

Spells

Cleric Spells

Cantrips

Cure Minor Wounds
Guidance
Lance of Faith
Light
Mending
Resistance

Level 1 Spells

Bless
Cause Fear
Command
Create Water
Cure Wounds
Detect Magic
Detect Poison
Detect Undead
Divine Favor
Inflict Wounds
Locate Animals and Plants
Protection from Evil
Purify Food and Drink
Sanctuary
Shield of Faith

Level 2 Spells

Aid
Animal Messenger
Augury
Hold Person
Lesser Restoration
Protection from Poison
Silence
Speak with Animals
Spiritual Weapon
Water Walk
Zone of Truth

Level 3 Spells

Create Food and Water
Daylight
Dispel Magic
Meld into Stone
Prayer
Protection from Energy

Speak with Dead

Level 4 Spells

Air Walk
Death Ward
Divination
Divine Power
Freedom of Movement

Level 5 Spells

Commune
Dispel Evil
Flame Strike
Insect Plague
Mass Cure Wounds
Raise Dead
True Seeing

Level 6 Spells

Banishment
Blade Barrier
Greater Dispel Magic
Harm
Heal
Planar Ally
Wind Walk

Level 7 Spells

Destruction
Greater Restoration
Holy Word
Mass Cure Wounds, Improved
Plane Shift
Regenerate
Resurrection

Level 8 Spells

Antimagic Field
Earthquake
Fire Storm
Holy Aura

Level 9 Spells

Astral Projection
Gate
Mass Heal
True Resurrection

Druid Spells

Cantrips

Druidcraft
Faerie Fire
Fire Seeds
Guidance
Mending
Read Magic
Resistance
Shillelagh

Level 1 Spells

Animal Friendship
Charm Person
Create Water
Cure Wounds
Detect Magic
Detect Poison
Entangle
Fog Cloud
Goodberry
Gust of Wind
Purify Food and Drink
Thunderwave

Level 2 Spells

Animal Messenger
Barkskin
Heat Metal
Flame Blade
Flaming Sphere
Hold Person
Lesser Restoration
Locate Animals and Plants
Moonbeam
Pass without Trace
Protection from Poison
Speak with Animals
Spike Growth
Tree Shape
Water Walk
Web

Level 3 Spells

Call Lightning
Daylight

Dispel Magic
Elemental Mantle
Meld into Stone
Plant Growth
Protection from Energy
Sleet Storm
Water Breathing

Level 4 Spells

Air Walk
Blight
Confusion
Dimension Door
Freedom of Movement
Ice Storm
Polymorph
Stoneskin
Wall of Fire

Level 5 Spells

Awaken
Commune
Cure Wounds, Mass
Dominate Person
Feeblemind
Flame Strike
Insect Plague
Plant Door
Wall of Stone

Level 6 Spells

Heal
Move Earth
Sunbeam
Wall of Thorns
Wind Walk

Level 7 Spells

Creeping Doom
Finger of Death
Greater Restoration
Plane Shift
Regenerate
Reverse Gravity

Level 8 Spells

Dominate Monster
Earthquake
Fire Storm
Sunburst

Level 9 Spells

Foresight
Storm of Vengeance
Wish

Paladin Spells

Level 1 Spells

Bless
Command
Create Water
Cure Wounds
Detect Magic
Detect Poison
Divine Favor
Purify Food and Drink
Shield of Faith

Level 2 Spells

Aid
Lesser Restoration
Zone of Truth

Level 3 Spells

Create Food and Water
Daylight
Dispel Magic
Prayer

Level 4 Spells

Death Ward
Divine Power

Level 5 Spells

Dispel Evil
True Seeing

Ranger Spells

Level 1 Spells

Animal Friendship
Create Water
Cure Wounds
Expeditious Retreat
Fog Cloud
Goodberry

Level 2 Spells

Barkskin

Lesser Restoration
Pass without Trace
Silence
Spike Growth
Water Walk

Level 3 Spells

Plant Growth
Water Breathing

Level 4 Spells

Daylight
Freedom of Movement

Level 5 Spells

Commune

Wizard Spells

Cantrips

Chill Touch
Light
Mage Armor
Mage Hand
Mending
Minor Illusion
Prestidigitation
Ray of Frost
Read Magic
Shocking Grasp

Level 1 Spells

Animal Messenger
Burning Hands
Cause Fear
Charm Person
Color Spray
Comprehend Languages
Detect Magic
Disguise Self
Expeditious Retreat
Feather Fall
Flaming Sphere
Fog Cloud
Gust of Wind
Identify
Magic Missile
Shield
Sleep
Thunderwave

Level 2 Spells

Darkness
Invisibility
Knock
Levitate
Locate Animals and Plants
Melf's Acid Arrow
Mirror Image
Phantasmal Force
Rope Trick
Scorching Ray
Spider Climb
Web

Level 3 Spells

Blink
Dispel Magic
Fireball
Fly
Haste
Hold Person
Lightning Bolt
Protection from Energy
Stinking Cloud
Water Breathing

Level 4 Spells

Blight
Confusion
Dimension Door
Ice Storm
Polymorph
Stoneskin
Wall of Fire

Level 5 Spells

Airy Water
Cloudkill
Cone of Cold
Dominate Person
Feeblemind
Hold Monster
Passwall
Telekinesis
Teleportation Circle

Level 6 Spells

Banishment
Chain Lightning
Disintegrate
Flesh to Stone
Greater Dispel Magic

Mass Suggestion
Move Earth
Sunbeam

Level 7 Spells

Finger of Death
Mass Invisibility
Plane Shift
Prismatic Spray
Reverse Gravity
Teleport

Level 8 Spells

Antimagic Field
Clone
Otto's Irresistible Dance
Sunburst
Trap the Soul

Level 9 Spells

Astral Projection
Foresight
Gate
Meteor Swarm
Power Word Kill
Time Stop
Wish

Spell Descriptions

The spells are presented in alphabetical order.

Aid

2nd-level enchantment

The *aid* spell stirs courage and resolve in its recipients so that they can stand fast in the face of danger.

Casting Time: 1 action.

Effect: Choose up to three creatures within 10 feet of you that are not currently affected by this spell. Each creature's hit point maximum and current hit points increase by 5 for the next 8 hours.

Air Walk

4th-level transmutation

You impart the power of the wind upon a creature's feet, allowing it to walk upon the air with the same ease that it moves across the ground.

Casting Time: 1 action.

Effect (Concentration): You touch a willing creature. The target can tread on air as if walking on solid ground for 1 hour or until your concentration is broken. The target can move upward or downward at a 45 degree angle at half its speed. Treat winds stronger than twenty miles per hour as difficult terrain.

If the spell ends and the target is airborne, it falls if this spell was the only thing keeping it aloft.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, you can add one target for each level above 4th.

Animal Friendship

1st-level enchantment

Your magic grants you the ability to befriend beasts and other natural animals. In your presence, they become calm and docile, and may even do your bidding.

Casting Time: 1 action.

Effect: Choose a beast within 25 feet of you that can see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom

saving throw or become charmed by you for 24 hours. If you or one of your companions harms the target, the charm ends.

Animal Messenger

2nd-level transmutation

You cup your hands and call to an animal you can see. That creature delivers your message to a person who matches a general description, such as a man or woman dressed in the uniform of the town guard.

Casting Time: 1 action.

Effect: Choose a Tiny beast you can see within 25 feet of you, such as a squirrel, a blue jay, or a bat. You command it to go to a location you have visited and deliver a message of up to 25 words in length to a creature that you describe. The messenger speaks only to the creature you described.

If the messenger does not reach its destination within 8 hours, the spell ends, and the message is lost.

Ritual: You can cast this spell as a ritual by spending 10 minutes getting the attention of the messenger by creating a small nest of dirt, clay, twigs, and leaves.

Antimagic Field

8th-level abjuration

Inside the transparent cloud of an *antimagic field* spell, you divorce your immediate surroundings from magic. Spells fizzle out, summoned creatures disappear, and even magic items become mundane when they come in contact with the suppressing field. Although you are safe from hostile magic used against you, the magic on which you depend is also beyond your reach while the field holds.

Casting Time: 1 action.

Effect (Concentration): A 10-foot-radius invisible cloud of antimagic surrounds you. The cloud moves with you, centered on you. It lasts for 1 hour or until your concentration is broken.

Magical effects, except those created by an artifact or a deity, are suppressed in the cloud and cannot protrude into it. While an effect is suppressed, it does not function, but the time it

spends suppressed (if any) counts against its duration. The cloud has no effect on a nonmagical object that was created by magic (such as a trinket created by the *prestidigitation* spell).

Targeted Effects: Spells and other magical effects, such as *magic missile* and *charm person*, that target a creature or an object in the cloud have no effect on that target.

Areas of Magic: The area of another spell or magical effect, such as *fireball*, cannot extend into the cloud, and if the cloud overlaps an area of magic, the part of that area that is covered by the cloud is suppressed. For example, the flames created by a *wall of fire* are suppressed within the cloud, potentially creating a gap in the fire if the overlap is large enough.

Magic on Creatures and Objects: Any active magical effect on a creature or an object in the cloud is suppressed while the creature or object is in it.

Magic Items: The properties and powers of magic items are suppressed in the cloud. For example, a *+1 long sword* in the cloud functions as a nonmagical long sword.

A magic weapon's properties and powers are suppressed if it is used against a target in the cloud or wielded by an attacker in the cloud. If a magic weapon or a piece of magic ammunition fully leaves the cloud (for example, if you fire a magic arrow or throw a magic spear against a target outside the cloud), the magic of the item ceases to be suppressed as soon as it exits.

Magical Travel: Teleportation fails to work in the cloud, whether the cloud is the destination or the departure point for such magical travel. A portal to another world or plane of existence, as well as an opening to an extradimensional space (such as that created by a *rope trick* spell), temporarily closes while in the cloud.

Summoned Creatures: A creature summoned by magic to a destination in the cloud temporarily winks out of existence. It instantly reappears once the cloud moves away from the space where it was summoned.

Dispel Magic: Spells and magical effects such as *dispel magic* and *greater dispel magic* have no effect on the cloud. Likewise, the clouds created by different *antimagical fields* do not nullify each other.

Astral Projection

9th-level necromancy

You loosen the body's hold on the soul to enter the infinite expanse of the Astral Plane. The body you leave behind rests inert in a state of suspended animation.

Requirement: For each creature you affect with this spell, you must provide a jacinth worth at least 1,000 gp and one ornately carved bar of silver worth at least 100 gp. Before you cast the spell, you must spend 1 hour in meditation or prayer. At the end of this time, you give a silver bar to each creature that would accompany you (keeping one for yourself).

Casting Time: 1 action. When you cast the spell, the gemstones and the silver bars are consumed.

Effect: You and up to eight willing creatures project astral bodies into the Astral Plane. The material body you leave behind is unconscious and in a state of suspended animation; it does not need food or air and does not age.

Your astral body resembles your mortal form in almost every way, replicating your game statistics and possessions. The principal difference is the addition of a silvery cord that extends out from the base of your spine and trails behind you, fading to invisibility after 1 foot. This cord is your tether to your material body. As long as the tether remains intact, you can find your way home. If the cord is cut—something that can happen only when an effect specifically states that it does—your soul and body are separated, killing you instantly.

Your astral form can freely travel through the Astral Plane and can pass through portals there leading to any other plane. If you enter a new plane, your astral form disappears, and you gain a body capable of surviving on the plane you visit. Your game statistics do not change, and the new body is acclimated to its plane. If you return to the Astral Plane, the body created for the plane you visited disappears, and your astral body reappears.

The spell ends for you and your companions when you use your action to end it. The spell might also end prematurely for you or one of your companions.

- A successful *dispel magic* or *greater dispel magic* used against an astral or physical body ends the spell for that creature.
- If a creature's astral body is reduced to 0 hit points or fewer, the spell ends for that creature.

When the spell ends, the affected creature returns to its physical body, and it awakens.

If you are returned to your body prematurely, your companions remain in their astral forms and must find their own way back to their bodies, usually by dropping to 0 hit points or fewer.

Augury

2nd-level divination

By casting gem-inlaid sticks, dragon bones, or using some other divining tool, you consult with spirits to learn whether an effort in the immediate future will be beneficial or harmful to you and your companions.

Requirement: You must have specially marked sticks, bones, or similar tokens worth at least 25 gp. These items are not used up when the spell is cast.

Casting Time: 1 minute. During this time, you manipulate your divining tool while you describe a course of action that you might take within the next 30 minutes.

Effect: You receive an answer from an otherworldly entity about the results of the course of action you described. The DM chooses from the following possible answers:

- *Weal*, for good results
- *Woe*, for bad results
- *Weal and woe*, for both good and bad results
- *Nothing*, for results that are not especially good or bad

The spell does not take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

Further queries in a single day can provide false readings. If you cast the spell two or more times before completing your next long rest, there is a 25 percent chance on each casting after the first that you will get a false reading. The DM makes this roll in secret.

Ritual: You can cast this spell as a ritual by spending at least 10 minutes chanting entreaties to spirits of fate and fortune and using special material components, such as incense.

Awaken

5th-level transmutation

You spend a day to magically trace the mental pathways that give an intelligent creature its ability to reason, to recall, and to learn from its experiences onto a valuable gemstone. When you cast this spell, you overlay that tracery upon an animal or plant, awakening it to humanlike sentience.

Requirement: You must provide an agate worth at least 1,000 gp. Before you can cast the spell, you must spend 24 hours in meditation or prayer with the gem.

Casting Time: 1 action. When you cast the spell, the agate is consumed.

Effect: Choose a Large or smaller beast or plant within 25 feet of you. The target must have either no Intelligence score or an Intelligence of 2 or less. The target permanently gains an Intelligence of 10. The target also gains the ability to speak one language you know. If the target is a plant, it gains the ability to move its limbs, roots, vines, creepers, and so forth, and it gains senses similar to a human's. Your DM chooses statistics appropriate for the awakened plant.

The awakened beast or plant is charmed by you for 30 days or until you or your companions do anything harmful to it. When the charmed condition ends, the awakened creature chooses whether to remain friendly to you, based on how you treated it while it was charmed.

Banishment

6th-level abjuration

You single out an otherworldly creature and try to compel it to return to its own plane. If it fails to resist your will, it disappears with a faint pop.

Casting Time: 1 action.

Effect: Choose one celestial, elemental, or fiend within 50 feet of you that is not on its plane of origin. That creature must make a Charisma saving throw. On a failed save, the creature instantly returns to its plane of origin. If the

creature succeeds on the saving throw, it has disadvantage on any attacks it makes against you before the end of its next turn.

You can increase the creature's saving throw DC by presenting items the creature hates, fears, or otherwise opposes. For each such item you present, the DM might increase the DC by 1 or more.

Ritual: You can cast this spell as a ritual. The creature you would send back to its plane must be restrained while you spend 10 minutes inscribing a circle around it, using a substance abhorrent to its nature. Such a substance could be holy water, the blood of a fiend or an innocent, silver shavings, or the like.

Barkskin

2nd-level transmutation

Your touch transforms a creature's skin into a thick, bark-like material that is as tough as wood.

Casting Time: 1 action.

Effect (Concentration): You touch a willing creature. The target gains a +2 bonus to AC for 10 minutes or until your concentration is broken.

Blade Barrier

6th-level evocation

When you cast *blade barrier*, a terrific noise arises as a wall of whirling, razor-sharp blades made of magical force comes into being. The blades scrape and squeal as they dance around the point you designate.

Casting Time: 1 action.

Effect (Concentration): You create a vertical wall of whirling blades within 100 feet of you. You can choose to make the wall up to 100 feet long, 20 feet high, and 5 feet thick, or a ringed wall up to 60 feet in diameter, 20 feet high, and 5 feet thick. The wall lasts for 10 minutes or until your concentration is broken. The wall provides three-quarters cover to creatures behind it, and its space counts as difficult terrain.

The wall deals 6d10 slashing damage to each creature within its area. It deals this damage when it appears, when a creature passes through the wall (but no more than once per turn), and whenever a creature ends its turn inside the wall. When a creature would take damage from the

wall, it can make a Dexterity saving throw to take half damage instead.

If you create the wall on top of a creature, that creature must make a Dexterity saving throw. On a failed save, it takes damage as if it passed through the wall. On a success, the creature can move 5 feet so it is not in the wall.

Bless

1st-level enchantment

You bestow your blessing on your companions, giving them the heart to face their present trial.

Casting Time (Swift): 1 action. You can take another action as part of the same action, but not an action that involves casting a spell or activating a magic item.

Effect (Concentration): Choose any number of creatures in a 20-foot-radius sphere whose center is within 50 feet of you. Each of those creatures gains a +1 bonus to attack rolls and saving throws. The bonus lasts for 1 minute or until your concentration is broken.

Blight

4th-level necromancy

When tending a garden, removing growth that has become too wild is just as important as encouraging new life. Though this spell is most suited to eradicating a single plant, you can also use it to harm any living creature.

Casting Time: 1 action.

