

SPYGLASS (1,000 GP)

Objects viewed through a Spyglass are magnified to twice their size.

STRING (1 SP)

String is 10 feet long. You can tie a knot in it as a Utilize action.

TENT (2 GP)

A Tent sleeps up to two Small or Medium creatures.

TINDERBOX (5 SP)

A Tinderbox is a small container holding flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a Candle, Lamp, Lantern, or Torch—or anything else with exposed fuel—takes a Bonus Action. Lighting any other fire takes 1 minute.

TORCH (1 CP)

A Torch burns for 1 hour, casting Bright Light in a 20-foot radius and Dim Light for an additional 20 feet. When you take the Attack action, you can attack with the Torch, using it as a Simple Melee weapon. On a hit, the target takes 1 Fire damage.

VIAL (1 GP)

A Vial holds up to 4 ounces.

WATERSKIN (2 SP)

A Waterskin holds up to 4 pints. If you don't drink sufficient water, you risk dehydration (see the rules glossary).

MOUNTS AND VEHICLES

A mount can help you move more quickly through the wilderness, but its primary purpose is to carry gear that would otherwise slow you down. The Mounts and Other Animals table shows each animal's carrying capacity. See appendix B for the animals' stat blocks.

MOUNTS AND CARGO

An animal pulling a carriage, cart, chariot, sled, or wagon can move weight up to five times its base carrying capacity, including the weight of the vehicle. If multiple animals pull the same vehicle, add their carrying capacities together.



BARDING

Barding is armor designed for a mount. Any type of armor on the Armor table in this chapter can be purchased as barding. The cost is four times the normal cost, and it weighs twice as much.

SADDLES

A saddle comes with a bit, a bridle, reins, and any other equipment needed to use the saddle. A Military Saddle gives Advantage on any ability check you make to remain mounted. An Exotic Saddle is required for riding an aquatic or a flying mount.

MOUNTS AND OTHER ANIMALS

Item	Carrying Capacity	Cost
Camel	450 lb.	50 GP
Elephant	1,320 lb.	200 GP
Horse, Draft	540 lb.	50 GP
Horse, Riding	480 lb.	75 GP
Mastiff	195 lb.	25 GP
Mule	420 lb.	8 GP
Pony	225 lb.	30 GP
Warhorse	540 lb.	400 GP

TACK, HARNESS, AND DRAWN VEHICLES

Item	Weight	Cost
Carriage	600 lb.	100 GP
Cart	200 lb.	15 GP
Chariot	100 lb.	250 GP
Feed per day	10 lb.	5 CP
Saddle		
Exotic	40 lb.	60 GP
Military	30 lb.	20 GP
Riding	25 lb.	10 GP
Sled	300 lb.	20 GP
Stabling per day	—	5 SP
Wagon	400 lb.	35 GP

LARGE VEHICLES

The Airborne and Waterborne Vehicles table provides statistics for various types of large vehicles. The following notes apply.

SPEED

A ship sailing against a strong wind moves at half speed. In a dead calm (no wind), waterborne ships can't move under sail and must be rowed. Keelboats and Rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores. A Rowboat can be carried and weighs 100 pounds.

CREW

A ship larger than a Keelboat or Rowboat needs a crew of skilled hirelings (see "Services" later in this chapter) to function. The minimum number of skilled hirelings needed to crew a ship depends on the type of ship, as shown in the table.

AIRBORNE AND WATERBORNE VEHICLES

Ship	Speed	Crew	Passengers	Cargo (Tons)	AC	HP	Damage Threshold	Cost
Airship	8 mph	10	20	1	13	300	—	40,000 GP
Galley	4 mph	80	—	150	15	500	20	30,000 GP
Keelboat	1 mph	1	6	1/2	15	100	10	3,000 GP
Longship	3 mph	40	150	10	15	300	15	10,000 GP
Rowboat	1½ mph	1	3	—	11	50	—	50 GP
Sailing Ship	2 mph	20	20	100	15	300	15	10,000 GP
Warship	2½ mph	60	60	200	15	500	20	25,000 GP

PASSENGERS

The table lists the number of Small and Medium passengers the ship can accommodate using hammocks. A ship outfitted with private accommodations can carry one-fifth as many passengers. A passenger usually pays 5 SP per day for a hammock, but prices can vary from ship to ship. A small private cabin usually costs 2 GP per day.

DAMAGE THRESHOLD

If a vehicle has a damage threshold (see the rules glossary), it's noted in the table.

SHIP REPAIR

Repairs to a damaged ship can be made while the vessel is berthed. Repairing 1 Hit Point of damage requires 1 day and costs 20 GP for materials and labor. If the repairs are made in a location where supplies and skilled labor are abundant, such as a city shipyard, the repair time and cost are halved.

SERVICES

This section outlines services and other expenses that adventurers might spend money on.

LIFESTYLE EXPENSES

Lifestyle expenses summarize the cost of living in a fantasy world. They cover lodging, food, equipment maintenance, and other necessities.

At the start of each week or month (DM's choice), choose a lifestyle below—Wretched, Squalid, Poor, Modest, Comfortable, Wealthy, or Aristocratic—and pay the price to sustain that lifestyle.

Lifestyles have no inherent consequences, but the DM might take them into account when determining risks or how others perceive your character.

WRETCHED (FREE)

You survive via chance and charity. You're often exposed to natural dangers as a result of sleeping outside.



SQUALID (1 SP PER DAY)

You spend the bare minimum for your necessities. You might be exposed to unhealthy conditions and opportunistic criminals.

POOR (2 SP PER DAY)

You spend frugally for your necessities.

MODEST (1 GP PER DAY)

You support yourself at an average level.

COMFORTABLE (2 GP PER DAY)

You spend modestly for your necessities and enjoy a few luxuries.

WEALTHY (4 GP PER DAY)

You're accustomed to the finer things in life and might have servants.

ARISTOCRATIC (10 GP PER DAY)

You pay for the best and might have a staff that supports your lifestyle. Others notice your wealth and might encourage you to share it, either legally or otherwise.

FOOD, DRINK, AND LODGING

The Food, Drink, and Lodging table gives prices for food and a single night's lodging. Prices for daily lodging and meals are included in your lifestyle's expenses.

FOOD, DRINK, AND LODGING

Item	Cost	Item	Cost
Ale (mug)	4 CP	Meal	
Bread (loaf)	2 CP	Squalid	1 CP
Cheese (wedge)	1 SP	Poor	2 CP
<i>Inn Stay per Day</i>		Modest	1 SP
Squalid	7 CP	Comfortable	2 SP
Poor	1 SP	Wealthy	3 SP
Modest	5 SP	Aristocratic	6 SP
Comfortable	8 SP	Wine (bottle)	
Wealthy	2 GP	Common	2 SP
Aristocratic	4 GP	Fine	10 GP

TRAVEL

Drivers or crew hired to conduct passengers to their destinations charge the rates on the Travel table, plus any tolls or additional expenses.

TRAVEL

Service	Cost
Coach ride between towns	3 CP per mile
Coach ride within a city	1 CP per mile
Road or gate toll	1 CP
Ship's passage	1 SP per mile

HIRELINGS

Skilled hirelings include anyone hired to perform a service that involves a proficiency (including weapon, tool, or skill): a mercenary, an artisan, a scribe, or the like. The pay shown on the Hirelings table is a minimum; some expert hirelings require more pay. Untrained hirelings are hired for work that requires no particular proficiencies; they include laborers and porters.

HIRELINGS

Service	Cost
Skilled hireling	2 GP per day
Untrained hireling	2 SP per day
Messenger	2 CP per mile

SPELLCASTING

Most settlements contain individuals who are willing to cast spells in exchange for payment. If a spell has expensive components, add the cost of those components to the cost listed in the Spellcasting Services table. The higher the level of a desired spell, the harder it is to find someone to cast it.

SPELLCASTING SERVICES

Spell Level	Availability	Cost
Cantrip	Village, town, or city	30 GP
1	Village, town, or city	50 GP
2	Village, town, or city	200 GP
3	Town or city only	300 GP
4–5	Town or city only	2,000 GP
6–8	City only	20,000 GP
9	City only	100,000 GP

MAGIC ITEMS

Adventures hold the promise—but not a guarantee—of finding magic items. Hundreds of magic items are detailed in the *Dungeon Master's Guide*, since the DM decides when you find such an item. Here's what you need to know about using magic items.

IDENTIFYING A MAGIC ITEM

Some magic items are indistinguishable from their nonmagical counterparts, while others are conspicuously magical. Handling a magic item is enough to give you a sense that it is extraordinary, but learning a magic item's properties isn't automatic.

The *Identify* spell is the fastest way to reveal an item's properties. Alternatively, you can focus on one magic item during a Short Rest while being in

physical contact with the item. At the end of the rest, you learn its properties and how to use them (but not any curse the item might bear).

Sometimes a magic item carries a clue to its properties. The command word to activate a ring might be etched inside the band, or a feathered design might hint that it's a *Ring of Feather Falling*.

Wearing or experimenting with an item can also offer hints about its properties. In the specific case of Potions, a little taste is enough to tell the taster what a potion does. Other items might require more experimentation. For example, if your character puts on a *Ring of Swimming*, the DM might say, "Your movement feels strangely fluid." Perhaps you then dive into a river to see what happens. The DM would then say you swim unexpectedly well.

ATTUNEMENT

Some magic items require a creature to form a bond—called Attunement—with them before the creature can use an item's magical properties. Without becoming attuned to an item that requires Attunement, you gain only its nonmagical benefits unless its description states otherwise. For example, a magic Shield that requires Attunement provides the benefits of a normal Shield if you aren't attuned to it, but none of its magical properties.

ATTUNE DURING A SHORT REST

Attuning to an item requires you to spend a Short Rest focused on only that item while being in physical contact with it (this can't be the same Short Rest used to learn the item's properties). This focus can take the form of weapon practice (for a Weapon), meditation (for a Wand), or some other appropriate activity. If the Short Rest is interrupted, the Attunement attempt fails. Otherwise, at the end of the Short Rest, you're attuned to the magic item and can access its full magical capabilities.

NO MORE THAN THREE ITEMS

You can be attuned to no more than three magic items at a time. Any attempt to attune to a fourth item fails; you must end your Attunement to an item first. Additionally, you can't attune to more than one copy of an item. For example, you can't attune to more than one *Ring of Protection* at a time.

ENDING ATTUNEMENT

Your Attunement to an item ends if you no longer satisfy the prerequisites for Attunement, if the item has been more than 100 feet away for at least 24 hours, if you die, or if another creature attunes to the item. You can also voluntarily end Attunement by spending another Short Rest focused on the item unless the item is cursed.

WEARING AND WIELDING ITEMS

Using a magic item's properties might mean wearing or wielding it. A magic item meant to be worn must be donned in the intended fashion: boots go on feet, gloves on hands, hats and helmets on a head, and rings on a finger. Magic armor must be donned, a Shield strapped to the arm, a cloak fastened about the shoulders. A weapon must be held.

In most cases, a magic item that's meant to be worn can fit a creature regardless of size or build. Magic garments are made to be easily adjustable, or they magically adjust themselves to the wearer.

MULTIPLE ITEMS OF THE SAME KIND

You can't wear more than one of certain magic items. You can't normally wear more than one pair of footwear, one pair of gloves or gauntlets, one pair of bracers, one suit of armor, one item of headwear, or one cloak. The DM might make exceptions.

PAIRED ITEMS

Items that come in pairs—such as boots, bracers, gauntlets, and gloves—impart their benefits only if both items of the pair are worn. For example, a character wearing a *Boot of Striding and Springing* on one foot and a *Boot of Elvenkind* on the other foot gains no benefit from either.

CRAFTING EQUIPMENT

Using the rules below, characters can make non-magical items, *Potions of Healing*, and *Spell Scrolls*.

CRAFTING NONMAGICAL ITEMS

To craft a nonmagical item, you need tools, raw materials, and time, each of which is detailed below. If you meet the requirements, you make the item, and you can use it or sell it at its normal price.

TOOLS

This chapter's "Tools" section lists which tools are required to make certain items. The DM assigns required tools for items not listed there.

You must use the required tool to make an item and have proficiency with that tool. Anyone who helps you must also have proficiency with it.

RAW MATERIALS

To make an item, you need raw materials worth half its purchase cost (round down). For example, you need 750 GP of raw materials to make Plate Armor, which sells for 1,500 GP. The DM determines whether appropriate raw materials are available.

TIME

To determine how many days (working 8 hours a day) it takes to make an item, divide its purchase

cost in GP by 10 (round a fraction up to a day). For example, you need 5 days to make a Heavy Crossbow, which sells for 50 GP.

If an item requires multiple days, the days needn't be consecutive.

Characters can combine their efforts to shorten the crafting time. Divide the time needed to create an item by the number of characters working on it. Normally, only one other character can assist you, but the DM might allow more assistants.

BREWING POTIONS OF HEALING

A character who has proficiency with the Herbalism Kit can create a *Potion of Healing*. Doing so requires using that kit and 25 GP of raw material over the course of 1 day (8 hours of work).

SCRIBING SPELL SCROLLS

A spellcaster can transfer a spell to a scroll and create a *Spell Scroll*, using the rules below.

TIME AND COST

Scribing a scroll takes an amount of time and money based on the level of the spell, as shown in the Spell Scroll Costs table. For each day of inscription, you must work for 8 hours. If a scroll requires multiple days, those days needn't be consecutive.

PREREQUISITES FOR THE SCRIBE

To scribe a scroll, you must have proficiency in the Arcana skill or with Calligrapher's Tools and have the spell prepared on each day of the inscription. You must also have at hand any Material components required by the spell; if the spell consumes its Material components, they are consumed only when you complete the scroll. The scroll's spell uses your spell save DC and spell attack bonus.

CANTRIPS

If the scribed spell is a cantrip, the version on the scroll works as if the caster were your level.

SPELL SCROLL COSTS

Spell Level	Time	Cost
Cantrip	1 day	15 GP
1	1 day	25 GP
2	3 days	100 GP
3	5 days	150 GP
4	10 days	1,000 GP
5	25 days	1,500 GP
6	40 days	10,000 GP
7	50 days	12,500 GP
8	60 days	15,000 GP
9	120 days	50,000 GP



ARCHMAGES OF GREYHAWK—JALLARZI,
MORDENKAINEN, AND BIGBY—PREPARE THEIR
MAGIC AS THEY OPEN A GATE TO ANOTHER PLANE.

SPELLS

THIS CHAPTER GIVES RULES FOR CASTING spells. It also includes descriptions of common spells in the worlds of DUNGEONS & DRAGONS. Those spells are used by many class features, magic items, and monsters.

GAINING SPELLS

Before you can cast a spell, you must have the spell prepared in your mind or have access to the spell from a magic item, such as a *Spell Scroll*. Your features specify which spells you have access to, if any; whether you always have certain spells prepared; and whether you can change the list of spells you have prepared.

PREPARING SPELLS

If you have a list of level 1+ spells you prepare, your spellcasting feature specifies when you can change the list and the number of spells you can change, as summarized in the Spell Preparation by Class table.

SPELL PREPARATION BY CLASS

Class	Change When You ...	Number of Spells
Bard	Gain a level	One
Cleric	Finish a Long Rest	Any
Druid	Finish a Long Rest	Any
Paladin	Finish a Long Rest	One
Ranger	Finish a Long Rest	One
Sorcerer	Gain a level	One
Warlock	Gain a level	One
Wizard	Finish a Long Rest	Any

Most spellcasting monsters don't change their lists of prepared spells, but the DM is free to alter them.

ALWAYS-PREPARED SPELLS

Certain features might give you a spell that you always have prepared. If you also have a list of prepared spells that you can change, a spell that you always have prepared doesn't count against the number of spells on that list.

CASTING IN ARMOR

You must have training with any armor you are wearing to cast spells while wearing it. You are otherwise too hampered by the armor for spellcasting.

CASTING SPELLS

Each spell description has a series of entries that provide the details needed to cast the spell. The following sections explain each of those entries, which follow a spell's name.

SPELL LEVEL

Every spell has a level from 0 to 9, which is indicated in a spell's description. A spell's level is an indicator of how powerful it is. Cantrips—simple spells that can be cast almost by rote—are level 0. The rules for each spellcasting class say when its members gain access to spells of certain levels.

SPELL SLOTS

Spellcasting is taxing, so a spellcaster can cast only a limited number of level 1+ spells before resting. Spell slots are the main way a spellcaster's magical potential is represented. Each spellcasting class gives its members a limited number of spell slots of certain spell levels. For example, a level 3 Wizard has four level 1 spell slots and two level 2 slots.

When you cast a spell, you expend a slot of that spell's level or higher, effectively “filling” a slot with the spell. Imagine a spell slot is a groove of a certain size—small for a level 1 slot and larger for a higher-level spell. A level 1 spell fits into a slot of any size, but a level 2 spell fits only into a slot that's at least level 2. So when a level 3 Wizard casts *Magic Missile*, a level 1 spell, that Wizard spends one of four level 1 slots and has three remaining.

Finishing a Long Rest restores any expended spell slots.

CASTING WITHOUT SLOTS

There are several ways to cast a spell without expending a spell slot:

Cantrips. A cantrip is cast without a spell slot.

Rituals. Certain spells have the Ritual tag in the Casting Time entry. Such a spell can be cast following the normal rules for spellcasting, or it can be cast as a Ritual. The Ritual version of a spell takes 10 minutes longer to cast than normal, but it doesn't expend a spell slot. To cast a spell as a Ritual, a spellcaster must have it prepared.

Special Abilities. Some characters and monsters have special abilities that allow them to cast specific spells without a spell slot. This casting is usually limited in another way, such as being able to cast the spell a limited number of times per day.

Magic Items. Spell Scrolls and some other magic items contain spells that can be cast without a spell slot. The description of such an item specifies how many times a spell can be cast from it.

USING A HIGHER-LEVEL SPELL SLOT

When a spellcaster casts a spell using a slot that is of a higher level than the spell, the spell takes on the higher level for that casting. For instance, if a Wizard casts *Magic Missile* using a level 2 slot, that *Magic Missile* is level 2. Effectively, the spell expands to fill the slot it is put into.

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.

SCHOOL OF MAGIC

Each spell belongs to a school of magic. The schools are listed in the Schools of Magic table. These categories help describe spells but have no rules of their own, although some other rules refer to them.

SCHOOLS OF MAGIC

School	Typical Effects
Abjuration	Prevents or reverses harmful effects
Conjuration	Transports creatures or objects
Divination	Reveals information
Enchantment	Influences minds
Evocation	Channels energy to create effects that are often destructive
Illusion	Deceives the mind or senses
Necromancy	Manipulates life and death
Transmutation	Transforms creatures or objects

CLASS SPELL LISTS

If a spell is on a class's spell list, the class's name appears in parentheses after the spell's school of magic. Some features add a spell to a character's spell list even if the character isn't a member of a class in the parentheses.

CASTING TIME

Most spells require the Magic action to cast, but some spells require a Bonus Action, a Reaction, or 1 minute or more. A spell's Casting Time entry specifies which of those is required.

ONE SPELL WITH A SPELL SLOT PER TURN

On a turn, you can expend only one spell slot to cast a spell. This rule means you can't, for example, cast a spell with a spell slot using the Magic action and another one using a Bonus Action on the same turn.

REACTION AND BONUS ACTION TRIGGERS

A spell that has a casting time of a Reaction is cast in response to a trigger that is defined in the spell's Casting Time entry. Some spells that have a casting time of a Bonus Action are also cast in response to a trigger defined in the spell.

LONGER CASTING TIMES

Certain spells—including a spell cast as a Ritual—require more time to cast: minutes or even hours. While you cast a spell with a casting time of 1 minute or more, you must take the Magic action on each of your turns, and you must maintain Concentration (see the rules glossary) while you do so. If your Concentration is broken, the spell fails, but you don't expend a spell slot. To cast the spell again, you must start over.

RANGE

A spell's range indicates how far from the spellcaster the spell's effect can originate, and the spell's description specifies which part of the effect is limited by the range.

A range usually takes one of the following forms:

Distance. The range is expressed in feet.

Touch. The spell's effect originates on something the spellcaster must touch, as defined in the spell.

Self. The spell is cast on the spellcaster or emanates from them, as specified in the spell.

If a spell has movable effects, they aren't restricted by its range unless the spell's description says otherwise.

COMPONENTS

A spell's components are physical requirements the spellcaster must meet to cast the spell. Each spell's description indicates whether it requires Verbal (V), Somatic (S), or Material (M) components. If the spellcaster can't provide one or more of a spell's components, the spellcaster can't cast the spell.

VERBAL (V)

A Verbal component is the chanting of esoteric words that sound like nonsense to the uninitiated. The words must be uttered in a normal speaking voice. The words themselves aren't the source of the spell's power; rather, the particular combination of sounds, with specific pitch and resonance, sets the threads of magic in motion. Thus, a creature who is gagged or in an area of magical silence can't cast a spell with a Verbal component.

SOMATIC (S)

A Somatic component is a forceful gesticulation or an intricate set of gestures. A spellcaster must use at least one of their hands to perform these movements.



MATERIAL (M)

A Material component is a particular material used in a spell's casting, as specified in parentheses in the Components entry. These materials aren't consumed by the spell unless the spell's description states otherwise. The spellcaster must have a hand free to access them, but it can be the same hand used to perform Somatic components, if any.

If a spell doesn't consume its materials and doesn't specify a cost for them, a spellcaster can use a Component Pouch (see chapter 6) instead of providing the materials specified in the spell, or the spellcaster can substitute a Spellcasting Focus if the caster has a feature that allows that substitution. To use a Component Pouch, you must have a hand free to reach into it, and to use a Spellcasting Focus, you must hold it unless its description says otherwise (see chapter 6 for descriptions).

CREATING VERBAL COMPONENTS

If you'd like to say a spell's Verbal component, you may make up the words. However you make them, the goal is to create something that's easy to say and that doesn't mean anything in the real world. Consider this method: take the name of the spell, keep only one instance of each of its letters, and rearrange the remaining letters into words. For example, remove the second *f* from *Fireball* and rearrange the remaining letters to create *Ber Fila* or *Fel Bira*.

DURATION

A spell's duration is the length of time the spell persists after it is cast. A duration typically takes one of the following forms:

Concentration. A duration that requires Concentration follows the Concentration rules (see the rules glossary).

Instantaneous. An instantaneous duration means the spell's magic appears only for a moment and then disappears.

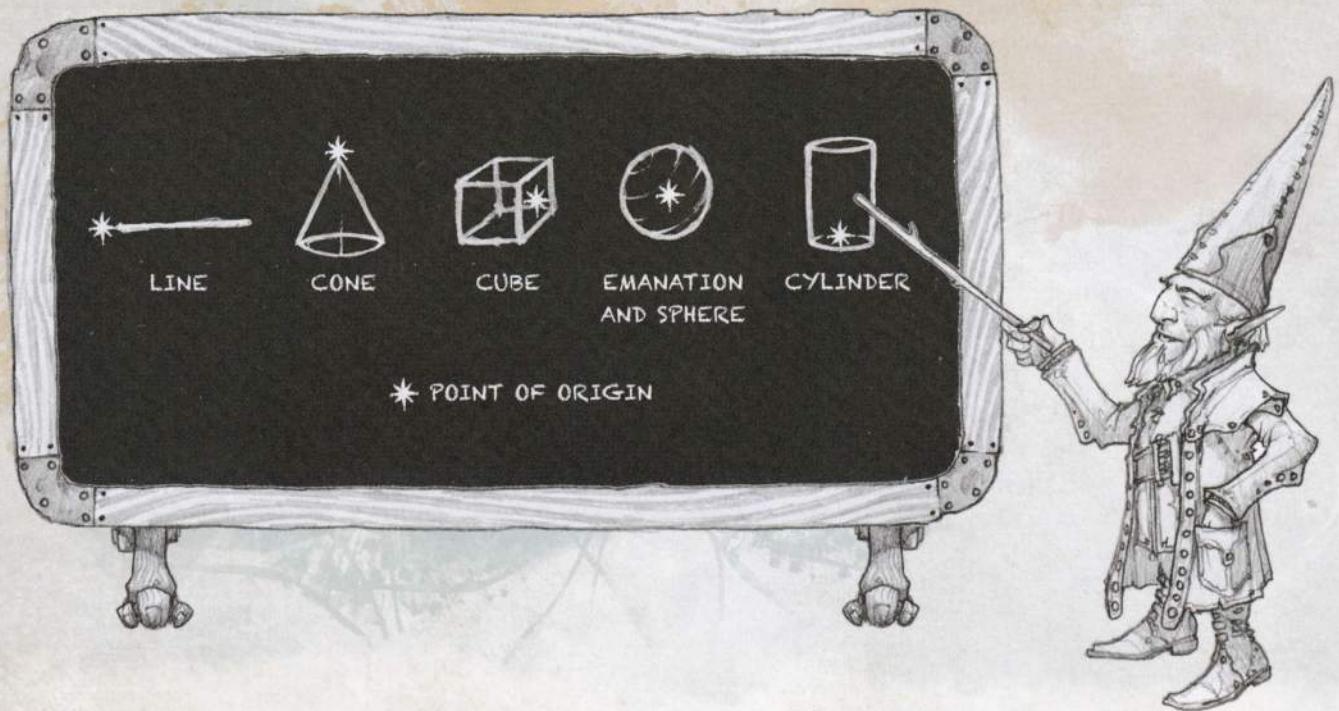
Time Span. A duration that provides a time span specifies how long the spell lasts in rounds, minutes, hours, or the like. For example, a Duration entry might say "1 minute," meaning the spell ends after 1 minute has passed. While a time-span spell that you cast is ongoing, you can dismiss it (no action required) if you don't have the Incapacitated condition.

