

Spellbook

Mending

Transmutation Cantrip

Action: 1 minute

Range: Touch

Components: V, S, M (two lodestones)

Duration: Instantaneous

Of Class: Bard, Cleric, Druid, Sorcerer, Wizard

This spell repairs a single break or tear in an object you touch, such as 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 or construct, but the spell can't restore magic to such an object.

Guidance

Divination Cantrip

Action: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Of Class: Cleric, Druid

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

Resistance

Abjuration Cantrip

Action: 1 action

Range: Touch

Components: V, S, M (a miniature cloak)

Duration: Concentration, up to 1 minute

Of Class: Cleric, Druid

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

Druidcraft

Transmutation Cantrip**Action:** 1 action**Range:** 30 feet**Components:** V, S**Duration:** Instantaneous**Of Class:** Druid

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

- 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.
- You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.
- You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5-foot cube.
- You instantly light or snuff out a candle, a torch, or a small campfire.

Produce Flame

Conjuration Cantrip**Action:** 1 action**Range:** Self**Components:** V, S**Duration:** 10 minutes**Of Class:** Druid

A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again.

You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Shillelagh

Transmutation Cantrip**Action:** 1 bonus action**Range:** Touch

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

Duration: 1 minute

Of Class: Druid

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

Thorn Whip

Transmutation Cantrip

Action: 1 action

Range: 30 feet

Components: V, S, M (the stem of a plant with thorns)

Duration: Instantaneous

Of Class: Druid

You create a long, vine-like whip covered in thorns that lashes out at your command toward a creature in range. Make a melee spell attack against the target. If the attack hits, the creature takes 1d6 piercing damage, and if the creature is Large or smaller, you pull the creature up to 10 feet closer to you.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Poison Spray

Conjuration Cantrip

Action: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

Of Class: Druid, Sorcerer, Warlock, Wizard

You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage.

This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

Healing Word

1st level Evocation

Action: 1 bonus action

Range: 60 feet

Components: V

Duration: Instantaneous

Of Class: Bard, Cleric, Druid

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting

ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

Cure Wounds

1st level Evocation

Action: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Of Class: Bard, Cleric, Druid, Paladin, Ranger

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

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

Detect Magic (Ritual)

1st level Divination

Action: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Of Class: Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Wizard

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

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

Faerie Fire

1st level Evocation

Action: 1 action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

Of Class: Bard, Druid

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected

creature or object can't benefit from being invisible.

Animal Friendship

1st level Enchantment

Action: 1 action

Range: 30 feet

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

Duration: 24 hours

Of Class: Bard, Druid, Ranger

This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spell ends.

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

Speak with Animals (Ritual)

1st level Divination

Action: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

Of Class: Bard, Druid, Ranger

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

Longstrider

1st level Transmutation

Action: 1 action

Range: Touch

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

Duration: 1 hour

Of Class: Bard, Druid, Ranger, Wizard

You touch a creature. The target's speed increases by 10 feet until the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Charm Person

1st level Enchantment

Action: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

Of Class: Bard, Druid, Sorcerer, Warlock, Wizard

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Thunderwave

1st level Evocation

Action: 1 action

Range: Self (15-foot cube)

Components: V, S

Duration: Instantaneous

Of Class: Bard, Druid, Sorcerer, Wizard

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

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

Create or Destroy Water

1st level Transmutation

Action: 1 action

Range: 30 feet

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

Duration: Instantaneous

Of Class: Cleric, Druid

You either create or destroy water.

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 in the area.

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.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot level above 1st.

Purify Food and Drink (Ritual)

1st level Transmutation

Action: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

Of Class: Cleric, Druid, Paladin

All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

Detect Poison and Disease

1st level Divination

Action: 1 action

Range: Self

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

Duration: Concentration, up to 10 minutes

Of Class: Cleric, Druid, Paladin, Ranger

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

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

Entangle

1st level Conjuration

Action: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

Of Class: Druid

Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain.

A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

When the spell ends, the conjured plants wilt away.

Goodberry

1st level Transmutation

Action: 1 action

Range: Touch

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

Duration: Instantaneous

Of Class: Druid, Ranger

Up to ten berries appear in your hand and are infused with magic for the duration. A creature can use its 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.

The berries lose their potency if they have not been consumed within 24 hours of the casting of this spell.

Fog Cloud

1st level Conjuration

Action: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 hour

Of Class: Druid, Ranger, Sorcerer, Wizard

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

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

Jump

1st level Transmutation

Action: 1 action

Range: Touch

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

Duration: 1 minute

Of Class: Druid, Ranger, Sorcerer, Wizard

You touch a creature. The creature's jump distance is tripled until the spell ends.

Lesser Restoration

2nd level Abjuration

Action: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Of Class: Bard, Cleric, Druid, Paladin, Ranger

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

Locate Object

2nd level Divination

Action: 1 action

Range: Self

Components: V, S, M (a forked twig)

Duration: Concentration, up to 10 minutes

Of Class: Bard, Cleric, Druid, Ranger, Wizard

Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as 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, as long as 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, even a thin sheet, blocks a direct path between you and the object.

Enhance Ability

2nd level Transmutation

Action: 1 action

Range: Touch

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

Duration: Concentration, up to 1 hour

Of Class: Bard, Cleric, Druid, Sorcerer

You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects; the target gains the effect until the spell ends.

Bear's Endurance. The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the spell ends.

Bull's Strength. The target has advantage on Strength checks, and his or her carrying capacity doubles.

Cat's Grace. The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated.

Eagle's Splendor. The target has advantage on Charisma checks.

Fox's Cunning. The target has advantage on Intelligence checks.

Owl's Wisdom. The target has advantage on Wisdom checks.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one

additional creature for each slot level above 2nd.

Hold Person

2nd level Enchantment

Action: 1 action

Range: 60 feet

Components: V, S, M (a small, straight piece of iron)

Duration: Concentration, up to 1 minute

Of Class: Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target on additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

Heat Metal

2nd level Transmutation

Action: 1 action

Range: 60 feet

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

Duration: Concentration, up to 1 minute

Of Class: Bard, Druid

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 use a bonus action on each of your subsequent turns to cause this damage again.

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.