Effect: Choose a living creature within 10 feet of you that you can see. The creature must make a Constitution saving throw. The creature takes 8d8 necrotic damage on a failed save, and half as much damage on a successful one.

If your target is a plant creature, it makes the saving throw with disadvantage, and the spell deals maximum damage to it.

If you target a plant that is not a creature, such as a mundane tree or shrub, it does not make a saving throw; it simply withers and dies. Magical plants are treated as creatures.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, you deal 1d8 extra necrotic damage for each level above 4th.

Blink

3rd-level transmutation

This spell was developed in an attempt to replicate the ability of blink dogs to briefly vanish into the Ethereal Plane. Unlike those dogs, a caster of this spell sometimes fails to blink back into this plane of existence when the spell's effect ends.

Requirement: You must be on a plane other than the Ethereal Plane.

Casting Time: 1 action.

Effect: For the next minute, roll a d20 at the end of each of your turns. On a roll of 11 or higher, you vanish from your current plane of existence and appear in the Ethereal Plane. At the start of your next turn, you return in a space of your choice within 10 feet of the space you vanished from.

Unless you have magic that can reach across planes, you can affect and be affected only by creatures and objects on the Ethereal Plane while you are there.

Special: If you roll a 1 on the d20, roll again. If you roll another 1, you are lost in the Ethereal Plane for 2d6 hours. At the end of that time, you reappear as described above.

Burning Hands

1st-level evocation

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips.

Casting Time: 1 action.

Effect: Each creature in a 15-foot cone originating from you must make a Dexterity saving throw. A creature takes 3d8 fire damage on a failed save, and half as much damage on a successful one.

The fire ignites any flammable objects in the area that are not being worn or carried.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each level above 1st.

Call Lightning

3rd-level conjuration

A ferocious wind sweeps over the area as you create a miniature lightning storm. At your command, lightning arcs from the storm to blast your enemies.

Casting Time: 1 action.

Effect (Concentration): When you cast this spell and as your action during each turn for 10 minutes or until your concentration is broken, you can call down a bolt of lightning. Choose a point you can see within 50 feet of you. Each creature within 5 feet of that point must make a Dexterity saving throw. A creature takes 4d10 lightning damage on a failed save, and half as much damage on a successful one.

If you are outdoors in stormy conditions when you cast this spell, the damage increases to 6d10.

At Higher Levels: When you cast this spell using a spell slot of 4th or higher level, the damage increases by 1d10 for each level above 3rd.

Cause Fear

1st-level enchantment

Your eyes flow with pale green light, and your visage seems to undergo a horrifying alteration, becoming a supernatural image of dread made manifest.

Casting Time: 1 action.

Effect (Concentration): Each creature you choose within 10 feet of you must succeed on a Wisdom saving throw or be frightened. The spell lasts for 1 minute or until your concentration is broken.

On its turn, a creature affected by this spell can use its action to make a Wisdom check against your spell save DC. If the creature succeeds on the check, it is no longer affected by the spell.

Chain Lightning

6th-level evocation

Arcs of lightning flash from your blazing eyes as you cast this spell. When you release its magic, a bolt of lightning leaps from you to strike a creature, and then splits into three bolts that arc toward others.

Casting Time: 1 action.

Effect: You create a bolt of lightning that strikes a target you choose within 100 feet of you. Three bolts then leap from that target to as many as three secondary targets, each of which must be within 25 feet of the primary target. Divide the three bolts among the potential secondary targets as you wish. A secondary target can be a creature or an object, and one target can be struck by as many as two of the bolts.

For each bolt that strikes a target, that target must make a Dexterity saving throw. The target takes 10d6 lightning damage on a failed save, and half as much damage on a successful one.

Charm Person

1st-level enchantment

This spell twists a person's mind so that the person sees you in the best possible light in the present circumstances. A hostile creature, for example, might perceive you as nonthreatening, while a bored shopkeeper might suddenly regard you with unfounded trust.

Casting Time: 1 action.

Effect: Choose a living humanoid within 25 feet of you. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you for 1 hour or until you or your companions do anything harmful to it.

A creature charmed by this spell remembers being charmed.

Chill Touch

Necromancy cantrip

Your hand glows with blue energy that disrupts the life force of living creatures.

Casting Time: 1 action.

Effect: Choose a living creature within 5 feet of you. The target must succeed on a Constitution saving throw. Otherwise, the target takes 1d8 necrotic damage, and it cannot regain hit points until the start of your next turn.

At Higher Levels: The spell's damage increases by 1d8 when you reach a caster level of 5th (2d8), 10th (3d8), 15th (4d8), and 20th (5d8).

Clone

8th-level necromancy

The best safeguard against the unthinkable is a copy of your physical body, ready to take your place if you are disintegrated by a trap, destroyed by a demon prince, or ground to powder beneath the heel of a titan.

Casting the *clone* spell is best done someplace out of the way, where the duplicate can mature for several months without being disturbed.

Requirement: You must have a crystal vessel, with a sealable lid, that is large enough to hold a Medium creature; a quantity of seawater sufficient to fill the container; a piece of flesh or a lock of hair from the target creature; and knowledge of the target creature's true name. (You automatically meet this last requirement if the target is yourself.) The vessel must be worth at least 2,000 gp.

Before casting this spell, you must spend 1 hour incanting mystic phrases and monitoring the initial growth of the components.

Casting Time: 1 action. As part of your action to cast the spell, you must crush a diamond worth at least 1,000 gp and sprinkle the powder into the mixture. The spell consumes the gemstone when it takes effect.

Effect: An inert duplicate of the target, known as a clone, forms inside the sealed crystal vessel and matures after 120 days.

A duplicate can be grown while the original still lives, or when the original soul is unavailable, but in such a case the resulting body is soulless, inert flesh. An inert clone endures indefinitely, as long as its crystal jar remains undisturbed.

At any time after the clone matures, if the original creature dies, the creature's soul immediately transfers to the clone, provided that the soul is free and willing to return. The clone is physically identical with the original and has the same personality, memories, and abilities, but none of the original's equipment.

If the original's body is restored to life after a clone is activated, the clone remains a separate individual. The clone starts with the memories and abilities of the original creature, but its personality quickly diverges. There is a 75 percent chance that the clone is antagonistic

toward the original; its most pressing goal becomes to destroy the original, so as to take the original's place and perhaps corrupt or undo anything the original accomplished.

Cloudkill

5th-level conjuration

To master this spell, you must be familiar with one of a few nameless, reeking Abyssal layers where the atmosphere is fatal to mortals and demons alike.

As you cast this spell, you hold the image of this toxic Abyssal layer in your mind while the words of your conjuration siphon from it a portion of what you behold. Noisome, yellow-green vapors roll across the ground, bringing death to creatures caught within them.

Casting Time: 1 action.

Effect (Concentration): You create a 20-foot-radius cloud of poisonous fog centered on a point you can see within 100 feet of you. The cloud's area is heavily obscured. It lasts for 10 minutes or until your concentration is broken.

When the cloud appears, each living creature in it must make a Constitution saving throw. A creature takes 6d8 poison damage on a failed save, and half as much damage on a successful one. A creature also must make this saving throw if it ends its turn inside the cloud or if it passes through the cloud (but no more than once per turn).

The cloud moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each level above 5th.

Color Spray

1st-level illusion

This spell creates a dazzling array of flashing colors that dazes and disorients onlookers. A creature exposed to its effects feels a sense of vertigo and a clash of emotions, as the illusion overwhelms its senses and confuses its mind.

Casting Time: 1 action.

Effect: Each creature in a 15-foot cone originating from you must make a Wisdom saving throw, provided the creature can see. For every creature that fails its saving throw, choose blue, red, or yellow. The creature is subjected to that color's effect until the end of its next turn.

Blue: The creature's speed is halved, and the creature has disadvantage on all attack rolls and ability checks.

Red: The only action the creature can take is to make an attack against a randomly determined target within range.

Yellow: The creature is frightened until the end of its next turn. The frightened creature must move as far away from you as possible before taking any action. It need not move if doing so would provoke an opportunity attack.

Command

1st-level enchantment

You channel supernatural authority so that you can compel a creature into obedience. The creature acts without thinking, doing what you command.

Casting Time: 1 action.

Effect: Choose a living creature within 50 feet of you that can hear you. You speak a one-word command to it. If the target's hit point maximum is 30 or higher, it must make a Wisdom saving throw. If the creature succeeds on the saving throw, the spell has no effect on it. A creature that fails the saving throw or that has a hit point maximum lower than 30 spends its next turn doing as it was commanded.

Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the DM determines how the target behaves. If the target is prevented from following the command issued to it, the spell ends.

Approach: The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop: The target drops whatever it is holding and then ends its turn.

Flee: The target spends its turn moving away from you by the fastest available means.

Grovel: The target falls prone and then ends its turn.

Halt: The target does not move and takes no actions. A flying creature stays aloft, provided it is able to do so.

Commune

5th-level divination

You beseech a deity or a servant thereof for knowledge to aid you in making a decision.

Casting Time: 1 action.

Effect: You contact your deity, or a divine proxy, and ask up to three questions that can be answered with a yes or a no. You must ask your questions within 1 minute of casting this spell. You receive a correct answer for each question.

Divine beings of the Outer Planes are not necessarily omniscient, so you might receive “unclear” as an answer if a question pertains to information that lies beyond the deity’s knowledge. In a case where a one-word answer could be misleading or contrary to the deity’s interests, the DM might offer a short phrase as answer instead.

Repeated uses of this spell in the same day make it harder for you to reach your deity. If you cast the spell two or more times before completing your next long rest, there is a 25 percent chance on each casting after the first that you will get no answer. The DM makes this roll in secret.

Ritual: You can cast this spell as a ritual by spending at least 10 minutes reciting verses from a holy (or unholy) book to attract the attention of a divine proxy. During this time, you must burn herbs you have freshly gathered and breathe in the smoke.

Comprehend Languages

1st-level divination

The world is home to countless languages and dialects, tongues whose meaning is lost on even the most erudite scholars. This spell makes the incomprehensible comprehensible.

Casting Time: 1 action.

Effect: For 1 hour, you understand the literal meaning of spoken language that you hear and of written language that you can see, provided you are touching the surface on which the words are written. It takes about 1 minute to read one page of text (about 250 words).

This spell does not decipher codes, and it does not allow you to read magical writing or inscriptions (such as those deciphered by the *read magic* spell). Certain magical wards might foil this spell by concealing text, trapping it, or making the text nonsensical.

Ritual: You can cast this spell as a ritual by spending at least 10 minutes reciting ancient words of forgotten languages while using special material components, including a pouch of salt and a pinch of soot taken from a hearth.

Cone of Cold

5th-level evocation

Frost stings your fingertips as you open an ephemeral link to an Inner Plane where ice reigns supreme. Your spell summons a blast of elemental cold that fans out from you, flash-freezing everything it touches.

Casting Time: 1 action.

Effect: Each creature in a 60-foot cone originating from you must make a Constitution saving throw. A creature takes 6d8 cold damage on a failed save, and half as much damage on a successful one.

A creature killed by this spell becomes a frozen statue until it thaws.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each level above 5th.

Confusion

4th-level enchantment

Your spell twists minds with temporary madness, spawning delusions until your victims are so confused that everything they do is a surprise, even to themselves.

Casting Time: 1 action.

Effect (Concentration): Each creature in a 10-foot-radius cloud centered on a point you choose within 100 feet of you must succeed on a Wisdom saving throw, or be affected by the spell for 1 minute or until your concentration is broken.

A creature affected by this spell must roll on the following table at the start of each of its turns.

d%	Confusion Effect
01–10	The creature uses all of its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature does not take an action this turn.
11–60	The creature does not move this turn, and the only action it can take is to make a Wisdom check against your spell save DC to end the effect.
61–80	The creature makes a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
81–100	The creature can act and move normally. It can use its action to make a Wisdom check against your spell save DC to end the effect.

Create Food and Water

3rd-level conjuration

Your prayers produce nourishing food and clean water to sustain you and your companions.

Casting Time: 1 action.

Effect: You create 30 pounds of food and 20 gallons of water, enough to sustain up to ten humanoids or five steeds for 24 hours. The food is bland but nourishing, and spoils if uneaten after 24 hours. The water is clean and does not go bad.

Create Water

1st-level conjuration

Water condenses in the air at a point you choose, falling like rain or filling a container such as a bucket or a skin.

Casting Time: 1 action.

Effect: You create enough drinkable water to sustain one Small or Medium humanoid for 24 hours (about 2 gallons). You can cause the water to appear in any empty container within 25 feet. The water fills the container if it is large enough; any excess spills from the container and onto the ground.

You can also cause the water to fall as rain in a 25-foot-radius cloud centered on a point you can see within 25 feet. Exposed flames in the cloud are extinguished, and the ground, creatures, and objects become thoroughly soaked.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you create enough water to sustain one additional creature or increase the radius of the cloud by 10 feet for each level above 1st.

Creeping Doom

7th-level conjuration

You conjure the tiny things that creep on and under the earth. A seething multitude of venomous, biting, and stinging insects erupts from the ground and flows in a carpet-like swarm, devouring everything in its path.

Casting Time: 1 action.

Effect (Concentration): A swarm of spiders, ants, and centipedes covers the ground in a 50-foot-radius cloud centered on a point you can see within 500 feet of you. The swarm remains for 1 minute or until your concentration is broken.

When the swarm appears, each creature in it must make a Constitution saving throw. A creature takes 4d6 piercing damage and 4d6 poison damage on a failed save, and half as much damage on a successful one. A creature also must make this saving throw if it ends its turn in the swarm or if it moves through it, but not more than once per turn.

On each of your turns until the spell ends, you can move the swarm up to 20 feet.

Cure Minor Wounds

Conjuration cantrip

Your healing magic pulls a creature away from the brink of death.

Casting Time (Swift): 1 action. You can take another action as part of the same action, but not an action that involves casting a spell or activating a magic item.

Effect: Choose a living creature within 50 feet of you that has 3 hit points or fewer. It regains 1 hit point.

Cure Wounds

1st-level conjuration

You swiftly channel positive energy into an injured creature to mend its wounds. This same energy is the bane of the undead.

Casting Time (Swift): 1 action. You can take another action as part of the same action, but not an action that involves casting a spell or activating a magic item.

Effect: Choose a living or an undead creature that you can see within 25 feet of you.

If the creature is living, it regains $1d8 + 4$ hit points.

If the creature is undead, it must make a Constitution saving throw. It takes $4d8$ radiant damage on a failed save, and half as much damage on a successful one.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the healing increases by $2d8 + 1$ for each level above 1st, and the damage increases by $1d8$ for each level above 1st.

Cure Wounds, Improved Mass

7th-level conjuration

You flood creatures with positive energy to heal their injuries and restore them to health.

Casting Time: 1 action.

Effect: Choose a point you can see within 50 feet of you. Any number of living creatures of your choice within 25 feet of that point regain $6d8 + 20$ hit points.

Cure Wounds, Mass

5th-level conjuration

You unleash healing energy to aid the injured and mend their wounds.

Casting Time (Swift): 1 action. You can take another action as part of the same action, but not an action that involves casting a spell or activating a magic item.

Effect: Choose a point you can see within 50 feet of you. Any number of living creatures of your choice within 25 feet of that point regain $4d8 + 15$ hit points.

Darkness

2nd-level evocation

The object you touch blooms like a night flower, darkening the air around it until no light can pierce the area of gloom.

Casting Time: 1 action.

Effect (Concentration): You touch an object you are holding or one that is not being worn or carried. A 15-foot-radius sphere centered on the object is filled with darkness. Not even a creature with darkvision can see through this darkness, and no natural light can illuminate it. The spell lasts for 10 minutes or until your concentration is broken.

Covering the affected object with an opaque object, such as a bowl or a helm, blocks the darkness.

If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the entire area of light is dispelled.

Daylight

3rd-level evocation

The object you touch becomes like the sun, filling the air with brilliant light.

Casting Time: 1 action.

Effect: You touch an object you are holding or one that is not being worn or carried. For 1 hour, it sheds bright light in a 120-foot-radius sphere and dim light for an additional 120 feet.

Covering the affected object with an opaque object, such as a bowl or a helm, blocks the glow.

If any of this spell's area overlaps with an area of darkness created by a spell of 3rd level or lower, the entire area of darkness is dispelled.

Death Ward

4th-level abjuration

You call upon the power of the gods to weave a shield of fate around a creature. Through a twist of luck, random chance, or even divine intervention, you assure that the creature will cheat death at least once this day.

Casting Time: 1 action.

Effect: You touch a living creature. During the next 8 hours, the first time the creature is subjected to an effect that would kill it outright without dealing damage, that effect is instead negated against the creature, and this spell ends. Or the first time the creature drops to 0 hit points or fewer because of damage, the creature instead drops to 1 hit point, and this spell ends.

Destruction

7th-level necromancy

Your voice booms like thunder as you intone this potent spell. Each syllable causes the target creature's body to shudder and twist as its essential nature unravels. A creature that succumbs to this spell's destructive power is erased completely, leaving behind only a heap of clothing and equipment.

