

# Spellbook

## Blade Ward

### ***Abjuration Cantrip***

**Action:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 round

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

You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.

## Chill Touch

### ***Necromancy Cantrip***

**Action:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** 1 round

**Of Class:** Sorcerer, Warlock, Wizard

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target.

If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn. This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

## Eldritch Blast

### ***Evocation Cantrip***

**Action:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

**Of Class:** Warlock

A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage.

The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at

11th level, and four beams at 17th level. you can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

## Friends

### ***Enchantment Cantrip***

**Action:** 1 action

**Range:** Self

**Components:** S, M (a small amount of makeup applied to the face as this spell is cast)

**Duration:** Concentration, up to 1 minute

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

For the duration, you have advantage on all Charisma checks directed at one creature of your choice that isn't hostile toward you. When the spell ends, the creature realizes that you used magic to influence its mood and becomes hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the DM's discretion), depending on the nature of your interaction with it.

## Mage Hand

### ***Conjuration Cantrip***

**Action:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** 1 minute

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

A spectral, floatin hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

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

The hand can't attack, activate magical items, or carry more than 10 pounds.

## Minor Illusion

### ***Illusion Cantrip***

**Action:** 1 action

**Range:** 30 feet

**Components:** S, M (a bit of fleece)

**Duration:** 1 minute

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

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's

voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

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

If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

## 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).

## Prestidigitation

### ***Transmutation Cantrip***

**Action:** 1 action

**Range:** 10 feet

**Components:** V, S

**Duration:** Up to 1 hour

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

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

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

time, and you can dismiss such an effect as an action.

## Armor of Agathya

### **1st level Abjuration**

**Action:** 1 action

**Range:** Self

**Components:** V, S, M (a cup of water)

**Duration:** 1 hour

**Of Class:** Warlock

A protective magical force surrounds you, manifesting as a spectral frost that covers you and your gear. You gain 5 temporary hit points for the duration. If a creature hits you with a melee attack while you have these hit points, the creature takes 5 cold damage.

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

## Arms of Hadar

### **1st level Conjuration**

**Action:** 1 action

**Range:** Self (10-foot radius)

**Components:** V, S

**Duration:** Instantaneous

**Of Class:** Warlock

You invoke the power of Hadar, the Dark Hunger. Tendrils of dark energy erupt from you and batter all creatures within 10 feet of you. Each creature in that area must make a Strength saving throw. On a failed save, a target takes 2d6 necrotic damage and can't take reactions until its next turn. On a successful save, the creature takes half damage, but suffers no other effect.

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

## Command

### **1st level Enchantment**

**Action:** 1 action

**Range:** 60 feet

**Components:** V

**Duration:** 1 round

**Of Class:** Cleric, Paladin, Warlock (Fiend)

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it.

Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the DM determines how the target behaves. If the target can't follow your command, the spell ends.

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

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

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

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

**Halt.** The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

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

## Comprehend Languages (Ritual)

### **1st level Divination**

**Action:** 1 action

**Range:** Self

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

**Duration:** 1 hour

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

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

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

## Expeditious Retreat

### ***1st level Transmutation***

**Action:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 10 minutes

**Of Class:** Sorcerer, Warlock, Wizard

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

## Hellish Rebuke

### ***1st level Evocation***

**Action:** 1 reaction

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Of Class:** Warlock

**Reaction:** you are being damaged by a creature within 60 feet of you that you can see

You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one.

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

## Hex

### ***1st level Enchantment***

**Action:** 1 bonus action

**Range:** 90 feet

**Components:** V, S, M (the petrified eye of a newt)

**Duration:** Concentration, up to 1 hour

**Of Class:** Warlock

You place a curse on a creature that you can see within range. Until the spell ends, you deal an extra 1d6 necrotic damage to the target whenever you hit it with an attack. Also, choose one ability when you ucast the spell. The target has disadvantage on ability checks made with the chosen ability.

If the target drops to 0 hit points before this spel ends, you can use a bonus action on a subsequent turn of yours to curse a new creature.

A *remove curse* cast on the target ends this spell early.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

## Illusory Script (Ritual)

### ***1st level Illusion***

**Action:** 1 minute

**Range:** Touch

**Components:** S, M (a lead-based ink worth at least 10 gp, which the spell consumes)

**Duration:** 10 days

**Of Class:** Bard, Warlock, Wizard

You write on parchment, paper, or some other suitable writing material and imbue it with a potent illusion that lasts for the duration.