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

Locate Animals or Plants (Ritual)

2nd level Divination

Action: 1 action

Range: Self

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

Duration: Instantaneous

Of Class: Bard, Druid, Ranger

Describe or name a specific kind of beast or plant. Concentrating on the voice of nature in your surroundings, you learn the direction and distance to the closest creature or plant of that kind within 5 miles, if any are present.

Pass Without Trace

2nd level Abjuration

Action: 1 action

Range: Self

Components: V, S, M (ashes from a burned leaf of mistletoe and a sprig of spruce)

Duration: Concentration, up to 1 hour

Of Class: Cleric (Trickery), Druid, Ranger

A veil of shadows and silence radiates from you, masking you and your companions from detection. For the duration, each creature you choose within 30

feet of you (including you) has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.

Protection from Poison

2nd level Abjuration

Action: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

Of Class: Cleric, Druid, Paladin, Ranger

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

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

Find Traps

2nd level Divination

Action: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Of Class: Cleric, Druid, Ranger

You sense the presence of any trap within range that is within line of sight. A trap, for the purpose of this spell, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator. Thus, the spell would sense an area affected by the *alarm* spell, a *glyph of warding*, or a mechanical pit trap, but it would not reveal a natural weakness in the floor, an unstable ceiling, or a hidden sinkhole.

This spell merely reveals that a trap is present. You don't learn the location of each trap, but you do learn the general nature of the danger posed by a trap you sense.

Flame Blade

2nd level Evocation

Action: 1 bonus action

Range: Self

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

Duration: Concentration, up to 10 minutes

Of Class: Druid

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 the blade again as a bonus action. You can use your action to make a melee spell attack with the fiery blade. On a hit, the target takes 3d6 fire damage.

The flaming blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for every two slot levels above 2nd.

Misty Step

2nd level Conjuration

Action: 1 bonus action

Range: Self

Components: V

Duration: Instantaneous

Of Class: Druid (Coast), Paladin (Ancient, Vengeance), Sorcerer, Warlock, Wizard

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

Barkskin

2nd level Transmutation

Action: 1 action

Range: Touch

Components: V, S, M (a handful of oak bark)

Duration: Concentration, up to 1 hour

Of Class: Druid, Ranger

You touch a willing creature. Until the spell ends, the target's skin has a rough, bark-like appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing.

Beast Sense (Ritual)

2nd level Divination

Action: 1 action

Range: Touch

Components: S

Duration: Concentration, up to 1 hour

Of Class: Druid, Ranger

You touch a willing beast. For the duration of the spell, you can use your action to see through the beast's eyes and hear what it hears, and continue to do so until you use your action to return to your normal senses.

Spike Growth

2nd level Transmutation

Action: 1 action

Range: 150 feet

Components: V, S, M (seven sharp thorns or seven small twigs, each sharpened to a point)

Duration: Concentration, up to 10 minutes

Of Class: Druid, Ranger

The ground in a 20-foot radius centered on a point within range twists and sprouts hard spikes and thorns. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels.

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

Darkvision

2nd level Transmutation

Action: 1 action

Range: Touch

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

Duration: 8 hours

Of Class: Druid, Ranger, Sorcerer, Wizard

You touch a willing creature to grant it the ability to see in the dark. For the duration, that creature has darkvision out to a range of 60 feet.

Gust of Wind

2nd level Evocation

Action: 1 action

Range: Self (60-foot line)

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

Duration: Concentration, up to 1 minute

Of Class: Druid, Sorcerer, Wizard

A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the spell's

duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line.

Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you. The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

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

Flaming Sphere

2nd level Conjuration

Action: 1 action

Range: 60 feet

Components: V, S, M (a bit of tallow, a pinch of brimstone, and a dusting of powdered iron)

Duration: Concentration, up to 1 minute

Of Class: Druid, Wizard

A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 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. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn.

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

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

Moonbeam

2nd level Evocation

Action: 1 action

Range: 120 feet

Components: V, S, M (several seeds of any moonseed plant and a piece of opalescent feldspar)

Duration: Concentration, up to 1 minute

Of Class: Paladin (Ancients), Druid

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.

When a creature enters the spell's area for the first time on a turn or starts its turn there, it is engulfed in ghostly flames that cause searing pain, and it must

make a Constitution saving throw. It takes 2d10 radiant damage on a failed save, or half as much damage on a successful one.

A shapechanger makes its saving throw with disadvantage. If it fails, it also instantly reverts to its original form and can't assume a different form until it leaves the spell's light.

On each of your turns after you cast this spell, you can use an action to move the beam 60 feet in any direction.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.

Dispel Magic

3rd level Abjuration

Action: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Of Class: Bard, Cleric, Druid, Paladin, Sorcerer, Warlock, Wizard

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

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

Feign Death (Ritual)

3rd level Necromancy

Action: 1 action

Range: Touch

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

Duration: 1 hour

Of Class: Bard, Cleric, Druid, Wizard

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

For the spell's duration, or until you use an action to touch the target and dismiss the spell, the target appears dead to all outward inspection and to spells used to determine the target's status. The target is blinded and incapacitated, and its speed drops to 0. The target has resistance to all damage except psychic damage. If the target is diseased or poisoned when you cast the spell, or becomes diseased or poisoned while under the spell's effect, the disease and poison have no effect until the spell ends.

Plant Growth

3rd level Transmutation

Action: 1 action or 8 hours

Range: 150 feet

Components: V, S

Duration: Instantaneous

Of Class: Bard, Druid, Ranger

This spell channels vitality into plants within a specific area. There are two possible uses for the spell, granting either immediate or long-term benefits.

If you cast this spell using 1 action, choose a point within range. All normal plants in a 100-foot radius centered on that point become thick and overgrown. A creature moving through the area must spend 4 feet of movement for every 1 foot it moves.

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

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

Speak with Plants

3rd level Transmutation

Action: 1 action

Range: Self (30-foot radius)

Components: V, S

Duration: 10 minutes

Of Class: Bard, Druid, Ranger

You imbue plants within 30 feet of you with limited sentience and animation, giving them the ability to communicate with you and follow your simple commands. You can question plants about events in the spell's area within the past day, gaining information about creatures that have passed, weather, and other circumstances.