Requirement: You must have a silver holy symbol worth at least 500 gp.

Casting Time: 1 action.

Effect: Choose a creature within 50 feet of you that you can see. The target must make a Constitution saving throw. The target takes 15d6 necrotic damage on a failed save, or half as much damage on a successful one. If this damage reduces the target to 0 hit points or fewer, it dies, and the spell consumes its remains utterly, leaving behind only clothing and other possessions. A creature killed by this spell cannot be restored to life by any means short of a *true resurrection* or a *wish* spell.

Detect Magic

1st-level divination

Upon casting *detect magic*, you immediately perceive an aura around any objects, areas, or creatures affected or created by magic. Studying the auras can give you clues to the nature of the magic.

Casting Time: 1 action.

Effect: For 1 minute, you detect the presence of magic within 25 feet of you. If the magic you sense belongs to a school of magic, you learn what that school is.

The spell can penetrate most barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Poison

1st-level divination

You cast a spell that allows you to perceive the least hint of poison, venom, disease, and similar toxins and contagions, such as those that are secreted by a beast or applied to an assassin's blade.

Casting Time: 1 action.

Effect: For the next minute, if there is poison, a poisonous creature, or a disease within 25 feet of you, you know it, where the source of the poison or disease is, and what kind of poison, poisonous creature, or disease is present.

The spell can penetrate most barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Undead

1st-level divination

You alter your senses to perceive the aura of negative energy surrounding undead creatures. This spell reveals hidden undead as well as those disguised as living creatures by magical or mundane means.

Casting Time: 1 action.

Effect: For 1 minute, you detect the presence of any undead creatures within 25 feet of you. Undead cannot become hidden from you while in the area of your detection.

The spell can penetrate most barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Dimension Door

4th-level conjuration

Your conjuration briefly creates two rounded doors of darkness hanging in space. One door appears next to you, the other up to hundreds of feet away. When you step into the nearer door, you instantly emerge from the farther one, and they both disappear.

Casting Time: 1 action.

Effect: You teleport yourself from your current location to any other spot within 400 feet. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as "200 feet straight downward" or "upward to the northwest at a 45-degree angle, 300 feet."

You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller carrying gear up to its maximum load. The creature must be within 5 feet of you when you cast this spell.

If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each takes 4d6 force damage, and the spell is lost but fails to teleport you.

Disguise Self

1st-level illusion

Weaving strands of illusion magic, you fashion a new appearance for yourself.

Casting Time: 1 action.

Effect: You make yourself—including your clothing, armor, weapons, and equipment—look different. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The spell lasts for 1 hour, unless you use your action to dismiss it sooner.

Anyone who observes you and succeeds on a DC 15 Wisdom check becomes aware that you are disguised.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into something while it was seemingly still in midair.

Disintegrate

6th-level transmutation

As you cast this spell, a thin green ray springs from your pointing finger. Where it strikes, matter turns to dust.

Casting Time: 1 action.

Effect: Choose a target within 50 feet of you. The target can be a creature, an object other than a magic item, or a creation of magical force, such as the wall created by a *wall of force* spell.

A creature targeted by this spell must make a Dexterity saving throw. On a failed save, the ray strikes the target. If the target has 60 hit points or fewer, it is disintegrated. Otherwise, it takes 17d6 force damage. If this damage reduces the target to 0 hit points or fewer, it is disintegrated.

A disintegrated creature and all its possessions are reduced to a pile of fine gray dust. It can be restored to life only by means of a *true resurrection* or a *wish* spell.

A Large or smaller object targeted by this spell is automatically disintegrated. If the target is a Huge or larger object, this spell disintegrates a 10-foot-cube portion of it.

Dispelling Magic

3rd-level abjuration

This spell can unravel and suppress magical effects from a variety of sources. Whether confronted by a blazing *wall of fire* or a fiend summoned from the deepest pits of the Nine Hells, you can use *dispelling magic* to dismantle the effect.

Casting Time: 1 action.

Effect: Choose one creature, object, or magical effect within 100 feet of you.

Any spell of 2nd level or lower on the target ends. For each spell of 3rd level or higher on the target, make an ability check using your magic ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

For magical effects that are not spells, the DC needed to end the effect is 10 + the number of Hit Dice of the creature that created the effect.

Dispelling Magic, Greater

6th-level abjuration

Your words and gestures cause magical effects to unravel and melt away.

Casting Time: 1 action.

Effect: Choose a creature, object, or magical effect within 100 feet of you. Any spell of 4th level or lower on the target ends. For each spell of 5th level or higher on the target, make an ability check using your magic ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

For magical effects that are not spells, the DC needed to end the effect equals 10 + half the number of Hit Dice of the creature that created the effect.

Divination

4th-level divination

You burn incense and make a sacred offering appropriate to your religion to gain guidance about the future from your god or the god's servants.

Casting Time (Swift): 1 action.

Effect: Ask a single question concerning a specific goal, event, or activity to occur within 1 week. The DM offers a truthful reply. The reply might be a short phrase, a cryptic rhyme, or an omen.

The spell does not take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

This spell contacts otherworldly entities for answers. The first time you cast it, you can receive a reliable answer based on your query. Further questions in a single day about any topic can provide false readings. If you cast the spell two or more times before completing your next long rest, there is a 25 percent chance on each casting after the first that you will get a false reading. The DM makes this roll in secret.

Ritual: You can cast this spell as a ritual. To do so, you must burn sacred herbs in a bronze brazier for 1 hour.

Divine Favor

1st-level evocation

Your divine patron answers your prayer and places a spiritual hand upon your soul as a mark of favor. For as long as this blessing remains, you fight with greater might.

Casting Time (Swift): 1 action. You can take another action as part of the same action, but not an action that involves casting a spell or activating a magic item.

Effect (Concentration): You gain a +1 bonus to attack rolls and damage rolls. The spell lasts for 1 minute or until your concentration is broken.

Divine Power

4th-level evocation

Intoning a prayer evokes your god's power through your weapon. When you strike, you do so with holy might.

Casting Time (Swift): 1 action. You can take another action as part of the same action, but not an action that involves casting a spell or activating a magic item.

Effect (Concentration): You gain a +4 bonus to Strength checks. You gain the same bonus to attack rolls and damage rolls involving a weapon that uses Strength. The spell lasts for 1 minute or until your concentration is broken.

Dominate Monster

8th-level enchantment

You focus all your attention on a nearby creature and forge a psychic leash, as you attempt to bend the creature to your will. If you're successful, you make the creature your thrall, forcing it to obey your every command.

Casting Time: 1 action.

Effect: Choose a living creature that you can see within 50 feet of you. It must make a Wisdom saving throw and does so with advantage if you or your companions are fighting it, or it has more Hit Dice than you. On a failed saving throw, the creature becomes charmed by you for 1 hour.

You have a telepathic link to a creature charmed by this spell, as long as the creature is on the same plane as you. You choose the creature's actions and where it moves on its turn by commanding it telepathically. If you give it no command, it does nothing.

The charmed creature can make a new Wisdom saving throw against the spell if you or your companions do anything harmful to it.

The creature can use the telepathic link to communicate simple concepts to you. As an action, you can gain an awareness of the creature's surroundings until the start of your next turn, as interpreted through the creature's senses.

Dominate Person

5th-level enchantment

You focus all your attention on a nearby creature and forge a psychic conduit linking your minds. The words of your mental binding speed along the conduit, words of obligation and mental domination that seek to tie the target to your least whim.

Casting Time: 1 action.

Effect: Choose a living humanoid within 50 feet of you that you can see. The creature must make a Charisma saving throw. On a failed save, it is charmed by you for the next hour.

For the duration, you have a telepathic link with the charmed creature, and you choose its actions and where it moves by commanding it telepathically. It cannot take reactions. If you give it no commands, it does nothing other than what it needs to survive.

The charmed creature receives a new saving throw against the spell if it takes damage or if you give it an order that is directly counter to its alignment with respect to good and evil. The spell instantly fails if you give the creature an order it perceives as obviously self-destructive.

Your telepathic link extends across any distance on the same plane. You do not gain sensory input from the link, but the creature can communicate simple concepts through it to you. You can use your action to gain an awareness of the creature's surroundings until the start of your next turn, as interpreted through the creature's senses.

Earthquake

7th-level evocation

As you complete the incantation, the rock underfoot buckles and shakes, creatures tumble into fissures, and structures collapse.

Casting Time: 1 action.

Effect (Concentration): Choose a point on the ground within 500 feet of you that you can see. An intense tremor rips through the ground in a 100-foot-radius sphere centered on that point and shakes creatures and structures in contact with the ground in that area. The tremor lasts for 1 minute or until your concentration is broken.

The ground in the area becomes difficult terrain. Each creature on the ground that is concentrating on a spell must make a Constitution saving throw. On a failed save, the creature's concentration is broken.

When you cast this spell and at the end of each turn you spend concentrating on it, each creature on the ground in the area must make a Dexterity saving throw. On a failed save, the creature falls prone, and if it has 50 hit points or fewer, it cannot take actions until it leaves the area or the spell ends.

This spell has additional effects depending on the terrain in the area.

Ceiling: If the spell's area touches or includes a vertical surface (such as a wall or a column) that connects to a ceiling, debris falls from the ceiling in the area. At the start of each of your turns after you cast the spell and before it ends, each creature under the ceiling, including flying creatures, must make a Dexterity saving throw. On a failed save, a creature takes 5d6 bludgeoning damage and falls prone. If the creature is already prone, it is buried in rubble (see below). On a successful save, the creature takes half damage and does not fall prone.

Cliff: If the spell's area touches or includes a vertical surface, such as a cliff, that does not have a ceiling, the vertical surface crumbles away and becomes a landslide. The landslide pushes out from the affected surface horizontally as far as it falls vertically. For example, if the affected area is 100 feet tall, the landslide spreads out 100 feet from the cliff's base in any direction where its path is unobstructed. The landslide begins at the start of your turn after you cast the spell.

Each creature in the landslide's path must make a Dexterity saving throw. On a failed save, a creature takes 5d6 bludgeoning damage and falls prone. If the creature is already prone, it is buried in rubble (see below). On a successful save, the creature takes half damage and does not fall prone, and the landslide moves the creature along with it in a straight line away from the vertical surface to a space on the slide's leading edge.

Open Ground: Fissures open throughout the spell's area at the start of your next turn after you cast the spell. Each Medium or smaller creature on the ground in the spell's area must

make a Dexterity saving throw. On a failed save, the creature falls 1d10 × 10 feet into a fissure, taking falling damage as normal. The DC to climb out is the same as the spell save DC. The fissures close when the spell ends, killing any creatures still inside them.

Any pools of liquid in the area drain into the fissures.

Structures: The tremor deals 50 bludgeoning damage to any structure in contact with the ground in the area when you cast the spell and at the start of each of your turns until the spell ends. If a structure drops to 0 hit points or fewer, it collapses. Each creature inside a collapsed structure made of wood, stone, or a similar hard material must make a Dexterity saving throw. On a failed save, the creature takes 5d6 bludgeoning damage, falls prone, and becomes buried in rubble. On a successful save, it takes half damage and does not fall prone or become buried.

Buried in Rubble: A creature buried in rubble cannot move and might not be able to see or hear beyond the rubble. For each full minute the creature spends buried, it takes 2d6 bludgeoning damage. A buried creature can use its action to make a Strength check to try to dig out of the rubble. The DM sets the DC based on the material: DC 15 is appropriate for a typical mixture of earth and stone. On a successful check, the creature digs itself free.

Another creature can use an action to dig out a creature buried in rubble, provided the rescuing creature knows the buried creature's approximate location.

Elemental Mantle

3rd-level transmutation

Elemental power answers your call and floods into you from the Inner Planes. You undergo a profound transformation, armored by the element you chose and armed with its destructive energy.

Casting Time: 1 action.

Effect: You assume an elemental mantle for 10 minutes. The effects of the mantle are determined by the element you choose.

Air: Winds swirl around you, lifting you into the air and deflecting your enemies' attacks.

Your reach increases by 5 feet and all of your ranges with your weapon attacks double. When you move across the ground, you ignore difficult terrain. Finally, creatures have disadvantage on ranged weapon attacks against you or against creatures within 5 feet of you.

Earth: The earth and stone underfoot climbs up your legs and wraps around you, encasing you in armor formed from elemental earth.

You ignore difficult terrain that results from earth, rock, rubble, or debris.

When you take bludgeoning, piercing, or slashing damage, you can use a reaction to reduce that damage by half.

Finally, all creatures other than you treat the ground within 20 feet of you as difficult terrain.

Fire: Flames dance across your body and your eyes glow like the heart of a volcano.

You are immune to fire. When a creature within 5 feet of you hits or misses you with a melee attack, that creature takes 1d6 fire damage. In addition, your melee attacks deal 1d6 extra fire damage.

Water: Elemental water gathers around you to form a shimmering envelope of water that moves with you.

You have a swim speed equal to your land speed, and you can breathe water as you breathe air. You have fire resistance. Finally, whenever you take fire or lightning damage, choose a point within 20 feet of you. Steam fills a 20-foot-radius cloud centered on that point, heavily obscuring the area until the end of your next turn.

Entangle

1st-level conjuration

You conjure a mass of animated roots with your spell, which quickly sprout into sinuous, writhing vines and roots that catch, tangle, and squeeze your enemies with barbs and thorns.

Casting Time: 1 action.

Effect: The ground in a 5-foot-radius cloud centered on a point you choose within 50 feet of you sprouts into grasping roots and vines. Creatures within the cloud must succeed on a Constitution saving throw. A creature takes 3d6 piercing damage on a failed save, and half as much damage on a successful one. A creature

that fails this save is also restrained until the end of its next turn.

The ground in a 20-foot-radius cloud centered on the point you chose becomes difficult terrain for 1 minute.

When the spell ends, the conjured plants wilt away.

At Higher Level: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each level above 1st.

Expeditious Retreat

1st-level transmutation

Your spell bestows the gift of swiftness to one creature. Its transmuted strides eat up the distance twice as fast, allowing it to move expeditiously toward or away from danger.

Casting Time: 1 action.

Effect: You touch a willing creature. For the next hour, that creature's speed is doubled.

Faerie Fire

Evocation cantrip

You channel the moon's dim radiance and bestow it upon your foes, making it impossible for them to avoid detection.

Casting Time: 1 action.

Effect: A burst of light flashes in a 5-foot-radius sphere centered on a point you choose within 25 feet. Each creature in the area emits magical, flickering light until the end of your next turn. Affected creatures cannot become invisible and emit dim light in a 10-foot radius. Finally, attacks against targets affected by this spell have advantage.

Feather Fall

1st-level transmutation

You can turn a plunging free fall into a gentle descent.

Casting Time: 1 reaction, which you take when you or a creature within 50 feet of you falls.

Effect: The falling creature's rate of descent slows to 10 feet per round. The spell ends when the creature lands or has fallen 1,000 feet. If it lands before the spell ends, it takes no falling damage and can land on its feet.

Feeblemind

5th-level enchantment

You blast a creature's mind, attempting to shatter its intellect and personality. This spell is particularly effective against spellcasters.

Casting Time: 1 action.

Effect: Choose a creature within 100 feet of you. If the target's hit point maximum is less than 150, it takes 4d6 psychic damage and must make a Wisdom saving throw.

On a failed save, the creature's Intelligence and Charisma scores become 3. The creature cannot cast spells, use magic item powers, understand language, or communicate in any coherent way. The creature can, however, identify its friends, follow them, and even protect them.

The effect persists until a *greater restoration*, *heal*, *limited wish*, or *wish* spell is used to end its effects.

At Higher Level: When you cast this spell using a spell slot 6th level or higher, the hit point maximum that *feeblemind* can effect increases by 25 for each level above 5th.

Finger of Death

7th-level necromancy

When you cast this spell, you forge a link to the Negative Energy Plane and point your finger at a creature. Pain like liquid fire runs through its body, bringing terrible death.

Casting Time: 1 action.

Effect: Choose a living creature within 50 feet of you. If the creature has 40 hit points or fewer, it dies. Otherwise, it must make a Wisdom saving throw. The creature takes 12d8 necrotic damage on a failed save, or half as much damage on a successful one.

A creature killed by this spell rises at the start of your next turn as a zombie under your command.

Fire Seeds

Conjuration cantrip

You hurl a handful of conjured acorns, pinecones, or holly berries at your foe. The seeds ignite with orange and red flames, leaving a twisting trail of smoke through the air. The fiery seeds

unerringly strike the target or targets you choose.

Casting Time: 1 action.

Effect: You create two burning seeds. Choose up to two creatures within 50 feet of you. Each target must succeed on a Dexterity saving throw. Otherwise, a target takes 2 fire damage from each seed that targets it.

At Higher Levels: The spell's damage increases when you reach a caster level of 5th (4 fire), 10th (6 fire), 15th (9 fire), and 20th (11 fire).

