a Large object in a 10-foot cube or up to 8 connected 5-foot cubes. If you are working with Stone, metal, or some other mineral substance, the fabricated product can be no larger than Medium.

FAERIE FIRE



1st-level evocation

Casting time 1 action
Range 60 feet
Components V
Duration Concentration, up to 1 minute

All objects in a 20-foot cube are outlined in blue, green, or violet light. Any creatures in the area are also outlined, unless the succeed on a Dexterity saving throw. Attack rolls made against outlined creatures have advantage and outlines creatures do not benefit from invisibility.

FALSE LIFE



1st-level necromancy

Casting time 1 action
Range Self
Components V, S, M (a small amount of alcohol or distilled spirits)
Duration 1 hour

You gain 1d4 +4 temporary hit points for the duration.

AT HIGHER LEVELS

You gain 5 additional temporary hit points for each slot level above 1st used to cast this spell.

FEAR



3rd-level illusion

Casting time 1 action
Range Self (30-foot cone)
Components V, S, M (a white feather or the heart of a hen)
Duration Concentration, up to 1 minute

You project a phantasmal image in front of you. Each creature in a 30-foot cone must make a Wisdom saving throw or be frightened for the duration.

A frightened creature must take the Dash action to move away from you by the safest route on its turn. If it ends its turn in a place that does not have line of sight to you, it gets another Wisdom saving throw against this spell.

FEATHER FALL



1st-level transmutation

Casting time 1 reaction, when you or a creature within 60 feet falls
Range 60 feet
Components V, S, M (a small feather or piece of down)
Duration 1 minute

Choose up to five falling creatures within range. Affected creatures falling speed becomes 60 feet per round until the spell ends. If the creature lands before the spell ends it takes no falling damage and can land on its feet, ending the effect for that creature.

FEEBLEMIND



8th-level enchantment

Casting time 1 action
Range 150 feet
Components V, S, M (a handful of clay, crystal, glass, or mineral spheres)
Duration Instantaneous

The target takes 4d6 psychic damage and must make an Intelligence saving throw. On a failed save, the target's Intelligence and Charisma scores become 1. It can no longer cast spells or understand language, nor can it communicate in an intelligible way. It can still identify friends and act to protect them.

Every 30 days, the creature can attempt the saving throw again to end the effect.

FEIGN DEATH



3rd-level necromancy (ritual)

Casting time 1 action
Range Touch
Components V, S, M (a pinch of graveyard dirt)
Duration 1 hour

You touch a willing creature and put it into a state of sleep similar to death. To all outward examinations, the creature is dead for the duration of the spell.

FIND FAMILAR



1st-level conjuration (ritual)

Casting time 1 hour
Range 10 feet
Components V, S, M (10 gp worth of charcoal, incense, and herbs that must be consumed by fire in a brazier)
Duration Instantaneous

You summon a familiar that is bonded to you in the form of a tiny animal. A familiar can deliver touch spells for you if desired.

FIND STEED



2nd-level conjuration

Casting time 10 minutes
Range 30 feet
Components V, S
Duration Instantaneous

You summon a spirit that assumes the form of an unusually intelligent, strong, and loyal steed in the form of your choosing (horse, pony, mastiff, camel, elk, etc.)

FIND THE PATH



6th-level divination

Casting time 1 minute
Range Self
Components V, S, M (a set of divination tools worth 100 gp and an object from the location you wish to find)
Duration Concentration, up to 1 day

The spell shows you the shortest, most direct route to your chosen destination. As long as the spell lasts and your destination is on the same plane of existence, you know the direction and distance to your destination.

FIND TRAPS



2nd-level divination

Casting time 1 action
Range 120 feet
Components V, S
Duration Instantaneous

This spell reveals the presence of traps within range of the spell, but not their location.

FINGER OF DEATH



7th-level necromancy

Casting time 1 action
Range 60 feet
Components V, S
Duration Instantaneous

One creature within range takes 7d8 + 30 necrotic damage, and can make a Constitution saving throw for half damage. A humanoid killed by this spell is raised at the start of your next turn as a zombie permanently under your control.

FIREBALL



3rd-level evocation

Casting time 1 action
Range 150 feet
Components V, S, M (a tiny ball of bat guano and sulfur)
Duration Instantaneous

A 20-foot explosion of fire erupts from the target point, dealing 8d6 fire damage to all creatures within the area. Creatures make a Dexterity saving throw for half damage. Unattended flammable objects catch fire.

AT HIGHER LEVELS

An additional 1d6 damage is dealt for each slot level above 3rd used to cast this spell.

FIRE BOLT



Evocation cantrip

Casting time 1 action
Range 120 feet
Components V, S
Duration Instantaneous

Make a Ranged spell attack. On hit, the target takes 1d10 fire damage. If this strikes an unattended flammable object, it catches on fire.

AT HIGHER LEVELS

This spell's damage increases to 2d10 at 5th level, 3d10 at 11th, and 4d10 at 17th.

FIRE SHIELD



4th-level evocation

Casting time 1 action
Range Self
Components V, S, M (a bit of phosphorous or a firefly)
Duration 10 minutes

Flames envelop you, shedding bright light in a 10-foot radius around you. You can choose a warm shield or cold shield.

A warm shield grants you resistance to cold damage and deals 2d8 fire damage to a creature that strikes you. A cold shield grants fire resistance and deals 2d8 cold damage to creatures that strike you.

FIRE STORM



7th-level evocation

Casting time 1 action
Range 150 feet
Components V, S
Duration Instantaneous

A storm of fire consisting of ten 10-foot cubes of fire appear, connected to one another, arranged as you wish. Creatures caught in the area take 7d10 fire damage, Dexterity save for half damage. You can choose if the fire ignites plant life or not.

FLAME BLADE



2nd-level evocation

Casting time 1 bonus action
Range Self
Components V, S, M (leaf of sumac)
Duration Concentration, up to 10 minutes

A scimitar of fire appears in your hand, shedding bright light in a 10-foot radius. You can use your action to make a melee attack with the fiery blade, dealing 3d6 fire damage on a hit.

AT HIGHER LEVELS

The damage of the blade increases by 1d6 for every 2 slot levels above 2nd used to cast this spell.

FLAME STRIKE



5th-level evocation

Casting time 1 action
Range 60 feet
Components V, S, M (a bit of sulfur)
Duration Instantaneous

A 10-foot radius, 40-foot high cylinder of divine fire appears in your designated location, dealing 4d6 fire and 4d6 radiant damage to all creatures within its effect. Creatures make a Dexterity saving throw for half damage.

AT HIGHER LEVELS

Either the fire or radiant damage (your choice) increases by 1d6 for each slot level above 5th used to cast this spell.

FLAMING SPHERE



2nd-level conjuration

Casting time 1 action
Range 60 feet
Components V, S, M (a bit of tallow, a pinch of brimstone, and a dusting of powdered iron)
Duration Concentration, up to 1 minute

A 5-foot diameter sphere of fire appears where you designate. Creatures that end their turn within 5 feet of the sphere take 2d6 fire damage, Dexterity save for half damage. On your turn you can spend a bonus action to direct the sphere and move it up to 30 feet.

AT HIGHER LEVELS

The damage increases by 1d6 for each slot level above 2nd used to cast this spell.

FLESH TO STONE



6th-level transmutation

Casting time 1 action
Range 60 feet
Components V, S, M (a pinch of lime, water, and earth)
Duration Concentration, up to 1 minute

A creature within range must make a Constitution saving throw or start to turn into a statue. If the target fails its initial Constitution save, it then must make a Constitution save every round until it either passes or fails three times. If it passes three times the effect ends. If it fails three times it is turned to stone for the duration. If you maintain your concentration for the duration, the creature remains a statue until dispelled.

FLY



3rd-level transmutation

Casting time 1 action
Range Touch
Components V, S, M (a wing feather from any bird)
Duration Concentration, up to 10 minutes

The touched subject gains a fly speed of 60 feet for the duration. The creature falls if it is still aloft when the effect ends and it can't prevent itself from falling.

AT HIGHER LEVELS

You can target one additional creature for each slot level above 3rd used to cast this spell.

FOG CLOUD



1st-level conjuration

Casting time 1 action
Range 120 feet
Components V, S
Duration Concentration, up to 1 hour

You create a 20-foot radius cloud of fog centered on a point you designate within range. It lasts for the duration or until a moderate wind disperses it.

AT HIGHER LEVELS

The radius of the cloud is extended by 20 feet for each slot level above first used to cast this spell.

FORBIDDANCE



6th-level abjuration

Casting time 10 minutes
Range Touch
Components V, S, M (a sprinkling of holy water, rare incense, and powdered ruby worth at least 1,000 gp)
Duration 1 day

An area of 40,000 square feet (30 feet high) is protected against magical travel. Choose Elemental, Fey, Fiend, Celestial, or Undead when casting this spell. Creatures of the chosen type who enter or start their turn in the spell's area take 5d10 radiant or necrotic damage (your choice). If you cast *Forbiddance* every day for 30 days, the effect becomes permanent.

FORCECAGE



7th-level evocation

Casting time 1 action
Range 100 feet
Components V, S, M (ruby dust worth 1,500 gp)
Duration 1 hour

You create a cage (20 feet per side) or box (10 feet per side) of force to trap a creature or creatures inside. Creatures trapped cannot leave by nonmagical means and must succeed on a Charisma saving throw when attempting to leave through magical means. A failed Charisma save makes the spell attempted lost as well.

FORESIGHT



9th-level divination

Casting time 1 minute
Range Touch
Components V, S, M (a hummingbird feather)
Duration 8 hours

You bestow a limited ability to see into the immediate future on a touched creature. This creature has advantage on all attack rolls, ability checks, and saving throws for the duration. Additionally, all attack rolls against the creature have disadvantage for the duration.

This spell ends if you cast it again before the effect expires.

FREEDOM OF MOVEMENT



4th-level abjuration

Casting time 1 action
Range Touch
Components V, S, M (a leather strap, bound around the arm or similar appendage)
Duration 1 hour

A willing creature touched, for the duration, is unhampered by difficult terrain, cannot be restrained or paralyzed, can spend 5 feet of movement to escape nonmagical restraints, and has no movement penalty for being underwater.

FRIENDS



Enchantment cantrip

Casting time 1 action
Range Self
Components S, M (a small amount of makeup applied during casting)
Duration Concentration, up to 1 minute

You have advantage on all Charisma checks directed at one creature of your choice for the duration. When the spell ends, the creature knows it was magically manipulated and becomes hostile toward you.

GASEOUS FORM



3rd-level transmutation

Casting time 1 action
Range Touch
Components V, S, M (a bit of gauze and a wisp of smoke)
Duration Concentration, up to 1 hour

You transform a willing creature touched into a cloud for the duration. The creature can only fly, and only 10 feet per round. It has advantage on Strength, Dexterity, and Constitution checks and can pass through small holes and narrow openings. The creature cannot attack or cast spells while in gaseous form.

GATE



9th-level conjuration

Casting time 1 action
Range 60 feet
Components V, S, M (a diamond worth at least 5,000 gp)
Duration Concentration, up to 1 minute

You open a gate to another Plane of existence within range. The portal lasts for the duration and any creature can pass through it from one plane to the other. When you cast the spell, you may name a specific creature. If that creature is on the plane you are creating a Gate to, the portal opens next to it and draws it through to your plane. You have no control over it, however.

GAES



5th-level enchantment

Casting time 1 minute
Range 60 feet
Components V
Duration 30 days

The targeted creature is given a service or task by you. It must make a Wisdom save to resist this effect. On a failed save, the creature must act to carry out the task demanded. The creature takes 5d10 psychic damage each time it performs an action that is counter to your instructions.