To you and any creatures you designate when you cast the spell, the writing appears normal, written in your hand, and conveys whatever meaning you intended when you wrote the text. To all others, the writing appears as if it were written in an unknown or magical script that is unintelligible. Alternatively, you can cause the writing to appear to be an entirely different message, written in a different hand and language, though the language must be one you know.

Should the spell be dispelled, the original script and the illusion both disappear.

A creature with truesight can read the hidden message.

## Protection from Evil and Good

### ***1st level Abjuration***

**Action:** 1 action

**Range:** Touch

**Components:** V, S, M (holy water or powdered silver and iron, which the spell consumes)

**Duration:** Concentration, up to 10 minutes

**Of Class:** Cleric, Paladin, Warlock, Wizard

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead.

The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

## Tasha's Hideous Laughter

### ***1st level Enchantment***

**Action:** 1 action

**Range:** 30 feet

**Components:** V, S, M (tiny tarts and a feather that is waved in the air)

**Duration:** Concentration, up to 1 minute

**Of Class:** Bard, Warlock

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

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

## Unseen Servant (Ritual)

**1st level Conjuration**

**Action:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a piece of string and a bit of wood)

**Duration:** 1 hour

**Of Class:** Bard, Warlock, Wizard

This spell creates an invisible, mindless, shapeless force that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, and a Strength of 2, and it can't attack. If it drops to 0 hit points, the spell ends.

Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command.

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

## Witch Bolt

**1st level Evocation**

**Action:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a twig from a tree that has been struck by lightning)

**Duration:** Concentration, up to 1 minute

**Of Class:** Sorcerer, Warlock, Wizard

A beam of crackling, blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against that creature. On a hit, the target takes 1d12 lightning damage, and on each of your turns for the duration, you can use your action to deal 1d12 lightning damage to the target automatically. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or if it has total cover from you.



**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d12 for each slot level above 1st.

## Cloud of Daggers

### ***2nd level Conjuration***

**Action:** 1 action

**Range:** 60 feet

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

**Duration:** Concentration, up to 1 minute

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

You fill the air with spinning daggers in a cube 5 feet on each side, centered on a point you choose within range. A creature takes 4d4 slashing damage when it enters the spell's area for the first time on a turn or starts its turn there.

**At Higher Levels.** when you cast this spell using a spell slot of 3rd level or higher, the damage increases by 2d4 for each slot level above 2nd.

## Darkness

### ***2nd level Evocation***

**Action:** 1 action

**Range:** 60 feet

**Components:** V, M (bat fur and a drop of pitch or piece of coal)

**Duration:** Concentration, up to 10 minutes

**Of Class:** Sorcerer, Warlock, Wizard

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

If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness.

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

## Enthrall

### ***2nd level Enchantment***

**Action:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** 1 minute

**Of Class:** Bard, Warlock

You weave a distracting string of words, causing creatures of your choice that you can see within range and

that can hear you to make a Wisdom saving throw. Any creature that can't be charmed succeeds on this saving throw automatically, and if you or your companions are fighting a creature, it has advantage on the save. On a failed save, the target has disadvantage on Wisdom (Perception) checks made to perceive any creature other than you until the spell ends or until the target can no longer hear you. The spell ends if you are incapacitated or can no longer speak.

## 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.

## Invisibility

### ***2nd level Illusion***

**Action:** 1 action

**Range:** Touch

**Components:** V, S, M (an eyelash encased in gum arabic)

**Duration:** Concentration, up to 1 hour

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

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

**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.

## Mirror Image

### ***2nd level Illusion***

**Action:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 minute

**Of Class:** Sorcerer, Warlock, Wizard

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you

and mimic your actions, shifting position so it's

impossible to track which image is real. You can use your action to dismiss the illusory duplicates.

Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates.

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

A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed.

A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed.