Fire Storm

7th-level evocation

Sheets of roaring flame race across the area, spreading out in all directions and consuming creatures in their path. The flames respond to your commands, and you can direct them to flow around creatures you choose.

Casting Time: 1 action.

Effect: Choose a point within 100 feet of you. A 100-foot cube of flame appears centered on that point. Choose any number of creatures in the spell's area. Each target must make a Dexterity saving throw. A target takes 7d10 fire damage on a failed save, or half that much damage on a successful one.

The fire damages objects in the area and ignites flammable objects that are not being worn or carried.

Fireball

3rd-level evocation

You hurl a spinning ball of fire, at its center a pea-sized point of flame bright as the sun. The ball streaks to its target and detonates with an explosion of flame and a low roar.

Casting Time: 1 action.

Effect: Choose a point within 50 feet of you. Each creature in a 20-foot-radius cloud centered on that point must make a Dexterity saving throw. A creature takes 6d6 fire damage on a failed save, and half as much damage on a successful one.

The fire damages objects in the area and ignites flammable objects that are not being worn or carried.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each level above 3rd.

Flame Blade

2nd-level evocation

Flames spring forth from your hand in a blazing stream. Your concentration holds the fire in a sword-shaped form.

Casting Time (Swift): 1 action. You can take another action as part of the same action, but not an action that involves casting a spell or activating a magic item.

Effect (Concentration): You evoke a fiery blade from one of your hands. The blade lasts for 1 minute or until your concentration is broken. You can attack with the fiery blade with a bonus to hit equal to your magic ability modifier + your spellcasting bonus. On a hit, the target takes 3d6 fire damage.

You can repeat the attack as an action until the effect ends.

The flames created by this spell shed bright light in a 10-foot radius and dim light for an additional 10 feet.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each level above 2nd.

Flame Strike

5th-level evocation

You call down a roaring column of divine fire that immolates your foes.

Casting Time: 1 action.

Effect: Each creature in a 10-foot-radius, 40-foot-high cylinder centered on a point within 50 feet of you must make a Dexterity saving throw. A creature takes 4d6 fire damage and 4d6 radiant damage on a failed save, and half as much damage on a successful one.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the fire damage or the radiant damage (your choice) increases by 1d6 for each level above 5th.

Flaming Sphere

2nd-level conjuration

A burning globe of fire springs into existence at a point you indicate. The roiling mass moves where you direct it, rolling and bouncing to scorch creatures in its path.

Casting Time: 1 action.

Effect (Concentration): Choose a point within 50 feet of you that you can see. A 5-foot diameter sphere of fire appears there. The sphere persists for 1 minute or until your concentration is broken. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. A creature takes 2d8 fire damage on a failed save, and half as much damage on a successful one.

As your action while concentrating on this spell, you can move the sphere up to 30 feet by rolling it over furniture and other low barriers, jumping it over barriers less than 15 feet tall, and jumping it across pits less than 30 feet wide. The sphere ignites flammables and illuminates the same area as a torch would.

As part of the same action you use to move the sphere, you can also attack a creature. The sphere makes an attack against a creature within 5 feet of it. The sphere has a bonus to hit equal to your magic ability modifier + your spellcasting bonus. On a hit, the target takes 2d8 fire damage. Whether the attack hits or misses, the sphere stops moving.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each level above 2nd.

Flesh to Stone

6th-level transmutation

As you cast this spell, your motions become slower and slower, and a noise of crashing boulders echoes around your target. The creature stiffens and becomes as hard as stone.

Casting Time: 1 action.

Effect (Concentration): Choose one living creature within 50 feet of you that you can see. If the target's body is made of flesh, the creature must make a Constitution saving throw. On a failed save, it is restrained. On a successful one,

the creature is not affected and your action is wasted, but you retain the spell.

A creature restrained by this spell must make another Constitution saving throw at the start of your next turn. On a successful save, the creature breaks free of the spell. On a failed save, the creature turns to stone and remains that way for 1 minute or until your concentration is broken.

A creature turned to stone by this spell is stunned and has resistance to all damage. If it is physically broken or damaged while in this state, the creature suffers from similar damage or deformities when it reverts to its original state.

If you maintain your concentration on this spell for more than 1 minute, the creature is permanently turned to stone and dies.

Fly

3rd-level conjuration

You extend a hand like a swooping wing toward the recipient of the spell. The creature you touch gains the ability to fly for a time.

Casting Time: 1 action.

Effect (Concentration): You touch a willing creature. That creature gains a fly speed of 60 feet for 1 hour or until your concentration is broken. When the spell ends, the creature falls at the start of its next turn if it is still aloft and has no means to stop the fall.

Fog Cloud

1st-level conjuration

You call forth the power of air and wind to draw a thick mist from the Elemental Plane of Air. You can baffle foes in the shrouds of this mist and make your escape or lure your enemies into a trap.

Casting Time: 1 action.

Effect (Concentration): You create a 20-foot-radius cloud of fog centered on a point within 100 feet of you. The cloud's area is heavily obscured. It lasts for 1 minute, until your concentration is broken, or until a wind with a speed greater than 11 miles per hour or more disperses it.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the radius of the mist increases by 20 feet for each level above 1st.

Foresight

9th-level divination

Your spell opens a creature's doors of perception, allowing it to sense the many possible futures ahead of it. This special awareness warns the creature when danger looms and provides keen insight into the steps the creature should take to evade that danger.

Casting Time: 1 minute.

Effect: You touch a willing creature. For 1 hour, the target cannot be surprised and has advantage on all attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attacks against the target for the duration.

Freedom of Movement

4th-level abjuration

Your magic liberates that which is snared, unbinds what is tangled, and renders most impediments to movement meaningless.

Casting Time (Swift): 1 action. You can take another action as part of the same action, but not an action that involves casting a spell or activating a magic item.

Effect: You touch a willing creature. For 1 hour, the target ignores the effects of difficult terrain.

Until the spell ends, magical effects cannot reduce the target's speed, and such effects cannot make the target paralyzed or restrained. The target can spend 5 feet of movement to automatically escape from physical restraints, such as manacles or a creature that has the target grappled or restrained.

Being underwater imposes no penalties on you.

Gate

9th-level conjuration

A shuddering pinhole appears at a point in space you choose and then rapidly yawns wide to become a portal to another plane of existence. The interdimensional connection lets you and others instantly travel from one plane to another.

Requirement: To cast this spell, you must have a large diamond worth at least 5,000 gp. Casting the spell consumes the diamond.

Casting Time: 1 action.

Effect (Concentration): Choose a point within 100 feet of you. You conjure a portal linked to a precise location on a plane of existence other than the one you are on. You determine the portal's size and orientation when you cast the spell. The portal is a circular opening from 5 to 20 feet in diameter. You can orient the portal in any direction you choose. The portal lasts for 1 minute or until your concentration is broken.

The portal has a front and a back on each plane where it appears; it is not visible from the back. Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported to the other plane, appearing in the nearest unoccupied space to the portal.

Deities and other planar rulers can usually prevent portals created by this spell from opening in their presence or anywhere within their demesnes.

Special: When you cast this spell, you can speak a creature's true name that you have learned. If that creature is on a plane other than the one you are on, the portal opens in the named creature's immediate vicinity and draws the creature through it to the nearest unoccupied space on your side of the portal. Uttering a creature's true name to accomplish this act gives you no power over the creature, and it is free to act as the Dungeon Master deems appropriate. It might leave (possibly through the same portal), attack you, or help you.

Goodberry

1st-level conjuration

You draw the magic of earth and plants into your hand, shaping its life-giving properties into the form of five golden berries that confer health and vigor to those who eat them.

Casting Time: 1 action.

Effect: You create ten magical berries that last for 8 hours. Any creature that eats a berry regains 1 hit point and does not need to consume food or water for the next 24 hours. If the creature is poisoned or suffering from a disease when it eats the berry, it can immediately make a saving throw to end the effect of the poison or disease.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you create ten additional berries for each level above 1st.

Guidance

Divination cantrip

You call upon the gods to guide you or your friend, granting a small but useful boost in competence, knowledge, or insight.

Casting Time: 1 action.

Effect: Choose one of the six abilities, and touch one creature. For the next minute, or until you cast this spell again, that creature gains a +1 bonus to ability checks using the chosen ability.

Gust of Wind

1st-level evocation

You evoke a sudden blast of roaring wind that can send a creature tumbling, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and disperse bad air.

Casting Time: 1 action.

Effect: Choose a point within 50 feet of you. Each creature in a 5-foot-radius cloud centered on that point must make a Dexterity saving throw. A creature takes 2d10 bludgeoning damage on a failed save and is knocked prone. If it succeeds, it takes half as much damage and is not knocked prone. A flying creature that fails its saving throw falls 50 feet before it can get its bearings once more.

The spell creates a strong wind (21 mph) that can disperse naturally occurring and magically summoned pockets of gas or vapor.

In addition, the gust extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish those lights.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each level above 1st.

Harm

6th-level necromancy

You unleash a virulent disease imbued with negative energy that runs rampant in a creature's body. The sickness leaves the creature with significant injuries and an inability to withstand further wounds.

Casting Time: 1 action.

Effect: Choose a living creature within 50 feet of you that you can see. Roll 14d6.

If the target has fewer hit points than the total you rolled, its hit point maximum becomes 1 for 1 hour.

If the target's hit points are equal to or greater than the total you rolled, it must make a Constitution saving throw. On a failed save, it takes necrotic damage equal to the total you rolled, and on a successful one, it takes half as much damage. The damage cannot reduce the target's hit points below 1.

Haste

3rd-level transmutation

Smoke pours from your blurring fingers as the mere act of casting this spell speeds your gestures to supernatural quickness. Your spell cracks a tiny imperfection in time's façade, allowing the target of your spell to move slightly faster than everything around it.

Rumors persist that the recipients of this spell age at an unnatural rate, though it is more likely that such stories are an attempt to discourage its use.

Casting Time: 1 action.

Effect (Concentration): Choose a willing creature within 25 feet of you. That creature's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional, hasted action on each of its turns. These benefits last for 1 minute or until your concentration is broken.

A hasted action can be used only in one of the following ways.

- cast a cantrip
- make a single attack
- disengage

- hustle
- initiate a contest, such as a grapple

When the spell ends, the creature can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

Heal

6th-level conjuration

A surge of positive energy washes away injury and sickness to restore a living creature to health and vitality.

Casting Time: 1 action.

Effect: Choose a living creature within 50 feet of you. The creature regains 50 hit points. This spell also ends blindness, deafness, and any diseases affecting the target.

Heal, Mass

9th-level conjuration

A flood of healing energy flows from you and into injured creatures around you.

Casting Time: 1 action.

Effect: You restore up to 500 hit points, divided as you choose among any living creatures within 20 feet of you.

Heat Metal

2nd-level transmutation

You awaken the fire that shaped a metal object, causing it to become red hot for a brief, searing moment.

Casting Time: 1 action.

Effect: Choose a manufactured metal object such as a metal weapon or a suit of heavy or medium metal armor within 50 feet of you that you can see. You cause the object to glow red-hot until the start of your next turn. While the target is hot, any creature that is holding or wearing the target, as well as any creature that touches it, takes 4d8 fire damage. A creature can take this damage only once during a round.

If a creature is holding or wearing the object and takes damage from it, the creature must succeed on a Constitution saving throw or drop the object. If it is not able to drop the object, the creature has disadvantage on attack rolls and ability checks until the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each level above 2nd.

Hold Monster

5th-level enchantment

This spell is of the same lineage as *hold person*. However, mastering *hold monster* requires much greater control and knowledge than the lesser spell because it can affect all living creatures, not just people.

Focusing on a rod of iron, you draw forth its properties and impose them on a creature you can see. Until the creature breaks free, it becomes like the iron, stiff and inert, frozen in place.

Casting Time: 1 action.

Effect (Concentration): Choose a living creature within 100 feet of you that you can see. The target must succeed on a Wisdom saving throw or be paralyzed. The spell lasts for 1 minute or until your concentration is broken.

On its turn, a creature affected by this spell can use its action to make a Wisdom check against your spell save DC. If the check succeeds, the spell ends.

Hold Person

2nd-level enchantment

Focusing on a small, straight piece of iron, you draw forth its properties and impose them on a creature you can see. Until the creature breaks free, it becomes like the iron, stiff and inert, frozen in place.

Casting Time: 1 action.

Effect (Concentration): Choose a living humanoid within 100 feet of you that you can see. The target must succeed on a Wisdom saving throw or be paralyzed. The spell lasts for 1 minute or until your concentration is broken.

On its turn, a creature affected by this spell can use its action to make a Wisdom check against your spell save DC. If the check succeeds, the spell ends.

Holy Aura

8th-level abjuration

Divine radiance shines around you and creatures you choose, a sign of your god's favor and protection. The aura dims to a soft, persistent glow that shields you all from evil. Should an evil creature strike you or your companions, the light flares with sudden, blinding intensity.

Requirement: You must have a tiny reliquary worth at least 1,000 gp that contains a sacred relic, such as a scrap of cloth from a saint's robe or a piece of parchment from a holy text.

Casting Time: 1 action.

Effect (Concentration): You and up to eight willing creatures within 20 feet of you each emit dim light in a 5-foot-radius sphere. The light lasts for 1 minute or until your concentration is broken.

A creature under this spell's protection has advantage on all saving throws, and other creatures have disadvantage on attack rolls against it. In addition, when a fiend or an undead creature hits a protected creature with a melee attack, the attacker must succeed on a Constitution saving throw to avoid being blinded until the spell ends.

Holy Word

7th-level evocation

Legend holds the gods formed the world and the creatures living in it by speaking words of creation. This spell gives you the means to speak a divine word aloud, the sound of which drives off otherworldly creatures and overpowers your enemies.

Casting Time (Swift): 1 action. You can take another action as part of the same action, but not an action that involves casting a spell or activating a magic item.

Effect: Choose any number of celestials, elementals, and fiends within 20 feet of you that can hear you. Any targets that are not on their plane of origin must make a Charisma saving throw. A creature that fails this save is forced back to its plane of origin and cannot return to your current plane for 24 hours by any means short of a *wish* spell.

In addition, choose any number of creatures that are within 20 feet of you and can hear you. Each one must make a Charisma saving throw. On a failed save, the creature suffers an effect based on its current hit point total.

- 50 hit points or fewer—deafened for 1 minute
- 40 hit points or fewer—deafened and blinded for 10 minutes
- 30 hit points or fewer—blinded, deafened, and stunned for 1 hour
- 20 hit points or fewer—dead

Ice Storm

4th-level evocation

You utter the words of this spell, cold and heavy in your mouth, describing a future where the world has ended and ice ceaselessly pummels the frozen landscape. As you finish, your breath steams as white as the hail of rock-hard ice that pounds down, pulverizing everything in reach of the brief storm.

Casting Time: 1 action.

Effect: Each creature in a 20-foot-radius, 40-foot-high cylinder centered on a point within 50 feet of you must make a Dexterity saving throw. A creature takes 2d8 bludgeoning damage and 4d6 cold damage on a failed save, and half as much damage on a successful one.

Until the end of your next turn, hailstones turn the storm's area into difficult terrain.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the bludgeoning damage increases by 1d8 for each level above 4th.

Identify

1st-level divination

Discovering a magic item's effects is usually possible through trial and error. But to precisely catalog every facet of its lore and ability requires an academic approach refined by years of spellcraft.

You incant the magical phrases of revelation as you brush your fingers across an item, drawing up any magic that might be hidden within it. Upon casting *identify*, you discover the properties and pertinent lore of a magic item.

Casting Time: 1 action.

Effect: You learn the properties of a magic item you are touching. If the item has any special lore associated with it, you learn that as well.

This spell reveals if an item has a secret, though not the nature of the secret.

Ritual: You can cast this spell as a ritual by spending at least 10 minutes intoning hierarchic questions addressed to spirits of knowledge and lore, and scribing marks upon the object to be identified with special chalk.

Inflict Wounds

1st-level necromancy

The negative energy that you channel instantly saps life from a living creature or restores vigor to an undead one.

Casting Time (Swift): 1 action. You can take another action as part of the same action, but not an action that involves casting a spell or activating a magic item.

Effect: Choose a living or an undead creature that you can see within 25 feet of you.

If the creature is living, it must make a Constitution saving throw. It takes 4d8 necrotic damage on a failed save, and half as much damage on a successful one.

If the creature is undead, it regains 1d8 + 4 hit points.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each level above 1st, and the healing increases by 2d8 + 1 for each level above 1st.

Insect Plague

5th-level conjuration

Reciting from the lore of past natural disasters, you call forth one of doom's harbingers: a swarm of starving locusts that strip the flesh from your enemies.

Casting Time: 1 action.

Effect (Concentration): Swarming locusts fill a 20-foot-radius cloud centered on a point you choose within 100 feet. The cloud remains for 5 minutes or until your concentration is broken. The area is lightly obscured.

A creature in the cloud when it appears must make a Constitution saving throw. A creature

takes 2d10 piercing damage on a failed save, and half as much damage on a successful one.

