



# ENHANCED EDITION SPELLBOOK



FAN MADE BY KORIOZ675





# ENHANCED EDITION

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## Credits

First thanks to Wizard of the Coast for the Game DnD.

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Special thanks to @bhardal on discord for helping me making this book.

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### **On the cover**

*Dungeons and Dragons Game - Sword Coast Legends*

# Content

Introduction .....	6
Chapter 1 : Spell List.....	7
Chapter 2 : Spell Descriptions ...	21
Cantrip.....	21
1 <sup>st</sup> level.....	27
2 <sup>nd</sup> level.....	41
3 <sup>rd</sup> level .....	57
Chapter 3 : New Spells .....	70

# Introduction

In this book, the spell list will be displayed in a proper way than in the Player Handbook.

Also, at the end of the book, there are new spells made either from the [D&D Wiki](#), from [D&D Beyond](#) or from the creators of this book.

Here is an alternative way to use the spells in DnD:

Each classes that use spells will have a certain amount of Mana equal to four times the caster level minus 3. The subclass of a non-spellcasting class that give spell will have the same system.

A X-level spell cost an amount of X Mana. The cantrips' cost will vary between 0 and 1. A spell's cost will be display in the description of the spell.

*A 5<sup>th</sup>-level sorcerer has 17 points of Mana. He casts the 3<sup>rd</sup>-level spell Fireball, which cost 3 Mana. The sorcerer has 14 Mana left.*

If a player wants to raise his Mana pool, this will depend on the Game Master choice.



# Chapter 1 : Spell List

## Bard Spells

Cantrip	1 <sup>st</sup> level	2 <sup>nd</sup> level	3 <sup>rd</sup> level	4 <sup>th</sup> level
<u>Blade Ward</u>	<u>Animal Friendship</u>	<u>Animal Messenger</u>	<u>Bestow Curse</u>	Compulsion
<u>Dancing Light</u>	<u>Bane</u>	<u>Blindness / Deafness</u>	<u>Clairvoyance</u>	Confusion
<u>Friends</u>	<u>Charm Person</u>	<u>Calm Emotions</u>	<u>Dispel Magic</u>	Dimension Door
<u>Light</u>	<u>Comprehend Languages</u>	<u>Cloud of Daggers</u>	<u>Fear</u>	Freedom of Movement
<u>Mage Hand</u>	<u>Cure Wounds</u>	<u>Crown of Madness</u>	<u>Feign Death</u>	Greater Invisibility
<u>Mending</u>	<u>Detect Magic</u>	<u>Detect Thoughts</u>	Glyph of Warding	Hallucinatory Terrain
<u>Message</u>	<u>Disguise Self</u>	<u>Enhanced Ability</u>	Hypnotic Pattern	Locate Creature
<u>Minor Illusion</u>	<u>Dissonant Whispers</u>	<u>Enthrall</u>	Leomund's Tiny Hut	Polymorph
<u>Prestidigitation</u>	<u>Faerie Fire</u>	<u>Heat Metal</u>	Major Image	
<u>True Strike</u>	<u>Healing Word</u>	<u>Hold Person</u>	Nondetection	
<u>Vicious Mockery</u>	<u>Heroism</u>	<u>Invisibility</u>	Plant Growth	
	<u>Identify</u>	<u>Knock</u>	Sending	
	<u>Illusory Script</u>	<u>Lesser Restoration</u>	Speak with Dead	
	<u>Longstrider</u>	<u>Locate Animals or Plants</u>	Speak with Plants	
	<u>Silent Image</u>	<u>Locate Object</u>	Stinking Cloud	
	<u>Sleep</u>	<u>Magic Mouth</u>	Tongues	
	<u>Speak with Animals</u>	<u>Phantasmal Force</u>		
	<u>Tash's Hideous Laughter</u>	<u>See Invisibility</u>		
	<u>Thunderwave</u>	<u>Shatter</u>		
	<u>Unseen Servant</u>	<u>Silence</u>		
		<u>Suggestion</u>		
		<u>Zone of Truth</u>		

5 <sup>th</sup> level	6 <sup>th</sup> level	7 <sup>th</sup> level	8 <sup>th</sup> level	9 <sup>th</sup> level
Animate Objects	Eyebite	Etherealness	Dominate Monster	Foresight
Awaken	Find the Path	Forcecage	Feeblemind	Power Word Heal
Dominate Person	Guards and Wards	Mirage Arcane	Glibness	Power Word Kill
Dream	Mass Suggestion	Mordenkainen's Magnificent Mansion	Mind Blank	True Polymorph
Geas	Otto's Irresistible Dance	Mordenkainen's Sword	Power Word Stun	
Greater Restoration	Programmed Illusion	Project Image		
Hold Monster	True Seeing	Regenerate		
Legend Lore		Resurrection		
Mass Cure Wounds		Symbol		
Mislead		Teleport		
Modify Memory				
Planar Binding				
Raise Dead				
Scrying				
Seeming				
Teleportation Circle				



## Cleric Spells

<b>Cantrip</b>	<b>1<sup>st</sup> level</b>	<b>2<sup>nd</sup> level</b>	<b>3<sup>rd</sup> level</b>	<b>4<sup>th</sup> level</b>
<u>Guidance</u>	<u>Bane</u>	<u>Aid</u>	Animate Dead	Banishment
<u>Light</u>	<u>Bless</u>	<u>Augury</u>	Beacon of Hope	Control Water
<u>Mending</u>	<u>Command</u>	<u>Blindness / Deafness</u>	Bestow Curse	Death Ward
<u>Resistance</u>	<u>Create or Destroy Water</u>	<u>Calm Emotion</u>	Clairvoyance	Divination
<u>Sacred Flame</u>	<u>Cure Wounds</u>	<u>Continual Flame</u>	Create Food and Water	Freedom of Movement
<u>Spare the Dying</u>	<u>Detect Evil and Good</u>	<u>Enhanced Ability</u>	Daylight	Guardian of Faith
<u>Thaumaturgy</u>	<u>Detect Magic</u>	<u>Find Traps</u>	Dispel Magic	Locate Creature
	<u>Detect Poison and Disease</u>	<u>Gentle Repose</u>	Feign Death	Stone Shape
	<u>Guiding Bolt</u>	<u>Hold Person</u>	Glyph of Warding	
	<u>Healing Word</u>	<u>Lesser Restoration</u>	Magic Circle	
	<u>Inflict Wounds</u>	<u>Locate Object</u>	Mass Healing Word	
	<u>Protection from Evil and Good</u>	<u>Prayer of Healing</u>	Meld into Stone	
	<u>Purify Food and Drink</u>	<u>Protection from Poison</u>	Protection of Energy	
	<u>Sanctuary</u>	<u>Silence</u>	Remove Curse	
	<u>Shield of Faith</u>	<u>Spiritual Weapon</u>	Revivify	
		<u>Warding Bond</u>	Sending	
		<u>Zone of Truth</u>	Speak with Dead	
			Spirit Guardians	
			Tongues	
			Water Walk	