You can also turn difficult terrain caused by plant growth (such as thickets and undergrowth) into ordinary terrain that lasts for the duration. Or you can turn ordinary terrain where plants are present into difficult terrain that lasts for the duration, causing vines and branches to hinder pursuers, for example.

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

If a plant creature is in the area, you can communicate with it as if you shared a common language, but you gain no magical ability to influence it.

This spell can cause the plants created by the *entangle* spell to release a restrained creature.

Meld into Stone (Ritual)

3rd level Transmutation

Action: 1 action

Range: Touch

Components: V, S

Duration: 8 hours

Of Class: Cleric, Druid

You step into a stone object or surface large enough to fully contain your body, melding yourself and all the equipment you carry with the stone for the duration. Using your movement, you step into the stone at a point

you can touch. 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 with disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the stone. You can use your movement to leave the stone 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 bludgeoning damage to you. The stone's complete destruction (or transmutation into a different substance) expels you and deals 50 bludgeoning damage to you. If expelled, you fall prone in an unoccupied space closest to where you first entered.

Daylight

3rd level Evocation

Action: 1 action

Range: 60 feet

Components: V, S

Duration: 1 hour

Of Class: Cleric, Druid, Paladin, Ranger, Sorcerer

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

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

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

Water Walk (Ritual)

3rd level Transmutation

Action: 1 action

Range: 30 feet

Components: V, S, M (a piece of cork)

Duration: 1 hour

Of Class: Cleric, Druid, Ranger, Sorcerer

This spell grants the ability to move across any liquid surface - such as water, acid, mud, snow, quicksand, or lava - as if it were harmless solid ground (creatures crossing molten lava can still take damage from the heat). Up to ten willing creatures you can see within range gain this ability for the duration.

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

Protection from Energy

3rd level Abjuration

Action: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

Of Class: Cleric, Druid, Ranger, Sorcerer, Wizard

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

Call Lightning

3rd level Conjuration

Action: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Of Class: Druid

A storm cloud appears in the shape of a cylinder that is 10 feet tall with a 60-foot radius, centered on a point you can see 100 feet directly above you. The spell fails if you can't see a point in the air where the storm cloud could appear (for example, if you are in a room that can't accommodate the cloud).

When you cast the spell, choose a point you can see within range. A bolt of lightning flashes down from the cloud to that point. Each creature within 5 feet of that point must make a Dexterity saving throw. A creature takes 3d10 lightning damage on a failed save, or half as much damage on a successful one. On each of your turns until the spell ends, you can use your action to call down lightning in this way again, targeting the same point or a different one.

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

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

Conjure Animals

3rd level Conjuration

Action: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

Of Class: Druid, Ranger

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

- One beast of challenge rating 2 or lower
- Two beasts of challenge rating 1 or lower
- Four beasts of challenge rating 1/2 or lower
- Eight beasts of challenge rating 1/4 or lower

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

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

The DM has the creatures' statistics.

At Higher Levels. When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 5th-level slot, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.

Wind Wall

3rd level Evocation

Action: 1 action

Range: 120 feet

Components: V, S, M (a tiny fan and a feather of exotic origin)

Duration: Concentration, up to 1 minute

Of Class: Druid, Ranger

A wall of strong wind rises from the ground at a point you choose within range. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Strength saving throw. A creature takes 3d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and automatically miss. (Boulders hurled by giants or siege engines, and similar projectiles, are unaffected.) Creatures in gaseous form can't pass through it.

Water Breathing (Ritual)

3rd level Transmutation

Action: 1 action

Range: 30 feet

Components: V, S, M (a short reed or piece of straw)

Duration: 24 hours

Of Class: Druid, Ranger, Sorcerer, Wizard

This spell grants up to ten willing creatures you can see within range the ability to breathe underwater until the spell ends. Affected creatures also retain their normal mode of respiration.

Sleet Storm

3rd level Conjuration

Action: 1 action

Range: 150 feet

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

Duration: Concentration, up to 1 minute

Of Class: Druid, Sorcerer, Wizard

Until the spell ends, freezing rain and sleet fall in a 20-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused.

The ground in the area is covered with slick ice, making it difficult terrain. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, it falls prone.

If a creature is concentrating in the spell's area, the creature must make a successful Constitution saving throw against your spell save DC or lose concentration.

Freedom of Movement

4th level Abjuration

Action: 1 action

Range: Touch

Components: V, S, M (a leather strap, bound around the arm or a similar appendage)

Duration: 1 hour

Of Class: Bard, Cleric, Druid, Ranger

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 be paralyzed or restrained.

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

Confusion

4th level Enchantment

Action: 1 action

Range: 90 feet

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

Duration: Concentration, up to 1 minute

Of Class: Bard, Druid, Sorcerer, Wizard

This spell assaults and twists creatures' minds, spawning delusions and provoking uncontrolled actions. Each creature in a 10-foot-radius sphere centered on a point you choose within range must succeed on a Wisdom saving throw when you cast this spell or be affected by it.

An affected target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

d10 Behavior

1 The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.

2-6 The creature doesn't move or take actions this turn.

7-8 The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.

9-10 The creature can act and move normally.

At the end of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the radius of the sphere increases by 5 feet for each slot above 4th.

Polymorph

4th level Transmutation

Action: 1 action

Range: 60 feet

Components: V, S, M (a caterpillar cocoon)

Duration: Concentration, up to 1 hour

Of Class: Bard, Druid, Sorcerer, Wizard

This spell transforms a creature that you can see within range into a new form. An unwilling creature must make a Wisdom saving throw to avoid the effect. A shapeshifter automatically succeeds on this saving throw.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech.

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

Hallucinatory Terrain

4th level Illusion

Action: 10 minutes

Range: 300 feet

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

Duration: 24 hours

Of Class: Bard, Druid, Warlock, Wizard

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

The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to see through the illusion. If the difference isn't obvious by touch, a creature carefully examining the illusion can attempt an Intelligence (Investigation) check against your spell save DC to disbelieve it. A creature who discerns the illusion for what it is, sees it as a vague image superimposed on the terrain.

Ice Storm

4th level Evocation

Action: 1 action

Range: 300 feet

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

Duration: Instantaneous

Of Class: Cleric (Tempest), Druid, Paladin (Ancients), Sorcerer, Wizard

A hail of rock-hard ice pounds to the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 2d8 bludgeoning damage and 4d6 cold damage on a failed save, or half as much damage on a successful one.

