

Acid Splash

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

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

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

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

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

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

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

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

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 lode-stones)
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

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

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

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

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

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

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

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

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

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)

1 Disguise Self

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)

1 Dissonant Whispers

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)

1 Divine Favor

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)

1 Ensnaring Strike

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)

1 Entangle

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)

1 Expeditious Retreat

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)

1 Faerie Fire

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)

1 False Life

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)

1 Feather Fall

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. Dispel 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)

Hold Person 2

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)

Invisibility 2

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)

Knock 2

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

Lesser Restoration 2

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

Levitare 2

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)

Locate Animals or Plants 2

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

Locate Object **2**

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

Magic Mouth 2

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)

Magic Weapon 2

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 271)

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 \leq 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 \leq 4th. 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 \leq 3rd 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)

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

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)

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)

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

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)

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)

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)

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)

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)

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)

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)

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)

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)

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)

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)

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)

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)

Nondetection

Hide target from all divination and scrying magic.

Cast time: 1 action

Duration: 8 hours

Target: 1 object, place, or willing target

Range: Touch

Components: (VSM DIAMOND DUST- 25 gp)

ID: 181 (page 263)

Phantom Steed

You and 1 other can ride phantom steed. Speed=100ft or 10mph (13 fast).

Cast time: 1 minute (*ritual*)

Duration: 1 hour

Range: 30 ft.

Components: (VS)

ID: 182 (page 265)

Plant Growth

Cast short term (creatures move 1/4 speed) or long term (double food yield).

Cast time: 1 action or 8 hours

Duration: Instantaneous

Target: 100 ft. or 1 mile radius

Range: 150 ft.

Components: (VS)

ID: 183 (page 266)

Protection from Energy

Creature gains resistance to one of: acid, cold, fire, lightning, or thunder.

Cast time: 1 action

Duration: 1 hour (*concentration*)

Target: 1 creature

Range: Touch

Components: (VS)

ID: 184 (page 270)

Remove Curse

Remove curse creature or break object's curse attunement to any target.

Cast time: 1 action

Duration: Instantaneous

Target: 1 creature or object

Range: Touch

Components: (VS)

ID: 185 (page 271)

Revivify

Raise creature that died within 1 minute to 1 HP. Doesn't restore missing parts.

Cast time: 1 action

Duration: Instantaneous

Target: 1 creature

Range: Touch

Components: (VSM DIAMOND-300 gp)

ID: 186 (page 272)

Sending

Send ≤ 25 word message to known creature. Get similar reply.

Cast time: 1 action

Duration: 1 round

Target: 1 creature

Range: Unlimited

Components: (VSM short piece of fine copper wire)

ID: 187 (page 274)

Sleet Storm

Difficult terrain.Each turn,DEX save or fall prone,CON save or lose concentration.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: 40 ft. rad. 20 ft. tall cylinder

Range: 150 ft.

Saving Throw: DEX (Fail)

Components: (VSM pinch of dust, drops of water)

ID: 188 (page 276)

Slow

Affected creatures become slowed. See Sourcebook.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: ≤ 6 creatures in 40 ft. cube

Range: 120 ft.

Saving Throw: WIS (Fail)

Components: (VSM drop of molasses)

ID: 189 (page 277)

Speak with Dead

Ask corpse ≤ 5 questions. Get brief, cryptic answers. Can be lies.

Cast time: 1 action
Duration: 10 minutes
Target: 1 dead creature
Range: 10 ft.
Components: (VSM burning incense)
ID: 190 (page 277)

Speak with Plants

Animate plants to communicate with and perform tasks. See Sourcebook.

Cast time: 1 action
Duration: 10 minutes
Target: 30 ft. radius
Range: Self
Components: (VS)
ID: 191 (page 277)

Spirit Guardian

Enemy creature speed halved. DMG on enter area: necrotic if evil, radiant if not.

Cast time: 1 action
Duration: 10 minutes (*concentration*)
Target: 15 ft. radius
Range: Self
Roll: 3d8 Radiant or Necrotic
Per Higher Lv: Extra 1d8 DAM.
Saving Throw: WIS (Half DAM)
Components: (VSM holy symbol)
ID: 192 (page 278)

Stinking Cloud

Creatures that need to breathe spend turn retching. Wind disperses cloud.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: 20 ft. radius sphere
Range: 90 ft.
Saving Throw: CON (Fail)
Components: (VSM rotten egg or skunk cabbage)
ID: 193 (page 278)

Tongues

Target understands any spoken language and is understood by everyone else.

Cast time: 1 action
Duration: 1 hour
Target: 1 creature
Range: Touch
Components: (VM clay model of a ziggurat)
ID: 194 (page 283)

Vampiric Touch

Each time you hit a target, you also HEAL half of the DAM you cause.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: Self
Range: Self
Roll: 3d6 Necrotic
Per Higher Lv: Extra 1d6 DAM.
Saving Throw: Melee Spell Attack
Components: (VS)
ID: 195 (page 285)

Water Breathing

Creatures gain ability to breathe underwater using normal respiration.

Cast time: 1 action (*ritual*)
Duration: 24 hours
Target: ≤ 10 willing creatures
Range: 30 ft.
Components: (VSM short reed or piece of straw)
ID: 196 (page 287)

Water Walk

Creatures walk on liquid, rise 60 ft. per round if under. Still take other damage.

Cast time: 1 action (*ritual*)
Duration: 1 hour
Target: ≤ 10 willing creatures
Range: 30 ft.
Components: (VSM piece of cork)
ID: 197 (page 287)

Wind Wall

Strong wind keeps gases, flying creatures, projectiles, gaseous creatures away.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: See Sourcebook.
Range: 120 ft.
Roll: 3d8 Bludgeoning
Saving Throw: STR (Half DAM)
Components: (VSM tiny fan and exotic feather)
ID: 198 (page 288)

Arcane Eye

Create invisible eye with darkvision(30ft) moves 30ft/rd you can see through.

Cast time: 1 action

Duration: 1 hour (*concentration*)

Range: 30 ft.

Components: (VSM a bit of bat fur)

ID: 199 (page 214)

Aura of Life

Gain necrotic resistance, HEAL 1 HP if at 0 HP, HP max can't go down.

Cast time: 1 action

Duration: 10 minutes (*concentration*)

Target: 30 ft. radius

Range: Self

Components: (V)

ID: 200 (page 216)

Aura of Purity

Gain poison resist, disease immune, advantage on status saving throws.

Cast time: 1 action

Duration: 10 minutes (*concentration*)

Target: 30 ft. radius

Range: Self

Components: (V)

ID: 201 (page 216)

Banishment

Banish target to another plane; native of other plane doesn't return after 1 min.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: 1 target

Range: 60 ft.