5 <sup>th</sup> level	6 <sup>th</sup> level	7 <sup>th</sup> level	8 <sup>th</sup> level	9 <sup>th</sup> level
Commune	Blade Barrier	Conjure Celestial	Antimagic Field	Astral Projection
Contagion	Create Undead	Devine Word	Control Weather	Gate
Dispel Evil and Good	Find the path	Etherealness	Earthquake	Mass Heal
Flame Strike	Forbiddance	Fire Storm	Holy Aura	True Resurrection
Geas	Harm	Plane Shift		
Greater Restoration	Heal	Regenerate		
Hallow	Heroes' Feast	Resurrection		
Inspect Plague	Planar Ally	Symbol		
Legend Lore	True Seeing			
Mass Cure Wounds	Word of Recall			
Planar Binding				
Raise Dead				
Scrying				

## Druid Spells

Cantrip	1 <sup>st</sup> level	2 <sup>nd</sup> level	3 <sup>rd</sup> level	4 <sup>th</sup> level
<u>Druidcraft</u>	<u>Animal Friendship</u>	Animal Messenger	Call Lightning	Blight
<u>Guidance</u>	<u>Charm Person</u>	Barkskin	Conjure Animals	Confusion
<u>Mending</u>	<u>Create or Destroy Water</u>	Beast Sense	Daylight	Conjure Minor Element
<u>Poison Spray</u>	<u>Cure Wounds</u>	Darkvision	Dispel Magic	Conjure Woodland Beings
<u>Produce Flame</u>	Detect Magic	Enhanced Ability	Feign Death	Control Water
<u>Resistance</u>	Detect Poison and Disease	Fid Traps	Meld into Stone	Dominate Beast
<u>Shillelagh</u>	Entangle	Flame Blade	Plant Growth	Freedom of Movement
<u>Thorn Whip</u>	Faerie Fire	Flaming Sphere	Protection from Energy	Giant Insect
	Fog Could	Gust of wind	Sleet Storm	Hallucinatory Terrain
	Goodberry	Heat Metal	Speak with Plants	Ice Storm
	Healing Word	Hold Person	Water Breathing	Locate Creature
	Jump	Lesser Restoration	Water Walk	Polymorph
	Longstrider	Locate Animals or Plants	Wind Walk	Stone Shape
	Purify Food and Drink	Locate Object		Stoneskin
	Speak with Animals	Moonbeam		Wall of Fire
	Thunderwave	Pass without Trace		
		Protection of Poison		
		Spike Growth		



5 <sup>th</sup> level	6 <sup>th</sup> level	7 <sup>th</sup> level	8 <sup>th</sup> level	9 <sup>th</sup> level
Antilife Shell	Conjure Fey	Fire Storm	Animal Shapes	Foresight
Awaken	Find the Path	Mirage Arcane	Antipathy / Sympathy	Shapechange
Commune with Nature	Heal	Plane Shift	Control Weather	Storm of Vengeance
Conjure Element	Heroes' Feast	Regenerate	Earthquake	True Resurrection
Contagion	Move Earth	Reverse Gravity	Feeblemind	
Geas	Sunbeam		Sunburst	
Greater Restoration	Transport via Plants		Tsunami	
Inspect Plague	Wall of Thorns			
Mass Cure Wounds	Wind Walk			
Planar Binding				
Reincarnate				
Scrying				
Tree Stride				
Wall of Stone				

## Paladin Spells

1 <sup>st</sup> level	2 <sup>nd</sup> level	3 <sup>rd</sup> level	4 <sup>th</sup> level	5 <sup>th</sup> level
Bless	Aid	Aura of Vitality	Aura of Life	Banishing Smite
Command	Branding Smite	Blinding Smite	Aura of Purity	Circle of Power
Compelled Duel	Find Steed	Create Food and Water	Banishment	Dispel Evil and Good
Cure Wounds	Lesser Restoration	Crusader's Mantle	Death Ward	Geas
Detect Magic	Locate Object	Daylight	Locate Creature	Raise Dead
Divine Favor	Magic Weapon	Dispel Magic	Staggering Smite	
Heroism	Protection from Poison	Elemental Weapon		
Protection from Evil and Good	Zone of Truth	Magic Circle		
Purify Food and Drink		Remove Curse		
Searing Smite		Revivify		
Shield of Faith				
Thunderous Smite				
Wrathful Smite				

## Ranger Spells

1 <sup>st</sup> level	2 <sup>nd</sup> level	3 <sup>rd</sup> level	4 <sup>th</sup> level	5 <sup>th</sup> level
Alarm	Animal Messenger	Conjure Animals	Conjure Woodland Beings	Commune with Nature
Animal Friendship	Barkskin	Conjure Barrage	Freedom of Movement	Conjure Volley
Cure Wounds	Beast Sense	Daylight	Grasping Vine	Swift Quiver
Detect Magic	Cordon of Arrows	Lightning Arrows	Locate Creature	Tree Stride
Detect Poison and Disease	Darkvision	Nondetection	Stoneskin	
Ensnaring Strike	Find Traps	Plant Growth		
Fog Cloud	Lesser Restoration	Protection from Energy		
Goodberry	Locate Animals or Plants	Speak with Plants		
Hail of Thorns	Locate Object	Water Breathing		
Hunter's Mark	Pass without Trace	Water Walk		
Jump	Protection from Poison	Wind Walk		
Longstrider	Silence			
Speak with Animals	Spike Growth			



## Sorcerer Spells

Cantrip	1 <sup>st</sup> level	2 <sup>nd</sup> level	3 <sup>rd</sup> level	4 <sup>th</sup> level
<u>Acid Splash</u>	Burning hands	Alter Self	Blink	Banishment
<u>Blade Ward</u>	Charm Person	Blindness / Deafness	Clairvoyance	Blight
<u>Chill Touch</u>	Chromatic Orb	Blur	Counterspell	Confusion
<u>Dancing Lights</u>	Color Spray	Cloud of Daggers	Daylight	Dimension Door
<u>Fire Bolt</u>	Comprehend Magic	Crown of Madness	Dispel Magic	Dominate Beast
<u>Friend</u>	Detect Magic	Darkness	Fear	Greater Invisibility
<u>Light</u>	Disguise Self	Darkvision	Fireball	Ice Storm
<u>Mage Hand</u>	Expeditious Retreat	Detect Thoughts	Fly	Polymorph
<u>Mending</u>	False Life	Enlarge / Reduce	Gaseous Form	Stoneskin
<u>Message</u>	Feather Fall	Gust of Wind	Haste	Wall of Fire
<u>Minor Illusion</u>	Fog Cloud	Hold Person	Hypnotic Pattern	
<u>Poison Spray</u>	Jump	Invisibility	Lightning Bolt	
<u>Prestidigitation</u>	Mage Armor	Knock	Major Image	
<u>Ray of Frost</u>	Magic Missile	Levitate	Protection from Energy	
<u>Shocking Grasp</u>	Ray of Sickness	Mirror Image	Sleet Storm	
<u>True Strike</u>	Shield	Misty Step	Slow	
	Silent Image	Phantasmal Force	Stinking Cloud	
	Sleep	Scorching Ray	Tongues	
	Thunderwave	See Invisibility	Water Breathing	
	Witch Bolt	Shatter	Water Walk	
		Spider Climb		
		Suggestion		
		Web		

