

Acid Splash

DAM: Add extra 1d6 at 5th level, 11th level, and 17th level.

Cast time: 1 action
Duration: Instantaneous
Target: 1 or 2 adjacent targets
Range: 60 ft.
Roll: 1d6 Acid
Saving Throw: DEX (Fail)
Components: (VS)
ID: 1 (page 211)

Blade Ward

Gain resistance to bludgeoning/piercing/slashing DMG from weapons.

Cast time: 1 action
Duration: 1 round
Target: Self
Range: Self
Components: (VS)
ID: 2 (page 218)

Chill Touch

Extra 1d6 DAM at 5th level, 11th level, and 17th level. Can't regain HP.

Cast time: 1 action
Duration: 1 round
Target: 1 creature
Range: 120 ft.
Roll: 1d6 Necrotic
Saving Throw: Ranged Spell Attack
Components: (VS)
ID: 3 (page 221)

Dancing Lights

Create 4 glowing, hovering objects that shed light out 10 ft. Can move 60 ft.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Range: 120 ft.
Components: (VSM phosphorous or glowworm)
ID: 4 (page 230)

Druidcraft

Create minor druidic effect. See Sourcebook.

Cast time: 1 action
Duration: Instantaneous
Target: See Sourcebook.
Range: 30 ft.
Components: (VS)
ID: 5 (page 236)

Eldritch Blast

Beam. 2 beams at 5th level, 3 at 11th, 4 at 17th. Can choose different targets.

Cast time: 1 action
Duration: Instantaneous
Target: 1 target
Range: 120 ft.
Roll: 1d10 Force
Saving Throw: Ranged Spell Attack
Components: (VS)
ID: 6 (page 237)

Fire Bolt

DAM at 5th level: 2d10, at 11th level: 3d10, at 17th level: 4d10.

Cast time: 1 action
Duration: Instantaneous
Target: 1 creature/object
Range: 120 ft.
Roll: 1d10 Fire
Saving Throw: Ranged Spell Attack
Components: (VS)
ID: 7 (page 242)

Friends

Advantage on CHA checks to target, who knows magic used once spell ends.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: 1 non-hostile creature
Range: Self
Components: (SM makeup applied to face)
ID: 8 (page 244)

Guidance

Once, add 1d4 to an ability check.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: 1 willing creature
Range: Touch
Components: (VS)
ID: 9 (page 248)

Light

Light

Object sheds light in 20 ft. radius. Hostile targets get DEX save.

Cast time: 1 action
Duration: 1 hour
Target: 1 object ≤ 10 ft. cube
Range: Touch
Saving Throw: DEX (Fail)
Components: (VM firefly or phosphorescent moss)
ID: 10 (page 255)

Mage Hand

Mage Hand

Create spectral hand that manipulates objects. Can pick up ≤ 10 lbs.

Cast time: 1 action
Duration: 1 minute
Range: 30 ft.
Components: (VS)
ID: 11 (page 256)

Mending

Mending

Mends one break or tear no larger than 1ft. in a mundane object.

Cast time: 1 minute
Duration: Instantaneous
Target: 1 object
Range: Touch
Components: (VSM two lodestones)
ID: 12 (page 259)

Message

Message

Point at target and whisper a message. They can whisper a response.

Cast time: 1 action
Duration: 1 round
Target: 1 creature in range
Range: 120 ft.
Components: (VSM piece of copper wire)
ID: 13 (page 259)

Minor Illusion

Minor Illusion

Create illusory sound or image. Investigation check against spell DC to detect.

Cast time: 1 action
Duration: 1 minute
Target: 5 ft. cube
Range: 30 ft.
Components: (SM bit of fleece)
ID: 14 (page 260)

Poison Spray

Poison Spray

DAM increase. 5th level: 2d12, 11th level: 3d12, 17th level: 4d12.

Cast time: 1 action
Duration: Instantaneous
Target: 1 creature
Range: 10 ft.
Roll: 1d12 Poison
Saving Throw: CON (Fail)
Components: (VS)
ID: 15 (page 266)

Prestidigitation

Prestidigitation

Create minor magical effect. See Sourcebook.

Cast time: 1 action
Duration: 1 hour
Range: 10 ft.
Components: (VS)
ID: 16 (page 267)

Produce Flame

Produce Flame

Create flame. DAM increase. 5th level: 2d8, 11th level: 3d8, 17th level: 4d8.

Cast time: 1 action
Duration: 10 minutes
Range: Self
Roll: 1d8 Fire
Saving Throw: Ranged Spell Attack
Components: (VS)
ID: 17 (page 269)

Ray of Frost

Ray of Frost

Speed -10ft. DAM increase. 5th level: 2d8, 11th level: 3d8, 17th level: 4d8.

Cast time: 1 action
Duration: Instantaneous
Target: 1 creature in range
Range: 60 ft.
Roll: 1d8 Cold
Saving Throw: Ranged Spell Attack
Components: (VS)
ID: 18 (page 271)

Resistance

Resistance

Once before spell ends, add 1d4 to a saving throw. Roll before or after save.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: 1 willing creature

Range: Touch

Components: (VSM miniature cloak)

ID: 19 (page 272)

Sacred Flame

Sacred Flame

No cover. DAM increase. 5th level: 2d8, 11th level: 3d8, 17th level: 4d8.

Cast time: 1 action

Duration: Instantaneous

Target: 1 creature

Range: 60 ft.

Roll: 1d8 Fire

Saving Throw: DEX (Fail)

Components: (VS)

ID: 20 (page 272)

Shillelagh

Shillelagh

Use casting ability instead of STR for attack,damage. Weapon does 1d8 DMG.

Cast time: 1 bonus action

Duration: 1 minute

Target: 1 club or quarterstaff

Range: Touch

Components: (VSM mistletoe, shamrock, weapon)

ID: 21 (page 275)

Shocking Grasp

Shocking Grasp

Target can't take reactions until next turn. Advantage if target has metal armor.

Cast time: 1 action

Duration: Instantaneous

Target: 1 creature

Range: Touch

Roll: 1d8 Lightning

Saving Throw: Melee Spell Attack

Components: (VS)

ID: 22 (page 275)

Spare the Dying

Spare the Dying

Stabilize dying creature. No effect on undead or constructs.

Cast time: 1 action

Duration: Instantaneous

Target: 1 living creature at 0 HP

Range: Touch

Components: (VS)

ID: 23 (page 277)

Thaumaturgy

Thaumaturgy

Create minor magical effect. See Sourcebook.

Cast time: 1 action

Duration: Up to 1 minute

Range: 30 ft.