The cloud's area is difficult terrain. A creature that ends its turn there takes 2d10 piercing damage.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 for each level above 5th.

Invisibility

2nd-level illusion

You evoke invisibility with your words and gestures. The colors of the creature and its possessions you touch bleed away, rendering it first white, then translucent, and finally invisible.

Casting Time: 1 action.

Effect: You touch a willing Large or smaller creature. The creature becomes invisible for 1 hour. The spell ends if the creature attacks or casts a spell on anything other than itself. The spell also ends if you cast it again or if you use your action to end it.

Invisibility, Mass

7th-level illusion

You weave a potent illusion to make several creatures you choose disappear from view. The illusion is fragile, however. If even one affected creature takes a hostile action, the spell's power fails. Also, if any member of the group strays too far from the others, that creature is no longer invisible.

Casting Time: 1 action.

Effect (Concentration): Choose one creature within 100 feet of you. That creature and any willing creatures you choose within 20 feet of it become invisible. The creatures remain invisible for 10 minutes or until your concentration is broken.

If any creature affected by this spell attacks or casts a spell that affects a creature other than itself, the effect immediately ends for all creatures affected by the spell. Furthermore, the spell ends for an affected creature that starts its turn more than 30 feet from any other creature affected by this spell.

Knock

2nd-level transmutation

You whisper arcane syllables into your closed fist, which takes on a golden glow. Then you raise your hand, performing three knocking gestures in the air. With each pantomimed knock, a booming crack sounds from the locked door or object. When you finish, the final sound is that of a lock turning, a bar falling, or wood drying and shrinking in a stuck door.

Casting Time: 1 action.

Effect: Choose an object within 50 feet of you. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access.

When you cast the spell, three thunderous knocks, audible from as far away as 300 feet, emanate from the target.

A target held shut with a mundane lock, is stuck, or barred becomes unlocked, unstuck, or unbarred if the DC required to open it is 20 or lower. If the object has multiple locks, only one of them is unlocked.

If you choose a target that is magically locked, this spell instead suppresses the magical effect for 1 minute, during which time the target can be opened and shut normally. After 1 minute, if the target is closed, it becomes magically locked once again.

Ritual: You can cast this spell as a ritual by spending at least 1 minute scribing runes of opening upon the object with special ink. When you use *knock* as a ritual, you can open an object that requires a check against a DC of 15 or lower to open it, rather than 20 or lower.

Lance of Faith

Evocation cantrip

Your devotion reveals itself as a beam of light that shines from your holy symbol or weapon to burn a path through your foes.

Casting Time: 1 action.

Effect: Choose a creature you can see within 50 feet of you. The target must succeed on a Dexterity saving throw, or it takes 1d8 radiant damage.

At Higher Levels: The spell's damage increases by 1d8 when you reach a caster level of 5th (2d8), 10th (3d8), 15th (4d8), and 20th (5d8).

Levitate

2nd-level transmutation

As you cast this spell, you imagine shining wires that hang the subject of your *levitate* spell in the air. You finish this spell with a grand upward gesture, and a creature rises into the air as if being reeled up.

Casting Time: 1 action.

Effect: Choose a willing creature or an object that weighs up to 500 pounds and is within 50 feet of you. The target rises vertically, up to 20 feet, and remains suspended there for 10 minutes or until you use your action to end the spell. The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows the creature to move at half speed at its current altitude.

You can change the target's altitude on your turn. If the target is another creature or object, you can use your action to move the target 20 feet up or down. If you are the target, you can use your move to change your own altitude by the same amount.

Light

Evocation cantrip

You cause an object you touch to shine with light for a time.

Casting Time: 1 action.

Effect: You touch an object. It sheds bright light in a 20-foot-radius sphere and dim light for an additional 20 feet. The light can be colored as you choose. The light lasts for 1 hour, until you dismiss it (no action required), or until you cast this spell again.

Covering the object with an opaque object, such as a bowl or a helm, blocks the glow.

Lightning Bolt

3rd-level evocation

You release a crackling stroke of lightning that leaves a thunderclap and eye-searing afterimages in its wake.

Casting Time: 1 action.

Effect: A line of lightning 120 feet long and 5 feet wide emanates from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 6d6 lightning damage on a failed save, and half as much damage on a successful one.

The lightning damages objects in the area and ignites flammable objects that are not being worn or carried.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each level above 3rd.

Locate Animals and Plants

2nd-level divination

You concentrate on your surroundings until the raw life force of nearby beasts, branches, and roots becomes a thunder in your blood. You can determine if an animal or plant of a particular kind is somewhere close.

Casting Time: 1 action.

Benefit: Describe or name the specific kind of beast or plant you seek. The DM indicates the direction and distance to the closest creature or plant of that kind within 5 miles, if any are present.

Ritual: You can cast this spell as a ritual by spending at least 10 minutes chanting words of finding and using special material components, such as dry leaves.

Mage Armor

Abjuration cantrip

While you incant this spell, your stylized gestures recall the motions of a knight donning armor. As you finish, faint light reveals the extent and design of the magical protection that plates your body.

Casting Time: 1 action.

Effect: You surround yourself with tangible force that lasts for 1 hour. During that time, your

AC becomes 12 + your Dexterity modifier. You can dismiss the force at any time (no action required).

Mage Hand

Conjuration cantrip

The spectral hand you create with this spell can manipulate objects, open doors, and carry small items for you. Many wizards use *mage hand* to retrieve components from their pouches while keeping their hands free.

Casting Time: 1 action.

Effect: A spectral, floating hand appears at a point you choose within 50 feet of you. The hand lasts for 1 minute, until you dismiss it (no action required), or until you cast this spell again. The hand vanishes if it is ever more than 50 feet away from you.

While the hand is present, you can use your action to control it. You can use the hand to manipulate an object, open a door or a container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand cannot attack, use magic items, or carry more than 10 pounds.

Magic Missile

1st-level evocation

A spell famous for its reliability, *magic missile* produces darts of magical force that unerringly strike their targets. Those who have been struck by this spell describe a piercing pain that seems to pass through the body and out the other side. This spell leaves its victims bruised and can even break bones.

Many spellcasters alter the appearance of this spell when they cast it. A necromancer's *magic missile* might take the form of a skeletal hand, while a war wizard might create a glimmering, ghostly lance.

Casting Time: 1 action.

Effect: You create three darts of magical force. Choose up to three creatures within 100 feet of you. A creature takes 1d4 + 2 force damage from each dart that targets it.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each level above 1st.

Meld into Stone

3rd-level transmutation

Your spell renders a quantity of stone permeable, allowing you to merge with it, leaving no trace of your presence.

Casting Time: 1 action.

Effect: Choose a point on a stone object or surface large enough to fully contain your volume that you can touch. You can step into the stone at that point using your movement, melding yourself and all the equipment you carry with the stone for up to 8 hours. Nothing of your presence remains visible or otherwise detectable by nonmagical senses.

While merged with the stone, you cannot see what occurs outside it, and any ability checks you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the stone. You can spend your movement to leave the stone, which ends the spell.

Minor physical damage to the stone does not harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals you 6d6 bludgeoning damage. The stone's complete destruction (or transmutation into a different substance) expels you and deals you 50 bludgeoning damage. If expelled, you fall prone in an open space closest to where you first entered.

Melf's Acid Arrow

2nd-level evocation

A shimmering arrow of green, glowing liquid streaks to your target and bursts in a spray of sizzling acid.

Casting Time: 1 action.

Effect: Choose a creature you can see within 100 feet of you. The target must make a Dexterity saving throw. A target takes 3d8 acid damage on a failed save, and half as much damage on a successful one. If the target fails the save, it also takes 2d8 acid damage at the end of its next turn.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the initial

damage increases by 1d8 for each level above 2nd.

Mending

Transmutation cantrip

When you cast this cantrip, your touch repairs small objects. You can fix a broken chain link, rejoin two halves of a broken key, mend a tear in a cloak or hood, or make a hole in a leather sack or a wineskin disappear.

Casting Time: 1 minute.

Effect: Touch an object that weighs up to 5 pounds. A single break or tear in the object is mended. *Mending* can rejoin two halves of an object broken into two pieces; the resulting mended object's condition is good as new. An object with multiple breaks can be fixed with multiple applications of *mending*.

This cantrip can physically repair a magic item or construct, but the item's magical ability or animation is not restored.

Meteor Swarm

9th-level evocation

As you finish casting this spell, blazing balls of fire hurtle across the sky. They strike the ground like spears from heaven, with a deafening roar that fades to distant thunder.

Casting Time: 1 action.

Effect: Choose four points you can see within 1 mile of you. Each creature in a 40-foot-radius cloud centered on each point you choose must make a Dexterity saving throw. A creature takes 6d6 fire damage and 6d6 bludgeoning damage on a failed save, and half as much damage on a successful one.

The spell damages objects in the area and ignites flammable objects that are not being worn or carried.

Minor Illusion

Illusion cantrip

The fundamental building blocks of illusion-craft include this spell. To grasp *minor illusion*, the caster must learn a few mundane tricks of legerdemain, such as finding a card in a deck or changing a silk cloth from one color to another.

With a barely perceptible waggle of your fingers, you create a sound or an image that other creatures can sense.

Casting Time: 1 action.

Effect: You create a ghost sound or a silent image within 100 feet of you that lasts for 1 minute, until you dismiss it (no action required), or until you cast this spell again. A creature can determine that the sound or image is an illusion with a DC 15 Wisdom check.

Ghost Sound: You create a sound that originates from a point of your choice within range. The sound's volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

Silent Image: You create the image of an object, a creature, or some other visible phenomenon at a spot within range. The illusion does not create sound or any other effect aside from its image. The image can be as large as a 10-foot cube. Any physical interaction with the image reveals it to be an illusion, because objects pass through it.

You can use your action to cause the image to move to any spot within 100 feet of you. As the image changes location, you can alter its appearance so that its movements appear natural for the image you create. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking as you move it.

Mirror Image

2nd-level illusion

Two illusory duplicates step out of your body and take positions around you. When you move, the duplicates move with you, repeatedly merging with and splitting from you to confuse your enemies about which one of you is the real one.

Casting Time: 1 action.

Effect: Two illusory duplicates of yourself appear in your space. The duplicates move with you and mimic your actions. They last for 1 minute or until you use your action to dismiss them.

Each time a creature targets you with an attack or a harmful spell while a duplicate remains, that creature randomly determines whether it targets you or one of the duplicates. If you have two duplicates, the creature targets a duplicate if it rolls 1–4 on a d6. If you have one duplicate, the creature targets a duplicate if it rolls 1–3 on a d6.

A duplicate's AC equals 10 + your Dexterity modifier, and it uses your saving throws. If an attack hits a duplicate, or if a duplicate fails a saving throw against an effect that deals hit point damage, the duplicate disappears.

A creature is unaffected by this spell if it can't see or if it relies on senses other than sight, such as blindsight or tremorsense.

Moonbeam

2nd-level evocation

A silvery beam of pale light shines down where you indicate with a gesture. Despite the light's softness, creatures caught in the radiance writhe in pain as ghostly flames erupt from those illuminated.

Casting Time: 1 action.

Effect (Concentration): Dim light fills a 5-foot-radius, 40-foot-high cylinder centered on a point within 50 feet of you. The light persists for 1 minute or until your concentration is broken. Each creature that starts its turn in the light or enters the light for the first time during its turn must make a Constitution saving throw. Shapechangers make this saving throw with disadvantage. A creature takes 2d8 radiant damage on a failed save, and half as much damage on a successful one. Shapechangers that fail the saving throw also instantly revert back to their natural forms and cannot assume different forms until they leave the spell's light.

On each of your turns after you cast this spell, you can use an action to move the beam 50 feet in any direction.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each level above 2nd.

Move Earth

6th-level transmutation

Upon completing the incantation, you cause wavelike crests and troughs to appear and creep across the ground. Trees, structures, rock formations, and other surface features are mostly unaffected, except for changes in elevation and topography.

Casting Time: 1 action.

Effect (Concentration): Choose an area of terrain no larger than 40 feet on a side within 100 feet of you. You can reshape earth, sand, or clay in the area in any manner you choose. You can raise or lower the area's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such changes cannot exceed half the area's largest dimension. So, if you affect a 40-foot square, you can create a pillar up to 20 feet high, raise or lower the square's elevation by up to 20 feet, dig a trench up to 20 feet deep, and so on.

At the end of every 10 minutes you spend concentrating on the spell, you can choose a new area of terrain to affect. You can choose the same area of terrain multiple times to make more drastic changes to it.

Your ability to reshape terrain lasts for 2 hours or until your concentration is broken.

Because the terrain's transformation occurs slowly, creatures in the area cannot usually be trapped or injured by the ground's movement.

This spell cannot manipulate natural stone or stone construction. Rocks and structures shift to accommodate the new terrain. If the way you shape the terrain would make a structure unstable, it might collapse.

Similarly, this spell does not directly affect plant growth. The moved earth carries any plants along with it.

Ritual: You can cast this spell as a ritual by spending 1 hour preparing special material components that include a small bag of mixed soil infused with special minerals and an expertly crafted iron blade.

Otto's Irresistible Dance

8th-level enchantment

The archmage Otto was a member of the Circle of Eight, a lover of fine food and music, and if his eponymous *irresistible dance* spell is any indication, something of a practical joker.

When you cast this spell, your hand motions mimic those of a cavorting fool as you command a creature to begin a comic dance: shuffling, foot tapping, and capering.

Casting Time: 1 action.

Effect (Concentration): Choose one living creature within 20 feet of you that you can see. The target must make a Wisdom saving throw. On a successful save, the creature is not affected and your action is wasted, but you retain the spell. On a failed save, the target must dance in place for 1 minute or until your concentration is broken.

A dancing creature must use all its movement to dance in place (remaining in the same space) and has disadvantage on all saving throws. The only action a dancing creature can take is to make a Wisdom check against the spell's save DC to regain control of itself. On a successful check, the spell ends.

Special: If you know and use the target's true name when you cast this spell, the enchantment instead lasts for 10 days, until you use your action to end the spell, or until the creature dies of exhaustion.

Pass without Trace

2nd-level abjuration

A deep connection to the natural world is required to ask foliage, soil, and wildlife to forget that strangers recently passed through the area. When you cast this spell, you weave your desire to remain anonymous into your surroundings, and the world obliges by erasing all evidence of your passage.

Casting Time: 1 action.

Effect: Choose up to five creatures within 10 feet of you. For 1 hour, the creatures can move through any type of mundane terrain—mud, snow, dust, grassland, forest, or the like—and leave no physical evidence of their passage.

If a creature affected by this spell makes an attack or casts a spell that affects anything but itself, this spell ends for that creature.

Ritual: You can cast this spell as a ritual by spending at least 10 minutes chanting in special words from the language of druids and using special material components, including stones washed featureless from a rushing river.

Passwall

5th-level transmutation

With a word and a gesture, you open a space in a wall to grant you passage.

Casting Time: 1 action.

Effect: Choose a point on a wooden, plaster, or stone surface (such as a wall, a ceiling, or a floor) within 30 feet of you. A passage appears at that point. You choose the opening's dimensions: up to 5 feet wide, 8 feet tall, and 20 feet deep. The opening lasts for 1 hour. It creates no instability in a structure surrounding it.

When the opening disappears, any creatures or objects still in the passage created by the spell are safely ejected to an unoccupied space nearest to the surface on which you cast the spell.

Casting this spell multiple times lets you create a deeper passage.

Phantasmal Force

2nd-level illusion

The magic of illusion, fear, and mental manipulation come together to create a phantasm: an illusion so powerful that it takes root in its victim's mind.

A phantasm is visible only to the creature affected by it. Onlookers might assume that an invisible creature is on the loose.

Casting Time: 1 action.

Effect (Concentration): Choose a living creature you can see within 50 feet of you. The target must make a Wisdom saving throw. On a failed save, you create an illusory object, creature, or other visible phenomenon of your choice that is visible only to the target. The illusion lasts for 10 minutes or until your concentration is broken.

The illusion includes sound, temperature, and other stimuli, also evident only to the creature. The illusion can occupy up to 500 cubic feet.

A target affected by this spell can use its action to try to disbelieve the illusion. When it does so, it makes a Wisdom check against the spell's saving throw DC. On a successful check, the spell ends.

While a target is affected by the spell, it treats the phantasm as if it were real. It rationalizes any illogical outcomes from interacting with the illusion. For example, a target attempting to walk across a phantasmal bridge that spans a chasm will fall once it steps onto the bridge. If the creature survives the fall, it still believes that the bridge exists, and comes up with some other explanation for its fall—it was pushed, it slipped, or a strong wind might have knocked it off.

An affected target is so convinced of the phantasm's reality that it can even take damage from the illusion. A phantasm created to appear as a creature can attack the target. Similarly, a phantasm created to appear as fire, a pool of acid, or lava can burn the target. Each round on your turn, you can cause the phantasm to deal 1d6 damage to the target if it is in the phantasm's area or within 5 feet of it. The damage is of a type appropriate to the illusion. A fire deals fire damage, a monster armed with a longsword deals slashing damage, and so on.