5 <sup>th</sup> level	6 <sup>th</sup> level	7 <sup>th</sup> level	8 <sup>th</sup> level	9 <sup>th</sup> level
Animated Object	Arcane Gate	Delayed Blast Fireball	Dominate Monster	Gate
Cloudkill	Chain Lightning	Etherealness	Earthquake	Meteor Swarm
Cone of Cold	Circle of Death	Finger of Death	Incendiary Cloud	Power Word Kill
Creation	Disintegrate	Fire Storm	Power Word Stun	Time Stop
Dominate Person	Eyebite	Plane Shift	Sunburst	Wish
Hold Monster	Globe of Invulnerability	Prismatic Spray		
Insect Plague	Lass Suggestion	Reverse Gravity		
Seeming	Move Earth	Teleport		
Telekinesis	Sunbeam			
Teleportation Circle	True Seeing			
Wall of Stone				

## Warlock Spells

Cantrip	1 <sup>st</sup> level	2 <sup>nd</sup> level	3 <sup>rd</sup> level	4 <sup>th</sup> level
<u>Blade Ward</u>	Armor of Agathys	Cloud of Daggers	Counterspell	Banishment
<u>Chill Touch</u>	Arms of Hadar	Crown of Madness	Dispel Magic	Blight
<u>Eldrich Blast</u>	Charm Person	Darkness	Fear	Dimension Door
<u>Friends</u>	Comprehend Language	Enthrall	Fly	Hallucinatory Terrain
<u>Mage Hand</u>	Expeditious Retreat	Hold Person	Gaseous Form	
<u>Minor Illusion</u>	Hellish Rebuke	Invisibility	Hunger of Hadar	
<u>Poison Spray</u>	Hex	Mirror Image	Hypnotic Pattern	
<u>Prestidigitation</u>	Illusory Script	Misty Step	Magic Circle	
<u>True Strike</u>	Protection from Evil and Good	Ray of Enfeeblement	Major Image	
	Unseen Servant	Shatter	Remove Curse	
	Witch Bolt	Spider Climb	Tongues	
		Suggestion	Vampiric Touch	

5 <sup>th</sup> level	6 <sup>th</sup> level	7 <sup>th</sup> level	8 <sup>th</sup> level	9 <sup>th</sup> level
Contact Other Plane	Arcane Gate	Etherealness	Demiplane	Astral Projection
Dream	Circle of Death	Finger of Death	Dominate Monster	Foresight
Hold Monster	Conjure Fey	Forcecage	Feeblemind	Imprisonment
Scrying	Create Undead	Plane Shift	Glibness	Power Word Kill
	Eyebite		Power Word Stun	True Polymorph
	Flesh to Stone			
	Mass Suggestion			
	True Seeing			



## Wizard Spells

Cantrip	1 <sup>st</sup> level	2 <sup>nd</sup> level	3 <sup>rd</sup> level	4 <sup>th</sup> level
<u>Acid Splash</u>	Alarm	Alter Self	Animated Dead	Arcane Eye
<u>Blade Ward</u>	Burning Hands	Arcane Lock	Bestow Curse	Banishment
<u>Chill Touch</u>	Charm Person	Blindness / Deafness	Blink	Blight
<u>Dancing Lights</u>	Chromatic Orb	Blur	Clairvoyance	Confusion
<u>Fire Bolt</u>	Color Spray	Cloud of Daggers	Counterspell	Conjure Minor Elementals
<u>Friends</u>	Comprehend Language	Continual Flame	Dispel Magic	Control Water
<u>Light</u>	Detect Magic	Crown of Madness	Fear	Dimension Door
<u>Mage Hand</u>	Disguise Self	Darkness	Feign Death	Evard's Black Tentacles
<u>Mending</u>	Expeditious Retreat	Darkvision	Fireball	Fabricate
<u>Message</u>	False Life	Detect Thoughts	Fly	Fire Shield
<u>Minor Illusion</u>	Feather Fall	Enlarge / Reduce	Gaseous Form	Greater Invisibility
<u>Poison Spray</u>	Find Familiar	Flaming Sphere	Glyph of Warding	Hallucinatory Terrain
<u>Prestidigitation</u>	Fog Cloud	Gentle Repose	Haste	Ice Storm
<u>Ray of Frost</u>	Grease	Gust of Wind	Hypnotic Patter	Leomund's Secret Chest
<u>Shocking Grasp</u>	Identify	Invisibility	Leomund's Tiny Hut	Locate Creature
<u>True Strike</u>	Illusory Script	Knock	Lightning Bolt	Mordenkainen's Faithful Hound
	Jump	Levitate	Magic Circle	Mordenkainen's Private Sanctum
	Longstrider	Locate Object	Major Image	Otiluke's Resilient Sphere
	Mage Armor	Magic Mouth	Nondetection	Phantasmal Killer
	Magic Missile	Magic Weapon	Phantom Steed	Polymorph
	Protection from Evil and Good	Melf's Acid Arrow	Protection from Energy	Stone Shape
	Ray of Sickness	Mirror Image	Remove Curse	Stoneskin
	Shield	Misty Step	Sending	Wall of Fire
	Silent Image	Nyutul's Magic Aura	Sleet Storm	
	Sleep	Phantasmal Force	Slow	
	Tasha's Hideous Laughter	Ray of Enfeeblement	Stinking Cloud	

Tenser's Floating Disk	Rope Trick	Tongues
Thunderwave	Scorching Ray	Vampiric Touch
Unseen Servant	See Invisibility	Water Breathing
Witch Bold	Shatter	
	Spider Climb	
	Suggestion	
	Web	

5 <sup>th</sup> level	6 <sup>th</sup> level	7 <sup>th</sup> level	8 <sup>th</sup> level	9 <sup>th</sup> level
Animated Objects	Arcane Gate	Delayed Blast Fireball	Antimagic Field	Astral Projection
Bigby's Hand	Chain Lightning	Etherealness	Antipathy / Sympathy	Foresight
Cloudkill	Circle of Death	Finger of Death	Clone	gate
Cone of Cold	Contingency	Forcecage	Control Weather	Imprisonment
Conjure Elemental	Create Undead	Mirage Arcane	Demiplane	Meteor Swarm
Contact other Plane	Disintegrate	Mordenkainen's Magnificent Mansion	Dominate Monster	Power Word Kill
Creation	Drawmij's Instant Summons	Mordenkainen's Sword	Feeblemind	Prismatic Wall
Dominate Person	Eyebite	Plane Shift	Incendiary Cloud	Shapechange
Dream	Flesh of Stone	Prismatic Spray	Maze	Time Stop
Geas	Globe of Invulnerability	Project Image	Mind Blank	True Polymorph
Hold Monster	Guards and Wards	Reverse Gravity	Power Word Stun	Weird
Legend Lore	Magic Jar	Sequester	Sunburst	Wish
Mislead	Mass Suggestion	Simulacrum	Telepathy	
Modify Memory	Move Earth	Symbol	Trap the Soul	
Passwall	Otiluke's Freezing Sphere	Teleport		
Planar Binding	Otto's Irresistible Dance			

Rary's telepathic  
Bond  
Scrying  
Seeming  
Teleportation  
Circle  
Wall of Force  
Wall of Stone

Programmed  
Illusion  
Sunbeam  
True Seeing  
Wall of Ice



# Chapter 2 : Spell Descriptions

This spell descriptions' list will be order per level, going from Cantrips to 9<sup>th</sup> level and in alphabetical order.

## Cantrip

### Acid Splash

*Conjuration cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You hurl a bubble of acid. Choose one creature within range or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage. This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

### Blade Ward

*Abjuration cantrip*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 round

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

### Chill Touch

*Necromancy cantrip*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** 1 round

You create a ghostly, skeletal hand in the space of a creature within range.

Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target. If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn. This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

### Dancing Lights

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a bit of phosphorus or wychwood, or a glowworm )

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

You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius.

As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

## Druid craft

*Transmutation cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

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

- You create a tiny, harm less sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round.

- You instantly make a flower blossom , a seed pod open, or a leaf bud bloom.

- You create an instantaneous, harm less sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5-foot cube.

- You instantly light or snuff out a candle, a torch, or a small campfire.

## Eldritch Blast

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

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

The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

## Fire Bolt

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

## Friends

*Enchantment cantrip*

**Casting Time:** 1 action

**Range:** Self

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

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

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

## Guidance

*Divination cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of

its choice. It can roll the die before or after making the ability check. The spell then ends.

## Light

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, M (a firefly or phosphorescent moss)

**Duration:** 1 hour

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like.

Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action. If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

## Mage Hand

*Conjuration cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** 1 minute

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

You can use your action to control the hand.

You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial.

You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.

## Mending

*Transmutation cantrip*

**Casting Time:** 1 minute

**Range:** Touch

**Components:** V, S, M (two lodestones)

**Duration:** Instantaneous

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

## Message

*Transmutation cantrip*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a short piece of copper wire)

**Duration:** 1 round

You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear.

You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.



## Minor Illusion

*Illusion cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

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

**Duration:** 1 minute

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

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

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

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

## Poison Spray

*Conjuration cantrip*

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** V, S

**Duration:** Instantaneous

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

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

## Prestidigitation

*Transmutation cantrip*

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** V, S

**Duration:** Up to 1 hour

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

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

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

## Produce Flame

*Conjuration cantrip*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 10 minutes

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

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



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

## Ray of Frost

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

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

## Resistance

*Abjuration cantrip*

**Casting Time:** 1 action

**Range:** Touch

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

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

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

## Sacred Flame

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or

take 1d8 radiant damage. The target gains no benefit from cover for this saving throw.

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

## Shillelagh

*Transmutation cantrip*

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S, M (mistletoe, a sham rock leaf, and a club or quarterstaff)

**Duration:** 1 minute

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

## Shocking Grasp

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing arm or made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

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

## Spare the Dying

*Necromancy cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

## Thaumaturgy

*Transmutation cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V

**Duration:** Up to 1 minute

You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range:

- Your voice booms up to three times as loud as normal for 1 minute.
- You cause flames to flicker, brighten, dim, or change color for 1 minute.
- You cause harmless tremors in the ground for 1 minute.
- You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.
- You instantaneously cause an unlocked door or window to fly open or slam shut.
- You alter the appearance of your eyes for 1 minute.

If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.

## Thorn Whip

*Transmutation cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

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

**Duration:** Instantaneous

You create a long, vine-like whip covered in thorns that lashes out at your command and toward a creature in range. Make a melee spell attack against the target. If the attack hits, the creature takes 1d6 piercing damage, and if the creature is Large or smaller, you pull the creature up to 10 feet closer to you. This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

## True Strike

*Divination cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** S

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

You extend your hand and point a finger at a target in range. Your magic grants you a brief insight into the target's defenses. On your next turn, you gain advantage on your first attack roll against the target, provided that this spell hasn't ended.

## Vicious Mockery

*Enchantment cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

You unleash a string of insults laced with subtle enchantments at a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

## 1<sup>st</sup> level

### Alarm

*1st-level abjuration (ritual)*

**Casting Time:** 1 minute

**Range:** 30 feet

**Components:** V, S, M (a tiny bell and a piece of fine silver wire)

**Duration:** 8 hours

You set an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the spell ends, an alarm alerts you whenever a Tiny or larger creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible.

A mental alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping.

An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet

### Animal Friendship

*1st-level enchantment*

**Casting Time:** 1 action

**Range:** 30 feet

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

**Duration:** 24 hours

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

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

### Armor of Agathys

*1st-level abjuration*

**Casting Time:** 1 action

**Range:** Self

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

**Duration:** 1 hour

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

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

### Arms of Hadar

*1st-level conjuration*

**Casting Time:** 1 action

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

**Components:** V, S

**Duration:** Instantaneous

You invoke the power of Hadar, the Dark Hunger. Tendrils of dark energy erupt from you and batter all creatures within 10 feet of you. Each creature in that area must make a Strength saving throw. On a failed save, a target takes 2d6 necrotic damage and can't take reactions until its next turn. On a successful save, the creature takes half damage, but suffers no other effect. **At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

### Bane

*1st-level enchantment*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a drop of blood)

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



Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

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

## Bless

*1st-level enchantment*

**Casting Time:** 1 action

**Range:** 30 feet

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

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

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

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

## Burning Hands

*1st-level evocation*

**Casting Time:** 1 action

**Range:** Self (15-foot cone)

**Components:** V, S

**Duration:** Instantaneous

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

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

## Charm Person

*1st-level enchantment*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** 1 hour

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

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

## Chromatic Orb

*1st-level evocation*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (a diamond worth at least 50 gp)

**Duration:** Instantaneous

You hurl a 4-inch-diameter sphere of energy at a creature that you can see within range. You choose acid, cold, fire, lightning, poison, or thunder for the type of orb you create, and then make a ranged spell attack against the target. If the attack hits, the creature takes 3d8 damage of the type you chose.

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



## Color Spray

*1st-level illusion*

**Casting Time:** 1 action

**Range:** Self (15-foot cone)

**Components:** V, S, M (a pinch of powder or sand that is colored red, yellow, and blue)

**Duration:** 1 round

A dazzling array of flashing, colored light springs from your hand. Roll 6 d10; the total is how many hit points of creatures this spell can affect. Creatures in a 15-foot cone originating from you are affected in ascending order of their current hit points (ignoring unconscious creatures and creatures that can't see).

Starting with the creature that has the lowest current hit points, each creature affected by this spell is blinded until the spell ends.

Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d10 for each slot level above 1st.

## Command

*1st-level enchantment*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V

**Duration:** 1 round

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

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

**Approach.** The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you. **Drop.** The target drops whatever it is holding and then ends its turn. **Flee.** The target spends its turn moving away from you by the fastest available means. **Grovel.** The target falls prone and then ends its turn. **Halt.** The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

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

## Compelled Duel

*1st-level enchantment*

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Components:** V

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

You attempt to compel a creature into a duel. One creature that you can see within range must make a Wisdom saving throw. On a failed save, the creature is drawn to you, compelled by your divine demand. For the duration, it has disadvantage on attack rolls against creatures other than you and must make a Wisdom saving throw each time it attempts to move to a space that is more than 30 feet away from you; if it succeeds on this saving throw, this spell doesn't restrict the target's movement for that turn. The spell ends if you attack any other creature, if you cast a spell that targets a hostile creature other than the target, if a creature friendly to you damages the target or casts a harmful spell on it, or if you end your turn more than 30 feet away from the target.

## Comprehend Languages

*1st-level divination (ritual)*

**Casting Time:** 1 action

**Range:** Self

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

**Duration:** 1 hour

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text. This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.

## Create or Destroy Water

*1st-level transmutation*

**Casting Time:** 1 action

**Range:** 30 feet

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

**Duration:** Instantaneous

You either create or destroy water.

**Create Water.** You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area.

**Destroy Water.** You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range.

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

## Cure Wounds

*1st-level evocation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

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

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

## Detect Evil and Good

*1st-level divination*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

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

For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated.