Hailstones turn the storm's area of effect into difficult terrain until the end of your next turn.

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

Locate Creature

4th level Divination

Action: 1 action

Range: Self

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

Duration: Concentration, up to 1 hour

Of Class: Cleric, Druid, Paladin, Ranger, Wizard

Describe or name a creature that is familiar to you. You sense the direction to the creature's location, as long as 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), so long as 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 being under the effects of a *polymorph* spell, this spell doesn't locate the creature.

This spell can't locate a creature if running water at least 10 feet wide blocks a direct path between you and the creature.

Control Water

4th level Transmutation

Action: 1 action

Range: 300 feet

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

Duration: Concentration, up to 10 minutes

Of Class: Cleric, Druid, Wizard

Until the spell ends, you control any freestanding water inside an area you choose that is a cube up to 100 feet on a side. You can choose from any of the following effects when you cast this spell. As an action on your turn, 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 the area includes a shore, the flooding water spills over onto dry land.

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 down. 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 cause water in the area to move apart 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 conditions. The water continues to move in the direction you chose until the spell ends or you choose a different effect.

Whirlpool. This effect requires a body of water at least 50 feet square and 25 feet deep. You cause a whirlpool to form in the center of the area. The whirlpool forms a vortex that is 5 feet wide at the base, up to 50 feet wide at the top, and 25 feet tall. Any creature or object in the water and within 25 feet of the vortex is pulled 10 feet toward it. A creature can swim away from the vortex by making a Strength (Athletics) check against your spell save DC.

When a creature enters the vortex for the first time on a turn or starts its turn there, it must make a Strength saving throw. On a failed save, the creature takes 2d8 bludgeoning damage and is caught in the vortex until the spell ends. On a successful save, the creature takes half damage, and isn't caught in the vortex. A creature caught in the vortex can use its action to try to swim away from the vortex as described above, but has disadvantage on the Strength (Athletics) check to do so.

The first time each turn that an object enters the vortex, the object takes 2d8 bludgeoning damage; this damage occurs each round it remains in the vortex.

Stone Shape

4th level Transmutation

Action: 1 action

Range: Touch

Components: V, S, M soft clay, which must be worked into roughly the desired shape of the stone object)

Duration: Instantaneous

Of Class: Cleric, Druid, Wizard

You touch a stone object of Medium size or smaller or a section of stone no more than 5 feet in any dimension and form it into any shape that suits your purpose. So, for example, you could shape a large rock into a weapon, idol, or coffer, or make a small passage through a wall, as long as the wall is less than 5 feet thick. You could also shape a stone door or its frame to seal the door shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

Giant Insect

4th level Transmutation

Action: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Of Class: Druid

You transform up to ten centipedes, three spiders, five wasps, or one scorpion within range into giant versions of their natural forms for the duration. A centipede becomes a giant centipede, a spider becomes a giant spider, a wasp becomes a giant wasp, and a scorpion becomes a giant scorpion.

Each creature obeys your verbal commands, and in combat, they act on your turn each round. The DM has the statistics for these creatures and resolves their actions and movement.

A creature remains in its giant size for the duration, until it drops to 0 hit points, or until you use an action to dismiss the effect on it.

The DM might allow you to choose different targets. For example, if you transform a bee, its giant version might have the same statistics as a giant wasp.

Conjure Woodland Beings

4th level Conjuration

Action: 1 action

Range: 60 feet

Components: V, S, M (one holly berry per creature summoned)

Duration: Concentration, up to 1 hour

Of Class: Druid, Ranger

You summon fey creatures that appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One fey creature of challenge rating 2 or lower
- Two fey creatures of challenge rating 1 or lower
- Four fey creatures of challenge rating 1/2 or lower
- Eight fey creatures of challenge rating 1/4 or lower

A summoned creature disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which have their own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The DM has the creatures' statistics.

At Higher Levels. When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 6th-level slot and three times as many with an 8th-level slot.

Grasping Vine

4th level Conjuration

Action: 1 bonus action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Of Class: Druid, Ranger

You conjure a vine that sprouts from the ground in an unoccupied space of your choice that you can see within range. When you cast this spell, you can direct the vine to lash out at a creature within 30 feet of it that you can see. That creature must succeed on a Dexterity saving throw or be pulled 20 feet directly toward the vine.

Until the spell ends, you can direct the vine to lash out at the same creature or another one as a bonus action on each of your turns.

Stoneskin

4th level Abjuration

Action: 1 action

Range: Touch

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

Duration: Concentration, up to 1 hour

Of Class: Druid, Ranger, Sorcerer, Wizard

This spell turns the flesh of a willing creature you touch as hard as stone. Until the spell ends, the target has resistance to nonmagical bludgeoning, piercing, and slashing damage.

Blight

4th level Necromancy

Action: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Of Class: Druid, Sorcerer, Warlock, Wizard

Necromantic energy washes over a creature of your choice that you can see within range, draining moisture and vitality from it. The target must make a Constitution saving throw. The target takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect on undead or constructs.

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

If you target a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make a saving throw; it simply withers and dies.

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

Wall of Fire

4th level Evocation

Action: 1 action

Range: 120 feet

Components: V, S, M (a small piece of phosphorus)

Duration: Concentration, up to 1 minute

Of Class: Druid, Sorcerer, Wizard

You create a wall of fire on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque

and lasts for the duration.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 fire damage, or half as much damage on a successful save.

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

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

Conjure Minor Elementals

4th level Conjuration

Action: 1 minute

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 hour

Of Class: Druid, Wizard

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

- One elemental of challenge rating 2 or lower
- Two elementals of challenge rating 1 or lower
- Four elementals of challenge rating 1/2 or lower
- Eight elementals of challenge rating 1/4 or lower.

An elemental summoned by this spell disappears when it drops to 0 hit points or when the spell ends.

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

The DM has the creatures' statistics.

At Higher Levels. When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 6th-level slot and three times as many with an 8th-level slot.