EFFECTS

The effects of a spell are detailed after its duration entry. Those details present exactly what the spell does, which ignores mundane physical laws; any outcomes beyond those effects are under the DM's purview. Whatever the effects, they typically deal with targets, saving throws, attack rolls, or all three, each of which is detailed below.

TARGETS

A typical spell requires the caster to pick one or more targets to be affected by the spell's magic. A spell's description says whether the spell targets creatures, objects, or something else.



A Clear Path to the Target. To target something with a spell, a caster must have a clear path to it, so it can't be behind Total Cover.

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.

Areas of Effect. Some spells, such as *Thunderwave*, cover an area called an area of effect, which is defined in the rules glossary. The area determines what the spell targets. The description of a spell specifies whether it has an area of effect, which is typically one of these shapes: Cone, Cube, Cylinder, Emanation, Line, or Sphere.

Awareness of Being Targeted. Unless a spell has a perceptible effect, a creature doesn't know it was targeted by the spell. An effect like lightning is obvious, but a more subtle effect, such as an attempt to read thoughts, goes unnoticed unless a spell's description says otherwise.

Invalid Targets. If you cast a spell on someone or something that can't be affected by it, nothing happens to that target, but if you used a spell slot to cast the spell, the slot is still expended.

If the spell normally has no effect on a target that succeeds on a saving throw, the invalid target appears to have succeeded on its saving throw, even though it didn't attempt one (giving no hint that the creature is an invalid target). Otherwise, you perceive that the spell did nothing to the target.

SAVING THROWS

Many spells specify that a target makes 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. Here's how to calculate the DC for your spells:

Spell save DC = 8 + your spellcasting ability modifier
+ your Proficiency Bonus

ATTACK ROLLS

Some spells require the caster to make an attack roll to determine whether the spell hits a target. Here's how to calculate the attack modifier for your spells:

Spell attack modifier = your spellcasting ability modifier + your Proficiency Bonus

COMBINING SPELL EFFECTS

The effects of different spells add together while their durations overlap. In contrast, the effects of the same spell cast multiple times don't combine. Instead, the most potent effect—such as the highest bonus—from those castings applies while their durations overlap. The most recent effect applies if the castings are equally potent and their durations overlap. For example, if two Clerics cast *Bless* on the same target, that target gains the spell's benefit only once; the target doesn't receive two bonus dice. But if the durations of the spells overlap, the effect continues until the duration of the second *Bless* ends.

IDENTIFYING AN ONGOING SPELL

You can try to identify a non-instantaneous spell by its observable effects if its duration is ongoing. To identify it, you must take the Study action and succeed on a DC 15 Intelligence (Arcana) check.

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

ACID SPLASH

Evocation Cantrip (Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create an acidic bubble at a point within range, where it explodes in a 5-foot-radius Sphere. Each creature in that Sphere must succeed on a Dexterity saving throw or take 1d6 Acid damage.

Cantrip Upgrade. The damage increases by 1d6 when you reach levels 5 (2d6), 11 (3d6), and 17 (4d6).

AID

Level 2 Abjuration (Bard, Cleric, Druid, Paladin, Ranger)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a strip of white cloth)

Duration: 8 hours

Choose up to three creatures within range. Each target's Hit Point maximum and current Hit Points increase by 5 for the duration.

Using a Higher-Level Spell Slot. Each target's Hit Points increase by 5 for each spell slot level above 2.

ALARM

Level 1 Abjuration (Ranger, Wizard)

Casting Time: 1 minute or Ritual

Range: 30 feet

Components: V, S, M (a bell and silver wire)

Duration: 8 hours

You set an alarm against intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot Cube. Until the spell ends, an alarm alerts you whenever a creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is audible or mental:

Audible Alarm. The alarm produces the sound of a handbell for 10 seconds within 60 feet of the warded area.

Mental Alarm. You are alerted by a mental ping if you are within 1 mile of the warded area. This ping awakens you if you're asleep.

ALTER SELF

Level 2 Transmutation (Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

You alter your physical form. Choose one of the following options. Its effects last for the duration, during which you can take a Magic action to replace the option you chose with a different one.

Aquatic Adaptation. You sprout gills and grow webs between your fingers. You can breathe underwater and gain a Swim Speed equal to your Speed.

Change Appearance. You alter your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and other distinguishing characteristics. You can make yourself appear as a member of another species, though none of your statistics change. You can't appear as a creature of a different size, and your basic shape stays the same; if you're bipedal, you can't use this spell to become quadrupedal, for instance. For the duration, you can take a Magic action to change your appearance in this way again.

Natural Weapons. You grow claws (Slashing), fangs (Piercing), horns (Piercing), or hooves (Bludgeoning). When you use your Unarmed Strike to deal damage with that new growth, it deals 1d6 damage of the type in parentheses instead of dealing the normal damage for your Unarmed Strike, and you use your spellcasting ability modifier for the attack and damage rolls rather than using Strength.

ANIMAL FRIENDSHIP

Level 1 Enchantment (Bard, Druid, Ranger)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a morsel of food)

Duration: 24 hours

Target a Beast that you can see within range. The target must succeed on a Wisdom saving throw or have the Charmed condition for the duration. If you or one of your allies deals damage to the target, the spell ends.

Using a Higher-Level Spell Slot. You can target one additional Beast for each spell slot level above 1.

ANIMAL MESSENGER

Level 2 Enchantment (Bard, Druid, Ranger)

Casting Time: Action or Ritual

Range: 30 feet

Components: V, S, M (a morsel of food)

Duration: 24 hours

A Tiny Beast of your choice that you can see within range must succeed on a Charisma saving throw, or it attempts to deliver a message for you (if the target's Challenge Rating isn't 0, it automatically succeeds). You specify a location you have visited and a recipient who matches a general description, such as "a person dressed in the uniform of the town guard" or "a red-haired dwarf wearing a pointed hat." You also communicate a message of up to twenty-five words. The Beast travels for the duration toward the specified location, covering about 25 miles per 24 hours or 50 miles if the Beast can fly.

When the Beast arrives, it delivers your message to the creature that you described, mimicking your communication. If the Beast doesn't reach its destination before the spell ends, the message is lost, and the Beast returns to where you cast the spell.

Using a Higher-Level Spell Slot. The spell's duration increases by 48 hours for each spell slot level above 2.

ANIMAL SHAPES

Level 8 Transmutation (Druid)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: 24 hours

Choose any number of willing creatures that you can see within range. Each target shape-shifts into a Large or smaller Beast of your choice that has a Challenge Rating of 4 or lower. You can choose a different form for each target. On later turns, you can take a Magic action to transform the targets again.

A target's game statistics are replaced by the chosen Beast's statistics, but the target retains its creature type; Hit Points; Hit Point Dice; alignment; ability to communicate; and Intelligence, Wisdom, and Charisma scores. The target's actions are limited by the Beast form's anatomy, and it can't cast spells. The target's equipment melds into the new form, and the target can't use any of that equipment while in that form.

The target gains a number of Temporary Hit Points equal to the Beast form's Hit Points. The transformation lasts for the duration for each target, until the target has no Temporary Hit Points, or until the target leaves the form as a Bonus Action.

ANIMATE DEAD

Level 3 Necromancy (Cleric, Wizard)

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (a drop of blood, a piece of flesh, and a pinch of bone dust)

Duration: Instantaneous

Choose a pile of bones or a corpse of a Medium or Small Humanoid within range. The target becomes an Undead creature: a **Skeleton** if you chose bones or a **Zombie** if you chose a corpse (see appendix B for the stat blocks).

On each of your turns, you can take a Bonus Action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any 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 on its next turn, or you can issue a general command, such as to guard a chamber or corridor. If you issue no commands, the creature takes the Dodge action and moves only to avoid harm. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. 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 you have animated with this spell rather than animating a new creature.

Using a Higher-Level Spell Slot. You animate or reassert control over two additional Undead creatures for each spell slot level above 3. Each of the creatures must come from a different corpse or pile of bones.

ANIMATE OBJECTS

Level 5 Transmutation (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Objects animate at your command. Choose a number of nonmagical objects within range that aren't being worn or carried, aren't fixed to a surface, and aren't Gargantuan. The maximum number of objects is equal to your spellcasting ability modifier; for this number, a Medium or smaller target counts as one object, a Large target counts as two, and a Huge target counts as three.

A BRAZIER AFFECTED BY THE
SPELL ANIMATE OBJECTS



ANIMATED OBJECT

Huge or Smaller Construct, Unaligned

AC 15

HP 10 (Medium or smaller), 20 (Large), 40 (Huge)

Speed 30 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR 16	+3	+3	DEX 10	+0	+0	CON 10	+0	+0
INT 3	-4	-4	WIS 3	-4	-4	CHA 1	-5	-5

Immunities Poison, Psychic; Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Blindsight 30 ft., Passive Perception 6

Languages Understands the languages you know

CR None (XP 0; PB equals your Proficiency Bonus)

ACTIONS

Slam. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* Force damage equal to $1d4 + 3$ (Medium or smaller), $2d6 + 3 +$ your spellcasting ability modifier (Large), or $2d12 + 3 +$ your spellcasting ability modifier (Huge).

Each target animates, sprouts legs, and becomes a Construct that uses the **Animated Object** stat block; this creature is under your control until the spell ends or until it is reduced to 0 Hit Points. Each creature you make with this spell is an ally to you and your allies. In combat, it shares your Initiative count and takes its turn immediately after yours.

Until the spell ends, you can take a Bonus Action to mentally command any creature you made with

this spell if the creature is within 500 feet of you (if you control multiple creatures, you can command any of them at the same time, issuing the same command to each one). If you issue no commands, the creature takes the Dodge action and moves only to avoid harm. When the creature drops to 0 Hit Points, it reverts to its object form, and any remaining damage carries over to that form.

Using a Higher-Level Spell Slot. The creature's Slam damage increases by $1d4$ (Medium or smaller), $1d6$ (Large), or $1d12$ (Huge) for each spell slot level above 5.

ANTILIFE SHELL

Level 5 Abjuration (Druid)

Casting Time: Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

An aura extends from you in a 10-foot Emanation for the duration. The aura prevents creatures other than Constructs and Undead from passing or reaching through it. An affected creature can cast spells or make attacks with Ranged or Reach weapons through the barrier.

If you move so that an affected creature is forced to pass through the barrier, the spell ends.

ANTIMAGIC FIELD

Level 8 Abjuration (Cleric, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (iron filings)

Duration: Concentration, up to 1 hour

An aura of antimagic surrounds you in 10-foot Emanation. No one can cast spells, take Magic actions, or create other magical effects inside the aura, and those things can't target or otherwise affect anything inside it. Magical properties of magic items don't work inside the aura or on anything inside it.

Areas of effect created by spells or other magic can't extend into the aura, and no one can teleport into or out of it or use planar travel there. Portals close temporarily while in the aura.

Ongoing spells, except those cast by an Artifact or a deity, are suppressed in the area. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration.

Dispel Magic has no effect on the aura, and the auras created by different *Antimagic Field* spells don't nullify each other.

ANTIPATHY/SYMPATHY

Level 8 Enchantment (Bard, Druid, Wizard)

Casting Time: 1 hour

Range: 60 feet

Components: V, S, M (a mix of vinegar and honey)

Duration: 10 days

As you cast the spell, choose whether it creates antipathy or sympathy, and target one creature or object that is Huge or smaller. Then specify a kind of creature, such as red dragons, goblins, or vampires. A creature of the chosen kind makes a Wisdom saving throw when it comes within 120 feet of the target. Your choice of antipathy or sympathy determines what happens to a creature when it fails that save:

Antipathy. The creature has the Frightened condition. The Frightened creature must use its movement on its turns to get as far away as possible from the target, moving by the safest route.

Sympathy. The creature has the Charmed condition. The Charmed creature must use its movement on its turns to get as close as possible to the target, moving by the safest route. If the creature is within 5 feet of the target, the creature can't willingly move away. If the target damages the Charmed creature, that creature can make a Wisdom saving throw to end the effect, as described below.

Ending the Effect. If the Frightened or Charmed creature ends its turn more than 120 feet away from the target, the creature makes a Wisdom saving throw. On a successful save, the creature is no longer affected by the target. A creature that successfully saves against this effect is immune to it for 1 minute, after which it can be affected again.

ARCANE EYE

Level 4 Divination (Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a bit of bat fur)

Duration: Concentration, up to 1 hour

You create an Invisible, invulnerable eye within range that hovers for the duration. You mentally receive visual information from the eye, which can see in every direction. It also has Darkvision with a range of 30 feet.

As a Bonus Action, you can move the eye up to 30 feet in any direction. A solid barrier blocks the eye's movement, but the eye can pass through an opening as small as 1 inch in diameter.

ARCANE GATE

Level 6 Conjunction (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 500 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You create linked teleportation portals. Choose two Large, unoccupied spaces on the ground that you can see, one space within range and the other one within 10 feet of you. A circular portal opens in each of those spaces and remains for the duration.

The portals are two-dimensional glowing rings filled with mist that blocks sight. They hover inches from the ground and are perpendicular to it.

A portal is open on only one side (you choose which). Anything entering the open side of a portal exits from the open side of the other portal as if the two were adjacent to each other. As a Bonus Action, you can change the facing of the open sides.

ARCANE LOCK

Level 2 Abjuration (Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (gold dust worth 25+ GP, which the spell consumes)

Duration: Until dispelled

You touch a closed door, window, gate, container, or hatch and magically lock it for the duration. This lock can't be unlocked by any nonmagical means. You and any creatures you designate when you cast the spell can open and close the object despite the lock. You can also set a password that, when spoken within 5 feet of the object, unlocks it for 1 minute.

ARCANE VIGOR

Level 2 Abjuration (Sorcerer, Wizard)

Casting Time: Bonus Action

Range: Self

Component: V, S

Duration: Instantaneous

You tap into your life force to heal yourself. Roll one or two of your unexpended Hit Point Dice, and regain a number of Hit Points equal to the roll's total plus your spellcasting ability modifier. Those dice are then expended.

Using a Higher-Level Spell Slot. The number of unexpended Hit Dice you can roll increases by one for each spell slot level above 2.



A GOLIATH WARLOCK CALLS ON ARMOR OF AGATHYS AND ARMS OF HADAR TO BATTLE FOES FROM THE DEEP.

ARMOR OF AGATHYS

Level 1 Abjuration (Warlock)

Casting Time: Bonus Action

Range: Self

Components: V, S, M (a shard of blue glass)

Duration: 1 hour

Protective magical frost surrounds you. You gain 5 Temporary Hit Points. If a creature hits you with a melee attack roll before the spell ends, the creature takes 5 Cold damage. The spell ends early if you have no Temporary Hit Points.

Using a Higher-Level Spell Slot. The Temporary Hit Points and the Cold damage both increase by 5 for each spell slot level above 1.

ARMS OF HADAR

Level 1 Conjunction (Warlock)

Casting Time: Action

Range: Self

Components: V, S

Duration: Instantaneous

Invoking Hadar, you cause tendrils to erupt from yourself. Each creature in a 10-foot emanation originating from you makes a Strength saving throw. On a failed save, a target takes 2d6 Necrotic damage

and can't take Reactions until the start of its next turn. On a successful save, a target takes half as much damage only.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 1.

ASTRAL PROJECTION

Level 9 Necromancy (Cleric, Warlock, Wizard)

Casting Time: 1 hour

Range: 10 feet

Components: V, S, M (for each of the spell's targets, one jacinth worth 1,000+ GP and one silver bar worth 100+ GP, all of which the spell consumes)

Duration: Until dispelled

You and up to eight willing creatures within range project your astral bodies into the Astral Plane (the spell ends instantly if you are already on that plane). Each target's body is left behind in a state of suspended animation; it has the Unconscious condition, doesn't need food or air, and doesn't age.

A target's astral form resembles its body in almost every way, replicating its game statistics and possessions. The principal difference is the addition of a silvery cord that trails from between the shoulder blades of the astral form. The cord fades from view after 1 foot. If the cord is cut—which happens only when an effect states that it does so—the target's body and astral form both die.

A target's astral form can travel through the Astral Plane. The moment an astral form leaves that plane, the target's body and possessions travel along the silver cord, causing the target to re-enter its body on the new plane.

Any damage or other effects that apply to an astral form have no effect on the target's body and vice versa. If a target's body or astral form drops to 0 Hit Points, the spell ends for that target. The spell ends for all the targets if you take a Magic action to dismiss it.

When the spell ends for a target who isn't dead, the target reappears in its body and exits the state of suspended animation.

AUGURY

Level 2 Divination (Cleric, Druid, Wizard)

Casting Time: 1 minute or Ritual

Range: Self

Components: V, S, M (specially marked sticks, bones, cards, or other divinatory tokens worth 25+ GP)

Duration: Instantaneous

You receive an omen from an otherworldly entity about the results of a course of action that you plan to take within the next 30 minutes. The DM chooses the omen from the Omens table.

OMENS

Omen	For Results That Will Be ...
Weal	Good
Woe	Bad
Weal and woe	Good and bad
Indifference	Neither good nor bad

The spell doesn't account for circumstances, such as other spells, that might change the results.

If you cast the spell more than once before finishing a Long Rest, there is a cumulative 25 percent chance for each casting after the first that you get no answer.

AURA OF LIFE

Level 4 Abjuration (Cleric, Paladin)

Casting Time: Action

Range: Self

Components: V

Duration: Concentration, up to 10 minutes

An aura radiates from you in a 30-foot Emanation for the duration. While in the aura, you and your allies have Resistance to Necrotic damage, and your Hit Point maximums can't be reduced. If an ally with 0 Hit Points starts its turn in the aura, that ally regains 1 Hit Point.

AURA OF PURITY

Level 4 Abjuration (Cleric, Paladin)

Casting Time: Action

Range: Self

Components: V

Duration: Concentration, up to 10 minutes

An aura radiates from you in a 30-foot Emanation for the duration. While in the aura, you and your allies have Resistance to Poison damage and Advantage on saving throws to avoid or end effects that include the Blinded, Charmed, Deafened, Frightened, Paralyzed, Poisoned, or Stunned condition.

AURA OF VITALITY

Level 3 Abjuration (Cleric, Druid, Paladin)

Casting Time: Action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

An aura radiates from you in a 30-foot Emanation for the duration. When you create the aura and at the start of each of your turns while it persists, you can restore 2d6 Hit Points to one creature in it.

AWAKEN

Level 5 Transmutation (Bard, Druid)

Casting Time: 8 hours

Range: Touch

Components: V, S, M (an agate worth 1,000+ GP, which the spell consumes)

Duration: Instantaneous

You spend the casting time tracing magical pathways within a precious gemstone, and then touch the target. The target must be either a Beast or Plant creature with an Intelligence of 3 or less or a natural plant that isn't a creature. The target gains an Intelligence of 10 and the ability to speak one language you know. If the target is a natural plant, it becomes a Plant creature and gains the ability to move its limbs, roots, vines, creepers, and so forth, and it gains senses similar to a human's. The DM chooses statistics appropriate for the awakened Plant, such as the statistics for the **Awakened Shrub** or **Awakened Tree** in the *Monster Manual*.

The awakened target has the Charmed condition for 30 days or until you or your allies deal damage to it. When that condition ends, the awakened creature chooses its attitude toward you.

BANE

Level 1 Enchantment (Bard, Cleric, Warlock)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a drop of blood)

Duration: Concentration, up to 1 minute

Up to three creatures of your choice that you can see within range must each make a Charisma saving throw. Whenever a target that fails this save makes an attack roll or a saving throw before the spell ends, the target must subtract 1d4 from the attack roll or save.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

BANISHING SMITE

Level 5 Conjunction (Paladin)

Casting Time: Bonus Action, which you take immediately after hitting a creature with a Melee weapon or an Unarmed Strike

Range: Self

Component: V

Duration: Concentration, up to 1 minute

The target hit by the attack roll takes an extra 5d10 Force damage from the attack. If the attack reduces the target to 50 Hit Points or fewer, the target must succeed on a Charisma saving throw or be transported to a harmless demiplane for the duration. While there, the target has the Incapacitated condition. When the spell ends, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

BANISHMENT

Level 4 Abjuration (Cleric, Paladin, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a pentacle)

Duration: Concentration, up to 1 minute

One creature that you can see within range must succeed on a Charisma saving throw or be transported to a harmless demiplane for the duration. While there, the target has the Incapacitated condition. When the spell ends, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

If the target is an Aberration, a Celestial, an Elemental, a Fey, or a Fiend, the target doesn't return if the spell lasts for 1 minute. The target is instead

transported to a random location on a plane (DM's choice) associated with its creature type.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 4.

BARKSKIN

Level 2 Transmutation (Druid, Ranger)

Casting Time: Bonus Action

Range: Touch

Component: V, S, M (a handful of bark)

Duration: 1 hour

You touch a willing creature. Until the spell ends, the target's skin assumes a bark-like appearance, and the target has an Armor Class of 17 if its AC is lower than that.

BEACON OF HOPE

Level 3 Abjuration (Cleric)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose any number of creatures within range. For the duration, each target has Advantage on Wisdom saving throws and Death Saving Throws and regains the maximum number of Hit Points possible from any healing.

BEAST SENSE

Level 2 Divination (Druid, Ranger)

Casting Time: Action or Ritual

Range: Touch

Components: S

Duration: Concentration, up to 1 hour

You touch a willing Beast. For the duration, you can perceive through the Beast's senses as well as your own. When perceiving through the Beast's senses, you benefit from any special senses it has.

BEFUDGLEMENT

Level 8 Enchantment (Bard, Druid, Warlock, Wizard)

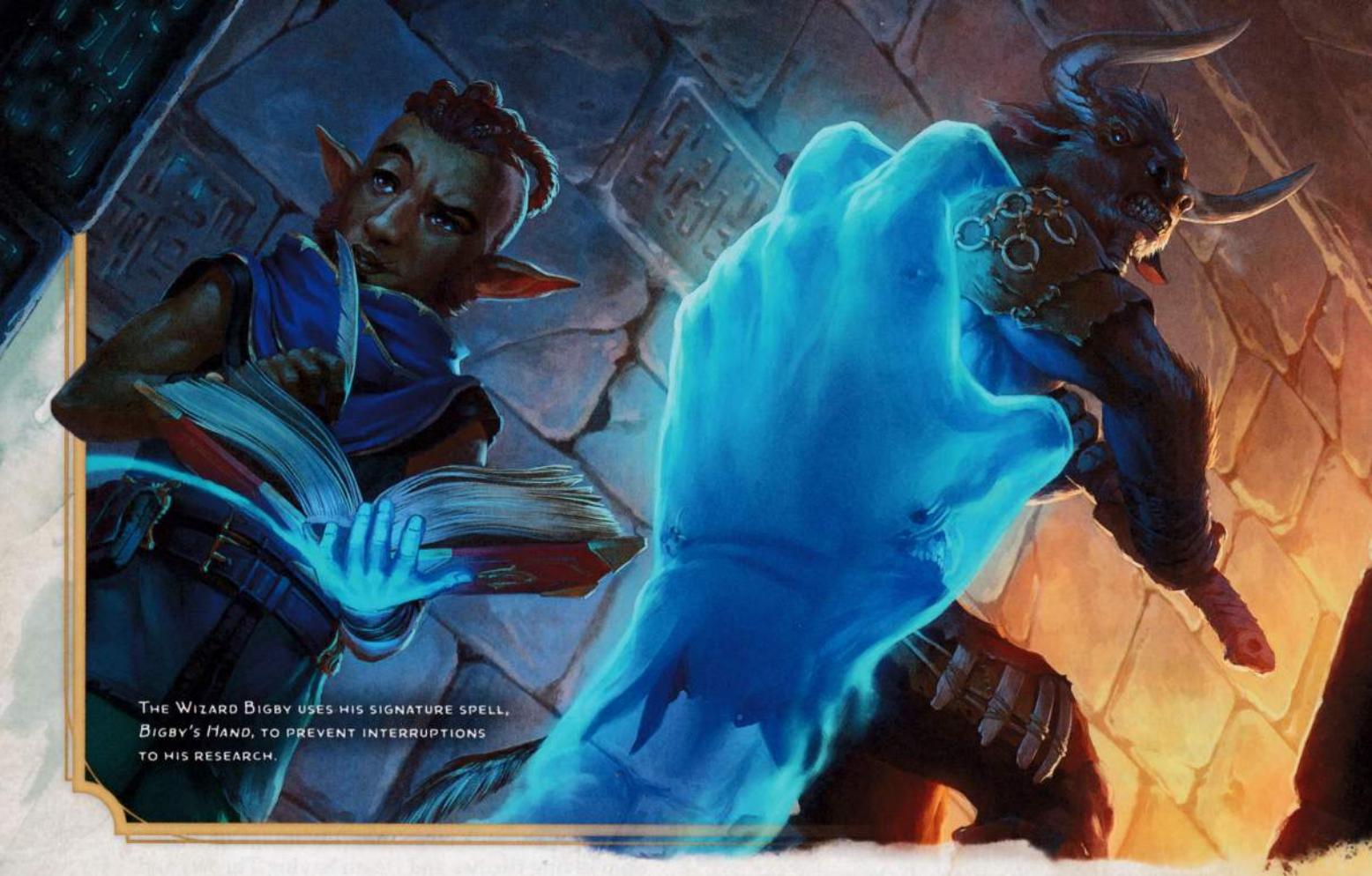
Casting Time: Action

Range: 150 feet

Components: V, S, M (a key ring with no keys)

Duration: Instantaneous

You blast the mind of a creature that you can see within range. The target makes an Intelligence saving throw.