AT HIGHER LEVELS

If you use a 7th or 8th level slot for this spell, the duration becomes 1 year. If you use a 9th level slot, it becomes permanent.

GENTLE REPOSE



2nd-level necromancy (ritual)

Casting time 1 action
Range Touch
Components V, S, M (a pinch of salt and one copper piece for each of the corpse's eyes)
Duration 10 days

A corpse you touch does not decay and cannot be turned into an undead for the duration. This also effectively extends the time limit on the spell Raise Dead

GIANT INSECT



4th-level transmutation

Casting time 1 action
Range 30 feet
Components V, S
Duration Concentration, up to 10 minutes

You transform up to ten centipedes, three spiders, five wasps, or one scorpion within range into giant versions of themselves for the duration.

You can verbally command the creatures and they act on your turn in combat. The spell ends when the duration expires or you dismiss the effect.

GLIBNESS



8th-level transmutation

Casting time 1 action
Range Self
Components V
Duration 1 hour

Until the spell ends, you can treat any Charisma check as if you rolled a 15. Additionally, no matter what you say, magic that would determine truthfulness would indicate you are telling the truth.

GLOBE OF INVULNERABILITY



6th-level abjuration

Casting time 1 action
Range Self (10-foot radius)
Components V, S, M (a glass or crystal bead that shatters when the spell ends)
Duration Concentration, up to 1 minute

A shimmering barrier appears in a 10-foot radius around you. Any spell of 5th level or lower cast from outside the barrier cannot affect those inside it, even if the spell is cast using a higher slot level.

AT HIGHER LEVELS

The barrier blocks one slot level higher for each slot level above 6th used to cast this spell.

GLYPH OF warding



3rd-level abjuration

Casting time 1 hour
Range Touch
Components V, S, M (incense and powdered diamond worth at least 200 gp)
Duration Until dispelled or triggered

You inscribe a glyph on a surface or object and set a trigger condition for it. Explosive: when triggered an explosion of 5d8 elemental damage hits all within a 20-foot radius, Dexterity save for half damage; or Spell: You can store up to a 3rd level spell in the glyph to be cast when the glyph is triggered.

AT HIGHER LEVELS

Damage and spell slots increase by 1d8 or 1 level for each slot level above 3rd used

to cast this spell.

GOODBERRY



Unknown element: 1st-level transmutation

Casting time 1 action
Range Touch
Components V, S, M (a sprig of mistletoe)
Duration Instantaneous

Up to ten magic-infused berries appear in your hand. Eating a berry restores 1 Hit Point and provide 24 hours worth of nourishment. The berries lose their potency if they have not been consumed within 24 hours.

GRASPING VINE



Unknown element:

Casting time 1 bonus action
Range 30 feet
Components V, S
Duration Concentration, up to 1 minute

A vine sprouts from the ground in any space within range. The vine grabs at a creature up to 30 feet away from it that you can see. That creature must make a Dexterity saving throw or be pulled 20 feet toward the vine. Until the spell ends, the vine can lash out at the same creature or another one as a bonus action on your turn.

GREASE



1st-level conjuration

Casting time 1 action
Range 60 feet
Components V, S, M (a bit of pork rind or butter)
Duration 1 minute

A 10-foot radius area of grease appears centered on a spot within range. All creatures in the area must make a Dexterity saving throw or fall prone. Creatures who enter or end their turn in the area must make a Dexterity saving throw or fall prone.

GREATER INVISIBILITY



4th-level illusion

Casting time 1 action
Range Touch
Components V, S
Duration Concentration, up to 1 minute

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.

GREATER RESTORATION



5th-level abjuration

Casting time 1 action
Range Touch
Components V, S, M (diamond dust worth at least 100 gp, which the spell consumes)
Duration Instantaneous

You reduce to target's exhaustion level by one, or end one of the following effects:

One Charm or Petrify effect;
one curse, including attunement to a cursed item;
any one ability score reduction; or
one max HP reduction

GUARDIAN OF FAITH



4th-level conjuration

Casting time 1 action
Range 30 feet
Components V
Duration 8 hours

A Large guardian appears in an unoccupied space you designate within range. Whenever a creature comes within 10 feet of the guardian for the first time, it must make a Dexterity saving throw or take 20 radiant damage, half damage on a successful save. The guardian vanishes once it has dealt 60 damage, or the spell expires.

GUARDS AND WARDS



6th-level abjuration

Casting time 10 minutes
Range Touch
Components V, S, M (burning incense, brimstone, oil, a knotted string, umber hulk blood, and a silver rod worth 10 gp)
Duration 24 hours

up to 2,500 square feet is warded. Corridors fill with fog, doors are magically locked, stairways are filled with webs, and other effects of your choice. This effect can become permanent if cast every day for 1 year.

Dispel Magic can only remove one of these effects at a time.

GUIDANCE



Divination cantrip

Casting time 1 action
Range Touch
Components V, S
Duration Concentration, up to 1 minute

Before the spell ends, the touched creature can roll 1d4 and add the result to any one ability check.

GUIDING BOLT



1st-level evocation

Casting time 1 action
Range 120 feet
Components V, S
Duration 1 round

Make a ranged spell attack against a target within range. The target takes 4d6 radiant damage and the next attack made against it before the end of your next turn has advantage.

AT HIGHER LEVELS

The damage increases by 1d6 for each slot level above 1st used to cast this spell.

GUST OF WIND



2nd-level evocation

Casting time 1 action
Range Self (60-foot line)
Components V, S, M (a legume seed)
Duration Concentration, up to 1 minute

A blast of wind 60 feet long and 10 feet wide blasts from you in the direction you choose. Each creature that starts its turn in that area must make a Strength saving throw of be pushed 15 feet in the direction the wind is blowing. This wind disperses vapors and has a 50% chance to snuff out protected fires. You can redirect the wind each round as a bonus action.

HAIL OR THORNS



1st-level conjuration

Casting time 1 bonus action
Range Self
Components V
Duration Concentration, up to 1 minute

When next you make a ranged attack against a creature before the spell ends, thorns sprout from the weapon. The target of the attack and each creature within 10 take 1d10 piercing damage, Dexterity save for half damage.

AT HIGHER LEVELS

The damage increases by 1d10 for each slot level above 1st used to cast this spell, to a maximum of 6d10.

HALLOW



5th-level evocation

Casting time 24 hours

Range Touch

Components V, S, M (herbs, oils, and incense worth at least 1,000 gp, which is consumed)

Duration Until dispelled

A 60-foot radius area is infused with holy or unholy power. Celestials, Fey, Fiends, Undead, and Elementals cannot enter the area, unless you choose to exclude one or more of those groups upon casting. You can also bind an extra effect to the area: Courage, Darkness, Daylight, Energy Protection, Energy Vulnerability, Everlasting Rest, Extradimensional Interference, Fear, Silence, or Tongues.

HALLUCINATORY TERRAIN



4th-level illusion

Casting time 10 minutes

Range 300 feet

Components V, S, M (a stone, a twig, and a bit of green plant)

Duration 24 hours

A 150-foot cube within range is changed to look, sound, and smell like another type of terrain. Creatures entering the terrain can tell it is not real, and an Investigation check can be used to discern an illusion.

HARM



6th-level necromancy

Casting time 1 action

Range 60 feet

Components V, S

Duration Instantaneous

You deal 14d6 necrotic damage to a creature within range. It can make a Constitution saving throw for half damage. This spell cannot reduce a creature's HP below 1. If the target failed its Constitution save, it has its Maximum HP reduced by the amount of damage the spell dealt for 1 hour. Any effect that removes disease removes this effect as well.

HASTE



3rd-level transmutation

Casting time 1 action

Range 30 feet

Components V, S, M (a shaving of licorice root)

Duration Concentration, up to 1 minute

A willing creature within range has its speed doubled, gains +2 to AC, has advantage on Dexterity saving throws, and gains an additional action on each of its turns. That extra action can only be used to Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object.

When the effect ends, the creature cannot move or take actions until after its next turn.

HEAL



6th-level evocation

Casting time 1 action

Range 60 feet

Components V, S

Duration Instantaneous

This spell heals 70 hit points to any creature within range, and also cures blindness, deafness, and any diseases affecting it. This has no effect on undead or constructs.

AT HIGHER LEVELS

The creature heals an additional 10 hit points for every slot level above 6th used to cast this spell.

HEALING WORD



1st-level evocation

Casting time 1 bonus action

Range 60 feet

Components V

Duration Instantaneous

A creature of your choice that you can see within range is healed 1d4 + your spellcasting ability modifier hit points. This has no effect on undead or constructs.

AT HIGHER LEVELS

The creature heals an extra 1d4 hit points for each slot level above 1st used to cast this spell.

HEAT METAL



2nd-level transmutation

Casting time 1 action

Range 60 feet

V, S, M (a piece of iron and a flame)
undefined

Duration Concentration, up to 1 minute

Any creature within range that is in physical contact with a metal object takes 2d8 fire damage. If a creature is holding or wearing the object it takes damage from, it must make a Constitution saving throw or drop it, if possible. Creatures that do not drop the heated object have disadvantage on attack rolls and ability checks until the start of your next turn.

The damage increases by 1d8 for each slot level above 2nd used to cast this spell.

HELLISH REBUKE



1st-level evocation

Casting time 1 reaction, in response to being damaged

Range 60 feet

Components V, S

Duration Instantaneous

You point your finger at a creature in range that just damaged you. It is wreathed in flame and takes 2d10 fire damage, Dexterity save for half damage.

AT HIGHER LEVELS

The target takes an extra 1d10 damage for each slot level above 1st used to cast this spell.

HEROES' FEAST



6th-level conjuration

Casting time 10 minutes

Range 30 feet

Components V, S, M (1 gem-encrusted bowl worth at least 1,000 gp)

Duration Instantaneous

You summon forth a great feast that takes up to one hour to consume for up to 12 creatures. Any creature that partakes of the feast is cured of all diseases and poisons, is immune to poison and being frightened, has advantage on Wisdom saving throws, and has their Max HP increase by 2d10 for 24 hours.

HEROISM



1st-level enchantment

Casting time 1 action
Range Touch
Components V, S
Duration Concentration, up to 1 minute

For the duration, the touched creature gains immunity to being Frightened and gains temporary HP equal to your spellcasting modifier each round. These temporary HP are lost when the spell ends.

AT HIGHER LEVELS

You can target one additional creature for each slot level above 1st used to cast this spell.

HEX



1st-level enchantment

Casting time 1 bonus action
Range 90 feet
Components V, S, M (the petrified eye of a newt)
Duration Concentration, up to 1 hour

You curse a creature within range that you can see. For the duration you deal an extra 1d6 necrotic damage to the target with attacks and it has disadvantage on ability checks with one ability score. If the target drops to 0 hp before the spell ends, you can use a bonus action to shift the effect to a new creature.

AT HIGHER LEVELS

The duration increases to 8 hours if a 3rd or 4th level slot is used to cast this spell, or 24 hours for a 5th level or higher.

HOLD MONSTER



5th-level enchantment

Casting time 1 action
Range 90 feet
Components V, S, M (a small, straight piece of iron)
Duration Concentration, up to 1 minute

A creature within range must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the creature can make a new saving throw to end the effect.

AT HIGHER LEVELS

You can target one additional creature for each slot level above 5th used to cast this spell. All creatures targeted must be within 30 feet of each other.

