Into the Unknown

Book 3: Magic

Into the Unknown

Basic & Expert rules for roleplaying in fantastical worlds of fantasy!

Editing, Layout & Writing: Anders Honoré

Cover Art: Luigi Castellani

Interior Art: Patrick E. Pullen, Nate Furman, Luigi Castellani
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SPELLCASTING

"Mischief moves somewhere near and I must blast it with my magic!" – Turjan of Miir (The Dying Earth)

This section provides the rules for casting spells.

· WHAT IS A SPELL? ·

A spell is a shaping of magical energies into a specific expression. A spell plucks at invisible strands of raw magic, pins them in a particular pattern, sets them vibrating in a specific way, and releases them to unleash the desired effect. Uncounted spells have been created over the course of history, and many are long forgotten. Some yet lie hidden in crumbling spellbooks in ancient ruins or trapped in the minds of dead gods.

Spell Level

Every spell has a level from 0 to 9 indicating how powerful it is, with *magic missile* at 1st level and the earth-shaking *wish* at 9th. Cantrips—simple but powerful spells that can be cast by rote—are level 0.

The higher a spell's level, the higher level a spellcaster must be to use that spell. Spell level and character level don't correspond directly. A character has to be at least 17th level, not 9th level, to cast a 9th-level spell.

Known And Prepared Spells

Before a spellcaster can use a spell, he or she must have the spell firmly fixed in mind, or have access to the spell in a magic item. The same thing is true of many magic-using monsters.

In every case, the number of spells a caster can have fixed in mind depends on the character's level.

Spell Slots

Regardless of how many spells a caster knows or prepares, he or she can cast a limited number of spells before resting. When a character casts a spell, he or she expends a slot of that spell's level or higher. Finishing a long rest restores any expended spell slots.

Casting A Spell At A Higher Level

When a spellcaster casts a spell using a slot of a higher level than the spell, the spell assumes the higher level for that casting. For instance, casting *magic missile* using a 2nd-level slot makes that it 2nd level.

Some spells, such as *magic missile* and *cure wounds*, have more powerful effects when cast at a higher level, as detailed in a spell's description.

Cantrips

A cantrip is a spell that can be cast at will, without using a spell slot and without being prepared in advance. A cantrip's spell level is 0.

Rituals

Certain spells have a special tag: ritual. Such a spell can be cast following the normal rules for spellcasting, or the spell can be cast as a ritual. The ritual version of a spell takes 1 segment [10 minutes] to cast (or longer if the listed casting time is higher). It also doesn't expend a spell slot, which means the ritual version of a spell can't be cast at a higher level.

To cast a spell as a ritual, a spellcaster must have a feature that grants the ability to do so. Priests and wizards, for example, have such a feature. The caster must also have the spell prepared or on his or her list of spells known, unless the character's ritual feature specifies otherwise, as the Wizard's does.

The Schools of Magic

Scholars group spells into eight schools. These help describe spells but have no rules of their own. Some rules refer to the schools however.

Abjuration spells are protective in nature.

Conjuration spells involve the transportation of objects and creatures from one location to another. Some conjurations create objects or effects out of nothing.

Divination spells reveal information,

Enchantment spells affect the minds of others, influencing or controlling their behavior.

Evocation spells creates and manipulates magical energy to produce a desired effect.

Illusion spells deceive the senses or minds of others.

Necromancy spells manipulate life and death.

Transmutation spells change the properties of a creature, object, or environment.

· CASTING A SPELL ·

Each spell description begins with a block of information listing the name, type, school, range and duration of the spell. Those with irregular casting times, components and required material components have suitable entries where applicable.

Range

The target of a spell must be within the spell's range. For a spell like *magic missile*, the target is a creature. For a spell like *fireball*, the target is the point in space where the ball of fire erupts.

Most spells have ranges in feet. Some spells can target only a creature (including you) that you touch. Other spells affect only you.

Spells that create cones or lines of effect that originate from you also have a range of self, indicating that the origin point of the spell's effect must be you.

Once a spell is cast, its effects aren't limited by its range, unless the spell's description says otherwise.

Duration

A spell's duration is the length of time it persists.

Instantaneous

Instantaneous spells can't be dispelled, because its magic exists only for an instant.

Concentration

Some spells require concentration to stay active. If you lose concentration, such a spell ends. The spell specifies how long you can keep it going. You can stop concentrating any time (no action). The following factors can break concentration:

- **Casting another spell requiring concentration.** You can't concentrate on two spells at once.
- **Taking damage** while concentrating, requires a **CON save** to maintain concentration. DC = 10 or half the damage taken, whichever is higher. If you take damage from multiple sources, you make a separate saving throw for each source.
- **Being incapacitated or killed** always causes loss of concentration.

The GM might also decide that certain incidents, such as a wave crashing over you while you're on a storm-tossed ship, require you to succeed on a DC 10 **CON save** to maintain concentration.

Casting Time

Unless otherwise noted, it requires an *action* to cast a spell. Those that require a bonus action, a reaction, or more time have a *Casting Time* entry listing the time.

Bonus Action

Provided you haven't already taken a bonus action this turn, you can use a bonus action on your turn to cast spells with this casting time.

You can't cast another spell during the same turn, except for a cantrip with a casting time of 1 action.

Reactions

Some spells can be cast in response to some event. The spell description tells you when you can do so.

Longer Casting Times

When you cast a spell with a longer casting time, you must spend your action each turn casting the spell and maintain concentration while doing so.

If your concentration is broken, the spell fails, but you don't expend a spell slot.

Trying to cast the spell again means starting over.

Components

Unless otherwise noted, casting a spell requires both a *verbal* component, the chanting of mystic words, and *somatic*, component, gestures.

Some spells require only of these components, in which case the required component is listed in a *Components entry* as **Verbal Only** or **Somatic Only**.

A character who is gagged or in an area of magical silence, can't cast a spell with a verbal component.

A caster must also have free use of at least one hand to be able to cast spells with somatic components.

Material Components

Spells that require particular objects have a *Material Components entry*, listing the components and cost.

If a spell states that a material component is consumed by the spell, the caster must provide this component for each casting of the spell.

A spellcaster must have a hand free to access a spell's material components but it can be the same hand that he or she uses to perform somatic components.

Casting in Armor

Because of the mental focus and precise gestures required for spellcasting, you must be proficient with the armor you are wearing to cast a spell, or else be too distracted and physically hampered by your armor for spellcasting.

Targets

A typical spell requires picking one or more targets, either creatures, objects, or a *point of origin* for an area of effect.

Unless a spell has a perceptible effect, a creature might not know it was targeted by a spell at all.

A Clear Path To The Target

To target something it can't be behind *total cover*.

If you set a point of origin behind an obstruction that you can't see past (such as a wall), the point comes into being on the near side of the obstruction.

Targeting Yourself

If a spell targets a creature of your choice, you can choose yourself, unless the creature must be hostile or specifically a creature other than you.

If you're in the area of effect you can target yourself.

Areas Of Effect

Area effect spells typically have one of five shapes: **Cone**, **Cube**, **Cylinder**, **Line**, or **Sphere**. Every area of effect has a **point of origin,** typically a point in space, but some are a creature or object. Effects expand in straight lines from the point of origin, that can only be blocked by *total cover*.

Cone

A cone extends in your choice of direction from its point of origin and is always as wide as it is long.

It's area of effect specifies maximum length.

A cone's point of origin is not included in the area of effect, unless you decide so.

Cube

You select a cube's point of origin, which lies anywhere on a face of the cubic effect.

A cube's size is expressed as the length of each side.

A cube's point of origin is not included in the cube's area of effect, unless you decide otherwise.

Cylinder

A cylinder's point of origin is the center of a circle of a particular radius. The point must either be on the ground or at the height of the spell effect.

The energy in a cylinder expands along the base (or top) from the point to the perimeter of the cylinder.

The spell's effect then shoots up from the base (or down from the top), to a distance equal to its height.

A cylinder's point of origin is included in the cylinder's area of effect.

Line

A line extends from its point of origin up to its length and covers an area defined by its width.

A line's point of origin is not included in the line's area of effect, unless you decide otherwise.

Sphere

You select a sphere's point of origin, and it extends outward, as a radius in feet, from that point.

A sphere's point of origin is included in the sphere's area of effect.

Saving Throws

Many spells specify that a target can make a saving throw to avoid some or all of a spell's effects. The spell specifies the ability that the target uses for the save and what happens on a success or failure. The DC to resist spells =

8 + spellcasting ability modifier + proficiency bonus + special modifiers.

Attack Rolls

Some spells require the caster to make an attack roll to hit the intended target. Your spell attack bonus = spellcasting ability modifier + proficiency bonus.

Most spells requiring attack rolls are ranged. Remember that you have disadvantage on a ranged attack roll if you are within 5 feet of a hostile creature that can see you and isn't incapacitated.

Combining Magical Effects

The effects of different spells add together while durations overlap. The same spell cast multiple times does not; instead, the most potent effect—such as highest bonus—applies.

"We prostrate ourselves before the fish-god Yob, who seems as efficacious as any." - *Cugel the Clever*

· MAGIC-USER SPELLS ·

Cantrips / 0 Level

1. Dancing Lights
2. Light
3. Mage Hand
4. Mending
5. Message
6. Minor Illusion
7. Prestidigitation
8. Ray of Frost
9. Shocking Grasp

1st Level

1. Alarm
2. Burning Hands
3. Charm Person
4. Color Spray
5. Comprehend Languages
6. Detect Magic
7. Disguise Self
8. Expeditious Retreat
9. Faerie Fire
10. Feather Fall
11. Floating Disk
12. Fog Cloud
13. Grease
14. Hideous Laughter
15. Mage Armor
16. Magic Missile
17. Protection from Supernatural
18. Shield
19. Silent Image
20. Sleep
21. Unseen Servant

2nd Level

1. Alter Self
2. Arcane Lock
3. Arcanist's Magic Aura
4. Blindness/Deafness
5. Blur
6. Continual Flame
7. Darkness
8. Darkvision
9. Detect Thoughts
10. Enlarge/Reduce
11. Flaming Sphere
12. Gust of Wind
13. Heat Metal
14. Hold Person
15. Invisibility
16. Knock
17. Levitate
18. Locate Object
19. Magic Mouth
20. Magic Weapon
21. Mirror Image
22. Misty Step
23. Ray of Enfeeblement
24. Rope Trick
25. Scorching Ray
26. See Invisibility
27. Shatter
28. Spider Climb
29. Suggestion
30. Web

3rd Level

1. Animate Dead
2. Bestow Curse
3. Blink
4. Clairvoyance
5. Dispel Magic
6. Fear
7. Fireball
8. Fly
9. Gaseous Form
10. Haste
11. Hypnotic Pattern
12. Lightning Bolt
13. Magic Circle
14. Major Image
15. Nondetection
16. Phantom Steed
17. Protection from Energy
18. Remove Curse
19. Sending
20. Slow
21. Stinking Cloud
22. Tiny Hut
23. Tongues
24. Vampiric Touch
25. Water Breathing

4th Level

1. Arcane Eye
2. Banishment
3. Black Tentacles
4. Confusion
5. Conjure Minor Elementals
6. Dimension Door
7. Fabricate
8. Freedom of Movement
9. Greater Invisibility
10. Hallucinatory Terrain
11. Ice Storm
12. Locate Creature
13. Phantasmal Killer
14. Polymorph
15. Private Sanctum
16. Resilient Sphere
17. Secret Chest
18. Stoneskin
19. Wall of Fire

5th Level

1. Animate Objects
2. Arcane Hand
3. Cloudkill
4. Cone of Cold
5. Conjure Elemental
6. Contact Other Plane
7. Creation
8. Dominate Person
9. Dream
10. Geas
11. Hold Monster
12. Legend Lore
13. Mislead
14. Modify Memory
15. Passwall
16. Planar Binding
17. Scrying
18. Telekinesis
19. Telepathic Bond
20. Teleportation Circle
21. Wall of Force
22. Wall of Stone

· ELF SPELLS ·

Cantrips / 0 Level

1. Mending
2. Message
3. Minor Illusion
4. Prestidigitation
5. Produce Flame
6. Shillelagh

1st Level

1. Charm Person
2. Color Spray
3. Comprehend Languages
4. Detect Magic
5. Disguise Self
6. Entangle
7. Expeditious Retreat
8. Faerie Fire
9. Feather Fall
10. Fog Cloud
11. Hideous Laughter
12. Identify
13. Silent Image
14. Sleep
15. Speak with Animals
16. Thunderwave

2nd Level

1. Alter Self
2. Animal Messenger
3. Arcanist's Magic Aura
4. Barkskin
5. Blur
6. Continual Flame
7. Darkvision
8. Detect Thoughts
9. Enlarge/Reduce
10. Enthrall
11. Flaming Sphere
12. Gust of Wind
13. Heat Metal
14. Hold Person
15. Invisibility
16. Knock
17. Levitate
18. Locate Animals or Plants
19. Locate Object
20. Magic Mouth
21. Magic Weapon
22. Mirror Image
23. Moonbeam
24. Pass without Trace
25. Rope Trick
26. See Invisibility
27. Spider Climb
28. Spike Growth
29. Suggestion

3rd Level

1. Blink
2. Call Lightning
3. Clairvoyance
4. Conjure Animals
5. Fear
6. Fly
7. Gaseous Form
8. Haste
9. Hypnotic Pattern
10. Major Image
11. Phantom Steed
12. Plant Growth
13. Slow
14. Speak with Plants
15. Tongues
16. Water Breathing
17. Wind Wall

4th Level

1. Arcane Eye
2. Blight
3. Confusion
4. Conjure Minor Elementals
5. Conjure Woodland Beings
6. Control Water
7. Dominate Beast
8. Fabricate
9. Giant Insect
10. Greater Invisibility
11. Hallucinatory Terrain
12. Ice Storm
13. Locate Creature
14. Phantasmal Killer
15. Polymorph
16. Stoneskin
17. Wall of Fire

5th Level

1. Animate Objects
2. Awaken
3. Commune with Nature
4. Conjure Elemental
5. Contact Other Plane
6. Creation
7. Dominate Person
8. Dream
9. Geas
10. Hold Monster
11. Legend Lore
12. Mislead
13. Modify Memory
14. Passwall
15. Planar Binding
16. Reincarnate
17. Scrying
18. Telekinesis
19. Telepathic Bond
20. Tree Stride
21. Wall of Stone