Components: (V)

ID: 24 (page 282)

Thorn Whip

Thorn Whip

Pulled 10 ft to root. DAM increase. 5th level: 2d6, 11th level: 3d6, 17th level: 4d6.

Cast time: 1 action

Duration: Instantaneous

Range: 30 ft.

Roll: 1d6 Piercing

Saving Throw: Melee Spell Attack

Components: (VSM stem of thorny plant)

ID: 25 (page 282)

True Strike

True Strike

Next turn you gain advantage on first attack against the target.

Cast time: 1 action

Duration: 1 round (*concentration*)

Target: 1 creature

Range: 30 ft.

Components: (S)

ID: 26 (page 284)

Vicious Mockery

Vicious Mockery

Disadvantage to attack.DAM increase.5th level:2d4,11th level:3d4,17th level:4d4

Cast time: 1 action

Duration: Instantaneous

Target: 1 creature

Range: 60 ft.

Roll: 1d4 Psychic

Saving Throw: WIS (Fail)

Components: (V)

ID: 27 (page 285)

Alarm

Audible or silent alarm triggered on entry by those you haven't said can enter

Cast time: 1 minute (*ritual*)
Duration: 8 hours
Target: 1 door/window/area
Range: 30 ft.
Components: (VSM tiny bell, silver wire)
ID: 28 (page 211)

Animal Friendship

Charm beasts with INT ≤ 3 ; spell fails if you hurt beast

Cast time: 1 action
Duration: 24 hours
Target: 1 beast
Range: 30 ft.
Per Higher Lv: One more beast
Saving Throw: WIS (Fail)
Components: (VSM morsel of food)
ID: 29 (page 212)

Armor of Agathys

Gain 5 THP. Melee attackers take 5 DAM.

Cast time: 1 action
Duration: 1 hour
Target: Self
Range: Self
Roll: 5 Cold
Per Higher Lv: 5 temp HP and 5 DAM
Components: (VSM cup of water)
ID: 30 (page 215)

Arms of Hadar

Targets can't take reactions until next turn

Cast time: 1 action
Duration: Instantaneous
Target: 10 ft. radius
Range: Self
Roll: 2d6 Necrotic
Per Higher Lv: Extra 1d6 DAM
Saving Throw: STR (Half DAM, no effect)
Components: (VS)
ID: 31 (page 215)

Bane

Targets' attack rolls and saving throws are deducted 1d4.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: ≤ 3 creatures
Range: 30 ft.
Per Higher Lv: One more creature
Saving Throw: CHA (Fail)
Components: (VSM drop of blood)
ID: 32 (page 216)

Bless

Targets add 1d4 to attack rolls and saving throws.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: ≤ 3 creatures
Range: 30 ft.
Per Higher Lv: One more creature.
Components: (VSM sprinkling of holy water)
ID: 33 (page 219)

Burning Hands

Flammable objects ignite.

Cast time: 1 action
Duration: Instantaneous
Target: 15 ft. cone
Range: Self
Roll: 3d6 Fire
Per Higher Lv: Extra 1d6 DAM.
Saving Throw: DEX (Half DAM)
Components: (VS)
ID: 34 (page 220)

Charm Person

Charm target so it treats you as friendly. Gets advantage to save if fighting you.

Cast time: 1 action
Duration: 1 hour
Target: 1 humanoid
Range: 30 ft.
Per Higher Lv: One more target ≤ 30 ft.
Saving Throw: Wisdom (Fail)
Components: (VS)
ID: 35 (page 221)

Chromatic Orb

Choose type: acid, cold, fire, lightning, poison, or thunder.

Cast time: 1 action
Duration: Instantaneous
Target: 1 creature
Range: 90 ft.
Roll: 3d8
Per Higher Lv: Extra 1d8 DAM.
Saving Throw: Ranged Spell Attack
Components: (VSM diamond-50 gp)
ID: 36 (page 221)

Color Spray

Blinds 6d10 HP worth of creatures, starting with lowest HP.

Cast time: 1 action
Duration: 1 round
Target: 15 ft. cone
Range: Self
Per Higher Lv: Extra 2d10 HP.
Components: (VSM pinch of colored powder)
ID: 37 (page 222)

Command

Speak 1 word command to target. Can't cause harm. Doesn't affect undead.

Cast time: 1 action
Duration: 1 round
Target: 1 creature
Range: 60 ft.
Per Higher Lv: One more creature.
Saving Throw: WIS (Fail)
Components: (V)
ID: 38 (page 223)

Compelled Duel

Compel target to attack you one-on-one. See Sourcebook.

Cast time: 1 bonus action
Duration: 1 minute (*concentration*)
Target: 1 creature
Range: 30 ft.
Saving Throw: WIS (Fail)
Components: (V)
ID: 39 (page 224)

Comprehend Languages

Know literal meaning of any speech. Understand written words while touching.

Cast time: 1 action (*ritual*)
Duration: 1 hour
Range: Self
Components: (VSM pinch of soot and salt)
ID: 40 (page 224)

Create or Destroy Water

Create/destroy 10 gal. of water or 30 ft. cube of rain/fog.

Cast time: 1 action
Duration: Instantaneous
Target: 10 gal. water/30 ft. cube of fog
Range: 30 ft.
Components: (VSM drop of water/sand)
ID: 41 (page 229)

Cure Wounds

HEAL: 1d8 + spellcasting ability modifier. No effect on undead or constructs.

Cast time: 1 action
Duration: Instantaneous
Target: 1 creature
Range: Touch
Per Higher Lv: Extra 1d8 HEAL.
Components: (VS)
ID: 42 (page 230)

Detect Evil and Good

Know location of aberration, celestial, elemental, fey, fiend, undead, (un)holy ground.

Cast time: 1 action
Duration: 10 minutes (*concentration*)
Target: 30 ft. radius
Range: Self
Components: (VS)
ID: 43 (page 231)

Detect Magic

Sense presence of magic. Use action to see auras around creatures/objects.

Cast time: 1 action (*ritual*)
Duration: 10 minutes (*concentration*)
Target: 30 ft. radius
Range: Self
Components: (VS)
ID: 44 (page 231)

Detect Poison and Disease

Sense location and type of disease, poison, or poisonous creature.

Cast time: 1 action (*ritual*)
Duration: 10 minutes (*concentration*)
Target: 30 ft. radius
Range: Self
Components: (VSM yew leaf)
ID: 45 (page 231)

Disguise Self

Create illusion to appear as someone else. Foiled by Investigation vs. spell DC.