HOLD PERSON



2nd-level enchantment

Casting time 1 action
Range 60 feet
Components V, S, M (a small, straight piece of iron)
Duration Concentration, up to 1 minute

A humanoid within range must make a Wisdom saving throw or be paralyzed for the duration. A paralyzed humanoid can attempt a new saving throw at the end of each of its turns to end this effect.

AT HIGHER LEVELS

You can target one additional humanoid for each slot level above 2nd used to cast this spell. All targets must be within 30 feet of each other.

HOLY AURA



8th-level abjuration

Casting time 1 action
Range Self
Components V, S, M (a tiny reliquary worth at least 1,000 gp containing a sacred relic)
Duration Concentration, up to 1 minute

Creatures you choose within 30 feet of you have advantage on all saving throws for the duration, and creatures have disadvantage on attack rolls against them. If a Fiend or Undead attempts to attack a creature under the effect of this spell, it must make a Constitution saving throw or be blinded for the duration.

HUNGER OF HADAR



3rd-level conjuration

Casting time 1 action
Range 150 feet
Components V, S, M (a pickled octopus tentacle)
Duration Concentration, up to 1 minute

A 20-foot radius sphere of darkness appears within range. The area is difficult terrain and creatures in the area are blinded. Any creature that starts its turn in the area takes 2d6 cold damage and any creature that ends its turn in the area must make a Dexterity saving throw or take 2d6 acid damage.

HUNTER'S MARK



1st-level divination

Casting time 1 bonus action
Range 90 feet
Components V
Duration Concentration, up to 1 hour

You choose a creature you can see within range. For the duration, you deal 1d6 extra damage to that creature with weapon attacks and you have advantage on Survival and Perception checks to locate it. If the target is dropped to 0 HP before the spell ends, you can designate a new target as a bonus action.

AT HIGHER LEVELS

The duration increases to 8 hours if a 3rd or 4th level slot is used, and 24 hours for a 5th or higher.

HYPNOTIC PATTERN



3rd-level illusion

Casting time 1 action
Range 120 feet
Components S, M (a glowing stick of incense or a crystal vial filled with phosphorescent material)
Duration Concentration, up to 1 minute

A hypnotic weave appears in a 30-foot cube within range. All creatures who see the pattern must make a Wisdom saving throw. On a failure, a creature becomes charmed for the duration. Creatures charmed this way are considered incapacitated and have a speed of 0. Damaging an affected creature ends the effect for that creature.

ICE STORM



4th-level evocation

Casting time 1 action
Range 300 feet
Components V, S, M (a pinch of dust and a few drops of water)
Duration Instantaneous

A 20-foot radius, 40-foot tall cylinder area within range becomes difficult terrain for 1 round. Any creature in that area takes 2d8 bludgeoning damage and 4d6 cold damage, halved with a successful Dexterity saving throw.

AT HIGHER LEVELS

The bludgeoning damage increases by 1d8 for each slot level above 4th used to cast this spell.

IDENTIFY



1st-level divination (ritual)

Casting time 1 minute

Range Touch

Components V, S, M (a pearl worth at least 100 gp)

Duration Instantaneous

You learn the magical properties of any item you hold while casting this spell, as well as how to use those properties. You learn what spells are affecting the object, as well as whether it was created by a spell or not, and which spell.

If you touch a creature while casting this spell instead, you learn which spells, if any, are currently affecting it.

ILLUSORY SCRIPT



1st-level illusion (ritual)

Casting time 1 minute

Range Touch

Components S, M (a lead-based ink worth at least 10 gp, which the spell consumes)

Duration 10 days

You write a message that appears only to those you designate when casting this spell. All others who read it see only an unintelligible gaggle of words, or a different message altogether.

A creature with True Sight can see the message as normal, whether designated or not.

IMPRISONMENT



9th-level abjuration

Casting time 1 minute

Range 30 feet

Components V, S, M (a vellum depiction of the target, as well as another component worth at least 500 gp per HD of the target)

Duration Until dispelled

The targeted creature must make a Wisdom saving throw or be bound by this spell. Bound creatures can be: buried in a sphere of force, chained in place, banished to a tiny demiplane, shrunk to 1 inch and stuck in a gem, or put into magical slumber.

The spell can only be ended with a 9th-level Dispel Magic or with a condition that you set upon casting.

INCENDIARY CLOUD



8th-level conjuration

Casting time 1 action

Range 150 feet

Components V, S

Duration Concentration, up to 1 minute

A 20-foot radius sphere of fiery fog appears centered on a spot in range. Creatures in the cloud must make a Dexterity saving throw. They take 10d8 fire damage on a failed save, half on a success. They must make the saving throw and take damage when entering the area or ending their turn in it.

INFLECT WOUNDS



1st-level necromancy

Casting time 1 action

Range Touch

Components V, S

Duration Instantaneous

Make a melee spell attack on a creature you can reach. On a hit, the creature takes 3d10 necrotic damage.

AT HIGHER LEVELS

The damage increases by 1d10 for each slot level above 1st used to cast this spell.

INSECT PLAGUE



5th-level conjuration

Casting time 1 action

Range 300 feet

Components V, S, M (a few grains of sugar, some kernels of grain, and a smear of fat)

Duration Concentration, up to 10 minutes

A 20-foot radius sphere of locusts appears centered on a spot within range. All within the sphere take 4d10 piercing damage, halved with a Constitution saving throw. Any creature that enters or ends their turn in the area take this damage.

AT HIGHER LEVELS

the damage increases by 1d10 for each slot level above 5th used to cast this spell.

INVISIBILITY



2nd-level illusion

Casting time 1 action

Range Touch

Components V, S, M (an eyelash encased in gum arabic)

Duration Concentration, up to 1 hour

A creature you touch becomes invisible for the duration. Anything the target is wearing or carrying is also invisible. The spell ends if the target attacks or casts a spell.

AT HIGHER LEVELS

You can target one additional creature for each slot level above 2nd used to cast this spell.

JUMP



1st-level transmutation

Casting time 1 action

Range Touch

Components V, S, M (a grasshopper's hind leg)

Duration 1 minute

Touched creature's jump distance is tripled for the duration.

KNOCK



2nd-level transmutation

Casting time 1 action

Range 60 feet

Components V

Duration Instantaneous

A mundane locked item is unlocked, unstuck, or unbarred. An arcane lock is suppressed for 10 minutes. This spell produces a knocking sound audible up to 300 feet away.

LEGEND LORE



5th-level divination

Casting time 10 minutes
Range Self
Components V, S, M (incense worth 250 gp, and four ivory strips worth 50 gp each)
Duration Instantaneous

You find out information about a legendary figure or item that you name. The lore is always accurate, but possibly vague.

LEOMUND'S SECRET CHEST



4th-level conjuration

Casting time 1 action
Range Touch
Components V, S, M (an exquisite chest worth at least 5,000 gp and a tiny replica worth 50 gp)
Duration Instantaneous

You hide a chest in the Ethereal Plane. You can summon it by touching the replica to recall it, sending it back the same way. After 60 days there is a cumulative 5% chance that the spell effect ends. If the chest is in the Ethereal Plane when this effect ends, it is irretrievably lost.

LEOMUND'S TINY HUT



3rd-level evocation (ritual)

Casting time 1 minute
Range Self (10-foot radius hemisphere)
Components V, S, M (a small crystal bead)
Duration 8 hours

A 10-foot dome of force appears around and above you. Up to nine creatures plus you can fit inside the dome. Spells and other effects cannot be cast into or through the dome and you can control how bright it is inside.

LESSER RESTORATION



2nd-level abjuration

Casting time 1 action
Range Touch
Components V, S
Duration Instantaneous

You touch a creature and end one disease or condition (blinded, deafened, paralyzed, or poisoned) affecting it.

LEVITATE



2nd-level transmutation

Casting time 1 action
Range 60 feet
Components V, S, M (small leather loop or piece of golden wire)
Duration Concentration, up to 10 minutes

One creature or object of your choice floats up to 20 feet up for the duration. A creature can move only by pushing or pulling along a solid object, like climbing. You can change the target's altitude by 20 feet per round. If you are the target, you can move up or down as part of your movement.

LIGHT



Evocation cantrip

Casting time 1 action
Range Touch
Components V, M (a firefly or phosphorescent moss)
Duration 1 hour

You touch an object that is no larger than 10 feet in any one dimension. That object shines brightly for 20 feet, and dimly for 20 feet beyond that.

LIGHTNING ARROW



3rd-level transmutation

Casting time 1 bonus action
Range Self
Components V, S
Duration Concentration, up to 1 minute

The weapon (if thrown) or piece of ammunition of your next ranged attack becomes a bolt of lightning. Make the attack roll as normal, but the target takes 4d8 lightning damage on a hit, half on a miss, instead of the weapon's normal damage. Whether you hit or not, all creatures within 10 feet of the target must make a Dexterity saving throw. On a failure they take 2d8 lightning damage, half with a success.

AT HIGHER LEVELS
The damage for both effects increases by 1d8 for each slot level above 3rd used to cast this spell.

LIGHTNING BOLT



3rd-level evocation

Casting time 1 action
Range Self (100-foot line)
Components V, S, M (a bit of fur and a rod of amber, crystal, or glass)
Duration Instantaneous

A bolt of lightning lances out from you in a line 100 feet long by 5 feet wide. Creatures in the path take 8d6 lightning damage, Dexterity save for half damage.

AT HIGHER LEVELS

The damage increases by 1d6 for each slot level above 3rd used to cast this spell.

LOCATE ANIMALS/PLANTS



2nd-level divination (ritual)

Casting time 1 action
Range Self
Components V, S, M (a bit of fur from a bloodhound)
Duration Instantaneous

Concentrating on the name of a specific kind of beast or plant, you learn the location and distance to the closest one matching your description within 5 miles, if any.

LOCATE CREATURE



4th-level divination

Casting time 1 action
Range Self
Components V, S, M (a bit of fur from a bloodhound)
Duration Concentration, up to 1 hour

Describe or name a creature that is familiar to you. You sense the direction to the creature's location if that creature is within 1,000 feet of you.

LOCATE OBJECT



2nd-level divination

Casting time 1 action
Range Self
Components V, S, M (a forked twig)
Duration Concentration, up to 10 minutes

Describe or name an object that is familiar to you. If that object is within 1,000 feet of you then you know the direction and distance to it.

LONGSTRIDER



1st-level transmutation

Casting time 1 action
Range Touch
Components V, S, M (a pinch of dirt)
Duration 1 hour

Touched creature's speed increases by 10 feet for the duration.

AT HIGHER LEVELS

You can target one additional creature for each slot level above 1st used to cast this spell.

MAGE ARMOR



1st-level abjuration

Casting time 1 action
Range Touch
Components V, S, M (a piece of cured leather)
Duration 8 hours

Touched creature gains a protective magical force, granting it an AC of 13 + Dexterity modifier. The spell ends if the target dons armor or if you dismiss the effect as an action.

MAGE HAND



Conjuration cantrip

Casting time 1 action
Range 30 feet
Components V, S
Duration 1 minute

A spectral, floating hand appears within range for the duration. You can move the hand up to 30 feet as an action. It can manipulate objects and open doors and containers. It cannot attack, activate magic items, or carry more than 10 pounds.

MAGIC CIRCLE



3rd-level abjuration

Casting time 1 minute
Range 10 feet
Components V, S, M (holy water or powdered silver and iron worth at least 100 gp)
Duration 1 hour

A 10-foot radius, 20-foot tall cylinder appears and you select celestials, fey, fiends, elementals, or undead. The chosen creature cannot enter the circle, has disadvantage on those within the circle, and cannot charm or frighten those within the circle. You can choose to reverse this effect to trap a creature in the circle instead.