Planar Ally

6th-level conjuration

You beseech your deity or planar patron to send an ally to aid you in your endeavors. When the potential ally appears, light, music, smoke, and other phenomena might accompany it as appropriate for its kind. The spell merely calls the otherworldly creature; you must offer suitable payment in exchange for its aid.

Requirement: You must spend 10 minutes assembling appropriate offerings and making prayers to a planar power.

Casting Time: 1 action.

Effect: Choose an otherworldly entity known to you, such as a god, an archfey, a primordial, or some other being of cosmic power. That entity causes a celestial, an elemental, or a fiend loyal to it to appear in an unoccupied space within 50 feet of you. If you know a creature's true name, you can instead speak it when you cast this spell

to call that specific creature. In that case, the creature can be of any type.

When the creature appears, it acts normally (that is, under no compulsion to behave a certain way). You might ask the creature to perform a service in exchange for payment. The requested task could range from simple (fly us across the chasm, help us fight a battle) to complex (spy on our enemies, protect us during our foray into the dungeon). You must be able to communicate with the creature to bargain for its services.

Payment can take a variety of forms. A celestial might require a sizable donation of gold or magic items to an allied temple, while a fiend might demand a living sacrifice or a direct gift of treasure. Some creatures might exchange their service for a favor from you.

After the creature completes the task, or when the agreed-upon duration of service expires, the creature returns to its home plane after reporting back to you, if appropriate to the task and if possible.

Some general guidelines about payments for tasks of a certain length follow. The DM can adjust these payments based on the circumstances under which you cast the spell. If the task is aligned with the creature's ethos, the payment might be halved or even waived.

- 100 gp per minute for a task taking up to 10 minutes
- 1,000 gp per hour for a task taking up to 24 hours
- 10,000 gp per day for a task taking up to 10 days

Nonhazardous tasks typically require only half the suggested payment, while especially dangerous tasks might require a greater gift. Creatures rarely accept tasks that seem suicidal to them.

A creature enlisted to join your group counts as a full member of your adventuring party, receiving a full share of experience points awarded.

Ritual: To cast this spell as a ritual, you must spend at least 1 hour inscribing a hermetic circle using materials the creature might favor: powdered silver for celestials, powdered

gemstones for earth elementals, blood and burning dung for fiends, and so on.

Plane Shift

7th-level conjuration

By infusing a tuning fork with magic and striking it to create a tone keyed to a particular plane, you create instantaneous passage from one plane of existence to another. You can use this spell to transport yourself and willing companions, or banish a creature you touch. The spell can bridge any distance, allowing travel even to an entirely different reality.

Requirement: You must have a small, forked metal rod worth at least 250 gp, inscribed with a sigil sequence attuned to a permanent teleportation circle on any plane of existence, in an alternate dimension, or in a different reality. Rods keyed to certain planes or dimensions might be difficult to come by.

Casting Time: 1 action.

Effect: You and up to eight willing creatures who link hands in a circle are instantly shunted to an unoccupied space within the teleportation circle whose forked rod you used when you cast this spell. If the space is too small to hold all the creatures you transported, they appear in the closest unoccupied spaces next to the circle.

You can use this spell to banish an unwilling creature to another plane. Choose a creature you can touch. That creature must make a Dexterity saving throw. On a failed save, you touch the creature, which must then make a Charisma saving throw. If the creature fails this save, it is immediately shunted to an unoccupied space within the permanent teleportation circle whose forked rod you used when you cast this spell. A creature so transported must find its own way back to your current plane of existence.

Plant Door

5th-level conjuration

You magically extend your senses into the soil, where rhizomes curl and gnarled roots stretch out to create a vast living network. When you finish this spell, you step into a plant of your size or larger and step out of another plant that is potentially miles away from the first.

Casting Time: 1 action.

Effect: Use your movement to enter any normal living plant, fungus, or algae of your size or larger. You instantly travel to another plant, fungus, or algae on the same plane and step out into an unoccupied space within 5 feet of it. If you have any movement remaining, you can continue moving. If you cannot see the destination specimen or you are uncertain of its exact location, you merely need to state the direction and distance, and the spell determines an exit specimen as close as possible to the desired direction and distance. The entry and exit do not need to be alike for the spell to work; if you step into a pine tree, you could emerge from an aspen, a giant mushroom, or a wall of lichen.

You cannot use this spell to travel through plant creatures, such as treants or shambling mounds. If no other living specimens of the same size or larger are within the stated range, you step free from the same plant, fungus, or algae you entered.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, you can bring along one willing Large or smaller creature for each level above 5th.

Plant Growth

3rd-level transmutation

Channeling magical energy into normal plants causes them to grow and choke the area with dense jungle-like foliage.

Casting Time: 1 action.

Effect: Choose a point within 100 feet of you. All normal plants in a 100-foot-radius cloud centered on that point become thick and overgrown. The plants entwine to form a thicket or jungle that cannot be easily traversed. A creature moving through the area must spend 15 extra feet of movement for every 5 feet it would travel.

You can exclude one or more areas of any size within the spell's area from being affected by this spell.

Ritual: You can cast this spell as a ritual by spending 8 hours entreating local nature spirits to lend their magic to enrich the land with natural magic. When you cast this spell as a ritual, you can instead choose to enrich the land.

All plants in a 1,000-foot-radius cloud centered on point within 100 feet of you become enriched for 1 year. The plants yield twice the normal amount of food when harvested.

Polymorph

4th-level transmutation

Mastering *polymorph* demands knowledge of physiology and the sympathetic links that link all living creatures.

When you cast this spell, you hold clear in your mind the images of both the target of your magic and of the living creature whose form you wish to impart. Your words mold the creature's current form into the new shape.

Casting Time: 1 action.

Effect (Concentration): Choose a living creature within 50 feet of you. If the target is willing, you transform it into another kind of living creature. The transformation of a willing creature lasts for 1 hour or until your concentration is broken.

If the target is unwilling and its hit point maximum is 150 or higher, or if it is a shapechanger, it is unaffected. If the target is unwilling and its hit point maximum is lower than 150, it must make a Wisdom saving throw. On a failed save, the creature takes on the new form for 1 minute.

The new form can be any beast whose number of Hit Dice is equal to or less than that of the target creature. The target creature gains all the abilities and limitations of the new form, and loses all the abilities and limitations of its original form. But the creature retains its current hit points as well as its Intelligence, Wisdom, and Charisma scores.

The creature continues to wear or carry any gear in its new form if that form is physically capable of doing so. Otherwise, the gear melds into the new form and becomes nonfunctional.

Power Word Kill

9th-level enchantment

You speak aloud a single-syllable word of power that can compel a creature to die instantly.

Casting Time: 1 action.

Effect: Choose one creature within 50 feet of you that can hear you. If the creature has 50 hit

points or fewer, it dies. Otherwise, the spell has no effect.

Special: If you know and speak the creature's true name as part of the spell's casting, that creature dies if it has 100 hit points or fewer.

Prayer

3rd-level conjuration

You beseech the gods for special favor to aid yourself and your allies in your present trial.

Casting Time (Swift): 1 action. You can take another action as part of the same action, but not an action that involves casting a spell or activating a magic item.

Effect (Concentration): Choose any number of creatures within 20 feet of you. Each creature gains a +1 bonus to AC, attack rolls, weapon damage rolls, ability checks, and saving throws. The effect lasts for 1 minute or until your concentration is broken.

Prestidigitation

Transmutation cantrip

Magical study often means learning a little something about how to manipulate the underlying arcane principles in a trivial but often useful fashion.

You perform an amusing magical trick, such as creating a dancing wisp of light, freshening a wilting flower, making a coin invisible, or warming a cold drink.

Casting Time: 1 action.

Effect: You create one of the following magical effects within 10 feet of you.

- You create an instantaneous sensory effect that is harmless, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantly light or snuff out a candle, a torch, or a small campfire.
- You color, clean, or soil an item no larger than a cubic foot for up to 1 hour.
- You chill, warm, or flavor up to 1 pound of nonliving material for up to 1 hour.
- You make a small mark or symbol appear on an object or a surface for up to 1 hour.

- You produce out of nothingness a small, nonmagical trinket or an illusory image that lasts until the end of your next turn.
- You make a small handheld item invisible until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time.

Prismatic Spray

7th-level evocation

When you cast this spell, you tear a hole in reality's weave and direct the resulting spray of wild energy at foes. With a final slashing motion, you release a blast of warring colors that burn, freeze, or otherwise harm creatures caught within.

Casting Time: 1 action.

Effect: Each creature in a 15-foot cone originating from you must make a Dexterity saving throw. For each target, roll a d8 to determine which color affects it.

1. *Red:* The target takes 10d6 fire damage on a failed save, or half that much damage on a successful one.

2. *Orange:* The target takes 10d6 acid damage on a failed save, or half that much damage on a successful one.

3. *Yellow:* The target takes 10d6 lightning damage on a failed save, or half that much damage on a successful one.

4. *Green:* The target takes 10d6 poison damage on a failed save, or half that much damage on a successful one.

5. *Blue:* The target takes 10d6 cold damage on a failed save, or half that much damage on a successful one.

6. *Indigo:* On a failed save, the target is restrained. At the start of your next turn, the target must make a Constitution saving throw. If it fails that save, the creature turns to stone. A creature turned to stone by this spell is stunned and has resistance to all damage. If it is physically broken or damaged while in this state, the creature suffers from similar damage or deformities when it reverts to its original state.

7. *Violet:* On a failed save, the target is blinded. At the start of your next turn, the target must

make a Wisdom saving throw; a successful save ends the blindness. If it fails that save, the creature is instantly transported to another plane of the DM's choosing.

8. *White*: On a failed save, the target is blinded for 1 minute. Additionally, roll the d8 again until you get a result other than 8, and apply that effect to the target as well.

Protection from Energy

3rd-level abjuration

You weave a ward of protection around a creature to shield it from elemental energy.

Casting Time: 1 action.

Effect (Concentration): You touch a willing creature and choose one of the following damage types—acid, cold, fire, lightning, or thunder. For 10 minutes or until your concentration is broken, the target has resistance to that damage type.

Protection from Evil

1st-level abjuration

Carrying incense as you trace a circle in holy water around a creature, you ward your subject against evil spirits and influences.

Requirement: You must have holy water and incense, both of which are expended in the spell's casting.

Casting Time: 1 action.

Effect: You touch a creature. For 1 minute, that creature has advantage on saving throws against effects created by fiends and undead, and cannot be charmed or frightened by such creatures.

Protection from Poison

2nd-level abjuration

Carrying incense as you trace a circle in holy water around a creature, you ward your subject against evil spirits and influences.

Casting Time: 1 action.

Effect: You touch a creature. For 1 hour, that creature has advantage on saving throws against poisons and disease, effects created by poisons and disease, and target has resistance to poison damage.

Ritual: This spell can be cast as a ritual by spending 10 minutes preparing an herbal infusion made of thorns, rare herbs, the blood of

the creature to be protected, and a snake's fang. The infusion retains potency for 1 minute and the spell takes effect when the subject drinks it.

Purify Food and Drink

1st-level transmutation

You make a magical entreaty to the nature spirits. In answer, spoiled, rotten, poisonous, or otherwise contaminated food and water is purified, and it becomes suitable for eating and drinking.

Casting Time: 1 action.

Effect: Choose a point within 10 feet of you. All nonmagical food and drink within a 5-foot-radius cloud centered on that point is purified and rendered toxin and disease free.

Raise Dead

5th-level conjuration

You recall the willing soul of a recently dead creature, reuniting it with its body so the creature lives once more.

Requirement: You must spend 1 hour in prayer over the corpse of the creature you want to raise. At the end of this time, as part of your action to cast the spell, you place a diamond worth at least 500 gp on the dead creature's body. The spell then consumes the diamond.

Casting Time: 1 action.

Effect: You touch a creature that has been dead no longer than 10 days. If the creature's soul is both willing and at liberty to return, the creature returns to life with 1 hit point.

This spell also neutralizes any poisons and cures nonmagical diseases that affected the creature at the time it died. This spell does not, however, remove magical diseases, curses, or similar effects; if these are not first removed prior to casting the spell, they take effect when the creature returns to life.

This spell closes all mortal wounds, but it does not restore missing body parts. If the creature is lacking body parts or organs integral for its survival—its head, for instance—the spell automatically fails.

Coming back from the dead is an ordeal. The target takes a –4 penalty to all attack rolls, saving throws, and checks. Every time the target

completes a long rest, the penalty is lessened by 1 until it disappears.

Ray of Frost

Evocation cantrip

You fire a beam of blue-white energy that chills your enemy to the bone.

Casting Time: 1 action.

Effect: Choose a creature you can see within 100 feet of you. The target must succeed on a Dexterity saving throw. Otherwise, the target takes 1d8 cold damage, and its speed is reduced by 10 feet until your next turn.

At Higher Levels: The spell's damage increases by 1d8 when you reach a caster level of 5th (2d8), 10th (3d8), 15th (4d8), and 20th (5d8).

Read Magic

Divination cantrip

Spellcasters are often jealous of their lore. To guard their arcane secrets, they might use secret alphabets and ciphers to record their spells. In addition, magical writing sometimes adorns enchanted objects, magic weapons, the sides of ancient towers, and so on, though the authors of these messages are usually lost to history.

When you cast this spell, incomprehensible magical symbols waver, change position, then suddenly become clear, allowing you to peruse the magical writing with ease.

Casting Time: 1 action.

Effect: Choose an object within 10 feet of you. You can decipher a discrete magical inscription on that object that would otherwise be unintelligible, including a spell from someone else's spellbook, a spell on a scroll, a line of mystical script on a magic weapon, and the like. Deciphering this writing does not normally invoke the magic contained in it.

Once a particular magical inscription is deciphered by means of this spell, the inscription continues to be intelligible to you.

You can also identify the names of specific magic glyphs and symbols using *read magic*, though not their function.

Regenerate

7th-level transmutation

Your magic stimulates a creature's natural healing ability so that wounds close, broken bones knit, and severed extremities regrow.

Requirement: You must spend 1 minute in prayer or meditation over the spell's target.

Casting Time: 1 action.

Effect: You touch a living creature. The target regains 4d8 + 15 hit points immediately, plus 1 hit point per minute for the next hour.

Any limbs the creature is lacking are restored after 2 minutes. If you have the severed extremity and hold it to the stump, the spell causes the limb to knit to the stump.

Ritual: You can cast this spell as a ritual. You must spend at least 1 hour boiling the heart of a troll in the bile of a purple worm. The target must then eat the heart.

Remove Curse

3rd-level abjuration

You unravel a curse's power, freeing a creature or an object from its fell influence.

Casting Time: 1 action.

Effect: You touch a creature or an object. All curses affecting it end, unless the object is a magic weapon, a shield, or a suit of armor. Such an item retains its curse, but the person wearing or holding the cursed item can remove or drop it.

Ritual: You can cast this spell as a ritual by spending at least 10 minutes incanting mystic phrases and burning incense over the cursed creature or object.

Resistance

Abjuration cantrip

You imbue a creature with divine energy that protects it from harm by twisting fate in a subtle, but perhaps lifesaving, way.

Casting Time: 1 action.

Effect: You touch a creature. Until the start of your next turn, that creature gains a +1 bonus to all saving throws.

Restoration, Lesser

2nd-level conjuration

You restore a creature to its full ability by ending an effect that impairs it.

Casting Time: 1 action.

Effect: You touch a creature and choose one of the following effects.

Neutralize Poison: If the creature is suffering from any poisons, choose one of them and neutralize it.

Remove Disease: If the creature is suffering from any diseases, choose one of them and cure it.

Remove Paralysis: If the creature is subjected to any paralyzing effects, choose one of them and end it.

Restoration, Greater

7th-level conjuration

You imbue a creature you touch with positive energy to restore it to its normal state. Any effect that would warp its mind or body, or diminish its abilities, ends.

Requirement: You must have diamond dust worth at least 100 gp, which is consumed in the casting.

Casting Time: 1 action.

Effect: You touch a creature and choose one of the following effects.

Break Enchantment: End one charm effect on the target.

Lift Curse: End one curse on the target. This benefit also breaks the target's attunement to one cursed item.

Restore Ability: Return any of the target's reduced ability scores to their normal values.

Restore Maximum Hit Points: End any effect that reduces the target's hit point maximum.

Stone to Flesh: Restore a creature turned to stone or some other inorganic material back to its original form.

Lesser Restoration: Choose and apply one effect of the *lesser restoration* spell to the target.

Ritual: You can cast this spell as a ritual. You must spend 1 hour preparing a special ointment made from diamond dust and mystic herbs. When you finish, you must paint the target's

body with the ointment until the substance covers the creature completely.

Resurrection

7th-level conjuration

You channel positive energy into the deceased to restore it to life. The creature shudders, gasps for air, and rises, shaking off all effects of being dead.