Cast time: 1 action
Duration: 1 hour
Target: Self
Range: Self
Components: (VS)
ID: 46 (page 233)

Dissonant Whispers

Target immediately uses reaction to move as far away as possible.

Cast time: 1 action
Duration: Instantaneous
Target: 1 creature
Range: 60 ft.
Roll: 3d6 *Psychic*
Per Higher Lv: Extra 1d6 DAM.
Saving Throw: WIS (Fail)
Components: (V)
ID: 47 (page 234)

Divine Favor

Your weapon attacks deal extra 1d4 radiant DAM on a hit.

Cast time: 1 bonus action
Duration: 1 minute (*concentration*)
Target: Self
Range: Self
Components: (VS)
ID: 48 (page 234)

Ensnaring Strike

Restrain target. Large and bigger creatures have advantage to save.

Cast time: 1 bonus action
Duration: 1 minute (*concentration*)
Target: Attack target
Range: Self
Roll: 1d6 a turn *Piercing*
Per Higher Lv: Extra 1d6 DAM.
Saving Throw: STR (Fail)
Components: (V)
ID: 49 (page 237)

Entangle

Creatures become restrained. Use action to use STR against spell DC to escape.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: 20 ft. square
Range: 90 ft.
Saving Throw: STR (Fail)
Components: (VS)
ID: 50 (page 238)

Expeditious Retreat

You can take Dash as a bonus action until spell ends.

Cast time: 1 bonus action
Duration: 10 minutes (*concentration*)
Target: Self
Range: Self
Components: (VS)
ID: 51 (page 238)

Faerie Fire

Objects/creatures in cube are outlined in light and are attacked with advantage.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: 20 ft. cube
Range: 60 ft.
Saving Throw: DEX (No Light)
Components: (V)
ID: 52 (page 239)

False Life

You gain 1d4+4 temp HP.

Cast time: 1 action
Duration: 1 hour
Target: Self
Range: Self
Per Higher Lv: Extra 5 temp HP.
Components: (VSM alcohol or distilled spirits)
ID: 53 (page 239)

Feather Fall

Targets' descent slows to 60 ft. per round, takes no DAM, and can land on feet.

Cast time: 1 reaction (falling)
Duration: 1 minute
Target: ≤ 5 falling creatures
Range: 60 ft.
Components: (VM small feather or piece of down)
ID: 54 (page 239)

Find Familiar

Gain the service of a familiar. See Sourcebook.

Cast time: 1 hour (*ritual*)

Duration: Instantaneous

Range: 10 ft.

Components: (VSM CHARCOAL, INCENSE, HERBS-10 gp)

ID: 55 (page 240)

Fog Cloud

Creates a foggy sphere. Can be banished by moderate wind.

Cast time: 1 action

Duration: 1 hour (*concentration*)

Target: 20 ft. radius sphere

Range: 120 ft.

Per Higher Lv: Increase radius by 20 ft.

Components: (VS)

ID: 56 (page 243)

Goodberry

Create ≤ 10 berries that HEAL 1 HP each. Expire after 24 hours.

Cast time: 1 action

Duration: Instantaneous

Range: Touch

Components: (VSM sprig of mistletoe)

ID: 57 (page 246)

Grease

Creatures in area or entering area fall prone if they fail DEX save.

Cast time: 1 action

Duration: 1 minute

Target: 10 ft. square

Range: 60 ft.

Saving Throw: DEX (Fail)

Components: (VSM pork rind or butter)

ID: 58 (page 246)

Guiding Bolt

Next attack roll against target before end of your next turn has advantage.

Cast time: 1 action

Duration: 1 round

Target: 1 creature

Range: 120 ft.

Roll: 4d6 Radiant

Per Higher Lv: Extra 1d6 DAM.

Saving Throw: Ranged Spell Attack

Components: (VS)

ID: 59 (page 248)

Hail of Thorns

Target hit by ranged attack and those adjacent who fail save hit by thorns.

Cast time: 1 bonus action

Duration: 1 minute (*concentration*)

Target: Self

Range: Self

Roll: 1d10 Piercing

Per Higher Lv: Extra 1d10 DAM.

Saving Throw: DEX (Half DAM)

Components: (V)

ID: 60 (page 249)

Healing Word

Target HEAL 1d4 + spellcasting ability. No effect on constructs/undead.

Cast time: 1 bonus action

Duration: Instantaneous

Target: 1 creature

Range: 60 ft.

Per Higher Lv: Extra 1d4 HEAL.

Components: (V)

ID: 61 (page 250)

Hellish Rebuke

Magical counterattack to taking damage.

Cast time: 1 reaction (take DAM)

Duration: Instantaneous

Target: 1 creature that damaged you

Range: 60 ft.

Roll: 2d10 Fire

Per Higher Lv: Extra 1d10 DAM.

Saving Throw: DEX (Half DAM)

Components: (VS)

ID: 62 (page 250)

Heroism

Immune to being frightened. Temp HP equal to casting ability modifier each turn.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: 1 willing creature

Range: Touch

Per Higher Lv: 1 additional creature.

Components: (VS)

ID: 63 (page 250)

1
Hex

Hex

Target takes 1d6 necrotic DAM when you hit it;disadvantage on ability of choice.

Cast time: 1 bonus action

Duration: 1 hour (*concentration*)

Target: 1 creature

Range: 90 ft.

Per Higher Lv: 3rd: duration 8 hrs;5th 24 hrs

Components: (VSM petrified eye of a newt)

ID: 64 (page 251)

1
Hunter's Mark

Hunter's Mark

Mark quarry. Extra 1d6 DAM on weapon hit. Advantage on rolls to find it.

Cast time: 1 bonus action

Duration: 1 hour (*concentration*)

Target: 1 creature

Range: 90 ft.

Per Higher Lv: 3rd: duration 8hrs;5th: 24hrs

Components: (V)

ID: 65 (page 251)

1
Identify

Identify

Learn what an item is and what spells affect it.

Cast time: 1 minute (*ritual*)

Duration: Instantaneous

Target: 1 object

Range: Touch

Components: (VSM pearl, owl feather- 100 gp)

ID: 66 (page 252)

1
Illusory Script

Illusory Script

Write magical script on surface that only designated people can read.

Cast time: 1 minute (*ritual*)

Duration: 10 days

Target: writing surface

Range: Touch

Components: (SM LEAD-BASED INK- 10 gp)

ID: 67 (page 252)

1
Inflict Wounds

Inflict Wounds

Inflict necrotic damage on target.

Cast time: 1 action

Duration: Instantaneous

Target: 1 creature

Range: Touch

Roll: 3d10 Necrotic

Per Higher Lv: Extra 1d10 DAM.