Per Higher Lv: One more creature

Saving Throw: CHA (Fail)

Components: (VSM item disliked by target)

ID: 202 (page 217)

Blight

Plants have disadvantage on save and take max DAM.

Cast time: 1 action

Duration: Instantaneous

Target: 1 creature

Range: 30 ft.

Roll: 8d8 Necrotic

Per Higher Lv: Extra 1d8 DAM.

Saving Throw: CON (Half DAM)

Components: (VS)

ID: 203 (page 219)

Compulsion

Compel targets to move in specified non-hazardous direction.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: Creatures in range

Range: 30 ft.

Saving Throw: WIS (Fail)

Components: (VS)

ID: 204 (page 224)

Confusion

Targets can't take reactions and do random actions. See Sourcebook.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: 10 ft. radius sphere

Range: 90 ft.

Per Higher Lv: Increase radius by 5ft.

Saving Throw: WIS (Fail)

Components: (VSM 3 nut shells)

ID: 205 (page 224)

Conjure Minor Elementals

Summon elementals (total CR ≤ 2) that obey commands.

Cast time: 1 minute

Duration: 1 hour (*concentration*)

Range: 90 ft.

Per Higher Lv: 6th: CR ≤ 4 ;

8th: CR ≤ 6

Components: (VS)

ID: 206 (page 226)

Conjure Woodland Beings

Summon fey creatures (CR ≤ 2) that obey commands.

Cast time: 1 action

Duration: 1 hour (*concentration*)

Range: 60 ft.

Per Higher Lv: 6th: CR ≤ 4 ;

8th: CR ≤ 6

Components: (VSM 1 holly

berry per creature)

ID: 207 (page 226)

Control Water

Control water. See Sourcebook.

Cast time: 1 action

Duration: 10 minutes (*concentration*)

Target: 100 ft. cube

Range: 300 ft.

Components: (VSM water drop, pinch of dust)

ID: 208 (page 227)

Death Ward

1 use: Target drops to 1 HP instead of 0 HP or negates instant kill effect.

Cast time: 1 action

Duration: 8 hours

Target: 1 willing creature

Range: Touch

Components: (VS)

ID: 209 (page 230)

Dimension Door

Teleport yourself and ally to location. If occupied, 4d6 force DAM and spell fails.

Cast time: 1 action

Duration: Instantaneous

Target: Self (and ally within 5 ft.)

Range: 500 ft.

Components: (V)

ID: 210 (page 233)

Divination

Question about one event in next 7 days answered by phrase or omen.

Cast time: 1 action (*ritual*)

Duration: Instantaneous

Range: Self

Components: (VSM INCENSE, SAC. OFFERING- 25 gp)

ID: 211 (page 234)

Dominate Beast

Charm beast to give it commands. Has advantage to save if attacking it.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: 1 beast

Range: 60 ft.

Per Higher Lv: See Sourcebook.

Saving Throw: WIS (Fail)

Components: (VS)

ID: 212 (page 234)

Evard's Black Tentacles

Also restrained. Restrained take DAM every turn. STR/DEX check to get free.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: 20 ft. square

Range: 90 ft.

Roll: 3d6 Bludgeoning

Saving Throw: DEX while in area (Fail)

Components: (VSM piece of octopus tentacle)

ID: 213 (page 238)

Fabricate

Convert raw materials into object no bigger than 5 ft. cube.

Cast time: 10 minutes

Duration: Instantaneous

Target: 10 ft. cube

Range: 120 ft.

Components: (VS)

ID: 214 (page 239)

Fire Shield

Choose warm or chill shield. Melee attackers take DMG. Light out 10 ft./20 ft.

Cast time: 1 action

Duration: 10 minutes

Target: Self

Range: Self

Roll: 2d8 Fire/Cold

Components: (VSM bit of phosphorous or a firefly)

ID: 215 (page 242)

Freedom of Movement

Immune to difficult terrain,slow,paralyze,restrain. Spend 5ft to escape restrain.

Cast time: 1 action

Duration: 1 hour

Target: 1 willing creature

Range: Touch

Components: (VSM leather strap around arm)

ID: 216 (page 244)

Giant Insect

Turn insects into giant insects that obey your commands.

Cast time: 1 action

Duration: 10 minutes (*concentration*)

Target: See Sourcebook.

Range: 30 ft.

Components: (VS)

ID: 217 (page 245)

Grasping Vine

Create vine that lashes out 30 ft. away. Targets failing save pulled 20 ft. to vine.

Cast time: 1 bonus action

Duration: 1 minute (*concentration*)

Range: 30 ft.

Saving Throw: DEX (Fail)

Components: (VS)

ID: 218 (page 246)

Greater Invisibility

Become invisible until spell ends.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: Self or willing creature

Range: Touch

Components: (VS)

ID: 219 (page 246)

Guardian of Faith

Create spectral guardian that attacks hostiles. Leaves after dealing 60 DAM.

Cast time: 1 action

Duration: 8 hours

Range: 30 ft.

Roll: 20 Radiant

Saving Throw: DEX (No DAM)

Components: (V)

ID: 220 (page 246)

Hallucinatory Terrain

Make natural terrain seem like other terrain. Investigation check to disbelieve.

Cast time: 10 minutes

Duration: 24 hours

Target: 150 ft. cube

Range: 300 ft.

Components: (VSM stone, twig, bit of green plant)

ID: 221 (page 249)

Ice Storm

Storm's area of effect becomes difficult terrain until end of next turn.

Cast time: 1 action

Duration: Instantaneous

Target: 20 ft. rad, 40ft. high cylinder

Range: 300 ft.

Roll: 2d8+4d6

Bludgeoning+Cold

Per Higher Lv: Extra 1d8 bludgeoning DAM.

Saving Throw: DEX (Half DAM)

Components: (VSM pinch of dust, drop of water)

ID: 222 (page 252)

Leomund's Secret Chest

Transport chest back and forth from Ethereal Plane using replica.

Cast time: 1 action

Duration: Instantaneous

Target: 1 chest

Range: Touch

Components: (VSM chest(5000), replica chest(50)- 5050 gp)

ID: 223 (page 254)

Locate Creature

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

Cast time: 1 action

Duration: Instantaneous

Target: 1 creature familiar to you

Range: Self

Components: (VSM bloodhound fur)

ID: 224 (page 256)

Mordenkainen's Faithful Hound

Spectral hound guards area and can attack hostiles. See Sourcebook.

Cast time: 1 action

Duration: 8 hours

Range: 30 ft.

Roll: 4d8 *Piercing*

Components: (VSM silver whistle, bone, thread)

ID: 225 (page 261)

Mordenkainen's Private Sanctum

Create magically secure area.
See Sourcebook.

