

Spells

Cleric Spells

Cantrips

Guidance
Light
Mending
Resistance
Sacred Flame
Spare the Dying
Thaumaturgy

Level 1 Spells

Bless
Command
Create or Destroy Water
Cure Wounds
Detect Good and Evil
Detect Magic
Detect Poison and Disease
Healing Word
Inflict Wounds
Protection from Evil
Purify Food and Drink
Sanctuary
Shield of Faith

Level 2 Spells

Aid
Augury
Gentle Repose
Hold Person
Lesser Restoration
Prayer of Healing
Protection from Poison
Silence
Spiritual Weapon
Zone of Truth

Level 3 Spells

Beacon of Hope
Create Food and Water
Daylight
Dispel Magic
Holy Vigor
Mass Healing Word
Prayer
Protection from Energy

Remove Curse
Speak with Dead
Water Walk

Level 4 Spells

Air Walk
Death Ward
Divination
Freedom of Movement
Guardian of Faith

Level 5 Spells

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

Level 6 Spells

Banishment
Blade Barrier
Greater Dispel Magic
Harm
Heal
Planar Ally

Level 7 Spells

Destruction
Greater Restoration
Fire Storm
Holy Word
Plane Shift
Regenerate
Resurrection

Level 8 Spells

Antimagic Field
Earthquake
Holy Aura

Level 9 Spells

Astral Projection
Gate
Mass Heal
True Resurrection

Druid Spells

Cantrips

Druidcraft
Fire Seeds
Guidance
Mending
Read Magic
Resistance
Shillelagh

Level 1 Spells

Animal Friendship
Charm Person
Create or Destroy Water
Cure Wounds
Detect Magic
Detect Poison and Disease
Entangle
Faerie Fire
Fog Cloud
Goodberry
Gust of Wind
Healing Word
Longstrider
Purify Food and Drink
Thunderwave

Level 2 Spells

Animal Messenger
Barkskin
Darkvision
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
Web

Level 3 Spells

Call Lightning

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

Level 4 Spells

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

Level 5 Spells

Awaken
Commune
Feeblemind
Flame Strike
Insect Plague
Mass Cure Wounds
Plant Door
Scrying
Wall of Stone

Level 6 Spells

Heal
Move Earth
Sunbeam
Wall of Thorns
Wind Walk

Level 7 Spells

Creeping Doom
Finger of Death
Fire Storm
Greater Restoration
Plane Shift
Regenerate

Level 8 Spells

Earthquake
Sunburst

Level 9 Spells

Foresight
Storm of Vengeance
Wish

Paladin Spells

Level 1 Spells

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

Level 2 Spells

Aid
Lesser Restoration
Magic Weapon
Zone of Truth

Level 3 Spells

Create Food and Water
Daylight
Dispel Magic
Prayer

Level 4 Spells

Death Ward
Divine Power

Level 5 Spells

True Seeing

Ranger Spells

Level 1 Spells

Animal Friendship
Cure Wounds
Fog Cloud
Goodberry
Hunter's Mark
Longstrider

Level 2 Spells

Barkskin
Darkvision
Lesser Restoration

Pass without Trace
Silence
Spike Growth

Level 3 Spells

Daylight
Plant Growth
Water Breathing
Water Walk

Level 4 Spells

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

Alarm
Burning Hands
Cause Fear
Charm Person
Color Spray
Comprehend Languages
Detect Magic
Disguise Self
False Life
Feather Fall
Fog Cloud
Grease
Gust of Wind
Identify
Magic Missile
Shield
Sleep
Thunderwave

Level 2 Spells

Animal Messenger
Arcane Lock
Blur
Darkness
Darkvision
Flaming Sphere
Gentle Repose
Hold Person
Invisibility
Knock
Levitate
Locate Animals and Plants
Magic Weapon
Melf's Acid Arrow
Mirror Image
Ray of Enfeeblement
Phantasmal Force
Rope Trick
Scorching Ray
Sound Burst
Spider Climb
Web

Level 3 Spells

Animate Dead
Blink
Dispel Magic
Fireball
Fly
Haste
Lightning Bolt
Protection from Energy
Remove Curse
Slow
Stinking Cloud
Water Breathing

Level 4 Spells

Blight
Confusion
Dimension Door
Evard's Black Tentacles
Ice Storm
Polymorph
Stoneskin
Wall of Fire

Level 5 Spells

Cloudkill
Cone of Cold
Contact Other Plane

Dominate Person
Feeblemind
Hold Monster
Passwall
Scrying
Seeming
Telekinesis
Teleportation Circle

Level 6 Spells

Arcane Gate
Banishment
Chain Lightning
Circle of Death
Disintegrate
Flesh to Stone
Greater Dispel Magic
Mass Suggestion
Move Earth
Sunbeam

Level 7 Spells

Etherealness
Finger of Death
Mass Invisibility
Mordenkainen's Sword
Plane Shift
Prismatic Spray
Teleport

Level 8 Spells

Antimagic Field
Clone
Dominate Monster
Maze
Otto's Irresistible Dance
Power Word Stun
Sunburst
Trap the Soul

Level 9 Spells

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

Spell Descriptions

The spells are presented in alphabetical order.

Aid

2nd-level enchantment

The *aid* spell invests its recipients with toughness and resolve.

Casting Time: 1 action

Range: 10 feet

Duration: 8 hours

Effect: Choose up to three creatures within range that are not currently affected by this spell. Each target's hit point maximum and current hit points increase by 5 for the duration.

Air Walk

4th-level transmutation

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

Casting Time: 1 action

Range: 5 feet

Duration: Concentration, up to 1 hour

Effect: Choose a willing creature within range. Until the spell ends, the target can tread on air as if walking on solid ground. 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 while the target is airborne, it falls if this spell is 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.

Alarm

1st-level abjuration (ritual)

You create magical wards to alert you when creatures approach.

Casting Time: 1 minute

Range: 25 feet

Duration: 8 hours

Effect: Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the spell ends, an alarm sounds whenever a Tiny or larger creature touches or enters the warded area. When you cast the spell, you can

designate creatures that won't set off the alarm. Also, choose the type of alarm, mental or audible.

A mental alarm alerts you with a psychic ping if you are within 1 mile of the warded area. This ping awakens you from sleep.

An audible alarm produces the sound of a hand bell for 10 seconds. Anyone within 50 feet of the warded area can hear the bell. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each interposing wall.

Material Components: A tiny bell and a piece of fine silver wire.

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

Range: 25 feet

Duration: 24 hours

Effect: Choose a beast within range 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 be charmed by you until the spell ends. If you or one of your companions harms the target, the spell ends early.

Material Components: A morsel of food the animal likes.

Animal Messenger

2nd-level transmutation (ritual)

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

Range: 25 feet

Duration: 8 hours

Effect: Choose a Tiny beast you can see within range, 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 to a

creature that you describe. The messenger speaks only to that creature.

If the messenger does not reach its destination before the spell ends, the message is lost.

Material Components: A morsel of food the animal likes.

Animate Dead

3rd-level necromancy

You utter an incantation that bestows undeath upon a pile of bones or a corpse. As your droning voice invokes this dark magic, bones twitch or muscles contract, and a skeleton or zombie lurches to its feet, awaiting your command.

Animating the dead is not a good act. Those who dabble in such magic must have a just reason to do so lest they offend the forces of good and law.

Casting Time: 1 minute

Range: 10 feet

Duration: 24 hours

Effect: Choose a pile of bones or a corpse of a Medium or Small humanoid within range. The target becomes a skeleton if you chose bones or a zombie if you chose a corpse (the DM has the creature's game statistics). The creature is under your control for the duration or until it is destroyed.

As part of your action, you can command any creature you made with this spell if the creature is within 50 feet of you. You decide what action the creature will take and where it will move during its next turn.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you create one additional undead creature for each level above 3rd. Each of the creatures must come from a different corpse or pile of bones.

Material Components: A drop of blood, a piece of flesh, and a pinch of bone dust.

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

Range: Self

Duration: Concentration, up to 1 hour

Effect: A 10-foot-radius invisible cloud of antimagic surrounds you. Until the spell ends, the cloud moves with you, centered on you.

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 counts against its duration.

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, creating a gap in the wall 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 at 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 temporarily winks out of existence in the cloud. Such a creature instantly reappears once the space the creature occupies is no longer within the cloud.

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 *antimagic fields* do not nullify each other.

Material Components: A pinch of powdered iron or iron filings.

Arcane Eye

4th-level divination

You touch a spot on your forehead, and a shimmering eye appears there for a moment. The eye then invisibly scouts for you.

Casting Time: 1 action

Range: 25 feet

Duration: Concentration, up to 1 hour

Effect: You create an invisible, hovering sensor within range that lasts for the duration.

You mentally receive visual information from the sensor, which has normal vision and darkvision out to 10 feet. The sensor can look in every direction.

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

Material Components: A bit of bat fur.

Arcane Gate

6th-level conjuration

At your command, two glowing portals appear and hover inches over the ground. As long as the portals remain open, any creature entering one can exit the other.