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

## 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.

## Phantasmal Force

### **2nd level Illusion**

**Action:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a bit of fleece)

**Duration:** Concentration, up to 1 minute

**Of Class:** Bard, Sorcerer, Warlock (Archfey, Great Old One), Wizard

You craft an illusion that takes root in the mind of a creature that you can see within range. The target must make an Intelligence saving throw. On a failed save, you create a phantasmal object, creature, or other visible phenomenon of your choice that is no larger than a 10-foot cube and that is perceivable only to the target for the duration. This spell has no effect on undead or constructs.

The phantasm includes sound, temperature, and other stimuli, also evident only to the creature.

The target can use its action to examine the phantasm with an Intelligence (Investigation) check against your spell save DC. If the check succeeds, the target realizes that the phantasm is an illusion, and the spell ends.

While a target is affected by the spell, the target treats the phantasm as if it were real. The target

rationalizes any illogical outcomes from interacting with the phantasm. For example, a target attempting to walk across a phantasmal bridge that spans a chasm falls once it steps onto the bridge. If the target survives the fall, it still believes that the bridge exists and comes up with some other explanation for its fall—it was pushed, it slipped, or a strong wind might have knocked it off.

An affected target is so convinced of the phantasm's reality that it can even take damage from the illusion. A phantasm created to appear as a creature can attack the target. Similarly, a phantasm created to appear as fire, a pool of acid, or lava can burn the target. Each round on your turn, the phantasm can deal 1d6 psychic damage to the target if it is in the phantasm's area or within 5 feet of the phantasm, provided that the illusion is of a creature or hazard that could logically deal damage, such as by attacking. The target perceives the damage as a type appropriate to the illusion.

## Shatter

### ***2nd level Evocation***

**Action:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a chip of mica)

**Duration:** Instantaneous

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

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

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

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

## Spider Climb

### ***2nd level Transmutation***

**Action:** 1 action

**Range:** Touch

**Components:** V, S, M (a drop of bitumen and a spider)

**Duration:** Concentration, up to 1 hour

**Of Class:** Sorcerer, Warlock, Wizard

Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target also gains a climbing speed equal to its walking speed.

## 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.

## Fear

### *3rd level Illusion*

**Action:** 1 action

**Range:** Self (30-foot cone)

**Components:** V, S, M (a white feather or the heart of a hen)

**Duration:** Concentration, up to 1 minute

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

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

While frightened by this spell, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.

## Fly

### *3rd level Transmutation*

**Action:** 1 action

**Range:** Touch

**Components:** V, S, M (a wing feather from any bird)

**Duration:** Concentration, up to 10 minutes

**Of Class:** Sorcerer, Warlock, Wizard

You touch a willing creature. The target gains a flying speed of 60 feet for the duration. When the spell ends, the target falls if it is still aloft, unless it can stop the fall.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

## Gaseous Form

### *3rd level Transmutation*

**Action:** 1 action

**Range:** Touch

**Components:** V, S, M (a bit of gauze and a wisp of smoke)

**Duration:** Concentration, up to 1 hour

**Of Class:** Sorcerer, Warlock, Wizard

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

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

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

## Hunger of Hadar

**3rd level Conjuration**

**Action:** 1 action

**Range:** 150 feet

**Components:** V, S, M (a pickled octopus tentacle)

**Duration:** Concentration, up to 1 minute

**Of Class:** Warlock

You open a gateway to the dark between the stars, a region infested with unknown horrors. A 20-foot-radius sphere of blackness and bitter cold appears, centered on a point with range and lasting for the duration. This void is filled with a cacophony of soft whispers and slurping noises that can be heard up to 30 feet away. No light, magical or otherwise, can illuminate the area, and creatures uflly within the area are blinded.

The void creates a warp in the fabric of space, and the area is difficult terrain. Any creature that starts its turn in the area takes 2d6 cold damage. Any creature that ends its turn in the area must succeed on a Dexterity saving throw or take 2d6 acid damage as milky, otherwordly tentacles rub against it.

## Hypnotic Pattern

**3rd level Illusion**

**Action:** 1 action

**Range:** 120 feet

**Components:** S, M (a glowing stick o f incense or a crystal vial filled with phosphorescent material)

**Duration:** Concentration, up to 1 minute

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

You create a twisting pattern of colors that weaves through the air inside a 30-foot cube within range. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0.