Requirement: You must spend 1 hour in prayer or meditation over a specially prepared corpse. At the end of this time, as part of your action to cast the spell, you place a diamond worth at least 1,000 gp on the dead creature's body. The spell consumes the gemstone when it takes effect.

Casting Time: 1 action.

Effect: You touch a dead creature, which must have died within the last 100 years, did not die from old age, and is not undead. If its soul is free and willing, the target returns to life with all of its hit points.

This spell neutralizes any poisons and cures normal diseases afflicting the creature when it died. It does not, however, remove magical diseases, curses, and the like; if such effects are not removed prior to casting the spell, they afflict the target on its return to life.

This spell closes all mortal wounds and restores any missing body parts.

Coming back from the dead is an ordeal. The target takes a –4 penalty to all attack rolls, saving throws, and checks. Every time the target completes a long rest, the penalty is lessened by 1 until it disappears.

Special: Casting this spell to restore life to a creature that has been dead for 1 year or longer taxes you greatly. Until you complete a long rest, you cannot cast spells again, and you have disadvantage on all attack rolls, ability checks, and saving throws.

Rope Trick

2nd-level transmutation

Your magic raises a length of rope into the air. The rope's upper end leads into an invisible extradimensional space, where the rope is affixed. The space can serve as a refuge for several creatures.

Requirement: You must have a length of rope at least 50 feet long to cast this spell.

Casting Time: 1 action.

Effect: You create an invisible entrance within 50 feet of you that leads to an extradimensional space. The entrance lasts for 1 hour. The entrance is marked by your rope, which dangles beneath it, seemingly fixed in empty air. The extradimensional space can be reached by a creature that climbs up the rope all the way to the top, at which point it enters the space. The space holds as many as eight Medium or smaller creatures. A creature in the space can pull the rope up into the space, making the rope disappear from the view of those outside the space.

Creatures in the extradimensional space are on another plane. Attacks and spells cannot cross through the entrance into the space, but those in the space can see out of it as if through a 3-foot-by-5-foot window centered on the rope.

Anything inside the extradimensional space drops out when the spell ends.

Sanctuary

1st-level abjuration

Clerics sometimes cast *sanctuary* on themselves so they can cast more challenging spells without the risk of interference from their opponents. The spell is also useful for keeping an important individual safe while a battle rages.

Casting Time (Swift): 1 action. You can take another action as part of the same action, but not an action that involves casting a spell or activating a magic item.

Effect: Choose a creature within 10 feet of you. For 1 minute, anyone who targets that creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, it must choose a new target or lose its action. This spell doesn't protect the chosen creature from spell effects that don't target the creature directly, such as the explosion of a *fireball*.

If the chosen creature makes an attack or casts a spell that affects anything but itself, this spell ends.

Scorching Ray

2nd-level evocation

This spell causes a ray of searing fire and light to erupt from your hand. You can focus the beam to blast a single target, or split it into several lesser beams to carve through multiple enemies.

Casting Time: 1 action.

Effect: You create six rays of fire and light. Choose up to six creatures within 100 feet of you and divide the number of rays between the targets as you wish. A target must make a Dexterity saving throw for each ray that targets it. On each failed saving throw, the target takes 1d6 fire damage.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each level above 2nd.

Shield

1st-level conjuration

You instantly create an invisible disk of force to intercept an attack.

Casting Time: 1 reaction, which you take when you are hit by an attack or when you make a Dexterity saving throw against a spell or other magical effect.

Effect: Until the start of your next turn, you have half cover, including against the triggering attack or effect. For the duration, you also take no damage from the *magic missile* spell.

Shield of Faith

1st-level abjuration

You call out a prayer to protect an imperiled ally. A shimmering field surrounds and shields your target, helping to deflect attacks.

Casting Time (Swift): 1 action. You can take another action as part of the same action, but not an action that involves casting a spell or activating a magic item.

Effect (Concentration): Choose a creature within 50 feet of you. That creature gains a +1 bonus to AC. The bonus lasts for 1 minute or until your concentration is broken.

Shillelagh

Cantrip transmutation

You infuse your club or quarterstaff with primal might and cause it to strike a nearby foe.

Requirement: You must be holding a wooden club or quarterstaff.

Casting Time: 1 action.

Effect: Make an attack roll against a creature within 10 feet of you. You have a bonus to hit equal to your magic ability modifier + your spellcasting bonus. On a hit, the target takes 1d8 bludgeoning damage.

At Higher Levels: The spell's damage increases by 1d8 when you reach a caster level of 5th (2d8), 10th (3d8), 15th (4d8), and 20th (5d8).

Shocking Grasp

Evocation cantrip

Lightning wreathes your hand and delivers a brutal shock to the creature you touch.

Casting Time: 1 action.

Effect: Choose a creature you can reach. The target must succeed on a Dexterity saving throw. Otherwise, the target takes 1d8 lightning damage, and it can't take reactions until its next turn.

At Higher Levels: The spell's damage increases by 1d8 when you reach a caster level of 5th (2d8), 10th (3d8), 15th (4d8), and 20th (5d8).

Silence

2nd-level illusion

When you complete this spell, all sound is stopped in an area. No noise whatsoever issues from, passes through, or enters the area. This spell proves extremely effective against spellcasters, since they must be able to speak to cast their spells.

Casting Time: 1 action.

Effect (Concentration): Choose a point you can see within 100 feet of you. No sound can be created within or pass through a 20-foot-radius sphere centered on that point. Creatures within the area are deafened.

The effect lasts for 10 minutes or until your concentration is broken.

Ritual: You can cast this spell as a ritual by spending at least 10 minutes inscribing a ritual circle filled with magical runes and using special material components, including the dust of ground-up pearls.

Sleep

1st-level enchantment

The fine sand you fling into the air sparkles when this spell's magic takes hold. Creatures touched by the scintillating granules grow drowsy and might fall asleep.

Casting Time: 1 action.

Effect: Choose a point that you can see within 100 feet of you and roll 5d8. The total is how many hit points of living creatures this spell can affect. Each creature to be affected must be within 20 feet of the point you chose. The spell ignores any creature that is unconscious.

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious for 1 minute, until it takes damage, or until someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each level above 1st.

Sleet Storm

3rd-level conjuration

You create a whirling storm of ice and snow that forms a dense sphere. Creatures trapped in the storm slowly succumb to its deadly chill.

Casting Time: 1 action.

Effect (Concentration): Freezing rain and sleet fall in a 20-foot-radius cloud centered on a point within 50 feet of you. The cloud lasts for 5 minutes or until your concentration is broken.

The cloud douses exposed flames in its area. Any creature that ends its turn in the storm takes 3d6 cold damage.

When a creature enters the cloud, the creature must make a DC 10 Dexterity check to balance.

On a failed check, the creature falls prone and its movement ends.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each level above 3rd.

Sound Burst

2nd-level evocation

You blast an area with a cacophony of blaring sound, potentially deafening creatures in the area.

Effect: Choose a point within 50 feet of you. Each creature in a 10-foot-radius cloud centered on that point must make a Constitution saving throw. A creature takes 4d8 thunder damage on a failed save, and half as much damage on a successful one. A creature that fails this save is also deafened for 1 minute.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each level above 2nd.

Speak with Animals

2nd-level divination

You alter your perceptions to translate the sounds and gestures made by animals in your presence into understandable speech. Similarly, the magic transforms your words into sounds animals can understand.

Casting Time: 1 action.

Effect: You gain the ability to comprehend and communicate with beasts for 10 minutes.

Ritual: You can cast this spell as a ritual by spending at least 10 minutes inhaling the smoke from burning animal fur, fungi, and herbs.

Speak with Dead

3rd-level necromancy

The corpse before you twitches and stirs when a spirit you call returns to it. For as long as your magic holds the spirit to its body, it must answer the questions you put to it.

Requirement: You can cast this spell only on a dead creature that still has a mouth, that has not been turned into an undead creature, and that

has not been the target of this spell within the last seven days.

Casting Time: 1 action.

Effect: You touch a creature's corpse. For 10 minutes, you can ask the corpse up to five questions. The corpse knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive. This spell does not return the creature's soul to its body, only its animating spirit. Thus, the corpse cannot learn new information, does not comprehend anything that has happened since it died, nor can it speculate about future events.

Ritual: You can cast this spell as a ritual if you spend 10 minutes preparing the corpse to receive the spirit, a process that involves intoning ritual phrases, burning incense, and painting sigils on the body with magical oils.

Spike Growth

2nd-level transmutation

You transform a patch of ground near you, twisting it so that it is covered in hard spikes and thorns. This transformation is subtle, acting as a trap for the unwary.

Casting Time: 1 action.

Effect: The ground in a 20-foot-radius cloud centered on a point within 100 feet of you becomes difficult terrain for 10 minutes.

When a creature moves through the area, it takes 2d4 piercing damage for every 5 feet it travels.

The transformation of the ground is camouflaged to look natural. Any creature that cannot see the area of the spell at the time the spell is cast must make a Wisdom check to spot against the spell's saving throw DC to recognize the terrain as hazardous.

Spider Climb

2nd-level transmutation

The gesticulations you make while casting this spell mimic the actions of a spider climbing an imaginary wall. The spell confers on a creature the ability to climb any surface.

Casting Time: 1 action.

Effect (Concentration): You touch a willing creature. That creature gains the ability to move up, down, across vertical surfaces, or even

upside down along ceilings while leaving its hands free. The creature can move in this way at its normal speed. These benefits last for 10 minutes or until your concentration is broken.

Spiritual Weapon

2nd-level evocation

Calling out for aid from your divine patron, you evoke magical force in the shape of a glowing weapon to smash your foes. The weapon created is typically a hammer, though it can take whatever form you choose.

Casting Time: 1 action.

Effect: You create a floating, spectral weapon within 50 feet of you that lasts for 1 minute or until you cast this spell again. When you cast the spell, the hammer makes an attack against a creature within 5 feet of it. The hammer has a bonus to hit equal to your magic ability modifier + your spellcasting bonus. On a hit, the target takes 1d8 force damage.

As part of your action on any turn until the spell ends, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1 for each level above 2nd.

Stinking Cloud

3rd-level conjuration

A billowing mass of dense, yellow vapors writhes into being, smothering the area you choose in a poisonous cloud.

Casting Time: 1 action.

Effect (Concentration): You create a 20-foot-radius cloud of poisonous gas centered on a point you can see within 100 feet of you. The cloud's area is lightly obscured. The cloud lasts for 10 minutes or until your concentration is broken.

When the cloud appears, each living creature in it must make a Constitution saving throw. A creature takes 6d6 poison damage on a failed save, and half as much damage on a successful one. Any living creature that enters the cloud or ends its turn there must also make this saving throw (but no more than once per turn).

A moderate wind (at least 11 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 21 miles per hour) disperses it after 1 round.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each level above 3rd.

Stoneskin

4th-level abjuration

You sprinkle diamond dust over a creature's body to protect it from harm as you incant the echoing words of this spell. For a time, the creature's flesh becomes as hard as stone.

Requirement: You must have 100 gp worth of diamond dust, which is consumed when you cast the spell.

Casting Time: 1 action.

Effect: You touch a willing creature. For the next 1 hour, the target has resistance to bludgeoning, piercing, and slashing damage.

Storm of Vengeance

9th-level conjuration

A storm blooms in the sky, its bruised core a churning blot of cloud with the likeness of a colossal, glaring eye. Lightning, thunder, freezing rain, and hail bust from the boiling cloud mass to lash everything beneath it.

Requirement: You must be outdoors to cast this spell.

Casting Time: 1 action.

Effect (Concentration): A 360-foot-radius cloud centered on a point in the sky you can see fills with churning mist. Lightning flashes in the area and thunder booms. The storm lasts for 1 minute or until your concentration is broken. Each creature under the cloud (5,000 or fewer feet beneath the cloud) when it appears must make a Constitution saving throw. On a failed save, the creature takes 2d6 thunder damage and becomes deafened for 5 minutes.

Each round you spend concentrating on this spell creates additional effects as follows.

2nd Round: Acid rains fall from the cloud. Each creature under the cloud takes 1d6 acid damage.

3rd Round: You call six bolts of lightning from the cloud. Divide the six bolts between six

creatures or objects under the cloud, with no more than one bolt per creature or object. A creature must make a Dexterity saving throw. On a failed save, the creature takes 10d6 lightning damage, and half as much damage on a successful one.

4th Round: Hailstones rain down from the cloud. Each creature under the cloud takes 2d6 bludgeoning damage.

5th through 10th Round: Freezing rain and wind gusts assail the area under the cloud. The area under the cloud becomes heavily obscured and difficult terrain. Each creature under the cloud takes 1d6 cold damage. Ranged weapon attacks in the area are impossible. The wind and rain count as a severe distraction for the purposes of maintaining concentration on spells. Finally, strong wind gusts (21 mph or more) automatically disperse fogs, mists, and similar phenomena, whether mundane or magical.

Suggestion, Mass

6th-level enchantment

The magic suffusing your words makes your suggestion sound like the most reasonable thing in the world. You can use this spell to convince suspicious guards to let you pass without question, cause enemies to believe they are choking, or otherwise influence creatures.

Casting Time: 1 action.

Effect (Concentration): Choose up to six creatures within 30 feet of you that can hear and understand you. Each target must make a Wisdom saving throw. On a failed save, it becomes charmed by you for 1 minute, until you attack it, or until your concentration is broken.

You can use your action to suggest a course of action to creatures charmed by this spell. Each time you do so, a creature charmed by this spell must succeed on a Wisdom saving throw. On a failed save, you decide what action the creature will take and how it will move; on its next turn, it does as you suggest.

Any suggested course of activity that is obviously suicidal causes the spell to end for each creature affected by this spell.

Sunbeam

6th-level evocation

A mote of brilliant light appears in the palm of your hand and emits a dazzling beam of pure sunlight. For as long as the light shines, you can fire beams from your hand to blind and incinerate creatures you strike.

Casting Time: 1 action.

Effect (Concentration): You create bright light in a 30-foot-radius sphere centered on your hand and dim light for an additional 30 feet. This light is sunlight. The light lasts for 1 minute or until your concentration is broken.

You also create a 5-foot-wide, 60-foot long line of radiance. Each creature in the line must make a Constitution saving throw. On a failed save, a creature takes 6d8 radiant damage and is blinded until your next turn. On a successful one, it takes half damage and is not blinded.

You can create a new line of radiance as your action on any turn until the spell ends.

Undead, oozes, fungi, and molds always fail this saving throw.

Sunburst

8th-level evocation

At your command, brilliant, blinding light bursts from a point you choose, washing the area with its purifying rays. The light's sudden appearance and great intensity incinerate creatures in its presence and blind any survivors.

Casting Time: 1 action.

Effect: Choose a point within 100 feet of you. Sunlight flashes out to fill a 40-foot-radius cloud centered on that point. Each creature in the cloud must make a Constitution saving throw. On a failed save, a creature takes 12d6 radiant damage and is blinded for 1 minute. On a successful save, it takes half damage and is not blinded.

Undead, oozes, fungi, and mold always fail this saving throw.

This spell ends darkness created by spells of 9th level or lower.

Telekinesis

5th-level transmutation

When casting this spell, you utter a few syllables designed to focus your mind as a fulcrum, and harden your will as a lever. Along the lever, you extend a powerful telekinetic grip you can use to pick up creatures or objects and move them about.

Casting Time: 1 action.

Effect: You gain the ability to telekinetically manipulate creatures or objects for up to 10 minutes, or until your concentration is broken.

Creature: You can use your action to choose a creature within 50 feet of you that is up to two sizes larger than you. If you do so, make a check with your magic ability contested by the creature's Strength check.

If you win the contest, you move the creature up to 30 feet in any direction. Until the start of your next turn, the creature is restrained in your telekinetic grip.

In each round after you cast the spell, you can use your action to attempt to maintain your telekinetic grip on the creature. If you choose not to use your action for this purpose, the spell ends.

If the creature is being held in the air, out of contact with the ground or another surface capable of supporting it, you automatically maintain your grip when you try to do so, and you can move the creature up to 30 feet in any direction, as long as you don't move it farther than 50 feet from you.

If the creature in your grip can get purchase on an immovable surface or is Large or larger, you must engage it in another contest. If the creature wins the contest, the spell ends.

Object: You can use your action to select an object within 50 feet of you that you want to manipulate. If you do so, the spell works as if you had targeted a creature, with the following exceptions:

- You automatically affect an object weighing 300 pounds or less that is not being worn or carried.
- If the object is held, worn, or carried by a creature, you must make a check with your

magic ability contested by that creature's Strength check.

- You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

Teleport

7th-level conjuration

Permanent teleportation circles are safe endpoints for *teleport* spells. However, those who master and cast *greater teleport* fling caution to the wind and attempt to teleport to any location.

As you cast this spell, you envision the location where you want to appear, attempting to imagine it clearly in your mind. When you finish the spell, the air around you seems to catch fire as you and your chosen companions are instantly whisked elsewhere.

Casting Time: 1 action.