· PRIEST SPELLS ·

Cantrips / 0 Level

1. Guidance
2. Mending
3. Resistance

Cleric

4. Sacred Flame
5. Light
6. Thaumaturgy

Druid

4. Produce Flame
5. Shillelagh

1st Level

1. Cure Wounds
2. Detect Magic
3. Detect Poison and Disease
4. Purify Food and Drink

Cleric

5. Bless
6. Command
7. Detect Supernatural
8. Protection from Supernatural
9. Sanctuary

Druid

5. Charm Person
6. Entangle
7. Faerie Fire
8. Fog Cloud
9. Speak with Animals
10. Thunderwave

2nd Level

1. Hold Person
2. Lesser Restoration
3. Locate Object
4. Protection from Poison

Cleric

5. Aid
6. Augury
7. Blindness/Deafness
8. Continual Flame
9. **Silence**
10. Spiritual Weapon
11. Zone of Truth

Druid

5. Animal Messenger
6. Barkskin
7. Darkvision
8. Flaming Sphere
9. Gust of Wind
10. Heat Metal
11. Locate Animals or Plants
12. Moonbeam
13. Pass without Trace
14. Spike Growth

3rd Level

1. Daylight
2. Dispel Magic
3. Meld into Stone
4. Protection from Energy
5. Water Walk

Cleric

6. Bestow Curse
7. Clairvoyance
8. Magic Circle
9. Remove Curse
10. Revivify
11. Sending
12. Speak with Dead
13. Spirit Guardians
14. Tongues

Druid

7. Call Lightning
8. Conjure Animals
9. Plant Growth
10. Speak with Plants
11. Water Breathing
12. Wind Wall

4th Level

1. Create Food and Water
2. Freedom of Movement
3. Locate Creature
4. Stoneskin

Cleric

5. Banishment
6. Death Ward
7. Divination

Druid

4. Conjure Minor Elementals
5. Conjure Woodland Beings
6. Dominate Beast
7. Giant Insect
8. Hallucinatory Terrain
9. Ice Storm
10. Polymorph
11. Wall of Fire

5th Level

1. Geas
2. Greater Restoration
3. Hallow
4. Insect Plague
5. Legend Lore
6. Mass Cure Wounds
7. Planar Binding
8. Scrying

Cleric

9. Commune
10. Dispel Supernatural
11. Flame Strike
12. Raise Dead

Druid

9. Awaken
10. Commune with Nature
11. Conjure Elemental
12. Reincarnate
13. Tree Stride
14. Wall of Stone

SPELL DESCRIPTIONS

· CANTRIPS ·
· (0-LEVEL SPELLS) ·

Dancing Lights

Magic-User (Evocation)
Range: 120 feet
Duration: Conc. (up to 1 minute)

You create up to four torch-sized lights, appearing as torches, lanterns, or glowing orbs hovering in the air. You can also combine the four lights into one glowing vaguely humanoid form of Medium size.

Each light sheds dim light in a 10-foot radius.

As a bonus action on your turn, you can move the lights up to 60 feet.

Each light must be within 20 feet of another and a light winks out if it exceeds the spell's range.

Guidance

Priest (Divination)
Range: Touch
Duration: Conc. (up to 1 minute)

Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

Light

Cleric, Magic-User (Evocation)
Range: Touch
Duration: 1 hour

You touch one object no larger than 10 feet in any dimension. The object sheds bright light, colored as you like, in a 20-foot radius and dim light for an additional 20 feet. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a **DEX saving throw** to avoid the spell.

Mage Hand

Magic-User (Conjuration)
Range: 30 feet
Duration: 1 minute

A spectral, floating hand appears at a point you choose. The hand can be dismissed it as an action. It vanishes if more than 30 feet from you or if you cast this spell again.

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

It can't attack, activate magic items, or carry more than 10 pounds.

Mending

Elf, Magic-User, Priest (Transmutation)
Casting Time: 1 minute
Range: Touch
Duration: Instantaneous

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, or a torn cloak. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, with no trace. This spell can physically repair a magic item or construct, but can't restore magic to such an object.

Message

Elf, Magic-User (Transmutation)
Range: 120 feet
Duration: 1 round

You point your finger toward a creature and whisper a message. Only the target hears the message and can reply in a whisper that only you can hear.

You can cast it through solid objects if you know the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of metal, a thin sheet of lead, or 3 feet of wood blocks the spell. It can travel freely around corners or through openings.

Minor Illusion

Elf, Magic-User (Illusion)

Range: 30 feet

Duration: 1 minute

Components: Somatic Only

You create a sound or an image of an object. For sound, volume can range from a whisper to a scream. It can be your voice, someone else's, a lion's roar or any other sound. It can continue unabated, or you can make discrete sounds at different times before the spell ends.

The spell ends if you dismiss it as an action or cast this spell again.

For creating images—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it.

If a creature uses an action to examine the illusion, it can determine it is so with a successful INT check against your spell save DC. If a creature discerns it for what it is, the illusion becomes faint to the creature.
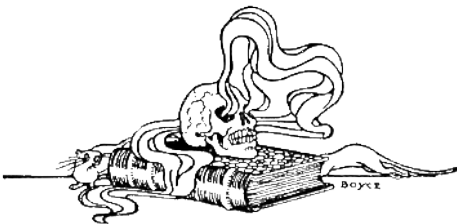
Prestidigitation

Elf, Magic-User (Transmutation)

Range: 10 feet

Duration: Up to 1 hour

This spell is a minor magical trick that novices practice. You create one
of the following magical effects:

- An instantaneous, harmless sensory effect, such as a shower of sparks, faint music, or an odd odor.
- Light or snuff out a candle, a torch, or a small campfire.
- Clean or soil an object no larger than 1 cubic foot.
- Chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- Make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- Create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

Casting this spell multiple times, allows up to three of its effects active at a time. You can dismiss such an effect as an action.

Produce Flame

Druid, Elf (Conjuration)

Range: Self

Duration: 1 segment [10 minutes]

A flickering flame appears in your hand, harming neither you nor your gear. It sheds bright light in a 10-foot radius and dim light for 10 feet more. The spell ends if you dismiss it as an action or cast it again.

When casting the spell, or as an action on a later turn, you can hurl the flame at a creature within 30 feet as a ranged spell attack. If hit, the target takes 1d8 fire damage. Attacking with the spell ends it.

The spell's damage increases by 1d8 at 5th (2d8), 11th (3d8), and 17th level (4d8).

Ray Of Frost

Magic-User (Evocation)

Range: 60 feet

Duration: Instantaneous

A blue-white beam streaks toward a target. Make a ranged spell attack against it. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

The spell's damage increases by 1d8 at 5th (2d8), 11th (3d8), and 17th level (4d8).

Resistance

Priest (Abjuration)

Range: Touch

Duration: Conc. (up to 1 minute)

Once before the spell ends, a willing target can roll a d4 and add the number rolled to one saving throw of its choice. It can roll the die before or after making the saving throw. The spell then ends.

Sacred Flame

Cleric (Evocation)

Range: 60 feet

Duration: Instantaneous

Flame-like radiance descends on a creature you can see, who must succeed on a **DEX saving throw** or take 1d8 radiant damage.

The target gains no benefit from cover for this saving throw. The spell's damage increases by 1d8 at 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Shillelagh

Druid, Elf (Transmutation)

Casting Time: 1 bonus action

Range: Touch

Duration: 1 minute

The wood of a club or quarterstaff you are holding is imbued with nature's power. You can use your spellcasting ability instead of STR for melee attack and damage rolls using that *weapon*, and the *weapon's* damage die becomes a d8. The weapon also becomes magical, if it isn't already. The spell ends if cast again or the weapon let go of.

Shocking Grasp

Magic-User (Evocation)

Range: Touch

Duration: Instantaneous

Lightning springs from your hand to shock a creature you touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing metal armor. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

The spell's damage increases by 1d8 at 5th (2d8), 11th (3d8), and 17th level (4d8).

Thaumaturgy

Cleric (Transmutation)

Range: 30 feet

Duration: Up to 1 minute

Components: Verbal Only

You manifest a minor wonder, a sign of supernatural power. You create one of the following effects:

- Your voice booms up to three times as loud as normal
- Cause flames to flicker, brighten, dim, or change color
- Cause harmless tremors
- Create an instantaneous sound that originates from a point of your choice, such as a rumble of thunder, the cry of a raven, or ominous whispers.
- Instantaneously cause an unlocked door or window to fly open or slam shut.
- Alter your eyes' appearance

Casting this spell multiple times, allows up to three 1-minute effects active at a time. You can dismiss the effect as an action.

· 1ˢᵀ-LEVEL SPELLS ·

Alarm

Magic-User (Abjuration) (Ritual)

Range: 90 feet

Duration: Instantaneous

An alarm alerts you when a Tiny or larger creature touches or enters the warded area (choose a door, a window, or an area no larger than a 20-foot cube). When you cast the spell, you can designate creatures that won't set it off. You choose whether it is mental or audible.

A mental alarm alerts you if you are within 1 mile of the warded area and wakes you if you are sleeping.

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

Bless

Cleric (Enchantment)

Range: 30 feet

Duration: Conc. (up to 1 minute)

You bless up to three creatures of your choice. Whenever a target makes an attack roll or a saving throw, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

At Higher Levels. You can target one additional creature for each slot level above 1st.

Burning Hands

Magic-User (Evocation)

Range: Self (15-foot cone)

Duration: Instantaneous

A thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone takes 3d6 fire damage or half as much on a successful **DEX save.**

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

At Higher Levels. Damage increases by 1d6 for each slot level above 1st.

Charm Person

Druid, Elf, Magic-User (Enchantment)

Range: 30 feet

Duration: 1 hour

You attempt to charm a humanoid you can see. It must make a **WIS saving throw**, with advantage if you or your companions are fighting it or be charmed by you. The spell ends if you or your companions harm it. The charmed creature sees you as a friendly acquaintance.

At Higher Levels. You can target one extra creature within 30 feet of each other for each slot level above 1st.

Command

Cleric (Enchantment)

Range: 60 feet

Duration: 1 round

Components: Verbal Only

You speak a one-word command to a creature you can see. The target must succeed on a **WIS saving throw** or follow the command on its next turn. Some typical commands and their effects follow.

Approach. The target moves toward you by the shortest and most direct route, ending its when within 5 feet.

Drop. The target drops whatever it's holding and 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 doesn't move and takes no actions. A flying creature stays aloft. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

At Higher Levels. You can affect one additional creature for each slot level above 1st. They must be within

30 feet of each other when targeted.

The spell has no effect on undead, if

it doesn't understand your language, or if the command is directly harmful to it.

Comprehend Languages

Elf, Magic-User (Divination) (Ritual)

Range: Self

Duration: 1 hour

You understand the literal meaning of any spoken language that you hear. You also understand any written language, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text.

This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.

Color Spray

Elf, Magic-User (Illusion)

Range: Self (15-foot cone)

Duration: 1 round

A dazzling array of flashing, colored light springs from your hand. Roll 6d10; the total is how many hp of creatures this spell can effect.

Creatures in a 15-foot cone originating from you are affected in ascending order of their current hp (ignoring unconscious creatures and creatures that can't see).

Starting with the lowest hp creature, each creature affected by this spell is blinded. Subtract each creature's hp from the total before moving on to the creature with the next lowest hp. A creature's hp must be equal to or less than the remaining total for that creature to be affected.

At Higher Levels. Roll an additional 2d10 for each slot level above 1st.

Cure Wounds

Priest (Evocation)

Range: Touch

Duration: Instantaneous

A creature regains a number of hp equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. The healing increases by 1d8 for each slot level above 1st.

Detect Supernatural

Cleric (Divination)

Range: Self

Duration: Conc. (1 segment [10 minutes])

You know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet, as well as where it is located.

You also know if any place or object within 30 feet has been magically consecrated or desecrated.

The spell is blocked by 1 foot of stone, 1 inch of metal, a thin sheet of lead, or 3 feet of wood or dirt.

Detect Magic

Elf, Magic-User, Priest (Divination) (Ritual)

Range: Self

Duration: Conc. (1 segment [10 minutes])

You sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible 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

Priest (Divination) (Ritual)

Range: Self

Duration: Conc. (1 segment [10 minutes])

You can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case.

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.

Disguise Self

Elf, Magic-User (Illusion) (Ritual)

Range: Self

Duration: 1 hour

You make yourself—including your clothing, armor, weapons, and other belongings on your person— look different. You can 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, the hand of someone who reaches out to touch you would bump into you 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 an INT check against your spell save DC.

Entangle

Druid, Elf (Conjuration)

Range: 90 feet

Duration: Conc. (up to 1 minute)

Grasping weeds and vines sprout from the ground in a 20-foot square from a point, turning the ground in the area into difficult terrain.

A creature in the area when you cast the spell must succeed on a **STR saving throw** or be restrained by the entangling plants. A creature restrained by the plants can use its action to make a STR check against your spell save DC to free itself.

When the spell ends, the conjured plants wilt away.

Expeditious Retreat

Elf, Magic-User (Transmutation)

Casting Time: 1 bonus action

Range: Self

Duration: Conc. (1 segment [10 minutes])

This spell allows you to move at an incredible pace. When you cast this spell, and then as a bonus action on each of your turns, you can take the Dash action.

Faerie Fire

Druid, Elf, Magic-User (Evocation)

Range: 60 feet

Duration: Conc. (up to 1 minute)

Components: Verbal Only

Each object in a 20-foot cube is outlined in blue, green, or violet light (your choice). Any creature in the area is also outlined in light if it fails a *DEX saving throw*. objects and affected creatures shed dim light in a 10-foot radius.

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

Feather Fall

Elf, Magic-User (Transmutation)

Casting Time: 1 reaction, taken when you or a creature within 60 feet of you falls

Range: 60 feet

Duration: 1 minute

Choose up to five falling creatures. A falling creature's rate of descent slows to 60 feet per round. If the creature lands, it takes no falling damage, can land on its feet and the spell ends for that creature.

Find Familiar

Magic-User (Conjuriation (Ritual)

Casting Time: 1 hour

Range: 10 feet

Duration: Instantaneous

Material Components: 10 gp worth of charcoal, incense, and herbs burned in a brass brazier.

You gain the service of a familiar, a spirit taking an animal form you choose: bat, cat, frog, toad, hawk, lizard, owl, snake, rat, raven, spider, or weasel.

It appears in an unoccupied space in range, and has the statistics of the chosen form, though it's celestial, fey, or fiend (your choice).

Your familiar acts independently but always obeys your commands. In combat, it has its own initiative and turn. A familiar can't attack, but can take other actions.