Greater Restoration

5th level Abjuration

Action: 1 action

Range: Touch

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

Duration: Instantaneous

Of Class: Bard, Cleric, Druid

You imbue a creature you touch with positive energy to undo a debilitating effect. You can reduce the target's

exhaustion level by one, or end one of the following effects on the target:

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

Mass Cure Wounds

5th level Conjunction

Action: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Of Class: Bard, Cleric, Druid

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

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

Geas

5th level Enchantment

Action: 1 minute

Range: 60 feet

Components: V

Duration: 30 days

Of Class: Bard, Cleric, Druid, Paladin, Wizard

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

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

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

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

Scrying

5th level Divination

Action: 10 minutes

Range: Self

Components: V, S, M (a focus worth at least 1,000 gp, such as a crystal ball, a silver mirror, or a font filled with holy water)

Duration: Concentration, up to 10 minutes

Of Class: Bard, Cleric, Druid, Warlock, Wizard

You can see and hear a particular creature you choose that is on the same plane of existence as you. The target must make a Wisdom saving throw, which is modified by how well you know the target and the sort of physical connection you have to it. If a target knows you're casting this spell, it can fail the saving throw voluntarily if it wants to be observed.

Knowledge -- Save Modifier

Secondhand (you have heard of the target) -- +5

Firsthand (you have met the target) +0

Familiar (you know the target well) -- -5

Connection -- Save Modifier

Likeness or picture -- -2

Possession or garment -- -4

Body part, lock of hair, bit of nail, or the like -- -10

On a successful save, the target isn't affected, and you can't use this spell against it again for 24 hours.

On a failed save, the spell creates an invisible sensor within 10 feet of the target. You can see and hear through the sensor as if you were there. The sensor moves with the target, remaining within 10 feet of it for the duration. A creature that can see invisible objects sees the sensor as a luminous orb about the size of your fist.

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

Planar Binding

5th level Abjuration

Action: 1 hour

Range: 60 feet

Components: V, S, M (a jewel worth at least 1,000 gp, which the spell consumes)

Duration: 24 hours

Of Class: Bard, Cleric, Druid, Wizard

With this spell, you attempt to bind a celestial, an elemental, a fey, or a fiend to your service. The creature must be within range for the entire casting of the spell. (Typically, the creature is first summoned into the center of an inverted *magic circle* in order to keep it trapped while this spell is cast.) At the completion of the casting, the target must make a Charisma saving throw. On a failed save, it is 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 instructions to the best of its ability. You might command the creature to accompany you on an adventure, to guard a location, or to deliver a message. The creature obeys the letter of your instructions, but if the creature is hostile to you, it strives to twist your words to achieve its own objectives. If the creature carries out your instructions completely before the spell ends, it travels to you to report this fact if you are on the same plane of existence. If you are on a different plane of existence, it returns to the place where you bound it and remains there until the spell ends.

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

Awaken

5th level Transmutation

Action: 8 hours

Range: Touch

Components: V, S, M (an agate worth at least 1,000 gp, which the spell consumes)

Duration: Instantaneous

Of Class: Bard, Druid

After spending the casting time tracing magical pathways within a precious gemstone, you touch a huge or smaller beast or plant. The target must have either no Intelligence score or an Intelligence of 3 or less. The target gains an Intelligence of 10. The target also gains the ability to speak one language you know. If the target is a plant, it gains the ability to move its limbs, roots, vines, creepers, and so forth, and it gains senses similar to a human's. Your DM chooses statistics appropriate for the awakened plant, such as the statistics for the awakened shrub or the awakened tree.

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

Contagion

5th level Necromancy

Action: 1 action

Range: Touch

Components: V, S

Duration: 7 days

Of Class: Cleric, Druid

Your touch inflicts disease. Make a melee spell attack against a creature within your reach. On a hit, you afflict

the creature with a disease of your choice from any of the ones described below.

At the end of each of the target's turns, it must make a Constitution saving throw. After failing three of these saving throws, the disease's effects last for the duration, and the creature stops making these saves. After succeeding on three of these saving throws, the creature recovers from the disease, and the spell ends.

Since this spell induces a natural disease in its target, any effect that removes a disease or otherwise ameliorates a disease's effects apply to it.

Blinding Sickness. Pain grips the creature's mind, and its eyes turn milky white. The creature has disadvantage on Wisdom checks and Wisdom saving throws and is blinded.

Filth Fever. A raging fever sweeps through the creature's body. The creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength.

Flesh Rot. The creature's flesh decays. The creature has disadvantage on Charisma checks and vulnerability to all damage.

Mindfire. The creature's mind becomes feverish. The creature has disadvantage on Intelligence checks and Intelligence saving throws, and the creature behaves as if under the effects of the *confusion* spell during combat.

Seizure. The creature is overcome with shaking. The creature has disadvantage on Dexterity checks, Dexterity saving throws, and attack rolls that use Dexterity.

Slimy Doom. The creature begins to bleed uncontrollably. The creature has disadvantage on Constitution checks and Constitution saving throws. In addition, whenever the creature takes damage, it is stunned until the end of its next turn.

Insect Plague

5th level Conjuration

Action: 1 action

Range: 300 feet

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

Duration: Concentration, up to 10 minutes

Of Class: Cleric, Druid, Sorcerer

Swarming, biting locusts fill a 20-foot-radius sphere centered on a point you choose within range. The sphere spreads around corners. The sphere remains for the duration, and its area is lightly obscured. The sphere's area is difficult terrain.

When the area appears, each creature in it must make a Constitution saving throw. A creature takes 4d10 piercing damage on a failed save, or half as much damage on a successful one. A creature must also make this

saving throw when it enters the spell's area for the first time on a turn or ends its turn there.

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

Antilife Shell

5th level Abjuration

Action: 1 action

Range: Self (10-foot radius)

Components: V, S

Duration: Concentration, up to 1 hour

Of Class: Druid

A shimmering barrier extends out from you in a 10-foot radius and moves with you, remaining centered on you and hedging out creatures other than undead and constructs. The barrier lasts for the duration.

The barrier prevents an affected creature from passing or reaching through. 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.

Passwall

5th level Transmutation

Action: 1 action

Range: 30 feet

Components: V, S, M (a pinch of sesame seeds)

Duration: 1 hour

Of Class: Druid (Mountain), Wizard

A passage appears at a point of your choice that you can see on a wooden, plaster, or stone surface (such as a wall, a ceiling, or a 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.