Casting Time: 1 action

Range: 500 feet

Duration: Concentration, up to 10 minutes

Effect: Choose two points on the ground that you can see, one point within 10 feet of you and one point within 500 feet of you. A 10-foot-diameter portal opens over each point, centered

on the point and perpendicular to it. The portals remain open for the duration.

Any creature or object entering one portal exits from the other portal as if the two were adjacent to each other. Mist fills each portal, preventing vision through it.

Arcane Lock

2nd-level abjuration (ritual)

You bind a door so that intruders can not easily pass. The door becomes impassible to anyone other than you and those you allow to pass.

Casting Time: 1 action

Range: Touch

Duration: Permanent

Effect: Touch a door, window, gate, chest, or other entryway that is closed. The chosen object is magically locked. You and the creatures you designate when you cast this spell can open the object normally. Otherwise, it is impassable until it is broken or the spell is dispelled or suppressed. Casting *knock* on the object suppresses *arcane lock* for 10 minutes.

While affected by this spell, the object is more difficult to break; the DC to break it increases by 10.

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 will 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, which are all consumed by the spell.

Casting Time: 1 hour

Range: 10 feet

Duration: Permanent

Effect: You and up to eight willing creatures within range project your 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 sta-

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

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. And if a creature's astral body is reduced to 0 hit points, the spell ends for that creature.

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 (ritual)

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.

Casting Time: 1 minute

Range: Self

Duration: Instantaneous

Effect: Describe a course of action that you plan to take within the next 30 minutes. You receive an answer from an otherworldly entity

about the results of that course of action. 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.

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 get a false reading. The DM makes this roll in secret.

Material Components: Specially marked sticks, bones, or similar tokens worth at least 25 gp, which are not consumed by the spell.

Awaken

5th-level transmutation

You spend a day to magically trace in a gemstone the mental pathways that give an intelligent creature its ability to reason. You then touch the gemstone to an animal or a plant, awakening it to humanlike sentience.

Requirement: You must provide an agate worth at least 1,000 gp, which is consumed by the spell.

Casting Time: 8 hours

Range: Touch

Duration: Instantaneous

Effect: Touch a Large or smaller beast or plant. 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 (ritual)

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

Range: 50 feet

Duration: Instantaneous

Effect: Choose one celestial, elemental, or fiend within range 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.

Material Components: Any item that is distasteful to the target.

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

Range: Touch

Duration: Concentration, up to 1 hour

Effect: A willing creature that you touch gains a +2 bonus to AC for the duration.

Beacon of Hope

3rd-level conjuration

Your prayer energizes you and those you designate with hope, life, and the will to push through even the most trying circumstances.

Casting Time: 1 action

Range: 25 feet

Duration: 1 minute

Effect: Choose any number of creatures within range. For the duration, each target has advantage on Wisdom saving throws and death

saving throws, and a target regains the maximum number of hit points possible from any healing.

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

Range: 100 feet

Duration: Concentration, up to 10 minutes

Effect: You create a vertical wall of whirling blades within range that lasts for the duration. 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 provides three-quarters cover to creatures behind it, and its space is 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 conjuration

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

Casting Time: 1 action

Range: 25 feet

Duration: Concentration, up to 10 minutes

Effect: Choose any number of creatures within range that are not already affected by this spell. Whenever a target makes an attack roll or a saving throw before the spell ends, it can add a d4 to the result.

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

Range: 10 feet

Duration: Instantaneous

Effect: Choose a living creature within range 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 you target a plant creature or a magical plant, it makes the saving throw with disadvantage, and the spell deals maximum damage to it.

If you target a nonmagical plant that is not a creature, such as a tree or shrub, it does not make a saving throw; it simply withers and dies.

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.

Casting Time: 1 action

Range: Self, but only if you are not on the Ethereal Plane

Duration: 1 minute

Effect: Roll a d20 at the end of each of your turns before the spell ends. 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.

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.

Blur

2nd-level illusion

Your body becomes blurred, shifting and wavering to all who can see you. Your unstable appearance makes it difficult for your enemies to strike you.

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

Effect: For the duration, any creature has disadvantage on attack rolls against you, unless the creature has blindsight or a similar capability.

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

Range: Self

Duration: Instantaneous

Effect: Each creature in a 15-foot cone 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.

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

You create a miniature lightning storm. At your command, lightning arcs from the storm to blast your enemies.

Casting Time: 1 action

Range: 50 feet

Duration: Concentration, up to 10 minutes

Effect: Choose a point you can see within range. 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.

Until the spell ends, you can use your action to call down another lightning strike.

If a targeted creature is outdoors in stormy conditions when you cast this spell, the damage increases to 6d10 against that creature.

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 glow 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

Range: 10 feet

Duration: 1 minute

Effect: Each living creature of your choice within range must succeed on a Wisdom saving throw or be frightened for the duration.

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

Range: 100 feet

Duration: Instantaneous

Effect: You create a bolt of lightning that strikes a target you choose within range. 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.

Material Components: A bit of fur; a piece of amber, glass, or a crystal rod; plus three silver pins.

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 foe might perceive you as nonthreatening, while a bored shopkeeper might suddenly regard you with unfounded trust.

Casting Time: 1 action

Range: 25 feet

Duration: 1 hour

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

Chill Touch

Necromancy cantrip

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

Casting Time: 1 action

Range: Touch

Duration: 1 round

Effect: Make an attack roll to touch a living creature. You have a bonus to the roll equal to your magic ability modifier + your spellcasting bonus, if any. On a hit, 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).

Circle of Death

6th-level necromancy

When you cast this spell, you trace a circle with your finger in the air. The circle forges a link to the Negative Energy Plane around the enemies you indicate, snuffing out their life force and killing them instantly.

Casting Time: 1 action

Range: 100 feet

Duration: Instantaneous

Effect: Choose a point within range that you can see. Each living creature within 50 feet of that point must make a Constitution saving throw. The creature takes 10d6 necrotic damage on a failed save, or half as much damage on a successful one.

Material Components: The powder of a crushed black pearl worth at least 500 gp.

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 provide a diamond worth at least 1,000 gp (consumed by the spell); a crystal vessel worth at least 2,000 gp that has a sealable lid and is large enough to hold a Medium creature; and a quantity of seawater sufficient to fill the container.

Casting Time: 1 hour

Range: 5 feet

Duration: Instantaneous

Effect: Choose the remains of a Medium creature within range (at least a cubic inch of flesh). 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 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

As you cast this spell, noisome, yellow-green vapors roll across the ground, bringing death to creatures caught within them.

Casting Time: 1 action

Range: 100 feet

Duration: Concentration, up to 10 minutes

Effect: Choose a point within range. You create a 20-foot-radius cloud of poisonous fog centered there. It lasts for the duration, and its area is heavily obscured.

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

Range: Self

Duration: 1 round

Effect: Each creature in a 15-foot cone must make a Wisdom saving throw, provided the crea-

ture can see. For every creature that fails its saving throw, roll a d6 to determine the spell's effect on that creature.

1–2: Until the end of the creature's next turn, the creature's speed is halved, and it has disadvantage on attack rolls and ability checks.

3–4: The only action the creature can take on its next turn is an attack against a randomly determined target within range.

5–6: Until the end of the creature's next turn, the creature is frightened by you and must move as far away from you as possible before taking any action.

Material Components: A pinch each of powder or sand that is colored red, yellow, and blue.

Command

1st-level enchantment

You channel supernatural authority to compel a creature into obedience.

Casting Time: 1 action

Range: 50 feet

Duration: 1 round

Effect: You speak a one-word command to a living creature within range. It must succeed on a Wisdom saving throw or follow the command on its next turn, unless the creature doesn't understand it.

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 (ritual)

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

Casting Time: 1 action

Range: Self

Duration: 1 minute

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 before the spell ends. 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.

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 get no answer. The DM makes this roll in secret.

Material Components: Incense and a vial of holy or unholy water.

Comprehend Languages

1st-level divination (ritual)

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

Range: Self

Duration: 1 hour

Effect: For the duration, 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.

This spell does not reveal secret messages that are concealed in a text, and it does not allow you to read magical writing or inscriptions, such as those deciphered by the *read magic* spell.

Material Components: A pinch of soot and a few grains of salt.

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

Range: Self

Duration: Instantaneous

Effect: Each creature in a 60-foot cone 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.

Material Components: A very small crystal or glass cone.

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

Range: 100 feet

Duration: Concentration, up to 1 minute

Effect: Each creature in a 10-foot-radius cloud centered on a point you choose within range must succeed on a Wisdom saving throw or be affected by the spell for the duration.

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

d100 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.
81–00	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.

Material Components: Three nut shells.

Contact Other Plane

5th-level divination (ritual)

You enter a trance so deep that your mind travels to another plane of existence, where you mentally consult with a demigod, the spirit of a long-dead sage, or some other entity. Contacting such an alien intelligence can strain your mind.

Casting Time: 1 minute

Range: Self

Duration: 1 minute

Effect: You mentally contact a mysterious entity from another plane, and you ask it up to five questions that can be answered with a single word. You must ask your questions before the spell ends.

The DM answers each question with one word, such as “yes,” “no,” “maybe,” “never,” “irrelevant,” or “unclear” (if the entity doesn’t know the answer to the question). If a one-word answer would be misleading, the DM might instead offer a short phrase as an answer.