Cast time: 10 minutes

Duration: 24 hours

Target: ≤ 100 ft. cube

Range: 120 ft.

Per Higher Lv: Extra 100 ft. per cube side

Components: (VSM lead,glass,cloth,chrysolite)

ID: 226 (page 262)

Otiluke's Resilient Sphere

Trap creature in sphere.
Sphere only destroyed by Disintegrate spell.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: 1 creature or object

Range: 30 ft.

Saving Throw: DEX (Fail)

Components: (VSM hemispheres of crystal,arabic)

ID: 227 (page 264)

Phantasmal Killer

Target is frightened and takes DAM at start of turn if it doesn't save.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: 1 creature

Range: 120 ft.

Roll: 4d10 *Psychic*

Per Higher Lv: Extra 1d10 DAM.

Saving Throw: WIS (Fail)

Components: (VS)

ID: 228 (page 265)

Polymorph

Transform creature's form.
All stats change. Limited to actions of new form.

Cast time: 1 action

Duration: 1 hour (*concentration*)

Target: 1 creature

Range: 60 ft.

Saving Throw: WIS (Fail)

Components: (VSM caterpillar cocoon)

ID: 229 (page 266)

Staggering Smite

WIS save or disadvantage on attack & ability checks; can't take reactions.

Cast time: 1 bonus action

Duration: 1 minute (*concentration*)

Target: Self

Range: Self

Roll: 4d6 *Psychic*

Saving Throw: Melee Weapon Attack

Components: (V)

ID: 230 (page 278)

Stone Shape

Reshape stone into any rough shape you wish.

Cast time: 1 action

Duration: Instantaneous

Target: 5 ft. cube

Range: Touch

Components: (VSM soft clay in desired shape)

ID: 231 (page 278)

Stoneskin

Target gains resistance to nonmagical bludgeoning, piercing, and slashing DMG.

Cast time: 1 action

Duration: 1 hour (*concentration*)

Target: 1 willing creature

Range: Touch

Components: (VSM DIAMOND DUST- 100 gp)

ID: 232 (page 278)

Wall of Fire

Those entering or ending turn on one side of the wall take 5d8 fire DAM.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: See Sourcebook.

Range: 120 ft.

Roll: 5d8 *Fire*

Per Higher Lv: Extra 1d8 DAM.

Saving Throw: DEX (Half DAM)

Components: (VSM small piece of phosphorous)

ID: 233 (page 285)

Animate Objects

Animate objects to accept simple commands.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: ≤ 10 objects

Range: 120 ft.

Per Higher Lv: Two more objects

Components: (VS)

ID: 234 (page 213)

Antilife Shell

Erects barrier around you that moves with you. Living creatures cannot enter.

Cast time: 1 action

Duration: 1 hour (*concentration*)

Target: Self

Range: 10 ft. radius

Components: (VS)

ID: 235 (page 213)

Awaken

Target with INT ≤ 3 gains INT 10 and can speak. Charmed for 30 days.

Cast time: 8 hours

Duration: Instantaneous

Target: 1 beast/plant \leq Huge

Range: Touch

Components: (VSM AGATE-1000 gp)

ID: 236 (page 216)

Banishing Smite

Target banished if ≤ 50 HP.

Cast time: 1 bonus action

Duration: 1 minute (*concentration*)

Target: Self

Range: Self

Roll: 5d10 Force

Saving Throw: Weapon Attack

Components: (V)

ID: 237 (page 216)

Bigby's Hand

Create giant hand to do various things. See Sourcebook.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Range: 120 ft.

Roll: See Sourcebook. Force

Per Higher Lv: See Sourcebook.

Components: (VSM eggshell, snakeskin glove)

ID: 238 (page 218)

Circle of Power

Friendlys: advantage on saving throws against magic/effects. No half DAM.

Cast time: 1 action

Duration: 10 minutes (*concentration*)

Target: 30 ft. radius sphere

Range: Self

Components: (V)

ID: 239 (page 221)

Cloudkill

DAM taken on entering or starting turn in area. Fog moves away 10 ft. per turn.

Cast time: 1 action

Duration: 10 minutes (*concentration*)

Target: 20 ft. radius sphere

Range: 120 ft.

Roll: 5d8 Poison

Per Higher Lv: Extra 1d8 DAM.

Saving Throw: CON (Half DAM)

Components: (VS)

ID: 240 (page 222)

Commune

Ask 3 yes/no questions that are answered by deity. See Sourcebook.

Cast time: 1 minute (*ritual*)

Duration: 1 minute

Range: Self

Components: (VSM incense, vial of holy water)

ID: 241 (page 223)

Commune with Nature

Gain knowledge of the land around you. See Sourcebook.

Cast time: 1 minute (*ritual*)

Duration: Instantaneous

Range: Self

Components: (VS)

ID: 242 (page 224)

Cone of Cold

Creatures killed become frozen statues.

Cast time: 1 action

Duration: Instantaneous

Target: 60 ft. cone

Range: Self

Roll: 8d8 Cold

Per Higher Lv: Extra 1d8 DAM.

Saving Throw: CON (Half DAM)

Components: (VSM crystal or glass cone)

ID: 243 (page 224)

Conjure Elemental

Summon elemental CR ≤ 5 . Obeys commands. Hostile if control is lost.

Cast time: 1 minute

Duration: 1 hour (*concentration*)

Range: 90 ft.

Per Higher Lv: Increase max CR by 1.

Components: (VSM See Sourcebook)

ID: 244 (page 225)

Conjure Volley

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

Cast time: 1 action

Duration: Instantaneous

Target: 40 ft. radius, 20 ft. high cylinder

Range: 150 ft.

Roll: 8d8

Saving Throw: DEX (Half DAM)

Components: (VSM ammo or thrown weapon)

ID: 245 (page 226)

Contact Other Plane

Contact extraplanar being. YOU make save. 1-word answers to 5 questions.

Cast time: 1 minute (*ritual*)

Duration: 1 minute

Range: Self

Roll: 6d6 *Psychic*

Saving Throw: INT

DC:15(DAM, insane for day)

Components: (V)

ID: 246 (page 226)

Contagion

Give creature a disease. See Sourcebook.

Cast time: 1 action

Duration: 7 days

Target: 1 creature

Range: Touch

Saving Throw: CON (See Sourcebook)

Components: (VS)

ID: 247 (page 227)

Creation

Make nonliving object no larger than 5 ft. cube. See Sourcebook.

Cast time: 1 minute

Duration: See Sourcebook.

Range: 30 ft.

Per Higher Lv: Cube size increases by 5 ft.