THE WIZARD BIGBY USES HIS SIGNATURE SPELL,
BIGBY'S HAND, TO PREVENT INTERRUPTIONS
TO HIS RESEARCH.

On a failed save, the target takes 10d12 Psychic damage and can't cast spells or take the Magic action. At the end of every 30 days, the target repeats the save, ending the effect on a success. The effect can also be ended by the *Greater Restoration*, *Heal*, or *Wish* spell.

On a successful save, the target takes half as much damage only.

BESTOW CURSE

Level 3 Necromancy (Bard, Cleric, Wizard)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch a creature, which must succeed on a Wisdom saving throw or become cursed for the duration. Until the curse ends, the target suffers one of the following effects of your choice:

- Choose one ability. The target has Disadvantage on ability checks and saving throws made with that ability.
- The target has Disadvantage on attack rolls against you.

- In combat, the target must succeed on a Wisdom saving throw at the start of each of its turns or be forced to take the Dodge action on that turn.
- If you deal damage to the target with an attack roll or a spell, the target takes an extra 1d8 Necrotic damage.

Using a Higher-Level Spell Slot. If you cast this spell using a level 4 spell slot, you can maintain Concentration on it for up to 10 minutes. If you use a level 5+ spell slot, the spell doesn't require Concentration, and the duration becomes 8 hours (level 5–6 slot) or 24 hours (level 7–8 slot). If you use a level 9 spell slot, the spell lasts until dispelled.

BIGBY'S HAND

Level 5 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

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

Duration: Concentration, up to 1 minute

You create a Large hand of shimmering magical energy in an unoccupied space that you can see within range. The hand lasts for the duration, and it moves at your command, mimicking the movements of your own hand.

The hand is an object that has AC 20 and Hit Points equal to your Hit Point maximum. If it drops to 0 Hit Points, the spell ends. The hand doesn't occupy its space.

When you cast the spell and as a Bonus Action on your later turns, you can move the hand up to 60 feet and then cause one of the following effects:

Clenched Fist. The hand strikes a target within 5 feet of it. Make a melee spell attack. On a hit, the target takes 5d8 Force damage.

Forceful Hand. The hand attempts to push a Huge or smaller creature within 5 feet of it. The target must succeed on a Strength saving throw, or the hand pushes the target up to 5 feet plus a number of feet equal to five times your spellcasting ability modifier. The hand moves with the target, remaining within 5 feet of it.

Grasping Hand. The hand attempts to grapple a Huge or smaller creature within 5 feet of it. The target must succeed on a Dexterity saving throw, or the target has the Grappled condition, with an escape DC equal to your spell save DC. While the hand grapples the target, you can take a Bonus Action to cause the hand to crush it, dealing Bludgeoning damage to the target equal to 4d6 plus your spellcasting ability modifier.

Interposing Hand. The hand grants you Half Cover against attacks and other effects that originate from its space or that pass through it. In addition, its space counts as Difficult Terrain for your enemies.

Using a Higher-Level Spell Slot. The damage of the Clenched Fist increases by 2d8 and the damage of the Grasping Hand increases by 2d6 for each spell slot level above 5.

BLADE BARRIER

Level 6 Evocation (Cleric)

Casting Time: Action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You create a wall of whirling blades made of magical energy. The wall appears within range and lasts for the duration. You make a straight wall up to 100 feet long, 20 feet high, and 5 feet thick, or a ringed wall up to 60 feet in diameter, 20 feet high, and 5 feet thick. The wall provides Three-Quarters Cover, and its space is Difficult Terrain.

Any creature in the wall's space makes a Dexterity saving throw, taking 6d10 Force damage on a failed save or half as much damage on a successful one. A creature also makes that save if it enters the wall's space or ends its turn there. A creature makes that save only once per turn.

BLADE WARD

Abjuration Cantrip (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Whenever a creature makes an attack roll against you before the spell ends, the attacker subtracts 1d4 from the attack roll.

BLESS

Level 1 Enchantment (Cleric, Paladin)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a Holy Symbol worth 5+ GP)

Duration: Concentration, up to 1 minute

You bless up to three creatures within range.

Whenever a target makes an attack roll or a saving throw before the spell ends, the target adds 1d4 to the attack roll or save.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

BLIGHT

Level 4 Necromancy (Druid, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Instantaneous

A creature that you can see within range makes a Constitution saving throw, taking 8d8 Necrotic damage on a failed save or half as much damage on a successful one. A Plant creature automatically fails the save.

Alternatively, target a nonmagical plant that isn't a creature, such as a tree or shrub. It doesn't make a save; it simply withers and dies.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 4.

BLINDING SMITE

Level 3 Evocation (Paladin)

Casting Time: Bonus Action, which you take immediately after hitting a creature with a Melee weapon or an Unarmed Strike

Range: Self

Component: V

Duration: 1 minute

The target hit by the strike takes an extra 3d8 Radiant damage from the attack, and the target has the

Blinded condition until the spell ends. At the end of each of its turns, the Blinded target makes a Constitution saving throw, ending the spell on itself on a success.

Using a Higher-Level Spell Slot. The extra damage increases by 1d8 for each spell slot level above 3.

BLINDNESS/DEAFNESS

Level 2 Transmutation (Bard, Cleric, Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V

Duration: 1 minute

One creature that you can see within range must succeed on a Constitution saving throw, or it has the Blinded or Deafened condition (your choice) for the duration. At the end of each of its turns, the target repeats the save, ending the spell on itself on a success.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 2.

BLINK

Level 3 Transmutation (Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: 1 minute

Roll 1d6 at the end of each of your turns for the duration. On a roll of 4–6, you vanish from your current plane of existence and appear in the Ethereal Plane (the spell ends instantly if you are already on that plane). While on the Ethereal Plane, you can perceive the plane you left, which is cast in shades of gray, but you can't see anything there more than 60 feet away. You can affect and be affected only by other creatures on the Ethereal Plane, and creatures on the other plane can't perceive you unless they have a special ability that lets them perceive things on the Ethereal Plane.

You return to the other plane at the start of your next turn and when the spell ends if you are on the Ethereal Plane. You return to an unoccupied space of your choice that you can see within 10 feet of the space you left. If no unoccupied space is available within that range, you appear in the nearest unoccupied space.

BLUR

Level 2 Illusion (Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Your body becomes blurred. For the duration, any creature has Disadvantage on attack rolls against you. An attacker is immune to this effect if it perceives you with Blindsight or Truesight.

BURNING HANDS

Level 1 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: Instantaneous

A thin sheet of flames shoots forth from you. Each creature in a 15-foot Cone makes a Dexterity saving throw, taking 3d6 Fire damage on a failed save or half as much damage on a successful one.

Flammable objects in the Cone that aren't being worn or carried start burning.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 1.

CALL LIGHTNING

Level 3 Conjunction (Druid)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

A storm cloud appears at a point within range that you can see above yourself. It takes the shape of a Cylinder that is 10 feet tall with a 60-foot radius.

When you cast the spell, choose a point you can see under the cloud. A lightning bolt shoots from the cloud to that point. Each creature within 5 feet of that point makes a Dexterity saving throw, taking 3d10 Lightning damage on a failed save or half as much damage on a successful one.

Until the spell ends, you can take a Magic action to call down lightning in that way again, targeting the same point or a different one.

If you're outdoors in a storm when you cast this spell, the spell gives you control over that storm instead of creating a new one. Under such conditions, the spell's damage increases by 1d10.

Using a Higher-Level Spell Slot. The damage increases by 1d10 for each spell slot level above 3.

CALM EMOTIONS

Level 2 Enchantment (Bard, Cleric)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Each Humanoid in a 20-foot-radius Sphere centered on a point you choose within range must succeed on a Charisma saving throw or be affected by one of the following effects (choose for each creature):

- The creature has Immunity to the Charmed and Frightened conditions until the spell ends. If the creature was already Charmed or Frightened, those conditions are suppressed for the duration.
- The creature becomes Indifferent about creatures of your choice that it's Hostile toward. This indifference ends if the target takes damage or witnesses its allies taking damage. When the spell ends, the creature's attitude returns to normal.

CHAIN LIGHTNING

Level 6 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 150 feet

Components: V, S, M (three silver pins)

Duration: Instantaneous

You launch a lightning bolt toward a target you can see within range. Three bolts then leap from that target to as many as three other targets of your choice, each of which must be within 30 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts.

Each target makes a Dexterity saving throw, taking 10d8 Lightning damage on a failed save or half as much damage on a successful one.

Using a Higher-Level Spell Slot. One additional bolt leaps from the first target to another target for each spell slot level above 6.

CHARM MONSTER

Level 4 Enchantment (Bard, Druid, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: 1 hour

One creature you can see within range makes a Wisdom saving throw. It does so with Advantage if you or your allies are fighting it. On a failed save, the target has the Charmed condition until the

spell ends or until you or your allies damage it. The Charmed creature is Friendly to you. When the spell ends, the target knows it was Charmed by you.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 4.

CHARM PERSON

Level 1 Enchantment (Bard, Druid, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: 1 hour

One Humanoid you can see within range makes a Wisdom saving throw. It does so with Advantage if you or your allies are fighting it. On a failed save, the target has the Charmed condition until the spell ends or until you or your allies damage it. The Charmed creature is Friendly to you. When the spell ends, the target knows it was Charmed by you.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

CHILL TOUCH

Necromancy Cantrip (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Instantaneous

Channeling the chill of the grave, make a melee spell attack against a target within reach. On a hit, the target takes 1d10 Necrotic damage, and it can't regain Hit Points until the end of your next turn.

Cantrip Upgrade. The damage increases by 1d10 when you reach levels 5 (2d10), 11 (3d10), and 17 (4d10).

CHROMATIC ORB

Level 1 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 90 feet

Components: V, S, M (a diamond worth 50+ GP)

Duration: Instantaneous

You hurl an orb of energy at a target within range. Choose Acid, Cold, Fire, Lightning, Poison, or Thunder for the type of orb you create, and then make a ranged spell attack against the target. On a hit, the target takes 3d8 damage of the chosen type.

If you roll the same number on two or more of the d8s, the orb leaps to a different target of your choice within 30 feet of the target. Make an attack



A HUMAN SORCERER CHASTISES GHOULS WITH THE UNPREDICTABLE ENERGY OF A CHROMATIC ORB.

roll against the new target, and make a new damage roll. The orb can't leap again unless you cast the spell with a level 2+ spell slot.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 1. The orb can leap a maximum number of times equal to the level of the slot expended, and a creature can be targeted only once by each casting of this spell.

CIRCLE OF DEATH

Level 6 Necromancy (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 150 feet

Components: V, S, M (the powder of a crushed black pearl worth 500+ GP)

Duration: Instantaneous

Negative energy ripples out in a 60-foot-radius Sphere from a point you choose within range. Each creature in that area makes a Constitution saving throw, taking 8d8 Necrotic damage on a failed save or half as much damage on a successful one.

Using a Higher-Level Spell Slot. The damage increases by 2d8 for each spell slot level above 6.

CIRCLE OF POWER

Level 5 Abjuration (Cleric, Paladin, Wizard)

Casting Time: Action

Range: Self

Components: V

Duration: Concentration, up to 10 minutes

An aura radiates from you in a 30-foot Emanation for the duration. While in the aura, you and your allies have Advantage on saving throws against spells and other magical effects. When an affected creature makes a saving throw against a spell or magical effect that allows a save to take only half damage, it takes no damage if it succeeds on the save.

CLAIRVOYANCE

Level 3 Divination (Bard, Cleric, Sorcerer, Wizard)

Casting Time: 10 minutes

Range: 1 mile

Components: V, S, M (a focus worth 100+ GP, either a jeweled horn for hearing or a glass eye for seeing)

Duration: Concentration, up to 10 minutes

You create an Invisible sensor within range in a location familiar to you (a place you have visited

or seen before) or in an obvious location that is unfamiliar to you (such as behind a door, around a corner, or in a grove of trees). The intangible, invulnerable sensor remains in place for the duration.

When you cast the spell, choose seeing or hearing. You can use the chosen sense through the sensor as if you were in its space. As a Bonus Action, you can switch between seeing and hearing.

A creature that sees the sensor (such as a creature benefiting from *See Invisibility* or *Truesight*) sees a luminous orb about the size of your fist.

CLONE

Level 8 Necromancy (Wizard)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a diamond worth 1,000+ GP, which the spell consumes, and a sealable vessel worth 2,000+ GP that is large enough to hold the creature being cloned)

Duration: Instantaneous

You touch a creature or at least 1 cubic inch of its flesh. An inert duplicate of that creature forms inside the vessel used in the spell's casting and finishes growing after 120 days; you choose whether the finished clone is the same age as the creature or younger. The clone remains inert and endures indefinitely while its vessel remains undisturbed.

If the original creature dies after the clone finishes forming, the creature's soul transfers to the clone if the soul is free and willing to return. The clone is physically identical to the original and has the same personality, memories, and abilities, but none of the original's equipment. The creature's original remains, if any, become inert and can't be revived, since the creature's soul is elsewhere.

CLOUDKILL

Level 5 Conjunction (Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You create a 20-foot-radius Sphere of yellow-green fog centered on a point within range. The fog lasts for the duration or until strong wind (such as the one created by *Gust of Wind*) disperses it, ending the spell. Its area is Heavily Obscured.

Each creature in the Sphere makes a Constitution saving throw, taking 5d8 Poison damage on a failed save or half as much damage on a successful one. A creature must also make this save when the Sphere moves into its space and when it enters the Sphere

or ends its turn there. A creature makes this save only once per turn.

The Sphere moves 10 feet away from you at the start of each of your turns.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 5.

CLOUD OF DAGGERS

Level 2 Conjunction (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a sliver of glass)

Duration: Concentration, up to 1 minute

You conjure spinning daggers in a 5-foot Cube centered on a point within range. Each creature in that area takes 4d4 Slashing damage. A creature also takes this damage if it enters the Cube or ends its turn there or if the Cube moves into its space. A creature takes this damage only once per turn.

On your later turns, you can take a Magic action to teleport the Cube up to 30 feet.

Using a Higher-Level Spell Slot. The damage increases by 2d4 for each spell slot level above 2.

COLOR SPRAY

Level 1 Illusion (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a pinch of colorful sand)

Duration: Instantaneous

You launch a dazzling array of flashing, colorful light. Each creature in a 15-foot Cone originating from you must succeed on a Constitution saving throw or have the Blinded condition until the end of your next turn.

COMMAND

Level 1 Enchantment (Bard, Cleric, Paladin)

Casting Time: Action

Range: 60 feet

Components: V

Duration: Instantaneous

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. Choose the command from these options:

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

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

- Flee.** The target spends its turn moving away from you by the fastest available means.
- Grovel.** The target has the Prone condition and then ends its turn.
- Halt.** On its turn, the target doesn't move and takes no action or Bonus Action.

Using a Higher-Level Spell Slot. You can affect one additional creature for each spell slot level above 1.

COMMUNE

Level 5 Divination (Cleric)

Casting Time: 1 minute or Ritual

Range: Self

Components: V, S, M (incense)

Duration: 1 minute

You contact a deity or a divine proxy and ask up to three questions that can be answered with yes or no. You must ask your questions 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 DM might offer a short phrase as an answer instead.

If you cast the spell more than once before finishing a Long Rest, there is a cumulative 25 percent chance for each casting after the first that you get no answer.

COMMUNE WITH NATURE

Level 5 Divination (Druid, Ranger)

Casting Time: 1 minute or Ritual

Range: Self

Components: V, S

Duration: Instantaneous

You commune with nature spirits and gain knowledge of the surrounding area. In the outdoors, the spell gives you knowledge of the area within 3 miles of you. In caves and other natural underground settings, the radius is limited to 300 feet. The spell doesn't function where nature has been replaced by construction, such as in castles and settlements.

Choose three of the following facts; you learn those facts as they pertain to the spell's area:

- Locations of settlements
- Locations of portals to other planes of existence
- Location of one Challenge Rating 10+ creature (DM's choice) that is a Celestial, an Elemental, a Fey, a Fiend, or an Undead

- The most prevalent kind of plant, mineral, or Beast (you choose which to learn)
- Locations of bodies of water

For example, you could determine the location of a powerful monster in the area, the locations of bodies of water, and the locations of any towns.

COMPELLED DUEL

Level 1 Enchantment (Paladin)

Casting Time: Bonus Action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 minute

You try to compel a creature into a duel. One creature that you can see within range makes a Wisdom saving throw. On a failed save, the target has Disadvantage on attack rolls against creatures other than you, and it can't willingly move to a space that is more than 30 feet away from you.

The spell ends if you make an attack roll against a creature other than the target, if you cast a spell on an enemy other than the target, if an ally of yours damages the target, or if you end your turn more than 30 feet away from the target.

COMPREHEND LANGUAGES

Level 1 Divination (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action or Ritual

Range: Self

Components: V, S, M (a pinch of soot and salt)

Duration: 1 hour

For the duration, you understand the literal meaning of any language that you hear or see signed. You also understand any written language that you see, 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 symbols or secret messages.

COMPULSION

Level 4 Enchantment (Bard)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Each creature of your choice that you can see within range must succeed on a Wisdom saving throw or have the Charmed condition until the spell ends.



THE ICY WIZARD OTILUKE BLASTS MONSTERS WITH CONE OF COLD.

For the duration, you can take a Bonus Action to designate a direction that is horizontal to you. Each Charmed target must use as much of its movement as possible to move in that direction on its next turn, taking the safest route. After moving in this way, a target repeats the save, ending the spell on itself on a success.

CONE OF COLD

Level 5 Evocation (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a small crystal or glass cone)

Duration: Instantaneous

You unleash a blast of cold air. Each creature in a 60-foot Cone originating from you makes a Constitution saving throw, taking $8d8$ Cold damage on a failed save or half as much damage on a successful one. A creature killed by this spell becomes a frozen statue until it thaws.

Using a Higher-Level Spell Slot. The damage increases by $1d8$ for each spell slot level above 5.

CONFUSION

Level 4 Enchantment (Bard, Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 90 feet

Components: V, S, M (three nut shells)

Duration: Concentration, up to 1 minute

Each creature in a 10-foot-radius Sphere centered on a point you choose within range must succeed on a Wisdom saving throw, or that target can't take Bonus Actions or Reactions and must roll 1d10 at the start of each of its turns to determine its behavior for that turn, consulting the table below.

1d10 Behavior for the Turn

- 1 The target doesn't take an action, and it uses all its movement to move. Roll 1d4 for the direction: 1, north; 2, east; 3, south; or 4, west.
- 2–6 The target doesn't move or take actions.
- 7–8 The target doesn't move, and it takes the Attack action to make one melee attack against a random creature within reach. If none are within reach, the target takes no action.
- 9–10 The target chooses its behavior.

At the end of each of its turns, an affected target repeats the save, ending the spell on itself on a success.

Using a Higher-Level Spell Slot. The Sphere's radius increases by 5 feet for each spell slot level above 4.

CONJURE ANIMALS

Level 3 Conjunction (Druid, Ranger)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You conjure nature spirits that appear as a Large pack of spectral, intangible animals in an unoccupied space you can see within range. The pack lasts for the duration, and you choose the spirits' animal form, such as wolves, serpents, or birds.

You have Advantage on Strength saving throws while you're within 5 feet of the pack, and when you move on your turn, you can also move the pack up to 30 feet to an unoccupied space you can see.

Whenever the pack moves within 10 feet of a creature you can see and whenever a creature you can see enters a space within 10 feet of the pack or ends its turn there, you can force that creature to make a Dexterity saving throw. On a failed save, the creature takes $3d10$ Slashing damage. A creature makes this save only once per turn.

Using a Higher-Level Spell Slot. The damage increases by $1d10$ for each spell slot level above 3.

CONJURE BARRAGE

Level 3 Conjunction (Ranger)

Casting Time: Action

Range: Self

Components: V, S, M (a Melee or Ranged weapon worth at least 1 CP)

Duration: Instantaneous

You brandish the weapon used to cast the spell and conjure similar spectral weapons (or ammunition appropriate to the weapon) that launch forward and then disappear. Each creature of your choice that you can see in a 60-foot Cone makes a Dexterity saving throw, taking $5d8$ Force damage on a failed save or half as much damage on a successful one.

Using a Higher-Level Spell Slot. The damage increases by $1d8$ for each spell slot level above 3.

CONJURE CELESTIAL

Level 7 Conjunction (Cleric)

Casting Time: Action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You conjure a spirit from the Upper Planes, which manifests as a pillar of light in a 10-foot-radius, 40-foot-high Cylinder centered on a point within range. For each creature you can see in the Cylinder, choose which of these lights shines on it:

Healing Light. The target regains Hit Points equal to $4d12$ plus your spellcasting ability modifier.

Searing Light. The target makes a Dexterity saving throw, taking $6d12$ Radiant damage on a failed save or half as much damage on a successful one.

Until the spell ends, Bright Light fills the Cylinder, and when you move on your turn, you can also move the Cylinder up to 30 feet.

Whenever the Cylinder moves into the space of a creature you can see and whenever a creature you can see enters the Cylinder or ends its turn there, you can bathe it in one of the lights. A creature can be affected by this spell only once per turn.

Using a Higher-Level Spell Slot. The healing and damage increase by $1d12$ for each spell slot level above 7.

CONJURE ELEMENTAL

Level 5 Conjunction (Druid, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You conjure a Large, intangible spirit from the Elemental Planes that appears in an unoccupied space within range. Choose the spirit's element, which determines its damage type: air (Lightning), earth (Thunder), fire (Fire), or water (Cold). The spirit lasts for the duration.

Whenever a creature you can see enters the spirit's space or starts its turn within 5 feet of the spirit, you can force that creature to make a Dexterity saving throw if the spirit has no creature Restrained. On failed save, the target takes $8d8$ damage of the spirit's type, and the target has the Restrained condition until the spell ends. At the start of each of its turns, the Restrained target repeats the save. On a failed save, the target takes $4d8$ damage of the spirit's type. On a successful save, the target isn't Restrained by the spirit.

Using a Higher-Level Spell Slot. The damage increases by $2d8$ for each spell slot level above 5.

CONJURE FEY

Level 6 Conjunction (Druid)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You conjure a Medium spirit from the Feywild in an unoccupied space you can see within range. The spirit lasts for the duration, and it looks like a Fey creature of your choice. When the spirit appears, you can make one melee spell attack against a creature within 5 feet of it. On a hit, the target takes Psychic damage equal to $3d12$ plus your spellcasting ability modifier, and the target has the Frightened condition until the start of your next turn, with both you and the spirit as the source of the fear.

As a Bonus Action on your later turns, you can teleport the spirit to an unoccupied space you can see within 30 feet of the space it left and make the attack against a creature within 5 feet of it.

Using a Higher-Level Spell Slot. The damage increases by $2d12$ for each spell slot level above 6.

CONJURE MINOR ELEMENTALS

Level 4 Conjunction (Druid, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You conjure spirits from the Elemental Planes that flit around you in a 15-foot Emanation for the duration. Until the spell ends, any attack you make deals an extra $2d8$ damage when you hit a creature in the Emanation. This damage is Acid, Cold, Fire, or Lightning (your choice when you make the attack).

In addition, the ground in the Emanation is Difficult Terrain for your enemies.

Using a Higher-Level Spell Slot. The damage increases by $2d8$ for each spell slot level above 4.

CONJURE VOLLEY

Level 5 Conjunction (Ranger)

Casting Time: Action

Range: 150 feet

Components: V, S, M (a Melee or Ranged weapon worth at least 1 CP)

Duration: Instantaneous

You brandish the weapon used to cast the spell and choose a point within range. Hundreds of similar spectral weapons (or ammunition appropriate to the weapon) fall in a volley and then disappear.

Each creature of your choice that you can see in a 40-foot-radius, 20-foot-high Cylinder centered on that point makes a Dexterity saving throw. A creature takes $8d8$ Force damage on a failed save or half as much damage on a successful one.

CONJURE WOODLAND BEINGS

Level 4 Conjunction (Druid, Ranger)

Casting Time: Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You conjure nature spirits that flit around you in a 10-foot Emanation for the duration. Whenever the Emanation enters the space of a creature you can see and whenever a creature you can see enters the Emanation or ends its turn there, you can force that creature to make a Wisdom saving throw. The creature takes $5d8$ Force damage on a failed save or half as much damage on a successful one. A creature makes this save only once per turn.

In addition, you can take the Disengage action as a Bonus Action for the spell's duration.

Using a Higher-Level Spell Slot. The damage increases by $1d8$ for each spell slot level above 5.

CONTACT OTHER PLANE

Level 5 Divination (Warlock, Wizard)

Casting Time: 1 minute or Ritual

Range: Self

Components: V

Duration: 1 minute

You mentally contact a demigod, the spirit of a long-dead sage, or some other knowledgeable entity from another plane. Contacting this otherworldly intelligence can break your mind. When you cast this spell, make a DC 15 Intelligence saving throw. On a successful save, you can ask the entity up to five questions. You must ask your questions before the spell ends. The DM answers each question with one word, such as "yes," "no," "maybe," "never," "irrelevant," or "unclear" (if the entity doesn't know the answer to the question). If a one-word answer would be misleading, the DM might instead offer a short phrase as an answer.

On a failed save, you take $6d6$ Psychic damage and have the Incapacitated condition until you finish a Long Rest. A *Greater Restoration* spell cast on you ends this effect.