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

## Detect Magic

*1st-level divination (ritual)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

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

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



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

## Detect Poison and Disease

*1st-level divination (ritual)*

**Casting Time:** 1 action

**Range:** Self

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

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

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

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

## Disguise Self

*1st-level illusion*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 hour

You make yourself — including your clothing, armor, weapons, and other belongings on your person — look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair. To discern that you are disguised, a

creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

## Dissonant Whispers

*1st-level enchantment*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

You whisper a discordant melody that only one creature of your choice within range can hear, wracking it with terrible pain. The target must make a Wisdom saving throw. On a failed save, it takes 3d6 psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from you. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. On a successful save, the target takes half as much damage and doesn't have to move away. A deafened creature automatically succeeds on the save.

**At Higher Levels.** When you cast this spell using a spell slot of 2<sup>nd</sup> level or higher, the damage increases by 1d6 for each slot level above 1<sup>st</sup>.

## Divine Favor

*1st-level evocation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

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

Your prayer empowers you with divine radiance. Until the spell ends, your weapon attacks deal an extra 1d4 radiant damage on a hit.

## Ensnaring Strike

*1st-level conjuration*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

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

The next time you hit a creature with a weapon attack before this spell ends, a writhing mass of thorny vines appears at the point of impact, and the target must succeed on a Strength saving throw or be restrained by the magical vines until the spell ends. A Large or larger creature has advantage on this saving throw. If the target succeeds on the save, the vines shrivel away. While restrained by this spell, the target takes 1d6 piercing damage at the start of each of its turns. A creature restrained by the vines or one that can touch the creature can use its action to make a Strength check against your spell save DC. On a success, the target is freed.

**At Higher Levels.** If you cast this spell using a spell slot of 2<sup>nd</sup> level or higher, the damage increases by 1d6 for each slot level above 1<sup>st</sup>.

## Entangle

*1st-level conjuration*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S

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

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

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

When the spell ends, the conjured plants wilt away.

## Expeditious Retreat

*1st-level transmutation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

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

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

## Faerie Fire

*1st-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V

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

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

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

## False Life

*1st-level necromancy*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a small amount of alcohol or distilled spirits)

**Duration:** 1 hour

Bolstering yourself with a necromantic facsimile of life, you gain 1d4 + 4 temporary hit points for the duration.

**At Higher Levels.** When you cast this spell using a spell slot of 2<sup>nd</sup> level or higher, you gain 5 additional temporary hit points for each slot level above 1<sup>st</sup>.



## Feather Fall

*1st-level transmutation*

**Casting Time:** 1 reaction, which you take when you or a creature within 60 feet of you falls

**Range:** 60 feet

**Components:** V, M (a small feather or piece of down)

**Duration:** 1 minute

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.

## Find Familiar

*1st-level conjuration (ritual)*

**Casting Time:** 1 hour

**Range:** 10 feet

**Components:** V, S, M (10 gp worth of charcoal, incense, and herbs that must be consumed by fire in a brass brazier)

**Duration:** Instantaneous

You gain the service of a familiar, a spirit that takes an animal form you choose: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, sea horse, spider, or weasel. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of a beast.

Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal.

When the familiar drops to 0 hit points, it disappears, leaving behind no physical form.

It reappears after you cast this spell again.

While your familiar is within 100 feet of you, you can communicate with it telepathically.

Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are

deaf and blind with regard to your own senses.

As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature.

Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

## Fog Cloud

*1st-level conjuration*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

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

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

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

## Goodberry

*1st-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

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

**Duration:** Instantaneous

Up to ten berries appear in your hand and are infused with magic for the duration. A creature can use its action to eat one berry. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day. The berries lose their potency if they have not been consumed within 24 hours of the casting of this spell.

## Grease

*1st-level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a bit of pork rind or butter)

**Duration:** 1 minute

Slick grease covers the ground in a 10-foot square centered on a point within range and turns it into difficult terrain for the duration. When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.

## Guiding Bolt

*1st-level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** 1 round

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then.

**At Higher Levels.** When you cast this spell using a spell slot of 2<sup>nd</sup> level or higher, the damage increases by 1d6 for each slot level above 1<sup>st</sup>.

## Hail of Thorns

*1st-level conjuration*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

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

The next time you hit a creature with a ranged weapon attack before the spell ends, this spell creates a rain of thorns that sprouts from your ranged weapon or ammunition. In addition to the normal effect of the attack, the target of the attack and each creature within 5 feet of it must make a Dexterity saving throw. A creature takes 1d10 piercing damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** If you cast this spell using a spell slot of 2<sup>nd</sup> level or higher, the damage increases by 1d10 for each slot level above 1<sup>st</sup> (to a maximum of 6 d10).

## Healing Word

*1st-level evocation*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spell casting ability modifier. This spell has no effect on undead or constructs.

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

## Hellish Rebuke

*1st-level evocation*

**Casting Time:** 1 reaction, which you take in response to being damaged by a creature within 60 feet of you that you can see

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a



Dexterity saving throw. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one.

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

## Heroism

*1st-level enchantment*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to being frightened and gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary hit points from this spell.

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

## Hex

*1st-level enchantment*

**Casting Time:** 1 bonus action

**Range:** 90 feet

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

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

You place a curse on a creature that you can see within range. Until the spell ends, you deal an extra 1d6 necrotic damage to the target whenever you hit it with an attack. Also, choose one ability when you cast the spell. The target has disadvantage on ability checks made with the chosen ability. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to curse a new creature.

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

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

## Hunter's Mark

*1st-level divination*

**Casting Time:** 1 bonus action

**Range:** 90 feet

**Components:** V

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

You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

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

## Identify

*1st-level divination (ritual)*

**Casting Time:** 1 minute

**Range:** Touch

**Components:** V, S, M (a pearl worth at least 100 gp and an owl feather)

**Duration:** Instantaneous

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it.

If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

## Illusory Script

*1st-level illusion (ritual)*

**Casting Time:** 1 minute

**Range:** Touch

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

**Duration:** 10 days

You write on parchment, paper, or some other suitable writing material and imbue it with a potent illusion that lasts for the duration. To you and any creatures you designate when you cast the spell, the writing appears normal, written in your hand, and conveys whatever meaning you intended when you wrote the text. To all others, the writing appears as if it were written in an unknown or magical script that is unintelligible.

Alternatively, you can cause the writing to appear to be an entirely different message, written in a different hand and language, though the language must be one you know. Should the spell be dispelled, the original script and the illusion both disappear.

A creature with Truesight can read the hidden message.

## Inflict Wounds

*1st-level necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

Make a melee spell attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage.

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

## Jump

*1st-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

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

**Duration:** 1 minute

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

## Longstrider

*1st-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

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

**Duration:** 1 hour

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

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

## Mage Armor

*1st-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a piece of cured leather)

**Duration:** 8 hours

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons' armor or if you dismiss the spell as an action.

## Magic Missile

*1st-level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous



You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

**At Higher Levels.** When you cast this spell using a spell slot of 2<sup>nd</sup> level or higher, the spell creates one more dart for each slot level above 1<sup>st</sup>.

## Protection from Evil and Good

*1st-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

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

**Duration:** Concentration up to 10 minutes

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

The protection grants several benefits.