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

## Magic Circle

### **3rd level Abjuration**

**Action:** 1 minute

**Range:** 10 feet

**Components:** V, S, M (holy water or powdered silver and iron worth at least 100 gp, which the spell consumes)

**Duration:** 1 hour

**Of Class:** Cleric, Paladin, Warlock, Wizard

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

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

- \* The creature can't willingly enter the cylinder by nonmagical means. If the creature tries to use teleportation or interplanar travel to do so, it must first succeed on a Charisma saving throw.

- \* The creature has disadvantage on attack rolls against targets within the cylinder.

- \* Targets within the cylinder can't be charmed, frightened, or possessed by the creature.

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

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

## Major Image

### **3rd level Illusion**

**Action:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a bit of fleece)

**Duration:** Concentration, up to 10 minutes

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

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot cube. The image appears at a spot that you can see within range and lasts for the duration. It seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature (like a troglodyte's stench).

As long as you are within range of the illusion, you can use your action to cause the image to move to any other spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Similarly, you can cause the illusion to make different sounds at different

times, even making it carry on a conversation, for example.

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

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the spell lasts until dispelled, without requiring your concentration.

## Tongues

### **3rd level Divination**

**Action:** 1 action

**Range:** Touch

**Components:** V, M (a small clay model of a ziggurat)

**Duration:** 1 hour

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

This spell grants the creature you touch the ability to understand any spoken language it hears. Moreover, when the target speaks, any creature that knows at least one language and can hear the target understands what it says.

## Vampiric Touch

### **3rd level Necromancy**

**Action:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 minute

**Of Class:** Warlock, Wizard

The touch of your shadow-wreathed hand can siphon force from others to heal your wounds. Make a melee spell attack against a creature within your reach. On a hit, the target takes 3d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. Until the spell ends, you can make the attack again on each of your turns as an action.

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

## Banishment

### **4th level Abjuration**

**Action:** 1 action

**Range:** 60 feet

**Components:** V, S, M (an item distasteful to the target)



**Duration:** Concentration, up to 1 minute

**Of Class:** Cleric, Paladin, Sorcerer, Warlock, Wizard

You attempt to send one creature that you can see within range to another place of existence. The target must succeed on a Charisma saving throw or be banished.

If the target is native to the plane of existence you're on, you banish the target to a harmless demiplane. While there, the target is incapacitated. The target remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

If the target is native to a different plane of existence than the one you're on, the target is banished with a faint popping noise, returning to its home plane. If the spell ends before 1 minute has passed, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Otherwise, the target doesn't return.

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

## 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.

## Dimension Door

**4th level Conjuration**

**Action:** 1 action

**Range:** 500 feet

**Components:** V

**Duration:** Instantaneous

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

You teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as “200 feet straight downward” or “upward to the northwest at a 45-degree angle, 300 feet.” You can bring along objects as long as their weight doesn’t exceed what you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell.

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

## 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.

## Contact Other Plane (Ritual)

**5th level Divination**

**Action:** 1 minute

**Range:** Self

**Components:** V

**Duration:** 1 minute

**Of Class:** Warlock, Wizard

You mentally contact a demigod, the spirit of a long-dead sage, or some other mysterious entity from another plane. Contacting this extraplanar intelligence can strain or even break your mind. When you cast this spell, make a DC 15 Intelligence saving throw. On a failure, you take 6d6 psychic damage and are

insane until you finish a long rest. While insane, you can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish. A greater restoration spell cast on you ends this effect. On a successful save, you can ask the entity up to five questions. You must ask your questions before the spell ends. The DM answers each question with one word, such as "yes," "no," "maybe," "never," "irrelevant," or "unclear" (if the entity doesn't know the answer to the question). If a one-word answer would be misleading, the DM might instead offer a short phrase as an answer.

## Dream

### **5th level Illusion**

**Action:** 1 minute

**Range:** Special

**Components:** V, S, M (a handful of sand, a dab of ink, and a writing quill plucked from a sleeping bird)

**Duration:** 8 hours

**Of Class:** Bard, Warlock, Wizard

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

If the target is asleep, the messenger appears in the target's dreams and can converse with the target as long as it remains asleep, through the duration of the spell. The messenger can also shape the environment of the dream, creating landscapes, objects, and other images. The messenger can emerge from the trance at any time, ending the effect of the spell early. The target recalls the dream perfectly upon waking. If the target is awake when you cast the spell, the messenger knows it, and can either end the trance (and the spell) or wait for the target to fall asleep, at which point the messenger appears in the target's dreams.