CONTAGION

Level 5 Necromancy (Cleric, Druid)

Casting Time: Action

Range: Touch

Component: V, S

Duration: 7 days

Your touch inflicts a magical contagion. The target must succeed on a Constitution saving throw or take 11d8 Necrotic damage and have the Poisoned condition. Also, choose one ability when you cast the spell. While Poisoned, the target has Disadvantage on saving throws made with the chosen ability.

The target must repeat the saving throw at the end of each of its turns until it gets three successes or failures. If the target succeeds on three of these saves, the spell ends on the target. If the target fails three of the saves, the spell lasts for 7 days on it.

Whenever the Poisoned target receives an effect that would end the Poisoned condition, the target must succeed on a Constitution saving throw, or the Poisoned condition doesn't end on it.

CONTINGENCY

Level 6 Abjuration (Wizard)

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a gem-encrusted statuette of yourself worth 1,500+ GP)

Duration: 10 days

Choose a spell of level 5 or lower that you can cast, that has a casting time of an action, and that can target you. You cast that spell—called the contingent spell—as part of casting *Contingency*, expending spell slots for both, but the contingent spell doesn't come into effect. Instead, it takes effect when a certain trigger occurs. You describe that trigger when you cast the two spells. For example, a *Contingency* cast with *Water Breathing* might stipulate that *Water Breathing* comes into effect when you are engulfed in water or a similar liquid.

The contingent spell takes effect immediately after the trigger occurs for the first time, whether or not you want it to, and then *Contingency* ends.

The contingent spell takes effect only on you, even if it can normally target others. You can use only one *Contingency* spell at a time. If you cast this spell again, the effect of another *Contingency* spell on you ends. Also, *Contingency* ends on you if its material component is ever not on your person.

CONTINUAL FLAME

Level 2 Evocation (Cleric, Druid, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (ruby dust worth 50+ GP, which the spell consumes)

Duration: Until dispelled

A flame springs from an object that you touch. The effect casts Bright Light in a 20-foot radius and Dim Light for an additional 20 feet. It looks like a regular flame, but it creates no heat and consumes no fuel. The flame can be covered or hidden but not smothered or quenched.

CONTROL WATER

Level 4 Transmutation (Cleric, Druid, Wizard)

Casting Time: Action

Range: 300 feet

Components: V, S, M (a mixture of water and dust)

Duration: Concentration, up to 10 minutes

Until the spell ends, you control any water inside an area you choose that is a Cube up to 100 feet on a side, using one of the following effects. As a Magic action on your later turns, you can repeat the same effect or choose a different one.

Flood. You cause the water level of all standing water in the area to rise by as much as 20 feet. If you choose an area in a large body of water, you instead create a 20-foot tall wave that travels from one side of the area to the other and then crashes. Any Huge or smaller vehicles in the wave's path are carried with it to the other side. Any Huge or smaller vehicles struck by the wave have a 25 percent chance of capsizing.

The water level remains elevated until the spell ends or you choose a different effect. If this effect produced a wave, the wave repeats on the start of your next turn while the flood effect lasts.

Part Water. You part water in the area and create a trench. The trench extends across the spell's area, and the separated water forms a wall to either side. The trench remains until the spell ends or you choose a different effect. The water then slowly fills in the trench over the course of the next round until the normal water level is restored.

Redirect Flow. You cause flowing water in the area to move in a direction you choose, even if the water has to flow over obstacles, up walls, or in other unlikely directions. The water in the area moves as you direct it, but once it moves beyond the spell's area, it resumes its flow based on the terrain. The water continues to move in the direction you chose until the spell ends or you choose a different effect.



A BRASS DRAGON CASTS CONTROL WEATHER TO SAVE A COMMUNITY FROM A DESTRUCTIVE STORM.

Whirlpool. You cause a whirlpool to form in the center of the area, which must be at least 50 feet square and 25 feet deep. The whirlpool lasts until you choose a different effect or the spell ends. The whirlpool is 5 feet wide at the base, up to 50 feet wide at the top, and 25 feet tall. Any creature in the water and within 25 feet of the whirlpool is pulled 10 feet toward it. When a creature enters the whirlpool for the first time on a turn or ends its turn there, it makes a Strength saving throw. On a failed save, the creature takes 2d8 Bludgeoning damage. On a successful save, the creature takes half as much damage. A creature can swim away from the whirlpool only if it first takes an action to pull away and succeeds on a Strength (Athletics) check against your spell save DC.

CONTROL WEATHER

Level 8 Transmutation (Cleric, Druid, Wizard)

Casting Time: 10 minutes

Range: Self

Components: V, S, M (burning incense)

Duration: Concentration, up to 8 hours

You take control of the weather within 5 miles of you for the duration. You must be outdoors to cast this spell, and it ends early if you go indoors.

When you cast the spell, you change the current weather conditions, which are determined by the

DM. You can change precipitation, temperature, and wind. It takes $1d4 \times 10$ minutes for the new conditions to take effect. Once they do so, you can change the conditions again. When the spell ends, the weather gradually returns to normal.

When you change the weather conditions, find a current condition on the following tables and change its stage by one, up or down. When changing the wind, you can change its direction.

PRECIPITATION

Stage	Condition
1	Clear
2	Light clouds
3	Overcast or ground fog
4	Rain, hail, or snow
5	Torrential rain, driving hail, or blizzard

TEMPERATURE

Stage	Condition
1	Heat wave
2	Hot
3	Warm
4	Cool
5	Cold
6	Freezing

WIND

Stage	Condition
1	Calm
2	Moderate wind
3	Strong wind
4	Gale
5	Storm

CORDON OF ARROWS

Level 2 Transmutation (Ranger)

Casting Time: Action

Range: Touch

Components: V, S, M (an ornamental braid)

Duration: 8 hours

You touch up to four nonmagical Arrows or Bolts and plant them in the ground in your space. Until the spell ends, the ammunition can't be physically uprooted, and whenever a creature other than you enters a space within 30 feet of the ammunition for the first time on a turn or ends its turn there, one piece of ammunition flies up to strike it. The creature must succeed on a Dexterity saving throw or take 2d4 Piercing damage. The piece of ammunition is then destroyed. The spell ends when none of the ammunition remains planted in the ground.

When you cast this spell, you can designate any creatures you choose, and the spell ignores them.

Using a Higher-Level Spell Slot. The amount of ammunition that can be affected increases by two for each spell slot level above 2.

COUNTERSPELL

Level 3 Abjuration (Sorcerer, Warlock, Wizard)

Casting Time: Reaction, which you take when you see a creature within 60 feet of yourself casting a spell with Verbal, Somatic, or Material components

Range: 60 feet

Components: S

Duration: Instantaneous

You attempt to interrupt a creature in the process of casting a spell. The creature makes a Constitution saving throw. On a failed save, the spell dissipates with no effect, and the action, Bonus Action, or Reaction used to cast it is wasted. If that spell was cast with a spell slot, the slot isn't expended.

CREATE FOOD AND WATER

Level 3 Conjunction (Cleric, Paladin)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You create 45 pounds of food and 30 gallons of fresh water on the ground or in containers within range—both useful in fending off the hazards of malnutrition and dehydration. The food is bland but nourishing and looks like a food of your choice, and the water is clean. The food spoils after 24 hours if uneaten.

CREATE OR DESTROY WATER

Level 1 Transmutation (Cleric, Druid)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a mix of water and sand)

Duration: Instantaneous

You do one of the following:

Create Water. You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot Cube within range, extinguishing exposed flames there.

Destroy Water. You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot Cube within range.

Using a Higher-Level Spell Slot. You create or destroy 10 additional gallons of water, or the size of the Cube increases by 5 feet, for each spell slot level above 1.

CREATE UNDEAD

Level 6 Necromancy (Cleric, Warlock, Wizard)

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (one 150+ GP black onyx stone for each corpse)

Duration: Instantaneous

You can cast this spell only at night. Choose up to three corpses of Medium or Small Humanoids within range. Each one becomes a **Ghoul** under your control (see the *Monster Manual* for its stat block).

As a Bonus Action on each of your turns, you can mentally command any creature you animated with this spell if the creature is within 120 feet of you (if you control multiple creatures, you can command any of them at the same time, issuing the same command to them). You decide what action the creature will take and where it will move on its next turn, or you can issue a general command, such as to guard a particular place. If you issue no commands, the creature takes the Dodge action and moves only to avoid harm. Once given an order, the creature continues to follow the order until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature before the current 24-hour period ends. This use of the spell reasserts your control over up to three creatures you have animated with this spell rather than animating new ones.

Using a Higher-Level Spell Slot. If you use a level 7 spell slot, you can animate or reassert control over four **Ghouls**. If you use a level 8 spell slot, you can animate or reassert control over five **Ghouls** or two **Ghasts** or **Wights**. If you use a level 9 spell slot, you can animate or reassert control over six **Ghouls**, three **Ghasts** or **Wights**, or two **Mummies**. See the *Monster Manual* for these stat blocks.

CREATION

Level 5 Illusion (Sorcerer, Wizard)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a paintbrush)

Duration: Special

You pull wisps of shadow material from the Shadowfell to create an object within range. It is either an object of vegetable matter (soft goods, rope, wood, and the like) or mineral matter (stone, crystal, metal, and the like). The object must be no larger than a 5-foot Cube, and the object must be of a form and material that you have seen.

The spell's duration depends on the object's material, as shown in the Materials table. If the object is composed of multiple materials, use the shortest duration. Using any object created by this spell as another spell's Material component causes the other spell to fail.

MATERIALS

Material	Duration
Vegetable matter	24 hours
Stone or crystal	12 hours
Precious metals	1 hour
Gems	10 minutes
Adamantine or mithral	1 minute

Using a Higher-Level Spell Slot. The Cube increases by 5 feet for each spell slot level above 5.

CROWN OF MADNESS

Level 2 Enchantment (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

One creature that you can see within range must succeed on a Wisdom saving throw or have the Charmed condition for the duration. The creature succeeds automatically if it isn't Humanoid.

A spectral crown appears on the Charmed target's head, and it must use its action before moving on

each of its turns to make a melee attack against a creature other than itself that you mentally choose. The target can act normally on its turn if you choose no creature or if no creature is within its reach. The target repeats the save at the end of each of its turns, ending the spell on itself on a success.

On your later turns, you must take the Magic action to maintain control of the target, or the spell ends.

CRUSADER'S MANTLE

Level 3 Evocation (Paladin)

Casting Time: Action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

You radiate a magical aura in a 30-foot Emanation. While in the aura, you and your allies each deal an extra 1d4 Radiant damage when hitting with a weapon or an Unarmed Strike.

CURE WOUNDS

Level 1 Abjuration (Bard, Cleric, Druid, Paladin, Ranger)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Instantaneous

A creature you touch regains a number of Hit Points equal to $2d8$ plus your spellcasting ability modifier.

Using a Higher-Level Spell Slot. The healing increases by $2d8$ for each spell slot level above 1.

DANCING LIGHTS

Illusion Cantrip (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a bit of phosphorus)

Duration: Concentration, up to 1 minute

You create up to four torch-size lights within range, making them appear as torches, lanterns, or glowing orbs that hover for the duration. Alternatively, you combine the four lights into one glowing Medium form that is vaguely humanlike. Whichever form you choose, each light sheds Dim Light in a 10-foot radius.

As a Bonus Action, you can move the lights up to 60 feet to a space within range. A light must be within 20 feet of another light created by this spell, and a light vanishes if it exceeds the spell's range.



AN ELF CLERIC USES THE SPELL
DAYLIGHT TO BRING THE LIGHT
OF DAWN TO A VAMPIRE COURT.

DARKNESS

Level 2 Evocation (*Sorcerer, Warlock, Wizard*)

Casting Time: Action

Range: 60 feet

Components: V, M (bat fur and a piece of coal)

Duration: Concentration, up to 10 minutes

For the duration, magical Darkness spreads from a point within range and fills a 15-foot-radius Sphere. Darkvision can't see through it, and nonmagical light can't illuminate it.

Alternatively, you cast the spell on an object that isn't being worn or carried, causing the Darkness to fill a 15-foot Emanation originating from that object. Covering that object with something opaque, such as a bowl or helm, blocks the Darkness.

If any of this spell's area overlaps with an area of Bright Light or Dim Light created by a spell of level 2 or lower, that other spell is dispelled.

DARKVISION

Level 2 Transmutation (*Druid, Ranger, Sorcerer, Wizard*)

Casting Time: Action

Range: Touch

Components: V, S, M (a dried carrot)

Duration: 8 hours

For the duration, a willing creature you touch has Darkvision with a range of 150 feet.

DAYLIGHT

Level 3 Evocation (*Cleric, Druid, Paladin, Ranger, Sorcerer*)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: 1 hour

For the duration, sunlight spreads from a point within range and fills a 60-foot-radius Sphere. The sunlight's area is Bright Light and sheds Dim Light for an additional 60 feet.

Alternatively, you cast the spell on an object that isn't being worn or carried, causing the sunlight to fill a 60-foot Emanation originating from that object. Covering that object with something opaque, such as a bowl or helm, blocks the sunlight.

If any of this spell's area overlaps with an area of Darkness created by a spell of level 3 or lower, that other spell is dispelled.

DEATH WARD

Level 4 Abjuration (Cleric, Paladin)

Casting Time: Action

Range: Touch

Components: V, S

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 Hit Points before the spell ends, the target 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 instantly without dealing damage, that effect is negated against the target, and the spell ends.

DELAYED BLAST FIREBALL

Level 7 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 150 feet

Components: V, S, M (a ball of bat guano and sulfur)

Duration: Concentration, up to 1 minute

A beam of yellow light flashes from you, then condenses at a chosen point within range as a glowing bead for the duration. When the spell ends, the bead explodes, and each creature in a 20-foot-radius Sphere centered on that point makes a Dexterity saving throw. A creature takes Fire damage equal to the total accumulated damage on a failed save or half as much damage on a successful one.

The spell's base damage is 12d6, and the damage increases by 1d6 whenever your turn ends and the spell hasn't ended.

If a creature touches the glowing bead before the spell ends, that creature makes a Dexterity saving throw. On a failed save, the spell ends, causing the bead to explode. On a successful save, the creature can throw the bead up to 40 feet. If the thrown bead enters a creature's space or collides with a solid object, the spell ends, and the bead explodes.

When the bead explodes, flammable objects in the explosion that aren't being worn or carried start burning.

Using a Higher-Level Spell Slot. The base damage increases by 1d6 for each spell slot level above 7.

DEMIPLANE

Level 8 Conjunction (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 60 feet

Components: S

Duration: 1 hour

You create a shadowy Medium door on a flat solid surface that you can see within range. This door can be opened and closed, and it leads to a demiplane that is an empty room 30 feet in each dimension, made of wood or stone (your choice).

When the spell ends, the door vanishes, and any objects inside the demiplane remain there. Any creatures inside also remain unless they opt to be shunted through the door as it vanishes, landing with the Prone condition in the unoccupied spaces closest to the door's former space.

Each time you cast this spell, you can create a new demiplane or connect the shadowy door to a demiplane you created with a previous casting of this spell. Additionally, if you know the nature and contents of a demiplane created by a casting of this spell by another creature, you can connect the shadowy door to that demiplane instead.

DESTRUCTIVE WAVE

Level 5 Evocation (Paladin)

Casting Time: Action

Range: Self

Components: V

Duration: Instantaneous

Destructive energy ripples outward from you in a 30-foot Emanation. Each creature you choose in the Emanation makes a Constitution saving throw. On a failed save, a target takes 5d6 Thunder damage and 5d6 Radiant or Necrotic damage (your choice) and has the Prone condition. On a successful save, a target takes half as much damage only.

DETECT EVIL AND GOOD

Level 1 Divination (Cleric, Paladin)

Casting Time: Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, you sense the location of any Aberration, Celestial, Elemental, Fey, Fiend, or Undead within 30 feet of yourself. You also sense whether the *Hallow* spell is active there and, if so, where.

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

DETECT MAGIC

Level 1 Divination (Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard)

Casting Time: Action or Ritual

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of magical effects within 30 feet of yourself. If you sense such effects, you can take the Magic action to see a faint aura around any visible creature or object in the area that bears the magic, and if an effect was created by a spell, you learn the spell's school of magic.

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

DETECT POISON AND DISEASE

Level 1 Divination (Cleric, Druid, Paladin, Ranger)

Casting Time: Action or Ritual

Range: Self

Components: V, S, M (a yew leaf)

Duration: Concentration, up to 10 minutes

For the duration, you sense the location of poisons, poisonous or venomous creatures, and magical contagions within 30 feet of yourself. You sense the kind of poison, creature, or contagion in each case.

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

DETECT THOUGHTS

Level 2 Divination (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (1 Copper Piece)

Duration: Concentration, up to 1 minute

You activate one of the effects below. Until the spell ends, you can activate either effect as a Magic action on your later turns.

Sense Thoughts. You sense the presence of thoughts within 30 feet of yourself that belong to creatures that know languages or are telepathic. You don't read the thoughts, but you know that a thinking creature is present.

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

Read Thoughts. Target one creature you can see within 30 feet of yourself or one creature within 30 feet of yourself that you detected with the Sense Thoughts option. You learn what is most on the target's mind right now. If the target doesn't know any languages and isn't telepathic, you learn nothing.

As a Magic action on your next turn, you can try to probe deeper into the target's mind. If you probe deeper, the target makes a Wisdom saving throw. On a failed save, you discern the target's reasoning, emotions, and something that looms large in its mind (such as a worry, love, or hate). On a successful save, the spell ends. Either way, the target knows that you are probing into its mind, and until you shift your attention away from the target's mind, the target can take an action on its turn to make an Intelligence (Arcana) check against your spell save DC, ending the spell on a success.

DIMENSION DOOR

Level 4 Conjunction (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 500 feet

Components: V

Duration: Instantaneous

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

You can also teleport one willing creature. The creature must be within 5 feet of you when you teleport, and it teleports to a space within 5 feet of your destination space.

If you, the other creature, or both would arrive in a space occupied by a creature or completely filled by one or more objects, you and any creature traveling with you each take 4d6 Force damage, and the teleportation fails.

DISGUISE SELF

Level 1 Illusion (Bard, Sorcerer, Wizard)

Casting Time: Action

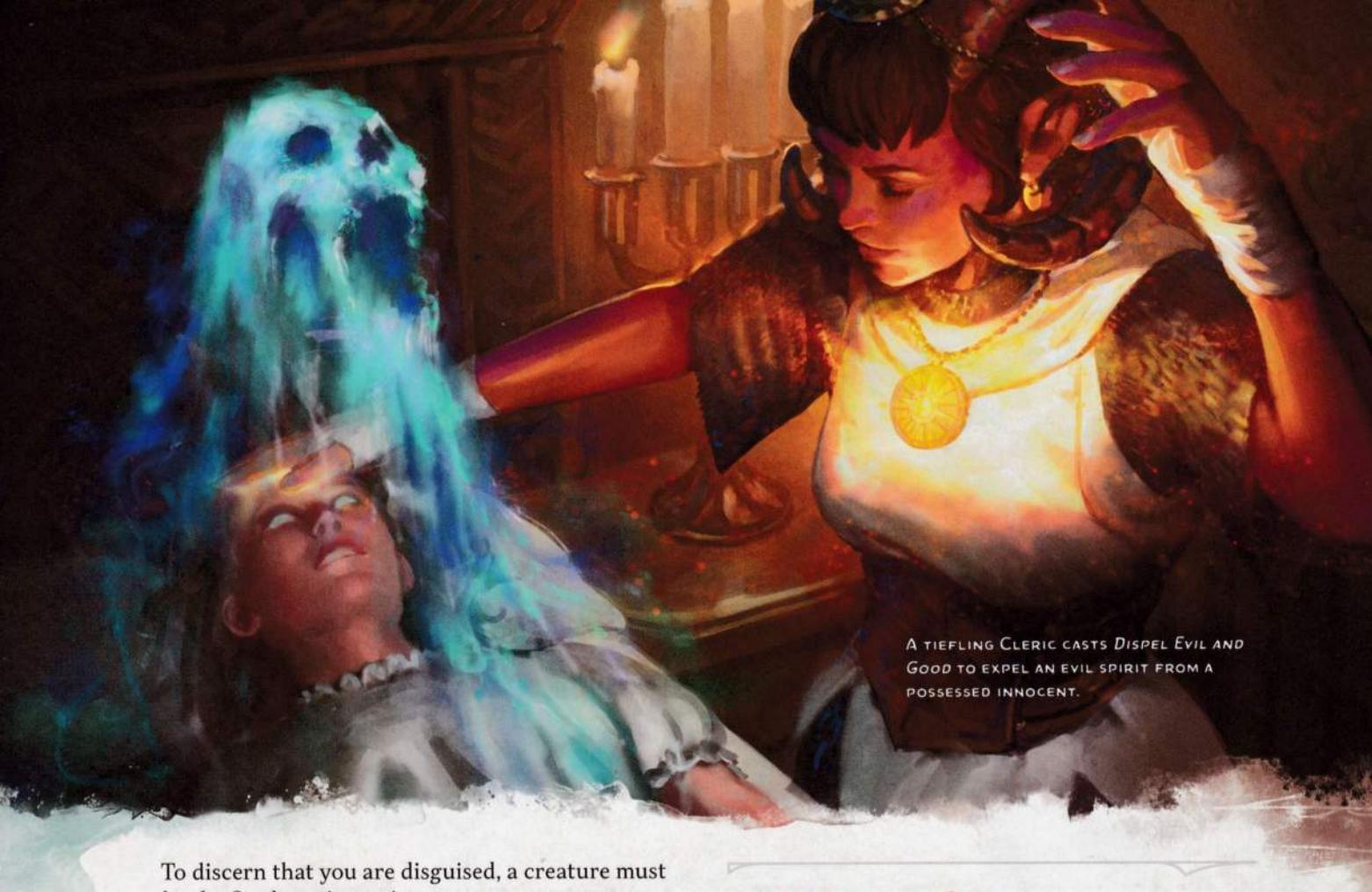
Range: Self

Components: V, S

Duration: 1 hour

You make yourself—including your clothing, armor, weapons, and other belongings on your person—look different until the spell ends. You can seem 1 foot shorter or taller and can appear heavier or lighter. You must adopt a form that has the same basic arrangement of limbs as you have. 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.



A TIEFLING CLERIC CASTS *DISPEL EVIL AND GOOD* TO EXPEL AN EVIL SPIRIT FROM A POSSESSED INNOCENT.

To discern that you are disguised, a creature must take the Study action to inspect your appearance and succeed on an Intelligence (Investigation) check against your spell save DC.

DISINTEGRATE

Level 6 Transmutation (Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a lodestone and dust)

Duration: Instantaneous

You launch a green ray at a target you can see within range. The target can be a creature, a nonmagical object, or a creation of magical force, such as the wall created by *Wall of Force*.

A creature targeted by this spell makes a Dexterity saving throw. On a failed save, the target takes $10d6 + 40$ Force damage. If this damage reduces it to 0 Hit Points, it and everything nonmagical it is wearing and carrying are disintegrated into gray dust. The target can be revived only by a *True Resurrection* or a *Wish* spell.

This spell automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If such a target is Huge or larger, this spell disintegrates a 10-foot-Cube portion of it.

Using a Higher-Level Spell Slot. The damage increases by $3d6$ for each spell slot level above 6.

DISPEL EVIL AND GOOD

Level 5 Abjuration (Cleric, Paladin)

Casting Time: Action

Range: Self

Components: V, S, M (powdered silver and iron)

Duration: Concentration, up to 1 minute

For the duration, Celestials, Elementals, Fey, Fiends, and Undead have Disadvantage on attack rolls against you. You can end the spell early by using either of the following special functions.

Break Enchantment. As a Magic action, you touch a creature that is possessed by or has the Charmed or Frightened condition from one or more creatures of the types above. The target is no longer possessed, Charmed, or Frightened by such creatures.

Dismissal. As a Magic action, you target one creature you can see within 5 feet of you that has one of the creature types above. The target must succeed on a Charisma saving throw or be sent back to its home plane if it isn't there already. If they aren't on their home plane, Undead are sent to the Shadowfell, and Fey are sent to the Feywild.



A DWARF PALADIN EMPOWERS HER WEAPON WITH *DIVINE SMITE*, UNLEASHING HOLY WRATH ON FIENDISH MEZZOLOTHS.

DISPEL MAGIC

Level 3 Abjuration (Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Choose one creature, object, or magical effect within range. Any ongoing spell of level 3 or lower on the target ends. For each ongoing spell of level 4 or higher on the target, make an ability check using your spellcasting ability (DC 10 plus that spell's level). On a successful check, the spell ends.

Using a Higher-Level Spell Slot. You automatically end a spell on the target if the spell's level is equal to or less than the level of the spell slot you use.

DISSONANT WHISPERS

Level 1 Enchantment (Bard)

Casting Time: Action

Range: 60 feet

Components: V

Duration: Instantaneous

One creature of your choice that you can see within range hears a discordant melody in its mind. The

target makes a Wisdom saving throw. On a failed save, it takes 3d6 Psychic damage and must immediately use its Reaction, if available, to move as far away from you as it can, using the safest route. On a successful save, the target takes half as much damage only.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 1.

DIVINATION

Level 4 Divination (Cleric, Druid, Wizard)

Casting Time: Action or Ritual

Range: Self

Components: V, S, M (incense worth 25+ GP, which the spell consumes)

Duration: Instantaneous

This spell puts you in contact with a god or a god's servants. You ask one question about a specific goal, event, or activity to occur within 7 days. The DM offers a truthful reply, which might be a short phrase or cryptic rhyme. The spell doesn't account for circumstances that might change the answer, such as the casting of other spells.