Effect: Choose up to five willing creatures within 5 feet of you. You and each creature you chose are instantly shunted from your current location to a destination that is known to you and is on the same plane as you. Your familiarity with the destination determines whether you arrive there successfully. Roll d% and consult the table.

Familiarity	On Target	Off Target	Similar Area	Mishap
Permanent circle	01–100	—	—	—
Very familiar	01–96	97–99	100	—
Studied carefully	01–76	77–87	88–95	96–100
Seen casually	01–46	47–56	57–66	67–100
Viewed once	01–26	27–46	47–56	57–100
Description	01–26	27–46	47–56	57–100
False destination (roll d20 + 80)	—	—	81–92	93–100
Associated object	01–100	—	—	—

Familiarity: “Permanent circle” means a permanent teleportation circle whose sigil sequence you know. “Very familiar” is a place you have been very often and where you feel at home. “Studied carefully” is a location you know well, because you have been there often or you have used other means to study the place. “Seen casually” is someplace you have seen more than

once but with which you are not very familiar. “Viewed once” is a place you have seen once, possibly using magic. “Description” is a place whose location and appearance you know through someone else’s description, perhaps from a map.

“False destination” is a place that doesn’t exist. Perhaps you tried to scry an enemy’s sanctum but instead viewed an illusion, or you are attempting to teleport to a familiar location that no longer exists. When traveling to a false destination, you roll $1d20 + 80$ rather than $d\%$, since there is no real destination for you to arrive at or be off target from.

“Associated object” means that you possess an object taken from the desired destination within the last six months, such as a book from a wizard’s library, bed linen from a royal suite, a chunk of marble from a lich’s secret tomb, or the like.

On Target: You and your group appear where you want to.

Off Target: You and your group appear a random distance away from the destination in a random direction. Distance off target is $1d10 \times 1d10\%$ of the distance that was to be traveled. For example, if you tried to travel 120 miles, landed off target, and rolled a 5 and 3 on the two $d10$ s, then you would be off target by 15%, or 18 miles. The DM determines the direction off target randomly by rolling a $d8$. On a 1, north; 2, northeast; 3, east; 4, southeast; 5, south; 6, southwest; 7, west; 8, northwest. If you were teleporting to a coastal city and wound up 18 miles out at sea, you could be in trouble.

Similar Area: You wind up in an area that’s visually or thematically similar to the target area. A wizard heading for her home laboratory, for example, might wind up in another wizard’s laboratory or in an alchemical supply shop that has many of the same tools and implements as in her laboratory. Generally, you appear in the closest similar place, but since the spell has no range limit, you could conceivably wind up anywhere on the plane.

Mishap: You and anyone else teleporting with you are assaulted by the spell’s magic. You each take $1d10$ force damage, and you reroll on the table to see where you wind up. For these rerolls, roll $1d20 + 80$ instead of $d\%$. Each time this

result comes up, you take another $1d10$ force damage and reroll.

Ritual: You can cast this spell as a ritual. You must spend 1 hour inscribing a circle on the ground, using rare inks made from powdered gemstones. Upon completion of the ritual, the physical representation of the circle flares and burns away to ash.

Teleportation Circle

5th-level conjuration

You draw a circle of sigils on the ground to link your location to a permanent teleportation circle whose sigil sequence you have learned. Most major temples, guilds, and other places of import have permanent teleportation circles inscribed somewhere within their confines. Upon casting the spell, a shimmering portal opens within the circle you drew and remains open long enough for you and your companions to step through and appear safely at the destination you chose.

A sigil sequence is a string of magical runes arranged in a particular pattern. Each location in the world and beyond has a unique sigil sequence. When you first gain the ability to cast this spell, you learn two sigil sequences to destinations determined by the Dungeon Master. You can learn additional sigil sequences during your adventures. You can commit a new sigil sequence to memory after studying it for about a minute.

Casting Time: 1 minute. You spend this time inscribing a teleportation circle on the ground. During this time, choose a destination on your plane for which you know the sigil sequence.

Effect: A shimmering portal opens inside the teleportation circle you inscribed and remains open until the end of your next turn. Any creature that enters the portal instantly appears in the nearest unoccupied space within 5 feet of the teleportation circle you choose and may continue moving.

Ritual: You can cast this spell as a ritual. You must spend 1 hour inscribing a circle on the ground, using rare inks made from powdered gemstones. Upon completion of the ritual, the physical representation of the circle flares and burns away to ash.

You can create a new permanent circle that you can use as an endpoint for other *teleport* spells by casting this spell as a ritual every day for one year in the same location. You need not use the circle to teleport when you cast the spell in this way.

Thunderwave

1st-level evocation

You evoke a whip-crack of thunder, creating a wave of energy that can sweep aside creatures and objects it contacts.

Casting Time: 1 action.

Effect: Each creature in a 15-foot cone originating from you must make a Dexterity saving throw. On a failed save, a creature takes 3d8 thunder damage and is pushed 15 feet away from you. On a successful one, it takes half as much damage and is not pushed.

In addition, unsecured objects that weigh less than 50 pounds are automatically pushed 15 feet away from you by the spell's effect, and the spell emits a thunderous boom audible within 300 feet of you.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 and the distance of the push increases by 5 feet for each level above 1st.

Time Stop

9th-level transmutation

White-hot sparks spray from your blurring fingers, eroding the fabric of space and time. While the spell persists, you can take several actions as, all around you, everything else stands frozen in time.

Casting Time: 1 action.

Effect (Concentration): You stop time for yourself for 10 rounds or until your concentration is broken. During this period, you can use actions and move as normal.

This spell ends immediately if one of the actions you use during this period affects a creature other than yourself (this includes casting spells that summon other creatures) or affects an object being worn or carried by someone other than you, or if you move to a place more than 1,000 feet from the location where you cast this spell.

Trap the Soul

8th-level conjuration

You ensnare a creature's essence and trap it inside a gem.

Requirement: You must have a gemstone worth at least 1,000 gp for each Hit Die of the creature you would trap.

Casting Time: 1 action.

Effect: Choose a creature within 50 feet of you. The target must make a Wisdom saving throw. On a failed save, you force the target's soul into the gemstone. While its soul is so trapped, the target's body and all the equipment it is carrying cease to exist.

The gem holds the target indefinitely or until the gem is broken, at which time the target's body re-forms in an unoccupied space nearest to the gem and in the same state as when this spell was cast on it.

You, and you alone, can communicate telepathically with the trapped soul. Other creatures that inspect the gemstone see a tiny figure inside it.

Special: If you speak the target's true name when you cast the spell, the target has disadvantage on the saving throw.

True Resurrection

9th-level conjuration

You beseech the powers of the cosmos to intercede on behalf of a creature you believe to have been wrongly slain, restoring life to the dead creature.

Requirement: Before you cast this spell, you must first cast *commune* and explain to the being contacted why the dead creature should be restored to life. You then make an offering of treasure worth at least 25,000 gp, which is consumed when you cast this spell.

Casting Time: 1 action.

Effect: You speak the name of a creature that has been dead for no longer than 200 years and that died for any reason except old age. If the creature's soul is free and willing, the creature is restored to life with maximum hit points. This spell closes all wounds, neutralizes any poison, cures all diseases, and lifts any curses affecting the creature when it died. It replaces damaged or

missing organs and limbs and can even provide a new body if the original no longer exists (in which case the creature appears in an unoccupied space you choose within 30 feet of you).

True Seeing

5th-level divination

A creature affected by this spell sees with perfect clarity, able to pierce darkness, illusions, and even transmutations to perceive things as they truly are.

Casting Time: 1 action.

Effect: You touch a creature. For 1 hour, the creature can see things as they actually are out to a range of 120 feet. The creature sees in normal and magical darkness, notices secret doors hidden by magic, sees invisible creatures, automatically detects visual illusions and succeeds on saving throws against them, and perceives the true forms of creatures affected by transmutation spells. Furthermore, the target can see into the Ethereal Plane.

Ritual: You can cast this spell as a ritual if you spend 10 minutes creating an ointment from mushroom powder, saffron, fat, and other ingredients. You apply the freshly prepared ointment to the creature's forehead.

Wall of Fire

4th-level evocation

When you evoke *wall of fire*, you visualize the Elemental Plane of Fire. The blazing plane's ground is ever-shifting plates of compressed flame, the air a continual firestorm, and its seas and rivers boiling magma.

With a rippling wave of your hand, you draw up from the ground a vertical sheet of flame, which burns as hot as that blazing plane.

Casting Time: 1 action.

Effect (Concentration): You create a wall of fire on a solid surface within 100 feet of you. You can choose to make the wall up to 30 feet long, 10 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall lasts for 1 minute or until your concentration is broken. The wall heavily obscures creatures behind it.

One side of the wall, selected by you when you cast this spell, deals 5d8 fire damage to each creature within 10 feet of that side. The wall deals this damage when it appears. A creature also takes this damage if it ends its turn inside the wall, if it ends its turn within 10 feet of the wall's damaging side, or if it passes through the wall (but no more than once per turn). The other side of the wall deals no damage.

If you create the wall on top of a creature, that creature must succeed on a Dexterity saving throw or take damage as if it passed through the wall. On a success, the creature can move 5 feet so that it is not in the fire.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each level above 4th.

Wall of Stone

5th-level evocation

Drawing material from the Elemental Plane of Earth, you bring a wall of solid stone into existence, shaping it in whatever way you choose. Typically, casters use this spell to close passages, portals, and breaches against opponents.

Casting Time: 1 action.

Effect: A nonmagical stone wall springs into existence at a point you choose within 100 feet. The wall is 6-inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with at least one other panel. You can double the size of each panel by halving its thickness or double its thickness by halving the size of each panel.

The wall can have any shape you desire, though it cannot occupy the same space as a creature or object. The wall need not be vertical, nor rest on any firm foundation. It must, however, merge with and be solidly supported by existing stone. Thus, you can use this spell to bridge a chasm or create a ramp.

If you create a span greater than 20 feet in length, you must halve the size of each panel to create supports. You can crudely shape the wall to create crenellations, battlements, and so on.

The wall can be damaged and thus breached. Each panel has AC 5, and it has 15 hit points per inch of thickness. The wall is immune to acid,

cold, fire, necrotic, psychic, and radiant damage, and is also immune to any effect that requires an Intelligence, Wisdom, or Charisma saving throw. Reducing a panel to 0 hit points or fewer destroys it and may cause connected panels to collapse at the DM's discretion.

Wall of Thorns

6th-level conjuration

You conjure a thorn bush with your spell, which immediately sprouts into a long barrier of tough, pliable, tangled brush that bristles with needle-sharp thorns, each as long as a human's finger.

Casting Time: 1 action.

Effect: You create a wall of thorns within 100 feet of you on a solid surface. You choose to make the wall up to 50-feet long, 10-feet high, and 5-feet thick or a circle that has a 25-foot radius and is up to 20 feet high and 5-feet thick. The wall lasts for 10 minutes or until your concentration is broken. The wall blocks line of sight. Creatures you designate when you cast the spell are not affected by it.

A creature can move through the wall, albeit slowly. For every 5 feet a creature would travel through the wall, it must spend 20 feet of movement.

Furthermore, any creature that enters the wall's space must make a Dexterity saving throw. On a failed save, a creature takes 7d8 slashing damage. On a successful save, it takes half as much damage.

If you create the wall on top of a creature, that creature must make a Dexterity saving throw. On a failed save, the creature takes 7d8 slashing damage. On a successful save, the creature can move 5 feet so that it is not in the wall.

At Higher Levels: When you cast this spell using a spell slot of a level higher than 6th, the wall's length increases by 10 feet or the size of its radius increases by 5 feet and the damage increases by 1d8 for each level above 6th.

Water Breathing

3rd-level transmutation

Those who live on dry land instinctively fear the deeps. Mastering this spell requires that the caster face and overcome these fears.

When you cast this spell, the suggestion of gills appears on each affected creature's neck, and the creature gains the ability to breathe underwater for extended periods.

Casting Time: 1 action.

Effect: Choose up to ten willing creatures within 50 feet of you. In addition to retaining its normal mode of respiration, each creature can also now breathe water as if it were a fish. This benefit lasts for 24 hours.

Water Walk

2nd-level transmutation

You touch one or more creatures to enable them to walk across liquids, such as acid, water, mud, snow, quicksand, ice, and lava, as if they were on solid ground. In the case of dangerous liquids, the spell does not protect a creature from environmental effects the liquids cause. Walking across lava still means exposure to extremely hazardous heat.

Casting Time: 1 action.

Effect: Choose up to ten willing creatures within 10 feet of you. Each target can move across any liquid surface as if it were solid ground.

If you target a creature submerged in a liquid, the spell carries the target to the surface of the liquid at a rate of 60 feet per round until the target can stand on the liquid.

Web

2nd-level conjuration

You conjure a mass of thick webbing that chokes a corridor, a chamber, a small grove of trees, or any place where such a web can be anchored. Creatures in the area are stuck fast.

Casting Time: 1 action.

Effect (Concentration): Choose a point you can see within 50 feet of you. A 20-foot-radius cloud centered on that point fills with sticky webs. The webs last for 10 minutes or until your concentration is broken.

If the webs are not anchored between two solid masses or layered across a floor, wall, or ceiling, the conjured web collapses on itself and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet.

Each creature that starts its turn in the webs or that enters the webs for the first time during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free.

A creature restrained by the webs can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained.

The webs lightly obscure any creature caught in them.

The webs' strands are flammable. Any 5-foot-cube of webs exposed to fire catches fire and burns away at the start of your next turn. The fire spreads 5 feet at the end of each turn until the web burns away. Any creature that starts its turn in an area of burning webs takes 2d4 fire damage.

Wind Walk

6th-level transmutation

Your spell transforms the creatures you touch into wispy and insubstantial shapes. They rise into the air and fly like clouds.

Casting Time: 1 action.

Effect (Concentration): You and up to 10 willing creatures within 25 feet of you gain the ability to assume a cloud form at will for 10 hours or until your concentration is broken.

While in a cloud form, a creature has a fly speed equal to half its normal speed, and you have resistance to damage from nonmagical weapons. The only actions a creature can take in this form are to hustle or to resume its normal form. A creature flying while in this form appears to be nothing more than a wisp of cloud.

If a creature is in cloud form and flying when the effect ends, it descends 60 feet per round for 1 minute until it lands, which it does safely. If it cannot land after 1 minute, the creature falls the remaining distance.

Wish

9th-level conjuration

Your arcane knowledge has advanced so far that you're able to glimpse the foundations of reality itself. You have come to understand that every spell evokes just a minuscule fraction of that ultimate formula.

Wish is the mightiest spell a mortal creature can cast. By simply speaking aloud, you can alter reality in accord with your desires.

Casting Time: 1 action.

Effect: The basic use of this spell is to duplicate any other spell of 8th level or lower. You do not need to meet any requirements. The spell simply takes effect.

Alternatively, you can achieve any one of the following effects.

- Create one object of up to 25,000 gp in value that is not a magic item.
- Create one common, uncommon, or rare magic item.
- Allow up to twenty creatures to regain all hit points and end all effects on them described in the *greater restoration* spell.
- Grant up to ten creatures immunity to a damage type, a magical effect, or some other effect for 8 hours. For instance, you could make yourself and all your companions immune to a lich's life drain attack.
- Undo a single recent event by forcing a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a *wish* spell could undo an opponent's successful save, a foe's successful critical hit, a friend's failed save, and so on. You must accept the result of the reroll, even if it is less favorable to you than the original roll.

You might be able to achieve something beyond the scope of the above examples. To do so, state your wish to the DM as precisely as possible. Your DM has a lot of latitude in ruling what occurs in such an instance; the greater the wish, the greater the likelihood that something goes wrong. Either the spell simply fails, the effect you desire is only partly achieved, or you suffer some unforeseen consequence as a result of how the wish was worded. For example, wishing that a villain were dead might propel you forward in time to a period when that villain is no longer alive, effectively removing you from the game. Similarly, wishing for a legendary magic item or artifact might instantly transport you to the presence of the item's current owner.

Special: The stress of casting this spell to produce any effect other than duplicating another spell weakens you. Until you complete a long rest, you lose the ability to cast spells. In addition, your Strength drops to 3, if it is not 3 or lower already, for 2d4 days. For each of those days that you spend resting and doing nothing more than light activity, your remaining recovery time decreases by 2 days.

Zone of Truth

2nd-level enchantment

You create a magical zone that guards against deception. Creatures affected by the zone's magic cannot knowingly speak a lie.

Effect: Choose a point you can see within 50 feet of you. A 15-foot-radius invisible cloud appears centered on that point. It lasts for 1 minute. Any creature in the cloud or that enters the cloud must make a Charisma saving throw. On a failed save, a creature cannot speak a deliberate lie while in the cloud. An affected creature is aware of the spell and may thus avoid answering questions to which it would normally respond with a lie, or may be evasive in its answers as long as it remains within the boundaries of the truth.

Ritual: You can cast this spell as a ritual by spending at least 10 minutes sprinkling special material components, including powdered silver, around the area.