Saving Throw: Melee Spell Attack

Components: (VS)

ID: 68 (page 253)

1
Jump

Jump

Target's jump distance tripled until spell ends.

Cast time: 1 action

Duration: 1 minute

Target: 1 creature

Range: Touch

Components: (VSM grasshopper's hind leg)

ID: 69 (page 254)

1
Longstrider

Longstrider

Target's speed increases by 10 ft.

Cast time: 1 action

Duration: 1 hour

Target: 1 creature

Range: Touch

Per Higher Lv: One additional creature.

Components: (VSM pinch of dirt)

ID: 70 (page 256)

1
Mage Armor

Mage Armor

If target isn't wearing armor, its base AC becomes 13 + DEX modifier.

Cast time: 1 action

Duration: 8 hours

Target: 1 willing creature

Range: Touch

Components: (VSM piece of cured leather)

ID: 71 (page 256)

1
Magic Missile

Magic Missile

You choose the target for each dart that does 1d4+1 DAM.

Cast time: 1 action

Duration: Instantaneous

Target: Any creature in range.

Range: 120 ft.

Roll: (1d4+1)x3 Force

Per Higher Lv: One additional dart.

Components: (VS)

ID: 72 (page 257)

Protection from Evil and Good

Protect against certain types of creatures. See Sourcebook.

Cast time: 1 action
Duration: 10 minutes (*concentration*)
Target: 1 willing creature
Range: Touch
Components: (VSM holy water or powdered silver)
ID: 73 (page 270)

Purify Food and Drink

All nonmagical food and drink in range is rendered free of poison and disease.

Cast time: 1 action (*ritual*)
Duration: Instantaneous
Target: 5 ft. radius
Range: 10 ft.
Components: (VS)
ID: 74 (page 270)

Ray of Sickness

Target also makes CON save. On fail, poisoned until end of next turn.

Cast time: 1 action
Duration: Instantaneous
Target: 1 creature in range
Range: 60 ft.
Roll: 2k8 *Poison*
Per Higher Lv: Extra 1d8 DAM.
Saving Throw: Ranged Spell Attack
Components: (VS)
ID: 75 (page 271)

Sanctuary

Those choosing to attack target must make WIS save or choose new target.

Cast time: 1 bonus action
Duration: 1 minute
Target: 1 creature
Range: 30 ft.
Components: (VSM small silver mirror)
ID: 76 (page 272)

Searing Smite

Target takes initial DAM and CON save at start of each turn or take 1d6 fire.

Cast time: 1 bonus action
Duration: 1 minute (*concentration*)
Target: 1 creature
Range: Self
Roll: 1d6 *Fire*
Per Higher Lv: Extra 1d6 initial DAM.
Saving Throw: Melee Weapon Attack
Components: (V)
ID: 77 (page 274)

Shield

Gain +5 bonus to AC, including triggering attack. Negates Magic Missile attacks.

Cast time: 1 reaction (on hit by attack/magic missile)
Duration: 1 round
Target: Self
Range: Self
Components: (VS)
ID: 78 (page 275)

Shield of Faith

Target gains +2 bonus to AC.

Cast time: 1 bonus action
Duration: 10 minutes (*concentration*)
Target: 1 creature
Range: 60 ft.
Components: (VSM small parchment with holy text)
ID: 79 (page 275)

Silent Image

Create visual-only illusion. Use action to make it move. Investigation to discover.

Cast time: 1 action
Duration: 10 minutes (*concentration*)
Target: 15 ft. cube
Range: 60 ft.
Components: (VSM bit of fleece)
ID: 80 (page 276)

Sleep

5d8 total HP of creatures in area fall asleep. Go in order of lowest HP to highest.

Cast time: 1 action
Duration: 1 minute
Target: 20 ft. radius
Range: 90 ft.
Per Higher Lv: Addition 2d8 HP fall asleep.
Components: (VSM pinch of fine sand)
ID: 81 (page 276)

1

 Speak with Animals

Speak with Animals

Understand and speak to beasts. Get info about nearby locations and monsters.

Cast time: 1 action (*ritual*)
Duration: 10 minutes
Target: Self
Range: Self
Components: (VS)
ID: 82 (page 277)

1

 Tasha's Hideous Laughter

Tasha's Hideous Laughter

Target (INT \geq 4) is prone, incapacitated, can't stand. WIS save each turn to end.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: 1 creature
Range: 30 ft.
Saving Throw: WIS (Fail)
Components: (VSM tiny tarts and a feather)
ID: 83 (page 280)

1

 Tenser's Floating Disk

Tenser's Floating Disk

Create floating disk that holds 500 lbs and stays within 20 ft. of you.

Cast time: 1 action (*ritual*)
Duration: 1 hour
Target: 3 ft. diameter circle
Range: 30 ft.
Components: (VSM drop of mercury)
ID: 84 (page 282)

1

 Thunderous Smite

Thunderous Smite

Attack target takes extra thunder DAM and STR save or pushed 10 ft. and prone.

Cast time: 1 bonus action
Duration: 1 minute (*concentration*)
Target: 1 creature
Range: Self
Roll: 2d6 Thunder
Saving Throw: Melee Weapon Attack
Components: (V)
ID: 85 (page 282)

1

 Thunderwave

Thunderwave

Creatures failing save and objects pushed 10 ft. Boom heard for 300 ft.

Cast time: 1 action
Duration: Instantaneous
Target: 15 ft. cube
Range: Self
Roll: 2d8 Thunder
Per Higher Lv: Extra 1d8 DAM.
Saving Throw: CON (Half DAM, no push)
Components: (VS)
ID: 86 (page 282)

1

 Unseen Servant

Unseen Servant

Create invisible force that can perform simple, menial tasks for you.

Cast time: 1 action (*ritual*)
Duration: 1 hour
Range: 60 ft.
Components: (VSM piece of string, bit of wood)
ID: 87 (page 284)

1

 Witch Bolt

Witch Bolt

Use action to auto hit target hit last round for 1d12 lightning DAM if in range.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: 1 creature
Range: 30 ft.
Roll: 1d12 Lightning
Per Higher Lv: Extra 1d12 DAM.
Saving Throw: Ranged Spell Attack
Components: (VSM twig from tree struck by lightning)
ID: 88 (page 289)

1

 Wrathful Smite

Wrathful Smite

Target hit also makes WIS save or is frightened. WIS save to end effect.

Cast time: 1 bonus action
Duration: 1 minute (*concentration*)
Target: 1 creature
Range: Self
Roll: 1d6 Psychic
Saving Throw: Melee Weapon Attack
Components: (V)
ID: 89 (page 289)

2

 Aid

Aid

Each target also increases maximum HP by 5.