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

## Purify Food and Drink

*1st-level transmutation (ritual)*

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** V, S

**Duration:** Instantaneous

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

## Ray of Sickness

*1st-level necromancy*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

A ray of sickening greenish energy lashes out toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 poison damage and must make a Constitution saving throw. On a failed save, it is also poisoned until the end of your next turn.

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

## Sanctuary

*1st-level abjuration*

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Components:** V, S, M (a small silver mirror)

**Duration:** 1 minute

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball.

If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.

## Searing Smite

*1st-level evocation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

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

The next time you hit a creature with a melee weapon attack during the spell's duration, your weapon flares with white-hot intensity,

and the attack deals an extra 1d6 fire damage to the target and causes the target to ignite in flames. At the start of each of its turns until the spell ends, the target must make a Constitution saving throw. On a failed save, it takes 1d6 fire damage. On a successful save, the spell ends. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as the target being submerged in water), the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 2<sup>nd</sup> level or higher, the initial extra damage dealt by the attack increases by 1d6 for each slot level above 1<sup>st</sup>.

## Shield

*1st-level abjuration*

**Casting Time:** 1 reaction, which you take when you are hit by an attack or targeted by the magic missile spell

**Range:** Self

**Components:** V, S

**Duration:** 1 round

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

## Shield of Faith

*1st-level abjuration*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components:** V, S, M (a small parchment with a bit of holy text written on it)

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

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

## Silent Image

*1st-level illusion*

**Casting Time:** 1 action

**Range:** 60 feet

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

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

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot cube. The image appears at a spot within range and lasts for the duration. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects.

You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking.

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

## Sleep

*1st-level enchantment*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (a pinch of fine sand, rose petals, or a cricket)

**Duration:** 1 minute

This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures). Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit



Points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being charmed aren't affected by this spell.

**At Higher Levels.** When you cast this spell using a spell slot of 2<sup>nd</sup> level or higher, roll an additional 2d8 for each slot level above 1<sup>st</sup>.

## Speak with Animals

*1st-level divination (ritual)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 10 minutes

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

## Tasha's Hideous Laughter

*1st-level enchantment*

**Casting Time:** 1 action

**Range:** 30 feet

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

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

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

advantage on the saving throw if it's triggered by damage. On a success, the spell ends.

## Tenser's Floating Disk

*1st-level conjuration (ritual)*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a drop of mercury)

**Duration:** 1 hour

This spell creates a circular, horizontal plane of force, 3 feet in diameter and 1 inch thick, that floats 3 feet above the ground in an unoccupied space of your choice that you can see within range. The disk remains for the duration and can hold up to 500 pounds. If more weight is placed on it, the spell ends, and everything on the disk falls to the ground. The disk is immobile while you are within 20 feet of it. If you move more than 20 feet away from it, the disk follows you so that it remains within 20 feet of you. It can move across uneven terrain, up or down stairs, slopes and the like, but it can't cross an elevation change of 10 feet or more. For example, the disk can't move across a 10-foot-deep pit, nor could it leave such a pit if it was created at the bottom.

If you move more than 100 feet from the disk (typically because it can't move around an obstacle to follow you), the spell ends.

## Thunderous Smite

*1st-level evocation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

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

The first time you hit with a melee weapon attack during this spell's duration, your weapon rings with thunder that is audible within 300 feet of you, and the attack deals an extra 2d6 thunder damage to the target. Additionally, if the target is a creature, it must succeed on a Strength saving throw or be pushed 10 feet away from you and knocked prone.



## Thunderwave

*1st-level evocation*

**Casting Time:** 1 action

**Range:** Self (15-foot cube)

**Components:** V, S

**Duration:** Instantaneous

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

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

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

## Unseen Servant

*1st-level conjuration (ritual)*

**Casting Time:** 1 action

**Range:** 60 feet

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

**Duration:** 1 hour

This spell creates an invisible, mindless, shapeless force that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC10, 1 hit point, and a Strength of 2, and it can't attack. If it drops to 0 hit points, the spell ends.

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

ability until it completes the task, then waits for your next command.

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

## Witch Bolt

*1st-level evocation*

**Casting Time:** 1 action

**Range:** 30 feet

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

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

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

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

## Wrathful Smite

*1st-level evocation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

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

The next time you hit with a melee weapon attack during this spell's duration, your attack deals an extra 1d6 psychic damage. Additionally, if the target is a creature, it must make a Wisdom saving throw or be frightened of you until the spell ends. As an action, the creature can make a Wisdom check against your spell save DC to steel its resolve and end this spell.

## 2<sup>nd</sup> level

### Aid

*2nd-level abjuration*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a tiny strip of white cloth)

**Duration:** 8 hours

Your spell bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration.

**At Higher Levels.** When you cast this spell using a spell slot of 3<sup>rd</sup> level or higher, a target's hit points increase by an additional 5 for each slot level above 2<sup>nd</sup>.

### Alter Self

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

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

You assume a different form. When you cast the spell, choose one of the following options, the effects of which last for the duration of the spell. While the spell lasts, you can end one option as an action to gain the benefits of a different one.

**Aquatic Adaptation.** You adapt your body to an aquatic environment, sprouting gills and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed.

**Change Appearance.** You transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this spell to become quadrupedal, for instance. At any time for the duration of the spell, you can use your action to change

your appearance in this way again.

**Natural Weapons.** You grow claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose, and you are proficient with your unarmed strikes. Finally, the natural weapon is magic, and you have a +1 bonus to the attack and damage rolls you make using it.

### Animal Messenger

*2nd-level enchantment (ritual)*

**Casting Time:** 1 action

**Range:** 30 feet

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

**Duration:** 24 hours

By means of this spell, you use an animal to deliver a message. Choose a Tiny beast you can see within range, such as a squirrel, a blue jay, or a bat. You specify allocation, which you must have visited, and a recipient who matches a general description, such as "a man or woman dressed in the uniform of the town guard" or "a red-haired dwarf wearing a pointed hat." You also speak a message of up to twenty-five words. The target beast travels for the duration of the spell toward the specified location, covering about 50 miles per 24 hours for a flying messenger, or 25 miles for other animals.

When the messenger arrives, it delivers your message to the creature that you described, replicating the sound of your voice. The messenger speaks only to a creature matching the description you gave. If the messenger doesn't reach its destination before the spell ends, the message is lost, and the beast makes its way back to where you cast this spell.

**At Higher Levels.** If you cast this spell using a spell slot of 3<sup>rd</sup> level or higher, the duration of the spell increases by 48 hours for each slot level above 2<sup>nd</sup>.



## Arcane Lock

*2nd-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (gold dust worth at least 25 gp, which the spell consumes)

**Duration:** Until dispelled

You touch a closed door, window, gate, chest, or other entryway, and it becomes locked for the duration. You and the creatures you designate when you cast this spell can open the object normally. You can also set a password that, when spoken within 5 feet of the object, suppresses this spell for 1 minute. Otherwise, it is impassable until it is broken, or the spell is dispelled or suppressed. Casting knock on the object suppresses arcane lock for 10 minutes. While affected by this spell, the object is more difficult to break or force open; the DC to break it or pick any locks on it increases by 10.