When you receive the answer to each question, make an Intelligence or a Charisma check (your choice). The DC for the first question is 5, and the DC increases by 5 for each subsequent question. If you fail the check, you take 6d6 psychic damage, the spell ends, and you can’t cast spells until you complete a long rest.

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

Range: 25 feet

Duration: Instantaneous

Effect: You create 30 pounds of food and 20 gallons of water within range, 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 or Destroy Water

1st-level transmutation

Water condenses out of the air at a point you choose, falling like rain. Or water evaporates at your command.

Casting Time: 1 action

Range: 25 feet

Duration: Instantaneous

Effect: You either create or destroy water.

Create Water: You create up to 2 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 25-foot cube within range, extinguishing exposed flames in the area.

The spell produces enough drinkable water to sustain one Small or Medium creature for 24 hours.

Destroy Water: You destroy up to 2 gallons of water in an open container within range. Alternatively, you destroy fog in a 25-foot cube within range.

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

Material Components: A drop of water if creating water or a few grains of sand if destroying it.

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

Range: 500 feet

Duration: Concentration, up to 1 minute

Effect: A swarm of spiders, ants, and centipedes covers the ground in a 50-foot-radius cloud centered on a point you can see within range. The swarm remains for the duration.

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 Wounds

1st-level conjuration

You channel positive energy into an injured creature to mend its wounds.

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

Effect: You touch a living creature, and that creature regains 2d8 + 2 hit points.

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

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

Range: Touch

Duration: Concentration, up to 10 minutes

Effect: 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 for the duration. Not even a creature with darkvision can see through this darkness, and no natural light can illuminate it.

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.

Material Components: A drop of pitch or a piece of coal.

Darkvision

2nd-level transmutation (ritual)

Whispering of owls, dwarves, drow, or other creatures that can see without light, you confer that ability to yourself or someone else.

Casting Time: 1 action

Range: Touch

Duration: 8 hours

Effect: You touch a willing creature. For the duration, that creature has darkvision with a range of 60 feet.

Material Components: Either a pinch of dried carrot or an agate.

Daylight

3rd-level evocation

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

Casting Time: 1 action

Range: Touch

Duration: 1 hour

Effect: You touch an object you are holding or one that is not being worn or carried. For the duration, the object emits 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

Range: Touch

Duration: 8 hours

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

Range: 50 feet

Duration: Instantaneous

Effect: Choose a creature within range 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 Good and Evil

1st-level divination (ritual)

Your spell allows you to perceive strong concentrations of good or evil, as well as creatures formed by them.

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

Effect: For the duration, you detect the presence of any celestial, fiend, or undead creature within 25 feet of you, and such creatures cannot

become hidden from you. Within the same radius, you detect the presence of any place or object that has been consecrated or desecrated by magic.

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

Detect Magic

1st-level divination (ritual)

Upon casting *detect magic*, you sense any magic in the area. Studying the auras can give you clues to the nature of the magic.

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

Effect: For the duration, you sense the presence of magic within 25 feet of you. If you sense magic, you can use your action to see a faint aura around any creature or object in the area that bears magic, and you learn its school of magic, if any.

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

Detect Poison and Disease

1st-level divination (ritual)

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

Range: Self

Duration: Concentration, up to 10 minutes

Effect: For the duration, 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 it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

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

Range: 500 feet

Duration: Instantaneous

Effect: You teleport yourself from your current location to any other spot within range. 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 take 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

Range: Self

Duration: 1 hour

Effect: You make yourself—including your clothing, armor, weapons, and equipment—look different until the spell ends or until you use your action to dismiss it. 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 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.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on a Wisdom check against your spellcasting DC.

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

Range: 50 feet

Duration: Instantaneous

Effect: Choose a target within range that you can see. 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 *wall of force*.

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.

Material Components: A lodestone and a pinch of dust.

Dispel 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 summoned fiend, you can use *dispel magic* to dismantle the effect.

Casting Time: 1 action

Range: 100 feet

Duration: Instantaneous

Effect: Choose one creature, object, or magical effect within range. 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.

Divination

4th-level divination (ritual)

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: 1 action

Range: Self

Duration: Instantaneous

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. 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 get a false reading. The DM makes this roll in secret.

Material Components: Incense and a sacrificial offering appropriate to your religion, together worth at least 25 gp.

Divine Favor

1st-level evocation

Your deity answers your prayer and empowers your weapon strikes with divine radiance.

Casting Time: Swift

Range: Self

Duration: Concentration, up to 10 minutes

Effect: Until the spell ends, your weapon attacks deal 1d8 extra radiant damage on a hit.

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

Range: Self

Duration: Concentration, up to 10 minutes

Effect: For the duration, you gain a +4 bonus to Strength checks and Strength-based attack rolls and damage rolls.

Dominate Beast

4th-level enchantment

Using *dominate beast*, your consciousness enters the mind of an animal and forges a bond with it, through which you can control the beast's behavior.

Casting Time: 1 action

Range: 50 feet

Duration: 1 hour

Effect: Choose a beast within range that you can see. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or your companions are fighting it, it has advantage on the saving throw. The charmed target can't take reactions, and you have a telepathic link with it while the two of you are on the same plane of existence.

Through the link, you choose the target's actions and where it moves by commanding it telepathically. Doing so requires no action on your part, but you must be able to take actions. If you give the target no commands, it does nothing other than what it needs to survive, such as moving away from a threat.

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

The target makes a new saving throw against the spell if you or your companions do anything harmful to it.

Dominate Monster

8th-level enchantment

You focus your mind on a nearby creature and attempt to bend it to your will.

Casting Time: 1 action

Range: 100 feet

Duration: 1 hour

Effect: Choose a living creature within range that you can see. It must succeed on a Wisdom saving throw or be charmed by you for the duration.

You have a telepathic link with the charmed target while the two of you are on the same plane of existence.

Through the link, you choose the target's actions and where it moves by commanding it telepathically. Doing so requires no action on your part, but you must be able to take actions. You can also command the target to take a reaction, which requires the use of your reaction. If you give the target no commands, it does nothing other than what it needs to survive, such as moving away from a threat.

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

The target makes a new saving throw against the spell if you or your companions do anything harmful to it.

Dominate Person

5th-level enchantment

The words of *dominate person* connect your mind to the mind of another person. Through that connection, the person becomes your thrall.

Casting Time: 1 action

Range: 50 feet

Duration: 1 hour

Effect: Choose a living humanoid within range that you can see. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or your companions are fighting it, it has advantage on the saving throw.

The charmed target can't take reactions, and you have a telepathic link with it while the two of you are on the same plane of existence.

Through the link, you choose the target's actions and where it moves by commanding it telepathically. Doing so requires no action on your part, but you must be able to take actions. If you give the target no commands, it does nothing other than what it needs to survive, such as moving away from a threat.

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

The spell fails if you give the target an order that is obviously self-destructive. The target makes a new saving throw against the spell if you give it an order that is counter to its alignment or if you or your companions do anything harmful to it.

Druidcraft

Transmutation cantrip

Wind whispering through the trees, the laughter of a creek, and the rumble of an approaching storm are manifestations of nature's voice. You understand that voice, and you can learn secrets from and influence minor aspects of nature with this cantrip.

Casting Time: 1 action

Range: 25 feet

Duration: Instantaneous or 1 minute

Effect: You create one of the following effects within range.

- You create a tiny, harmless sensory effect that lasts for up to 1 minute and predicts what the weather will be at your location for the next 24 hours. You might create a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on.
- You produce up to five wisps of light that last for up to 1 minute. As part of the action you used to cast this cantrip, or as a separate action, you can direct the wisps to dance, move to any point within 25 feet of you that you can see, or trace a pattern in the air. The wisps can move as a group or independently.
- You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.

- You instantly make a leaf, a pebble, a twig, or another natural object tumble or blow up to 25 feet in a cardinal direction you name, even if you do not know the direction.
- You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal crashing through brush, or the faint odor of skunk.
- You instantly light or snuff out a candle, a torch, or a small campfire.

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

Earthquake

8th-level evocation

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

Casting Time: 1 action

Range: 500 feet

Duration: Concentration, up to 1 minute

Effect: Choose a point on the ground within range that you can see. For the duration, an intense tremor rips through the ground in a 100-foot-radius circle centered on that point and shakes creatures and structures in contact with the ground in that area.

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 crea-

tures, 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 energy.

Casting Time: 1 action

Range: Self

Duration: 10 minutes

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

Air: You are unaffected by difficult terrain on the ground. The range of all your weapon attacks is doubled, and ranged weapon attacks have disadvantage against you or targets within 5 feet of you.

Earth: You are unaffected by difficult terrain that results from rock or rubble, and the ground within 20 feet of you is difficult terrain to others. Additionally, when you take bludgeoning, piercing, or slashing damage, you can use your reaction to halve that damage.

Fire: You are immune to fire damage. 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: You have a swim speed equal to your land speed, and you can breathe underwater. You also 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

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 writhing vines and roots that catch hold of creatures. When the spell ends, the conjured plants wilt away.