Cast time: 1 action
Duration: 8 hours
Target: 3 allies
Range: 30 ft.
Roll: 5
Per Higher Lv: HEAL extra 5 HP
Components: (VSM white cloth strip)
ID: 90 (page 211)

Alter Self

Choose one: breathe/swim underwater, natural weapons, change appearance

Cast time: 1 action
Duration: 1 hour (*concentration*)
Target: Self
Range: Self
Components: (VS)
ID: 91 (page 211)

Animal Messenger

Beast will relay 25 word message to a target you describe

Cast time: 1 action (*ritual*)
Duration: 24 hours
Target: 1 Tiny beast
Range: 30 ft.
Per Higher Lv: 48 hours longer
Components: (VSM morsel of food)
ID: 92 (page 212)

Arcane Lock

Locks object until password is spoken or dispel/knock. Object break DC +10.

Cast time: 1 action
Duration: Until Dispelled
Target: 1 openable object
Range: Touch
Components: (VSM GOLD DUST- 25 gp)
ID: 93 (page 215)

Augury

See omen predicting results of action taken within 30 minutes.

Cast time: 1 minute (*ritual*)
Duration: Instantaneous
Target: Self
Range: Self
Components: (VSM special tokens- 25 gp)
ID: 94 (page 215)

Barkskin

Target AC is never less than 16 during spell.

Cast time: 1 action
Duration: 1 hour (*concentration*)
Target: 1 willing creature
Range: Touch
Components: (VSM oak bark)
ID: 95 (page 217)

Beast Sense

Use action to see/hear whatever beast does. Use action to return.

Cast time: 1 action (*ritual*)
Duration: 1 hour (*concentration*)
Target: 1 willing beast
Range: Touch
Components: (S)
ID: 96 (page 217)

Blindness/Deafness

Target becomes blind or deaf (your choice).

Cast time: 1 action
Duration: 1 minute
Target: 1 creature
Range: 30 ft.
Per Higher Lv: One more creature.
Saving Throw: CON per turn (Fail)
Components: (V)
ID: 97 (page 219)

Blur

Creatures relying on sight have disadvantage to attack.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: Self
Range: Self
Components: (V)
ID: 98 (page 219)

Branding Smite

Target becomes visible, sheds dim light.

Cast time: 1 bonus action
Duration: 1 minute (*concentration*)
Target: Self
Range: Self
Roll: 2d6 Radiant
Per Higher Lv: Extra 1d6 DAM.
Saving Throw: Weapon Attack
Components: (V)
ID: 99 (page 219)

Calm Emotions

Suppress charm effects or hostility on target.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: 20 ft. radius sphere

Range: 60 ft.

Saving Throw: CHA (Fail)

Components: (VS)

ID: 100 (page 221)

Cloud of Daggers

DAM taken on entering or starting turn in area.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: 5 ft. cube

Range: 60 ft.

Roll: 4d4 Slashing

Per Higher Lv: Extra 2d4

DAM.

Components: (VSM sliver of glass)

ID: 101 (page 222)

Continual Flame

Heatless flame comes from object. Can be covered but not snuffed out.

Cast time: 1 action

Duration: Until Dispelled

Target: 1 object

Range: Touch

Components: (VSM RUBY

DUST- 50 gp)

ID: 102 (page 227)

Cordon of Arrows

Ammo fired at creatures within 30 ft. Spell ends when ammo gone.

Cast time: 1 action

Duration: 8 hours

Target: Spell components

Range: 5 ft.

Roll: 1d6 Piercing

Per Higher Lv: Two extra ammo.

Saving Throw: DEX (Fail)

Components: (VSM 4 pieces of ammo)

ID: 103 (page 228)

Crown of Madness

Charm humanoid to attack your target of choice. Use action to keep control.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: 1 humanoid

Range: 120 ft.

Saving Throw: WIS every turn (Fail)

Components: (VS)

ID: 104 (page 229)

Darkness

Creates darkness normal light can't dispel. Dispels light spells \leq 2nd level.

Cast time: 1 action

Duration: 10 minutes (*concentration*)

Target: 15 ft. radius sphere

Range: 60 ft.

Components: (VM bat fur and pitch or coal)

ID: 105 (page 230)

Darkvision

Grants creature darkvision (60 ft.) but can't see in Darkness aura.

Cast time: 1 action

Duration: 8 hours

Target: 1 willing creature

Range: Touch

Components: (VSM dried carrot or agate)

ID: 106 (page 230)

Detect Thoughts

Read thoughts of those around you. See Sourcebook.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: 30 ft. radius

Range: Self

Saving Throw: See Sourcebook.

Components: (VSM a copper piece)

ID: 107 (page 231)

Enhance Ability

Target creature gains a beneficial effect. See Sourcebook.

Cast time: 1 action

Duration: 1 hour (*concentration*)

Target: 1 creature

Range: Touch

Per Higher Lv: One additional creature.

Components: (VSM fur or feather from a beast)

ID: 108 (page 237)

Enlarge/Reduce

Enlarge or reduce target. See Sourcebook.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: 1 creature or object

Range: 30 ft.

Saving Throw: CON (Fail)

Components: (VSM powdered iron)

ID: 109 (page 237)

Enthral

Disadvantage to see anybody but you; attacked ones have advantage to save.

Cast time: 1 action

Duration: 1 minute

Target: Any targets in range

Range: 60 ft.

Saving Throw: WIS (Fail)

Components: (VS)

ID: 110 (page 238)

Find Steed

Summons a spirit in the form of a steed. See Sourcebook.

Cast time: 10 minutes

Duration: Instantaneous

Range: 30 ft.

Components: (VS)

ID: 111 (page 240)

Find Traps

Sense the presence (not location) of any magical or mundane trap nearby.

Cast time: 1 action

Duration: Instantaneous

Target: Any trap in range

Range: 120 ft.

Components: (VS)

ID: 112 (page 241)

Flame Blade

Create fiery scimitar that sheds bright light 10ft. and dim light for another 10ft.

Cast time: 1 bonus action

Duration: 10 minutes (*concentration*)

Range: Self

Roll: 3d6 Fire

Per Higher Lv: Extra 1d6 DAM per 2 levels.

Saving Throw: Melee Spell Attack

Components: (VSM sumac leaf)

ID: 113 (page 242)

Flaming Sphere

Creatures next to spheres at end of turn take DAM. Move spheres 30 ft.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: 5 ft. diameter sphere

Range: 60 ft.