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

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

## Hold Monster

### **5th level Enchantment**

**Action:** 1 action

**Range:** 90 feet

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

**Duration:** Concentration, up to 1 minute

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

Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. This spell has no effect on undead. 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 6th level or higher, you can target an additional creature for each slot level above 5th. The creatures must be within 30 feet of each other when you target them.

## 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.

## Arcane Gate

### *6th level Conjuration*

**Action:** 1 action

**Range:** 500 feet

**Components:** V, S

**Duration:** Concentration, up to 10 minutes

**Of Class:** Sorcerer, Warlock, Wizard

You create linked teleportation portals that remain open for the duration. Choose two points on the ground that you can see, one point within 10 feet of you and one point within 500 feet of you. A circular portal, 10 feet in diameter, opens over each point. If the portal would open in the space occupied by a creature, the spell fails, and the casting is lost.

The portals are two-dimensional glowing rings filled with mist, hovering inches from the ground and perpendicular to it at the points you choose. A ring is visible only from one side (your choice), which is the side that functions as a portal.

Any creature or object entering the portal exits from the other portal as if the two were adjacent to each other; passing through a portal from the nonportal side has no effect. The mist that fills each portal is opaque and blocks vision through it. On your turn, you can rotate the rings as a bonus action so that the active side faces in a different direction.

## Circle of Death

**6th level Necromancy**

**Action:** 1 action

**Range:** 150 feet

**Components:** V, S, M (the powder of a crushed black pearl worth at least 500 gp)

**Duration:** Instantaneous

**Of Class:** Sorcerer, Warlock, Wizard

A sphere of negative energy ripples out in a 60-foot-radius sphere from a point within range. Each creature in that area must make a Constitution saving throw. A target takes 8d6 necrotic damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, the damage increases by 2d6 for each slot level above 6th.

## 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.

## Create Undead

### *6th level Necromancy*

**Action:** 1 minute

**Range:** 10 feet

**Components:** V, S, M (one clay pot filled with grave dirt, one clay pot filled with brackish water, and one 150 gp black onyx stone for each corpse.)

**Duration:** Instantaneous

**Of Class:** Cleric, Warlock, Wizard

You can cast this spell only at night. Choose up to three corpses of Medium or Small humanoids within range. Each corpse becomes a ghoul under your control. (The DM has game statistics for these creatures.)

As a bonus action on each of your turns, you can mentally command any creature you animated with this spell if the creature is within 120 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

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

**At Higher Levels.** When you cast this spell using a 7th-level spell slot, you can animate or reassert control over four ghouls. When you cast this spell using an 8th-level spell slot, you can animate or reassert control over five ghouls or two ghosts or wights. When you cast this spell using a 9th-level spell slot, you can

animate or  
reassert control over six ghouls, three ghouls or wights,  
or two mummies.

## Eyebite

### **6th level Necromancy**

**Action:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 minute

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

For the spell's duration, your eyes become an inky void imbued with dread power. One creature of your choice within 60 feet of you that you can see must succeed on a Wisdom saving throw or be affected by one of the following effects of your choice for the duration. On each of your turns until the spell ends, you can use your action to target another creature but can't target a creature again if it has succeeded on a saving throw against this casting of *eyebite*.

**Asleep.** The target falls unconscious. It wakes up if it takes any damage or if another creature uses its action to shake the sleeper awake.

**Panicked.** The target is frightened of you. On each of its turns, the frightened creature must take the Dash action and move away from you by the safest and shortest available route, unless there is nowhere to move. If the target moves to a place at least 60 feet away from you where it can no longer see you, this effect ends.

**Sickened.** The target has disadvantage on attack rolls and ability checks. At the end of each of its turns, it can make another Wisdom saving throw. If it succeeds, the effect ends.

## Flesh to Stone

### **6th level Transmutation**

**Action:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a pinch of lime, water, and earth)

**Duration:** Concentration, up to 1 minute

**Of Class:** Warlock, Wizard

You attempt to turn one creature that you can see within range into stone. If the target's body is made of flesh, the creature must make a Constitution saving throw. On a failed save, it is restrained as its flesh begins to harden. On a successful save, the creature isn't affected.