Commune with Nature (Ritual)

5th level Divination

Action: 1 minute

Range: Self

Components: V, S

Duration: Instantaneous

Of Class: Druid, Paladin, Ranger

You briefly become one with nature and gain knowledge of the surrounding territory. In the outdoors, the spell gives you knowledge of the land 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 dungeons and towns.

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

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

For example, you could determine the location of powerful undead in the area, the location of major sources of safe drinking water, and the location of any nearby towns.

Tree Stride

5th level Conjuration

Action: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Of Class: Druid, Ranger

You gain the ability to enter a tree and move from inside it to inside another tree of the same kind within 500 feet. Both trees must be living and at least the same size as you. You must use 5 feet of movement to enter a tree. You instantly know the location of all other trees of the same kind within 500 feet and, as part of the move used to enter the tree, can either pass into one of those trees or step out of the tree you're in. You appear in a spot of your choice within 5 feet of the destination tree, using another 5 feet of movement. If you have no movement left, you appear within 5 feet of the tree you entered. You can use this transportation ability once per round for the duration. You must end each turn outside a tree.

Wall of Stone

5th level Evocation

Action: 1 action

Range: 120 feet

Components: V, S, M (a small block of granite)

Duration: Concentration, up to 10 minutes

Of Class: Druid, Sorcerer

A nonmagical wall of solid stone springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with at least one other panel. Alternatively, you can create 10-foot-by-20-foot panels that are only 3 inches thick.

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

The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall doesn't need to be vertical or resting on any firm foundation. It must, however, merge with and be solidly supported by existing stone. Thus you can use this spell to bridge a chasm or create a ramp.

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

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

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

Conjure Elemental

5th level Conjuration

Action: 1 minute

Range: 90 feet

Components: V, S, M (burning incense for air, soft clay for earth, sulfur and phosphorus for fire, or water and sand for water)

Duration: Concentration, up to 1 hour

Of Class: Druid, Wizard

You call forth an elemental servant. Choose an area of air, earth, fire, or water that fills a 10-foot cube within range. An elemental of challenge rating 5 or lower appropriate to the area you chose appears in an unoccupied space within 10 feet of it. For example, a fire elemental emerges from a bonfire, and an earth elemental rises up from the ground. The elemental disappears when it drops to 0 hit points or when the spell ends.

The elemental is friendly to you and your companions for the duration. Roll initiative for the elemental, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no actions. If your concentration is broken, the elemental doesn't disappear. Instead, you lose control of the elemental, it becomes hostile toward you and your companions, and it might attack. An uncontrolled elemental can't be dismissed by you, and it disappears 1 hour after you summoned it.

The DM has the elemental's statistics.

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

Find the Path

6th level Divination

Action: 1 minute

Range: Self

Components: V, S, M (a set of divinatory tools - such as bones, ivory sticks, cards, teeth, or carved runes - worth 100 gp and an object from the location you wish to find)

Duration: Concentration, up to 1 day

Of Class: Bard, Cleric, Druid

This spell allows you to find the shortest, most direct physical route to a specific fixed location that you are familiar with on the same plane of existence. If you name a destination on another plane of existence, a destination that moves (such as a mobile fortress), or a destination that isn't specific (such as "a green dragon's lair"), the spell fails.

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. While you are traveling there, whenever you are presented with a choice of paths along the way, you automatically determine which path is the shortest and most direct route (but not necessarily the safest route) to the destination.

Heal

6th level Evocation

Action: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Of Class: Cleric, Druid

Choose a creature that you can see within range. A surge of positive energy washes through the creature, causing it to regain 70 hit points. The spell also ends blindness, deafness, and any diseases affecting the target. This spell has no effect on constructs or undead.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the amount of healing increases by 10 for each slot level above 6th.

Heroes' Feast

6th level Conjunction

Action: 10 minutes

Range: 30 feet

Components: V, S, M (a gem-encrusted bowl worth at least 1,000 gp, which the spell consumes)

Duration: Instantaneous

Of Class: Cleric, Druid

You bring forth a great feast, including magnificent food and drink. 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 other creatures can partake of the feast.

A creature that partakes of the feast gains several benefits. The creature is cured of all diseases and poison, becomes immune to poison and being frightened, and makes all Wisdom saving throws with advantage. Its hit point maximum also increases by 2d10, and it gains the same number of hit points. These benefits last for 24 hours.

Transport via Plants

6th level Conjunction

Action: 1 action

Range: 10 feet

Components: V, S

Duration: 1 round

Of Class: Druid

This spell creates a magical link between a Large or larger inanimate plant within range and another plant, at any distance, on the same plane of existence. You must have seen or touched the destination plant at least once before. For the duration, any creature can step into the target plant and exit from the destination plant by using 5 feet of movement.

Wall of Thorns

6th level Conjuration

Action: 1 action

Range: 120 feet

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

Duration: Concentration, up to 10 minutes

Of Class: Druid

You create a wall of tough, pliable, tangled brush bristling with needle-sharp thorns. The wall appears within range on a solid surface and lasts for the duration. You choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick or a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick. The wall blocks line of sight.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 7d8 piercing damage, or half as much damage on a successful save.

A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. Furthermore, the first time a creature enters the wall on a turn or ends its turn there, the creature must make a Dexterity saving throw. It takes 7d8 slashing damage on a failed save, or half as much on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, both types of damage increase by 1d8 for each slot level above 6th.

Wind Walk

6th level Transmutation

Action: 1 action

Range: 30 feet

Components: V, S, M (fire and holy water)

Duration: 8 hours

Of Class: Druid

You and up to ten willing creatures you can see within range assume a gaseous form for the duration, appearing as wisps of cloud. While in this cloud form, a creature has a flying speed of 300 feet and has resistance to damage from nonmagical weapons. The only actions a creature can take in this form are the

Dash action or to revert to its normal form. Reverting takes 1 minute, during which time a creature is incapacitated and can't move. Until the spell ends, a creature can revert to cloud form, which also requires the 1-minute transformation.