Casting Time: 1 action

Range: 100 feet

Duration: 1 minute

Effect: Choose a point on the ground within range that you can see. For the duration, grasping roots sprout within a 20-foot radius centered on that point and turn the ground in the area into difficult terrain.

A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the roots. The creature can use its action to make a Strength check against the spell's DC. On a success, the creature frees itself.

Etherealness

7th-level transmutation

You step into the border regions of the Ethereal Plane, a realm that overlaps with the Material Plane. You can travel through this misty place to easily bypass obstacles in your path.

Casting Time: 1 action

Range: Self

Duration: 4 hours

Effect: You become incorporeal and invisible for the duration or until you use your action to end the spell. During this time, you can move in any direction. If you move up or down, every 5 feet of movement costs an extra 5 feet. You can see and hear, but everything looks gray, and you cannot see anything more than 60 feet away.

Evard's Black Tentacles

4th-level conjuration

The mage Evard studied the Plane of Shadow to learn its secrets. This spell is a legacy of that research. When you cast this spell, you create a thrashing knot of inky black tentacles that entwine around creatures in the area.

Casting Time: 1 action

Range: 100 feet

Duration: Concentration, up to 1 minute

Effect: Choose a point on the ground within range that you can see. Squirming, ebony tentacles appear within a 20-foot radius centered on that point and turn the ground in the area into difficult terrain for the duration.

Any unrestrained creature that enters the affected area or starts its turn there must succeed on a Dexterity saving throw or take 3d6 bludgeoning damage and be restrained by the tentacles.

A creature that starts its turn in the area and is already restrained by the tentacles takes 3d6 bludgeoning damage.

A creature restrained by the tentacles can use its action to make a Strength check against the spell's DC. On a success, the creature frees itself.

Material Components: A piece of tentacle from a giant octopus or a giant squid.

Faerie Fire

1st-level evocation

You channel a dim radiance like moonlight upon an area, outlining creatures and objects there in blue, green, or violet light.

Casting Time: 1 action

Range: 50 feet

Duration: 1 minute

Effect: Choose a point within range. Each object in a 10-foot radius centered on that point emits dim light in a 10-foot radius for the duration. Any creature in the area also emits the light on a failed Dexterity saving throw.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the creature or object cannot benefit from being invisible.

False Life

1st-level necromancy

Assuming a deathly pallor, you harness the power of undeath to grant yourself a limited ability to avoid death.

Casting Time: 1 action

Range: Self

Duration: 1 hour

Effect: You gain 1d4 + 4 temporary hit points for the duration. These hit points can exceed

your hit point maximum, and they cannot be regained. If you take any damage, these hit points are lost first.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the temporary hit points increase by 5 for each level above 1st.

Material Components: A small amount of alcohol or distilled spirits.

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

Range: 50 feet

Duration: 1 minute

Effect: Choose up to five falling creatures within range. A falling creature's rate of descent slows to 100 feet per round until the spell ends. The spell also ends on the creature when it lands. If the creature 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

Range: 100 feet

Duration: Permanent

Effect: Choose a creature within range that you can see. 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 spell can be ended by *greater restoration*, *heal*, *limited wish*, or *wish*.

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.

Material Components: A handful of clay, crystal, glass, or mineral spheres.

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

Range: 50 feet

Duration: Instantaneous

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

A humanoid 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 that ignite with orange-red flames.

Casting Time: 1 action

Range: 25 feet

Duration: Instantaneous

Effect: You create two fiery seeds and throw them at one or two creatures within range. Make an attack roll for each seed. You have a bonus to the attack roll equal to your magic ability modifier + your spellcasting bonus, if any. On a hit, the target takes 2 fire damage.

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).

Material Components: A handful of acorns, holly berries, or pine cones.

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

Range: 100 feet

Duration: Instantaneous

Effect: Choose a point within range. A 100-foot cube of flame appears centered on that point. Each creature in the area 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

Range: 50 feet

Duration: Instantaneous

Effect: Choose a point within range. 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.

Material Components: A tiny ball of bat guano and sulfur.

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

Range: Self

Duration: Concentration, up to 10 minutes

Effect: You evoke a fiery blade from one of your hands. The blade lasts for the duration or until you drop it.

You can use your action to 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.

The flames created by this spell emit 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

Range: 50 feet

Duration: Instantaneous

Effect: Each creature in a 10-foot-radius, 40-foot-high cylinder centered on a point within range 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

You cause a burning globe of fire to spring into existence. The roiling mass moves where you direct it, rolling and bouncing to scorch anything in its path.

Casting Time: 1 action

Range: 50 feet

Duration: Concentration, up to 1 minute

Effect: Choose an unoccupied space within range. A 5-foot-diameter sphere of fire appears there and lasts for the duration.

Any creature that starts its turn within 5 feet of the sphere must succeed on a Dexterity saving throw or take 2d6 fire damage (half damage on a successful save).

As an action, you can move the sphere up to 30 feet. You may direct the sphere over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects, and

it emits bright light in a 20-foot radius and dim light for an additional 40 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.

Material Components: A bit of tallow, a pinch of brimstone, and a dusting of powdered iron.

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

Range: 50 feet

Duration: Concentration, up to 1 minute

Effect: Choose one living creature within range 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 this 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 the duration.

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 the entire possible duration, the creature is permanently turned to stone and dies.

Material Components: Lime, water, and earth.

Fly

3rd-level transmutation

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

Range: Touch

Duration: Concentration, up to 1 hour

Effect: Touch a willing creature. The target gains a fly speed of 60 feet for the duration.

When the spell ends, the target falls at the start of its next turn if it is still aloft and has no means to stop the fall.

Material Components: A wing feather from any bird.

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

Range: 100 feet

Duration: Concentration, up to 1 hour

Effect: You create a 20-foot-radius cloud of fog centered on a point within range. The cloud's area is heavily obscured. It lasts for the duration or until a wind with a speed of 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

Range: Touch

Duration: 1 hour

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

Material Components: A hummingbird feather.

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: 1 action

Range: Touch

Duration: 1 hour

Effect: Touch a willing creature. For the duration, the target is unaffected by difficult terrain, and magical effects can neither reduce the target's speed nor cause the target to be paralyzed or restrained.

The target can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has it grappled. Finally, being underwater imposes no penalties on the target.

Material Components: A leather thong, bound around the arm or a similar appendage.

Gate

9th-level conjuration (ritual)

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: You must provide a diamond worth at least 5,000 gp, which is consumed by the spell.

Casting Time: 1 action

Range: 50 feet

Duration: Concentration, up to 1 minute

Effect: Choose a point within range. You conjure a portal linked to a precise location on a plane of existence other than the one you are on. The portal is a circular opening, which you can make 5 to 20 feet in diameter. You can orient the portal in any direction you choose. The portal lasts for the duration.

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 unoccupied space nearest to the portal.

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

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, attack you, or help you.

Gentle Repose

2nd-level necromancy (ritual)

A gleaming rune appears on the forehead of the corpse you touch. The rune repels death and ensures that no foul magic can corrupt it and no time can rot it.

Casting Time: 1 action

Range: 5 feet

Duration: 7 days

Effect: Choose a corpse or other remains within range. For the duration, the target is protected from decay and cannot become an undead creature.

The spell also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this spell don't count against the time limit of spells such as *raise dead*.

Material Components: A pinch of salt and one copper piece for each eye the corpse has or had.

Goodberry

1st-level transmutation

You draw life-giving magic into a handful of berries.

Casting Time: 1 action

Range: Touch

Duration: 24 hours

Effect: Up to ten berries in your hand become magical for the duration. A creature can use its action to eat one berry or feed it to someone else. Eating a berry restores 1 hit point, and the berry provides the same nourishment as a meal.

Grease

1st-level conjuration

Slippery oil floods the ground under your enemies, sending them tumbling to the ground.

Casting Time: 1 action

Range: 50 feet

Duration: 1 minute

Effect: Choose a point on the ground within range. Slick grease covers the ground in a 10-foot square centered on that point and turns it into difficult terrain for the duration.

When the grease appears, each creature on it must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must succeed on a Dexterity check against the spell's save DC or fall prone.

Material Components: A bit of pork rind or butter.

Greater Dispel Magic

6th-level abjuration

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

Casting Time: 1 action

Range: 100 feet

Duration: Instantaneous

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

Greater Restoration

7th-level conjuration (ritual)

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 provide diamond dust worth at least 100 gp, which is consumed by the spell.

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

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

Break Enchantment: End one effect causing the target to be charmed.

Lift Curse: End one curse on the target. This benefit can break the target's attunement to one cursed magic item.

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

Restore Hit Point Maximum: 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.

Guardian of Faith

4th-level conjuration

You conjure a ghostly guardian, indistinct except for a radiant sword and a gleaming shield emblazoned with your deity's symbol.

Casting Time: 1 action

Range: 25 feet

Duration: 4 hours

Effect: Choose a point within range. A Large spectral guardian appears and hovers there for the duration. Creatures you designate when you cast the spell are not affected by the guardian.

Any other creature that enters the area within 10 feet of the guardian must succeed on a Dexterity saving throw or take 15 radiant damage (half damage on a successful save). The guardian vanishes when it has dealt a total of 60 damage.