## Augury

*2nd-level divination (ritual)*

**Casting Time:** 1 minute

**Range:** Self

**Components:** V, S, M (specially marked sticks, bones, or similar tokens worth at least 25 gp)

**Duration:** Instantaneous

By casting gem-inlaid sticks, rolling dragon bones, laying out ornate cards, or employing some other divining tool, you receive an omen from an otherworldly entity about the results of a specific course of action that you plan to take within the next 30 minutes. The DM chooses from the following possible omens:

- Weal, for good results
- Woe, for bad results
- Weal and woe, for both good and bad results
- Nothing, for results that aren't especially good or bad

The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion. If you cast the spell two or more times before completing your next long rest, there is a cumulative 25 percent chance for each

casting after the first that you get a random reading. The DM makes this roll in secret.

## Barkskin

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

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

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

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

## Beast Sense

*2nd-level divination (ritual)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** S

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

You touch a willing beast. For the duration of the spell, you can use your action to see through the beast's eyes and hear what it hears and continue to do so until you use your action to return to your normal senses. While perceiving through the beast's senses, you gain the benefits of any special senses possessed by that creature, though you are blinded and deafened to your own surroundings.

## Blindness/Deafness

*2nd-level necromancy*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V

**Duration:** 1 minute

You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of



its turns, the target can make a Constitution saving throw. On a success, the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 3<sup>rd</sup> level or higher, you can target one additional creature for each slot level above 2<sup>nd</sup>.

## Blur

*2nd-level illusion*

**Casting Time:** 1 action

**Range:** Self

**Components:** V

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

Your body becomes blurred, shifting and wavering to all who can see you. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with Truesight.

## Branding Smite

*2nd-level evocation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

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

The next time you hit a creature with a weapon attack before this spell ends, the weapon gleams with astral radiance as you strike. The attack deals an extra 2d6 radiant damage to the target, which becomes visible if it's invisible, and the target sheds dim light in a 5-foot radius and can't become invisible until the spell ends.

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

## Calm Emotions

*2nd-level enchantment*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

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

You attempt to suppress strong emotions in a group of people. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects.

You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.

Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again, unless the DM rules otherwise.

## Cloud of Daggers

*2nd-level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

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

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

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

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

## Continual Flame

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (ruby dust worth 50 gp, which the spell consumes)

**Duration:** Until dispelled

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A continual flame can be covered or hidden but not smothered or quenched.

## Cordon of Arrows

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** 5 feet

**Components:** V, S, M (four or more arrows or bolts)

**Duration:** 8 hours

You plant four pieces of non-magical ammunition — arrows or crossbow bolts — in the ground within range and lay magic upon them to protect an area. Until the spell ends, whenever a creature other than you comes within 30 feet of the ammunition for the first time on a turn or ends its turn there, one piece of ammunition flies up to strike it. The creature must succeed on a Dexterity saving throw or take 1d6 piercing damage. The piece of ammunition is then destroyed. The spell ends when no ammunition remains.

When you cast this spell, you can designate any creatures you choose, and the spell ignores them.

**At Higher Levels.** When you cast this spell using a spell slot of 3<sup>rd</sup> level or higher, the amount of ammunition that can be affected increases by two for each slot level above 2<sup>nd</sup>.

## Crown of Madness

*2nd-level enchantment*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

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

One humanoid of your choice that you can see within range must succeed on a Wisdom saving throw or become charmed by you for the duration. While the target is charmed in this way, a twisted crown of jagged iron appears on its head, and a madness glows in its eyes.

The charmed target must use its action before moving on each of its turns to make a melee attack against a creature other than itself that you mentally choose.

The target can act normally on its turn if you choose no creature or if none are within its reach. On your subsequent turns, you must use your action to maintain control over the target, or the spell ends. Also, the target can make a Wisdom saving throw at the end of each of its turns. On a success, the spell ends.

## Darkness

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

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

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

Magical darkness spreads from a point you choose within range to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and non-magical light can't illuminate it. If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness. If any of this spell's area overlaps with an area of light created by a spell of 2<sup>nd</sup> level or lower, the spell that created the light is dispelled.



## Darkvision

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

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

**Duration:** 8 hours

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

## Detect Thoughts

*2nd-level divination*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a copper piece)

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

For the duration, you can read the thoughts of certain creatures. When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected. You initially learn the surface thoughts of the creature — what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the spell ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check; if it succeeds, the spell ends. Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation.

You can also use this spell to detect the presence of thinking creatures you can't see. When you cast the spell or as your action during the duration, you can search for thoughts within 30 feet of you. The spell can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language. Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.

## Enhance Ability

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

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

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

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

- **Bear's Endurance.** The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the spell ends.
- **Bull's Strength.** The target has advantage on Strength checks, and his or her carrying capacity doubles.
- **Cat's Grace.** The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated.
- **Eagle's Splendor.** The target has advantage on Charisma checks.
- **Fox's Cunning.** The target has advantage on Intelligence checks.
- **Owl's Wisdom.** The target has advantage on Wisdom checks.

**At Higher Levels.** When you cast this spell using a spell slot of 3<sup>rd</sup> level or higher, you can target one additional creature for each slot level above 2<sup>nd</sup>.



## Enlarge/Reduce

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a pinch of powdered iron)

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

You cause a creature or an object you can see within range to grow larger or smaller for the duration. Choose either a creature or an object that is neither worn nor carried.

If the target is unwilling, it can make a Constitution saving throw. On a success, the spell has no effect. If the target is a creature, everything it is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once.

**Enlarge.** The target's size doubles in all dimensions, and its weight is multiplied by eight. This growth increases its size by one category — from Medium to Large, for example. If there isn't enough room for the target to double its size, the creature or object attains the maximum possible size in the space available. Until the spell ends, the target also has advantage on Strength checks and Strength saving throws. The target's weapons also grow to match its new size. While these weapons are enlarged, the target's attacks with them deal 1d4 extra damage.

**Reduce.** The target's size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category — from Medium to Small, for example. Until the spell ends, the target also has disadvantage on Strength checks and Strength saving throws. The target's weapons also shrink to match its new size. While these weapons are reduced, the target's attacks with them deal 1d4 less damage (this can't reduce the damage below 1).

## Enthrall

*2nd-level enchantment*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** 1 minute

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

## Find Steed

*2nd-level conjuration*

**Casting Time:** 10 minutes

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

You summon a spirit that assumes the form of an unusually intelligent, strong, and loyal steed, creating a long-lasting bond with it. Appearing in an unoccupied space within range, the steed takes on a form that you choose, such as a warhorse, a pony, a camel, an elk, or a mastiff. (Your DM might allow other animals to be summoned as steeds.) The steed has the statistics of the chosen form, though it is a celestial, Fey, or fiend (your choice) instead of its normal type. Additionally, if your steed has an Intelligence of 5 or less, its Intelligence becomes 6, and it gains the ability to understand one language of your choice that you speak.

Your steed serves you as a mount, both in combat and out, and you have an instinctive bond with it that allows you to fight as a seamless unit. While mounted on your steed, you can make any spell you cast that targets only you also target your steed.

When the steed drops to 0 hit points, it disappears, leaving behind no physical form. You can also dismiss your steed at any time as an action, causing it to disappear. In either case, casting this spell again summons the same steed, restored to its hit point maximum.

While your steed is within 1 mile of you, you can communicate with it telepathically. You can't have more than one steed bonded by this spell at a time. As an action, you can release the steed from its bond at any time, causing it to disappear.