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

Sunbeam

6th level Evocation

Action: 1 action

Range: Self (60-foot line)

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

Duration: Concentration, up to 1 minute

Of Class: Druid, Sorcerer, Wizard

A beam of brilliant light flashes out from your hand in a 5-foot-wide, 60-foot-line. Each creature in the line must make a Constitution saving throw. On a failed save, a creature takes 6d8 radiant damage and is blinded until your next turn. On a successful save, it takes half as much damage and isn't blinded by this spell. Undead and oozes have disadvantage on this saving throw.

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

For the duration, a mote of brilliant radiance shines in your hand. It sheds bright light in a 30-foot radius and dim light for an additional 30 feet. The light is sunlight.

Conjure Fey

6th level Conjuration

Action: 1 minute

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 hour

Of Class: Druid, Warlock

You summon a fey creature of challenge rating 6 or lower, or a fey spirit that takes the form of a beast of challenge rating 6 or lower. It appears in an unoccupied space that you can see within range. The fey creature disappears when it drops to 0 hit points or when the spell ends.

The fey creature is friendly to you and your companions for the duration. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the fey creature, it defends itself from hostile creatures but otherwise takes no actions.

If your concentration is broken, the fey creature doesn't disappear. Instead, you lose control of the fey creature, it becomes hostile toward you and your companions, and it might attack. An uncontrolled fey creature can't be dismissed by you, and it disappears

1 hour after you summoned it.

The DM has the fey creature's statistics.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the challenge rating increases by 1 for each slot level above 6th.

Mirage Arcane

7th level Illusion

Action: 10 minutes

Range: Sight

Components: V, S

Duration: 10 days

Of Class: Bard, Druid, Wizard

You make terrain in an area up to 1 mile square look, sound, smell, and even feel like some other sort of terrain. The terrain's general shape remains the same, however. Open fields or a road could 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.

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.

Fire Storm

7th level Evocation

Action: 1 action

Range: 150 feet

Components: V, S

Duration: Instantaneous

Of Class: Cleric, Druid, Sorcerer

A storm made up of sheets of roaring flame appears in a location you choose within range. The area of the storm consists of up to 10-foot cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. Each creature in the area must make Dexterity saving throw. It takes 7d10 fire damage on a failed save, or half as much damage on a successful one.

The fire damages objects in the area and ignites flammable objects that aren't being worn or carried. If you choose, plant life in the area is unaffected by this spell.

Plane Shift

7th level Conjuration

Action: 1 action

Range: Touch

Components: V, S, M (a forked, metal rod worth at least 250 gp, attuned to a particular plane of existence)

Duration: Instantaneous

Of Class: Cleric, Druid, Sorcerer, Warlock, Wizard

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 Dispatar on the second level of the Nine Hells, and you appear in or near that destination. If you are trying to reach the City of Brass, for example, you might arrive in its Street of Steel, before its Gate of Ashes, or looking at the city from across the Sea of Fire, at the DM's discretion.

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.

You can use this spell to banish an unwilling creature to another plane. Choose a creature within your reach and make a melee spell attack against it. On a hit, the creature must make a Charisma saving throw. If the creature fails the save, it is transported to a random location on the plane of existence you specify. A creature so transported must find its own way back to your current plane of existence.

Reverse Gravity

7th level Transmutation

Action: 1 action

Range: 100 feet

Components: V, S, M (a lodestone and iron filings)

Duration: Concentration, up to 1 minute

Of Class: Druid, Sorcerer, Wizard

This spell reverses gravity in a 50-foot-radius, 100-foot high cylinder centered on a point within range. All creatures and objects that aren't somehow anchored to the ground in the area fall upward and reach the top of the area when you cast this spell. A creature can make a Dexterity saving throw to grab onto a fixed object it can reach, thus avoiding the fall.

If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it just as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, for the duration.

At the end of the duration, affected objects and creatures fall back down.

Earthquake

8th level Evocation

Action: 1 action

Range: 500 feet

Components: V, S, M (a pinch of dirt, a piece of rock, and a lump of clay)

Duration: Concentration, up to 1 minute

Of Class: Cleric, Druid, Sorcerer

You create a seismic disturbance at 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 and shakes creatures and structures in contact with the ground in that area.

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

When you cast this spell and at the end of each turn you spend concentrating on it, each creature on the ground in the area must make a Dexterity saving throw. On a failed save, the creature is knocked prone.

This spell can have additional effects depending on the terrain in the area, as determined by the DM.

Fissures. Fissures open throughout the spell's area at the start of your next turn after you cast the spell. A total of 1d6 such fissures open in locations chosen by the DM. Each is 1d10 x 10 feet deep, 10 feet wide, and extends from one edge of the spell's area to the opposite side. A creature standing on a spot where a fissure opens must succeed on a Dexterity saving throw or fall in. A creature that successfully saves moves with the fissure's edge as it opens.

A fissure that opens beneath a structure causes it to automatically collapse (see below).

Structures. The tremor deals 50 bludgeoning damage to any structure in contact with the ground in the area when you cast the spell and at the start of each of your turns until the spell ends. If a structure drops to 0 hit points, it collapses and potentially damages nearby creatures. A creature within half the distance of a structure's height must make a Dexterity saving throw. On a failed save, the creature takes 5d6 bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. The DM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much damage and doesn't fall prone or become buried.

Control Weather

8th level Transmutation

Action: 10 minutes

Range: Self (5-mile radius)

Components: V, S, M (burning incense and bits of earth and wood mixed in water)

Duration: Concentration, up to 8 hours

Of Class: Cleric, Druid, Wizard

You take control of the weather within 5 miles of you for the duration. You must be outdoors to cast this spell. Moving to a place where you don't have a clear path to the sky ends the spell early.

When you cast the spell, you change the current weather conditions, which are determined by the DM based on the climate and season. You can change precipitation, temperature, and wind. It takes 1d4 x 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. Unbearable heat
2. Hot
3. Warm
4. Cool
5. Cold
6. Arctic cold

Wind

Stage Condition

1. Calm
2. Moderate wind
3. Strong wind
4. Gale
5. Storm

Animal Shapes

8th level Transmutation

Action: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 24 hours

Of Class: Druid

Your magic turns others into beasts. Choose any number of willing creatures that you can see within range. You transform each target into the form of a large or smaller beast with a challenge rating of 4 or lower. On subsequent turns, you can use your actions to transform affected creatures into new forms.