When you cast a spell with a touch range, your familiar can deliver the spell as if it had cast the spell. It must be within 100 feet of you, and uses its reaction to deliver the spell when you cast it. If it requires an attack roll, use *your* attack modifier.

You can communicate with it telepathically, when within 100 feet.

As an action, you can perceive through your familiar's senses, including special ones, till the start of your next turn. During this time, your own body is deaf and blind.

As an action, you can temporarily dismiss your familiar into a pocket dimension where it awaits your summons. While there, you can summon it into any unoccupied space within 30 feet, as an action. You can also dismiss it forever.

It disappears upon dropping to 0 hit points and only reappears upon re-casting the spell.

You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, it adopts a new form instead (choose from the above list).

Floating Disk

Magic-User (Conjuration) (Ritual)

Range: 30 feet

Duration: 1 hour

Creates a circular, horizontal plane of force, 3 feet in diameter, floating 3 feet above the ground in an unoccupied space of your choice you can see. It can hold up to 500 pounds. If more weight is placed on it, the spell ends, and everything on the disk falls to the ground.

The disk is immobile while you are within 20 feet of it. If you move more than 20 feet away, it follows you so that it remains within 20 feet. It can move up or down stairs and the like, but it can't cross an elevation change of 10 feet or more (for example a 10-foot-deep pit).

If you move more than 100 feet from the disk (typically because it can't move around an obstacle to follow you), the spell ends.

Fog Cloud

Druid, Elf, Magic-User (Conjuration)

Range: 120 feet

Duration: Conc. (up to 1 hour)

You create a 20-foot-radius sphere of heavily obscured fog centered on a point. The sphere spreads around corners. A wind of moderate or greater speed (at least 10 miles per hour) disperses it.

At Higher Levels. The radius of the fog increases by 20 feet for each slot level above 1st.

Grease

Magic-User (Conjuration)

Range: 60 feet

Duration: 1 minute

Slick grease covers the ground in a 10-foot square centered on a point and turns it into difficult terrain. Any creature in its area must succeed on a ***DEX save*** or fall prone as must any creature that enters the area or ends its turn there.

Hideous Laughter

Elf, Magic-User (Enchantment)

Range: 30 feet

Duration: Conc. (up to 1 minute)

A creature of your choice you can see perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. The target must succeed on a **WIS saving throw** or fall prone, becoming incapacitated and unable to stand up. A creature with an INT score of 4 or less isn't affected.

At the end of each of its turns, and each time it takes damage, the target can make another **WIS saving throw**. The target has advantage on the save if it's triggered by damage. On a success, the spell ends.

Mage Armor

Magic-User (Abjuration)

Range: Touch

Duration: 8 hours

A protective magical force surrounds a willing creature who isn't wearing armor. The target's base AC becomes 13 + DEX modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

Magic Missile

Magic-User (Evocation)

Range: 120 feet

Duration: Instantaneous

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

At Higher Levels. You creates one more dart for each level above 1st.

Protection From Supernatural

Cleric, Magic-User (Abjuration)

Range: Touch

Duration: Conc. (1 segment [10 minutes])

One willing creature is protected against aberrations, celestials, elementals, fey, fiends, and undead, who have disadvantage on attack rolls against the target. It also can't be charmed, frightened, or possessed by them. If already charmed, frightened, or possessed by such a creature, it has advantage on any new save against it.

Purify Food And Drink

Priest (Transmutation) (Ritual)

Range: 10 feet

Duration: Instantaneous

All nonmagic food and drink within a 5-foot-radius sphere is purified and freed of poison and disease.

Sanctuary

Cleric (Abjuration)

Casting Time: 1 bonus action

Range: 30 feet

Duration: 1 minute

You ward a creature against attack. Anyone who targets the warded creature with an attack or a harmful spell must first succeed on a **WIS save** or else choose a new target or lose the attack or spell. This doesn't protect from area effects.

If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.
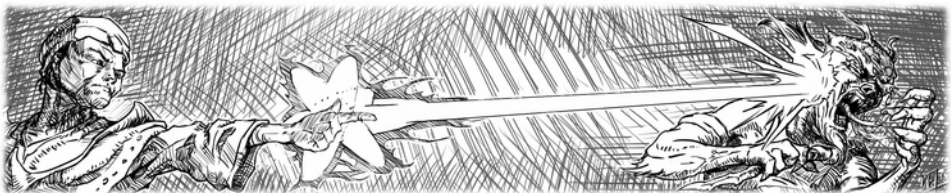
Shield

Magic-User (Abjuration)

Casting Time: 1 reaction, taken when hit.

Range: Self

Duration: 1 round

An invisible barrier of magical force grants you a +5 bonus to AC until the start of your next turn, including against the triggering attack. You take no damage from *magic missile*.

Silent Image

Elf, Magic-User (Illusion)

Range: 60 feet

Duration: Conc. (1 segment [10 minutes])

You create a purely visual image of an object, creature, or other phenomenon no larger than a 15-foot cube. it isn't accompanied by any sound, or other sensory effects.

You can use your action to move to the image to any spot. As it changes location, you can alter its appearance so that its movements appear natural. 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.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful INT check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image.

Sleep

Elf, Magic-User (Enchantment)

Range: 90 feet

Duration: 1 segment [10 minutes]

This spell sends creatures to magical sleep.

Roll 5d8; the total is how many hp of creatures this spell can affect. Creatures within 20 feet of a point you choose are affected in ascending order of current hp (ignoring unconscious ones). Starting with the foe with the lowest current hp, each one affected falls unconscious.

This lasts until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake.

Subtract each creature's hp from the total before moving on to the next lowest hp target. A creature's hp must be equal to or less than the remaining total to be affected.

Undead and creatures immune to being charmed aren't affected.

At Higher Levels. Roll an additional 2d8 for each slot level above 1st.

Speak With Animals

Druid, Elf (Divination) (Ritual)

Range: Self

Duration: 1 segment [10 minutes]

You gain the ability to comprehend and verbally communicate with beasts. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can tell you about nearby locations and monsters, including what they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the GM's discretion.

Unseen Servant

Magic-User (Conjuration) (Ritual)

Range: 60 feet

Duration: 1 hour

You creates an invisible, mindless, shapeless force that performs simple tasks at your command.

It's conjured in an unoccupied space on the ground, has AC 10, 1 hp, STR 2, and can't attack. If it drops to 0 hp , the spell ends.

As a bonus action on your turn, you can mentally command it to move up to 15 feet and interact with an object. The servant can perform simple tasks such as fetching things, cleaning, mending, folding, lighting fires, serving food, and pouring wine.

Once you give the command, the servant performs the task to the best of its ability, then waits for your next command.

If you command it to perform a task more than 60 feet away from you, the spell ends.

· 2ND-LEVEL SPELLS ·

Aid

Cleric (Abjuration)

Range: 30 feetz

Duration: 8 hours

Choose up to 3 creatures whose hit point maximum and current hp increase by 5.

At Higher Levels. hp increase by an additional 5 for each level above 2nd.

Alter Self

Elf, Magic-User (Transmutation)

Range: Self

Duration: Conc. (up to 1 hour)

You assume a different form. Choose one of the following options. You can end one option as an action to gain the benefits of a different one.

Aquatic Adaptation. You grow webbing and sprout gills between your fingers. You can breathe underwater and your swimming speed equals your walking speed.

Change Appearance. You transform your appearance. You decide what you look like, including your height, weight, facial features, voice, hair length, coloration, characteristics, if any, and race, though your statistics don't change.

You can't change to a different size category and your basic shape stays the same; as a bipedal, you can't turn quadrupedal, for instance.

As an action, you can change your appearance like this again any time.

Natural Weapons. You grow claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 damage and you are proficient with your unarmed strikes. Finally, the natural weapon is magic and you have a +1 bonus to the attack and damage rolls you make using it.

Animal Messenger

Druid, Elf (Enchantment) (Ritual)

Range: 30 feet

Duration: 24 hours

Choose a Tiny beast you can see, such as a squirrel or a blue jay.

Specify a location, which you must have visited, and a recipient matching a general description, such as "a man or woman dressed in the uniform of the town guard" or "a red-haired dwarf in pointed hat."

You speak a message of up to 25 words. The animal travels to the location, at 50 miles per 24 hours if flying, else 25 miles.

When the messenger arrives, it delivers your message to the described creature, replicating the sound of your voice. If it doesn't reach its destination before the spell ends, the message is lost, and the beast makes its way back to where you cast this spell.

At Higher Levels. Increase duration by 48 hours for each level over 2nd.

Arcane Lock

Magic-User (Abjuration)

Range: Touch

Duration: Until dispelled

Material Components: gold dust (25 gp), consumed by the spell.

You touch a closed door, window, gate, chest, or other entryway, and it becomes locked. You and the creatures you designate when casting this spell can open it normally. You can also set a password that, when spoken within 5 feet of it, suppresses the spell for 1 minute. Otherwise, it is impassable until broken or the spell dispelled. Casting *knock* on it suppresses *arcane lock* for 1 segment [10 minutes].

While affected by this spell, the object is more difficult to break or force open; the DC to break it or pick any locks on it increases by 10.

Arcanist's Magic Aura

Elf, Magic-User (Illusion)

Range: Touch

Duration: 24 hours

You place an illusion on a willing creature or an object not carried or worn by another creature so that divination spells reveal false information about it.

When you cast the spell, choose one or both of the following effects. If you cast this spell on the same creature or object every day for 30 days, with same effect each time, the illusion lasts until it is dispelled.

False Aura. You change the way the target appears to spells and magical effects that detect magical auras. You can make a nonmagical object appear magical, a magical object appear nonmagical, or change the object's aura so that it appears to belong to a specific school of magic. You can make the false magic apparent to any creature that handles the item.

Mask. You change the way the target appears to spells and magical effects that detect creature types, such as the trigger of a *symbol* spell. You choose a creature type and other spells and magical effects treat the target as if it were a creature of that type or alignment.

Augury

Cleric (Divination) (Ritual)

Casting Time: 1 minute

Range: Self

Duration: Instantaneous

By employing a divining tool (such as rolling dragon bones or laying out ornate cards), you receive an omen from an otherworldly entity about the results of a specific course of action you plan to take within the next 30 minutes. The GM chooses from the following possible omens:

- *Weal,* for good results
- *Woe,* for bad results
- *Weal & woe,* for good & bad results
- *Nothing,* for results that aren't really good or bad

The spell doesn't take into account any possible circumstances that might change the outcome, such as casting 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 cumulative 25% chance for each casting after the first that you get a random reading. The GM makes this roll in secret.

Barkskin

Druid, Elf (Transmutation)

Range: Touch

Duration: Conc. (up to 1 hour)

You touch a willing creature whose skin gains a rough, bark-like appearance. The target's AC can't be less than 16, regardless of what kind of armor it is wearing.

BlindneSss/Deafness

Cleric, Magic-User (Necromancy)

Range: 30 feet

Duration: 1 minute

Components: Verbal Only

Choose one creature you can see to make a **CON saving throw**. If it fails, it is either blinded or deafened (your choice). At the end of each of its turns, the target can make a **CON saving throw** to end the spell.

At Higher Levels. You can target one extra creature for each slot level above 2nd.

Blur

Elf, Magic-User (Illusion)

Range: Self

Duration: Conc. (up to 1 minute)

Components: Verbal Only

Your body blurs, shifting and wavering. Any creature has disadvantage on attack rolls against you. Attackers not relying on sight (fx. blindsight), or can see through illusions (fx. truesight), are immune.

Continual Flame

Cleric, Magic-User (Evocation)

Range: Touch

Duration: Until dispelled

Material Components: ruby dust worth 50 gp, consumed by the spell)

A flame, bright as a torch, springs forth from an object you touch. It looks like regular flame, but creates no heat nor uses oxygen. *Continual flame* can be covered or hidden but not smothered or quenched.

Darkness

Magic-User (Evocation)

Range: 60 feet

Duration: Conc. (1 segment [10 minutes])

Magical darkness spreads from a point you choose to fill a 15-foot-radius sphere, spreading around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

If the point is on an object you're holding or that isn't being worn or carried, the darkness emanates from the object and moves with it. Covering the source completely with an opaque object, such as a bowl or helm, blocks the darkness.

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

Darkvision

Druid, Elf, Magic-User (Transmutation)

Range: Touch

Duration: 8 hours

You touch a willing creature to grant it darkvision at a range of 60 feet.

Detect Thoughts

Elf, Magic-User (Divination)

Range: Self

Duration: Conc. (up to 1 minute)

Material Components: 1 cp

You can read other creatures' thoughts. When you cast the spell and as your action on each turn, you can focus on any one creature you can see within 30 feet. If if has an Intelligence of 3 or less or doesn't speak a language, it is unaffected.

You initially learn the surface thoughts of the creature—what is most on its mind in that moment.

As an action, you can shift your attention to another creature's thoughts or attempt to probe deeper into the same mind.

If you probe deeper, the target must make a **WIS saving throw**. If it fails, you gain insight into its reasoning, its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the spell ends.

Either way, the target knows you are probing its mind, and unless you shift your focus to someone else's thoughts, it can, as an action on its turn, make an INT check, contested by your INT check, to end the spell.

Questions directed at the target naturally shape the course of its thoughts, making the spell very effective as part of an interrogation.

You can also use this spell to detect the presence of thinking creatures you can't see. When casting the spell or as an action during the duration, you can search for thoughts within 30 feet. The spell can penetrate barriers, but 2 feet of rock, 2 inch metal or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language.

Once you detect a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it.

Enlarge/Reduce

Elf, Magic-User (Transmutation)

Range: 30 feet

Duration: Conc. (up to 1 minute)

Choose a creature or object neither worn nor carried that you can see. If the target is unwilling, it can make a **CON save** to resist the effect. If the target is a creature, everything it carries changes size with it.

Items dropped by the target return to normal size at once.

Enlarge. The target's size doubles in all dimensions; its weight multiplies by eight, and its size increases by one category. If there's not enough room to double its size, the target attains the maximum possible size in the space available.

The target has advantage on STR checks and STR saves. Its weapons also grow to match its new size. While enlarged, its attacks with them deal 1d4 extra damage.

Reduce. The target's size is halved in all dimensions, and its weight is reduced to one-eighth of normal.

This reduction decreases its size by one category. The target also has disadvantage on STR checks and **STR save**s. The target's weapons also shrink to match its new size.

While these weapons are reduced, the target's attacks with them deal 1d4 less damage (minimum damage is 1).