Components: (VSM bit of matter you want to make)

ID: 248 (page 229)

Destructive Wave

Targets in circle take thunder DAM, then radiant or necrotic DAM; go prone.

Cast time: 1 action

Duration: Instantaneous

Target: 30 ft. radius

Range: Self

Roll: 5d6+5d6

Saving Throw: CON (Half DAM, not prone)

Components: (V)

ID: 249 (page 231)

Dispel Evil and Good

Fey, undead, extraplanar creatures have disadvantaged attacks. See Sourcebook.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: Self

Range: Self

Components: (VSM holy water or silver/iron powder)

ID: 250 (page 233)

Dominate Person

Charm humanoid to give it commands. Has advantage to save if attacking it.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: 1 person

Range: 60 ft.

Per Higher Lv: See Sourcebook.

Saving Throw: WIS (Fail)

Components: (VS)

ID: 251 (page 235)

Dream

Shape creature's dreams. See Sourcebook.

Cast time: 1 minute

Duration: 8 hours

Target: 1 creature

Range: See Sourcebook.

Roll: See Sourcebook. See Sourcebook.

Saving Throw: See Sourcebook.

Components: (VSM sand, ink, quill from asleep bird)

ID: 252 (page 236)

Flame Strike

Creatures take fire and radiant damage.

Cast time: 1 action

Duration: Instantaneous

Target: 40 ft. high 10 ft. rad. cylinder

Range: 60 ft.

Roll: 4d6+4d6 Fire + Radiant

Per Higher Lv: 1d6 DAM fire OR radiant

Saving Throw: DEX (Half DAM)

Components: (VMM pinch of sulfur)

ID: 253 (page 242)

Geas

Target must perform task you set. 5d10 psychic DAM when- ever it disobeys.

Cast time: 1 minute

Duration: 30 days

Target: 1 creature

Range: 60 ft.

Per Higher Lv: 7th: lasts 1 year;9th: forever

Saving Throw: WIS (Fail)

Components: (V)

ID: 254 (page 244)

Greater Restoration

End a debilitating effect on target. See Sourcebook.

Cast time: 1 action

Duration: Instantaneous

Target: 1 creature

Range: Touch

Components: (VSM DIAMOND DUST- 100 gp)

ID: 255 (page 246)

Hallow

Infuse area with holy or un- holy power. See Sourcebook.

Cast time: 24 hours

Duration: Until Dispelled

Target: 60 ft. radius

Range: Touch

Components: (VSM HERBS, OIL, INCENSE- 1000 gp)

ID: 256 (page 249)

Hold Monster

Target is paralyzed. New saving throw at end of turn. Doesn't work on undead.

Cast time: 1 action

Duration: 1 minute (*concentra- tion*)

Target: 1 creature

Range: 90 ft.

Per Higher Lv: 1 additional creature.

Saving Throw: WIS (Fail)

Components: (VSM small straight piece of iron)

ID: 257 (page 251)

Insect Plague

Targets make save when swarm created or entering or exiting it.

Cast time: 1 action

Duration: 10 minutes (*concentra- tion*)

Target: 20 ft. radius sphere

Range: 300 ft.

Roll: 4d10 Piercing

Per Higher Lv: Extra 1d10 DAM.

Saving Throw: CON (Half DAM)

Components: (VSM bit of sugar, grain, and fat)

ID: 258 (page 254)

Legend Lore

Learn lore about target. In- formation is accurate but might use figurative words.

Cast time: 10 minutes

Duration: Instantaneous

Target: 1 person, place, or ob- ject

Range: Self

Components: (VSM IN- CENSE(250),4 ivory strips(50)- 300 gp)

ID: 259 (page 254)

Mass Cure Wounds

Creatures HEAL 3d8 + cast- ing ability modifier. No effect on undead/constructs.

Cast time: 1 action

Duration: Instantaneous

Target: ≤ 6 creatures

Range: 60 ft.

Per Higher Lv: HEAL extra 1d8.

Components: (VS)

ID: 260 (page 258)

Mislead

Become invisible and create illusory double. Use action to move your double.

Cast time: 1 action

Duration: 1 hour (*concentra- tion*)

Target: Self

Range: Self

Components: (S)

ID: 261 (page 260)

Modify Memory

Reshape another creature's memories. See Sourcebook.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Range: 30 ft.

Per Higher Lv: See Sourcebook.

Saving Throw: WIS (Fail)

Components: (VS)

ID: 262 (page 261)

Passwall

Create 5ft wide, 8ft tall, 20ft deep opening in wall, ceiling, or floor.

Cast time: 1 action

Duration: 1 hour

Range: 30 ft.

Components: (VSM pinch of sesame seeds)

ID: 263 (page 264)

Planar Binding

Bind celestial, elemental, fey, or fiend to serve you for spell duration.

Cast time: 1 hour

Duration: 24 hours

Target: 1 extraplanar creature

Range: 60 ft.

Per Higher Lv: See Sourcebook.

Saving Throw: CHA (Fail)

Components: (VSM JEWEL-1000 gp)

ID: 264 (page 265)

Raise Dead

Return target to life with 1 HP. See Sourcebook.

Cast time: 1 hour

Duration: Instantaneous

Target: 1 dead creature

Range: Touch

Components: (VSM DIAMOND-500 gp)

ID: 265 (page 270)

Rary's Telepathic Bond

Targets can communicate telepathically with each other, but not to other planes.

Cast time: 1 action (*ritual*)

Duration: 1 hour

Target: ≤ 8 willing creatures

Range: 30 ft.

Components: (VSM eggshell of 2 different creatures)

ID: 266 (page 270)

Reincarnate

Resurrect dead humanoid into a random humanoid body. See Sourcebook.

Cast time: 1 hour

Duration: Instantaneous

Target: 1 dead humanoid

Range: Touch

Components: (VSM RARE OILS AND UNGUENTS- 1000 gp)

ID: 267 (page 271)

Scrying

Spy on a target located on the same plane as you. See Sourcebook.

Cast time: 10 minutes

Duration: 10 minutes (*concentration*)

Target: 1 creature

Range: Self

Saving Throw: WIS (Fail)

Components: (VSM scrying focus- 1000 gp)

ID: 268 (page 273)

Seeming

Disguise willing or unwilling creatures as other similar creatures, including outfits.

Cast time: 1 action

Duration: 8 hours

Target: Any creatures in range

Range: 30 ft.

Saving Throw: CHA (Fail)

Components: (VS)

ID: 269 (page 274)

Swift Quiver

Quiver produces endless ammo. Use bonus action for 2 attacks using ammo.