If you cast the spell more than once before finishing a Long Rest, there is a cumulative 25 percent chance for each casting after the first that you get no answer.

DIVINE FAVOR

Level 1 Transmutation (Paladin)

Casting Time: Bonus Action

Range: Self

Components: V, S

Duration: 1 minute

Until the spell ends, your attacks with weapons deal an extra 1d4 Radiant damage on a hit.

DIVINE SMITE

Level 1 Evocation (Paladin)

Casting Time: Bonus Action, which you take immediately after hitting a target with a Melee weapon or an Unarmed Strike

Range: Self

Component: V

Duration: Instantaneous

The target takes an extra 2d8 Radiant damage from the attack. The damage increases by 1d8 if the target is a Fiend or an Undead.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 1.

DIVINE WORD

Level 7 Evocation (Cleric)

Casting Time: Bonus Action

Range: 30 feet

Components: V

Duration: Instantaneous

You utter a word imbued with power from the Upper Planes. Each creature of your choice in range makes a Charisma saving throw. On a failed save, a target that has 50 Hit Points or fewer suffers an effect based on its current Hit Points, as shown in the Divine Word Effects table. Regardless of its Hit Points, a Celestial, an Elemental, a Fey, or a Fiend target that fails its save is forced back to its plane of origin (if it isn't there already) and can't return to the current plane for 24 hours by any means short of a Wish spell.

DIVINE WORD EFFECTS

Hit Points Effect

0–20 The target dies.

21–30 The target has the Blinded, Deafened, and Stunned conditions for 1 hour.

31–40 The target has the Blinded and Deafened conditions for 10 minutes.

41–50 The target has the Deafened condition for 1 minute.

DOMINATE BEAST

Level 4 Enchantment (Druid, Ranger, Sorcerer)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

One Beast you can see within range must succeed on a Wisdom saving throw or have the Charmed condition for the duration. The target has Advantage on the save if you or your allies are fighting it. Whenever the target takes damage, it repeats the save, ending the spell on itself on a success.

You have a telepathic link with the Charmed target while the two of you are on the same plane of existence. On your turn, you can use this link to issue commands to the target (no action required), such as "Attack that creature," "Move over there," or "Fetch that object." The target does its best to obey on its turn. If it completes an order and doesn't receive further direction from you, it acts and moves as it likes, focusing on protecting itself.

You can command the target to take a Reaction but must take your own Reaction to do so.

Using a Higher-Level Spell Slot. Your Concentration can last longer with a spell slot of level 5 (up to 10 minutes), 6 (up to 1 hour), or 7+ (up to 8 hours).

DOMINATE MONSTER

Level 8 Enchantment (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

One creature you can see within range must succeed on a Wisdom saving throw or have the Charmed condition for the duration. The target has Advantage on the save if you or your allies are fighting it. Whenever the target takes damage, it repeats the save, ending the spell on itself on a success.

You have a telepathic link with the Charmed target while the two of you are on the same plane of existence. On your turn, you can use this link to issue commands to the target (no action required), such as "Attack that creature," "Move over there," or "Fetch that object." The target does its best to obey on its turn. If it completes an order and doesn't receive further direction from you, it acts and moves as it likes, focusing on protecting itself.

You can command the target to take a Reaction but must take your own Reaction to do so.

Using a Higher-Level Spell Slot. Your Concentration can last longer with a level 9 spell slot (up to 8 hours).

DOMINATE PERSON

Level 5 Enchantment (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

One Humanoid you can see within range must succeed on a Wisdom saving throw or have the Charmed condition for the duration. The target has Advantage on the save if you or your allies are fighting it. Whenever the target takes damage, it repeats the save, ending the spell on itself on a success.

You have a telepathic link with the Charmed target while the two of you are on the same plane of existence. On your turn, you can use this link to issue commands to the target (no action required), such as "Attack that creature," "Move over there," or "Fetch that object." The target does its best to obey on its turn. If it completes an order and doesn't receive further direction from you, it acts and moves as it likes, focusing on protecting itself.

You can command the target to take a Reaction but must take your own Reaction to do so.

Using a Higher-Level Spell Slot. Your Concentration can last longer with a spell slot of level 6 (up to 10 minutes), 7 (up to 1 hour), or 8+ (up to 8 hours).

DRAGON'S BREATH

Level 2 Transmutation (Sorcerer, Wizard)

Casting Time: Bonus Action

Range: Touch

Components: V, S, M (a hot pepper)

Duration: Concentration, up to 1 minute

You touch one willing creature, and choose Acid, Cold, Fire, Lightning, or Poison. Until the spell ends, the target can take a Magic action to exhale a 15-foot Cone. Each creature in that area makes a Dexterity saving throw, taking $3d6$ damage of the chosen type on a failed save or half as much damage on a successful one.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 2.

DRAWMIJ'S INSTANT SUMMONS

Level 6 Conjunction (Wizard)

Casting Time: 1 minute or Ritual

Range: Touch

Components: V, S, M (a sapphire worth 1,000+ GP)

Duration: Until dispelled

You touch the sapphire used in the casting and an object weighing 10 pounds or less whose longest dimension is 6 feet or less. The spell leaves an Invisible

mark on that object and invisibly inscribes the object's name on the sapphire. Each time you cast this spell, you must use a different sapphire.

Thereafter, you can take a Magic action to speak the object's name and crush the sapphire. The object instantly appears in your hand regardless of physical or planar distances, and the spell ends.

If another creature is holding or carrying the object, crushing the sapphire doesn't transport it, but instead you learn who that creature is and where that creature is currently located.

DREAM

Level 5 Illusion (Bard, Warlock, Wizard)

Casting Time: 1 minute

Range: Special

Components: V, S, M (a handful of sand)

Duration: 8 hours

You target a creature you know on the same plane of existence. You or a willing creature you touch enters a trance state to act as a dream messenger. While in the trance, the messenger is Incapacitated and has a Speed of 0.

If the target is asleep, the messenger appears in the target's dreams and can converse with the target as long as it remains asleep, through the spell's duration. The messenger can also shape the dream's environment, creating landscapes, objects, and other images. The messenger can emerge from the trance at any time, ending the spell. 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 sleep, at which point the messenger enters its dreams.

You can make the messenger terrifying to the target. If you do so, the messenger can deliver a message of no more than ten words, and then the target makes a Wisdom saving throw. On a failed save, the target gains no benefit from its rest, and it takes $3d6$ Psychic damage when it wakes up.

DRUIDCRAFT

Transmutation Cantrip (Druid)

Casting Time: Action

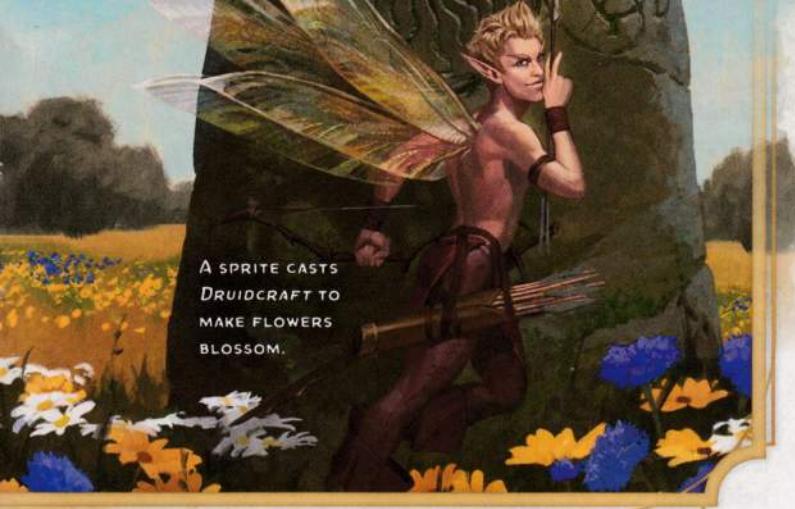
Range: 30 feet

Components: V, S

Duration: Instantaneous

Whispering to the spirits of nature, you create one of the following effects within range.

Weather Sensor. You create a Tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a



cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round.

Bloom. You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.

Sensory Effect. You create a harmless sensory effect, such as falling leaves, spectral dancing fairies, a gentle breeze, the sound of an animal, or the faint odor of skunk. The effect must fit in a 5-foot Cube.

Fire Play. You light or snuff out a candle, a torch, or a campfire.

EARTHQUAKE

Level 8 Transmutation (Cleric, Druid, Sorcerer)

Casting Time: Action

Range: 500 feet

Components: V, S, M (a fractured rock)

Duration: Concentration, up to 1 minute

Choose a point on the ground that you can see within range. For the duration, an intense tremor rips through the ground in a 100-foot-radius circle centered on that point. The ground there is Difficult Terrain.

When you cast this spell and at the end of each of your turns for the duration, each creature on the ground in the area makes a Dexterity saving throw. On a failed save, a creature has the Prone condition, and its Concentration is broken.

You can also cause the effects below.

Fissures. A total of 1d6 fissures open in the spell's area at the end of the turn you cast it. You choose the fissures' locations, which can't be under structures. Each fissure is $1d10 \times 10$ feet deep and 10 feet wide, and it extends from one edge of the spell's area to another edge. A creature in the same space as a fissure must succeed on a Dexterity saving throw or fall in. A creature that successfully saves moves with the fissure's edge as it opens.

Structures. The tremor deals 50 Bludgeoning damage to any structure in contact with the ground in the area when you cast the spell and at the end of each of your turns until the spell ends. If a structure drops to 0 Hit Points, it collapses.

A creature within a distance from a collapsing structure equal to half the structure's height makes a Dexterity saving throw. On a failed save, the creature takes 12d6 Bludgeoning damage, has the Prone condition, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. On a successful save, the creature takes half as much damage only.

ELDRITCH BLAST

Evocation Cantrip (Warlock)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You hurl a beam of crackling energy. Make a ranged spell attack against one creature or object in range. On a hit, the target takes 1d10 Force damage.

Cantrip Upgrade. The spell creates two beams at level 5, three beams at level 11, and four beams at level 17. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

ELEMENTALISM

Transmutation Cantrip (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You exert control over the elements, creating one of the following effects within range.

Beckon Air. You create a breeze strong enough to ripple cloth, stir dust, rustle leaves, and close open doors and shutters, all in a 5-foot Cube. Doors and shutters being held open by someone or something aren't affected.

Beckon Earth. You create a thin shroud of dust or sand that covers surfaces in a 5-foot-square area, or you cause a single word to appear in your handwriting in a patch of dirt or sand.

Beckon Fire. You create a thin cloud of harmless embers and colored, scented smoke in a 5-foot Cube. You choose the color and scent, and the embers can light candles, torches, or lamps in that area. The smoke's scent lingers for 1 minute.

Beckon Water. You create a spray of cool mist that lightly dampens creatures and objects in a 5-foot Cube. Alternatively, you create 1 cup of clean water either in an open container or on a surface, and the water evaporates in 1 minute.

Sculpt Element. You cause dirt, sand, fire, smoke, mist, or water that can fit in a 1-foot Cube to assume a crude shape (such as that of a creature) for 1 hour.

ELEMENTAL WEAPON

Level 3 Transmutation (Druid, Paladin, Ranger)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

A nonmagical weapon you touch becomes a magic weapon. Choose one of the following damage types: Acid, Cold, Fire, Lightning, or Thunder. For the duration, the weapon has a +1 bonus to attack rolls and deals an extra 1d4 damage of the chosen type when it hits.

Using a Higher-Level Spell Slot. If you use a level 5–6 spell slot, the bonus to attack rolls increases to +2, and the extra damage increases to 2d4. If you use a level 7+ spell slot, the bonus increases to +3, and the extra damage increases to 3d4.

ENHANCE ABILITY

Level 2 Transmutation (Bard, Cleric, Druid, Ranger, Sorcerer, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (fur or a feather)

Duration: Concentration, up to 1 hour

You touch a creature and choose Strength, Dexterity, Intelligence, Wisdom, or Charisma. For the duration, the target has Advantage on ability checks using the chosen ability.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 2. You can choose a different ability for each target.

ENLARGE/REDUCE

Level 2 Transmutation (Bard, Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a pinch of powdered iron)

Duration: Concentration, up to 1 minute

For the duration, the spell enlarges or reduces a creature or an object you can see within range (see the chosen effect below). A targeted object must be neither worn nor carried. If the target is an unwilling creature, it can make a Constitution saving throw. On a successful save, the spell has no effect.

Everything that a targeted creature is wearing and carrying changes size with it. Any item it drops returns to normal size at once. A thrown weapon or piece of ammunition returns to normal size immediately after it hits or misses a target.

Enlarge. The target's size increases by one category—from Medium to Large, for example. The target also has Advantage on Strength checks and Strength saving throws. The target's attacks with its enlarged weapons or Unarmed Strikes deal an extra 1d4 damage on a hit.

Reduce. The target's size decreases by one category—from Medium to Small, for example. The target also has Disadvantage on Strength checks and Strength saving throws. The target's attacks with its reduced weapons or Unarmed Strikes deal 1d4 less damage on a hit (this can't reduce the damage below 1).

ENSNARING STRIKE

Level 1 Conjunction (Ranger)

Casting Time: Bonus Action, which you take immediately after hitting a creature with a weapon

Range: Self

Components: V

Duration: Concentration, up to 1 minute

As you hit the target, grasping vines appear on it, and it makes a Strength saving throw. A Large or larger creature has Advantage on this save. On a failed save, the target has the Restrained condition until the spell ends. On a successful save, the vines shrivel away, and the spell ends.

While Restrained, the target takes 1d6 Piercing damage at the start of each of its turns. The target or a creature within reach of it can take an action to make a Strength (Athletics) check against your spell save DC. On a success, the spell ends.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 1.

ENTANGLE

Level 1 Conjunction (Druid, Ranger)

Casting Time: Action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

Grasping plants sprout from the ground in a 20-foot square within range. For the duration, these plants turn the ground in the area into Difficult Terrain. They disappear when the spell ends.

Each creature (other than you) in the area when you cast the spell must succeed on a Strength saving throw or have the Restrained condition until the spell ends. A Restrained creature can take an action to make a Strength (Athletics) check against your spell save DC. On a success, it frees itself from the grasping plants and is no longer Restrained by them.



A DRAGONBORN DRUID USES ENTANGLE TO STOP RAMPAGING GNOLLS.

ENTHRALL

Level 2 Enchantment (Bard, Warlock)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You weave a distracting string of words, causing creatures of your choice that you can see within range to make a Wisdom saving throw. Any creature you or your companions are fighting automatically succeeds on this save. On a failed save, a target has a -10 penalty to Wisdom (Perception) checks and Passive Perception until the spell ends.

ETHEREALNESS

Level 7 Conjunction (Bard, Cleric, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: Up to 8 hours

You step into the border regions of the Ethereal Plane, where it overlaps with your current plane.

You remain in the Border Ethereal for the duration. During this time, you can move in any direction. If you move up or down, every foot of movement costs an extra foot. You can perceive the plane you left, which looks gray, and you can't see anything there more than 60 feet away.

While on the Ethereal Plane, you can affect and be affected only by creatures, objects, and effects on that plane. Creatures that aren't on the Ethereal Plane can't perceive or interact with you unless a feature gives them the ability to do so.

When the spell ends, you return to the plane you left in the spot that corresponds to your space in the Border Ethereal. If you appear in an occupied space, you are shunted to the nearest unoccupied space and take Force damage equal to twice the number of feet you are moved.

This spell ends instantly if you cast it while you are on the Ethereal Plane or a plane that doesn't border it, such as one of the Outer Planes.

Using a Higher-Level Spell Slot. You can target up to three willing creatures (including yourself) for each spell slot level above 7. The creatures must be within 10 feet of you when you cast the spell.

THE WIZARD EVARD CALLS ON HIS INFAMOUS SPELL,
EVARD'S BLACK TENTACLES, TO TEACH RECKLESS
BANDITS A LESSON.



EVARD'S BLACK TENTACLES

Level 4 Conjuration (Wizard)

Casting Time: Action

Range: 90 feet

Components: V, S, M (a tentacle)

Duration: Concentration, up to 1 minute

Squirming, ebony tentacles fill a 20-foot square on ground that you can see within range. For the duration, these tentacles turn the ground in that area into Difficult Terrain.

Each creature in that area makes a Strength saving throw. On a failed save, it takes 3d6 Bludgeoning damage, and it has the Restrained condition until the spell ends. A creature also makes that save if it enters the area or ends its turn there. A creature makes that save only once per turn.

A Restrained creature can take an action to make a Strength (Athletics) check against your spell save DC, ending the condition on itself on a success.

EXPEDITIOUS RETREAT

Level 1 Transmutation (Sorcerer, Warlock, Wizard)

Casting Time: Bonus Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You take the Dash action, and until the spell ends, you can take that action again as a Bonus Action.

EYEBITE

Level 6 Necromancy (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

For the duration, your eyes become an inky void. One creature of your choice within 60 feet of you that you can see must succeed on a Wisdom saving throw or be affected by one of the following effects of your choice for the duration.

On each of your turns until the spell ends, you can take a Magic action to target another creature but can't target a creature again if it has succeeded on a save against this casting of the spell.

Asleep. The target has the Unconscious condition. It wakes up if it takes any damage or if another creature takes an action to shake it awake.

Panicked. The target has the Frightened condition. On each of its turns, the Frightened target must take the Dash action and move away from you by the safest and shortest route available. If the target moves to a space at least 60 feet away from you where it can't see you, this effect ends.

Sickened. The target has the Poisoned condition.

FABRICATE

Level 4 Transmutation (Wizard)

Casting Time: 10 minutes

Range: 120 feet

Components: V, S

Duration: Instantaneous

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

Choose raw materials that you can see within range. You can fabricate a Large or smaller object (contained within a 10-foot Cube or eight connected 5-foot Cubes) given a sufficient quantity of material. If you're working with metal, stone, or another mineral substance, however, the fabricated object can be no larger than Medium (contained within a 5-foot Cube). The quality of any fabricated objects is based on the quality of the raw materials.

Creatures and magic items can't be created by this spell. You also can't use it to create items that require a high degree of skill—such as weapons and armor—unless you have proficiency with the type of Artisan's Tools used to craft such objects.

FAERIE FIRE

Level 1 Evocation (Bard, Druid)

Casting Time: Action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

Objects in a 20-foot Cube within range are outlined in blue, green, or violet light (your choice). Each creature in the Cube is also outlined if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed Dim Light in a 10-foot radius and can't benefit from the Invisible condition.

Attack rolls against an affected creature or object have Advantage if the attacker can see it.

FALSE LIFE

Level 1 Necromancy (Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a drop of alcohol)

Duration: Instantaneous

You gain $2d4 + 4$ Temporary Hit Points.

Using a Higher-Level Spell Slot. You gain 5 additional Temporary Hit Points for each spell slot level above 1.

FEAR

Level 3 Illusion (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a white feather)

Duration: Concentration, up to 1 minute

Each creature in a 30-foot Cone must succeed on a Wisdom saving throw or drop whatever it is holding and have the Frightened condition for the duration.

A Frightened creature takes the Dash action and moves away from you by the safest route on each of its turns unless there is nowhere to move. If the creature ends its turn in a space where it doesn't have line of sight to you, the creature makes a Wisdom saving throw. On a successful save, the spell ends on that creature.

FEATHER FALL

Level 1 Transmutation (Bard, Sorcerer, Wizard)

Casting Time: Reaction, which you take when you or a creature you can see within 60 feet of you falls

Range: 60 feet

Components: V, M (a small feather or piece of down)

Duration: 1 minute

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If a creature lands before the spell ends, the creature takes no damage from the fall, and the spell ends for that creature.

FEIGN DEATH

Level 3 Necromancy (Bard, Cleric, Druid, Wizard)

Casting Time: Action or Ritual

Range: Touch

Components: V, S, M (a pinch of graveyard dirt)

Duration: 1 hour

You touch a willing creature and put it into a cataleptic state that is indistinguishable from death.

For the duration, the target appears dead to outward inspection and to spells used to determine the target's status. The target has the Blinded and Incapacitated conditions, and its Speed is 0.

The target also has Resistance to all damage except Psychic damage, and it has Immunity to the Poisoned condition.

SPIRITS SUMMONED BY FIND FAMILIAR
TAKE FORMS INSPIRED BY THE MAGES
WHO CONJURE THEM.



FIND FAMILIAR

Level 1 Conjunction (Wizard)

Casting Time: 1 hour or Ritual

Range: 10 feet

Components: V, S, M (burning incense worth 10+ GP, which the spell consumes)

Duration: Instantaneous

You gain the service of a familiar, a spirit that takes an animal form you choose: **Bat**, **Cat**, **Frog**, **Hawk**, **Lizard**, **Octopus**, **Owl**, **Rat**, **Raven**, **Spider**, **Weasel**, or another Beast that has a Challenge Rating of 0. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form (see appendix B), though it is a Celestial, Fey, or Fiend (your choice) instead of a Beast. Your familiar acts independently of you, but it obeys your commands.

Telepathic Connection. While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as a Bonus Action, you can see through the familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses it has.

Finally, when you cast a spell with a range of touch, your familiar can deliver the touch. Your familiar must be within 100 feet of you, and it must take a Reaction to deliver the touch when you cast the spell.

Combat. The familiar is an ally to you and your allies. It rolls its own Initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal.

Disappearance of the Familiar. When the familiar drops to 0 Hit Points, it disappears. It reappears after you cast this spell again. As a Magic action, you can temporarily dismiss the familiar to a pocket dimension. Alternatively, you can dismiss it forever. As a Magic action while it is temporarily dismissed, you can cause it to reappear in an unoccupied space within 30 feet of you. Whenever the familiar drops to 0 Hit Points or disappears into the pocket dimension, it leaves behind in its space anything it was wearing or carrying.

One Familiar Only. You can't have more than one familiar at a time. If you cast this spell while you have a familiar, you instead cause it to adopt a new eligible form.

FIND STEED

Level 2 Conjunction (Paladin)

Casting Time: Action

Range: 30 feet

Component: V, S

Duration: Instantaneous

You summon an otherworldly being that appears as a loyal steed in an unoccupied space of your choice within range. This creature uses the **Otherworldly Steed** stat block. If you already have a steed from this spell, the steed is replaced by the new one.

The steed resembles a Large, rideable animal of your choice, such as a horse, a camel, a dire wolf, or an elk. Whenever you cast the spell, choose the steed's creature type—Celestial, Fey, or Fiend—which determines certain traits in the stat block.

OTHERWORLDLY STEED

Large Celestial, Fey, or Fiend (Your Choice), Neutral

AC 10 + 1 per spell level

HP 5 + 10 per spell level (the steed has a number of Hit Dice [d10s] equal to the spell's level)

Speed 60 ft., Fly 60 ft. (requires level 4+ spell)

MOD	SAVE	MOD	SAVE	MOD	SAVE
STR 18	+4	+4	DEX 12	+1	+1
INT 6	-2	-2	WIS 12	+1	+1

Senses Passive Perception 11

Languages Telepathy 1 mile (works only with you)

CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Life Bond. When you regain Hit Points from a level 1+ spell, the steed regains the same number of Hit Points if you're within 5 feet of it.

ACTIONS

Otherworldly Slam. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d8 plus the spell's level of Radiant (Celestial), Psychic (Fey), or Necrotic (Fiend) damage.

BONUS ACTIONS

Fell Glare (Fiend Only; Recharges after a Long Rest).

Wisdom Saving Throw: DC equals your spell save DC, one creature within 60 feet the steed can see. *Failure:* The target has the Frightened condition until the end of your next turn.

Fey Step (Fey Only; Recharges after a Long Rest). The steed teleports, along with its rider, to an unoccupied space of your choice up to 60 feet away from itself.

Healing Touch (Celestial Only; Recharges after a Long Rest). One creature within 5 feet of the steed regains a number of Hit Points equal to 2d8 plus the spell's level.

Combat. The steed is an ally to you and your allies. In combat, it shares your Initiative count, and it functions as a controlled mount while you ride it (as defined in the rules on mounted combat). If you have the Incapacitated condition, the steed takes its turn immediately after yours and acts independently, focusing on protecting you.

Disappearance of the Steed. The steed disappears if it drops to 0 Hit Points or if you die. When it disappears, it leaves behind anything it was wearing or carrying. If you cast this spell again, you decide whether you summon the steed that disappeared or a different one.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell's level in the stat block.

FIND THE PATH

Level 6 Divination (Bard, Cleric, Druid)

Casting Time: 1 minute

Range: Self

Components: V, S, M (a set of divination tools—such as cards or runes—worth 100+ GP)

Duration: Concentration, up to 1 day

You magically sense the most direct physical route to a location you name. You must be familiar with the location, and the spell fails if you name a destination on another plane of existence, a moving destination (such as a mobile fortress), or an unspecific destination (such as "a green dragon's lair").

For the duration, as long as you are on the same plane of existence as the destination, you know how far it is and in what direction it lies. Whenever you face a choice of paths along the way there, you know which path is the most direct.

FIND TRAPS

Level 2 Divination (Cleric, Druid, Ranger)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You sense any trap within range that is within line of sight. A trap, for the purpose of this spell, includes any object or mechanism that was created to cause damage or other danger. Thus, the spell would sense the *Alarm* or *Glyph of Warding* spell or a mechanical pit trap, but it wouldn't reveal a natural weakness in the floor, an unstable ceiling, or a hidden sinkhole.

This spell reveals that a trap is present but not its location. You do learn the general nature of the danger posed by a trap you sense.