Enthrall

Elf, Magic-User (Enchantment)

Range: 60 feet

Duration: 1 minute

You weave a distracting string of words, causing creatures of your choice you can see and that can hear you to make a **WIS saving throw**. Any creature that can't be charmed succeeds automatically, and if you or your companions are fighting it, it has advantage on the save. On a failed save, the target has disadvantage on WIS (Perception) checks to perceive any creature other than you until the spell ends or it can no longer hear you. The spell ends if you're incapacitated or can't speak.

Flaming Sphere

Druid, Elf, Magic-User (Conjuration)

Range: 60 feet

Duration: Conc. (up to 1 minute)

A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice. Any creature that ends its turn within 5 feet of the sphere takes 2d6 fire damage or half as much on a successful **DEX save**.

As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, it must make the saving throw against the sphere's damage, and the sphere stops moving this turn.

When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

At Higher Levels. Damage increases by 1d6 for each level above 2nd.

Gust Of Wind

Druid, Elf, Magic-User (Evocation)

Range: Self (60-foot line)

Duration: Conc. (up to 1 minute)

A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose. Each creature that starts its turn in the line must succeed on a **STR save** or be pushed 15 feet away from you in a direction following the line.

Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

The gust disperses gas or vapor, and extinguishes candles, torches, and similar flames in the area. It causes protected flames, such as lanterns, to dance wildly and has a 50% chance to extinguish them.

As a bonus action on each of your turns, you can change the direction in which the line blasts from you.

Heat Metal

Druid, Elf, Magic-User (Transmutation)

Range: 60 feet

Duration: Conc. (up to 1 minute)

Choose a manufactured metal object, such as a metal weapon or a suit of metal armor, you can see.

You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d8 fire damage when you cast the spell. You can use a bonus action on your subsequent turns to cause this damage again.

If a creature is holding or wearing the object and takes the damage from it, it must succeed on a **CON saving throw** or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

At Higher Levels. Damage increases by 1d8 for each level above 2nd.

Hold Person

Elf, Magic-User, Priest   (Enchantment)

Range: 60 feet

Duration: Conc. (up to 1 minute)

Choose a humanoid you can see that must succeed on a **WIS saving throw** or be paralyzed. At the end of each of its turns, the target can make another **WIS saving throw** to, end the spell on the target.

At Higher Levels. You can target one additional humanoid within 30 feet of each other for each slot level above 2nd.
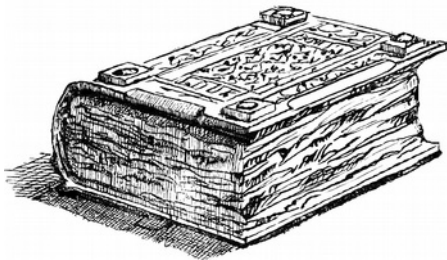
Invisibility

Elf, Magic-User (Illusion)

Range: Touch

Duration: Conc. (up to 1 hour)

A creature becomes invisible.

Anything the target is wearing or carrying is invisible as long as it is on its person. The spell ends for a target that attacks or casts a spell.

At Higher Levels. You can target one additional creature for each slot level above 2nd.

Knock

Elf, Magic-User (Transmutation)

Range: 60 feet

Duration: Instantaneous

Components: Verbal Only

Choose an object you can see, either a door, chest, manacles or other object that contains a mundane or magical means that prevents access.

A target held shut by a mundane lock, or stuck or barred, becomes unlocked, unstuck, or unbarred.

If the object has multiple locks, only one of them is unlocked.

If your target is shut with *arcane lock*, the spell is suppressed for 1 segment [10 minutes],

When you cast the spell, a loud knock, audible as far away as 300 feet, emanates from the target.

Lesser Restoration

Priest (Abjuration)

Range: Touch

Duration: Instantaneous

You can end either one disease or one condition afflicting a creature.

The condition can be blinded, deafened, paralyzed, or poisoned.

Levitate

Elf, Magic-User (Transmutation)

Range: 60 feet

Duration: Conc. (1 segment [10 minutes])

One creature or object you can see of your choice, weighing up to 500 pounds, rises vertically, up to 20 feet, and remains suspended there. An unwilling creature that succeeds on a **CON save** is unaffected.

The target can move only by pushing or pulling against a fixed object or surface within reach, which allows it to move as if it were climbing. You can change its altitude by up to 20 feet on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the spell's range.

If it is still aloft when the spell ends, it floats gently to the ground.

Locate Animals Or Plants

Druid, Elf (Divination) (Ritual)

Range: Self

Duration: Instantaneous

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

Locate Object

Elf, Magic-User, Priest (Divination)

Range: Self

Duration: Conc. (1 segment [10 minutes])

Describe or name an object familiar to you. You sense the direction to it, as long as it's within 1,000 feet. If the object is in motion, you know the direction of its movement.

The spell can locate a specific object known to you, as long as you have seen it up close at least once.

Alternatively, it can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon.

This spell fails if even a thin sheet of lead blocks a direct path between you and the object.

Magic Mouth

Elf, Magic-User (Illusion) (Ritual)

Casting Time: 1 minute

Range: 30 feet

Duration: Until dispelled

Material Components: jade dust (10 gp), consumed by the spell

You implant a message in an object that is uttered when a trigger condition is met. Choose an object you can see and isn't carried by another creature. Then speak the message, in 25 words or less, though it can be delivered over as long as 10 minutes.

Finally, determine the circumstance that will trigger the spell to deliver your message, which can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the object..

When that occurs, a magical mouth appears on the object and recites the message in your voice. If the object you chose has a seeming mouth, the words appear to come from the object's mouth.

When you cast this spell, you can have the spell end after it delivers its message, or remain and repeat it whenever the trigger occurs.

Magic Weapon

Elf, Magic-User (Transmutation)

Casting Time: 1 bonus action

Range: Touch

Duration: Conc. (up to 1 hour)

You touch a nonmagical weapon that becomes magic with a +1 bonus to attack and damage rolls.

At Higher Levels. The bonus increases to +2. At 6th level, the bonus increases to +3.

Mirror Image

Elf, Magic-User (Illusion)

Range: Self

Duration: 1 minute

Three illusory duplicates of yourself appear in your space. They move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use an action to dismiss them.

Each time a creature targets you with an attack, roll a d20 to determine if the attack instead targets one of your duplicates.

If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher.

A duplicate's AC equals 10 + DEX modifier. If an attack hits one, it is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed.

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

Misty Step

Magic-User (Conjuration)

Casting Time: 1 bonus action

Range: Self

Duration: Instantaneous

Components: Verbal Only

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

Moonbeam

Druid, Elf (Evocation)

Range: 120 feet

Duration: Conc. (up to 1 minute)

A silvery beam of pale light shines down in a 5-foot-radius, 40-foot-high cylinder centered on a point. When a creature enters the spell's area for the first time or starts its turn there, it is engulfed in ghostly painful flames that cause 2d10 radiant damage, or half as much on a successful **CON save.**

A shapechanger saves with disadvantage. If it fails, it also instantly reverts to its original form and can't assume a different form until it leaves the spell's light. On your turn, you can, as an action, move the beam 60ft, any direction.

At Higher Levels. Damage increases by 1d10 for each level above 2nd.

Pass Without Trace

Druid, Elf (Abjuration)

Range: Self

Duration: Conc. (up to 1 hour)

A veil of shadows and silence radiates from you, masking you and your companions from detection. Each creature you choose within 30 feet (including you) has a +10 bonus to DEX (Stealth) checks and can't be tracked except by magical means. A creature that receives this bonus leaves no tracks or other traces of its passage.

Protection From Poison

Priest (Abjuration)

Range: Touch

Duration: 1 hour

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.

The target has advantage on saving throws against being poisoned, and resistance to poison damage.

Ray Of Enfeeblement

Magic-User (Necromancy)

Range: 60 feet

Duration: Conc. (up to 1 minute)

A black beam of enervating energy springs from your finger. Make a ranged spell attack against a target. On a hit, the target deals half damage with attacks using STR.

At the end of each of the target's turns, it can make a **CON saving throw** against the spell. On a success, the spell ends.

Rope Trick

Elf, Magic-User (Transmutation)

Range: Touch

Duration: 1 hour

You touch a rope up to 60 feet long. The rope then rises into the air until the whole rope hangs perpendicular to the ground. At the upper end, an invisible entrance opens to an extradimensional space.

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

Attacks and spells can't cross the entrance in or out of the extra-dimensional space, but those inside can see out as if through a 3-foot-by-5-foot window centered on the rope.

Anything inside the space drops out when the spell ends.

Scorching Ray

Magic-User (Evocation)

Range: 120 feet

Duration: Instantaneous

You create three rays of fire and hurl them at one target or several.

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

At Higher Levels. You create one additional ray for each slot level above 2nd.

See Invisibility

Elf, Magic-User (Divination)

Range: Self

Duration: 1 hour

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

Shatter

Magic-User (Evocation)

Range: 60 feet

Duration: Instantaneous

A sudden loud ringing noise, painfully intense, erupts from a point of your choice.

Each creature in a 10-foot-radius sphere centered on that point takes 3d8 thunder damage, or half as much on a successful **CON saving throw**. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

At Higher Levels. Damage increases by 1d8 for each level above 2nd.

Silence

Cleric (Illusion) (Ritual)

Range: 120 feet

Duration: Conc. (1 segment [10 minutes])

No sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose. Everything inside the sphere is immune to thunder damage,

Casting a spell with a verbal component is impossible there.

Spider Climb

Elf, Magic-User (Transmutation)

Range: Touch

Duration: Conc. (up to 1 hour)

A willing creature gains the ability to move on vertical surfaces and upside down along ceilings, leaving its hands free with a climbing speed equal to its walking speed.

Spike Growth

Druid, Elf (Transmutation)

Range: 150 feet

Duration: Conc. (1 segment [10 minutes])

The ground in a 20-foot radius centered on a point twists and sprouts hard spikes and thorns, becoming difficult terrain. When a creature moves across it, it takes 2d4 damage with every 5 feet.

The transformation looks natural. Any creature that can't see the area at the time the spell is cast must make a WIS (Perception) check against your spell save DC to recognize the terrain as hazardous before entering it.

Spiritual Weapon

Cleric (Evocation)

Casting Time: 1 bonus action

Range: 60 feet

Duration: 1 minute

You create a floating, spectral weapon. When you cast the spell, you can make a melee spell attack against a creature within 5 ft of the weapon. On a hit, it takes 1d8 + spellcasting ability in force damage.

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

The weapon can take any form you choose. Clerics of deities associated with a particular weapon make this spell's effect resemble that weapon.

At Higher Levels. Damage increases by 1d8 for every 2 levels above 2nd.

Suggestion

Elf, Magic-User (Enchantment)

Range: 30 feet

Duration: Conc. (up to 8 hours)

You suggest a course of action (limited to a sentence or two) and influence a creature you can see that can hear and understand you. Creatures immune to charm are unaffected. The suggestion must be worded so as to sound reasonable. Asking to stab oneself or other clearly harmful acts ends the spell.

The target must make a *WIS save*. On a failure, it pursues the course of action to the best of its ability.

If the suggested activity is completed in a shorter time than the duration, the spell ends when the subject finishes what it was asked to do.

You can specify conditions to trigger a special activity during the duration. For example, you might suggest a knight give her warhorse to the first beggar she meets. If the condition isn't met before the spell expires, the activity isn't performed. If you or any of your companions damage the target, the spell ends.

Web

Magic-User (Conjuration)

Range: 60 feet

Duration: Conc. (up to 1 hour)

You conjure a mass of thick, sticky webbing at a point of your choice. The webs fill a 20-foot cube from that point, are difficult terrain and lightly obscure their area.

If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the 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 enters them during its turn, must make a *DEX save* or be *restrained* as long as it remains in the webs or until it breaks free.

A restrained creature can use an action to make a STR check against the spell's DC to end the restraining.

The webs are flammable. Any 5-foot cube of web exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

Zone Of Truth

Cleric (Enchantment)

Range: 60 feet

Duration: 1 segment [10 minutes]

You create a magical zone that guards against deception in a 15-foot-radius sphere centered on a point of your choice. A creature that enters the spell's area for the first time on a turn or starts its turn there must make a *CHA save*. On a failure, it can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw.

An affected creature is aware of the spell and can avoid answering questions, allowing it to be evasive in its answers as long as it remains within the boundaries of the truth.

· 3RD-LEVEL SPELLS ·

Animate Dead

Cleric, Magic-User / Necromancy

Casting Time: 1 minute

Range: 10 feet

Duration: Instantaneous

This spell creates an undead servant. Choose a pile of bones or a corpse of a Medium or Small humanoid. The target becomes a skeleton if you chose bones or a zombie if you chose a corpse.

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if it is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one).

You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a chamber. If you issue no commands, it defends itself against hostile creatures. Once given an order, it continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any commands. To maintain control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over up to four creatures animated with this spell, rather than animating a new one.

At Higher Levels. You animate or reassert control over two additional undead creatures for each slot level above 3rd. Each of the creatures must come from a different corpse or pile of bones.

Bestow Curse

Cleric, Magic-User (Necromancy)

Range: Touch

Duration: Conc. (up to 1 minute)

You touch a creature who must succeed on a **WIS saving throw** or become cursed. Choose the nature of the curse from these options:

- Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws with that ability score.
- While cursed, the target has disadvantage on attack rolls against you.
- While cursed, the target must make a **WIS saving throw** at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.
- While the target is cursed, your attacks and spells deal an extra 1d8 necrotic damage to the target.

A *remove curse* spell ends this effect. At the GM's option, you may choose an alternative curse effect, but it should be no more powerful than described above. The GM has final say on such a curse's effect.

At Higher Levels. If you cast this spell using a 4th level spell slot, duration is Conc. (1 segment [10 minutes]). If you use a spell slot of 5th level or higher, duration is 8 hours. If you use a spell slot of 7th level or higher, duration is 24 hours. If you use a 9th level spell slot, the spell lasts until dispelled.