Cast time: 1 bonus action

Duration: 1 minute (*concentration*)

Target: Spell component

Range: Touch

Components: (VSM quiver with at least 1 ammo)

ID: 270 (page 279)

Telekinesis

Move objects or creatures with your mind. See Sourcebook.

Cast time: 1 action

Duration: 10 minutes (*concentration*)

Target: Creatures or objects in range

Range: 60 ft.

Components: (VS)

ID: 271 (page 280)

Teleportation Circle

Any stepping inside circle teleport to permanent teleportation circle.

Cast time: 1 minute

Duration: 1 round

Target: 10 ft. diameter circle

Range: 10 ft.

Components: (VM CHALK & INK mixed with gems- 50 gp)

ID: 272 (page 282)

Tree Stride

Enter one tree and emerge from another 500 ft. away. Use once per round.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: Self

Range: Self

Components: (VS)

ID: 273 (page 283)

Wall of Force

Create impenetrable wall (even into Ethereal Plane) only unmade by Disintegrate.

Cast time: 1 action

Duration: 10 minutes (*concentration*)

Target: See Sourcebook.

Range: 120 ft.

Components: (VSM powder from clear gemstone)

ID: 274 (page 285)

Wall of Stone

Create wall of stone or other stone structure. See Sourcebook.

Cast time: 1 action

Duration: 10 minutes (*concentration*)

Target: See Sourcebook.

Range: 120 ft.

Saving Throw: DEX (Move away, not trapped)

Components: (VSM small block of granite)

ID: 275 (page 287)

Arcane Gate

Create two linked portals 10ft. across anybody can travel between.

Cast time: 1 action

Duration: 10 minutes (*concentration*)

Target: Point(10ft),Point(500ft.)

Range: 500 ft.

Components: (VS)

ID: 276 (page 214)

Blade Barrier

Creatures entering wall/circle area take DAM.

Cast time: 1 action

Duration: 10 minutes (*concentration*)

Target: 5x20x(100 line/60 dia. circle)ft.

Range: 90 ft.

Roll: 6d10 Slashing

Saving Throw: DEX (Half DAM)

Components: (VS)

ID: 277 (page 218)

Chain Lightning

Bolt hits one target then forks to up to 3 others.

Cast time: 1 action

Duration: Instantaneous

Target: 1 target, then 3 within 30ft.

Range: 150 ft.

Roll: 10d8 Lightning

Per Higher Lv: One more bolt in fork.

Saving Throw: DEX (Half DAM)

Components: (VSM bit of fur,glass,3 silver pins)

ID: 278 (page 221)

Circle of Death

Cast time: 1 action

Duration: Instantaneous

Target: 60 ft. radius sphere

Range: 150 ft.

Roll: 8d6 Necrotic

Per Higher Lv: Extra 2d6 DAM.

Saving Throw: CON (Half DAM)

Components: (VSM crushed black pearl- 500 gp)

ID: 279 (page 221)

Conjure Fey

Summon fey CR ≤ 6 . Obeys commands. Hostile if control is lost.

Cast time: 1 minute

Duration: 1 hour (*concentration*)

Range: 90 ft.

Per Higher Lv: Increase max CR by 1.

Components: (VS)

ID: 280 (page 226)

Contingency

Spell ≤ 5 th level activates when condition occurs. That spell's slot used too.

Cast time: 10 minutes

Duration: 10 days

Target: Self

Range: Self

Components: (VSM ivory statue of self- 1500 gp)

ID: 281 (page 227)

Create Undead

Create undead to serve you for 24 hours. See Sourcebook.

Cast time: 1 minute

Duration: Instantaneous

Range: 10 ft.

Per Higher Lv: See Sourcebook.

Components: (VSM See Sourcebook.- Source)

ID: 282 (page 229)

Disintegrate

If target drops to 0 HP, is disintegrated. Only revived by True Resurrection.

Cast time: 1 action

Duration: Instantaneous

Target: 1 creature

Range: 60 ft.

Roll: 10d6+40 Force

Per Higher Lv: Extra 3d6 DAM.

Saving Throw: DEX (Fail)

Components: (VSM lodestone and pinch of dust)

ID: 283 (page 233)

Drawmij's Instant Summons

Speak item name and crush gem to summon object unless it's held by other.

Cast time: 1 minute (*ritual*)

Duration: Until Dispelled

Target: 1 object ≤ 10 lb.

Range: Touch

Components: (VSM sapphire- 1000 gp)

ID: 284 (page 235)

Eyebite

Affect targets negatively. New target each turn. See Sourcebook.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: 1 creature within 60 ft.

Range: Self

Saving Throw: WIS (Fail)

Components: (VS)

ID: 285 (page 238)

Find the Path

Find the shortest, most direct route to a place you are familiar with.

Cast time: 1 minute

Duration: 1 day (*concentration*)

Range: Self

Components: (VSM diviner tools, object from target- 100 gp)

ID: 286 (page 240)

Flesh to Stone

Restrained on first fail. Petrified after 3 fails.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: 1 creature

Range: 60 ft.

Saving Throw: CON (Fail)

Components: (VSM pinch of lime, water, and earth)

ID: 287 (page 243)

Forbiddance

Can't teleport/gate into area. A creature type you choose takes DMG in area.

Cast time: 10 minutes (*ritual*)

Duration: 1 day

Target: 40,000 sq. ft, 30 ft. high

Range: Touch

Roll: 5d10 Radiant or Necrotic

Components: (VSM holy water, incense, ruby powder- 1000 gp)

ID: 288 (page 243)

Globe of Invulnerability

Spells \leq 5th level cannot affect those within the globe.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: 10 ft. radius sphere
Range: Self
Per Higher Lv: 1 higher spell level blocked.
Components: (VSM glass or crystal bead)
ID: 289 (page 245)

Guards and Wards

Protect an area of space. See Sourcebook.

Cast time: 10 minutes
Duration: 24 hours
Target: See Sourcebook.
Range: Touch
Components: (VSM See sourcebook.- 10 gp)
ID: 290 (page 248)

Harm

Max HP reduced by same amount as DAM. Target cannot fall below 1 HP.

Cast time: 1 action
Duration: Instantaneous
Target: 1 creature
Range: 60 ft.
Roll: 14d6 Necrotic
Saving Throw: CON (Half DAM)
Components: (VS)
ID: 291 (page 249)

Heal

Ends blindness, deafness, any diseases. No effect on constructs/undead.

Cast time: 1 action
Duration: Instantaneous
Target: 1 creature
Range: 60 ft.
Roll: 70
Per Higher Lv: Extra 10 HEAL.
Components: (VS)
ID: 292 (page 250)

Heroes' Feast

Cure: disease, poison. Immune: poison, fright. HP max +2d10, WIS save advantage.