FINGER OF DEATH

Level 7 Necromancy (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You unleash negative energy toward a creature you can see within range. The target makes a Constitution saving throw, taking $7d8 + 30$ Necrotic damage on a failed save or half as much damage on a successful one.

A Humanoid killed by this spell rises at the start of your next turn as a **Zombie** (see appendix B) that follows your verbal orders.



AN ELF WIZARD DEMONSTRATES THE PROBLEM-SOLVING POTENTIAL OF THE SPELL FIREBALL.

FIREBALL

Level 3 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 150 feet

Components: V, S, M (a ball of bat guano and sulfur)

Duration: Instantaneous

A bright streak flashes from you to a point you choose within range and then blossoms with a low roar into a fiery explosion. Each creature in a 20-foot-radius Sphere centered on that point makes a Dexterity saving throw, taking $8d6$ Fire damage on a failed save or half as much damage on a successful one.

Flammable objects in the area that aren't being worn or carried start burning.

Using a Higher-Level Spell Slot. The damage increases by $1d6$ for each spell slot level above 3.

FIRE BOLT

Evocation Cantrip (Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You hurl a mote of fire at a creature or an object within range. Make a ranged spell attack against the

target. On a hit, the target takes $1d10$ Fire damage. A flammable object hit by this spell starts burning if it isn't being worn or carried.

Cantrip Upgrade. The damage increases by $1d10$ when you reach levels 5 ($2d10$), 11 ($3d10$), and 17 ($4d10$).

FIRE SHIELD

Level 4 Evocation (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a bit of phosphorus or a firefly)

Duration: 10 minutes

Wispy flames wreath your body for the duration, shedding Bright Light in a 10-foot radius and Dim Light for an additional 10 feet.

The flames provide you with a warm shield or a chill shield, as you choose. The warm shield grants you Resistance to Cold damage, and the chill shield grants you Resistance to Fire damage.

In addition, whenever a creature within 5 feet of you hits you with a melee attack roll, the shield erupts with flame. The attacker takes $2d8$ Fire damage from a warm shield or $2d8$ Cold damage from a chill shield.

FIRE STORM

Level 7 Evocation (Cleric, Druid, Sorcerer)

Casting Time: Action

Range: 150 feet

Components: V, S

Duration: Instantaneous

A storm of fire appears within range. The area of the storm consists of up to ten 10-foot Cubes, which you arrange as you like. Each Cube must be contiguous with at least one other Cube. Each creature in the area makes a Dexterity saving throw, taking 7d10 Fire damage on a failed save or half as much damage on a successful one.

Flammable objects in the area that aren't being worn or carried start burning.

FLAME BLADE

Level 2 Evocation (Druid, Sorcerer)

Casting Time: Bonus Action

Range: Self

Components: V, S, M (a sumac leaf)

Duration: Concentration, up to 10 minutes

You evoke a fiery blade in your free hand. The blade is similar in size and shape to a scimitar, and it lasts for the duration. If you let go of the blade, it disappears, but you can evoke it again as a Bonus Action.

As a Magic action, you can make a melee spell attack with the fiery blade. On a hit, the target takes Fire damage equal to 3d6 plus your spellcasting ability modifier.

The flaming blade sheds Bright Light in a 10-foot radius and Dim Light for an additional 10 feet.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 2.

FLAME STRIKE

Level 5 Evocation (Cleric)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a pinch of sulfur)

Duration: Instantaneous

A vertical column of brilliant fire roars down from above. Each creature in a 10-foot-radius, 40-foot-high Cylinder centered on a point within range makes a Dexterity saving throw, taking 5d6 Fire damage and 5d6 Radiant damage on a failed save or half as much damage on a successful one.

Using a Higher-Level Spell Slot. The Fire damage and the Radiant damage increase by 1d6 for each spell slot level above 5.

FLAMING SPHERE

Level 2 Conjunction (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a ball of wax)

Duration: Concentration, up to 1 minute

You create a 5-foot-diameter sphere of fire in an unoccupied space on the ground within range. It lasts for the duration. Any creature that ends its turn within 5 feet of the sphere makes a Dexterity saving throw, taking 2d6 Fire damage on a failed save or half as much damage on a successful one.

As a Bonus Action, you can move the sphere up to 30 feet, rolling it along the ground. If you move the sphere into a creature's space, that creature makes the save against the sphere, and the sphere stops moving for the 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. Flammable objects that aren't being worn or carried start burning if touched by the sphere, and it sheds Bright Light in a 20-foot radius and Dim Light for an additional 20 feet.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 2.

FLESH TO STONE

Level 6 Transmutation (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a cockatrice feather)

Duration: Concentration, up to 1 minute

You attempt to turn one creature that you can see within range into stone. The target makes a Constitution saving throw. On a failed save, it has the Restrained condition for the duration. On a successful save, its Speed is 0 until the start of your next turn. Constructs automatically succeed on the save.

A Restrained target makes another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails its saves three times, it is turned to stone and has the Petrified condition for the duration. The successes and failures needn't be consecutive; keep track of both until the target collects three of a kind.

If you maintain your Concentration on this spell for the entire possible duration, the target is Petrified until the condition is ended by *Greater Restoration* or similar magic.

FLY

Level 3 Transmutation (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a feather)

Duration: Concentration, up to 10 minutes

You touch a willing creature. For the duration, the target gains a Fly Speed of 60 feet and can hover. When the spell ends, the target falls if it is still aloft unless it can stop the fall.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 3.

FOG CLOUD

Level 1 Conjunction (Druid, Ranger, Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 hour

You create a 20-foot-radius Sphere of fog centered on a point within range. The Sphere is Heavily Obscured. It lasts for the duration or until a strong wind (such as one created by *Gust of Wind*) disperses it.

Using a Higher-Level Spell Slot. The fog's radius increases by 20 feet for each spell slot level above 1.

FORBIDDANCE

Level 6 Abjuration (Cleric)

Casting Time: 10 minutes or Ritual

Range: Touch

Components: V, S, M (ruby dust worth 1,000+ GP)

Duration: 1 day

You create a ward against magical travel that protects up to 40,000 square feet of floor space to a height of 30 feet above the floor. For the duration, creatures can't teleport into the area or use portals, such as those created by the *Gate* spell, to enter the area. The spell proofs the area against planar travel, and therefore prevents creatures from accessing the area by way of the Astral Plane, the Ethereal Plane, the Feywild, the Shadowfell, or the *Plane Shift* spell.

In addition, the spell damages types of creatures that you choose when you cast it. Choose one or more of the following: Aberrations, Celestials, Elementals, Fey, Fiends, and Undead. When a creature of a chosen type enters the spell's area for the first time on a turn or ends its turn there, the creature takes 5d10 Radiant or Necrotic damage (your choice when you cast this spell).

You can designate a password when you cast the spell. A creature that speaks the password as it enters the area takes no damage from the spell.

The spell's area can't overlap with the area of another *Forbiddance* spell. If you cast *Forbiddance* every day for 30 days in the same location, the spell lasts until it is dispelled, and the Material components are consumed on the last casting.

FORCECAGE

Level 7 Evocation (Bard, Warlock, Wizard)

Casting Time: Action

Range: 100 feet

Components: V, S, M (ruby dust worth 1,500+ GP, which the spell consumes)

Duration: Concentration, up to 1 hour

An immobile, Invisible, Cube-shaped prison composed of magical force springs into existence around an area you choose within range. The prison can be a cage or a solid box, as you choose.

A prison in the shape of a cage can be up to 20 feet on a side and is made from 1/2-inch diameter bars spaced 1/2 inch apart. A prison in the shape of a box can be up to 10 feet on a side, creating a solid barrier that prevents any matter from passing through it and blocking any spells cast into or out from the area.

When you cast the spell, any creature that is completely inside the cage's area is trapped. Creatures only partially within the area, or those too large to fit inside it, are pushed away from the center of the area until they are completely outside it.

A creature inside the cage can't leave it by non-magical means. If the creature tries to use teleportation or interplanar travel to leave, it must first make a Charisma saving throw. On a successful save, the creature can use that magic to exit the cage. On a failed save, the creature doesn't exit the cage and wastes the spell or effect. The cage also extends into the Ethereal Plane, blocking ethereal travel.

This spell can't be dispelled by *Dispel Magic*.

FORESIGHT

Level 9 Divination (Bard, Druid, Warlock, Wizard)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a hummingbird feather)

Duration: 8 hours

You touch a willing creature and bestow a limited ability to see into the immediate future. For the duration, the target has Advantage on D20 Tests, and other creatures have Disadvantage on attack rolls against it. The spell ends early if you cast it again.

FOUNT OF MOONLIGHT

Level 4 Evocation (Bard, Druid)

Casting Time: Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

A cool light wreathes your body for the duration, emitting Bright Light in a 20-foot radius and Dim Light for an additional 20 feet.

Until the spell ends, you have Resistance to Radiant damage, and your melee attacks deal an extra 2d6 Radiant damage on a hit.

In addition, immediately after you take damage from a creature you can see within 60 feet of yourself, you can take a Reaction to force the creature to make a Constitution saving throw. On a failed save, the creature has the Blinded condition until the end of your next turn.

FREEDOM OF MOVEMENT

Level 4 Abjuration (Bard, Cleric, Druid, Ranger)

Casting Time: Action

Range: Touch

Components: V, S, M (a leather strap)

Duration: 1 hour

You touch a willing creature. For the duration, the target's movement is unaffected by Difficult Terrain, and spells and other magical effects can neither reduce the target's Speed nor cause the target to have the Paralyzed or Restrained conditions. The target also has a Swim Speed equal to its Speed.

In addition, the target can spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature imposing the Grappled condition on it.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 4.

FRIENDS

Enchantment Cantrip (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 10 feet

Components: S, M (some makeup)

Duration: Concentration, up to 1 minute

You magically emanate a sense of friendship toward one creature you can see within range. The target must succeed on a Wisdom saving throw or have the Charmed condition for the duration. The target succeeds automatically if it isn't a Humanoid, if you're fighting it, or if you have cast this spell on it within the past 24 hours.

The spell ends early if the target takes damage or if you make an attack roll, deal damage, or force anyone to make a saving throw. When the spell ends, the target knows it was Charmed by you.

GASEOUS FORM

Level 3 Transmutation (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a bit of gauze)

Duration: Concentration, up to 1 hour

A willing creature you touch shape-shifts, along with everything it's wearing and carrying, into a misty cloud for the duration. The spell ends on the target if it drops to 0 Hit Points or if it takes a Magic action to end the spell on itself.

While in this form, the target's only method of movement is a Fly Speed of 10 feet, and it can hover. The target can enter and occupy the space of another creature. The target has Resistance to Bludgeoning, Piercing, and Slashing damage; it has Immunity to the Prone condition; and it has Advantage on Strength, Dexterity, and Constitution saving throws. The target can pass through narrow openings, but it treats liquids as though they were solid surfaces.

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. Finally, the target can't attack or cast spells.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 3.

GATE

Level 9 Conjunction (Cleric, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a diamond worth 5,000+ GP)

Duration: Concentration, up to 1 minute

You conjure a portal linking an unoccupied space you can see within range to a precise location on a different plane of existence. The portal is a circular opening, which you can make 5 to 20 feet in diameter. You can orient the portal in any direction you choose. The portal lasts for the duration, and the portal's destination is visible through it.

The portal has a front and a back on each plane where it appears. Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported to the other plane, appearing in the unoccupied space nearest to the portal.



Otto the Bard casts Gate to open a portal to the Outlands.

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

When you cast this spell, you can speak the name of a specific creature (a pseudonym, title, or nickname doesn't work). If that creature is on a plane other than the one you are on, the portal opens next to the named creature and transports it to the nearest unoccupied space on your side of the portal. You gain no special power over the creature, and it is free to act as the DM deems appropriate. It might leave, attack you, or help you.

GEAS

Level 5 Enchantment (Bard, Cleric, Druid, Paladin, Wizard)

Casting Time: 1 minute

Range: 60 feet

Components: V

Duration: 30 days

You give a verbal command to a creature that you can see within range, ordering it to carry out some service or refrain from an action or a course of activity as you decide. The target must succeed on a Wisdom saving throw or have the Charmed condition for the duration. The target automatically succeeds if it can't understand your command.

While Charmed, the creature takes 5d10 Psychic damage if it acts in a manner directly counter to your command. It takes this damage 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.

A Remove Curse, Greater Restoration, or Wish spell ends this spell.

Using a Higher-Level Spell Slot. If you use a level 7 or 8 spell slot, the duration is 365 days. If you use a level 9 spell slot, the spell lasts until it is ended by one of the spells mentioned above.

GENTLE REPOSE

Level 2 Necromancy (Cleric, Paladin, Wizard)

Casting Time: Action or Ritual

Range: Touch

Components: V, S, M (2 Copper Pieces, which the spell consumes)

Duration: 10 days

You touch a corpse or other remains. For the duration, the target is protected from decay and can't become Undead.

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

GIANT INSECT

Level 4 Conjunction (Druid)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You summon a giant centipede, spider, or wasp (chosen when you cast the spell). It manifests in an unoccupied space you can see within range and uses the **Giant Insect** stat block. The form you choose determines certain details in its stat block. The creature disappears when it drops to 0 Hit Points or when the spell ends.

The creature is an ally to you and your allies. In combat, the creature shares your Initiative count, but it takes its turn immediately after yours. It

GIANT INSECT

Large Beast, Unaligned

AC 11 + the spell's level

HP 30 + 10 for each spell level

Speed 40 ft., Climb 40 ft., Fly 40 ft. (Wasp only)

MOD	SAVE	MOD	SAVE	MOD	SAVE
STR 17	+3	+3	DEX 13	+1	+1
INT 4	-3	-3	WIS 14	+2	+2

CON 15 +2 +2
CHA 3 -4 -4

Senses Darkvision 60 ft., Passive Perception 12

Languages Understands the languages you know

CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Spider Climb. The insect can climb difficult surfaces, including along ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The insect makes a number of attacks equal to half this spell's level (round down).

Poison Jab. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 10 ft. *Hit:* 1d6 + 3 plus the spell's level Piercing damage plus 1d4 Poison damage.

Web Bolt (Spider Only). *Ranged Attack Roll:* Bonus equals your spell attack modifier, range 60 ft. *Hit:* 1d10 + 3 plus the spell's level Bludgeoning damage, and the target's Speed is reduced to 0 until the start of the insect's next turn.

BONUS ACTIONS

Venomous Spew (Centipede Only). *Constitution Saving Throw:* Your spell save DC, one creature the insect can see within 10 feet. *Failure:* The target has the Poisoned condition until the start of the insect's next turn.

obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell's level in the stat block.

GLIBNESS

Level 8 Enchantment (Bard, Warlock)

Casting Time: Action

Range: Self

Components: V

Duration: 1 hour

Until the spell ends, when you make a Charisma check, you can replace the number you roll with a 15. Additionally, no matter what you say, magic that would determine if you are telling the truth indicates that you are being truthful.

GLOBE OF INVULNERABILITY

Level 6 Abjuration (Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a glass bead)

Duration: Concentration, up to 1 minute

An immobile, shimmering barrier appears in a 10-foot Emanation around you and remains for the duration.

Any spell of level 5 or lower cast from outside the barrier can't affect anything within it. Such a spell can target creatures and objects within the barrier, but the spell has no effect on them. Similarly, the area within the barrier is excluded from areas of effect created by such spells.

Using a Higher-Level Spell Slot. The barrier blocks spells of 1 level higher for each spell slot level above 6.

GLYPH OF WARDING

Level 3 Abjuration (Bard, Cleric, Wizard)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (powdered diamond worth 200+ GP, which the spell consumes)

Duration: Until dispelled or triggered

You inscribe a glyph that later unleashes a magical effect. You inscribe it either on a surface (such as a table or a section of floor) or within an object that can be closed (such as a book or chest) to conceal the glyph. The glyph can cover an area no larger

than 10 feet in diameter. If the surface or object is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered.

The glyph is nearly imperceptible and requires a successful Wisdom (Perception) check against your spell save DC to notice.

When you inscribe the glyph, you set its trigger and choose whether it's an explosive rune or a spell glyph, as explained below.

Set the Trigger. You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, common triggers include touching or stepping on the glyph, removing another object covering it, or approaching within a certain distance of it. For glyphs inscribed within an object, common triggers include opening that object or seeing the glyph. Once a glyph is triggered, this spell ends.

You can refine the trigger so that only creatures of certain types activate it (for example, the glyph could be set to affect Aberrations). You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password.

Explosive Rune. When triggered, the glyph erupts with magical energy in a 20-foot-radius Sphere centered on the glyph. Each creature in the area makes a Dexterity saving throw. A creature takes 5d8 Acid, Cold, Fire, Lightning, or Thunder damage (your choice when you create the glyph) on a failed save or half as much damage on a successful one.

Spell Glyph. You can store a prepared spell of level 3 or lower in the glyph by casting it as part of creating the glyph. The spell must target a single creature or an area. The spell being stored has no immediate effect when cast in this way.

When the glyph is triggered, the stored spell takes effect. If the spell has a target, it targets the creature that triggered the glyph. If the spell affects an area, the area is centered on that creature. If the spell summons Hostile creatures or creates harmful objects or traps, they appear as close as possible to the intruder and attack it. If the spell requires Concentration, it lasts until the end of its full duration.

Using a Higher-Level Spell Slot. The damage of an explosive rune increases by 1d8 for each spell slot level above 3. If you create a spell glyph, you can store any spell of up to the same level as the spell slot you use for the *Glyph of Warding*.

GOODBERRY

Level 1 Conjunction (Druid, Ranger)

Casting Time: Action

Range: Self

Components: V, S, M (a sprig of mistletoe)

Duration: 24 hours

Ten berries appear in your hand and are infused with magic for the duration. A creature can take a Bonus Action to eat one berry. Eating a berry restores 1 Hit Point, and the berry provides enough nourishment to sustain a creature for one day.

Uneaten berries disappear when the spell ends.

GRASPING VINE

Level 4 Conjunction (Druid, Ranger)

Casting Time: Bonus Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You conjure a vine that sprouts from a surface in an unoccupied space that you can see within range. The vine lasts for the duration.

Make a melee spell attack against a creature within 30 feet of the vine. On a hit, the target takes 4d8 Bludgeoning damage and is pulled up to 30 feet toward the vine; if the target is Huge or smaller, it has the Grappled condition (escape DC equal to your spell save DC). The vine can grapple only one creature at a time, and you can cause the vine to release a Grappled creature (no action required).

As a Bonus Action on your later turns, you can repeat the attack against a creature within 30 feet of the vine.

Using a Higher-Level Spell Slot. The number of creatures the vine can grapple increases by one for each spell slot level above 4.

GREASE

Level 1 Conjunction (Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a bit of pork rind or butter)

Duration: 1 minute

Nonflammable grease covers the ground in a 10-foot square centered on a point within range and turns it into Difficult Terrain for the duration.

When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or have the Prone condition. A creature that enters the area or ends its turn there must also succeed on that save or fall Prone.



A HALFLING CLERIC CASTS GUARDIAN OF FAITH TO FEND OFF A RAVENOUS WORG.

GREATER INVISIBILITY

Level 4 Illusion (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

A creature you touch has the Invisible condition until the spell ends.

GREATER RESTORATION

Level 5 Abjuration (Bard, Cleric, Druid, Paladin, Ranger)

Casting Time: Action

Range: Touch

Components: V, S, M (diamond dust worth 100+ GP, which the spell consumes)

Duration: Instantaneous

You touch a creature and magically remove one of the following effects from it:

- 1 Exhaustion level
- The Charmed or Petrified condition

- A curse, including the target's Attunement to a cursed magic item
- Any reduction to one of the target's ability scores
- Any reduction to the target's Hit Point maximum

GUARDIAN OF FAITH

Level 4 Conjunction (Cleric)

Casting Time: Action

Range: 30 feet

Components: V

Duration: 8 hours

A Large spectral guardian appears and hovers for the duration in an unoccupied space that you can see within range. The guardian occupies that space and is invulnerable, and it appears in a form appropriate for your deity or pantheon.

Any enemy that moves to a space within 10 feet of the guardian for the first time on a turn or starts its turn there makes a Dexterity saving throw, taking 20 Radiant damage on a failed save or half as much damage on a successful one. The guardian vanishes when it has dealt a total of 60 damage.

GUARDS ANDWARDS

Level 6 Abjuration (Bard, Wizard)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a silver rod worth 10+ GP)

Duration: 24 hours

You create a ward that protects up to 2,500 square feet of floor space. The warded area can be up to 20 feet tall, and you shape it as one 50-foot square, one hundred 5-foot squares that are contiguous, or twenty-five 10-foot squares that are contiguous.

When you cast this spell, you can specify individuals that are unaffected by the spell's effects. You can also specify a password that, when spoken aloud within 5 feet of the warded area, makes the speaker immune to its effects.

The spell creates the effects below within the warded area. *Dispel Magic* has no effect on *Guards and Wards* itself, but each of the following effects can be dispelled. If all four are dispelled, *Guards and Wards* ends. If you cast the spell every day for 365 days on the same area, the spell thereafter lasts until all its effects are dispelled.

Corridors. Fog fills all the warded corridors, making them Heavily Obscured. In addition, at each intersection or branching passage offering a choice of direction, there is a 50 percent chance that a creature other than you believes it is going in the opposite direction from the one it chooses.

Doors. All doors in the warded area are magically locked, as if sealed by the *Arcane Lock* spell. In addition, you can cover up to ten doors with an illusion to make them appear as plain sections of wall.

Stairs. Webs fill all stairs in the warded area from top to bottom, as in the *Web* spell. These strands regrow in 10 minutes if they are destroyed while *Guards and Wards* lasts.

Other Spell Effect. Place one of the following magical effects within the warded area:

- *Dancing Lights* in four corridors, with a simple program that the lights repeat as long as *Guards and Wards* lasts
- *Magic Mouth* in two locations
- *Stinking Cloud* in two locations (the vapors return within 10 minutes if dispersed while *Guards and Wards* lasts)
- *Gust of Wind* in one corridor or room (the wind blows continuously while the spell lasts)
- *Suggestion* in one 5-foot square; any creature that enters that square receives the suggestion mentally

GUIDANCE

Divination Cantrip (Cleric, Druid)

Casting Time: Action

Range: Touch

Component: V, S

Duration: Concentration, up to 1 minute

You touch a willing creature and choose a skill. Until the spell ends, the creature adds 1d4 to any ability check using the chosen skill.

GUIDING BOLT

Level 1 Evocation (Cleric)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: 1 round

You hurl a bolt of light toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 4d6 Radiant damage, and the next attack roll made against it before the end of your next turn has Advantage.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 1.

GUST OF WIND

Level 2 Evocation (Druid, Ranger, Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a legume seed)

Duration: Concentration, up to 1 minute

A Line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the duration. Each creature in the Line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the Line. A creature that ends its turn in the Line must make the same save.

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

As a Bonus Action on your later turns, you can change the direction in which the Line blasts from you.

HAIL OF THORNS

Level 1 Conjunction (Ranger)

Casting Time: Bonus Action, which you take immediately after hitting a creature with a Ranged weapon

Range: Self

Components: V

Duration: Instantaneous

As you hit the creature, this spell creates a rain of thorns that sprouts from your Ranged weapon or ammunition. The target of the attack and each creature within 5 feet of it make a Dexterity saving throw, taking 1d10 Piercing damage on a failed save or half as much damage on a successful one.

Using a Higher-Level Spell Slot. The damage increases by 1d10 for each spell slot level above 1.

HALLOW

Level 5 Abjuration (Cleric)

Casting Time: 24 hours

Range: Touch

Components: V, S, M (incense worth 1,000+ GP, which the spell consumes)

Duration: Until dispelled

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 *Hallow*. The affected area has the following effects.

Hallowed Ward. Choose any of these creature types: Aberration, Celestial, Elemental, Fey, Fiend, or Undead. Creatures of the chosen types can't willingly enter the area, and any creature that is possessed by or that has the Charmed or Frightened condition from such creatures isn't possessed, Charmed, or Frightened by them while in the area.

Extra Effect. You bind an extra effect to the area from the list below:

Courage. Creatures of any types you choose can't gain the Frightened condition while in the area.

Darkness. Darkness fills the area. Normal light, as well as magical light created by spells of a level lower than this spell, can't illuminate the area.

Daylight. Bright light fills the area. Magical Darkness created by spells of a level lower than this spell can't extinguish the light.

Peaceful Rest. Dead bodies interred in the area can't be turned into Undead.

Extradimensional Interference. Creatures of any types you choose can't enter or exit the area using teleportation or interplanar travel.

Fear. Creatures of any types you choose have the Frightened condition while in the area.

Resistance. Creatures of any types you choose have Resistance to one damage type of your choice while in the area.

Silence. No sound can emanate from within the area, and no sound can reach into it.

Tongues. Creatures of any types you choose can communicate with any other creature in the area even if they don't share a common language.

Vulnerability. Creatures of any types you choose have Vulnerability to one damage type of your choice while in the area.

HALLUCINATORY TERRAIN

Level 4 Illusion (Bard, Druid, Warlock, Wizard)

Casting Time: 10 minutes

Range: 300 feet

Components: V, S, M (a mushroom)

Duration: 24 hours

You make natural terrain in a 150-foot Cube in range look, sound, and smell like another sort of natural terrain. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Manufactured structures, equipment, and creatures within the area aren't changed.

The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to notice the illusion. If the difference isn't obvious by touch, a creature examining the illusion can take the Study action to make an Intelligence (Investigation) check against your spell save DC to disbelieve it. If a creature discerns that the terrain is illusory, the creature sees a vague image superimposed on the real terrain.