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

Range: Touch

Duration: 1 minute

Effect: You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It may choose to roll the die before or after rolling the d20. The spell then ends.

The spell ends early if you cast it again before the duration has passed.

Gust of Wind

1st-level evocation

You evoke a sudden blast of wind.

Casting Time: 1 action

Range: 50 feet

Duration: Instantaneous

Effect: A line of swiftly moving air that is 50 feet long and 10 feet wide emanates from you in a direction you choose. Each creature in the line must succeed on a Strength saving throw or fall prone.

The spell creates a strong wind (31 mph) that can disperse 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 them.

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

Range: 50 feet

Duration: 1 hour

Effect: Choose a living creature within range 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 the duration.

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

Your spell forms a wrinkle in time, allowing the recipient of the magic 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 the spell's use.

Casting Time: 1 action

Range: 25 feet

Duration: Concentration, up to 1 minute

Effect: Choose a willing creature within range.

Until the spell ends, the target'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.

The hasted action can be used only to cast a cantrip, make a single attack, disengage, or hustle.

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

Material Components: A shaving of licorice root.

Heal

6th-level conjuration

A surge of positive energy washes away injury and sickness from a creature.

Casting Time: 1 action

Range: 50 feet

Duration: Instantaneous

Effect: Choose a living creature within range.

The creature regains 60 hit points. This spell also ends blindness, deafness, and any diseases affecting the target.

Healing Word

1st-level conjuration

You call out a single word of restoration.

Casting Time: Swift

Range: 50 feet

Duration: Instantaneous

Effect: Choose a living creature within range. It regains 1d8 + 2 hit points.

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

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

Range: 50 feet

Duration: 1 round

Effect: Choose a manufactured metal object such as a metal weapon or a suit of heavy or medium metal armor within range 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 3d8 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

Of the same lineage as *hold person*, *hold monster* requires greater control and knowledge than that lesser spell, for this spell can paralyze any living creature, not just a humanoid.

Casting Time: 1 action

Range: 100 feet

Duration: Concentration, up to 1 minute

Effect: Choose a living creature within range that you can see. The target must succeed on a Wisdom saving throw or be paralyzed for the duration.

At the end of each of its turns, the affected target can make another saving throw. On a success, the spell ends.

Material Components: A small, straight piece of iron.

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

Range: 100 feet

Duration: Concentration, up to 1 minute

Effect: Choose a living humanoid within range that you can see. The target must succeed on a Wisdom saving throw or be paralyzed for the duration.

At the end of each of its turns, the affected target can make another saving throw. On a success, the spell ends.

Material Components: A small, straight piece of iron.

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

Range: 25 feet

Duration: Concentration, up to 1 minute

Effect: You and up to eight willing creatures within range each emit dim light in a 5-foot radius for the duration.

A creature lit in this way 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 or be blinded until the spell ends.

Holy Vigor

3rd-level conjuration

You infuse a creature with blessed vigor. While your blessing lasts, the creature enjoys a larger lease on life.

Casting Time: 1 action

Range: Touch

Duration: 8 hours

Effect: Touch a willing creature. It gains 3d8 + 6 temporary hit points for the duration. These hit points can exceed the creature's hit point

maximum, and they cannot be regained. If the creature takes any damage, these hit points are lost first.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the temporary hit points increase by 2d8 for each level above 3rd.

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

Range: 25 feet

Duration: Instantaneous

Effect: Choose any number of celestials, elementals, and fiends within range 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

Hunter's Mark

1st-level divination

You mystically mark your foe as your quarry. Where it goes, you follow, and when you strike it, you do so with supernatural skill.

Casting Time: Swift

Range: 100 feet

Duration: Concentration, up to 1 hour

Effect: Choose a creature within range. Until the spell ends, your attacks deal 1d6 extra damage to that creature, and you have advantage on any ability check you make to search for it.

Ice Storm

4th-level evocation

You utter the words of this spell, cold in your mouth, and call down a hail of rock-hard ice, pulverizing everything within the brief storm.

Casting Time: 1 action

Range: 50 feet

Duration: Instantaneous

Effect: Each creature in a 20-foot-radius, 40-foot-high cylinder centered on a point within range 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 of effect 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.

Material Components: A pinch of dust and a few drops of water.

Identify

1st-level divination (ritual)

Discovering a magic item's effects is usually possible through trial and error. But to precisely catalog an item's lore and properties requires days of study or this spell.

Casting Time: 1 hour

Range: 5 feet

Duration: Instantaneous

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

Material Component: An infusion that includes wine, an owl feather, and crushed pearl.

Inflict Wounds

1st-level necromancy

The negative energy that you channel instantly saps life from a living creature.

Casting Time: 1 action

Range: 25 feet

Duration: Instantaneous

Effect: Choose a living creature within range that you can see. It must make a Constitution saving throw. It takes 3d8 necrotic 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 damage increases by 1d8 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

Range: 100 feet

Duration: Concentration, up to 10 minutes

Effect: Swarming locusts fill a 20-foot-radius cloud centered on a point you choose within range. The cloud remains for the duration and 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

With a touch, you render a creature first white, then translucent, and finally invisible.

Casting Time: 1 action

Range: Touch

Duration: 1 hour

Effect: Touch a willing creature. The creature becomes invisible for the duration. The spell ends early 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.

Material Components: An eyelash encased in a bit of gum arabic.

Knock

2nd-level transmutation (ritual)

You whisper arcane syllables into your closed fist. Then you raise your hand, performing three knocking gestures in the air toward a locked door or other locked object. With each gesture, a knocking sound emanates from the object, and then the lock opens.

Casting Time: 1 action

Range: 50 feet

Duration: Instantaneous

Effect: Choose an object within range. 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.

A target that is held shut by a mundane lock or that 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.

When you cast the spell, a loud knock, audible from as far away as 50 feet, emanates from the target object.

Lesser Restoration

2nd-level conjuration

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

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

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

Remove Blindness or Deafness: If the creature is blinded or deafened, choose one of those conditions and end it.

Remove Disease: If the creature is suffering from any diseases, the most virulent one is cured.

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

Levitate

2nd-level transmutation

You cast this spell with a grand upward gesture. A creature then rises into the air as if being reeled up.

Casting Time: 1 action

Range: 50 feet

Duration: 10 minutes

Effect: Choose a willing creature or an object within range that weighs up to 500 pounds. The target rises vertically, up to 20 feet, and remains suspended there for the duration 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.

Material Components: Either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end.

Light

Evocation cantrip

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

Casting Time: 1 action

Range: Touch

Duration: 1 hour

Effect: You touch an object. Until the spell ends, the object emits bright light in a 20-foot radius and dim light for an additional 20 feet. The spell ends early if you dismiss it (no action required) or cast it again.

The light can be colored as you like and can be covered by an opaque object.

Material Components: A firefly or a piece of phosphorescent moss.

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

Range: 100 feet

Duration: Instantaneous

Effect: A line of lightning 100 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.

Material Components: A bit of fur and an amber, crystal, or glass rod.

Locate Animals and Plants

2nd-level divination (ritual)

You concentrate on your surroundings until the 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

Range: Self

Duration: Instantaneous

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

Material Components: A bit of fur from a bloodhound.

Longstrider

1st-level transmutation

Your spell bestows the gift of swiftness to one creature.

Casting Time: 1 action

Range: Touch

Duration: 1 hour

Effect: Touch a creature that is not affected by this spell. Until the spell ends, that creature's speed increases by 10 feet.

Mage Armor

Abjuration cantrip

When you incant this spell, a faint light reveals the extent and design of the magical force that now shields your body.

Casting Time: 1 action

Range: Self

Duration: 1 hour

Effect: Until the spell ends, your AC becomes 12 + your Dexterity modifier. You can dismiss the force at any time (no action required).

Material Components: A piece of cured leather.

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

Range: 25 feet

Duration: 1 minute

Effect: A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it (no action required) or cast this spell again. The hand vanishes if it is ever more than 25 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 25 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.

Some spellcasters alter the appearance of this spell when they cast it. A necromancer's magical dart might look like a skeletal hand, while an evoker's might resemble a spectral lance.

Casting Time: 1 action

Range: 100 feet

Duration: Instantaneous

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

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.

Magic Weapon

2nd-level transmutation

You imbue a mundane weapon with magic, causing it to be more precise and deadly.

Casting Time: 1 action

Range: 5 feet

Duration: 4 hours

Effect: Choose a nonmagical weapon within range. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls.

At Higher Levels: If you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. If you use a spell slot of 6th level or higher, the bonus increases to +3.

Mass Cure Wounds

5th-level conjuration

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

Casting Time: 1 action

Range: 50 feet

Duration: Instantaneous

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

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, the healing increases to 6d8 + 20.

Mass Heal

9th-level conjuration

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

Casting Time: 1 action

Range: 50 feet

Duration: Instantaneous

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

Mass Healing Word

3rd-level conjuration

You call out a single word of restoration, and several creatures regain health.

Casting Time: Swift

Range: 50 feet

Duration: Instantaneous

Effect: Choose up to six living creatures within range. Each target regains 1d6 + 3 hit points.

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

Mass Hold Monster

9th-level enchantment

You exert your will over your foes to freeze them in place.