Cast time: 10 minutes
Duration: Instantaneous
Target: \leq 12 feast goers
Range: 30 ft.
Components: (VSM GEM-ENCRUSTED BOWL- 1000 gp)
ID: 293 (page 250)

Magic Jar

Your soul enters an external object. See sourcebook.

Cast time: 1 minute
Duration: Until Dispelled
Range: Self
Components: (VSM ornamental container- 500 gp)
ID: 294 (page 257)

Mass Suggestion

Make creatures accept reasonable sounding suggestions. See Sourcebook.

Cast time: 1 action
Duration: 24 hours
Target: \leq 12 creatures
Range: 60 ft.
Per Higher Lv: 7th: 10 days; 8th: 30; 9th: 366
Saving Throw: WIS (Fail)
Components: (VM snake's tongue, honeycomb)
ID: 295 (page 258)

Move Earth

Reshape dirt, sand, or clay. Can move to different square after 10 minutes.

Cast time: 1 action
Duration: 2 hours (*concentration*)
Target: 40 ft. square of terrain
Range: 120 ft.
Components: (VSM iron blade, bag of soil)
ID: 296 (page 263)

Otiluke's Freezing Sphere

Water freezes. Can give globe to another who fires it and spell takes effect then.

Cast time: 1 action
Duration: Instantaneous
Target: 60 ft. radius sphere
Range: 300 ft.
Roll: 10d6 Cold
Per Higher Lv: Extra 1d6 DAM.
Saving Throw: CON (Half DAM)
Components: (VSM small crystal sphere)
ID: 297 (page 263)

Otto's Irresistible Dance

No movement. Disadvantage on DEX saves and attacks. Use action to WIS save.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: 1 creature
Range: 30 ft.
Components: (V)
ID: 298 (page 264)

Planar Ally

Ask otherworldly entity for aid. See Sourcebook.

Cast time: 10 minutes
Duration: Instantaneous
Range: 60 ft.
Components: (VS)
ID: 299 (page 265)

Programmed Illusion

Create illusion that performs specific action triggered by specific action.

Cast time: 1 action
Duration: Until Dispelled
Target: 30 ft. cube
Range: 120 ft.
Components: (VSM fleece, jade dust- 25 gp)
ID: 300 (page 269)

Sunbeam

Creatures are blinded until your next turn. Use your action to make a new line.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: 60 ft. line
Range: Self
Roll: 6d8 Radiant
Saving Throw: CON (Half DAM, no blindness)
Components: (VSM magnifying glass)
ID: 301 (page 279)

Transport via Plants

Enter one plant and emerge from another on same plane you've encountered.

Cast time: 1 action
Duration: 1 round
Target: 2 ≥ Large plants, 1 in range
Range: 10 ft.
Components: (VS)
ID: 302 (page 283)

True Seeing

Target creature gains true-sight, sees secret doors, Ethereal Plane. Range 120 ft.

Cast time: 1 action
Duration: 1 hour
Target: 1 willing creature
Range: Touch
Components: (VSM OINTMENT FOR EYES- 25 gp)
ID: 303 (page 284)

Wall of Ice

Ice: AC 12, 30 HP. Moving through ice: take 5d6 cold DAM or CON save for half.

Cast time: 1 action
Duration: 10 minutes (*concentration*)
Target: See Sourcebook.
Range: 120 ft.
Roll: 10d6 Cold
Per Higher Lv: Extra DAM: 2d6, 1d6 moving
Saving Throw: DEX (Half DAM)
Components: (VSM small piece of quartz)
ID: 304 (page 285)

Wall of Thorns

Move through wall at 1/4 speed and take 7d8 slashing DAM (DEX save for half).

Cast time: 1 action
Duration: 10 minutes (*concentration*)
Target: See Sourcebook.
Range: 120 ft.
Roll: 7d8 Piercing
Per Higher Lv: Extra 1d8 DAM (both types).
Saving Throw: DEX (Half DAM)
Components: (VSM handful of thorns)
ID: 305 (page 287)

Wind Walk

Fly speed: 300 ft. Resist weapons. Only Dash in cloud form. Can revert to normal.

Cast time: 1 minute
Duration: 8 hours
Target: You and ≤ 10 willing creatures
Range: 30 ft.
Components: (VSM fire and holy water)
ID: 306 (page 288)

Word of Recall

Instantly teleport to sanctuary you select during prep associated with your deity.

Cast time: 1 action

Duration: Instantaneous

Target: You and ≤ 5 willing creatures

Range: 5 ft.

Components: (V)

ID: 307 (page 289)

Conjure Celestial

Summon celestial CR ≤ 4 . Obeys commands that don't violate alignment.

Cast time: 1 minute

Duration: 1 hour (*concentration*)

Range: 90 ft.

Per Higher Lv: 9th level: CR ≤ 5

Components: (VS)

ID: 308 (page 225)

Delayed Blast Fireball

Creates spot where fireball will erupt. See Sourcebook.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: 20 ft. radius sphere

Range: 150 ft.

Roll: 12d6 Fire

Per Higher Lv: Extra 1d6 base DAM.

Saving Throw: DEX (Half DAM)

Components: (VSM tiny ball of guano and sulfur)

ID: 309 (page 230)

Divine Word

Targets suffer effects based on their current HP. See Sourcebook.

Cast time: 1 bonus action

Duration: Instantaneous

Target: Any targets in range

Range: 30 ft.

Saving Throw: CHA (Fail)

Components: (V)

ID: 310 (page 234)

Etherealness

Become ethereal. Move up/down at half speed. Can't see past 60 ft.

Cast time: 1 action

Duration: Up to 8 hours

Target: Self

Range: Self

Per Higher Lv: 8th:3 targets;9th: 6 targets

Components: (VS)

ID: 311 (page 238)

Finger of Death

Humanoids killed rise as a zombie next turn permanently under your control.

Cast time: 1 action

Duration: Instantaneous

Target: 1 creature

Range: 60 ft.

Roll: 7d8+30 Necrotic

Saving Throw: CON (Half DAM)

Components: (VS)

ID: 312 (page 241)

Fire Storm

Each cube must face at least one other cube. Can choose not to affect plants.

Cast time: 1 action

Duration: Instantaneous

Target: \leq ten 10 ft. cubes

Range: 150 ft.

Roll: 7d10 Fire

Saving Throw: DEX (Half DAM)

Components: (VS)

ID: 313 (page 242)

Forcecage

Creatures stuck in cage can only leave using magic after CHA save.

Cast time: 1 action

Duration: 1 hour

Target: 20 ft. square or 10 ft. cube

Range: 100 ft.

Saving Throw: See Details.

Components: (VSM ruby dust-1500 gp)

ID: 314 (page 243)

Mirage Arcane

Create audio,visual,tactile, and olfactory illusion. Only True-sight can detect.