A spell slot of 5th level or higher doesn't require concentration.
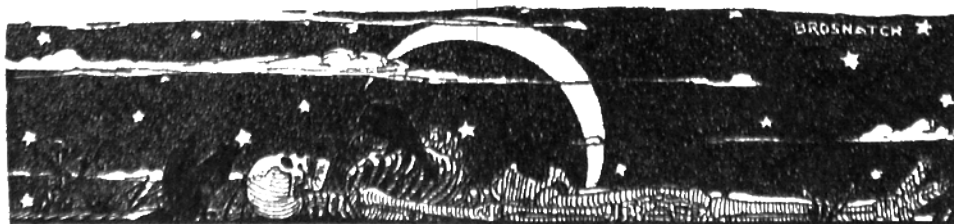
Blink

Elf, Magic-User (Transmutation)

Range: Self

Duration: 1 minute

Roll a d20 at the end of each of your turns. On a roll of 11 or higher, you vanish from your current plane of existence and appear in the Ethereal Plane (the spell fails and the casting is wasted if you were already on that plane). At the start of your next turn, or when the spell ends, if you are on the Ethereal Plane, you return to an unoccupied space of your choice you can see within 10 feet of the space you vanished from.

If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). You can dismiss this spell as an action.

While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of gray, and you can't see anything there more than 60 feet away. You can only affect and be affected by creatures on the Ethereal Plane. Other creatures can't perceive you or interact with you, unless they have the ability to do so.

Call Lightning

Druid, Elf (Conjuration)

Range: 120 feet

Duration: Conc. (1 segment [10 minutes])

A storm cloud appears as a 10 feet tall cylinder with a 60-foot radius at a point you can see 100 feet directly above you.

The spell fails if you can't see a point in the air where the cloud could appear (for example, a room that can't hold the cloud).

When casting, a bolt of lightning flashes down from the cloud to a point of your choosing that you can see. Each creature within 5 feet of it takes 3d10 lightning damage, or half that on a successful *DEX save*. On each of your turns, you can use your action to call down lightning in this way again, targeting a point of your choice.

If you are outdoors in stormy conditions when casting the spell, you gain control of the existing storm instead. In such conditions, damage increases by 1d10.

At Higher Levels. Damage increases by 1d10 for each level above 3rd.

Clairvoyance

Cleric, Elf, Magic-User (Divination)

Casting Time: 1 segment [10 minutes]

Range: 1 mile

Duration: Conc. (1 segment [10 minutes])

Material Components: a focus worth at least 100 gp, either a jewel horn for hearing or glass eye for seeing.

You create an invisible sensor in a location familiar to you (one you've visited or seen before) or in an obvious unfamiliar location (such as behind a door, around a corner). The sensor remains in one place and can't be attacked or interacted with.

Choose seeing or hearing when casting the spell. The chosen sense works through the sensor as if you were in its space. You can switch between the two senses as an action.

A creature that can see the sensor (such as a creature benefiting from *see invisibility* or truesight) sees a luminous, intangible orb about the size of your fist.

Conjure Animals

Druid, Elf (Conjuration)

Range: 60 feet

Duration: Conc. (up to 1 hour)

You summon fey spirits that take the form of beasts and appear in unoccupied spaces you can see. Choose one of the following options for what appears:

 • 1 beast of challenge rating 2 or lower
 • 2 beasts of challenge rating 1 or lower
 • 4 beasts of challenge rating 1/2 or lower
 • 8 beasts of challenge rating 1/4 or lower

Each beast is also considered fey, and it disappears when it drops to 0 hp or when the spell ends.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, with its own turns. They obey any commands you issue (no action required). If you don't issue any commands, they defend themselves, but otherwise take no actions.

The GM has the creatures' statistics.

At Higher Levels.:Twice as many appear with a 5th-level slot, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.

Daylight

Priest (Evocation)

Range: 60 feet

Duration: 1 hour

A 60-foot-radius sphere of light spreads out from a point you choose. The sphere is bright light and sheds dim light for an additional 60 feet.

If you chose a point on an object you are holding or one that isn't being worn or carried, the light shines from the object and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light.

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

Dispel Magic

Magic-User, Priest (Abjuration)

Range: 120 feet

Duration: Instantaneous

Choose a creature, object, or magical effect. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using spellcasting ability. The DC = 10 + spell level. On a successful check, the spell ends.

At Higher Levels. Spell effect on the target automatically end when their level is equal to or less than the level of the slot used.

Fear

Elf, Magic-User (Illusion)

Range: Self (30-foot cone)

Duration: Conc. (up to 1 minute)

You project a phantasmal image of a creature's worst fears. Each creature in a 30-foot cone must succeed on a *WIS saving throw* or drop whatever it is holding and become frightened.

While frightened, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location without line of sight to you, it can make a *WIS saving throw* to end the spell effect.

Fireball

Magic-User (Evocation)

Range: 150 feet

Duration: Instantaneous

A bright streak flashes from your pointing finger to a point you choose and then blossoms with a low roar into an explosion of flame.

Each creature in a 20-foot-radius sphere centered on that point takes 8d6 fire damage, or half as much on a successful *DEX saving throw*.

The fire spreads around corners and ignites flammable objects in the area not being worn or carried.

At Higher Levels. Damage increases by 1d6 for each slot level above 3rd.

Fly

Elf, Magic-User (Transmutation)

Range: Touch

Duration: Conc. (1 segment [10 minutes])

You touch a willing creature who gains a flying speed of 60 feet.

When the spell ends, it falls if still aloft, unless it can stop the fall.

At Higher Levels. You can target one additional creature for each slot level above 3rd.

Gaseous Form

Elf, Magic-User (Transmutation)

Range: Touch

Duration: Conc. (up to 1 hour)

You transform a willing creature you touch, along with everything it's wearing and carrying, into a misty cloud. The spell ends if the creature drops to 0 hp. An incorporeal creature isn't affected.

While in this form, the target's only movement is a flying speed of 10 feet. It can enter and occupy the space of another creature. It has resistance to nonmagical damage, and advantage on STR, DEX, and *CON saving throw*s. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as solid surfaces. The target can't fall and remains hovering in the air even when stunned or incapacitated.

While in this form, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The target can't attack or cast spells.

Haste

Elf, Magic-User (Transmutation)

Range: 30 feet

Duration: Conc. (up to 1 minute)

Choose a willing creature you can see. Its speed is doubled, it gains a +2 bonus to AC, has advantage on *DEX saving throw*s and gains an extra action on each of its turns, which can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

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.

Hypnotic Pattern

Elf, Magic-User (Illusion)

Range: 120 feet

Components: Somatic Only

Duration: Conc. (up to 1 minute)

You create a twisting pattern of colors that weaves through the air inside a 30-foot cube. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a *WIS saving throw*. On a failed save, the creature becomes charmed.

While charmed, the creature is incapacitated and has a speed of 0.

The spell ends for an affected creature if it takes any damage or someone else uses an action to shake the creature out of its stupor.

Lightning Bolt

Magic-User (Evocation)

Range: Self (100-foot line)

Duration: Instantaneous

A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from you. Each creature takes 8d6 lightning damage, or half as much on a successful *DEX save*.

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

At Higher Levels. Damage increases by 1d6 for each slot level above 3rd.

Magic Circle

Cleric, Magic-User (Abjuration)

Casting Time: 1 minute

Range: 10 feet

Duration: 1 hour

Material Components: holy water or powdered silver and iron worth at least 100 gp, consumed by the spell.

You create a 10-foot-radius, 20-foot-tall cylinder of magical energy centered on a point on the ground you can see. Glowing runes appear where the cylinder intersects with the floor or other surface.

Choose one or more of the following types of creatures: celestials, elementals, fey, fiends, or undead. The circle affects the chosen creatures in the following ways:

- It can't willingly enter the cylinder by nonmagical means. If the creature tries to use teleportation or interplanar travel to do so, it must succeed on a **CHA saving throw**.
- It has disadvantage on attack rolls against targets within the cylinder.
- Targets within the cylinder can't be charmed, frightened, or possessed by it.

When you cast this spell, you can elect to cause its magic to operate in the reverse direction, preventing a creature of the specified type from leaving the cylinder and protecting targets outside it.

At Higher Levels. The duration increases by 1 hour for each slot level above 3rd.

Major Image

Elf, Magic-User (Illusion)

Range: 120 feet

Duration: Conc. (1 segment [10 minutes])

You create an image no larger than a 20-foot cube at a spot you can see. It seems completely real, including sounds, smells, and temperature appropriate to it.

Your effects can't cause damage effects or inflict physical conditions.

You can use your action to cause the image to move to any other spot. 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. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful INT (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to it.

At Higher Levels. The spell doesn't require concentration anymore.

Nondetection

Magic-User (Abjuration)

Range: Touch

Duration: 8 hours

Material Components: a pinch of diamond dust worth 25 gp sprinkled over the target, consumed by the spell

A target you touch is hidden from divination magic. The target can be a willing creature or a place or an object no larger than 10 feet in any dimension. It can't be targeted by divination magic or perceived through magical scrying sensors.

Phantom Steed

Elf, Magic-User (Illusion) (Ritual)

Casting Time: 1 minute

Range: 30 feet

Duration: 1 hour

A Large quasi-real, horselike creature appears on the ground in an unoccupied space of your choice.

It's equipped with a saddle, bit, and bridle. Any equipment created by the spell vanishes in a puff of smoke if carried more than 10 feet away from the steed. You decide the creature's appearance.

You, or a creature you choose, can ride the steed. The steed uses statistics for a riding horse, except it has a speed of 100 feet and can travel 10 miles in an hour, or 13 miles at *Fast* pace. When the spell ends, it gradually fades, giving the rider 1 minute to dismount. The spell ends if you use an action to end it or the steed takes damage.

Plant Growth

Druid, Elf (Transmutation)

Casting Time: 1 action or 8 hours

Range: 150 feet

Duration: Instantaneous

There are two uses for the spell, with immediate or long-term benefits.

If cast using 1 action, all normal plants in a 100-foot radius centered on point you choose become thick and overgrown. A creature moving through the area must spend 4 feet of movement for every 1 foot it moves. You can exclude any areas within from being affected.

If you cast this spell over 8 hours, you enrich the land. All plants in a half-mile radius become enriched for 1 year. The plants yield twice the normal amount of food when harvested.

Protection From Energy

Magic-User, Priest (Abjuration)

Range: Touch

Duration: Conc. (up to 1 hour)

A willing creature you touch has resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.

Remove Curse

Cleric, Magic-User (Abjuration)

Range: Touch

Duration: Instantaneous

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

Revivify

Cleric (Necromancy)

Range: Touch

Duration: Instantaneous

Material Components: diamonds (300 gp) consumed by the spell

Touch a creature that died within the last minute. It returns to life with 1 hit point. This spell can't revivify a creature that died of old age, nor restore missing body parts.

Sending

Cleric, Magic-User (Evocation)

Range: Unlimited

Duration: 1 round

Send a short message of 25 words or less to a creature you're familiar with. It hears the message in its mind, recognizes you if it knows you, and can answer in a like manner immediately.

You can send the message across any distance, even to other planes of existence, but there is a 5% chance the message doesn't arrive on a different plane.

Slow

Elf, Magic-User (Transmutation)

Range: 120 feet

Duration: Conc. (up to 1 minute)

You alter time for up to six creatures of your choice in a 40-foot cube. Each target must succeed on a **WIS saving throw** or be slowed.

An affected target's speed is halved, takes a −2 penalty to AC and **DEX save**s, and can't use reactions. On its turn, it can use an action or a bonus action, not both. Regardless of abilities or magic items, it can't make more than one melee or ranged attack during its turn.

If a target cast a spell with a casting time of 1 action, roll 1d20. On 11+, the creature must use its action on its next turn to complete the spell. Anyone affected by this spell makes another **WIS saving throw** at the end of its turn to end the effect.

Speak With Dead

Cleric (Necromancy)

Range: 10 feet

Duration: 1 segment [10 minutes]

You grant a semblance of life to a corpse of your choice, allowing it to answer questions you pose.

The corpse must have a mouth and can't be undead. The spell fails if it was targeted by this spell in the last 10 days.

You can ask the corpse up to five questions. It knows only what it knew in life, including languages.

Answers are usually brief, cryptic, or repetitive, and the corpse is under no compulsion to be truthful if you are hostile to it or it recognizes you as an enemy. This spell doesn't return the creature's soul to its body, only its animating spirit. Thus, the corpse can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.

Speak With Plants

Druid, Elf (Transmutation)

Range: Self (30-foot radius)

Duration: 1 segment [10 minutes]

You imbue plants within 30 feet of you with limited animation and sentience, letting them communicate with you and follow your simple commands. You can question plants about events in the spell's area from the past day, gaining information about passing creatures, weather, and similar.

You can also turn difficult terrain from plant growth into ordinary terrain. Or turn ordinary terrain with plants present into difficult terrain, (causing vines and branches to hinder pursuers, for example).

Plants might be able to perform other tasks on your behalf, at the GM's discretion. The spell doesn't enable plants to uproot themselves and move about, but they can freely move branches, tendrils, and stalks.

You can communicate with plant creatures as if sharing a language, but gain no ability to influence it.

You can make plants from the *entangle* spell release a restrained creature.

Spirit Guardians

Cleric (Conjuration)

Range: Self (15-foot radius)

Duration: Conc. (1 segment [10 minutes])

You call forth spirits to protect you.

They flit around you to a distance of 15 feet. If you are Lawful or Neutral, their spectral form appears angelic or fey (your choice). If you are Chaotic, they appear fiendish. When you cast this spell, you can designate any number of creatures you can see to be unaffected by it.

An affected creature's speed is halved in the area, and when it enters the area for the first time, or starts its turn there, it takes 3d8 radiant damage (if lawful or neutral) or 3d8 necrotic damage (if chaotic). A successful **WIS save** halves the damage.

At Higher Levels. Damage increases by 1d8 for each slot level above 3rd.

Stinking Cloud

Magic-User (Conjuration)

Range: 90 feet

Duration: Conc. (up to 1 minute)

You create a 20-foot-radius sphere of yellow, nauseating gas centered on a point. The cloud spreads around corners, and its area is heavily obscured.

Each creature within the cloud at the start of its turn must make a **CON save** against poison. On a failure, it spends an action retching and reeling. Creatures immune to poison or that don't need to breathe automatically succeed.

A moderate wind (10 miles/hour) disperses the cloud after 4 rounds. A strong wind (20 miles/hour) disperses it after 1 round.

Tiny Hut

Magic-User (Evocation) (Ritual)

Casting Time: 1 minute

Range: Self (10-foot-radius hemisphere)

Duration: 8 hours

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

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

You can command the interior to become dimly lit or dark. The dome is opaque from the outside, of any color you choose, but it is transparent from the inside.

Tongues

Cleric, Elf, Magic-User (Divination) (Ritual)

Range: Touch

Duration: 1 hour

This spell grants a creature the ability to understand any spoken language. When the target speaks, any creature that knows at least one language can understand it.