Casting Time: 1 action

Range: 100 feet

Duration: Concentration, up to 1 minute

Effect: Choose a point within range. Each living creature you choose within 25 feet of that point that you can see must succeed on a Wisdom saving throw or be paralyzed for the duration.

At the end of each of its turns, a creature affected by this spell makes another saving throw. On a success, the spell ends on that creature.

Material Components: A small, straight piece of iron.

Mass Invisibility

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

Range: 100 feet

Duration: Concentration, up to 10 minutes

Effect: Choose one creature within range. That creature and any willing creatures you choose within 20 feet of it become invisible. The creatures remain invisible for the duration.

If any creature affected by this spell attacks or casts a spell that affects a creature other than itself, the effect 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.

Material Components: An eyelash encased in a bit of gum arabic.

Mass Suggestion

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

Range: 50 feet

Duration: Concentration, up to 1 hour

Effect: Choose up to six creatures within range that can hear and understand you. Each target must make a Wisdom saving throw. On a failed save, it becomes charmed by you for the duration or until you harm it.

You can use your action to suggest a course of action to one charmed target within range. That target must make a Wisdom saving throw. On a failed save, you decide what action the target will take and where it will move during its next turn.

Any suggested course of activity that is obviously suicidal causes the spell to end on all the targets affected by it.

Material Components: A snake's tongue and either a bit of honeycomb or a drop of sweet oil.

Maze

8th-level conjuration

As you incant this spell, you visualize a maze from which there is no escape. When you complete the casting, the creature you choose vanishes, banished into that labyrinth.

Casting Time: 1 action

Range: 50 feet

Duration: Concentration, up to 10 minutes

Effect: Choose a creature within range that you can see. You banish the target into an extra-dimensional labyrinth, a different plane of existence. The target remains there for the duration or until it escapes the maze.

To escape, the target must use its action to contest its Intelligence against your magic ability check (a minotaur automatically wins this contest). On a success, the target escapes and the spell ends.

When the spell ends, the target reappears in the space it left or, if that space is occupied, in the unoccupied space nearest its former space.

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

Range: Touch

Duration: 8 hours

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 the duration. Nothing of your presence remains visible or otherwise detectable by non-magical 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 use 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, green arrow streaks toward your target and bursts in a spray of acid.

Casting Time: 1 action

Range: 100 feet

Duration: Instantaneous

Effect: Make an attack roll against a target within range. You have a bonus to the roll equal to your magic ability modifier + your spellcasting bonus, if any. On a hit, the target takes 3d6 acid damage now and 3d6 acid damage at the end of its next turn. On a miss, the arrow splashes the target with acid for half as much damage.

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

Material Components: Powdered rhubarb leaf and an adder's stomach.

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

Range: Touch

Duration: Instantaneous

Effect: Touch an object that is no larger than a 5-foot cube. A single break or tear in the object is mended, and any trace of the former damage is erased. An object with multiple breaks can be fixed with multiple applications of *mending*.

This spell can physically repair a magic item or construct, but the spell cannot restore magic to such an object.

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

Range: 1 mile

Duration: Instantaneous

Effect: Choose four points you can see within range. 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 cantrip. With a barely perceptible waggle of your fingers, you create a sound or an image that other creatures can sense.

Casting Time: 1 action

Range: 25 feet

Duration: 1 minute

Effect: You create a ghost sound or a silent image within range that lasts for the duration or until you dismiss it (no action required) or cast this spell again. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a Wisdom check against your spell save DC.

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 25 feet of you. As the image changes location, you can alter its appearance so that its movements appear natural for the image. 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.

Material Components: A bit of fleece.

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 real.

Casting Time: 1 action

Range: Self

Duration: 1 minute

Effect: Two illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions. You can 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

Range: 50 feet

Duration: Concentration, up to 1 minute

Effect: Until the spell ends, dim light fills a 5-foot-radius, 40-foot-high cylinder centered on a point within range.

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 3d8 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.

Mordenkainen's Sword

7th-level evocation

From the famed pen of the archmage Mordenkainen of GREYHAWK, this spell lets you create a sword of crackling force that slashes and stabs furiously at any target you indicate.

Requirement: You must have a miniature platinum sword with a grip and pommel of copper and zinc. It costs 250 gp to construct and is not consumed by the spell.

Casting Time: 1 action

Range: 50 feet

Duration: 1 minute

Effect: You create a sword-shaped plane of force that hovers within range. It lasts for the duration or until you cast this spell again.

When the sword appears, make an attack against a target of your choice within 5 feet of the sword. The attack roll has a bonus equal to your magic ability modifier + your spellcasting bonus, if any. On a hit, the target takes 3d10 force damage.

Once on each of your subsequent turns, you can direct the sword to move up to 20 feet and

repeat the attack against a target of your choice within 5 feet of it. Directing the sword requires no action, but you must be able to take actions.

Move Earth

6th-level transmutation (ritual)

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

Range: 100 feet

Duration: Concentration, up to 2 hours

Effect: Choose an area of terrain no larger than 40 feet on a side within range. You can reshape earth, sand, or clay in the area in any manner you choose for the duration. 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.

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.

Material Components: A mixture of soils (clay, loam, and sand) in a small bag, and an 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

Range: 25 feet

Duration: Concentration, up to 1 minute

Effect: Choose one living creature within range 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 the duration.

A dancing creature must use all its movement to dance without leaving its 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.

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 (ritual)

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

Range: 10 feet

Duration: 1 hour

Effect: Choose up to five willing creatures within range. For the duration, 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.

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

Range: 25 feet

Duration: 1 hour

Effect: Choose a point on a wooden, plaster, or stone surface (such as a wall, a ceiling, or a floor) within range. A passage appears at that point and lasts for the duration. You choose the opening's dimensions: up to 5 feet wide, 8 feet tall, and 20 feet deep. The opening 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.

Material Components: A pinch of sesame seeds.

Phantasmal Force

2nd-level illusion

The magic of 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

Range: 50 feet

Duration: Concentration, up to 10 minutes

Effect: Choose a living creature within range that you can see. 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 for the duration.

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.

Material Components: A bit of fleece.

Planar Ally

6th-level conjuration (ritual)

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.

Casting Time: 10 minutes.

Range: 50 feet.

Duration: Instantaneous

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 range. If you know a creature's true name, you can speak that name when you cast this spell to call that 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.

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

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 compan-

ions, 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 forked, metal rod worth at least 250 gp, inscribed with a sigil sequence attuned to a permanent teleportation circle on any plane of existence.

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

Effect: You and up to eight willing creatures who link hands in a circle are 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 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 Growth

3rd-level transmutation (ritual)

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

Casting Time: 1 action or 8 hours

Range: 150 feet

Duration: Instantaneous

Effect: If you cast this spell using 1 action, choose a point within range. All normal plants in a 100-foot radius 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.

If you cast this spell over 8 hours, you enrich the land. All plants within range become en-

riched for 1 year. The plants yield twice the normal amount of food when harvested.

Polymorph

4th-level transmutation

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

Range: 50 feet

Duration: Concentration, up to 1 hour

Effect: Choose a living creature within range that you can see. If the target is willing, you transform it.

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, you transform the creature.

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

The target 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 until the spell ends.

Material Components: An empty cocoon.

Power Word Kill

9th-level enchantment

You utter a word of power that can compel a creature to die instantly.

Casting Time: 1 action

Range: 50 feet

Duration: Instantaneous

Effect: Choose one creature within range that can hear you. If the creature has 100 hit points or fewer, it dies. Otherwise, the spell has no effect.

Power Word Stun

8th-level enchantment

You speak a word of power that can dumbfound a creature so completely that it loses all track of its surroundings.

Casting Time: 1 action

Range: 50 feet

Duration: Instantaneous

Effect: Choose one creature within range that can hear you. If the target has 150 hit points or fewer, it is stunned. Otherwise, the spell has no effect.

The stunned target must make a Constitution saving throw at the end of each of its turns. On a successful save, the target is no longer stunned.

Prayer

3rd-level conjuration

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

Casting Time: Swift

Range: 25 feet

Duration: Concentration, up to 1 minute

Effect: Choose any number of creatures within range. Until the spell ends, each target gains a +1 bonus to AC, attack rolls, weapon damage rolls, ability checks, and saving throws.

Prayer of Healing

2nd-level conjuration

You pray for the blessing of health to mend the wounds of several injured creatures at once.

Casting Time: 10 minutes

Range: 25 feet

Duration: Instantaneous

Effect: Up to six living creatures of your choice within range each regain 1d8 + 6 hit points.

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

Prestidigitation

Transmutation cantrip

You perform a 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

Range: 10 feet

Duration: Up to 1 hour

Effect: You create one of the following magical effects within range. If you cast this spell multiple times, up to three of its non-instantaneous effects can be active at a time.

- 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 instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an item no larger than a cubic foot.
- You chill, warm, or flavor up to 1 pound of nonliving material for up to 1 hour.
- You make a color, small mark, or symbol appear on an object or a surface for up to 1 hour.
- You produce out of nothingness a small, non-magical 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.