Cast time: 10 minutes

Duration: 10 days

Target: 1 square mile

Range: Sight

Components: (VS)

ID: 315 (page 260)

7 Mordenkainen's Magnificent Mansion

Mordenkainen's Magnificent Mansion

Summon portal to 50000 cubic ft. mansion with food for 100 people.

Cast time: 1 minute

Duration: 24 hours

Range: 300 ft.

Components: (VSM portal(5),marble(5),spoon(5)- 15 gp)

ID: 316 (page 261)

7 Mordenkainen's Sword

Mordenkainen's Sword

Use bonus action each turn to move sword ≤ 20 ft. and attack again.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Range: 60 ft.

Roll: 3d10 Force

Saving Throw: Melee Spell Attack

Components: (VSM mini platinum sword- 250 gp)

ID: 317 (page 262)

7 Plane Shift

Plane Shift

Transport to another plane. You specify general location or teleportation circle.

Cast time: 1 action

Duration: Instantaneous

Target: 1 unwilling or Self + 8 willing

Range: Touch

Saving Throw: Melee Spell Attack + CHA (Fail)

Components: (VSM forked metal rod- 250 gp)

ID: 318 (page 266)

7 Prismatic Spray

Prismatic Spray

Send a rainbow of negative effects at enemies. See Sourcebook.

Cast time: 1 action

Duration: Instantaneous

Target: 60 ft. cone

Range: Self

Roll: See Sourcebook. See Sourcebook.

Saving Throw: See Sourcebook.

Components: (VS)

ID: 319 (page 267)

7 Project Image

Project Image

Create image of self you can see/hear/speak/move (x2 speed) through.

Cast time: 1 action

Duration: 1 day (*concentration*)

Range: 500 miles

Components: (VSM small replica of self- 5 gp)

ID: 320 (page 270)

7 Regenerate

Regenerate

Target HEAL 1 HP at start of every turn. Severed parts return after 2 minutes.

Cast time: 1 minute

Duration: 1 hour

Target: 1 creature

Range: Touch

Roll: 4d8+15

Components: (VSM prayer wheel and holy water)

ID: 321 (page 271)

7 Resurrection

Resurrection

Resurrect dead creature. See Sourcebook.

Cast time: 1 hour

Duration: Instantaneous

Target: 1 dead creature

Range: Touch

Components: (VSM DIAMOND- 1000 gp)

ID: 322 (page 272)

7 Reverse Gravity

Reverse Gravity

Creatures fall upwards, taking falling damage. Fall again once spell ends.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: 50 ft. radius

Range: 100 ft.

Saving Throw: DEX (grab fixed object)

Components: (VSM lodestone and iron filings)

ID: 323 (page 272)

7 Sequester

Sequester

Hide target from detection, falls into suspended animation. Condition can end it.

Cast time: 1 action

Duration: Until Dispelled

Target: 1 willing creature or object

Range: Touch

Components: (VSM GEM POWDER- 5000 gp)

ID: 324 (page 274)

Simulacrum

Create duplicate of beast or humanoid that obeys your commands.

Cast time: 12 hours
Duration: Until Dispelled
Range: Touch
Components: (VSM See Sourcebook.- 1500 gp)
ID: 325 (page 276)

Symbol

Inscribe harmful magical glyph on surface. See Sourcebook.

Cast time: 1 minute
Duration: Dispel/Triggered
Target: 1 surface or object
Range: Touch
Roll: See Sourcebook. See Sourcebook.
Saving Throw: See Sourcebook.
Components: (VSM Hg, P, DIAMOND and OPAL- 1000 gp)
ID: 326 (page 280)

Teleport

Teleport yourself and willing creatures to a distant location. See Sourcebook.

Cast time: 1 action
Duration: Instantaneous
Target: Self and ≤ 8 creatures
Range: 10 ft.
Components: (V)
ID: 327 (page 281)

Animal Shapes

Transform targets into Large or smaller beasts with CR ≤ 4

Cast time: 1 action
Duration: 24 hours (*concentration*)
Target: Any willing targets
Range: 30 ft.
Components: (VS)
ID: 328 (page 212)

Antimagic Field

Erects a sphere around you in which all magic no longer works.

Cast time: 1 action
Duration: 1 hour (*concentration*)
Target: Self
Range: 10 ft. radius
Components: (VSM powdered iron or filings)
ID: 329 (page 213)

Antipathy/Sympathy

Target object/creature attracts or repels specific creature types.

Cast time: 1 hour
Duration: 10 days
Target: 1 Huge or smaller target
Range: 60 ft.
Saving Throw: WIS (Fail)
Components: (VSM lump of alum or honey)
ID: 330 (page 214)

Clone

Create clone of living person; soul transfers to clone if original dies.

Cast time: 1 hour
Duration: Instantaneous
Range: Touch
Components: (VSM See Sourcebook.- 3000 gp)
ID: 331 (page 222)

Control Weather

Control the weather. See Sourcebook.

Cast time: 10 minutes
Duration: 8 hours (*concentration*)
Target: 5 mile radius
Range: Self
Components: (VSM incense, earth&wood in water)
ID: 332 (page 228)

Demiplane

Create door to 30 ft. cubic room in demiplane. Trapped if there when spell ends.

Cast time: 1 action
Duration: 1 hour
Range: 60 ft.
Components: (S)
ID: 333 (page 231)

Dominate Monster

Charm monster to give it commands. Has advantage to save if attacking it.

Cast time: 1 action
Duration: 1 hour (*concentration*)
Target: 1 creature
Range: 60 ft.
Per Higher Lv: 9th: Duration is 8 hours.
Saving Throw: WIS (Fail)
Components: (VS)
ID: 334 (page 235)

Earthquake

Create a seismic disturbance with various effects. See Sourcebook.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: 100 ft. radius
Range: 500 ft.
Saving Throw: See Sourcebook.
Components: (VSM piece of dirt, rock, and clay)
ID: 335 (page 236)

Feeblemind

Creature INT and CHA scores become 1. See Sourcebook.

Cast time: 1 action
Duration: Instantaneous
Target: 1 creature
Range: 150 ft.
Roll: 4d6 *Psychic*
Saving Throw: INT (DMG, but no INT effect)
Components: (VSM clay, crystal, or mineral spheres)
ID: 336 (page 239)

Glibness

Can replace CHA check rolls with a 15. Spells always detect you telling truth.