Water Breathing

Druid, Elf, Magic-User (Transmutation) (Ritual)

Range: 30 feet

Duration: 24 hours

Up to ten willing creatures you can see can now breathe underwater.

Water Walk

Priest (Transmutation) (Ritual)

Range: 30 feet

Duration: 1 hour

This spell grants the ability to move across any liquid surface—such as water, acid, quicksand, or lava—as if it were solid ground (lava can still cause heat damage). Up to 10 willing creatures you can see gain this ability. If you target a creature submerged in liquid, the spell carries it to the surface at a rate of 60 feet per round.

Wind Wall

Druid, Elf (Evocation)

Range: 120 feet

Duration: Conc. (up to 1 minute)

A wall of strong wind rises from the ground at a point you choose. You can make it up to 50 feet long, 15 feet high & 1 foot thick.

You can shape it in any way so long as it is one continuous path along the ground.

When the wall appears, each creature within its area takes 3d8 damage or half as much on a successful **STR saving throw**.

The wind keeps fog, and gases at bay. Gaseous and Small flying creatures or objects can't pass through. Loose, light materials brought into the wall fly upward. Arrows, and bolts launched through the wall are deflected upward and miss.

· 4TH-LEVEL SPELLS ·

Arcane Eye

Elf, Magic-User (Divination)

Range: 30 feet

Duration: Conc. (up to 1 hour)

An invisible, magical eye hovers in the air. You mentally receive visual information from the eye, which has dark vision out to 30 feet. It can look in every direction.

As an action, you can move the eye 30 feet, with no limit to how far away it can move save other planes. Solid barriers block its movement, but it can pass through openings down to 1 inch in diameter.

Banishment

Cleric, Magic-User (Abjuration)

Range: 60 feet

Duration: Conc. (up to 1 minute)

You attempt to banish one creature you can see to another dimension. The target must make a **CHA saving throw** or be banished.

If it is native to the current dimension, you banish it to a harmless demiplane. It remains there, incapacitated, until the spell ends, at which point it reappears in the space it left or in the nearest unoccupied space if that's occupied.

If native to a different dimension, it's banished to its home plane.

If the spell ends before 1 minute has passed, it reappears in the space it left or nearest unoccupied space.

Otherwise, the target doesn't return.

At Higher Levels. You can target one additional creature for each slot level above 4th.

Black Tentacles

Magic-User (Conjuration)

Range: 90 feet

Duration: Conc. (up to 1 minute)

Squirming, ebony tentacles fill a 20-foot square on ground you can see, turning it into difficult terrain.

When a creature enters the affected area for the first time or starts its turn there, it must succeed on a **DEX saving throw** or take 3d6 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 damage.

A creature so restrained can use its action to make a STR or DEX check (its choice) against the spell save DC to free itself.

Confusion

Druid, Elf, Magic-User (Enchantment)

Range: 90 feet

Duration: Conc. (up to 1 minute)

This spell assaults and twists creatures' minds, spawning delusions and uncontrolled action. Each creature in a 10-foot-radius sphere centered on a point you choose must make a **WIS save.**

On a failed save, a target can't take reactions and rolls a d10 at the start of each turn to determine behavior

d10	Behavior
1	Moves in a random direction (roll 1d8). Doesn't take an action this turn.
2–6	Doesn't move or take actions this turn.
7–8	Make a melee attack vs a random creature within reach. If no one is in reach, it does nothing this turn.
9–10	Act and move normally.

At the end of each of its turns, an affected target can make a **WIS saving throw** to end the effect.

At Higher Levels. Radius increases by 5 feet for each level above 4th.

Conjure Minor Elementals

Druid, Elf, Magic-User (Conjuration)

Casting Time: 1 minute

Range: 90 feet

Duration: Conc. (up to 1 hour)

You summon elementals that appear in unoccupied spaces you can see. You choose one the following options for what appears:

- 1 elemental CR 2 or lower
- 2 elementals CR 1 or lower
- 4 elementals CR ½ or lower
- 8 elementals CR ¼ or lower.

A summoned elemental disappears when it has 0 hp or the spell ends. The summoned creatures are friendly to you and your companions. Roll initiative for the creatures as a group. They obey any commands you issue (no action). If you don't issue any commands, they defend themselves, but take no actions.

At Higher Levels. More creatures appear: twice as many with a 6th-level slot and three times as many with an 8th-level slot.

Conjure Woodland Beings

Druid, Elf (Conjuration)

Range: 60 feet

Duration: Conc. (up to 1 hour)

You summon fey creatures that appear in unoccupied spaces you can see. Choose an option:

- 1 fey creature CR 2 or lower
- 2 fey creatures CR 1 or lower
- 4 fey creatures CR ½ or lower
- 8 fey creatures CR ¼ or lower

A summoned creature disappears when it has 0 hp or the spell ends. The summoned creatures are friendly to you and your companions. Roll initiative for the creatures as a group, with its own turns. They obey any commands you issue (no action). If you don't issue any commands, they defend themselves, but take no actions.

At Higher Levels. Twice as many creatures appear with a 6th-level slot and three times as many with an 8th-level slot.

Create Food And Water

Priest (Conjuration)

Range: 30 feet

Duration: Instantaneous

You create 45 pounds of food and 30 gallons of water on the ground or in containers, to sustain up to 15 men or five steeds for 24 hours. The food is bland but nourishing, and spoils if uneaten after 24 hours. The water is clean and doesn't go bad.

Death Ward

Cleric (Abjuration)

Range: Touch

Duration: 8 hours

You touch a creature and grant it a measure of protection from death.

The first time the target would drop to 0 hp, it instead drops to 1 hit point, and the spell ends.

If the spell is still in effect when the target is subjected to an effect that would kill it instantaneously without dealing damage, that effect is instead negated against the target, and the spell ends.

Dimension Door

Magic-User (Conjuration)

Range: 500 feet

Duration: Instantaneous

Components: Verbal Only

You teleport yourself to a new spot, arriving exactly at the spot desired. It can be a place you can see, visualize, or describe by stating distance and direction, such as "northwest and upward at a 45-degree angle, 300 feet."

You can bring along as much you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you.

If you would arrive in a place already occupied the spell fails and you and anyone traveling with you each take 4d6 force damage.

Divination

Cleric (Divination) (Ritual)

Range: Self

Duration: Instantaneous

Material Components: incense and a sacrificial offering (25+ gp), consumed by the spell

You are put in contact with a god or a god's servants. You ask a single question concerning a specific goal, event, or activity to occur within 7 days. The GM offers a truthful reply.

The reply might be a short phrase, a cryptic rhyme, or an omen.

It doesn't account for circumstances that might change the outcome, such as casting more spells or losing or gaining a companion.

If you cast the spell two or more times before finishing your next long rest, there is a cumulative 25% chance for each casting after the first that you get a random reading. The GM makes this roll in secret.

Dominate Beast

Druid, Elf (Enchantment)

Range: 60 feet

Duration: Conc. (up to 1 minute)

You beguile a beast you can see. It must succeed on a **WIS saving throw** or be charmed. If you or creatures friendly to you are fighting it, it has advantage on the save. While charmed, you have a telepathic link with it as long as you are on the same plane of existence that you can use to issue commands (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object."

If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

As an action, you can take total and precise control of the target. Until the end of your next turn, it takes only the actions you choose, and doesn't do anything you don't allow. You can also cause the creature to use a reaction, but this uses your own reaction as well.

Each time the target takes damage, it makes a new **WIS saving throw**. If successful, the spell ends.

At Higher Levels. When cast with a 5th-level spell slot, the duration is Conc. (1 segment [10 minutes]). With a 6th-level slot, duration is Conc. (up to 1 hour). With a spell slot of 7th level or higher, the duration is concentration, up to 8 hours.

Fabricate

Elf, Magic-User (Transmutation)

Casting Time: 1 segment [10 minutes]

Range: 120 feet

Duration: Instantaneous

You convert raw materials into products of the same material. For example, a wooden bridge from a clump of trees, rope from a patch of hemp, and clothes from flax.

Choose raw materials you can see. You can fabricate a Large or smaller object (contained within a 10-foot cube, or eight connected 5-foot cubes), given sufficient quantities. If you are working with metal, stone, or another mineral substance however, the fabricated object can be no larger than Medium (contained within a single 5-foot cube). The quality of fabricated objects is commensurate with the quality of the raw materials.

Creatures or magic items can't be created or transmuted by this spell. You also can't use it to create items that ordinarily require a high degree of craftsmanship, such as jewelry, weapons, glass, or armor, unless you have proficiency with the type of artisan's tools to craft such objects.

Giant Insect

Druid, Elf (Transmutation)

Range: 30 feet

Duration: Conc. (1 segment [10 minutes])

You transform up to ten centipedes, three spiders, five wasps, or one scorpion into giant versions of themselves. Each creature obeys your verbal commands. In combat, they act on your turn each round.

A creature remains in its giant size until it drops to 0 hp, or you use an action to dismiss the effect.

The GM might let you choose other targets. For example, a transformed bee might act as a giant wasp.

Freedom Of Movement

Magic-User, Priest (Abjuration)

Range: Touch

Duration: 1 hour

You touch a willing creature whose movement is unaffected by difficult terrain. Spells and other effects can neither reduce the target's speed nor paralyze or restrain it.

The target can spend 5 feet of movement to escape automatically from nonmagical restraints, such as manacles or a grapple. Being underwater imposes no penalties on its movement or attacks.

Greater Invisibility

Elf, Magic-User (Illusion)

Range: Touch

Duration: Conc. (up to 1 minute)

The recipient becomes invisible. Anything the target is wearing or carrying is invisible as long as it is on the target's person.

Hallucinatory Terrain

Druid, Elf, Magic-User (Illusion)

Casting Time: segment [10 minutes]

Range: 300 feet

Duration: 24 hours

You make natural terrain in a 150-foot cube in range look, sound, and smell like another natural terrain.

Open fields can be made to resemble a swamp. A pond can seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully a smooth road. Structures, equipment, and creatures aren't changed.

Tactile characteristics remain the same, so creatures entering the area are likely to see through the illusion.

If the difference isn't obvious by touch, a creature carefully examining the illusion can attempt an INT (Investigation) check against your spell save DC to disbelieve it. A creature who discerns the illusion for what it is, sees it as a vague image superimposed on the terrain.

Ice Storm

Druid, Elf, Magic-User (Evocation)

Range: 300 feet

Duration: Instantaneous

A hail of rock-hard ice pounds to the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point.

Each creature takes 2d8 damage + 4d6 cold damage. A successful *DEX saving throw* halves all damage. The storm's area of effect is difficult terrain till the end of your next turn.

At Higher Levels. Damage increases by 1d8 for each slot level above 4th.

Locate Creature

Elf, Magic-User, Priest (Divination)

Range: 1,000 feet

Duration: Conc. (up to 1 hour)

Describe or name a creature and sense the direction to its location. If it is moving, you know its direction.

The spell can locate a specific creature or the nearest creature of a kind (such as human or a unicorn), so long as you have seen such a creature up close at least once.

This spell fails if running water at least 10 feet wide blocks the path between you and the creature or if the creature is in a different form, such as *polymorphed*.

Phantasmal Killer

Elf, Magic-User (Illusion)

Range: 120 feet

Duration: Conc. (up to 1 minute)

You tap into the nightmares of a creature you can see and create an illusory manifestation of its deepest fears, visible only to that creature.

The target must make a **WIS save** or become frightened. At the end of each turn, the target must succeed on a **WIS saving throw** or take 4d10 psychic damage. On a successful save, the spell ends.

At Higher Levels. Damage increases by 1d10 for each level above 4th.

Polymorph

Druid, Elf, Magic-User (Transmutation)

Range: 60 feet

Duration: Conc. (up to 1 hour)

You transform a creature you can see into a new form. An unwilling creature must make a **WIS saving throw** to avoid the effect. The spell has no effect on shapechangers or creatures with 0 hp.

The transformation ends if the target drops to 0 hp or dies.

The new form can be any beast whose challenge rating is equal to or less than the target's (or level, if it doesn't have a challenge rating).

The target's statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains alignment and personality.

The target assumes the hp of its new form. When reverting to its normal form, it returns to the number of hp it had before. If it reverts due to dropping to 0 hp, excess damage carries over to its normal form.

If the excess damage doesn't reduce the creature's normal form to 0 hp, it isn't knocked unconscious.

The creature is limited to the actions it can perform by its new form, including speech, spells, or any actions requiring hands or speech.

The target's gear melds into the new form. It can't activate, use, wield, or otherwise benefit from any of it.

Private Sanctum

Magic-User (Abjuration)

Casting Time: 1 segment [10 minutes]

Range: 120 feet

Duration: 24 hours

You make an area magically secure.

It is a cube that can be as small as 5 feet and as large as 100 feet on each side. You use an action to dismiss it.

You choose any or all of these properties:

- Sound can't pass through the perimeter of the area.
- The perimeter appears dark and foggy, preventing vision (also darkvision) through it.
- Divination sensors can't appear inside the area or pass through its perimeter.
- Creatures in the area can't be targeted by divination spells.
- Nothing can teleport in or out.
- Planar travel is blocked.

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

At Higher Levels. You can increase the size of the cube by 100 feet for each slot level beyond 4th.

Resilient Sphere

Magic-User (Evocation)

Range: 30 feet

Duration: Conc. (up to 1 minute)

A sphere of shimmering force encloses a creature or object of Large size or smaller. An unwilling creature must make a **DEX saving throw** to avoid being enclosed.

Nothing—not objects, energy, or spell effects—can pass through, in or out, though one can breathe. It is immune to all damage, nothing inside can be damaged by attacks or effects from outside, nor can a creature inside damage anything outside it.

The sphere is weightless and just large enough to contain the creature or object inside. An enclosed creature can use its action to push against the sphere's walls and thus roll the sphere at up to half the creature's speed. Similarly, the globe can be picked up and moved by other creatures.

A *disintegrate* spell targeting the globe destroys it without harming anything inside

Secret Chest

Magic-User (Conjuration)

Range: Touch

Duration: Instantaneous

Material Components: an exquisite chest, 3 ft x 2 ft x 2 ft, constructed from rare materials (5,000+ gp), and a Tiny replica made from the same materials (50+ gp).

You hide a chest, and all its contents, on the Ethereal Plane. It contains up to 12 cubic feet of nonliving material. While the chest is on the Ethereal Plane, you can use an action to touch the replica to recall the chest into an unoccupied space on the ground within 5 feet of you. You can send it back to the Ethereal Plane as an action, by touching both the chest and the replica.