HARM

Level 6 Necromancy (Cleric)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You unleash virulent magic on a creature you can see within range. The target makes a Constitution saving throw. On a failed save, it takes 14d6 Necrotic damage, and its Hit Point maximum is reduced by an amount equal to the Necrotic damage it took. On a successful save, it takes half as much damage only. This spell can't reduce a target's Hit Point maximum below 1.

HASTE

Level 3 Transmutation (Sorcerer, Wizard)

Casting Time: Action

Range: 30 feet

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

Duration: Concentration, up to 1 minute

Choose a willing creature that you can see within range. Until the spell ends, the target's Speed is doubled, it gains a +2 bonus to Armor Class, it has Advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used to take only the Attack (one attack only), Dash, Disengage, Hide, or Utilize action.

When the spell ends, the target is Incapacitated and has a Speed of 0 until the end of its next turn, as a wave of lethargy washes over it.

HEAL

Level 6 Abjuration (Cleric, Druid)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Choose a creature that you can see within range. Positive energy washes through the target, restoring 70 Hit Points. This spell also ends the Blinded, Deafened, and Poisoned conditions on the target.

Using a Higher-Level Spell Slot. The healing increases by 10 for each spell slot level above 6.

HEALING WORD

Level 1 Abjuration (Bard, Cleric, Druid)

Casting Time: Bonus Action

Range: 60 feet

Components: V

Duration: Instantaneous

A creature of your choice that you can see within range regains Hit Points equal to $2d4$ plus your spellcasting ability modifier.

Using a Higher-Level Spell Slot. The healing increases by $2d4$ for each spell slot level above 1.

HEAT METAL

Level 2 Transmutation (Bard, Druid)

Casting Time: Action

Range: 60 feet

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

Duration: Concentration, up to 1 minute

Choose a manufactured metal object, such as a metal weapon or a suit of Heavy or Medium metal

armor, that you can see within range. 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. Until the spell ends, you can take a Bonus Action on each of your later turns to deal this damage again if the object is within range.

If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution 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.

Using a Higher-Level Spell Slot. The damage increases by $1d8$ for each spell slot level above 2.

HELLISH REBUKE

Level 1 Evocation (Warlock)

Casting Time: Reaction, which you take in response to taking damage from a creature that you can see within 60 feet of yourself

Range: 60 feet

Components: V, S

Duration: Instantaneous

The creature that damaged you is momentarily surrounded by green flames. It makes a Dexterity saving throw, taking $2d10$ Fire damage on a failed save or half as much damage on a successful one.

Using a Higher-Level Spell Slot. The damage increases by $1d10$ for each spell slot level above 1.

HEROES' FEAST

Level 6 Conjunction (Bard, Cleric, Druid)

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a gem-encrusted bowl worth 1,000+ GP, which the spell consumes)

Duration: Instantaneous

You conjure a feast that appears on a surface in an unoccupied 10-foot cube next to you. The feast takes 1 hour to consume and disappears at the end of that time, and the beneficial effects don't set in until this hour is over. Up to twelve creatures can partake of the feast.

A creature that partakes gains several benefits, which last for 24 hours. The creature has Resistance to Poison damage, and it has Immunity to the Frightened and Poisoned conditions. Its Hit Point maximum also increases by $2d10$, and it gains the same number of Hit Points.



HEROISM

Level 1 Enchantment (Bard, Paladin)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to the Frightened condition and gains Temporary Hit Points equal to your spellcasting ability modifier at the start of each of its turns.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

HEX

Level 1 Enchantment (Warlock)

Casting Time: Bonus Action

Range: 90 feet

Components: V, S, M (the petrified eye of a newt)

Duration: Concentration, up to 1 hour

You place a curse on a creature that you can see within range. Until the spell ends, you deal an extra 1d6 Necrotic damage to the target whenever you hit

it with an attack roll. Also, choose one ability when you cast the spell. The target has Disadvantage on ability checks made with the chosen ability.

If the target drops to 0 Hit Points before this spell ends, you can take a Bonus Action on a later turn to curse a new creature.

Using a Higher-Level Spell Slot. Your Concentration can last longer with a spell slot of level 2 (up to 4 hours), 3–4 (up to 8 hours), or 5+ (24 hours).

HOLD MONSTER

Level 5 Enchantment (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 90 feet

Components: V, S, M (a straight piece of iron)

Duration: Concentration, up to 1 minute

Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or have the Paralyzed condition for the duration. At the end of each of its turns, the target repeats the save, ending the spell on itself on a success.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 5.



AN AASIMAR WARLOCK EXPOSES FOES TO THE ALL-CONSUMING HUNGER OF HADAR.

HOLD PERSON

Level 2 Enchantment (Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a straight piece of iron)

Duration: Concentration, up to 1 minute

Choose a Humanoid that you can see within range. The target must succeed on a Wisdom saving throw or have the Paralyzed condition for the duration. At the end of each of its turns, the target repeats the save, ending the spell on itself on a success.

Using a Higher-Level Spell Slot. You can target one additional Humanoid for each spell slot level above 2.

HOLY AURA

Level 8 Abjuration (Cleric)

Casting Time: Action

Range: Self

Components: V, S, M (a reliquary worth 1,000+ GP)

Duration: Concentration, up to 1 minute

For the duration, you emit an aura in a 30-foot emanation. While in the aura, creatures of your choice

have Advantage on all saving throws, and other creatures have Disadvantage on attack rolls against them. In addition, when a Fiend or an Undead hits an affected creature with a melee attack roll, the attacker must succeed on a Constitution saving throw or have the Blinded condition until the end of its next turn.

HUNGER OF HADAR

Level 3 Conjunction (Warlock)

Casting Time: Action

Range: 150 feet

Components: V, S, M (a pickled tentacle)

Duration: Concentration, up to 1 minute

You open a gateway to the Far Realm, a region infested with unspeakable horrors. A 20-foot-radius Sphere of Darkness appears, centered on a point with range and lasting for the duration. The Sphere is Difficult Terrain, and it is filled with strange whispers and slurping noises, which can be heard up to 30 feet away. No light, magical or otherwise, can illuminate the area, and creatures fully within it have the Blinded condition.

Any creature that starts its turn in the area takes 2d6 Cold damage. Any creature that ends its turn

there must succeed on a Dexterity saving throw or take 2d6 Acid damage from otherworldly tentacles.

Using a Higher-Level Spell Slot. The Cold or Acid damage (your choice) increases by 1d6 for each spell slot level above 3.

HUNTER'S MARK

Level 1 Divination (Ranger)

Casting Time: Bonus Action

Range: 90 feet

Components: V

Duration: Concentration, up to 1 hour

You magically mark one creature you can see within range as your quarry. Until the spell ends, you deal an extra 1d6 Force damage to the target whenever you hit it with an attack roll. You also have Advantage on any Wisdom (Perception or Survival) check you make to find it.

If the target drops to 0 Hit Points before this spell ends, you can take a Bonus Action to move the mark to a new creature you can see within range.

Using a Higher-Level Spell Slot. Your Concentration can last longer with a spell slot of level 3–4 (up to 8 hours) or 5+ (up to 24 hours).

HYPNOTIC PATTERN

Level 3 Illusion (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 120 feet

Components: S, M (a pinch of confetti)

Duration: Concentration, up to 1 minute

You create a twisting pattern of colors in a 30-foot Cube within range. The pattern appears for a moment and vanishes. Each creature in the area who can see the pattern must succeed on a Wisdom saving throw or have the Charmed condition for the duration. While Charmed, the creature has the Incapacitated condition and a Speed of 0.

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

ICE KNIFE

Level 1 Conjunction (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: S, M (a drop of water or a piece of ice)

Duration: Instantaneous

You create a shard of ice and fling it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 Piercing damage. Hit or miss, the shard then explodes. The



target and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 2d6 Cold damage.

Using a Higher-Level Spell Slot. The Cold damage increases by 1d6 for each spell slot level above 1.

ICE STORM

Level 4 Evocation (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 300 feet

Components: V, S, M (a mitten)

Duration: Instantaneous

Hail falls in a 20-foot-radius, 40-foot-high Cylinder centered on a point within range. Each creature in the Cylinder makes a Dexterity saving throw. A creature takes 2d10 Bludgeoning damage and 4d6 Cold damage on a failed save or half as much damage on a successful one.

Hailstones turn ground in the Cylinder into Difficult Terrain until the end of your next turn.

Using a Higher-Level Spell Slot. The Bludgeoning damage increases by 1d10 for each spell slot level above 4.

IDENTIFY

Level 1 Divination (Bard, Wizard)

Casting Time: 1 minute or Ritual

Range: Touch

Components: V, S, M (a pearl worth 100+ GP)

Duration: Instantaneous

You touch an object throughout the spell's casting. If the object is a magic item or some other magical object, you learn its properties and how to use them, whether it requires Attunement, and how many charges it has, if any. You learn whether any ongoing spells are affecting the item and what they are. If the item was created by a spell, you learn that spell's name.

If you instead touch a creature throughout the casting, you learn which ongoing spells, if any, are currently affecting it.

ILLUSORY SCRIPT

Level 1 Illusion (Bard, Warlock, Wizard)

Casting Time: 1 minute or Ritual

Range: Touch

Components: S, M (ink worth 10+ GP, which the spell consumes)

Duration: 10 days

You write on parchment, paper, or another suitable material and imbue it with an illusion that lasts for the duration. To you and any creatures you designate when you cast the spell, the writing appears normal, seems to be written in your hand, and conveys whatever meaning you intended when you wrote the text. To all others, the writing appears as if it were written in an unknown or magical script that is unintelligible. Alternatively, the illusion can alter the meaning, handwriting, and language of the text, though the language must be one you know.

If the spell is dispelled, the original script and the illusion both disappear.

A creature that has Truesight can read the hidden message.

IMPRISONMENT

Level 9 Abjuration (Warlock, Wizard)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a statuette of the target worth 5,000+ GP)

Duration: Until dispelled

You create a magical restraint to hold a creature that you can see within range. The target must make a Wisdom saving throw. On a successful save, the target is unaffected, and it is immune to this spell for the next 24 hours. On a failed save, the target is imprisoned. While imprisoned, the target doesn't need to breathe, eat, or drink, and it doesn't age. Divination spells can't locate or perceive the imprisoned target, and the target can't teleport.

Until the spell ends, the target is also affected by one of the following effects of your choice:

Burial. The target is entombed beneath the earth in a hollow globe of magical force that is just large enough to contain the target. Nothing can pass into or out of the globe.

Chaining. Chains firmly rooted in the ground hold the target in place. The target has the Restrained condition and can't be moved by any means.

Hedged Prison. The target is trapped in a demiplane that is warded against teleportation and planar travel. The demiplane is your choice of a labyrinth, a cage, a tower, or the like.

Minimus Containment. The target becomes 1 inch tall and is trapped inside an indestructible gemstone or a similar object. Light can pass through the gemstone (allowing the target to see out and other creatures to see in), but nothing else can pass through by any means.

Slumber. The target has the Unconscious condition and can't be awoken.

Ending the Spell. When you cast the spell, specify a trigger that will end it. The trigger can be as simple or as elaborate as you choose, but the DM must agree that it has a high likelihood of happening within the next decade. The trigger must be an observable action, such as someone making a particular offering at the temple of your god, saving your true love, or defeating a specific monster.

A *Dispel Magic* spell can end the spell only if it is cast with a level 9 spell slot, targeting either the prison or the component used to create it.

INCENDIARY CLOUD

Level 8 Conjunction (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 150 feet

Components: V, S

Duration: Concentration, up to 1 minute

A swirling cloud of embers and smoke fills a 20-foot-radius Sphere centered on a point within range. The cloud's area is Heavily Obscured. It lasts for the duration or until a strong wind (like that created by *Gust of Wind*) disperses it.

When the cloud appears, each creature in it makes a Dexterity saving throw, taking 10d8 Fire damage on a failed save or half as much damage on a successful one. A creature must also make this save when the Sphere moves into its space and when it enters the Sphere or ends its turn there. A creature makes this save only once per turn.

The cloud moves 10 feet away from you in a direction you choose at the start of each of your turns.

INFILCT WOUNDS

Level 1 Necromancy (Cleric)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Instantaneous

A creature you touch makes a Constitution saving throw, taking 2d10 Necrotic damage on a failed save or half as much damage on a successful one.

Using a Higher-Level Spell Slot. The damage increases by 1d10 for each spell slot level above 1.



With her spell, Jallarzi's Storm of Radiance, the warlock Jallarzi makes vrocks regret leaving the Abyss.

INSECT PLAGUE

Level 5 Conjunction (Cleric, Druid, Sorcerer)

Casting Time: Action

Range: 300 feet

Components: V, S, M (a locust)

Duration: Concentration, up to 10 minutes

Swarming locusts fill a 20-foot-radius Sphere centered on a point you choose within range. The Sphere remains for the duration, and its area is Lightly Obscured and Difficult Terrain.

When the swarm appears, each creature in it makes a Constitution saving throw, taking $4d10$ Piercing damage on a failed save or half as much damage on a successful one. A creature also makes this save when it enters the spell's area for the first time on a turn or ends its turn there. A creature makes this save only once per turn.

Using a Higher-Level Spell Slot. The damage increases by $1d10$ for each spell slot level above 5.

INVISIBILITY

Level 2 Illusion (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Touch

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

Duration: Concentration, up to 1 hour

A creature you touch has the Invisible condition until the spell ends. The spell ends early immediately after the target makes an attack roll, deals damage, or casts a spell.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 2.

JALLARZI'S STORM OF RADIANCE

Level 5 Evocation (Warlock, Wizard)

Casting Time: Action

Range: 120 feet

Component: V, S, M (a pinch of phosphorus)

Duration: Concentration, up to 1 minute

You unleash a storm of flashing light and raging thunder in a 10-foot-radius, 40-foot-high Cylinder centered on a point you can see within range. While in this area, creatures have the Blinded and

Deafened conditions, and they can't cast spells with a Verbal component.

When the storm appears, each creature in it makes a Constitution saving throw, taking 2d10 Radiant damage and 2d10 Thunder damage on a failed save or half as much damage on a successful one. A creature also makes this save when it enters the spell's area for the first time on a turn or ends its turn there. A creature makes this save only once per turn.

Using a Higher-Level Spell Slot. The Radiant and Thunder damage increase by 1d10 for each spell slot level above 5.

JUMP

Level 1 Transmutation (Druid, Ranger, Sorcerer, Wizard)

Casting Time: Bonus Action

Range: Touch

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

Duration: 1 minute

You touch a willing creature. Once on each of its turns until the spell ends, that creature can jump up to 30 feet by spending 10 feet of movement.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

KNOCK

Level 2 Transmutation (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V

Duration: Instantaneous

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

A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked.

If the target is held shut by *Arcane Lock*, that spell is suppressed for 10 minutes, during which time the target can be opened and closed.

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

LEGEND LORE

Level 5 Divination (Bard, Cleric, Wizard)

Casting Time: 10 minutes

Range: Self

Components: V, S, M (incense worth 250+ GP, which the spell consumes, and four ivory strips worth 50+ GP each)

Duration: Instantaneous

Name or describe a famous person, place, or object. The spell brings to your mind a brief summary of the significant lore about that famous thing, as described by the DM.

The lore might consist of important details, amusing revelations, or even secret lore that has never been widely known. The more information you already know about the thing, the more precise and detailed the information you receive is. That information is accurate but might be couched in figurative language or poetry, as determined by the DM.

If the famous thing you chose isn't actually famous, you hear sad musical notes played on a trombone, and the spell fails.

LEOMUND'S SECRET CHEST

Level 4 Conjunction (Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a chest, 3 feet by 2 feet by 2 feet, constructed from rare materials worth 5,000+ GP, and a Tiny replica of the chest made from the same materials worth 50+ GP)

Duration: Until dispelled

You hide a chest and all its contents on the Ethereal Plane. You must touch the chest and the miniature replica that serve as Material components for the spell. The chest can contain up to 12 cubic feet of nonliving material (3 feet by 2 feet by 2 feet).

While the chest remains on the Ethereal Plane, you can take a Magic action and touch the replica to recall the chest. It appears in an unoccupied space on the ground within 5 feet of you. You can send the chest back to the Ethereal Plane by taking a Magic action to touch the chest and the replica.

After 60 days, there is a cumulative 5 percent chance at the end of each day that the spell ends. The spell also ends if you cast this spell again or if the Tiny replica chest is destroyed. If the spell ends and the larger chest is on the Ethereal Plane, the chest remains there for you or someone else to find.

LEOMUND'S TINY HUT

Level 3 Evocation (Bard, Wizard)

Casting Time: 1 minute or Ritual

Range: Self

Components: V, S, M (a crystal bead)

Duration: 8 hours

A 10-foot Emanation springs into existence around you and remains stationary for the duration. The spell fails when you cast it if the Emanation isn't big enough to fully encapsulate all creatures in its area.

Creatures and objects within the Emanation when you cast the spell can move through it freely. All other creatures and objects are barred from passing through it. Spells of level 3 or lower can't be cast through it, and the effects of such spells can't extend into it.

The atmosphere inside the Emanation is comfortable and dry, regardless of the weather outside. Until the spell ends, you can command the interior to have Dim Light or Darkness (no action required). The Emanation is opaque from the outside and of any color you choose, but it's transparent from the inside.

The spell ends early if you leave the Emanation or if you cast it again.

A HUMAN DRUID CASTS LESSER RESTORATION TO EASE THE SUFFERING OF A FRIEND WHO WAS POISONED IN BATTLE.

LESSER RESTORATION

Level 2 Abjuration (Bard, Cleric, Druid, Paladin, Ranger)

Casting Time: Bonus Action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a creature and end one condition on it: Blinded, Deafened, Paralyzed, or Poisoned.

LEVITATE

Level 2 Transmutation (Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a metal spring)

Duration: Concentration, up to 10 minutes

One creature or loose object of your choice that you can see within range rises vertically up to 20 feet and remains suspended there for the duration. The spell can levitate an object that weighs up to 500 pounds. An unwilling creature that succeeds on a Constitution saving throw is unaffected.

The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude



by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can take a Magic action to move the target, which must remain within the spell's range.

When the spell ends, the target floats gently to the ground if it is still aloft.

LIGHT

Evocation Cantrip (Bard, Cleric, Sorcerer, Wizard)

Casting Time: Action

Range: Touch

Components: V, M (a firefly or phosphorescent moss)

Duration: 1 hour

You touch one Large or smaller object that isn't being worn or carried by someone else. Until the spell ends, the object sheds Bright Light in a 20-foot radius and Dim Light for an additional 20 feet. The light can be colored as you like.

Covering the object with something opaque blocks the light. The spell ends if you cast it again.

LIGHTNING ARROW

Level 3 Transmutation (Ranger)

Casting Time: Bonus Action, which you take immediately after hitting or missing a target with a ranged attack using a weapon

Range: Self

Components: V, S

Duration: Instantaneous

As your attack hits or misses the target, the weapon or ammunition you're using transforms into a lightning bolt. Instead of taking any damage or other effects from the attack, the target takes 4d8 Lightning damage on a hit or half as much damage on a miss. Each creature within 10 feet of the target then makes a Dexterity saving throw, taking 2d8 Lightning damage on a failed save or half as much damage on a successful one.

The weapon or ammunition then returns to its normal form.

Using a Higher-Level Spell Slot. The damage for both effects of the spell increases by 1d8 for each spell slot level above 3.

LIGHTNING BOLT

Level 3 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a bit of fur and a crystal rod)

Duration: Instantaneous

A stroke of lightning forming a 100-foot-long, 5-foot-wide Line blasts out from you in a direction you choose. Each creature in the Line makes a Dexterity saving throw, taking 8d6 Lightning damage on a failed save or half as much damage on a successful one.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 3.

LOCATE ANIMALS OR PLANTS

Level 2 Divination (Bard, Druid, Ranger)

Casting Time: Action or Ritual

Range: Self

Components: V, S, M (fur from a bloodhound)

Duration: Instantaneous

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

LOCATE CREATURE

Level 4 Divination (Bard, Cleric, Druid, Paladin, Ranger, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (fur from a bloodhound)

Duration: Concentration, up to 1 hour

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

The spell can locate a specific creature known to you or the nearest creature of a specific kind (such as a human or a unicorn) if you have seen such a creature up close—within 30 feet—at least once. If the creature you described or named is in a different form, such as under the effects of a *Flesh to Stone* or *Polymorph* spell, this spell doesn't locate the creature.

This spell can't locate a creature if any thickness of lead blocks a direct path between you and the creature.

LOCATE OBJECT

Level 2 Divination (Bard, Cleric, Druid, Paladin, Ranger, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a forked twig)

Duration: Concentration, up to 10 minutes

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

The spell can locate a specific object known to you if you have seen it up close—within 30 feet—at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon.

This spell can't locate an object if any thickness of lead blocks a direct path between you and the object.

LONGSTRIDER

Level 1 Transmutation (Bard, Druid, Ranger, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a pinch of dirt)

Duration: 1 hour

You touch a creature. The target's Speed increases by 10 feet until the spell ends.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

MAGE ARMOR

Level 1 Abjuration (Sorcerer, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a piece of cured leather)

Duration: 8 hours

You touch a willing creature who isn't wearing armor. Until the spell ends, the target's base AC becomes 13 plus its Dexterity modifier. The spell ends early if the target dons armor.

MAGE HAND

Conjuration Cantrip (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: 1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

When you cast the spell, you can use the hand to 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.

As a Magic action on your later turns, you can control the hand thus again. As part of that action, you can move the hand up to 30 feet.

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

MAGIC CIRCLE

Level 3 Abjuration (Cleric, Paladin, Warlock, Wizard)

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (salt and powdered silver worth 100+ GP, which the spell consumes)

Duration: 1 hour

You create a 10-foot-radius, 20-foot-tall Cylinder of magical energy centered on a point on the ground that you can see within range. Glowing runes appear wherever 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 a creature of the chosen type in the following ways:

- The creature can't willingly enter the Cylinder by nonmagical means. If the creature tries to use teleportation or interplanar travel to do so, it must first succeed on a Charisma saving throw.
- The creature has Disadvantage on attack rolls against targets within the Cylinder.
- Targets within the Cylinder can't be possessed by or gain the Charmed or Frightened condition from the creature.

Each time you cast this spell, you can 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.

Using a Higher-Level Spell Slot. The duration increases by 1 hour for each spell slot level above 3.



MAGIC JAR

Level 6 Necromancy (Wizard)

Casting Time: 1 minute

Range: Self

Components: V, S, M (a gem, crystal, or reliquary worth 500+ GP)

Duration: Until dispelled

Your body falls into a catatonic state as your soul leaves it and enters the container you used for the spell's Material component. While your soul inhabits the container, you are aware of your surroundings as if you were in the container's space. You can't move or take Reactions. The only action you can take is to project your soul up to 100 feet out of the container, either returning to your living body (and ending the spell) or attempting to possess a Humanoid's body.

You can attempt to possess any Humanoid within 100 feet of you that you can see (creatures warded by a *Protection from Evil and Good* or *Magic Circle* spell can't be possessed). The target makes a Charisma saving throw. On a failed save, your soul enters the target's body, and the target's soul becomes trapped in the container. On a successful save, the

target resists your efforts to possess it, and you can't attempt to possess it again for 24 hours.

Once you possess a creature's body, you control it. Your Hit Points, Hit Point Dice, Strength, Dexterity, Constitution, Speed, and senses are replaced by the creature's. You otherwise keep your game statistics.

Meanwhile, the possessed creature's soul can perceive from the container using its own senses, but it can't move and it is Incapacitated.

While possessing a body, you can take a Magic action to return from the host body to the container if it is within 100 feet of you, returning the host creature's soul to its body. If the host body dies while you're in it, the creature dies, and you make a Charisma saving throw against your own spellcasting DC. On a success, you return to the container if it is within 100 feet of you. Otherwise, you die.

If the container is destroyed or the spell ends, your soul returns to your body. If your body is more than 100 feet away from you or if your body is dead, you die. If another creature's soul is in the container when it is destroyed, the creature's soul returns to its body if the body is alive and within 100 feet. Otherwise, that creature dies.

When the spell ends, the container is destroyed.

MAGIC MISSILE

Level 1 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

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

Using a Higher-Level Spell Slot. The spell creates one more dart for each spell slot level above 1.

MAGIC MOUTH

Level 2 Illusion (Bard, Wizard)

Casting Time: 1 minute or Ritual

Range: 30 feet

Components: V, S, M (jade dust worth 10+ GP, which the spell consumes)

Duration: Until dispelled

You implant a message within an object in range—a message that is uttered when a trigger condition is met. Choose an object that you can see and that isn't being worn or carried by another creature. Then speak the message, which must be 25 words or fewer, though it can be delivered over as long as 10 minutes. Finally, determine the circumstance that will trigger the spell to deliver your message.

When that trigger occurs, a magical mouth appears on the object and recites the message in your voice and at the same volume you spoke. If the object you chose has a mouth or something that looks like a mouth (for example, the mouth of a statue), the magical mouth appears there, so 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 it can remain and repeat its message whenever the trigger occurs.

The trigger 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. For example, you could instruct the mouth to speak when any creature moves within 30 feet of the object or when a silver bell rings within 30 feet of it.

MAGIC WEAPON

Level 2 Transmutation (Paladin, Ranger, Sorcerer, Wizard)

Casting Time: Bonus Action

Range: Touch

Components: V, S

Duration: 1 hour

You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls. The spell ends early if you cast it again.