A creature restrained by this spell must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails saves three times, it is turned to stone and subjected to the petrified condition for the duration. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state.

If you maintain your concentration on this spell for the entire possible duration, the creature is turned to stone until the effect is removed.

## Mass Suggestion

### **6th level Enchantment**

**Action:** 1 action

**Range:** 60 feet

**Components:** V, M (a snake's tongue and either a bit of honeycomb or a drop of sweet oil)

**Duration:** 24 hours

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

You suggest a course of activity (limited to a sentence or two) and magically influence up to twelve creatures of your choice that you can see within range and that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act automatically negates the effect of the spell.

Each target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a group of soldiers give all their money to the first beggar they meet. If the condition isn't met before the spell ends, the activity isn't performed.

If you or any of your companions damage a creature affected by this spell, the spell ends for that creature.

**At Higher Levels.** When you cast this spell using a 7th-level spell slot, the duration is 10 days. When you use an 8th-level spell slot, the duration is 30 days. When you use a 9th-level spell slot, the duration is a year and a day.

## True Seeing

### **6th level Divination**

**Action:** 1 action

**Range:** Touch

**Components:** V, S, M (an ointment for the eyes that costs 25 gp; is made from mushroom powder, saffron, and fat; and is consumed by the spell)

**Duration:** 1 hour

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

This spell gives the willing creature you touch the ability to see things as they actually are. For the duration, the



creature has truesight, notices secret doors hidden by magic, and can see into the Ethereal Plane, all out to a range of 120 feet.

## Etherealness

### ***7th level Transmutation***

**Action:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Up to 8 hours

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

You step into the border regions of the Ethereal Plane, in the area where it overlaps with your current plane. You remain in the Border Ethereal for the duration or until you use your action to dismiss the spell. During this time, you can move in any direction. If you move up or down, every foot of movement costs an extra foot. You can see and hear the plan you originated from, but everything there looks gray, and you can't see anything more than 60 feet away.

While on the Ethereal Plane, you can only affect and be affected by other creatures on that plane. Creatures that aren't on the Ethereal Plane can't perceive you and can't interact with you, unless a special ability or magic has given them the ability to do so.

You ignore all objects and effects that aren't on the Ethereal Plane, allowing you to move through objects you perceive on the plan you originated from.

When the spell ends, you immediately return to the plane you originated from in the spot you currently occupy. If you occupy the same spot as a solid object or creature when this happens, you are immediately shunted to the nearest unoccupied space that you can occupy and take force damage equal to twice the number of feet you are moved.

This spell has no effect if you cast it while you are on the Ethereal Plane or a plane that doesn't border it, such as one of the Outer Planes.

**At Higher Levels.** When you cast this spell using a spell slot of 8th level or higher, you can target up to three willing creatures (including you) for each slot level above 7th. The creatures must be within 10 feet of you when you cast the spell.

## Finger of Death

### ***7th level Necromancy***

**Action:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Of Class:** Sorcerer, Warlock, Wizard

You send negative energy coursing through a creature that you can see within range, causing it searing pain. The target must make a Constitution saving throw. It takes 7d8 + 30 necrotic damage on a failed save, or half as much damage on a successful one.

A humanoid killed by this spell rises at the start of your next turn as a zombie that is permanently under your command, following your verbal orders to the best of its ability.

## Forcecage

### **7th level Evocation**

**Action:** 1 action

**Range:** 100 feet

**Components:** V, S, M (ruby dust worth 1,500 gp)

**Duration:** 1 hour

**Of Class:** Bard, Warlock, Wizard

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

A prison in the shape of a cage can be up to 20 feet on a side and is made from 1/2-inch diameter bars spaced 1/2 inch apart.

A prison in the shape of a box can be up to 10 feet on a side, creating a solid barrier that prevents any matter from passing through it and blocking any spells cast into or out of the area.

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

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

This spell can't be dispelled by *dispel magic*.