Roll: 2d6 Fire

Per Higher Lv: Extra 1d6 DAM.

Saving Throw: DEX (Half DAM)

Components: (VSM tal-low,brimstone,iron powder)

ID: 114 (page 242)

Gentle Repose

Preserves corpse. Extends time limit of Raise Dead spell.

Cast time: 1 action (*ritual*)

Duration: 10 days

Target: 1 corpse

Range: Touch

Components: (VSM salt and 1 cp on each eye)

ID: 115 (page 245)

Gust of Wind

Push targets 15 ft. in direction of wind. Creatures move half speed against wind.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: 60 ft. line 10 ft. wide

Range: Self

Saving Throw: STR (Fail)

Components: (VSM a legume seed)

ID: 116 (page 248)

Heat Metal

Heat metallic objects including weapons and armor. See Sourcebook.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: 1 metal object

Range: 60 ft.

Roll: 2d8 Fire

Per Higher Lv: Extra 1d8 DAM.

Saving Throw: See Sourcebook.

Components: (VSM piece of iron and a flame)

ID: 117 (page 250)

2
Hold Person

Target is paralyzed. New saving throw at end of turn.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: 1 humanoid
Range: 60 ft.
Per Higher Lv: 1 additional creature.
Saving Throw: WIS (Fail)
Components: (VSM small straight piece of iron)
ID: 118 (page 251)

2
Invisibility

Target becomes invisible. Ends if target attacks or casts a spell.

Cast time: 1 action
Duration: 1 hour (*concentration*)
Target: 1 creature
Range: Touch
Per Higher Lv: One additional creature.
Components: (VSM eyelash in gum arabic)
ID: 119 (page 254)

2
Knock

Open mundane lock or suppress an Arcane Lock for 10 minutes. Loud knock.

Cast time: 1 action
Duration: Instantaneous
Target: 1 openable object
Range: 60 ft.
Components: (V)
ID: 120 (page 254)

2
Lesser Restoration

End one disease or condition (blind, deaf, paralyzed, poisoned) on target.

Cast time: 1 action
Duration: Instantaneous
Target: 1 creature
Range: Touch
Components: (VS)
ID: 121 (page 255)

2
Levitate

Target \leq 500 lbs. floats 20 ft. Can move up/down 20ft./turn. Floats down on end.

Cast time: 1 action
Duration: 10 minutes (*concentration*)
Target: 1 creature or object
Range: 60 ft.
Saving Throw: CON (Fail)
Components: (VSM small leather loop or golden wire)
ID: 122 (page 255)

2
Locate Animals or Plants

Name a kind of beast or plant and find the nearest one within 5 miles.

Cast time: 1 action (*ritual*)
Duration: Instantaneous
Target: Kind of beast or plant
Range: Self
Components: (VSM bloodhound fur)
ID: 123 (page 256)

2
Locate Object

Sense object direction within 1000 ft. or locate it within 30 ft.

Cast time: 1 action
Duration: 10 minutes (*concentration*)
Target: 1 object familiar to you
Range: Self
Components: (VSM forked twig)
ID: 124 (page 256)

2
Magic Mouth

Magic mouth repeats \leq 25 word message once condition is met.

Cast time: 1 minute (*ritual*)
Duration: Until Dispelled
Target: 1 object
Range: 30 ft.
Components: (VSM honeycomb and JADE DUST- 10 gp)
ID: 125 (page 257)

2
Magic Weapon

Nonmagical weapon becomes +1.

Cast time: 1 bonus action
Duration: 1 hour (*concentration*)
Target: 1 nonmagical weapon
Range: Touch
Per Higher Lv: 4th: +2 weapon, 6th: +3
Components: (VS)
ID: 126 (page 257)

Melf's Acid Arrow

Half DAM on miss. On hit, target also takes 2d4 acid DAM at end of next turn.

Cast time: 1 action
Duration: Instantaneous
Target: 1 target
Range: 90 ft.
Roll: 4d4 Acid
Per Higher Lv: 1d4 DAM on both effects
Saving Throw: Ranged Spell Attack
Components: (VSM rhubarb leaf, adder's stomach)
ID: 127 (page 259)

Mirror Image

Create duplicates that make you harder to hit. See Sourcebook.

Cast time: 1 action
Duration: 1 minute
Target: Self
Range: Self
Components: (VS)
ID: 128 (page 260)

Misty Step

Teleport ≤ 30 ft. away to unoccupied location.

Cast time: 1 bonus action
Duration: Instantaneous
Target: Self
Range: Self
Components: (V)
ID: 129 (page 260)

Moonbeam

DAM taken entering/start turn in beam. Shapechanges disadvantage to save.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: 5 ft. rad. 40 ft. high cylinder
Range: 120 ft.
Roll: 2d10 Radiant
Per Higher Lv: Extra 1d10 DAM.
Saving Throw: CON (Half DAM)
Components: (VSM moonseed seeds, feldspar)
ID: 130 (page 261)

Nystul's Magic Aura

Divination spells reveal false info about target. See Sourcebook.

Cast time: 1 action
Duration: 24 hours
Target: 1 creature or object
Range: Touch
Components: (VSM small square of silk)
ID: 131 (page 263)

Pass without Trace

Targets get +10 to Stealth checks and can only be tracked by magic.

Cast time: 1 action
Duration: 1 hour (*concentration*)
Target: Willing creatures in range
Range: Self
Components: (VSM mistletoe or spruce ash)
ID: 132 (page 264)

Phantasmal Force

Affect target with illusion. Can DAM for 1d6 Psychic. See Sourcebook.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: 1 creature
Range: 60 ft.
Saving Throw: INT (Fail)
Components: (VSM bit of fleece)
ID: 133 (page 264)

Prayer of Healing

Targets HEAL 2d8 + casting ability modifier HP. No effect on undead/constructs.

Cast time: 10 minutes
Duration: Instantaneous
Target: ≤ 6 creatures you choose
Range: 30 ft.
Per Higher Lv: HEAL extra 1d8.
Components: (V)
ID: 134 (page 267)

Protection from Poison

Target has 1 poison neutralized, advantage on poison save, resists poison DAM.

Cast time: 1 action
Duration: 1 hour
Target: 1 willing creature
Range: Touch
Components: (VS)
ID: 135 (page 270)

Ray of Enfeeblement

Target deals 1/2 DMG with STR weapon attacks. CON save to end at turn's end.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: 1 creature in range
Range: 60 ft.
Saving Throw: Ranged Spell Attack
Components: (VS)
ID: 136 (page 274)

Rope Trick

Climb rope to other space that can hide 8 Medium creatures. Can see outside.