The transformation lasts for the duration for each target, or until the target drops to 0 hit points or dies. You

can choose a different form for each target. A target's game statistics are replaced by the statistics of the chosen beast, though the target retains its alignment and Intelligence, Wisdom, and Charisma scores. The target assumes the hit points of its new form, and when it reverts to its normal form, it returns to the number of hit point it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious. The creature is limited in the actions it can perform by the nature of its new form, and it can't speak or cast spells.

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

Tsunami

8th level Conjuration

Action: 1 minute

Range: Sight

Components: V, S

Duration: Concentration, up to 6 rounds

Of Class: Druid

A wall of water springs into existence at a point you choose within range. You can make the wall up to 300 feet long, 300 feet high, and 50 feet thick. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Strength saving throw. On a failed save, a creature takes 6d10 bludgeoning damage, or half as much damage on a successful save.

At the start of each of your turns after the wall appears, the wall, along with any creatures in it, moves 50 feet away from you. Any Huge or smaller creature inside the wall or whose space the wall enters when it moves must succeed on a Strength saving throw or take 5d10 bludgeoning damage. A creature can take this damage only once per round. At the end of the turn, the wall's height is reduced by 50 feet, and the damage creatures take from the spell on subsequent rounds is reduced by 1d10. When the wall reaches 0 feet in height, the spell ends.

A creature caught in the wall can move by swimming. Because of the force of the wave, though, the creature must make a successful Strength (Athletics) check against your spell save DC in order to move at all. If it fails the check, it can't move. A creature that moves out of the area falls to the ground.

Sunburst

8th level Evocation

Action: 1 action

Range: 150 feet

Components: V, S, M (fire and a piece of sunstone)

Duration: Instantaneous

Of Class: Druid, Sorcerer, Wizard

Brilliant sunlight flashes in a 60-foot radius centered on a point you choose within range. Each creature in that light must make a Constitution saving throw. On a failed save, a creature takes 12d6 radiant damage and is

blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded by this spell.

Undead and oozes have disadvantage on this saving throw.

A creature blinded by this spell makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.

This spell dispels any darkness in its area that was created by a spell.

Antipathy/Sympathy

8th level Enchantment

Action: 1 hour

Range: 60 feet

Components: V, S, M (either a lump of alum soaked in vinegar for the antipathy effect or a drop of honey for the sympathy effect)

Duration: 10 days

Of Class: Druid, Wizard

This spell attracts or repels creatures of your choice. You target something within range, either a Huge or smaller object or creature or an area that is no larger than a 200-foot cube. Then specify a kind of intelligent creature, such as red dragons, goblins, or vampires. You invest the target with an aura that either attracts or repels the specified creatures for the duration. Choose antipathy or sympathy as the aura's effect.

Foresight

9th level Divination

Action: 1 minute

Range: Touch

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

Duration: 8 hours

Of Class: Bard, Druid, Warlock, Wizard

You touch a willing creature and bestow a limited ability to see into the immediate future. For the duration, the target can't be surprised and has advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against the target for the duration.

This spell immediately ends if you cast it again before its duration ends.

True Resurrection

9th level Necromancy

Action: 1 hour

Range: Touch

Components: V, S, M (a sprinkle of holy water and diamonds worth at least 25,000 gp, which the spell consumes)

Duration: Instantaneous

Of Class: Cleric, Druid

You touch a creature that has been dead for no longer than 200 years and that died for any reason except old

age. If the creature's soul is free and willing, the creature is restored to life with all its hit points.

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

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

Storm of Vengeance

9th level Conjuration

Action: 1 action

Range: Sight

Components: V, S

Duration: Concentration, up to 1 minute

Of Class: Druid

A churning storm cloud forms, centered on a point you can see and spreading to a radius of 360 feet. Lightning flashes in the area, thunder booms, and strong winds roar. Each creature under the cloud (no more than 5,000 feet beneath the cloud) when it appears must make a Constitution saving throw. On a failed save, a creature takes 2d6 thunder damage and becomes deafened for 5 minutes.

Each round you maintain concentration on this spell, the storm produces additional effects on your turn.

Round 2. Acidic rain falls from the cloud. Each creature and object under the cloud takes 1d6 acid damage.

Round 3. You call six bolts of lightning from the cloud to strike six creatures or objects of your choice beneath the cloud. A given creature or object can't be struck by more than one bolt. A struck creature must make a Dexterity saving throw. The creature takes 10d6 lightning damage on a failed save, or half as much damage on a successful one.

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

Round 5-10. Gusts and freezing rain assail the area under the cloud. the area becomes difficult terrain and is heavily obscured. Each creature there takes 1d6 cold damage. Ranged weapon attacks in the area are impossible. The wind and rain count as a severe distraction for the purposes of maintaining concentration on spells. Finally, gusts of strong wind (ranging from 20 to 50 miles per hour) automatically disperse fog, mists, and similar phenomena in the area whether mundane or magical.

Shapechange

9th level Transmutation

Action: 1 action

Range: Self

Components: V, S, M (a jade circlet worth at least 1,500 gp, which you must place on your head before you cast the spell)

Duration: Concentration, up to 1 hour

Of Class: Wizard, Druid

You assume the form of a different creature for the duration. The new form can be any creature with a challenge rating equal to your level or lower. The creature can't be a construct or an undead, and you must

have seen the sort of creature at least once. You transform into an average example of that creature, one without any class levels or the Spellcasting trait. Your game statistics are replaced by the statistics of the chosen creature, though you retain your alignment and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you, and the bonus listed in its statistics is higher than yours, use the creature's bonus in place of yours. You can't use any legendary actions or lair actions of the new form. You assume the hit points and Hit Dice of the new form. When you revert to your normal, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hitpoints, you aren't knocked unconscious. You retain the benefit of any features from your class, race, or other source and can use them, provided that your new form is physically capable of doing so. You can't use any special senses you have (for example, darkvision) unless your new form also has that sense. You can only speak if the creature can normally speak. When you transform, you choose whether your equipment falls to the ground, merges into the new form, or is worn by it. Worn equipment functions as normal. The DM determines whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change shape or size to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge into your new form. Equipment that merges has no effect in that state. During this spell's duration, you can use your action to assume a different form following the same restrictions and rules for the original form, with one exception: if your new form has more hit points than your current one, your hit points remain at their current value.

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