After 60 days, there is a cumulative 5% chance per day that the spell ends. This effect ends if you cast this spell again, if the smaller replica is destroyed, or you choose to end the spell as an action. If it ends while the chest is on the Ethereal, it is lost.

Stoneskin

Druid, Elf, Magic-User (Abjuration)

Range: Touch

Duration: Conc. (up to 1 hour)

Material Components: diamond dust (100 gp), consumed by the spell

The flesh of a willing creature turns as hard as stone and has resistance to nonmagical physical damage.

Wall Of Fire

Druid, Elf, Magic-User (Evocation)

Range: 120 feet

Duration: Conc. (up to 1 minute)

You create a wall of fire on a solid surface. You can make the wall up to 60 feet long, 20 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 is opaque.

Each creature within its area takes 5d8 fire damage, or half as much on a successful **DEX save**.

One side of the wall, selected by you when you cast this spell, deals 5d8 fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

At Higher Levels. Damage increases by 1d8 for each slot level above 4th.

· 5ᵀᴴ-LEVEL SPELLS ·

Animate Objects

Elf, Magic-User (Transmutation)

Range: 120 feet

Duration: Conc. (up to 1 minute)

Objects come to life at your command. Choose up to 10 nonmagical objects not worn or carried. Medium targets count as two objects, Large ones as four, and Huge ones as eight. You can't animate objects larger than Huge. Each target animates as a creature under your control, until reduced to 0 hp or the spell ends.

As a bonus action, you can mentally command these creatures when within 500 feet of you (you can co

mand any or all of them at the same time, issuing the same command to each one).

You can decide what action the creature will take and where it will move during its next turn, or issue a general command, such as to guard a particular chamber. If you issue no commands, the creature only defends itself against hostiles.

The creatures continue to follow an order until their task is complete.

Animated Object Statistics

An animated object is a construct with AC, hp, attacks, STR, and DEX determined by its size. Its CON is 10, its INT and WIS 3, and its CHA 1. Its speed is 30 feet. If the object lacks legs or other appendages for locomotion, it has a flying speed of 30 feet and can hover. If attached to a surface, such as a chain bolted to a wall, its speed is 0. It has blindsight with a radius of 30 feet and is otherwise blind.

It makes a single melee slam attack against a creature within 5 feet, with attack bonus and damage based on size.

Higher Levels. You can animate two additional objects for each level above 5th.

Arcane Hand

Magic-User (Evocation)

Range: 120 feet

Duration: Conc. (up to 1 minute)

Material Components: an eggshell and a snakeskin glove.

You create a Large hand of shimmering, translucent force in an unoccupied space you can see that moves as you wish and mimics the movements of your own hand.

The hand has AC 20 and hp equal to your hit point maximum. If it drops to 0 hp, the spell ends. It has a STR of 26 (+8) and a DEX of 10 (+0). It doesn't fill its space. When you cast the spell, and as a bonus action on subsequent turns, you can move the hand up to 60 feet and cause one of the following effects.

Clenched Fist. The hand strikes one target within 5 feet. Make a melee spell attack for it. On a hit, it causes 4d8 force damage.

Forceful Hand. The hand pushes a creature within 5 feet in a direction you choose. Make a check with the hand's STR contested by the STR (Athletics) check of the target. If the target is Medium or smaller, you have advantage on the check. If you succeed, it pushes the target up to 30 feet. The hand moves with the target to remain within 5 feet of it.

Grasping Hand. The hand attempts to grapple a Huge or smaller creature within 5 feet of it. You use the hand's STR score to resolve the grapple. If the target is Medium or smaller, you have advantage on the check. While the hand is grappling the target, you can use a bonus action to have the hand crush it, causing damage equal to 2d6 + your spellcasting ability modifier.

Animated Object Statistics

Size	HP	AC	Attack	Str	Dex
Tiny	20	18	+8 to hit, 1d4 + 4 damage	4	18
Small	25	16	+6 to hit, 1d8 + 2 damage	6	14
Medium	40	13	+5 to hit, 2d6 + 1 damage	10	12
Large	50	10	+6 to hit, 2d10 + 2 damage	14	10
Huge	80	10	+8 to hit, 2d12 + 4 damage	18	6

Interposing Hand. The hand interposes itself between you and a creature you choose until you give a different command. It moves to stay between you and the target, providing you with half cover. The target can't move through the hand's space if its STR score is less than or equal to the hand's STR score. If its STR score is higher it can move toward you through the hand's space, but that space is difficult terrain for the target.

At Higher Levels. The damage from the clenched fist increases by 2d8 and the damage from the grasping hand increases by 2d6 for each slot level above 5th.

Awaken

Druid, Elf (Transmutation)

Casting Time: 8 hours

Range: Touch

Duration: Instantaneous

Material Components: an agate (1,000+) gp, consumed by the spell

After spending the casting time tracing magical pathways within a precious gemstone, you touch a Huge or smaller beast or plant with an Intelligence of 3 or less, giving the target an Intelligence of 10. The target can also speak one language you know. If it is a plant, it gains the ability to move its limbs, roots, vines, creepers, and so forth, and gains senses similar to a human's. Your GM chooses statistics.

The beast/plant is charmed by you for 30 days or until you or your companions do anything harmful to it. Afterwards, it chooses whether to remain friendly, based on how you treated it while it was charmed.
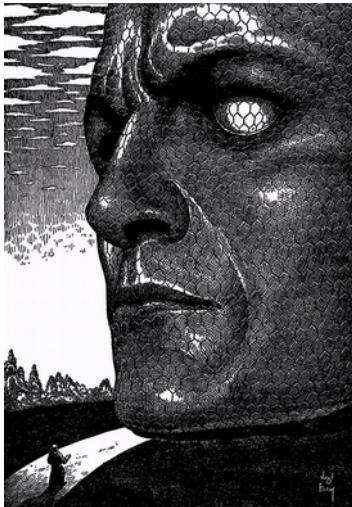
Cloudkill

Magic-User (Conjuration)

Range: 120 feet

Duration: Conc. (1 segment [10 minutes])

You create a 20-foot-radius sphere of poisonous, yellow-green fog on a point you choose. The fog spreads around corners. Its area is heavily obscured. Strong winds can disperse the fog and end the spell.

When a creature enters the spell's area for the first time on a turn or starts its turn there, it takes 5d8 poison damage, or half as much on a successful **_CON save_**. Creatures are affected regardless of breathing.

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

At Higher Levels. Damage increases by 1d8 for each slot level above 5th.

Commune

Cleric (Divination) (Ritual)

Casting Time: 1 minute

Range: Self

Duration: 1 minute

You contact your deity or a divine proxy and ask up to three questions that can be answered with a yes or no before the spell ends. You receive a correct answer for each question.

Divine beings aren't 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 GM might offer a short phrase as an answer instead.

If you cast the spell two or more times before finishing your next long rest, there is a cumulative 25% chance for each casting after the first that you get no answer.

Commune With Nature

Druid, Elf (Divination) (Ritual)

Casting Time: 1 minute

Range: Self

Duration: Instantaneous

You briefly become one with nature and gain knowledge of the land. In the outdoors, the spell gives you knowledge within 3 miles of you. In caves and other underground settings, it is limited to 300 feet. The spell doesn't work where nature has been replaced by construction, such as dungeons and towns.

You instantly gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the area:

- terrain and bodies of water
- prevalent plants, minerals, animals, or peoples
- powerful celestials, fey, fiends, elementals, or undead
- influence from other planes
- buildings

Cone Of Cold

Magic-User (Evocation)

Range: Self (60-foot cone)

Duration: Instantaneous

A blast of cold air erupts from your hands. Everyone in a 60-foot cone take 8d8 cold damage, or half that on a successful *CON save*. A creature killed by this spell becomes a frozen statue until thawing.

At Higher Levels. Damage increases by 1d8 for each slot level above 5th.

Conjure Elemental

Druid, Elf, Magic-User (Conjuration)

Casting Time: 1 minute

Range: 90 feet

Duration: Conc. (up to 1 hour)

You call forth an elemental servant. Choose a 10-foot cube area of air, earth, fire, or water. An elemental of up to challenge rating 5, of the chosen area element appears in an unoccupied space within 10 feet of it. For example, a fire elemental emerges from a bonfire, and an earth elemental from the ground.

The elemental disappears if it drops to 0 hp. It is friendly to you and your companions. It obeys any verbal commands you issue (no action required by you). If you don't issue any commands, it defends itself from hostile creatures but otherwise takes no actions.

If your concentration is broken, the elemental doesn't disappear. Instead, you lose control of it, it becomes hostile toward you and your companions, and might attack. An uncontrolled elemental can't be dismissed by you, and disappears 1 hour after you summoned it. The GM has the elemental's statistics.

At Higher Levels. The challenge rating increases by 1 for each slot level above 5th.

Contact Other Plane

Elf, Magic-User (Divination) (Ritual)

Casting Time: 1 minute

Range: Self

Duration: 1 minute

You mentally contact a demigod, the spirit of a long-dead sage, or other mysterious entity from another plane. Contacting this extraplanar intelligence can strain or even break your mind.

When you cast this spell, make a DC 15 *INT saving throw*. On a failure, you take 6d6 psychic damage and are insane until you finish a long rest. While insane, you can't take actions, can't understand others, can't read, and speak only in gibberish. A *greater restoration* spell cast on you ends this effect.

On a successful save, you can ask the entity up to five questions before the spell ends. The GM answers each question with one word, such as "yes," "no," "maybe," "never," "irrelevant," or "unclear" (if the entity doesn't know the answer). If a one-word answer would be misleading, the GM might instead offer a short phrase as an answer.

Creation

Elf, Magic-User (Illusion)

Casting Time: 1 minute

Range: 30 feet

Duration: Special

Material Components: a tiny piece of matter of the type you plan to create.

You pull shadow wisps from the shadow realm to create a nonliving object of vegetable matter or mineral such as stone or metal. It must be no larger than a 5-foot cube, and must be of a form and material you have seen before. Duration depends on the material. If it is composed of multiple materials, use the shortest duration.

Material	Duration
Vegetable matter	1 day
Stone or crystal	12 hours
Precious metals	1 hour
Gems	10 minutes
Adamantine	1 minute

The material created by this spell can't be used as material components for spells.

At Higher Levels. The cube increases by 5 ft for each slot level above 5th.

Dispel Supernatural

Cleric (Abjuration)

Range: Self

Duration: Conc. (up to 1 minute)

Shimmering energy surrounds and protects you from fey, undead, and extraplanar creatures, who all have disadvantage on attack rolls against you. Using one of the these special functions ends the spell early:

Break Enchantment. As an action, you touch a creature charmed, frightened, or possessed by a fey, undead or extraplanar creature to dispel the effect.

Dismissal. Make a melee spell attack as an action against a fey, undead or extraplanar creature. On a hit, it must succeed on a *CHA save* or be sent back to its home plane (if not there already). If they aren't on their home plane, undead are sent to a parallel necrotic plane, and fey to Faerie.

Dominate Person

Elf, Magic-User (Enchantment)

Range: 60 feet

Duration: Conc. (up to 1 minute)

You attempt to beguile a humanoid you can see. It must succeed on a *WIS saving throw* or be charmed by you. If you or creatures friendly to you are fighting it, it has advantage on the saving throw.

While the target is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this link to issue commands (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything you don't allow it to do. During this time you can cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new *WIS saving throw* against the spell. If the saving throw succeeds, the spell ends.

At Higher Levels. When cast using a 6th-level spell slot, the duration is Conc. (1 segment [10 minutes]). When you use a 7th-level spell slot, the duration is Conc. (up to 1 hour). When you use a spell slot of 8th level or higher, the duration is concentration, up to 8 hours.

Dream

Elf, Magic-User (Illusion)

Casting Time: 1 minute

Range: Special

Duration: 8 hours

This spell shapes a creature's dreams. Choose a creature known to you. The target must be on the same plane of existence as you. Creatures that don't sleep, such as elves, can't be contacted by this spell. You, or a willing creature you touch, enters a trance state, acting as a messenger. While in trance, the messenger is aware of its surroundings, but can't take actions or move.

If the target is asleep, the messenger appears in its dreams and can converse with it as long as it remains asleep. The messenger can also shape the environment of the dream, creating landscapes and other images. The messenger can emerge from the trance at any time, ending the effect of the spell early.

The target recalls the dream perfectly upon waking. If the target is awake when you cast the spell, the messenger knows it, and can either end the trance (and the spell) or wait for the target to fall asleep, at which point the messenger appears in its dreams.

You can make the messenger appear monstrous and terrifying to the target. If you do, the messenger can deliver a message of no more than ten words and then the target must make a *WIS saving throw*. On a failed save, echoes of the phantasmal monstrosity spawn a nightmare that lasts the duration of the target's sleep and prevents the target from gaining any benefit from that rest. In addition, when waking up, it takes 3d6 psychic damage.

If you have a body part, lock of hair, nail clipping, or similar part of the target's body, the target makes its saving throw with disadvantage.

Flame Strike

Cleric (Evocation)

Range: 60 feet

Duration: Instantaneous

A vertical column of divine fire roars down from the heavens in a location you specify. Each creature in a 10-foot-radius, 40-foot-high cylinder takes 4d6 fire damage and 4d6 radiant damage. A successful *DEX saving throw* halves the damage.

At Higher Levels. The fire damage or radiant damage (your choice) increases by 1d6 for each slot level above 5th.

Geas

Elf, Magic-User, Priest (Enchantment)

Casting Time: 1 minute

Range: 60 feet

Duration: 30 days

Components: Verbal Only

You place a magical command on a creature you can see, forcing it to carry out some service or refrain from some action or course of activity as you decide. A creature that can't understand you is unaffected by the spell. Else, it must succeed on a *WIS saving throw* or become charmed. While charmed, it takes 5d10 psychic damage each time it acts in a manner directly counter to your instructions, but no more than once each day.

You can issue any command you choose, short of an activity that would result in certain death. Should you issue a suicidal command, the spell ends.

You can end the spell early by using an action to dismiss it. A *remove curse*, *greater restoration*, or *wish* spell also ends it.

At Higher Levels. When cast with a spell slot of 7th or 8th level, duration is 1 year. With a 9th level spell slot, it lasts until ended by one of the spells above.