## Plane Shift

### **7th level Conjunction**

**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 Dispaten 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.

## Demiplane

### **8th level Conjuration**

**Action:** 1 action

**Range:** 60 feet

**Components:** S

**Duration:** 1 hour

**Of Class:** Warlock, Wizard

You create a shadowy door on a flat solid surface that you can see within range. The door is large enough to allow Medium creatures to pass through unhindered. When opened, the door leads to a demiplane that appears to be an empty room 30 feet in each dimension, made of wood or stone. When the spell ends, the door disappears, and any creatures or objects inside the demiplane remain trapped there, as the door also disappears from the other side.

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

## Dominate Monster

### **8th level Enchantment**

**Action:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Concentration, up to 1 hour

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

You attempt to beguile a creature that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

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

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

**At Higher Levels.** When you cast this spell with a 9th-level spell slot, the duration is concentration, up to 8 hours.

## Feeblemind

### **8th level Enchantment**

**Action:** 1 action

**Range:** 150 feet

**Components:** V, S, M (a handful of clay, crystal, glass, or mineral spheres)

**Duration:** Instantaneous

**Of Class:** Bard, Warlock, Wizard

You blast the mind of a creature that you can see within range, attempting to shatter its intellect and personality. The target takes 4d6 psychic damage and must make an Intelligence saving throw.

On a failed save, the creature's Intelligence and Charisma scores become 1. The creature can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them.

At the end of every 30 days, the creature can repeat its saving throw against this spell. If it succeeds on its saving throw, the spell ends.

The spell can also be ended by *greater restoration*, *heal* or *wish*.

## Glibness

### **8th level Transmutation**

**Action:** 1 action

**Range:** Self

**Components:** V

**Duration:** 1 hour

**Of Class:** Bard, Warlock

Until the spell ends, when you make a Charisma check, you can replace the number you roll with a 15.

Additionally, no matter what you say, magic that would determine if you are telling the truth indicates that you are being truthful.

## Power Word Stun

### **8th level Enchantment**

**Action:** 1 action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

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

You speak a word of power that can overwhelm the mind of one creature you can see within range, leaving it dumbfounded. If the target has 150 hit points or fewer, it is stunned. Otherwise, the spell has no effect.

The stunned target must make a Constitution saving throw at the end of each of its turns. On a successful save, this stunning effect ends.

## Astral Projection

**9th level Necromancy**

**Action:** 1 hour

**Range:** 10 feet

**Components:** V, S, M (for each creature you affect with this spell, you must provide one jacinth worth at least 1,000 gp and one ornately carved bar of silver worth at least 100 gp, all of which the spell consumes)

**Duration:** Special

**Of Class:** Cleric, Warlock, Wizard

You and up to eight willing creatures within range project your astral bodies into the Astral Plane (the spell fails and the casting is wasted if you are already on that plane). The material body you leave behind is unconscious and in a state of suspended animation; it doesn't need food or air and doesn't age. Your astral body resembles your mortal form in almost every way, replicating your game statistics and possessions. The principal difference is the addition of a silvery cord that extends from between your shoulder blades and trails behind you, fading to invisibility after 1 foot. This cord is your tether to your material body. As long as the tether remains intact, you can find your way home. If the cord is cut—something that can happen only when an effect specifically states that it does—your soul and body are separated, killing you instantly. Your astral form can freely travel through the Astral Plane and can pass through portals there leading to any other plane. If you enter a new plane or return to the plane you were on when casting this spell, your body and possessions are transported along the silver cord, allowing you to re-enter your body as you enter the new plane. Your astral form is a separate incarnation. Any damage or other effects that apply to it have no effect on your physical body, nor do they persist when you return to it.

The spell ends for you and your companions when you use your action to dismiss it. When the spell ends, the affected creature returns to its physical body, and it awakens.

The spell might also end early for you or one of your companions. A successful *dispel magic* spell used against an astral or physical body ends the spell for that creature. If a creature's original body or its astral form drops to 0 hit points, the spell ends for that creature. If the spell ends and the silver cord is intact, the cord pulls the creature's astral form back to its body, ending its state of suspended animation. If you are returned to your body prematurely, your companions remain in their astral forms and must find their own way back to their bodies, usually by dropping to 0 hit points.

