

## 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  $\leq 3$ ; 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:**  $\leq 3$  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:**  $\leq 3$  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  $\leq 30$ 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  $\leq 10$  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)

## Enthrall

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 ≤ 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 ≤ 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  $\leq 30$  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:**  $\leq 6$  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  $\leq 2$ ) 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  $\leq 4$ 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  $\leq 3$ 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)

## 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  $\leq 5$  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:**  $\leq 10$  willing creatures  
**Range:** 30 ft.  
**Components:** (VSM short reed or piece of straw)  
**ID:** 196 (page 287)

## Water Walk

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

**Cast time:** 1 action (*ritual*)  
**Duration:** 1 hour  
**Target:**  $\leq 10$  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  $\leq 2$ ) that obey commands.

**Cast time:** 1 minute

**Duration:** 1 hour (*concentration*)

**Range:** 90 ft.

**Per Higher Lv:** 6th: CR  $\leq 4$ ; 8th: CR  $\leq 6$

**Components:** (VS)

**ID:** 206 (page 226)

## Conjure Woodland Beings

Summon fey creatures (CR  $\leq 2$ ) that obey commands.

**Cast time:** 1 action

**Duration:** 1 hour (*concentration*)

**Range:** 60 ft.

**Per Higher Lv:** 6th: CR  $\leq 4$ ; 8th: CR  $\leq 6$

**Components:** (VSM 1 holly berry per creature)

**ID:** 207 (page 226)



## Control Water

Control water. See Source-book.

**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 Source-book.  
**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  $\leq 3$  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  $\leq 50$  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 unholy 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 (*concentration*)

**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 (*concentration*)

**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. Information is accurate but might use figurative words.

**Cast time:** 10 minutes

**Duration:** Instantaneous

**Target:** 1 person, place, or object

**Range:** Self

**Components:** (VSM INCENSE(250),4 ivory strips(50)-300 gp)

**ID:** 259 (page 254)

## Mass Cure Wounds

Creatures HEAL 3d8 + casting 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 (*concentration*)

**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  $\leq$  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  $\leq$  5th 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  $\leq$  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-ENCUSTED 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:** (VSM 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 Irresistable 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)

## 6 Word of Recall

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

**Cast time:** 1 action

**Duration:** Instantaneous

**Target:** You and  $\leq 5$  willing creatures

**Range:** 5 ft.

**Components:** (V)

**ID:** 307 (page 289)

## 7 Conjure Celestial

Summon celestial CR  $\leq 4$ . Obeys commands that don't violate alignment.

**Cast time:** 1 minute

**Duration:** 1 hour (*concentration*)

**Range:** 90 ft.

**Per Higher Lv:** 9th level: CR  $\leq 5$

**Components:** (VS)

**ID:** 308 (page 225)

## 7 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)

## 7 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)

## 7 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)

## 7 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)

## 7 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)

## 7 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)

## 7 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)

## 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)

## 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)

## 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)

## 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)

## 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)

## 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)

## 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)

## 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)

## 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)

7

Simulacrum

## 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)

7

Symbol

## 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)

7

Teleport

## Teleport

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

**Cast time:** 1 action

**Duration:** Instantaneous

**Target:** Self and  $\leq 8$  creatures

**Range:** 10 ft.

**Components:** (V)

**ID:** 327 (page 281)

8

Animal Shapes

## Animal Shapes

Transform targets into Large or smaller beasts with CR  $\leq 4$

**Cast time:** 1 action

**Duration:** 24 hours (*concentration*)

**Target:** Any willing targets

**Range:** 30 ft.

**Components:** (VS)

**ID:** 328 (page 212)

8

Antimagic Field

## 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)

8

Antipathy/Sympathy

## 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)

8

Clone

## 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)

8

Control Weather

## 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)

8

Demiplane

## 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)



## 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)

## 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)

## 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)

## 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)

## 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)

## 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)

## 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)

## 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)

## 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  $\leq 100$  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  $\leq 200$  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.

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**Cast time:** 1 action

**Duration:** Instantaneous

**Target:** Self

**Range:** Self

**Components:** (V)

**ID:** 361 (page 288)