AT HIGHER LEVELS

The duration increases by 1 hour for each slot level above 3rd used to cast this spell.

MAGIC JAR



6th-level necromancy

Casting time 1 minute
Range Self
Components V, S, M (a gem, crystal, reliquary, or other container worth 5,000 gp)
Duration Until dispelled

Your soul leaves your body and inhabits the container. You can attempt to possess a creature within 100 feet of the container. The target must make a Charisma save. On a failure your soul switches with that of the creature and you control its body. You can leave the possessed body and return to the container or your own body when you choose.

MAGIC MISSILE



1st-level evocation

Casting time 1 action
Range 120 feet
Components V, S
Duration Instantaneous

Three glowing darts of force each strike a creature of your choosing, dealing 1d4 + 1 force damage each. You can direct the darts at separate targets or all at one, as you wish.

AT HIGHER LEVELS

One more dart is created for each slot level above 1st used to cast this spell.

MAGIC MOUTH



2nd-level illusion (ritual)

Casting time 1 minute
Range 30 feet
Components V, S, M (a small bit of honeycomb and jade dust worth at least 10 gp)
Duration Until; dispelled

You speak a message and set a trigger condition for the message to be delivered. You can choose to have the spell end when the message is delivered or repeat the message each time the trigger condition is met.

MAGIC WEAPON



2nd-level transmutation

Casting time 1 bonus action
Range Touch
Components V, S
Duration Concentration, up to 1 hour

For the duration, a Weapon touched gains a +1 bonus to attack rolls and damage rolls.

AT HIGHER LEVELS

The bonus to attacks and damage increases to +2 with a 4th level or higher slot or +3 with a 6th level or higher slot.

MAJOR IMAGE



3rd-level illusion

Casting time 1 action
Range 120 feet
Components V, S, M (a bit of fleece)
Duration Concentration, up to 10 minutes

You create an image that moves, smells, and even gives off temperature appropriate to the image it depicted. As long as you are in range of the illusion, you can control it and alter its appearance so as to appear realistic. A creature who uses its action to examine the illusion can make an Investigation check to determine the reality of the illusion.

AT HIGHER LEVELS

If you cast this spell with a slot of 6th level or higher it does not require your concentration to be maintained.

MASS CURE WOUNDS



5th-level conjuration

Casting time 1 action
Range 60 feet
Components V, S
Duration Instantaneous

Choose up to 6 creatures within 30 feet of a point you choose within range. Each creature regains 3d8 + your spellcasting modifier hit points. This spell has no effect on undead or constructs.

AT HIGHER LEVELS

The hit points regained increases by 1d8 for each slot level above 5th used to cast this spell.

MASS HEAL



9th-level conjuration

Casting time 1 action
Range 60 feet
Components V, S
Duration Instantaneous

You heal up to 700 total hit points spread out over any number of creatures within range. Creatures healed by this spell are cured of all diseases and of any effect making them blind or deafened. This spell has no effect on undead or constructs.

MASS HEALING WORD



3rd-level evocation

Casting time 1 action
Range 60 feet
Components V
Duration Instantaneous

Up to six creatures within range regain hit points equal to 1d4 + your spellcasting ability modifier. This has no effect on undead or constructs.

AT HIGHER LEVELS

Creatures heal an additional 1d4 for each slot level above 6th used to cast this spell.

MASS SUGGESTION



6th-level enchantment

Casting time 1 action
Range 60 feet
Components V, M (a snake's tongue and either a bit of honeycomb or a drop of sweet oil)
Duration 24 hours

You suggest a course of action and magically influence up to twelve creatures within range to perform that action. Each target makes a Wisdom saving throw or is compelled to complete the suggested task.

AT HIGHER LEVELS

The duration increases to 10 days with a 7th level slot, 30 days with an 8th, and a year and a day with a 9th.

MAZE



8th-level conjuration

Casting time 1 action
Range 60 feet
Components V, S
Duration Concentration, up to 10 minutes

You banish a creature you can see within range into a labyrinthine demiplane. The target remains there until the spell expires or it escapes the maze.

The target can use its action to make an Intelligence check to escape the maze (a minotaur or gorgon automatically succeeds). The target reappears in the space it left when the spell ends.

MELD INTO STONE



3rd-level transmutation (ritual)

Casting time 1 action
Range Touch
Components V, S
Duration 8 hours

You step into a stone object or surface large enough to fully contain your body. While merged with the stone you cannot see what occurs outside it. You remain aware of the passage of time and can cast spells on yourself. Leaving the stone ends the spell effect and you can only leave the stone where you entered it.

MELF'S ACID ARROW



2nd-level evocation

Casting time 1 action
Range 90 feet
Components V, S, M (powdered rhubarb leaf and an adder's stomach)
Duration Instantaneous

Make a ranged spell attack against a target within range. On a hit, the arrow deals 4d4 acid damage immediately and 2d4 acid damage at the end of its next turn. On a miss the arrow deals half of the initial damage and no secondary damage.

AT HIGHER LEVELS

Both the initial and secondary damage increases by 1d4 for each slot level above 2nd used to cast this spell.

MENDING



Transmutation cantrip

Casting time 1 minute
Range Touch
Components V, S, M (two lodestones)
Duration instantaneous

This spell repairs a single break or tear in an object you touch. This can physically restore a magic item or construct, but cannot restore the magical abilities to such items.

MESSAGE



Transmutation cantrip

Casting time 1 action
Range 120 feet
Components V, S, M (a short piece of copper wire)
Duration 1 round

You point your finger at a creature within range and whisper a message. The target hears the message and can reply in a whisper that only you can hear.

METEOR SWARM



9th-level evocation

Casting time 1 action
Range 1 mile
Components V, S
Duration Instantaneous

Four orbs of fire hit the ground at different points you can see within range. Each orb deals 20d6 fire and 20d6 bludgeoning damage to creatures within a 40-foot radius of each impact with a Dexterity save for half damage. A creature in the area of more than one burst is only affected once.

MIND BLANK



8th-level abjuration

Casting time 1 action
Range Touch
Components V, S
Duration 24 hours

For the duration, the touched target is immune to psychic damage, any effect that would read its emotions or thoughts, divination spells, and the charmed condition.

MINOR ILLUSION



Illusion cantrip

Casting time 1 action
Range 30 feet
Components S, M (a bit of fleece)
Duration 1 minute

You create a sound or image within range that lasts for the duration.

MIRAGE ARCANUM



7th-level illusion

Casting time 10 minutes
Range Sight
Components V, S
Duration 10 days

You make terrain in an area up to 1 square mile look, sound, smell and even feel like some other sort of terrain. A creature with True Sight can see through the illusion to the terrain's true form, but can still physically interact with the illusion. Any illusory object taken out of the area of effect disappears immediately.

MIRROR IMAGE



2nd-level illusion

Casting time 1 action
Range Self
Components V, S
Duration 1 minute

Three illusory duplicates of yourself appear in your space. Each time a creature targets you with an attack, roll 1d20 to determine whether the attack hits you or a duplicate. If all three duplicates are active, a roll of 6 or more hits a duplicate. If 2 duplicates, a roll of 8 or higher targets one. If 1 duplicate, a roll of 11 or higher targets it.

MISLEAD



5th-level illusion

Casting time 1 action
Range Self
Components S
Duration Concentration, up to 1 hour

You become invisible as an illusory double of yourself appears where you are standing. The double lasts for the duration, but your invisibility ends if you cast a spell or attack. You can use your action to direct the double up to twice your speed and make it gesture, speak and behave in any way you choose.

MISTY STEP



2nd-level conjuration

Casting time 1 bonus action
Range Self
Components V
Duration Instantaneous

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

MODIFY MEMORY



5th-level enchantment

Casting time 1 action
Range 30 feet
Components V, S
Duration Concentration, up to 1 minute

A creature that you can see within range makes a Wisdom saving throw or is charmed by you. While the charm lasts you can affect the target's memory of an event that happened within the last 24 hours and lasted no more than 10 minutes.

AT HIGHER LEVELS

By using a higher slot level, you can modify an event that happened up to 7 days ago (6th level), 30 days ago (7th level), 1 year ago (8th level), or any time in the creature's past (9th level).

MOONBEAM



2nd-level evocation

Casting time 1 action
Range 120 feet
Components V, S, M (several seeds of any moonseed plant and a piece of opalescent feldspar)
Duration Concentration, up to 1 minute

A 5-foot radius, 40-foot tall cylinder of silvery light fills an area within range. Any creature that enters or starts its turn in the area takes 2d10 radiant damage, halved with a Constitution saving throw. On your turn you can move the beam up to 60 feet in any direction.

AT HIGHER LEVELS

The damage increases by 1d10 for each slot level above 2nd used to cast this spell.

NEW CARD



MORDENKAINEN'S FAITHFUL HOUND



4th-level conjuration

Casting time 1 action
Range 30 feet
Components V, S, M (a tiny silver whistle, a piece of bone, and a thread)
Duration 8 hours

You summon a phantom watchdog. Whenever a creature comes within 30 feet of it without speaking a designated password the hound starts barking loudly. The hound sees invisible creatures and even into the Ethereal Plane, and it ignores illusions. The hound can attempt to bite on your turn. It's attack bonus is your spellcasting ability modifier + your proficiency bonus. On a hit it deals 4d8 piercing damage.

MORDENKAINEN'S MAGNIFICENT MAN



7th-level conjuration

Casting time 1 minute
Range 300 feet
Components V, S, M (a mini portal carved from ivory, polished marble, and a tiny silver spoon)
Duration 24 hours

You create an extradimensional dwelling, complete with near-transparent servants and a banquet of food fit for up to 100 people.

MK'S PRIVATE SANCTUM



4th-level abjuration

Casting time 10 minutes
Range 120 feet
Components V, S, M (a think sheet of lead, piece of opaque glass, wad of cotton/cloth, and powdered chrysolite)
Duration 24 hours

You make a cub between 5 and 100 feet on a side within the area that:

sound cannot pass through; prevents vision into; cannot be divined into; and cannot be teleported into or out of

AT HIGHER LEVELS

You increase the size of one side by up to 100 feet for each slot level above 4th used to cast this spell.

MORDENKAINEN'S SWORD



7th-level evocation

Casting time 1 action
Range 60 feet
Components V, S, M (a miniature platinum sword worth 250 gp)
Duration Concentration, up to 1 minute

A sword appears floating in the air. You can make a melee spell attack on a creature within 5 feet of the sword each turn. On a hit, the sword deals 3d10 force damage. You can move the sword up to 20 feet each round before attacking.

MOVE EARTH



6th-level transmutation

Casting time 1 action
Range 120 feet
Components V, S, M (an iron blade and a small bag of soil)
Duration Concentration, up to 2 hours

You can reshape up to a 40 square foot area of terrain into any shape you want. Shaping the terrain takes 10 minutes and at the end of each 10 minute interval you can choose to reshape the area again.

NONDETECTION



3rd-level abjuration

Casting time 1 action
Range Touch
Components V, S, M (a pinch of diamond dust worth 25 gp)
Duration 8 hours

For the duration the creature you touch cannot be targeted by divination magic or perceived through magical scrying sensors. This effect can also be placed over an area or object no larger than 10 feet in any dimension.

NYSTUL'S MAGIC AURA



2nd-level illusion

Casting time 1 action
Range Touch
Components V, S, M (a small square of silk)
Duration 24 hours

The target creature or unattended object receives either a false aura when under the gaze of Detect Magic, or changing the way the creature or object is perceived by effects like a paladin's Divine Sense.