Cast time: 1 action
Duration: 1 hour
Target: 60 ft. rope
Range: Touch
Components: (VSM powdered corn, parchment loop)
ID: 137 (page 272)

Scorching Ray

Shoot 3 rays at up to 3 targets.

Cast time: 1 action
Duration: Instantaneous
Target: ≤ 3 creatures
Range: 120 ft.
Roll: 2d6x3 Fire
Per Higher Lv: One additional ray.
Saving Throw: Ranged Spell Attack
Components: (VS)
ID: 138 (page 273)

See Invisibility

See invisible and ethereal creatures.

Cast time: 1 action
Duration: 1 hour
Target: Self
Range: Self
Components: (VSM pinch of talc and silver powder)
ID: 139 (page 274)

Shatter

Inorganic creatures have disadvantage to save. Objects take DAM too.

Cast time: 1 action
Duration: Instantaneous
Target: 10 ft. sphere
Range: 60 ft.
Roll: 3d8 Thunder
Per Higher Lv: Extra 1d8 DAM.
Saving Throw: CON (Half DAM)
Components: (VSM chip of mica)
ID: 140 (page 275)

Silence

Creatures in area are deafened, immune to thunder DMG, can't cast verbally.

Cast time: 1 action (*ritual*)
Duration: 10 minutes (*concentration*)
Target: 20 ft. radius sphere
Range: 120 ft.
Components: (VS)
ID: 141 (page 275)

Spider Climb

Target can walk on walls or ceiling. Climbing speed becomes walking speed.

Cast time: 1 action
Duration: 1 hour (*concentration*)
Target: 1 willing creature
Range: Touch
Components: (VSM spider and drop of bitumen)
ID: 142 (page 277)

Spike Growth

Difficult terrain. Moving into or within area takes 2d4 piercing DAM per 5 ft.

Cast time: 1 action
Duration: 10 minutes (*concentration*)
Target: 20 ft. radius
Range: 150 ft.
Components: (VSM 7 sharp thorns or twigs)
ID: 143 (page 277)

Spiritual Weapon

Magical weapon does 1d8 + casting ability DMG. Can move 20 ft. per turn.

Cast time: 1 bonus action
Duration: 1 minute
Range: 60 ft.
Force
Per Higher Lv: Extra 1d8 DAM.
Saving Throw: Melee Spell Attack
Components: (VS)
ID: 144 (page 278)

Suggestion

Target follows reasonable course of action you suggest. Can specify conditions.

Cast time: 1 action
Duration: 8 hours (*concentration*)
Target: 1 creature
Range: 30 ft.
Saving Throw: WIS (Fail)
Components: (VM snake's tongue, honeycomb)
ID: 145 (page 279)

Warding Bond

Target (60ft) has +1 AC and saves, resistance to all DAM, shares DAM with you.

Cast time: 1 action
Duration: 1 hour
Target: 1 willing creature
Range: Touch
Components: (VSM pair of platinum rings- 50 gp)
ID: 146 (page 287)

Web

Every turn:DEX save or restrain;STR save to escape.Burning webs:2d4 fire DAM.

Cast time: 1 action
Duration: 1 hour (*concentration*)
Target: 20 ft. cube
Range: 60 ft.
Saving Throw: DEX (Fail)
Components: (VSM bit of spiderweb)
ID: 147 (page 287)

Zone of Truth

You know which fail saves. They can't lie but know of spell and can be evasive.

Cast time: 1 action
Duration: 10 minutes
Target: 15 ft. radius sphere
Range: 60 ft.
Saving Throw: CHA (Fail)
Components: (VS)
ID: 148 (page 289)

Animate Dead

Creates skeleton or zombie servant that accepts simple directions

Cast time: 1 minute
Duration: Instantaneous
Target: ≤ Medium corpse
Range: 10 ft.
Per Higher Lv: Two more undead
Components: (VSM blood, flesh, bone)
ID: 149 (page 212)

Aura of Vitality

Use bonus action to HEAL 1 target in aura.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: 30 ft. radius
Range: Self
Roll: 2d6
Components: (V)
ID: 150 (page 216)

Beacon of Hope

Targets get advantage on WIS and death saving throws; heal spells heal max.

Cast time: 1 action
Duration: 1 hour (*concentration*)
Target: Any targets in range
Range: 30 ft.
Components: (VS)
ID: 151 (page 217)

Bestow Curse

Curse target. See Source-book.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: 1 creature
Range: Touch
Per Higher Lv: See Source-book.
Saving Throw: WIS (Fail)
Components: (VS)
ID: 152 (page 218)

Blinding Smite

Next melee attack target takes DAM and is blinded until spell ends.

Cast time: 1 bonus action
Duration: 1 minute (*concentration*)
Target: Self
Range: Self
Roll: 3d8 Radiant
Saving Throw: CON per turn (Blindness ends)
Components: (V)
ID: 153 (page 219)

3
Blink

Blink

Roll 11 or higher to go to Ethereal plane between turns; reappear within 10ft.

Cast time: 1 action
Duration: 1 minute
Target: Self
Range: Self
Components: (VS)
ID: 154 (page 219)

3
Call Lightning

Call Lightning

Targets take DAM each round. Can change targets each round.

Cast time: 1 action
Duration: 10 minutes (*concentration*)
Target: 60 ft. radius cylinder
Range: 120 ft.
Roll: 3d10 *Lightning*
Per Higher Lv: Extra 1d10 DAM.
Saving Throw: DEX (Half DAM)
Components: (VS)
ID: 155 (page 220)

3
Clairvoyance

Clairvoyance

Create sensor in area you can see or hear through.

Cast time: 10 minutes
Duration: 10 minutes (*concentration*)
Range: 1 mile
Components: (VSM jeweled horn or glass eye- 100 gp)
ID: 156 (page 222)

3
Conjure Animals

Conjure Animals

Summon fey spirits as creatures (total CR ≤ 2) that act as a group.

Cast time: 1 action
Duration: 1 hour (*concentration*)
Range: 60 ft.
Components: (VS)
ID: 157 (page 225)

3
Conjure Barrage

Conjure Barrage

Damage type is same as ammo/weapon used as component.

Cast time: 1 action
Duration: Instantaneous
Target: 60 ft. cone
Range: Self
Roll: 3d8
Saving Throw: DEX (Half DAM)
Components: (VSM ammo or thrown weapon)
ID: 158 (page 225)

3
Counterspell

Counterspell

Interrupt spell ≤ 4 th. You make casting ability check (DC 10 + spell level).