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

Range: Self

Duration: Instantaneous

Effect: Each creature in a 15-foot cone 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 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

Range: Touch

Duration: Concentration, up to 1 hour

Effect: You touch a willing creature and choose one damage type: acid, cold, fire, lightning, or thunder. The target has resistance to that damage type for the duration.

Protection from Evil

1st-level abjuration

With incense and sprinkled holy water, you ward your subject against evil spirits and influences.

Casting Time: 1 action

Range: Touch

Duration: 1 minute

Effect: You touch a willing creature. Until the spell ends, that creature has advantage on saving throws against effects created by fiends and un-

dead, and cannot be charmed or frightened by such creatures.

Material Components: Holy water and incense.

Protection from Poison

2nd-level abjuration

With a mystic utterance and a touch, you drive poison out of a creature and guard it from other toxins.

Casting Time: 1 action

Range: Touch

Duration: 1 hour

Effect: You touch a creature. If it is poisoned, you neutralize the poison. If more than one poison afflicts the target, you neutralize one poison that you know is present, or you neutralize one at random.

For the duration, the target has advantage on saving throws against poison, and it has resistance against poison damage.

Purify Food and Drink

1st-level transmutation (ritual)

Your incantation purifies spoiled, poisonous, or otherwise contaminated food and water, making it suitable for consumption.

Casting Time: 1 action

Range: 10 feet

Duration: Instantaneous

Effect: Choose a point within range. All non-magical 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 (ritual)

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

Requirement: You must have a diamond worth at least 500 gp, which is consumed by the spell.

Casting Time: 1 hour

Range: Touch

Duration: Instantaneous

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 Enfeeblement

2nd-level necromancy

You impale a creature on a black beam of dark energy. The ray drains away the target's strength leaving it weakened until it can shake off its effects.

Casting Time: 1 action

Range: 100 feet

Duration: 1 minute

Effect: Make an attack roll against a living creature within range. You have a bonus to the roll equal to your magic ability modifier + your spellcasting bonus, if any. On a hit, the target has disadvantage on attack rolls based on Strength or Dexterity, and it can deal no more than 1 damage with such an attack.

Until the spell ends, at the end of each of the target's turns, it can make a Constitution saving throw against the spell. On a success, the spell ends early.

Ray of Frost

Evocation cantrip

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

Casting Time: 1 action

Range: 50 feet

Duration: Instantaneous

Effect: Make an attack roll against a creature within range. You have a bonus to the roll equal to your magic ability modifier + your spellcasting bonus, if any. On a hit, 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 secrets, they use secret alphabets and ciphers to record their spells. 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

Range: 10 feet

Duration: 10 minutes

Effect: Choose an object within range. For the duration, you can decipher magical writing 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.

Material Components: A clear crystal or a mineral prism worth at least 5 gp, which is not consumed by the spell.

Regenerate

7th-level transmutation (ritual)

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

Casting Time: 1 minute

Range: Touch

Duration: 1 hour

Effect: You touch a living creature. The target regains $4d8 + 15$ hit points and then 1 hit point per minute for the duration.

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 instantaneously causes the limb to knit to the stump.

Remove Curse

3rd-level abjuration (ritual)

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

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

Effect: You touch one creature or 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.

Resistance

Abjuration cantrip

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

Casting Time: 1 action

Range: Touch

Duration: 1 minute

Effect: You touch one willing creature. Once before the spell ends, that creature can roll a $d4$ and add the number rolled to one saving throw of its choice. It may choose to roll the die before or after rolling the $d20$. The spell then ends.

The spell ends early if you cast it again before the duration has passed.

Material Components: A miniature cloak.

Resurrection

7th-level conjuration (ritual)

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 death.

Requirement: You must have a diamond worth at least 1,000 gp, which is consumed by the spell.

Casting Time: 1 hour

Range: Touch

Duration: Instantaneous

Effect: You touch a dead creature that has been dead for no more than a century, that did not die of old age, and that is not undead. If its soul is free and willing, the target returns to life with all 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.

Casting this spell to restore life to a creature that has been dead for one 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.

Casting Time: 1 action

Range: Touch

Duration: 1 hour

Effect: You touch a length of rope that is up to 50 feet long. One end of the rope then rises into the air until the whole rope hangs perpendicular to the ground. At the upper end of the rope, an invisible entrance opens to an extradimensional space that lasts until the spell ends.

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

Creatures in the extradimensional space are on another plane of existence. 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.

Material Components: Powdered corn extract and a twisted loop of parchment.

Sacred Flame

Evocation cantrip

Tongues of flame-like radiance descend from above, searing your enemy.

Casting Time: 1 action

Range: 25 feet

Duration: Instantaneous

Effect: Choose a creature within range that you can see. Gaining no benefit from cover, the target must succeed on a Dexterity saving throw or take 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).

Sanctuary

1st-level abjuration

Healers sometimes cast *sanctuary* on themselves so they can cast curative spells without the risk of interference from their foes. The spell is also useful for keeping an important person safe while a battle rages.

Casting Time: Swift

Range: 25 feet

Duration: 1 minute

Effect: Choose a creature within range. Until the spell ends, 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 the attack or spell. *Sanctuary* doesn't protect the chosen creature from area effects, such as the explosion of a *fireball*.

If the chosen creature makes an attack or casts a harmful spell, this spell ends early.

Scorching Ray

2nd-level evocation

This spell causes rays of searing fire to erupt from your hand.

Casting Time: 1 action

Range: 100 feet

Duration: Instantaneous

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

Make an attack roll for each ray. You have a bonus to the roll equal to your magic ability modifier + your spellcasting bonus, if any. On a hit, the target takes 2d6 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.

Scrying

5th-level divination (ritual)

You fix your mind on your reflection as it appears on the surface of your spell focus. As the magic takes hold, mists swirl around your reflected features until they suddenly clear, revealing a creature you sought, as well as its immediate surroundings.

Casting Time: 10 minutes

Range: Self

Duration: Concentration, up to 10 minutes

Effect: Choose a creature on the same plane of existence as you. The target must make a Wisdom saving throw, which is modified by how well you know the target and the sort of physical connection you have to it.

Knowledge	Save Modifier
Secondhand (you have heard of the target)	+5
Firsthand (you have met the target)	+0
Familiar (you know the target well)	-5
Connection	Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10

On a successful save, the target is not affected, and you cannot use this spell against it again for 24 hours.

On a failed save, the spell creates an invisible sensor within 10 feet of the target. You can perceive through the sensor as if you were there. The sensor moves with the target, remaining within 10 feet of it for the duration.

Material Components: A focus worth at least 1,000 gp, either a crystal ball, a silver mirror, or a font filled with holy water.

Seeming

5th-level illusion

You weave a large illusion to mask the appearance of yourself and several other creatures.

Casting Time: 1 action

Range: 25 feet

Duration: 12 hours

Effect: You change the appearance of any number of willing creatures within range that you can see. The spell disguises physical appearance as well as clothing, armor, weapons, and equipment. You can make each creature seem 1 foot shorter or taller and appear thin, fat, or in between. You can't change a target's body type, so you must choose a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The spell lasts for the duration, unless you use your action to dismiss it sooner.

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 a creature's outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel the creature's 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.

To discern that a target is disguised, a creature can use its action to inspect the target and make a Wisdom check against the spell's saving throw DC. If it succeeds, it becomes aware that the target is disguised.

Shield

1st-level conjuration

You conjure up an invisible disk of force to intercept an attack.

Casting Time: 1 reaction, which you take when you are hit by an attack or targeted by the *magic missile* spell

Range: Self

Duration: 1 round

Effect: Until the start of your next turn, you have a +4 bonus to AC, including against the triggering attack, and you take no damage from *magic missile*.

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

Range: 50 feet

Duration: Concentration, up to 10 minutes

Effect: Choose a creature within range. That creature gains a +1 bonus to AC. The bonus lasts for the duration.

Material Components: A small parchment with a bit of holy text written on it.

Shillelagh

Cantrip transmutation

Your magic causes your club or quarterstaff to grow and then strike a foe.

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

Casting Time: 1 action

Range: 10 feet

Duration: Instantaneous

Effect: Make an attack roll against a creature within range. You have a bonus to the roll equal to your magic ability modifier + your spellcasting bonus, if any. 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 a creature next to you.

Casting Time: 1 action

Range: 5 feet

Duration: Instantaneous

Effect: Choose a creature within range that you can see. 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. A target wearing heavy armor made of metal has disadvantage on the saving throw.

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 (ritual)

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

Casting Time: 1 action

Range: 100 feet

Duration: Concentration, up to 10 minutes

Effect: Choose a point within range. No sound can be created within or pass through a 20-foot-radius sphere centered on that point for the duration. Creatures within the area of silence are deafened.

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

Range: 100 feet

Duration: 1 minute

Effect: Choose a point within range, and roll 4d8. 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 until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before mov-

ing 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.

Material Components: A pinch of fine sand, rose petals, or a live cricket.

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

Range: 100 feet

Duration: Concentration, up to 1 minute

Effect: Until the spell ends, freezing rain and sleet fall in a 20-foot radius centered on a point you choose within range.

The area is difficult terrain, exposed flames in it are doused, and any creature that ends its turn there takes 3d6 cold damage.