OTILUKE'S FREEZING SPHERE



6th-level evocation

Casting time 1 action
Range 300 feet
Components V, S, M (a small crystal sphere)
Duration Instantaneous

A small globe of frozen energy streaks to a point within range and explodes in a 60-foot radius sphere. Creatures in the area take 10d6 cold damage, with a Constitution saving throw for half damage. Water in the area is frozen up to 6 inches thick for 1 minute.

AT HIGHER LEVELS

The damage increases by 1d6 for each slot level above 6th used to cast this spell.

OTILUKE'S RESILIENT SPHERE



4th-level evocation

Casting time 1 action
Range 30 feet
Components V, S, M (a hemispherical piece of clear crystal and gum arabic)
Duration Concentration, up to 1 minute

A sphere of force encloses a Large or smaller creature within range. An unwilling creature can attempt a Dexterity saving throw to avoid the effect. The sphere is impenetrable and immune to all damage. An enclosed creature can push against the sphere, making it roll up to half their speed.

A Disintegrate spell destroys the sphere without harming anything inside it.

OTTO'S IRRESISTABLE DANCE



6th-level enchantment

Casting time 1 action
Range 30 feet
Components V
Duration Concentration, up to 1 minute

A creature within range starts dancing in place, using all of its movement each turn to dance. Creatures immune to charm cannot be affected. Dancing creatures have disadvantage on Dexterity saving throws and attack rolls, and anyone attacking a dancing creature has advantage.

As an action, a dancing creature can make a Wisdom saving throw to end this effect.

PASS WITHOUT TRACE



2nd-level abjuration

Casting time 1 action
Range Self
Components V, S, M (ashes from a burned leaf of mistletoe and a sprig of spruce)
Duration Concentration, up to 1 hour

For the duration, creatures you choose within 30 feet get a +10 bonus on Stealth checks and cannot be tracked by nonmagical means.

PASSWALL



5th-level transmutation

Casting time 1 action
Range 60 feet
Components V, S, M (a pinch of sesame seeds)
Duration 1 hour

A passage appears at a point you choose on a surface such as a wall, ceiling, or floor. The passage can be up to 20 feet deep. Any creature inside the passage when the spell expires is safely ejected to a spot nearest to the surface.

PHANTASMAL FORCE



2nd-level illusion

Casting time 1 action
Range 60 feet
Components V, S, M (a bit of fleece)
Duration Concentration, up to 1 minute

You create an illusion which appears only to one creature within range. The creature can make an Intelligence saving throw upon casting to ignore this effect. At any time, the creature can make an Investigation check to discover the illusion. Otherwise the creature treats the illusion as being real in every way, and can even take damage from it.

PHANTASMAL KILLER



4th-level illusion

Casting time 1 action
Range 120 feet
Components V, S
Duration Concentration, up to 1 minute

You tap into the deepest fears of a target within range and make an illusory manifestation of it, visible only to that creature. The target must make a Wisdom saving throw or become frightened for the duration. Each turn while the effect is in place, the target must make a Wisdom saving throw or take 4d10 damage. On a successful save, the spell ends.

AT HIGHER LEVELS

The damage increases by 1d10 for each slot level above 4th used to cast this spell.

PHANTOM STEED



3rd-level illusion (ritual)

Casting time 1 minute
Range 30 feet
Components V, S
Duration 1 hour

You conjure a large horselike creature within range that you or another creature of your choosing can ride. The horse can move up to 100 feet per round and can travel 10 miles in an hour, 13 at a fast pace.

PLANAR ALLY



6th-level conjuration

Casting time 10 minutes
Range 60 feet
Components V, S
Duration Instantaneous

You beseech a god, demon prince, or some other powerful otherworldly entity for aid. It sends an Outsider to you which you can then bargain with for aid. The price is dependent on the task requested.

PLANAR BINDING



5th-level abjuration

Casting time 1 hour
Range 60 feet
Components V, S, M (a jewel worth at least 1,000 gp)
Duration 24 hours

You bind a celestial, elemental, fiend, or fey to your service for the duration. The creature must be present for the entirety of the spellcasting and makes a Charisma saving throw. If it fails the save, it is bound to do your bidding for the duration.

AT HIGHER LEVELS

The duration increases to 10 days if a 7th-level slot is used, 180 days for an 8th, and a year and a day for a 9th.

PLANE SHIFT



7th-level conjuration

Casting time 1 action
Range Touch
Components V, S, M (a forked metal rod worth 250 gp)
Duration Instantaneous

You and up to 8 willing creatures are transported to another plane of existence of your choosing. If you use this to banish an otherworldly creature instead, make a melee spell attack against it. On a hit, the creature must make a Charisma saving throw or be banished to a random location on the plane you choose.

PLANT GROWTH



3rd-level transmutation

Casting time 1 action or 8 hours
Range 150 feet
Components V, S
Duration Instantaneous

If cast as an action, choose a spot within range that you can see. All plant life within 100 feet of that spot becomes thick and overgrown and creatures must spend 4 feet of movement to move 1 foot.

If cast as 8 hours, you enrich the land within half a mile. The plants within range become enriched for 1 year, yielding twice the normal amount of food when harvested.

POISON SPRAY



Conjuration cantrip

Casting time 1 action
Range 10 feet
Components V, S
Duration Instantaneous

You target a creature within range that you can see. The creature must succeed on a Constitution saving throw or take 1d12 damage. This spell's damage increases to 2d12 at 5th level, 3d12 at 11th level, and 4d12 at 17th level.

POLYMORPH



4th-level transmutation

Casting time 1 action
Range 60 feet
Components V, S, M (a caterpillar cocoon)
Duration Concentration, up to 1 hour

A creature within range is transformed into a new form. This new form can have a CR of up to the transformed creature's CR or level. An unwilling creature can make a Wisdom saving throw to avoid this effect.

POWER WORD HEAL



9th-level evocation

Casting time 1 action
Range Touch
Components V, S
Duration Instantaneous

The touched creature regains all of its hit points and is cured of the charmed, frightened, paralyzed, or stunned conditions. If the creature is prone it can stand up as a reaction. This spell has no effect on undead or constructs.

POWER WORD KILL



9th-level enchantment

Casting time 1 action
Range 60 feet
Components V
Duration Instantaneous

You target one creature within range. If that creature has 100 or fewer hit points, it dies instantly. If it has more than 100 hit points, this spell has no effect.

POWER WORD STUN



8th-level enchantment

Casting time 1 action
Range 60 feet
Components V
Duration Instantaneous

You target a creature within range. If that creature has 150 hit points or less, it is stunned, otherwise the spell does nothing. On each of its turns the creature makes a Constitution saving throw. On a successful save, the creature is no longer stunned.

PRAYER OF HEALING



2nd-level evocation

Casting time 10 minutes
Range 30 feet
Components V
Duration Instantaneous

Up to six creatures within range regain 2d8 + your spellcasting modifier hit points. This spell has no effect on undead and constructs.

AT HIGHER LEVELS

Creatures regain an additional 1d8 hit points for each slot level above 2nd used to cast this spell.

PRESTIDIGITATION



Transmutation cantrip

Casting time 1 action
Range 10 feet
Components V, S
Duration Up to 1 hour

With this spell you can: create a harmless sensory effect; light or snuff a small fire or candle; clean or soil a small object; chill, warm or flavor nonliving material; make a color or mark appear on a surface for 1 hour; create a trinket in your hand until your next turn.

you can have up to 3 non-instantaneous effects active at once.

PRISMATIC SPRAY



7th-level evocation

Casting time 1 action
Range Self (60-foot cone)
Components V, S
Duration Instantaneous

Each target within a 60-foot cone rolls a Dexterity saving throw and 1d8. The 1d8 roll determines the effect for that creature:

1: 10d6 fire damage; 2: 10d6 acid damage; 3: 10d6 lightning damage; 4: 10d6 poison damage; 5: 10d6 cold damage; 6: target must make Constitution saves until it passes or fails 3 times. 3 failures makes it petrified; 7: target is blinded, then transported to a random plane of existence; 8: 2 other effects, roll 1d8 twice and take both.

PRISMATIC WALL



9th-level abjuration

Casting time 1 action
Range 90 feet
Components V, S
Duration 10 minutes

A wall of shimmering colors appears. Creatures within 20 feet of it must make a Constitution check or be blinded. Creatures attempting to pass through it must make 7 dexterity saving throws or it takes the following effects, in order: 10d6 fire damage, 10d6 acid damage, 10d6 electric damage, 10d6 poison damage, 10d6 cold damage, restrained and then petrified, and blinded and then banished to another plane.

PRODUCE FLAME



Conjuration cantrip

Casting time 1 action
Range Self
Components V, S
Duration 10 minutes

A flame appears in the palm of your hand for the duration. You can attack with the flame, though that ends the spell. To attack, make a ranged spell attack at a creature within 30 feet. On a hit the target takes 1d8 fire damage. This damage increases to 2d8 at 5th level, 3d8 at 11th level, and 4d8 at 17th level.

PROGRAMMED ILLUSION



6th-level illusion

Casting time 1 action
Range 120 feet
Components V, S, M (a bit of fleece and jade dust worth 25 gp)
Duration Until dispelled

You set an illusion with a trigger condition. The illusion is imperceptible before it is triggered and the programmed performance can be up to 5 minutes in length.

When the condition you specify occurs, the illusion springs to life, performs its programmed function, then disappears and resets after 10 minutes, ready to be triggered again.

PROJECT IMAGE



7th-level illusion

Casting time 1 action
Range 500 miles
Components V, S, M (a small replica of you worth at least 5 gp)
Duration Concentration, up to 1 day

You create an illusory image of yourself that lasts for the duration. The illusion looks and sounds like you and can appear anywhere within range that you have seen before. As a bonus action on your turn, you can see through the illusion's eyes and move it up to 30 feet per round.

PROTECTION FROM ENERGY



3rd-level abjuration

Casting time 1 action
Range Touch
Components V, S
Duration Concentration, up to 1 hour

For the duration, one creature you touch has resistance to one damage type of your choice from: Acid, Cold, Fire, Lightning, or Thunder.

PROTECTION FROM EVIL/GOOD



1st-level abjuration

Casting time 1 action
Range Touch
Components V, S, M (holy water or powdered silver and iron)
Duration Concentration, up to 10 minutes

Touched creature has protection against Aberrations, celestials, elementals, fey, fiends, and undead for the duration. Those creatures have disadvantage on attack rolls against the target, the target cannot be charmed, possessed or frightened by those creature types.

PROTECTION FROM POISON**2nd-level abjuration**

Casting time 1 action
Range Touch
Components V, S
Duration 1 hour

Touched creature is cured of one type of poison. For the duration, the creature has advantage on saving throws against being poisoned and has resistance to poison damage.

PURIFY FOOD AND DRINK**1st-level transmutation (ritual)**

Casting time 1 action
Range 10 feet
Components V, S
Duration Instantaneous

All nonmagical food and drink within a 5-foot radius sphere centered on a spot you choose is rendered free from poison and disease.

RAISE DEAD**5th-level necromancy**

Casting time 1 hour
Range Touch
Components V, S, M (a diamond worth 500 gp)
Duration Instantaneous

You return a dead creature you touch to life, provided it has been dead for no more than 10 days. If the soul is willing to return to the body, it returns to life with 1 hit point.

Creatures brought back this way suffer a -4 penalty to attack rolls, saving throws, and ability checks. This penalty is reduced by 1 every time the creature completes a long rest.