Greater Restoration

Priest (Abjuration)

Range: Touch

Duration: Instantaneous

Material Components: diamond dust worth at least 100 gp, consumed by the spell

You imbue a creature you touch with positive energy to undo a debilitating effect. You can reduce the target's exhaustion level by one, or end one of the following effects:

- being charmed or petrified
- A curse, including attunement to a cursed magic item
- Any reduction to one of the target's ability scores
- One effect reducing the target's hit point maximum

Hallow

Cleric (Evocation)

Casting Time: 24 hours

Range: Touch

Duration: Until dispelled

Material Components: herbs, oils, and incense worth at least 1,000 gp, consumed by the spell

You touch a point and infuse an area around it with holy (or unholy) power. The area can have a radius up to 60 feet, and the spell fails if the radius includes an area already under the effect of a *hallow* spell. The affected area is subject to these effects.

First, celestials, elementals, fey, fiends, and undead can't enter the area, nor can they charm, frighten, or possess anyone within it. Anyone charmed, frightened, or possessed by such a creature is no longer so upon entering the area. You can exclude one or more of those types of creatures from this effect.

Second, you can bind an extra effect to the area. Choose the effect from the following list, or an effect offered by the GM. Some of these effects apply to creatures in the area; you can designate whether the effect applies to all creatures, creatures that follow a specific deity or leader, or creatures of a specific sort, such as orcs or trolls. When a creature that would be affected enters the spell's area for the first time on a turn or starts its turn there, it can make a *CHA saving throw*. On a success, the creature ignores the extra effect until it leaves the area.

Courage. Affected creatures can't be frightened while in the area.

Darkness. Normal light, as well as magical light from spells of a lower level than the slot you used to cast this spell, can't illuminate the area.

Daylight. Bright light fills the area. Magical darkness from spells of a lower level than the slot used to cast this spell can't extinguish the light.

Energy Protection. Affected creatures in the area have resistance to one non-physical damage type of your choice.

Energy Vulnerability. Affected creatures in the area have vulnerability to one non-physical damage type of your choice.

Everlasting Rest. Dead bodies interred in the area can't be turned into undead.

Extradimensional Interference. Affected creatures can't move or travel using teleportation or extra-dimensional/inter-planar means.

Fear. Affected creatures are frightened while in the area.

Silence. No sound can emanate from within the area or reach into it.

Tongues. Affected creatures can communicate with any other creature in the area, even without a common language.

Hold Monster

Elf, Magic-User (Enchantment)

Range: 90 feet

Duration: Conc. (up to 1 minute)

Choose a creature you can see, who must succeed on a **WIS saving throw** or be paralyzed. This spell has no effect on undead. At the end of each of its turns, the target can make another **WIS saving throw** to end the spell effect on itself.

At Higher Levels. You can target one additional creature, all within 30 feet of each other, for each slot level above 5th.

Insect Plague

Magic-User, Priest (Conjuration)

Range: 300 feet

Duration: Conc. (1 segment [10 minutes])

Swarming, biting locusts fill a 20-foot-radius sphere that spreads around corners centered on a point you choose. Its area is lightly obscured and is difficult terrain. Each creature in the area takes 4d10 damage, halved with a successful **CON save**. A creature must also make this save throw when it enters the spell's area for the first time on a turn or ends its turn there.

At Higher Levels. The damage increases by 1d10 for each slot level above 5th.

Legend Lore

Cleric, Elf, Magic-User (Divination)

Casting Time: 1 segment [10 minutes]

Range: Self

Duration: Instantaneous

Material Components: incense worth at least 250 gp, consumed by the spell, and four ivory strips worth at least 50 gp each

Name or describe a person, place, or object. A brief summary of the significant lore about it is learned. This might be current tales, forgotten stories, or secrets never widely known. If the target isn't of legendary importance, you leartn nothing. The more information you already have about it, the more precise and detailed information you receive. This is accurate but may be couched in figurative language.

Mass Cure Wounds

Priest (Evocation)

Range: 60 feet

Duration: Instantaneous

A wave of healing energy washes out from a point of your choice. Choose up to six creatures in a 30-foot-radius sphere centered on that point. Each target regains hp equal to 3d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. The healing increases by 1d8 for each slot level above 5th.

Mislead

Elf, Magic-User (Illusion)

Range: Self

Components: Somatic Only

Duration: Conc. (up to 1 hour)

You become invisible at the same time that an illusory double of you appears where you are standing. The invisibility ends if you attack or cast a spell. Either way, you can use your action to move your illusory double up to twice your speed and make it gesture, speak, and behave in whatever way you choose.

You can see through its eyes and hear through its ears as if you were located where it is. You can use a bonus action to switch from using its senses to your own, or back again. While using its senses, you are blinded and deafened in regard to your own surroundings.

Modify Memory

Elf, Magic-User (Enchantment)

Range: 30 feet

Duration: Conc. (up to 1 minute)

You attempt to reshape another creature's memories. One creature you can see must make a **WIS save**. If you are fighting it, it has advantage on the saving throw.

On a failed save, the target becomes charmed and is incapacitated and unaware of its surroundings, though it can still hear you. If it takes any damage or is targeted by another spell, this spell ends, and none of its memories are modified.

While this charm lasts, you can affect the target's memory of an event it experienced within the last 24 hours that lasted no more than 10 minutes. You can permanently eliminate all memory of the event, allow the target to recall the event with perfect clarity and detail, change the details of the event, or create a memory of other events.

You must speak to the target to describe how its memories are affected, and it must be able to understand you for the modified memories to take root. Its mind fills in any gaps in the details of your description. If the spell ends before you finished describing the memories, the memory isn't altered. Otherwise, the modified memories take hold when the spell ends.

A modified memory doesn't necessarily affect how a creature behaves, particularly if the memory contradicts the creature's natural inclinations, alignment, or beliefs.

An illogical memory, such as implanting how much the creature enjoyed dousing itself in acid, is dismissed, perhaps as a bad dream. The GM might deem a memory too nonsensical to affect a creature.

A *remove curse* or *greater restoration* spell restores the creature's true memory.

At Higher Levels. If cast using a spell slot of 6th level or higher, you can alter memories that took place up to 7 days ago (6th level), 30 days (7th level), 1 year (8th level), or any time in the creature's past (9th level).

Passwall

Elf, Magic-User (Transmutation)

Range: 30 feet

Duration: 1 hour

A passage appears at a point of your choice you can see on a wooden, plaster, or stone surface (such as a wall, a ceiling, or a floor). You choose the opening's dimensions: up to 5 ft wide, 8 ft tall, and 20 ft deep. The structure around the passage remains stable.

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

Planar Binding

Magic-User, Priest (Abjuration)

Casting Time: 1 hour

Range: 60 feet

Duration: 24 hours

Material Components: a jewel worth at least 1,000 gp, consumed by the spell

You attempt to bind a celestial, an elemental, a fey, or a fiend to your service. The creature must be within range for the entire casting of the spell. (Typically, the creature is first summoned into the center of an inverted magic circle in order to keep it trapped while this spell is cast.) At the completion of the casting, the target must make a **CHA saving throw**. On a failed save, it is bound to serve you. If the creature was summoned or created by another spell, that spell's duration is extended to match the duration of this spell.

A bound creature must follow your instructions to the best of its ability.

You might command the creature to accompany you on an adventure, to guard a location, or to deliver a message. The creature obeys the letter of your instructions, but if the creature is hostile to you, it strives to twist your words to achieve its own objectives. If the creature carries out your instructions completely before the spell ends, it travels to you to report this fact if you are on the same plane of existence. If you are on a different plane of existence, it returns to the place where you bound it and remains there.

At Higher Levels. When cast with a 6th-level spell slot the duration increases to 10 days, to 30 days with a 7th-level slot, 180 days with an 8th-level slot, and a year and a day with a 9th-level spell slot.

Raise Dead

Cleric (Necromancy)

Casting Time: 1 hour

Range: Touch

Duration: Instantaneous

Material Components: a diamond worth at least 500 gp, consumed by the spell

You return a dead creature to life, provided that it has been dead no longer than 10 days. If the creature's soul is both willing and at liberty to rejoin the body, 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. It doesn't, however, remove magical diseases, curses, or similar effects; if these aren't first removed prior to casting the spell, they take effect when the creature returns to life. The spell can't return an undead creature to life.

This spell closes all mortal wounds, but it doesn't 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.

The target takes a −4 penalty to all attack rolls, saves, & ability checks. Every time the target finishes a long rest, the penalty is reduced by 1.

Reincarnate

Druid, Elf (Transmutation)

Casting Time: 1 hour

Range: Touch

Duration: Instantaneous

Material Components: rare oils and unguents worth at least 1,000 gp, consumed by the spell

You touch a dead humanoid or a piece of a dead humanoid. Provided it has been dead no longer than 10 days, the spell forms a new adult body for it and then calls the soul to enter it. If the target's soul isn't free or willing to do so, the spell fails.

The magic fashions a new body for the creature to inhabit, which likely causes the creature's race to change.

The GM rolls a 1d8 (or choose a result) and consults the following table to determine what form the creature takes when restored to life.

Reincarnation

1d8	Race
1-3	Human
4	Dwarf
5	Halfling
6	Elf
7	Original Race
8	Monster (roll below)

Monster Reincarnation

1d6	Lawful	Neutral	Chaotic
1	Blink Dog	Satyr	Bugbear
2	Unicorn	Werebear	Gnoll
3	Pseud-odragon	Centaur	Kobold
4	Owl, giant	Griffon	Manticore
5	Pegasus	Lizard Man	Orc
6	Treant	Sprite	Troglodyte

The reincarnated creature recalls its former life and experiences. It retains the capabilities it had in its original form, except it exchanges its original race for the new one and changes its racial traits accordingly.

Scrying

Elf, Magic-User, Priest (Divination)

Casting Time: 1 segment [10 minutes]

Range: Self

Duration: Conc. (1 segment [10 minutes])

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

You can see and hear a particular creature you choose on the same plane of existence as you. The target must make a **WIS saving throw**, modified by how well you know the target and the sort of physical connection you have to it.

If a target knows you're casting this spell, it can fail the save voluntarily if it wants to be observed.

Knowledge	Save
Secondhand (heard of the target)	+5
Firsthand (you've met the target)	+0
Familiar (you know the target)	−5
Connection	Save
Likeness or picture	−2
Possession or garment	−4
Body part, lock of hair, bit of nail, or the like	−10

On a successful save, the target isn't affected, and you can't 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 see and hear through the sensor as if you were there. The sensor moves with the target, remaining within 10 feet of it. A creature that can see invisible objects sees the sensor as a luminous orb the size of your fist.

Instead of a creature, you can choose a location you have seen before as the target of this spell. When you do, the sensor appears at that location and doesn't move.

Telekinesis

Elf, Magic-User (Transmutation)

Range: 60 feet

Duration: Conc. (1 segment [10 minutes])

You gain the ability to move or manipulate creatures or objects by thought. When you cast the spell, and as your action each round. you can exert your will on one creature or object you can see, causing the appropriate effect below. You can affect the same target each round, or choose a new one at any time.

Creature. You can try to move a Huge or smaller creature. Make an ability check with your spellcasting ability contested by the creature's STR check. If you win, you move the creature up to 30 feet in any direction, including upward. Until the end of your next turn, the creature is restrained. On subsequent rounds, you can use your action to attempt to maintain your telekinetic grip on the creature by repeating the contest.

Object. You can try to move an object that weighs up to 1,000 pounds. If the object isn't worn or carried, you automatically move it up to 30 feet in any direction

If the object is worn or carried by a creature, you must make an ability check with your spellcasting ability contested by that creature's STR check. If you succeed, you pull the object away from that creature and can move it up to 30 feet in any direction.

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

Telepathic Bond

Magic-User

(Divination) (Ritual)

Range: 30 feet

Duration: 1 hour

You forge a telepathic link among up to 8 willing creatures of your choice, linking each creature to all the others. Creatures with INT scores below 3 aren't affected.

Until the spell ends, the targets can communicate telepathically through the bond whether or not they have a common language. The communication is possible over any distance, though it can't extend to other planes of existence.

Teleportation Circle

Magic-User (Conjuration)

Casting Time: 1 minute

Range: 10 feet

Duration: 1 round

Material Components: chalks and inks infused with precious gems worth 50 gp, consumed by the spell

As you cast the spell, you draw a 10-foot-diameter circle with sigils linking your location to a permanent teleportation circle of your choice whose sigil sequence you know and is on the same plane of existence. A shimmering portal opens within the circle you drew 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.

Many historically important places have permanent teleportation circles inscribed somewhere within their confines. Each such circle includes a unique sigil sequence—a string of magical runes arranged in a particular pattern. You can learn sigil sequences during your adventures. You can commit a new sigil sequence to memory after studying it for 1 minute.

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

Tree Stride

Druid, Elf (Conjuration)

Range: Self

Duration: Conc. (up to 1 minute)

You gain the ability to enter a tree and move to inside another tree within 500 feet. Both must be alive and at least the same size as you. Entering and leaving a tree uses 5 feet of movement, as does moving to a new tree. You instantly know the location of all other trees within 500 feet and, as part of the move used to enter the tree, can either pass into one of those trees or step out of the tree you're in. You appear in a spot of your choice within 5 feet of the destination tree. If you have no movement left, you appear within 5 feet of the tree you entered.

You can use this transportation ability once per round. You must end each turn outside a tree.

Wall Of Force

Magic-User (Evocation)

Range: 120 feet

Duration: Conc. (1 segment [10 minutes])

An invisible wall of force springs into existence at a point you choose. The wall appears in any orientation you choose. It can be float freely or rest on a surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 ft, or a flat surface made up of ten 10-ft-by-10-ft panels. Each panel must be contiguous with another panel. In any form, the wall is 1/4 inch thick. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side).

Nothing physical or ethereal can pass through the wall. It is immune to all damage and unaffected by *dispel magic*. A *disintegrate* spell destroys the wall instantly.

Wall Of Stone

Druid, Elf, Magic-User (Evocation)

Range: 120 feet

Duration: Conc. (1 segment [10 minutes])

A nonmagical wall of solid stone appears at a point you choose. The wall is 6 inches thick and composed of ten contiguous 10-ft-by-10-ft panels or 10-ft-by-20-ft panels only 3 inches thick, as you choose.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a **DEX saving throw**. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall.

The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall doesn't need to be vertical or 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 crenelations, battlements, and so on.

The wall is an object made of stone that can be damaged and thus breached. Each panel has AC 15 and 30 hp per inch of thickness. Reducing a panel to 0 hp destroys it and might cause connected panels to collapse at the GM's discretion.

If you maintain your concentration on this spell for its whole duration, the wall becomes permanent and can't be dispelled. Else, the wall disappears when the spell ends.