When a creature enters area, the creature must succeed on a Dexterity saving throw or fall prone.

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.

Material Components: A pinch of dust and a few drops of water.

Slow

3rd-level transmutation

With the *slow* spell, you alter time around a group of creatures, causing them to move and attack sluggishly.

Casting Time: 1 action

Range: 100 feet

Duration: Concentration, up to 1 minute

Effect: Choose up to six creatures in a 40-foot cube within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration.

An affected target's speed is halved. Additionally, the target takes a -2 penalty to AC and Dexterity saving throws, and it can either move or take an action on its turn, not both.

Material Components: A drop of molasses.

Sound Burst

2nd-level evocation

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

Casting Time: 1 action

Range: 50 feet

Duration: Instantaneous

Effect: Choose a point within range. Each creature in a 10-foot radius centered on that point must make a Constitution saving throw. A creature takes 3d8 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.

Spare the Dying

Conjuration cantrip

Your intervention pulls a dying creature from the brink of death.

Casting Time: Swift

Range: Touch

Duration: Instantaneous

Effect: Touch a living creature that has 0 hit points. The creature regains 1 hit point.

Speak with Animals

2nd-level divination (ritual)

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

Range: Self

Duration: 10 minutes

Effect: You gain the ability to communicate with beasts for the duration.

Speak with Dead

3rd-level necromancy (ritual)

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.

Casting Time: 1 action

Range: 10 feet

Duration: 10 minutes

Effect: Choose a corpse within range. The corpse must still have a mouth, not be an undead creature, and not have been the target of this spell within the last 7 days.

Until the spell ends, 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.

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

Range: Touch

Duration: Concentration, up to 1 hour

Effect: You touch a willing creature. Until the spell ends, the target gains the ability to move up, down, and across vertical surfaces, and even upside down along ceilings, while leaving its hands free. The target uses its normal speed for this movement.

Material Components: A drop of bitumen and a spider.

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

Range: 100 feet

Duration: 10 minutes

Effect: The ground in a 20-foot radius centered on a point within range becomes difficult terrain for the duration.

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.

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

Range: 50 feet

Duration: 1 minute

Effect: You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. When you cast the spell, the weapon makes an attack against a creature within 5 feet of it. The weapon 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

Range: 100 feet

Duration: Concentration, up to 1 minute

Effect: You create a 20-foot-radius cloud of poisonous gas centered on a point within range. The cloud's area is lightly obscured. The cloud lasts for the duration.

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.

Material Components: A rotten egg or several skunk cabbage leaves.

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 provide 100 gp worth of diamond dust, which is consumed by the spell.

Casting Time: 1 action

Range: Touch

Duration: 1 hour

Effect: You touch a willing creature. Until the spell ends, 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

Range: Sight

Duration: Concentration, up to 1 minute

Effect: A 360-foot-radius cloud centered on a point in the sky you can see fills with churning mist for the duration. Lightning flashes in the area and thunder booms. 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.

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

Range: 50 feet

Duration: Concentration, up to 1 minute

Effect: Your hand emits bright light in a 25-foot radius and dim light for an additional 25 feet. This light is sunlight, and it lasts for the duration.

You also create a 5-foot-wide, 50-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 blind-

ed until your next turn. On a successful save, 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

Range: 100 feet

Duration: Instantaneous

Effect: Choose a point within range. Sunlight flashes in a 50-foot radius centered on that point. Each creature in that light 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.

Material Components: A piece of sunstone and a naked flame.

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

Range: Self

Duration: Concentration, up to 10 minutes

Effect: You gain the ability to telekinetically manipulate creatures or objects for the duration.

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 (ritual)

Permanent teleportation circles are safe end-points 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

Range: 10 feet

Duration: Instantaneous

Effect: Choose up to five willing creatures within range. You and each creature you chose are instantly transported from your current location to a destination that is known to you on the same plane of existence. Your familiarity with the destination determines whether you arrive there successfully. Roll d100 and consult the table.

	On Target	Off Target	Similar Area	Mishap
Familiarity				
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 d100, 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 d10s, 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 d100. Each time this result comes up, you take another 1d10 force damage and reroll.

Teleportation Circle

5th-level conjuration (ritual)

You draw a circle of sigils on the ground to link your location to a permanent teleportation circle whose sigil sequence you have learned. Many 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 a minute.

Casting Time: 1 minute

Range: 10 feet

Duration: 1 round

Effect: You inscribe a 10-foot circle on the ground. Choose a permanent teleportation circle on the same plane of existence as a destination. A shimmering portal then opens inside your circle and remains open until the end of your next turn. Any creature that enters the portal instantly appears within 5 feet of the destination circle or in the nearest unoccupied space.

You can create a permanent teleportation circle by casting this spell every day for one year in one location. You need not use the circle to teleport when you cast the spell in this way.

Thaumaturgy

Transmutation cantrip

You manifest a minor wonder, a sign of divine power.

Casting Time: 1 action

Range: 25 feet

Duration: Up to 1 minute

Effect: You create one of the following effects within range. If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can end any of those effects early (no action required).

- You magnify the sound of your voice to boom up to three times as loud as normal for 1 minute.
- You cause flames to flicker, sputter, brighten, dim, or change color for 1 minute.
- You cause faint, benign tremors in the ground for 1 minute.
- You instantaneously cause thin glass objects to crack or cloth or parchment to smoke and singe. The object must be nonmagical.
- You create an instantaneous sound that originates from a point of your choice within range,

such as a rumble of thunder, the cry of an owl or raven, or ominous whispers.

- You instantaneously cause an unlocked door or window to fly open or slam shut.
- You turn your eyes solid black, solid white, or alter the appearance of your eyes in some other way for 1 minute.

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

Range: 15 feet

Duration: Instantaneous

Effect: Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 3d6 thunder damage and is pushed 10 feet away from you. On a successful one, it takes half as much damage and is not pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 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 1d6.

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

Range: Self

Duration: Concentration, up to 1 minute

Effect: You stop time for yourself for the duration. During this period, you can use actions and move as normal.

This spell ends if one of the actions you use during this period affects a creature other than you (including casting spells that summon other creatures) or affects an object being worn or car-

ried 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 provide a gemstone worth at least 1,000 gp for each Hit Die of the creature you would trap.

Casting Time: 1 action

Range: 50 feet

Duration: Permanent

Effect: Choose a creature within range that you can see. 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.

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 (ritual)

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: You must provide an offering of treasure worth at least 25,000 gp, which is consumed when you cast this spell.

Casting Time: 1 hour

Range: Touch

Duration: Instantaneous

Effect: You touch 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 all its hit points.

This spell closes all wounds, neutralizes any poison, cures all diseases, and lifts any curses affecting the creature when it died. The spell replaces damaged or missing organs and limbs.

The spell can even provide a new body if the original no longer exists, in which case you must speak the creature's name. It then appears in an unoccupied space you choose within 10 feet of you.

True Seeing

5th-level divination (ritual)

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

Range: Touch

Duration: 1 hour

Effect: You touch a willing creature. Until the spell ends, 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.

Material Components: An ointment for the eyes that costs 25 gp and is made from mushroom powder, saffron, and fat.

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

Range: 100 feet

Duration: Concentration, up to 1 minute

Effect: You create a wall of fire on a solid surface within range. 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 the duration, and it 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.

Material Components: A small piece of phosphorus.

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

Range: 100 feet

Duration: Instantaneous

Effect: A nonmagical stone wall springs into existence at a point you choose within range. 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.

Material Components: A small block of granite.

Wall of Thorns

6th-level conjuration

You conjure a thorn bush with your spell, which 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

Range: 100 feet

Duration: Concentration, up to 10 minutes

Effect: You create a wall of thorns within range 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 the duration, and it 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

Range: 25 feet

Duration: 8 hours

Effect: Choose up to ten willing creatures within range. In addition to retaining its normal mode of respiration, each creature can now breathe underwater until the spell ends.

Material Components: A short reed or piece of straw.

Water Walk

3rd-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.

Casting Time: 1 action

Range: 25 feet

Duration: 1 hour

Effect: Choose up to ten willing creatures within range. Until the spell ends, 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.

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.

Casting Time: 1 action

Range: 50 feet

Duration: Concentration, up to 1 hour

Effect: Choose a point within range. A 20-foot radius centered on that point fills with sticky webs for the duration. The webs are difficult terrain and lightly obscure their area.

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 them 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 are flammable. Any 5-foot-cube of webs exposed to fire 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.

Material Components: A bit of spiderweb.

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

Range: 25 feet

Duration: 8 hours

Effect: You and up to 10 willing creatures within range gain the ability to assume a cloud form at will for the duration.

While in a cloud form, a creature has a fly speed equal to half its normal speed, and has resistance against 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

Range: Self

Duration: Instantaneous

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.

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 (ritual)

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

Casting Time: 1 action

Range: 50 feet

Duration: 1 minute

Effect: Choose a point within range. Until the spell ends, any creature that enters a 15-foot radius centered on that point or that starts its turn there must make a Charisma saving throw. On a failed save, a creature cannot speak a deliberate lie while in the radius.

An affected creature is aware of the spell and may thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.