RARY'S TELEPATHIC BOND**5th-level divination (ritual)**

Casting time 1 action
Range 30 feet
Components V, S, M (pieces of eggshell from two different kinds of creatures)
Duration 1 hour

You forge a telepathic link with up to 8 willing creatures of your choice within range. For the duration, the targets can communicate telepathically over any distance, though not across planes of existence.

RAY OF ENFEEBLEMENT**2nd-level necromancy**

Casting time 1 action
Range 60 feet
Components V, S
Duration Concentration, up to 1 minute

Make a ranged spell attack against a target. On a hit, the target deals half damage with weapon attacks that use Strength. The target can make a Constitution saving throw at the end of each of its turns to end this effect.

RAY OF FROST**Evocation cantrip**

Casting time 1 action
Range 60 feet
Components V, S
Duration Instantaneous

Make a ranged spell attack against a target within range. On a hit, the target takes 1d8 cold damage and has its speed reduced by 10 feet for one round. The spell's damage increases to 2d8 at 5th level, 3d8 at 11th level, and 4d8 at 17th level.

RAY OF SICKNESS**1st-level necromancy**

Casting time 1 action
Range 60 feet
Components V, S
Duration Instantaneous

Make a ranged spell attack against a target you can see within range. On a hit, the target takes 2d8 poison damage and must make a Constitution saving throw. On a failure, it is also poisoned until the end of your next turn.

AT HIGHER LEVELS

The damage increases by 1d8 for each slot level above 1st used to cast this spell.

REGENERATE**7th-level transmutation**

Casting time 1 minute
Range Touch
Components V, S, M (a prayer wheel and holy water)
Duration 1 hour

Touched creature regains 4d8 + 15 hit points instantly. For the duration, the target also regains 1 hit point at the start of each turn (10 HP per minute).

The target's severed body members are restored after 2 minutes as long as you hold the severed part against the stump.

REINCARNATE**5th-level transmutation**

Casting time 1 hour
Range Touch
Components V, S, M (rare oils and unguents worth 1,000 gp)
Duration Instantaneous

You touch a dead creature that has been dead no longer than 10 days. The spell forms a new adult body and calls that soul to it. The DM rolls 1d100 to determine the new race of the target. The creature retains all memories and capabilities it had before, exchanging its racial abilities for that of its new form.

REMOVE CURSE



3rd-level abjuration

Casting time 1 action
Range Touch
Components V, S
Duration Instantaneous

At your touch, all curses affecting one creature or object end. If the object is a cursed magic item, its curse remains, but the spell breaks its attunement to the owner of the object so it can be removed or discarded.

RESISTANCE



Abjuration cantrip

Casting time 1 action
Range Touch
Components V, S, M (a miniature clock)
Duration Concentration, up to 1 minute

Once before the spell expires, the touched creature can roll 1d4 and add the result to any one saving throw.

RESURRECTION



7th-level necromancy

Casting time 1 hour
Range Touch
Components V, S, M (1 diamond worth 1,000 gp)
Duration Instantaneous

You touch a dead creature that has been dead no more than a century that didn't die of old age and isn't undead, and bring it back to life.

Creatures brought back this way take a -4 penalty on attack rolls, saves, and ability checks, decreasing the penalty by 1 for every long rest completed.

After casting this spell, you cannot cast spells and have disadvantage on attacks, saves, and ability checks until you finish a long rest.

REVERSE GRAVITY



7th-level transmutation

Casting time 1 action
Range 100 feet
Components V, S, M (a lodestone and iron filings)
Duration Concentration, up to 1 minute

Gravity reverses in a 50-foot radius, 100-foot tall cylinder area centered on a spot you can see within range. A creature caught in this area can make a Dexterity saving throw to grab onto a fixed object within reach to avoid falling up. Creatures stop falling when they reach the top of the cylinder or hit a ceiling or other fixed object above them. When the spell expires, creatures in the area fall as normal.

REVIVIFY



3rd-level conjuration

Casting time 1 action
Range Touch
Components V, S, M (diamonds worth 300 gp)
Duration Instantaneous

You touch a creature that has died within the past minute and return it to life with 1 hit point. This does not work on creatures that died of old age, nor can it restore lost body parts.

ROPE TRICK



2nd-level transmutation

Casting time 1 action
Range Touch
Components V, S, M (powdered corn extract and a twisted loop of parchment)
Duration 1 hour

You touch a length of rope up to 60 feet long that then stands up straight. At the top of the rope opens an extradimensional space that can fit up to eight medium or smaller creatures. The rope can be pulled into the space to hide it as well.

Attacks and spells cannot pass through the extradimensional portal and anything inside the space when the spell expires drops.

SACRED FLAME



Evocation cantrip

Casting time 1 action
Range 60 feet
Components V, S
Duration Instantaneous

Flames descend on a creature within range that you can see. That creature makes a Dexterity saving throw or takes 1d8 radiant damage. The damage increases to 2d8 at 5th level, 3d8 at 11th level, and 4d8 at 17th level.

SANCTUARY



1st-level abjuration

Casting time 1 bonus action
Range 30 feet
Components V, S, M (a small silver mirror)
Duration 1 minute

A creature within range is warded from attacks. Any creature who targets the warded creature with an attack or spell must first make a Wisdom saving throw. On a failed save the creature must select a new target or lost the attack or spell.

This effect ends if the warded creature attacks or casts a spell that affects an enemy creature.

SCORCHING RAY



2nd-level evocation

Casting time 1 action
Range 120 feet
Components V, S
Duration Instantaneous

You create three rays of fire and hurl them at targets within range. You can target separate creatures with each or target one creature with multiple rays. Make a ranged spell attack. On a hit, the target takes 2d6 fire damage.

AT HIGHER LEVELS

One additional ray is created for each slot level above 2nd used to cast this spell.

SCRYING



5th-level divination

Casting time 10 minutes

Range Self

Components V, S, M (a focus worth at least 1,000 gp)

Duration Concentration, up to 10 minutes

You attempt to see and hear a particular creature you choose that is on the same plane of existence. The target makes a Wisdom save, which is modified by the target's knowledge and physical connection to you.

On a successful save, the spell fails and you cannot target that creature again for 24 hours. On a failure, you see all within 10 feet of the target.

SEARING SMITE



1st-level evocation

Casting time 1 bonus action

Range Self

Components V

Duration Concentration, up to 1 minute

Your next attack against a creature deals an extra 1d6 fire damage and causes the creature to catch fire. On each of its turns after that, the creature makes a Constitution saving throw. On failure it takes 1d6 fire damage; on success the fire is put out.

AT HIGHER LEVELS

The initial fire damage is increased by 1d6 for each slot level above 1st used to cast this spell.

SEE INVISIBILITY



2nd-level divination

Casting time 1 action

Range self

Components V, S, M (a pinch of talc and a small sprinkling of silver powder)

Duration 1 hour

For the duration you can see invisible creatures and objects as if they were visible. You also see into the Ethereal Plane. Ethereal creatures and objects appear translucent and ghostly.

SEEMING



5th-level illusion

Casting time 1 action

Range 30 feet

Components V, S

Duration 8 hours

You change the appearance of up to 8 creatures within range, giving each target a new, illusory appearance. Creatures can make an Investigation check to discern the illusions for what they are.

SENDING



3rd-level evocation

Casting time 1 action

Range Unlimited

Components V, S, M (a short piece of fine copper wire)

Duration 1 round

You send a short message to any creature with which you are familiar. The creature hears the message in its mind and can respond immediately.

This can send a message across any distance and even to other planes of existence, but there is a 5% chance it fails if the recipient is on another plane.

SEQUESTER



7th-level transmutation

Casting time 1 action

Range Touch

Components V, S, M (a powder composed of diamond, emerald, ruby, and sapphire dust worth 5,000 gp)

Duration Until dispelled

A willing creature or object is hidden away. It becomes invisible and undetectable through divination. If the target is a creature it enters a state of suspended animation.

You can set a condition for the spell to end early. The condition must be visible and take place within 1 mile of the creature. This effect also ends if the subject takes any damage.

SHAPECHANGE



9th-level transmutation

Casting time 1 action

Range Self

Components V, S, M (1 jade circlet worth 1,500 gp)

Duration Concentration, up to 1 hour

For the duration, you transform into a creature that you have seen before that has a CR equal to or lower than your level. You can alter your form as an action, following the same restrictions.

SHATTER



2nd-level evocation

Casting time 1 action

Range 60 feet

Components V, S, M (a chip of mica)

Duration Instantaneous

A sudden loud, ringing noise emanates in a 10-foot radius from a point you designate within range. Creatures within the area take 2d8 thunder damage, with a Constitution saving throw for half damage.

AT HIGHER LEVELS

The damage increases by 1d8 for each slot level above 2nd used to cast this spell.

SHIELD



1st-level abjuration

Casting time 1 reaction, taken when hit by an attack or magic missile

Range Self

Components V, S

Duration 1 round

An invisible barrier of magical force appears and protects you. Until the start of your next turn you have a +5 bonus to your AC, including against the triggering attack, and take no damage from Magic Missile.

SHIELD OF FAITH



1st-level abjuration

Casting time 1 bonus action

Range 60 feet

Components V, S, M (a small parchment with a bit of holy text written on it)

Duration Concentration, up to 10 minutes

A shimmering force surrounds a creature of your choice within range, granting +2 AC for the duration.

SHILLELAGH



Transmutation cantrip

Casting time 1 bonus action

Range Touch

Components V, S, M (mistletoe, a shamrock leaf, and a club)

Duration 1 minute

The club or quarterstaff becomes magical for the duration. You can use your spellcasting modifier instead of Strength for attack and damage rolls with the weapon for the duration, and the damage die becomes 1d8.

SHOCKING GRASP



Evocation cantrip

Casting time 1 action

Range Touch

Components V, S

Duration Instantaneous

Make a melee spell attack. On a hit, the target takes 1d8 lightning damage and can't take reactions until its next turn. This damage increases to 2d8 at 5th level, 3d8 at 11th level, and 4d8 at 17th level.

SILENCE



2nd-level illusion (ritual)

Casting time 1 action

Range 120 feet

Components V, S

Duration Concentration, up to 10 minutes

For the duration, no sound can enter or pass through a 20-foot radius sphere centered on a point you designate within range. Any creature or object entirely inside the sphere is immune to thunder damage, and are deafened while inside. Spells that require verbal components are impossible in the sphere.

SILENT IMAGE



1st-level illusion

Casting time 1 action

Range 60 feet

Components V, S, M (a bit of fleece)

Duration Concentration, up to 10 minutes

You create an image of an object or creature that is no larger than a 15-foot cube. The image gives off no sound, smells, or any other sensory effects. You can move the image as an action to any spot within range, and can manipulate it so that the movement appears normal, like a humanoid walking.

Creatures can make an Investigation check to discern the illusion.

SIMULACRUM



7th-level illusion

Casting time 12 hours

Range Touch

Components V, S, M (snow or ice in large quantity, and ruby dust worth 1,500 gp)

Duration Until dispelled

You duplicate any creature that is within range for the duration of casting. The duplicate appears to be a double of the original creature, but has half hit points and can never get stronger or learn new abilities. The simulacrum is friendly toward you and anyone you designate and obeys your spoken commands. If it is dropped to 0 HP, it melts away.

SLEEP



1st-level enchantment

Casting time 1 action

Range 90 feet

Components V, S, M (a pinch of fine sand, rose petals)

Duration 1 minute

Roll 5d8 to determine how many hit points in creatures you can affect with this spell. Starting with the creature with the lowest hit points within 20 feet of a spot you designate within range, creatures fall asleep until all of the hit points rolled are used up.