Cast time: 1 action
Duration: 1 hour
Target: Self
Range: Self
Components: (V)
ID: 337 (page 245)

Holy Aura

Aura helps allies and hurts enemies. See Sourcebook.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: 30 ft. radius sphere
Range: Self
Components: (VSM reliquary containing sacred relic- 1000 gp)
ID: 338 (page 251)

Incendiary Cloud

Targets make save when cloud created or entering or exiting it. Cloud move: 10ft.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: 20 ft. radius sphere
Range: 150 ft.
Roll: 10d8 *Fire*
Saving Throw: DEX every turn (Half DMG)
Components: (VS)
ID: 339 (page 253)

Maze

Target uses action each turn to make INT check (DC 20) to escape.

Cast time: 1 action
Duration: 10 minutes (*concentration*)
Target: 1 creature
Range: 60 ft.
Saving Throw: See Details
Components: (VS)
ID: 340 (page 258)

Mind Blank

Target immune to psychic damage, charm, mind reading, divinations.

Cast time: 1 action
Duration: 24 hours
Target: 1 willing creature
Range: Touch
Components: (VS)
ID: 341 (page 259)

Power Word Stun

Target \leq 150 HP is stunned. Nothing otherwise. CON save at end of turn to end.

Cast time: 1 action
Duration: Instantaneous
Target: 1 creature
Range: 60 ft.
Saving Throw: See Details.
Components: (V)
ID: 342 (page 267)

8
Sunburst

Sunburst

Creatures are blinded for 1 minute (CON save at end of turn to end).

Cast time: 1 action
Duration: Instantaneous
Target: 60 ft. radius sphere
Range: 150 ft.
Roll: 12d6 Radiant
Saving Throw: CON (Half DAM, no blindness)
Components: (VSM fire and piece of sunstone)
ID: 343 (page 279)

8
Telepathy

Telepathy

Telepathically communicate words, sounds, images with target (INT \geq 1).

Cast time: 1 action
Duration: 24 hours
Target: 1 willing creature
Range: Unlimited
Components: (VSM pair of linked silver rings)
ID: 344 (page 281)

8
Tsunami

Tsunami

Creatures make STR save to avoid more damage (1d10 less DMG each round).

Cast time: 1 minute
Duration: 6 rounds (*concentration*)
Target: 300 ft x 300 ft x 50 ft water
Range: Sight
Roll: 6d10 Bludgeoning
Saving Throw: STR (Half DAM)
Components: (VS)
ID: 345 (page 284)

9
Astral Projection

Astral Projection

Project to Astral Plane. See Sourcebook.

Cast time: 1 hour
Duration: Special
Target: Self and 8 willing targets
Range: 10 ft.
Components: (VSM JACINTH(1k), SILVER(100)- 1100 gp)
ID: 346 (page 215)

9
Foresight

Foresight

Not surprised. Advantage:attacks,checks,saves. Disadvantage getting attacked.

Cast time: 1 minute
Duration: 8 hours
Target: 1 willing creature
Range: Touch
Components: (VSM hummingbird feather)
ID: 347 (page 244)

9
Gate

Gate

Create portal to precise location on another plane or near a specific person.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: 5-20 ft. diameter gate
Range: 60 ft.
Components: (VSM diamond-5000 gp)
ID: 348 (page 244)

9
Imprisonment

Imprisonment

Magically restrain a creature. See sourcebook.

Cast time: 1 minute
Duration: Until Dispelled
Target: 1 creature
Range: 30 ft.
Saving Throw: WIS (Fail)
Components: (VSM See Sourcebook.- Source.)
ID: 349 (page 252)

9
Mass Heal

Mass Heal

Targets HEAL total of 700 HP and cured of diseases, blindness, and deafness.

Cast time: 1 action
Duration: Instantaneous
Target: Any creature in range.
Range: 60 ft.
Components: (VS)
ID: 350 (page 258)

9
Meteor Swarm

Meteor Swarm

Also damages objects and ignites flammable objects.

Cast time: 1 action
Duration: Instantaneous
Target: 40 ft. radius sphere
Range: 1 mile
Roll: DAM20d6+20d6 Fire+Bludgeoning
Saving Throw: DEX (Half DAM)
Components: (VS)
ID: 351 (page 259)

Power Word Heal

Target also cured of charm, fright, paralyze, or stun. Use reaction to stand up.

Cast time: 1 action
Duration: Instantaneous
Target: 1 creature
Range: Touch
Roll: All HP
Components: (VS)
ID: 352 (page 266)

Power Word Kill

If target has ≤ 100 HP, it dies instantly. No effect otherwise. No saving throw.

Cast time: 1 action
Duration: Instantaneous
Target: 1 creature
Range: 60 ft.
Components: (V)
ID: 353 (page 266)

Prismatic Wall

Create multicolored barrier with various effects. See Sourcebook.

Cast time: 1 action
Duration: Instantaneous
Target: 90x30 ft wall or 30ft dia. sphere
Range: 60 ft.
Roll: See Sourcebook. See Sourcebook.
Saving Throw: See Sourcebook.
Components: (VS)
ID: 354 (page 267)

Shapechange

Assume the form of a different creature. See Sourcebook.

Cast time: 1 action
Duration: 1 hour (*concentration*)
Target: Self
Range: Self
Components: (VSM jade circlet-1500 gp)
ID: 355 (page 274)

Storm of Vengeance

Magical storm attacks targets in range. See Sourcebook.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: 360 ft. radius
Range: Sight
Roll: See Sourcebook. See Sourcebook.
Saving Throw: See Sourcebook.
Components: (VS)
ID: 356 (page 279)

Time Stop

Stop time. Take 1d4+1 turns alone. Spell ends if you affect others in any way.

Cast time: 1 action
Duration: Instantaneous
Range: Self
Components: (V)
ID: 357 (page 283)

True Polymorph

Transform a creature/object into a different creature/object. See Sourcebook.

Cast time: 1 action
Duration: 1 hour (*concentration*)
Target: 1 creature or nonmagical object
Range: 30 ft.
Components: (VSM mercury, gum arabic, smoke)
ID: 358 (page 283)

True Resurrection

Resurrect creature that didn't die of old age. Heals all wounds, effects, etc.

Cast time: 1 hour
Duration: Instantaneous
Target: 1 creature dead ≤ 200 years
Range: Touch
Components: (VSM holy water, DIAMONDS- 25000 gp)
ID: 359 (page 284)

Weird

Affected creatures make WIS saves each turn and take DAM until they save.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: 30 ft. radius
Range: 120 ft.
Roll: 4d10 *Psychic*
Saving Throw: WIS (Fail)
Components: (VS)
ID: 360 (page 288)

Wish

Replicate and spell \leq 8th level or other powerful effect granted. See Sourcebook.

Cast time: 1 action

Duration: Instantaneous

Target: Self

Range: Self

Components: (V)

ID: 361 (page 288)