## 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.

## Imprisonment

**9th level Abjuration****Action:** 1 minute**Range:** 30 feet

**Components:** V, S, M (a vellum depiction or a carved statuette in the likeness of the target, and a special component that varies according to the version of the spell you choose, worth at least 500 gp per Hit Die of the target)

**Duration:** Until dispelled**Of Class:** Warlock, Wizard

You create a magical restraint to hold a creature that you can see within range. The target must succeed on a Wisdom saving throw or be bound by the spell; if it succeeds, it is immune to this spell if you cast it again. While affected by this spell, the creature doesn't need to breathe, eat, or drink, and it doesn't age. Divination spells can't locate or perceive the target.

When you cast the spell, you choose one of the following forms of imprisonment.

**Burial.** The target is entombed far beneath the earth in a sphere of magical force that is just large enough to contain the target. Nothing can pass through the sphere, nor can any creature teleport or use planar travel to get into or out of it.

The special component for this version of the spell is a small mithral orb.

**Chaining.** Heavy chains, firmly rooted in the ground, hold the target in place. The target is restrained until the spell ends, and it can't move or be moved by any means until then.

The special component for this version of the spell is a fine chain of precious metal.

**Hedged Prison.** The spell transports the target into a tiny demiplane that is warded against teleportation and planar travel. The demiplane can be a labyrinth, a cage, a tower, or any similar confined structure or area of your choice.

The special component for this version of the spell is a miniature representation of the prison made from jade.

**Minimus Containment.** The target shrinks to a height of 1 inch and is imprisoned inside a gemstone or similar object. Light can pass through the gemstone normally (allowing the target to see out and other creatures to see in), but nothing else can pass through, even by means of teleportation or planar travel. The gemstone can't be cut or broken while the spell remains in effect.

The special component for this version of the spell is a large, transparent gemstone, such as a corundum, diamond, or ruby.

**Slumber.** The target falls asleep and can't be awoken. The special component for this version of the spell consists of rare soporific herbs.

**Ending the Spell.** During the casting of the spell, in any of its versions, you can specify a condition that will cause the spell to end and release the target. The condition can be as specific or as elaborate as you choose, but the DM must agree that the condition is reasonable and has a likelihood of coming to pass. The conditions can be based on a creature's name, identity, or deity but otherwise must be based on observable actions or qualities and not based on intangibles such as level, class, or hit points.

A dispel magic spell can end the spell only if it is cast as a 9th-level spell, targeting either the prison or the special component used to create it.

You can use a particular special component to create only one prison at a time. If you cast the spell again using the same component, the target of the first casting is immediately freed from its binding.

## Power Word Kill

### **9th level Enchantment**

**Action:** 1 action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

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

You utter a word of power that can compel one creature you can see within range to die instantly. If the creature you chose has 100 hit points or fewer, it dies. Otherwise, the spell has no effect.

## True Polymorph

### **9th level Transmutation**

**Action:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a drop of mercury, a dollop of gum arabic, and a wisp of smoke)

**Duration:** Concentration, up to 1 hour

**Of Class:** Bard, Warlock, Wizard

Choose one creature or nonmagical object that you can see within range. You transform the creature into a different creature, the creature into an object, or the object into a creature (the object must be neither worn nor carried by another creature). The transformation lasts for the duration, or until the target drops to 0 hit points or dies. If you concentrate on this spell for the full duration, the transformation becomes permanent.

Shapechangers aren't affected by this spell. An unwilling creature can make a Wisdom saving throw, and if it succeeds, it isn't affected by this spell.

**Creature into Creature.** If you turn a creature into another kind of creature, the new form can be any kind you choose whose challenge rating is equal to or less than the target's (or its level, if the target doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the new form. It retains its alignment and personality.

The target assumes the hit points of its new form, and 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 unless its new form is capable of such actions. The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

**Object into Creature.** You can turn an object into any kind of creature, as long as the creature's size is no larger than the object's size and the creature's challenge rating is 9 or lower. The creature is friendly to you and your companions. It acts on each of your turns. You decide what action it takes and how it moves. The DM has the creature's statistics and resolves all of its actions and movement.

If the spell becomes permanent, you no longer control the creature. It might remain friendly to you, depending on how you have treated it.

**Creature into Object.** If you turn a creature into an object, it transforms along with whatever it is wearing and carrying into that form. The creature's statistics become those of the object, and the creature has no memory of time spent in this form, after the spell ends and it returns to its normal form.