AT HIGHER LEVELS

Increase the hit points put to sleep by 2d8 for each slot level above 1st used to cast this spell.

SLEET STORM



3rd-level conjuration

Casting time 1 action

Range 150 feet

Components V, S, M (a pinch of dust and a few drops of water)

Duration Concentration, up to 1 minute

For the duration, a 20-foot radius, 40-foot tall cylinder area within range is heavily obscured and flames are doused. The ground becomes difficult terrain and all creatures who start their turn in or enter the area make a Dexterity saving throw or fall prone. Creatures attempting to cast a spell in the area must make a Constitution saving throw or lose concentration.

SLOW



3rd-level transmutation

Casting time 1 action

Range 120 feet

Components V, S, M (a drop of molasses)

Duration Concentration, up to 1 minute

Up to six creatures within a 40-foot cube within range must make a Wisdom saving throw or be affected by this spell.

Affected creatures have their speed halved, -2 to AC and Dexterity saving throws, can use either an action or bonus action on its turn (not both). Spellcasters have a chance to have the spell delayed for one turn. Affected creatures can make a Wisdom save every round to end this effect.

SPARE THE DYING



Necromancy cantrip

Casting time 1 action
Range Touch
Components V, S
Duration Instantaneous

You touch a living creature that has 0 hit points. The creature becomes stable. This has no effect on undead or constructs.

SPEAK WITH ANIMALS



1st-level divination (ritual)

Casting time 1 action
Range Self
Components V, S
Duration 10 minutes

You gain the ability to speak and understand beasts for the duration.

SPEAK WITH DEAD



3rd-level necromancy

Casting time 1 action
Range 10 feet
Components V, S, M (burning incense)
Duration 10 minutes

A corpse within range that has not been the target of this spell in the last 10 days answers up to five questions over the duration. The corpse knows only what it knew in life.

SPEAK WITH PLANTS



3rd-level transmutation

Casting time 1 action
Range Self (30-foot radius)
Components V, S
Duration 10 minutes

You grant plants within 30 feet of you sentience and the ability to communicate with you.

SPIDER CLIMB



2nd-level transmutation

Casting time 1 action
Range Touch
Components V, S, M (a drop of bitumen and a spider)
Duration Concentration, up to 1 hour

Until the spell ends, one willing creature you touch has the ability to move up, down, and across vertical surfaces and hand upside down along ceilings, while leaving its hands free. The target gains a climb speed equal to its walking speed.

SPIKE GROWTH



2nd-level transmutation

Casting time 1 action
Range 150 feet
Components V, S, M (seven sharp thorns)
Duration Concentration, up to 10 minutes

A 20-foot radius area of ground is covered with spikes and thorns. Creatures within the area and entering it take 2d4 piercing damage for every 5 feet they travel through the area.

The area is camouflaged to look natural. Creatures must make a Perception check to notice the thorns before entering/avoiding the area.

SPIRIT GUARDIANS



3rd-level conjuration

Casting time 1 action
Range Self (15-foot radius)
Components V, S, M (a holy symbol)
Duration Concentration, up to 10 minutes

Spirits form a 15-foot radius ring of protection around you. Creatures entering or starting their turn in the area take 3d8 radiant (good) or necrotic (evil) damage, Wisdom save for half damage, and have their movement halved.

AT HIGHER LEVELS

The damage increases by 1d8 for each slot level above 3rd used to cast this spell.

SPIRITUAL WEAPON



2nd-level evocation

Casting time 1 bonus action
Range 60 feet
Components V, S
Duration 1 minute

A floating, spectral weapon appears within range. When you cast this spell, make a melee spell attack against a creature within range. On a hit, the creature takes 1d8 + your spellcasting ability modifier force damage. As a bonus action on your turn, you can move the weapon up to 20 feet and attack with it.

AT HIGHER LEVELS

The damage dealt by the weapon increases by 1d8 for every two slot levels above 2nd used to cast this spell.

STAGGERING SMITE



4th-level evocation

Casting time 1 bonus action
Range Self
Components V
Duration Concentration, up to 1 minute

The next time you hit a creature with a melee weapon, the attack deals an extra 4d6 psychic damage and the target makes a Wisdom saving throw. On failure, the target has disadvantage on attack rolls and ability checks, and cannot take reactions until after its next turn.

STINKING CLOUD



3rd-level conjuration

Casting time 1 action
Range 90 feet
Components V, S, M (a rotten egg or several skunk cabbage leaves)
Duration Concentration, up to 1 minute

You create a 20-foot radius cloud of yellow gas centered on a spot within range. Creatures that start completely within the cloud must make a Constitution saving throw or spend their turn retching and reeling. Creatures that do not need to breathe are immune to this effect.

STONE SHAPE



4th-level transmutation

Casting time 1 action
Range Touch
Components V, S, M (soft clay)
Duration Instantaneous

You touch a stone object of medium size or smaller or a section of stone no more than 5 feet in any dimension and form it into any shape that suits your purpose. The object can have up to 2 hinges and a latch, but nothing more mechanically complicated than that.

STONEKIN



4th-level abjuration

Casting time 1 action
Range Touch
Components V, S, M (diamond dust worth 100 gp)
Duration Concentration, up to 1 hour

The spell turns the flesh of a willing creature you touch as hard as stone. For the duration, the creature has resistance to nonmagical bludgeoning, piercing and slashing damage.

STORM OF VENGEANCE



9th-level conjuration

Casting time 1 action
Range Sight
Components V, S
Duration Concentration, up to 1 minute

Creatures in the area when the storm forms make a Constitution saving throw or takes 2d6 thunder damage and is deafened for 5 minutes.

Round 2: creatures under the cloud take 1d6 acid damage

Round 3: bolts of lightning strike 6 creatures under the cloud, dealing 10d6 damage (Dex save for half)

Round 4: Hail deals 2d6 bludgeoning damage

Round 5-10: creatures take 1d6 cold damage, ranged attacks are impossible.

SUGGESTION



2nd-level enchantment

Casting time 1 action
Range 30 feet
Components V, M (a snake's tongue and honeycomb or sweet oil)
Duration Concentration, up to 8 hours

You suggest a course of action for a target within range. The target makes a Wisdom saving throw. On a failure, it performs the suggested course of action to the best of its ability.

SUNBEAM



6th-level evocation

Casting time 1 action
Range Self (60-foot line)
Components V, S, M (a magnifying glass)
Duration Concentration, up to 1 minute

An intense beam of light shines from your hands in a 60-foot long by 5-foot wide line. Creatures in the effect take 6d8 radiant damage and are blinded until your next turn. A successful Constitution saving throw halves the damage and negates the blindness. Undead and oozes have disadvantage on the saving throw.

You can create a new line of radiance as an action on each of your turns for the duration.

SUNBURST



8th-level evocation

Casting time 1 action
Range 150 feet
Components V, S, M (fire and a piece of sunstone)
Duration Instantaneous

Brilliant sunlight fills a 60-foot radius area within range. Creatures within the area take 12d6 radiant damage and are blinded for 1 minute. A successful Constitution saving throw halves the damage and negates the blind. Undead and oozes have disadvantage on the save.

Blinded creatures can make a Constitution saving throw on each of their turns to end the condition.

SWIFT QUIVER



5th-level transmutation

Casting time 1 bonus action
Range Touch
Components V, S, M (a quiver containing at least one piece of ammo)
Duration Concentration, up to 1 minute

You transmute your quiver so that it supplies an endless supply of ammunition for the duration. On each of your turns you can use a bonus action to make two attacks with a weapon that uses ammunition from the quiver. Each time you fire, the quiver magically replaces the ammunition back in the quiver.

SYMBOL



7th-level abjuration

Casting time 1 minute
Range Touch
Components V, S, M (mercury, phosphorous, and powdered diamond and opal worth 1,000 gp)
Duration Until dispelled or triggered

You transcribe a glyph or rune that triggers on a condition you set and can cause: death; discord; fear; hopelessness; insanity; pain; sleep; or stunning

TASHA'S HIDEOUS LAUGHTER**1st-level enchantment**

Casting time 1 action
Range 30 feet
Components V, S, M (tiny tarts and a feather)
Duration Concentration, up to 1 minute

A creature you can see within range must make a Wisdom saving throw or falls prone in laughter and is incapacitated for the duration. Each round, and each time it takes damage, the creature can make a new Wisdom saving throw to end this effect. The target has advantage on this save if it is triggered by damage.

TELEKINESIS**5th-level transmutation**

Casting time 1 action
Range 60 feet
Components V, S
Duration Concentration, up to 10 minutes

You can manipulate creatures or objects within range with your mind. If attempting to move a creature, make an ability check with your spellcasting ability opposed by the creature's Strength check. If you win you can move the creature up to 30 feet and the creature is restrained. You can move an unattended object up to 1,000 pounds up to 30 feet within the range of this spell.

TELEPATHY**8th-level evocation**

Casting time 1 action
Range Unlimited
Components V, S, M (a pair of linked silver rings)
Duration 24 hours

You create a telepathic link to any creature with which you are familiar on the same plane of existence. For the duration of the spell you and the linked creature can instantaneously share mental images and thoughts.

TELEPORT**7th-level conjuration**

Casting time 1 action
Range 10 feet
Components V
Duration Instantaneous

You transport yourself and up to eight willing creatures or a 10-foot cube to a destination on the same plane of existence that is known to you.

TELEPORTATION CIRCLE**5th-level conjuration**

Casting time 1 minute
Range 10 feet
Components V, M (rare chalks and inks worth 50 gp)
Duration 1 round

You draw a 10-foot diameter circle on the ground, linking that location with a permanent teleportation circle somewhere else on the same plane of existence. You can create a permanent teleportation circle by casting this spell every day for one year.

TENSER'S FLOATING DISK**1st-level conjuration (ritual)**

Casting time 1 action
Range 30 feet
Components V, S, M (a drop of mercury)
Duration 1 hour

You create a 3-foot wide disk of force that can hold up to 500 pounds. While this is within 20 feet of you it does not move, but will move to stay within 20 feet of you if you are traveling.

THAUMATURGY**Transmutation cantrip**

Casting time 1 action
Range 30 feet
Components V
Duration Up to 1 minute

You create one of the following effects:
 your voice booms three times as loud;
 you cause flames to flicker and change for 1 minute; you cause harmless tremors for 1 minute; you create a harmless sound within range; you cause an unlocked door or window to fly open; or you alter the appearance of your eyes for 1 minute

You can have up to three of these 1-minute effects active at once.

THORN WHIP**Transmutation cantrip**

Casting time 1 action
Range 30 feet
Components V, S, M (the stem of a plant with thorns)
Duration Instantaneous

A large, vine-like whip attacks a creature within range. Make a melee spell attack. On a hit the creature takes 1d6 piercing damage. If the target is Large or smaller, pull it 10 feet closer to you. The damage increases to 2d6 at 5th level, 3d6 at 11th level, and 4d6 at 17th level.

THUNDEROUS SMITE**1st-level evocation**

Casting time 1 bonus action
Range Self
Components V
Duration Concentration, up to 1 minute

The first time you hit with a melee weapon during this spell's duration, your weapon deals an extra 2d6 thunder damage. The target must also make a Strength saving throw or be pushed 10 feet away from you.

THUNDERWAVE



1st-level evocation

Casting time 1 action
Range Self (15-foot cube)
Components V, S
Duration Instantaneous

Creatures within a 15-foot cube of you take 2d8 thunder damage and are pushed 10 feet away. If they make a Constitution saving throw they take half damage and are not pushed.