Using a Higher-Level Spell Slot. The bonus increases to +2 with a level 3–5 spell slot. The bonus increases to +3 with a level 6+ spell slot.

MAJOR IMAGE

Level 3 Illusion (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 120 feet

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

Duration: Concentration, up to 10 minutes

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot Cube. The image appears at a spot that you can see within range and lasts for the duration. It seems real, including sounds, smells, and temperature appropriate to the thing depicted, but it can't deal damage or cause conditions.

If you are within range of the illusion, you can take a Magic action to cause the image to move to any other spot within range. 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, for things can pass through it. A creature that takes a Study action to examine the image can determine that it is an illusion with a successful Intelligence (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 the creature.

Using a Higher-Level Spell Slot. The spell lasts until dispelled, without requiring Concentration, if cast with a level 4+ spell slot.

MASS CURE WOUNDS

Level 5 Abjuration (Bard, Cleric, Druid)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A wave of healing energy washes out from a point you can see within range. Choose up to six creatures in a 30-foot-radius Sphere centered on that point. Each target regains Hit Points equal to 5d8 plus your spellcasting ability modifier.

Using a Higher-Level Spell Slot. The healing increases by 1d8 for each spell slot level above 5.

MASS HEAL

Level 9 Abjuration (Cleric)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A flood of healing energy flows from you into creatures around you. You restore up to 700 Hit Points, divided as you choose among any number of creatures that you can see within range. Creatures healed by this spell also have the Blinded, Deafened, and Poisoned conditions removed from them.

MASS HEALING WORD

Level 3 Abjuration (Bard, Cleric)

Casting Time: Bonus Action

Range: 60 feet

Components: V

Duration: Instantaneous

Up to six creatures of your choice that you can see within range regain Hit Points equal to 2d4 plus your spellcasting ability modifier.

Using a Higher-Level Spell Slot. The healing increases by 1d4 for each spell slot level above 3.

MASS SUGGESTION

Level 6 Enchantment (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, M (a snake's tongue)

Duration: 24 hours

You suggest a course of activity—described in no more than 25 words—to twelve or fewer creatures you can see within range that can hear and

understand you. The suggestion must sound achievable and not involve anything that would obviously deal damage to any of the targets or their allies. For example, you could say, “Walk to the village down that road, and help the villagers there harvest crops until sunset.” Or you could say, “Now is not the time for violence. Drop your weapons, and dance! Stop in an hour.”

Each target must succeed on a Wisdom saving throw or have the Charmed condition for the duration or until you or your allies deal damage to the target. Each Charmed target pursues the suggestion to the best of its ability. The suggested activity can continue for the entire duration, but if the suggested activity can be completed in a shorter time, the spell ends for a target upon completing it.

Using a Higher-Level Spell Slot. The duration is longer with a spell slot of level 7 (10 days), 8 (30 days), or 9 (366 days).

MAZE

Level 8 Conjunction (Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

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

The target can take a Study action to try to escape. When it does so, it makes a DC 20 Intelligence (Investigation) check. If it succeeds, it escapes, and the spell ends.

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

MELD INTO STONE

Level 3 Transmutation (Cleric, Druid, Ranger)

Casting Time: Action or Ritual

Range: Touch

Components: V, S

Duration: 8 hours

You step into a stone object or surface large enough to fully contain your body, merging yourself and your equipment with the stone for the duration. You must touch the stone to do so. Nothing of your presence remains visible or otherwise detectable by nonmagical senses.

While merged with the stone, you can't see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside it are made



THE DARING WIZARD MELF TAKES AIM AT A RAMPAGING TROLL WITH MELF'S ACID ARROW.

with Disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the stone. You can use 5 feet of movement to leave the stone where you entered it, which ends the spell. You otherwise can't move.

Minor physical damage to the stone doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals $6d6$ Force damage to you. The stone's complete destruction (or transmutation into a different substance) expels you and deals 50 Force damage to you. If expelled, you move into an unoccupied space closest to where you first entered and have the Prone condition.

MELF'S ACID ARROW

Level 2 Evocation (Wizard)

Casting Time: Action

Range: 90 feet

Components: V, S, M (powdered rhubarb leaf)

Duration: Instantaneous

A shimmering green arrow streaks toward a target within range and bursts in a spray of acid. Make a ranged spell attack against the target. On a hit, the

target takes $4d4$ Acid damage and $2d4$ Acid damage at the end of its next turn. On a miss, the arrow splashes the target with acid for half as much of the initial damage only.

Using a Higher-Level Spell Slot. The damage (both initial and later) increases by $1d4$ for each spell slot level above 2.

MENDING

Transmutation Cantrip (Bard, Cleric, Druid, Sorcerer, Wizard)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (two lodestones)

Duration: Instantaneous

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item, but it can't restore magic to such an object.

MESSAGE

Transmutation Cantrip (Bard, Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: S, M (a copper wire)

Duration: 1 round

You point toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear.

You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence; 1 foot of stone, metal, or wood; or a thin sheet of lead blocks the spell.

METEOR SWARM

Level 9 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 1 mile

Components: V, S

Duration: Instantaneous

Blazing orbs of fire plummet to the ground at four different points you can see within range. Each creature in a 40-foot-radius Sphere centered on each of those points makes a Dexterity saving throw. A creature takes 20d6 Fire damage and 20d6 Bludgeoning damage on a failed save or half as much damage on a successful one. A creature in the area of more than one fiery Sphere is affected only once.

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

MIND BLANK

Level 8 Abjuration (Bard, Wizard)

Casting Time: Action

Range: Touch

Components: V, S

Duration: 24 hours

Until the spell ends, one willing creature you touch has Immunity to Psychic damage and the Charmed condition. The target is also unaffected by anything that would sense its emotions or alignment, read its thoughts, or magically detect its location, and no spell—not even *Wish*—can gather information about the target, observe it remotely, or control its mind.

MIND SLIVER

Enchantment Cantrip (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 60 feet

Components: V

Duration: 1 round

You try to temporarily sliver the mind of one creature you can see within range. The target must succeed on an Intelligence saving throw or take 1d6 Psychic damage and subtract 1d4 from the next saving throw it makes before the end of your next turn.

Cantrip Upgrade. The damage increases by 1d6 when you reach levels 5 (2d6), 11 (3d6), and 17 (4d6).

MIND SPIKE

Level 2 Divination (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 120 feet

Components: S

Duration: Concentration, up to 1 hour

You drive a spike of psionic energy into the mind of one creature you can see within range. The target makes a Wisdom saving throw, taking 3d8 Psychic damage on a failed save or half as much damage on a successful one. On a failed save, you also always know the target's location until the spell ends, but only while the two of you are on the same plane of existence. While you have this knowledge, the target can't become hidden from you, and if it has the Invisible condition, it gains no benefit from that condition against you.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 2.

MINOR ILLUSION

Illusion Cantrip (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 30 feet

Components: S, M (a bit of fleece)

Duration: 1 minute

You create a sound or an image of an object within range that lasts for the duration. See the descriptions below for the effects of each. The illusion ends if you cast this spell again.

If a creature takes a Study action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

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

Image. If you create an image of an object—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, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, since things can pass through it.

MIRAGE ARCANE

Level 7 Illusion (Bard, Druid, Wizard)

Casting Time: 10 minutes

Range: Sight

Components: V, S

Duration: 10 days

You make terrain in an area up to 1 mile square look, sound, smell, and even feel like some other sort of terrain. Open fields or a road could be made to resemble a swamp, hill, crevasse, or some other rough or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road.

Similarly, you can alter the appearance of structures or add them where none are present. The spell doesn't disguise, conceal, or add creatures.

The illusion includes audible, visual, tactile, and olfactory elements, so it can turn clear ground into Difficult Terrain (or vice versa) or otherwise impede movement through the area. Any piece of the illusory terrain (such as a rock or stick) that is removed from the spell's area disappears immediately.

Creatures with Truesight can see through the illusion to the terrain's true form; however, all other elements of the illusion remain, so while the creature is aware of the illusion's presence, the creature can still physically interact with the illusion.

MIRROR IMAGE

Level 2 Illusion (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: 1 minute

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real.

Each time a creature hits you with an attack roll during the spell's duration, roll a d6 for each of your remaining duplicates. If any of the d6s rolls a 3 or higher, one of the duplicates is hit instead of you, and the duplicate is destroyed. The duplicates otherwise ignore all other damage and effects. The spell ends when all three duplicates are destroyed.

A creature is unaffected by this spell if it has the Blinded condition, Blindsight, or Truesight.

MISLEAD

Level 5 Illusion (Bard, Warlock, Wizard)

Casting Time: Action

Range: Self

Components: S

Duration: Concentration, up to 1 hour

You gain the Invisible condition at the same time that an illusory double of you appears where you are standing. The double lasts for the duration, but the invisibility ends immediately after you make an attack roll, deal damage, or cast a spell.

As a Magic action, you can move the illusory double up to twice your Speed and make it gesture, speak, and behave in whatever way you choose. It is intangible and invulnerable.

You can see through its eyes and hear through its ears as if you were located where it is.

MISTY STEP

Level 2 Conjunction (Sorcerer, Warlock, Wizard)

Casting Time: Bonus Action

Range: Self

Components: V

Duration: Instantaneous

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

MODIFY MEMORY

Level 5 Enchantment (Bard, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to reshape another creature's memories. One creature that you can see within range makes a Wisdom saving throw. If you are fighting the creature, it has Advantage on the save. On a failed save, the target has the Charmed condition for the duration. While Charmed in this way, the target also has the Incapacitated condition and is unaware of its surroundings, though it can hear

you. If it takes any damage or is targeted by another spell, this spell ends, and no memories are modified.

While this charm lasts, you can affect the target's memory of an event that it experienced within the last 24 hours and 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, change its memory of the event's details, or create a memory of some other event.

You must speak to the target to describe how its memories are affected, and it must be able to understand your language 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 finish describing the modified memories, the creature's 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 modified memory, such as a false memory of how much the creature enjoyed swimming in acid, is dismissed as a bad dream. The DM might deem a modified memory too nonsensical to affect a creature.

A *Remove Curse* or *Greater Restoration* spell cast on the target restores the creature's true memory.

Using a Higher-Level Spell Slot. You can alter the target's memories of an event that took place up to 7 days ago (level 6 spell slot), 30 days ago (level 7 spell slot), 365 days ago (level 8 spell slot), or any time in the creature's past (level 9 spell slot).

MOONBEAM

Level 2 Evocation (Druid)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a moonseed leaf)

Duration: Concentration, 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 within range. Until the spell ends, Dim Light fills the Cylinder, and you can take a Magic action on later turns to move the Cylinder up to 60 feet.

When the Cylinder appears, each creature in it makes a Constitution saving throw. On a failed save, a creature takes 2d10 Radiant damage, and if the creature is shape-shifted (as a result of the *Polymorph* spell, for example), it reverts to its true form and can't shape-shift until it leaves the Cylinder. On a successful save, a creature takes half as much damage only. A creature also makes this save when the spell's area moves into its space and when it

enters the spell's area or ends its turn there. A creature makes this save only once per turn.

Using a Higher-Level Spell Slot. The damage increases by 1d10 for each spell slot level above 2.

MORDENKAINEN'S FAITHFUL HOUND

Level 4 Conjunction (Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a silver whistle)

Duration: 8 hours

You conjure a phantom watchdog in an unoccupied space that you can see within range. The hound remains for the duration or until the two of you are more than 300 feet apart from each other.

No one but you can see the hound, and it is intangible and invulnerable. When a Small or larger creature comes within 30 feet of it without first speaking the password that you specify when you cast this spell, the hound starts barking loudly. The hound has Truesight with a range of 30 feet.

At the start of each of your turns, the hound attempts to bite one enemy within 5 feet of it. That enemy must succeed on a Dexterity saving throw or take 4d8 Force damage.

On your later turns, you can take a Magic action to move the hound up to 30 feet.

MORDENKAINEN'S MAGNIFICENT MANSION

Level 7 Conjunction (Bard, Wizard)

Casting Time: 1 minute

Range: 300 feet

Components: V, S, M (a miniature door worth 15+ GP)

Duration: 24 hours

You conjure a shimmering door in range that lasts for the duration. The door leads to an extradimensional dwelling and is 5 feet wide and 10 feet tall. You and any creature you designate when you cast the spell can enter the extradimensional dwelling as long as the door remains open. You can open or close it (no action required) if you are within 30 feet of it. While closed, the door is imperceptible.

Beyond the door is a magnificent foyer with numerous chambers beyond. The dwelling's atmosphere is clean, fresh, and warm.

You can create any floor plan you like for the dwelling, but it can't exceed 50 contiguous 10-foot Cubes. The place is furnished and decorated as you choose. It contains sufficient food to serve a nine-course banquet for up to 100 people. Furnishings and other objects created by this spell dissipate into smoke if removed from it.



THE WIZARD MORDENKAINEN WELCOMES
GUESTS TO HIS MAGICAL DWELLING,
MORDENKAINEN'S MAGNIFICENT MANSION.

A staff of 100 near-transparent servants attends all who enter. You determine the appearance of these servants and their attire. They are invulnerable and obey your commands. Each servant can perform tasks that a human could perform, but they can't attack or take any action that would directly harm another creature. Thus the servants can fetch things, clean, mend, fold clothes, light fires, serve food, pour wine, and so on. The servants can't leave the dwelling.

When the spell ends, any creatures or objects left inside the extradimensional space are expelled into the unoccupied spaces nearest to the entrance.

MORDENKAINEN'S PRIVATE SANCTUM

Level 4 Abjuration (Wizard)

Casting Time: 10 minutes

Range: 120 feet

Components: V, S, M (a thin sheet of lead)

Duration: 24 hours

You make an area within range magically secure. The area is a Cube that can be as small as 5 feet to as large as 100 feet on each side. The spell lasts for the duration.

When you cast the spell, you decide what sort of security the spell provides, choosing any of the following properties:

- Sound can't pass through the barrier at the edge of the warded area.
- The barrier of the warded area appears dark and foggy, preventing vision (including Darkvision) through it.
- Sensors created by Divination spells can't appear inside the protected area or pass through the barrier at its perimeter.
- Creatures in the area can't be targeted by Divination spells.
- Nothing can teleport into or out of the warded area.
- Planar travel is blocked within the warded area.

Casting this spell on the same spot every day for 365 days makes the spell last until dispelled.

Using a Higher-Level Spell Slot. You can increase the size of the Cube by 100 feet for each spell slot level above 4.

MORDENKAINEN'S SWORD

Level 7 Evocation (Bard, Wizard)

Casting Time: Action

Range: 90 feet

Components: V, S, M (a miniature sword worth 250+ GP)

Duration: Concentration, up to 1 minute

You create a spectral sword that hovers within range. It lasts for the duration.

When the sword appears, you make a melee spell attack against a target within 5 feet of the sword. On a hit, the target takes Force damage equal to 4d12 plus your spellcasting ability modifier.

On your later turns, you can take a Bonus Action to move the sword up to 30 feet to a spot you can see and repeat the attack against the same target or a different one.

MOVE EARTH

Level 6 Transmutation (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a miniature shovel)

Duration: Concentration, up to 2 hours

Choose an area of terrain no larger than 40 feet on a side within range. You can reshape dirt, sand, or clay in the area in any manner you choose for the duration. You can raise or lower the area's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such changes can't exceed half the area's largest dimension. For example, if you affect a 40-foot square, you can create a pillar up to 20 feet high, raise or lower the square's elevation by up to 20 feet, dig a trench up to 20 feet deep, and so on. It takes 10 minutes for these changes to complete. Because the terrain's transformation occurs slowly, creatures in the area can't usually be trapped or injured by the ground's movement.

At the end of every 10 minutes you spend concentrating on the spell, you can choose a new area of terrain to affect within range.

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

Similarly, this spell doesn't directly affect plant growth. The moved earth carries any plants along with it.

NONDETECTION

Level 3 Abjuration (Bard, Ranger, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a pinch of diamond dust worth 25+ GP, which the spell consumes)

Duration: 8 hours

For the duration, you hide a target that you touch from Divination spells. The target can be a willing creature, or it can be a place or an object no larger than 10 feet in any dimension. The target can't be targeted by any Divination spell or perceived through magical scrying sensors.

NYSTUL'S MAGIC AURA

Level 2 Illusion (Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a small square of silk)

Duration: 24 hours

With a touch, you place an illusion on a willing creature or an object that isn't being worn or carried. A creature gains the Mask effect below, and an object gains the False Aura effect below. The effect lasts for the duration. If you cast the spell on the same target every day for 30 days, the illusion lasts until dispelled.

Mask (Creature). Choose a creature type other than the target's actual type. Spells and other magical effects treat the target as if it were a creature of the chosen type.

False Aura (Object). You change the way the target appears to spells and magical effects that detect magical auras, such as *Detect Magic*. You can make a nonmagical object appear magical, make a magic item appear nonmagical, or change the object's aura so that it appears to belong to a school of magic you choose.

OTILUKE'S FREEZING SPHERE

Level 6 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 300 feet

Components: V, S, M (a miniature crystal sphere)

Duration: Instantaneous

A frigid globe streaks from you to a point of your choice within range, where it explodes in a 60-foot-radius Sphere. Each creature in that area makes a Constitution saving throw, taking 10d6 Cold damage on failed save or half as much damage on a successful one.

If the globe strikes a body of water, it freezes the water to a depth of 6 inches over an area 30 feet square. This ice lasts for 1 minute. Creatures that were swimming on the surface of frozen water are trapped in the ice and have the Restrained condition. A trapped creature can take an action to make a Strength (Athletics) check against your spell save DC to break free.

You can refrain from firing the globe after completing the spell's casting. If you do so, a globe about the size of a sling bullet, cool to the touch, appears in your hand. At any time, you or a creature you give the globe to can throw the globe (to a range of 40 feet) or hurl it with a sling (to the sling's normal range). It shatters on impact, with the same effect as a normal casting of the spell. You can also set the globe down without shattering it. After 1 minute, if the globe hasn't already shattered, it explodes.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 6.

OТИLUKE'S RESILIENT SPHERE

Level 4 Abjuration (Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a glass sphere)

Duration: Concentration, up to 1 minute

A shimmering sphere encloses a Large or smaller creature or object within range. An unwilling creature must succeed on a Dexterity saving throw or be enclosed for the duration.

Nothing—not physical objects, energy, or other spell effects—can pass through the barrier, in or out, though a creature in the sphere can breathe there. The sphere is immune to all damage, and a creature or object inside can't be damaged by attacks or effects originating from outside, nor can a creature inside the sphere damage anything outside it.

The sphere is weightless and just large enough to contain the creature or object inside. An enclosed creature can take an 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.

OTTO'S IRRESISTIBLE DANCE

Level 6 Enchantment (Bard, Wizard)

Casting Time: Action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 minute

One creature that you can see within range must make a Wisdom saving throw. On a successful save, the target dances comically until the end of its next turn, during which it must spend all its movement to dance in place.

On a failed save, the target has the Charmed condition for the duration. While Charmed, the target dances comically, must use all its movement to dance in place, and has Disadvantage on Dexterity saving throws and attack rolls, and other creatures have Advantage on attack rolls against it. On each of its turns, the target can take an action to collect itself and repeat the save, ending the spell on itself on a success.

PASSWALL

Level 5 Transmutation (Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a pinch of sesame seeds)

Duration: 1 hour

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

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

PASS WITHOUT TRACE

Level 2 Abjuration (Druid, Ranger)

Casting Time: Action

Range: Self

Components: V, S, M (ashes from burned mistletoe)

Duration: Concentration, up to 1 hour

You radiate a concealing aura in a 30-foot emanation for the duration. While in the aura, you and each creature you choose have a +10 bonus to Dexterity (Stealth) checks and leave no tracks.

PHANTASMAL FORCE

Level 2 Illusion (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

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

Duration: Concentration, up to 1 minute

You attempt to craft an illusion in the mind of a creature you can see within range. The target makes an Intelligence saving throw. On a failed save, you create a phantasmal object, creature, or other phenomenon that is no larger than a 10-foot Cube and that is perceivable only to the target for the duration. The phantasm includes sound, temperature, and other stimuli.

The target can take a Study action to examine the phantasm with an Intelligence (Investigation) check against your spell save DC. If the check succeeds, the target realizes that the phantasm is an illusion, and the spell ends.

While affected by the spell, the target treats the phantasm as if it were real and rationalizes any illogical outcomes from interacting with it. For example, if the target steps through a phantasmal bridge and survives the fall, it believes the bridge exists and something else caused it to fall.

An affected target can even take damage from the illusion if the phantasm represents a dangerous creature or hazard. On each of your turns, such a phantasm can deal 2d8 Psychic damage to the target if it is in the phantasm's area or within 5 feet of the phantasm. The target perceives the damage as a type appropriate to the illusion.

PHANTASMAL KILLER

Level 4 Illusion (Bard, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You tap into the nightmares of a creature you can see within range and create an illusion of its deepest fears, visible only to that creature. The target makes a Wisdom saving throw. On a failed save, the target takes 4d10 Psychic damage and has Disadvantage on ability checks and attack rolls for the duration. On a successful save, the target takes half as much damage, and the spell ends.

For the duration, the target makes a Wisdom saving throw at the end of each of its turns. On a failed save, it takes the Psychic damage again. On a successful save, the spell ends.

Using a Higher-Level Spell Slot. The damage increases by 1d10 for each spell slot level above 4.



PHANTOM STEED

PHANTOM STEED

Level 3 Illusion (Wizard)

Casting Time: 1 minute or Ritual

Range: 30 feet

Components: V, S

Duration: 1 hour

A Large, quasi-real, horselike creature appears on the ground in an unoccupied space of your choice within range. You decide the creature's appearance, and it is equipped with a saddle, bit, and bridle. Any of the equipment created by the spell vanishes in a puff of smoke if it is carried more than 10 feet away from the steed.

For the duration, you or a creature you choose can ride the steed. The steed uses the **Riding Horse** stat block (see appendix B), except it has a Speed of 100 feet and can travel 13 miles in an hour. When the spell ends, the steed gradually fades, giving the rider 1 minute to dismount. The spell ends early if the steed takes any damage.

PLANAR ALLY

Level 6 Conjunction (Cleric)

Casting Time: 10 minutes

Range: 60 feet

Components: V, S

Duration: Instantaneous

You beseech an otherworldly entity for aid. The being must be known to you: a god, a demon prince, or some other being of cosmic power. That entity

sends a Celestial, an Elemental, or a Fiend loyal to it to aid you, making the creature appear in an unoccupied space within range. If you know a specific creature's name, you can speak that name when you cast this spell to request that creature, though you might get a different creature anyway (DM's choice).

When the creature appears, it is under no compulsion to behave a particular way. You can ask it to perform a service in exchange for payment, but it isn't obliged to do so. The requested task could range from simple (fly us across the chasm, or help us fight a battle) to complex (spy on our enemies, or protect us during our foray into the dungeon). You must be able to communicate with the creature to bargain for its services.

Payment can take a variety of forms. A Celestial might require a sizable donation of gold or magic items to an allied temple, while a Fiend might demand a living sacrifice or a gift of treasure. Some creatures might exchange their service for a quest undertaken by you.

A task that can be measured in minutes requires a payment worth 100 GP per minute. A task measured in hours requires 1,000 GP per hour. And a task measured in days (up to 10 days) requires 10,000 GP per day. The DM can adjust these payments based on the circumstances under which you cast the spell. If the task is aligned with the creature's ethos, the payment might be halved or even waived. Nonhazardous tasks typically require only half the suggested payment, while especially dangerous tasks might require a greater gift. Creatures rarely accept tasks that seem suicidal.

After the creature completes the task, or when the agreed-upon duration of service expires, the creature returns to its home plane after reporting back to you if possible. If you are unable to agree on a price for the creature's service, the creature immediately returns to its home plane.

PLANAR BINDING

Level 5 Abjuration (Bard, Cleric, Druid, Warlock, Wizard)

Casting Time: 1 hour

Range: 60 feet

Components: V, S, M (a jewel worth 1,000+ GP, which the spell consumes)

Duration: 24 hours

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 the inverted version of the *Magic Circle* spell to trap it while this spell is cast.) At the

completion of the casting, the target must succeed on a Charisma saving throw or be bound to serve you for the duration. 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 commands 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. If the creature is Hostile, it strives to twist your commands to achieve its own objectives. If the creature carries out your commands 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, it returns to the place where you bound it and remains there until the spell ends.

Using a Higher-Level Spell Slot. The duration increases with a spell slot of level 6 (10 days), 7 (30 days), 8 (180 days), and 9 (366 days).

PLANE SHIFT

Level 7 Conjunction (Cleric, Druid, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a forked, metal rod worth 250+ GP and attuned to a plane of existence)

Duration: Instantaneous

You and up to eight willing creatures who link hands in a circle are transported to a different plane of existence. You can specify a target destination in general terms, such as the City of Brass on the Elemental Plane of Fire or the palace of Dispater on the second level of the Nine Hells, and you appear in or near that destination, as determined by the DM.

Alternatively, if you know the sigil sequence of a teleportation circle on another plane of existence, this spell can take you to that circle. If the teleportation circle is too small to hold all the creatures you transported, they appear in the closest unoccupied spaces next to the circle.

PLANT GROWTH

Level 3 Transmutation (Bard, Druid, Ranger)

Casting Time: Action (Overgrowth) or 8 hours (Enrichment)

Range: 150 feet

Components: V, S

Duration: Instantaneous

This spell channels vitality into plants. The casting time you use determines whether the spell has the Overgrowth or the Enrichment effect below.

Overgrowth. Choose a point within range. All normal plants in a 100-foot-radius Sphere centered