Cast time: 1 reaction (spell cast)
Duration: Instantaneous
Target: 1 Spellcaster
Range: 60 ft.
Per Higher Lv: Interrupt spell \leq new level.
Saving Throw: See Details.
Components: (S)
ID: 159 (page 228)

3
Create Food and Water

Create Food and Water

Create 45 lbs. of bland, nourishing food for 24 hours and 30 gallons of water.

Cast time: 1 action
Duration: Instantaneous
Range: 30 ft.
Components: (VS)
ID: 160 (page 229)

3
Crusader's Mantle

Crusader's Mantle

Nonhostiles in aura deal an extra 1d4 radiant DAM.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: 30 ft. radius
Range: Self
Components: (V)
ID: 161 (page 230)

3
Daylight

Daylight

Creates bright light. Dispels darkness spells ≤ 3 rd level it overlaps with.

Cast time: 1 action
Duration: 1 hour
Target: 60 ft. radius sphere
Range: 60 ft.
Components: (VS)
ID: 162 (page 230)

Dispel Magic

End spell \leq 3rd level. For \geq 4th level, casting ability check DC=10+spell level.

Cast time: 1 action
Duration: Instantaneous
Target: 1 creature/object/magical effect
Range: 120 ft.
Per Higher Lv: End spell \leq new level.
Components: (VS)
ID: 163 (page 234)

Elemental Weapon

Weapon is +1 to hit and +1d4 acid, cold, fire, lightning, or thunder DAM.

Cast time: 1 action
Duration: 1 hour (*concentration*)
Target: 1 nonmagical weapon
Range: Touch
Per Higher Lv: 5th:+2,2d4 DAM;7th +3,3D4
Components: (VS)
ID: 164 (page 237)

Fear

Targets drop everything and use Dash to run away. WIS save once out of sight.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: 30 ft. cone
Range: Self
Saving Throw: WIS (Fail)
Components: (VSM white feather or hen heart)
ID: 165 (page 239)

Feign Death

Creature appears dead. Resists all non-psychic DMG. Disease/poison delayed.

Cast time: 1 action (*ritual*)
Duration: 1 hour
Target: 1 willing creature
Range: Touch
Components: (VSM pinch of graveyard dirt)
ID: 166 (page 240)

Fireball

Fire spreads around corners and ignites flammable objects.

Cast time: 1 action
Duration: Instantaneous
Target: 20 ft. radius sphere
Range: 150 ft.
Roll: 8d6 Fire
Per Higher Lv: Extra 1d6 DAM.
Saving Throw: DEX (Half DAM)
Components: (VSM tiny ball of guano and sulfur)
ID: 167 (page 241)

Fly

Target gains fly (60 ft.). Fall if spell ends while in air.

Cast time: 1 action
Duration: 10 minutes (*concentration*)
Target: 1 willing creature
Range: Touch
Per Higher Lv: One additional creature.
Components: (VSM bird's wing feather)
ID: 168 (page 243)

Gaseous Form

Cloud form. Fly(10ft.). Resist nonmagical DMG. STR/DEX/CON save advantage.

Cast time: 1 action
Duration: 1 hour (*concentration*)
Target: 1 willing creature
Range: Touch
Components: (VSM bit of gauze and wisp of smoke)
ID: 169 (page 244)

Glyph of Warding

Create a magical trap. See Sourcebook.

Cast time: 1 hour
Duration: Dispel/Triggered
Target: See Sourcebook.
Range: Touch
Per Higher Lv: See Sourcebook.
Components: (VSM incense, DIAMOND POWDER- 200 gp)
ID: 170 (page 245)

Haste

Doubles speed. +2 AC. Advantage on DEX saves. Additional action to Dash.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: 1 willing creature
Range: 30 ft.
Components: (VSM shaving of licorice root)
ID: 171 (page 250)

Hunger of Hadar

Start turn in area: 2d6 cold DAM. End turn in area: DEX save or 2d6 acid DAM.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: 20 ft. radius sphere

Range: 150 ft.

Components: (VSM pickled octopus tentacle)

ID: 172 (page 251)

Lightning Arrow

Creatures within 10 ft. of initial target also take 2d8 DAM (DEX save for half).

Cast time: 1 bonus action

Duration: 1 minute (*concentration*)

Target: 1 target

Range: Self

Roll: 4d8 Lightning

Per Higher Lv: Both effects add 1d8 DAM.

Saving Throw: Ranged Weapon Attack.

Components: (VS)

ID: 175 (page 255)

Major Image

Create image of object including sounds, smells. Investigation check to foil.

Cast time: 1 action

Duration: 10 minutes (*concentration*)

Target: 20 ft. cube

Range: 120 ft.

Per Higher Lv: 6th: lasts until dispelled

Components: (VSM bit of fleece)

ID: 178 (page 258)

Hypnotic Pattern

Creatures charmed, incapacitated, speed = 0. Spell ends on DAM or shaking.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: 30 ft. cube

Range: 120 ft.

Saving Throw: WIS (Fail)

Components: (SM glowing stick of incense)

ID: 173 (page 252)

Lightning Bolt

Lightning ignites flammable objects.

Cast time: 1 action

Duration: Instantaneous

Target: 100 ft. line

Range: Self

Roll: 8d6 Lightning

Per Higher Lv: Extra 1d6 DAM.

Saving Throw: DEX (Half DAM)

Components: (VSM bit of fur and glass rod)

ID: 176 (page 255)

Mass Healing Word

Targets HEAL 1d4 + casting ability modifier. No effect on undead/constructs.

Cast time: 1 bonus action

Duration: Instantaneous

Target: ≤ 6 creatures

Range: 60 ft.

Per Higher Lv: HEAL extra 1d4.

Components: (V)

ID: 179 (page 258)

Leomund's Tiny Hut

Protect ≤ 9 creatures in hut from spells, creatures, elements.

Cast time: 1 minute (*ritual*)

Duration: 8 hours

Target: 10 ft. radius hemisphere

Range: Self

Components: (VSM small crystal bead)

ID: 174 (page 255)

Magic Circle

Hinder one creature type within cylinder. See Sourcebook.

Cast time: 1 minute

Duration: 1 hour

Target: 10 ft. rad., 20 ft. high cylinder

Range: 10 ft.

Per Higher Lv: Duration increases 1 hour.

Components: (VSM HOLY WATER or Fe/Ag DUST- 100 gp)

ID: 177 (page 256)

Meld into Stone

Meld into stone walls or large stone objects. See Sourcebook.

Cast time: 1 action (*ritual*)

Duration: 8 hours

Target: Stone object or surface

Range: Touch

Components: (VS)

ID: 180 (page 259)