AT HIGHER LEVELS

The damage increases by 1d8 for each slot level above 1st used to cast this spell.

TIME STOP



9th-level transmutation

Casting time 1 action
Range Self
Components V
Duration Instantaneous

You briefly stop time for everyone but yourself. You take 1d4 +1 turns in a row, during which you can move and take actions as normal.

The spell ends if any of the actions you take affect another creature or an object worn by another creature, or if you move more than 1,000 feet away from where you cast the spell.

TONGUES



3rd-level divination

Casting time 1 action
Range Touch
Components V, M (a small clay model of a ziggurat)
Duration 1 hour

The touched creature gains the ability to speak and understand any language for the duration.

TRANSPORT VIA PLANTS



6th-level conjuration

Casting time 1 action
Range 10 feet
Components V, S
Duration 1 round

This creates a link between a Large or larger inanimate plant within range and another plant on the same plane of existence. For the duration, creatures can step into the target plant and exit from the destination plant using 5 feet of movement.

TREE STRIDE



5th-level conjuration

Casting time 1 action
Range Self
Components V, S
Duration Concentration, up to 1 minute

You gain the ability to enter a tree and move inside it to inside another tree of the same type within 500 feet. You can use this mode of transportation once per round for the duration, and must end each round outside of a tree.

TRUE POLYMORPH



9th-level transmutation

Casting time 1 action
Range 30 feet
Components V, S, M (1 drop of mercury, a dollop of gum arabic, and a wisp of smoke)
Duration Concentration, up to 1 hour

You choose one creature or object within range to transform into another creature or object for the duration. Creatures get a Wisdom saving throw to resist this effect.

TRUE RESURRECTION



9th-level necromancy

Casting time 1 hour
Range Touch
Components V, S, M (a sprinkle of holy water and diamonds worth 25,000 gp)
Duration Instantaneous

You touch a creature that has been dead for no longer than 200 years and that died of something other than old age. This spell brings the creature back to life, even creating a new body if the old one is not available, in which case you must speak the creature's name to perform the spell.

TRUE SEEING



6th-level divination

Casting time 1 action
Range Touch
Components V, S, M (an ointment for the eyes that costs 25 gp)
Duration 1 hour

For the duration, a willing creature you touched has truesight, notices secret doors hidden by magic, and can see into the Ethereal Plane, all out to a range of 120 feet.

TRUE STRIKE



Divination cantrip

Casting time 1 action
Range 30 feet
Components S
Duration Concentration, up to 1 round

You have advantage on the next attack roll you make against the target creature before the end of your next turn.

TSUANI



8th-level conjuration

Casting time 1 action
Range Sight
Components V, S
Duration Concentration, up to 6 rounds

A wall of water up to 300 feet tall, 300 feet wide, and 50 feet thick appears starting at a point you choose. Creatures within the area take 6d10 bludgeoning damage, halved with a Strength saving throw. Every round, on your turn, the wave moves 80 feet directly away from you. Any creature caught by the wave takes bludgeoning damage that decreases by 1d10 each round until the duration ends. Creatures caught in the wall can move by swimming if they make an Athletics check.

UNSEEN SERVANT



1st-level conjuration (ritual)

Casting time 1 action
Range 60 feet
Components V, S, M (a piece of string and a piece of wood)
Duration 1 hour

An invisible force appears and follows your commands and performs mundane tasks for you for the duration. The force cannot attack and has 1 hit point. It disappears if it is more than 60 feet away from you at any point for the duration.

VAMPIRIC TOUCH



3rd-level necromancy

Casting time 1 action
Range Self
Components V, S
Duration Concentration, up to 1 minute

As an action each turn for the duration, make a melee spell attack. On a hit, deal 3d6 necrotic damage to the target, and you regain hit points equal to half the damage done.

AT HIGHER LEVELS

The damage increases by 1d6 for each slot level above 3rd used to cast this spell.

VICIOUS MOCKERY



Enchantment cantrip

Casting time 1 action
Range 60 feet
Components V
Duration Instantaneous

A target within range that can hear you must make a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack it makes before the end of its next turn. This damage increases to 2d4 at 5th level, 3d4 at 11th level, and 4d4 at 17th level.

WALL OF FIRE



4th-level evocation

Casting time 1 action
Range 120 feet
Components V, S, M (a small piece of phosphorous)
Duration Concentration, up to 1 minute

A wall of fire up to 60 feet long, 20 feet high and 1 foot thick appears within range. Creatures within the area take 5d8 fire damage, halved with a successful Dexterity check. Upon casting, you choose one side of the wall. Creature that enter or start their turn with 10 feet of that side of the wall take 5d8 fire damage, and again if they pass through the wall.

WALL OF FORCE



5th-level evocation

Casting time 1 action
Range 120 feet
Components V, S, M (powder from a crushed clear gem)
Duration Concentration, up to 10 minutes

An invisible wall of force appears within range. It can be a sphere or hemisphere 10 feet in radius, or a wall made of up to ten 10-foot panels connected to each other. The wall cannot be passed through by any physical object or creature and is impervious to damage. The only way to end this effect early is to dismiss it or if a Disintegrate spell hits the wall. The effect even extends into the Ethereal Plane.

WALL OF ICE



6th-level evocation

Casting time 1 action
Range 120 feet
Components V, S, M (a small piece of quartz)
Duration Concentration, up to 10 minutes

You form a solid wall of ice within range as a dome up to 10 feet in radius or a flat surface up to ten 10-foot panels connected to each other. The wall can push creatures out of its way, dealing 10d6 cold damage, halved on a Dexterity saving throw.

AT HIGHER LEVELS

The damage dealt when the wall appears increases by 2d6 for each slot level above

6th used to cast this spell.

WALL OF STONE



5th-level evocation

Casting time 1 action
Range 120 feet
Components V, S, M (a small block of granite)
Duration Concentration, up to 10 minutes

You create a nonmagical wall of stone that can appear either as a sphere or hemisphere up to 10 feet in radius, or up to ten 10-foot slabs connected to at least one other slab. If you maintain this spell for the full duration, it becomes permanent, otherwise it disappears when the spell ends.

WALL OF THORNS



6th-level conjuration

Casting time 1 action
Range 120 feet
Components V, S, M (a handful of thorns)
Duration Concentration, up to 10 minutes

You create a wall of tangled, thick thorny brush that can be circular up to a 20-foot radius or a flat wall up to 60 feet long. Creatures in a space where you create the wall take 7d8 piercing damage, halved by a Dexterity saving throw. Creatures can pass through the wall, but must spend 4 feet of movement to move 1 foot. Creatures entering or ending their turn in the wall take 7d8 slashing damage, halved by a Dexterity saving throw.

WARDING BOND



2nd-level abjuration

Casting time 1 action
Range Touch
Components V, S, M (A pair of platinum rings worth 50 gp)
Duration 1 hour

You touch a willing creature and create a connection between you. For the duration, the creature has +1 AC and to all saving throws, and has resistance to all damage. Whenever the creature takes damage, you take the same amount of damage. The spell ends if you drop to 0 hit points or if the target moves farther than 60 feet from you.

WATER BREATHING



3rd-level transmutation (ritual)

Casting time 1 action
Range 30 feet
Components V, S, M (a short reed or piece of straw)
Duration 24 hours

This spell grants you and up to ten creatures within range the ability to breath underwater until the spell ends. All affected creatures also retain their natural mode of respiration.

WATER WALK



3rd-level transmutation (ritual)

Casting time 1 action
Range 30 feet
Components V, S, M (a piece of cork)
Duration 1 hour

This spell grants up to 10 creatures within range the ability to walk on water, acid, mud, snow, quicksand, or lava as if it were a solid surface, though those walking on lava still take damage from the heat. If an affected creature is submerged, they float toward the surface at a pace of 60 feet per round.

WEB



2nd-level conjuration

Casting time 1 action
Range 60 feet
Components V, S, M (a bit of spiderweb)
Duration Concentration, up to 1 hour

You conjure a 20-foot cube of webbing centered on a spot within range. If the web is not anchored between two points, it collapses in on itself and ends on our next turn. Any creature that enters or ends its turn in the web must make a Dexterity saving throw or be restrained either for the duration or until it breaks free. Restrained creature make a Strength check to break free of the web.

WEIRD



9th-level illusion

Casting time 1 action
Range 120 feet
Components V, S
Duration Concentration, up to 1 minute

Each creature in a 30-foot radius area centered on a spot you choose within range must make a Wisdom saving throw. Creatures who fail are frightened for the duration. Each round, frightened creatures must make a Wisdom save or take 4d10 psychic damage. The spell ends for those that make the saving throw.

WIND WALK



6th-level transmutation

Casting time 1 minute
Range 30 feet
Components V, S, M (fire and holy water)
Duration 8 hours

Up to 10 willing creatures within range are turned into gaseous forms for the duration. While in this form creatures have resistance to damage from nonmagical weapons. Affected creatures can revert to their normal form and back to gaseous form with a 1 minute transformation process each. They are incapacitated during this process.

NEW CARD



WIND WALL



3rd-level evocation

Casting time 1 action
Range 120 feet
Components V, S, M (a tiny fan and a feather)
Duration Concentration, up to 1 minute

A wall of wind 50 feet long and 15 feet tall appears within range. Creatures in the wall's path when it appears take 3d8 bludgeoning damage, halved with a Dexterity saving throw. The wind wall keeps small or smaller flying creatures and ordinary projectiles away.

WISH



9th-level conjuration

Casting time 1 action
Range Self
Components V
Duration Instantaneous

You can use this to create any spell effect of 8th level or lower; create a nonmagical object worth up to 25,000 gp appear; up to 20 creatures are fully healed; 10 creatures get resistance to one damage type; 10 creatures get immunity to a single spell effect; or undo a single recent event.

Casting this spell takes a massive toll on the caster. Each spell you cast before a long rest deals 1d10 necrotic damage per level to you. Your Strength score also

drops to 3 for 2d4 days.

WITCH BOLT



1st-level evocation

Casting time 1 action
Range 30 feet
Components V, S, M (a twig from a tree that has been struck by lightning)
Duration Concentration, up to 1 minute

Make a ranged spell attack against a target within range. On a hit, the target takes 1d12 lightning damage. As an action on each of your turns for the duration you can deal another 1d12 lightning damage to the target as long as it stays within range.

AT HIGHER LEVELS

The damage increases by 1d12 for each slot level above 1st used to cast this spell.

WORD OF RECALL



6th-level conjuration

Casting time 1 action
Range 5 feet
Components V
Duration Instantaneous

You and up to five willing creatures within 5 feet of you are instantly teleported to a previously designated sanctuary. You designate a sanctuary by casting this spell in a location strongly linked to your deity.

WRATHFUL SMITE



1st-level evocation

Casting time 1 bonus action
Range Self
Components V
Duration Concentration, up to 1 minute

Your next attack deals an extra 1d6 psychic damage and the target must make a Wisdom saving throw or be frightened for the duration. If frightened, the creature can use an action to make a Wisdom saving throw to end this effect.

ZONE OF TRUTH



2nd-level enchantment

Casting time 1 action
Range 60 feet
Components V, S
Duration 10 minutes

You create a 15-foot radius area where creature can only speak truth. Creatures within this area make a Charisma saving throw. On a failure, they cannot willingly tell a lie. You know whether each creature in the area succeeds or fails its save. Creatures in the area also know they are under the effects of this spell and can thus refuse to answer a question they would normally lie in response to.