## Find Traps

*2nd-level divination*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

You sense the presence of any trap within range that is within line of sight. A trap, for the purpose of this spell, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator. Thus, the spell would sense an area affected by the alarm spell, a glyph of warding, or a mechanical pit trap, but it would not reveal a natural weakness in the floor, an unstable ceiling, or a hidden sinkhole. This spell merely reveals that a trap is present. You don't learn the location of each trap, but you do learn the general nature of the danger posed by a trap you sense.

## Flame Blade

*2nd-level evocation*

**Casting Time:** 1 bonus action

**Range:** Self

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

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

You evoke a fiery blade in your free hand. The blade is similar in size and shape to a scimitar, and it lasts for the duration. If you let go of the blade, it disappears, but you can evoke the blade again as a bonus action. You can use your action to make a melee spell attack with the fiery blade. On a hit, the target takes 3d6 fire damage. The flaming blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

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

## Flaming Sphere

*2nd-level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

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

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

A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one. As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn. When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

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

## Gentle Repose

*2nd-level necromancy (ritual)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a pinch of salt and one copper piece placed on each of the corpse's eyes, which must remain there for the duration)

**Duration:** 10 days

You touch a corpse or other remains. For the duration, the target is protected from decay and can't become undead.



The spell also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this spell don't count against the time limit of spells such as raise dead.

## Gust of Wind

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** Self (60-foot line)

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

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

A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line.

Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

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

## Heat Metal

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** 60 feet

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

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

Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d8 fire damage when you cast the spell. Until the spell ends, you can use a

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

If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

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

## Hold Person

*2nd-level enchantment*

**Casting Time:** 1 action

**Range:** 60 feet

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

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

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

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

## Invisibility

*2nd-level illusion*

**Casting Time:** 1 action

**Range:** Touch

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

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

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



**At Higher Levels.** When you cast this spell using a spell slot of 3<sup>rd</sup> level or higher, you can target one additional creature for each slot level above 2<sup>nd</sup>.

## Knock

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access. A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked. If you choose a target that is held shut with arcane lock, that spell is suppressed for 10 minutes, during which time the target can be opened and shut normally. When you cast the spell, a loud knock, audible from as far away as 300 feet, emanates from the target object.

## Lesser Restoration

*2nd-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

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

## Levitate

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (either a small leather loop or a piece of golden wire bent into a cup shape with a longshank on one end)

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

One creature or object of your choice that you can see within range rises vertically, up to 20 feet, and remains suspended there for the duration. The spell can levitate a target that weighs up to 500 pounds. An unwilling creature that succeeds on a Constitution saving throw is unaffected.

The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the spell's range.

When the spell ends, the target floats gently to the ground if it is still aloft.

## Locate Animals or Plants

*2nd-level divination (ritual)*

**Casting Time:** 1 action

**Range:** Self

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

**Duration:** Instantaneous

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

## Locate Object

*2nd-level divination*

**Casting Time:** 1 action

**Range:** Self

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

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

Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement.

The spell can locate a specific object known to you, as long as you have seen it up close — within 30 feet — at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon. This spell can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.

## Magic Mouth

*2nd-level illusion (ritual)*

**Casting Time:** 1 minute

**Range:** 30 feet

**Components:** V, S, M (a small bit of honeycomb band jade dust worth at least 10 gp, which the spell consumes)

**Duration:** Until dispelled

You implant a message within an object in range, a message that is uttered when a trigger condition is met. Choose an object that you can see and that isn't being worn or carried by another creature. Then speak the message, which must be 25 words or less, though it can be delivered over as long as 10 minutes. Finally, determine the circumstance that will trigger the spell to deliver your message. When that circumstance occurs, a magical mouth appears on the object and recites the message in your voice and at the same volume you spoke. If the object you chose has a mouth or something that looks like a mouth (for example, the mouth of a statue), the magical mouth appears there so that the words appear to come from the object's mouth. When you cast this spell, you can have the spell end after it delivers its message, or it can remain and repeat its

message whenever the trigger occurs. The triggering circumstance can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the object. For example, you could instruct the mouth to speak when any creature moves within 30 feet of the object or when a silver bell rings within 30 feet of it.

## Magic Weapon

*2nd-level transmutation*

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S

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

You touch a non-magical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls.

**At Higher Levels.** When you cast this spell using a spell slot of 4<sup>th</sup> level or higher, the bonus increases to +2. When you use a spell slot of 6<sup>th</sup> level or higher, the bonus increases to +3.

## Melf's Acid Arrow

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (powdered rhubarb leaf and an adder's stomach)

**Duration:** Instantaneous

A shimmering green arrow streaks toward a target within range and bursts in a spray of acid. Make arranged spell attack against the target. On a hit, the target takes 4d4 acid damage immediately and 2d4 acid damage at the end of its next turn. On a miss, the arrow splashes the target with acid for half as much of the initial damage and no damage at the end of its next turn.

**At Higher Levels.** When you cast this spell using a spell slot of 3<sup>rd</sup> level or higher, the damage (both initial and later) increases by 1d4 for each slot level above 2<sup>nd</sup>.



## Mirror Image

*2nd-level illusion*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 minute

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates. Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates.

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

A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed. A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with Truesight.

## Misty Step

*2nd-level conjuration*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:** Instantaneous

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

## Moonbeam

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

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

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

A silvery beam of pale light shines down in a 5-foot-radius, 40-foot-high cylinder centered on a point within range. Until the spell ends, dim light fills the cylinder.

When a creature enters the spell's area for the first time on a turn or starts its turn there, it is engulfed in ghostly flames that cause searing pain, and it must make a Constitution saving throw. It takes 2d10 radiant damage on a failed save, or half as much damage on a successful one.

A Shapechanger makes its saving throw with disadvantage. If it fails, it also instantly reverts to its original form and can't assume a different form until it leaves the spell's light. On each of your turns after you cast this spell, you can use an action to move the beam 60 feet in any direction.

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

## Nystul's Magic Aura

*2nd-level illusion*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a small square of silk)

**Duration:** 24 hours

You place an illusion on a creature or an object you touch so that divination spells reveal false information about it. The target can be a willing creature or an object that isn't being carried or worn by another creature.

When you cast the spell, choose one or both of the following effects. The effect lasts for the duration. If you cast this spell on the same creature or object every day for 30 days, placing the same effect on it each time, the illusion lasts until it is dispelled.



*False Aura.* You change the way the target appears to spells and magical effects, such as detect magic, that detect magical auras. You can make a nonmagical object appear magical, a magical object appear nonmagical, or change the object's magical aura so that it appears to belong to a specific school of magic that you choose. When you use this effect on an object, you can make the false magic apparent to any creature that handles the item.

*Mask.* You change the way the target appears to spell and magical effects that detect creature types, such as a paladin's Divine Sense or the trigger of a symbol spell. You choose a creature type and other spells, and magical effects treat the target as if it were a creature of that type or of that alignment.

## Pass without Trace

*2nd-level abjuration*

**Casting Time:** 1 action

**Range:** Self

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

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

A veil of shadows and silence radiates from you, masking you and your companions from detection. For the duration, each creature you choose within 30 feet of you (including you) has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.

## Phantasmal Force

*2nd-level illusion*

**Casting Time:** 1 action

**Range:** 60 feet

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

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

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

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

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

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

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

## Prayer of Healing

*2nd-level evocation*

**Casting Time:** 10 minutes

**Range:** 30 feet

**Components:** V

**Duration:** Instantaneous

Up to six creatures of your choice that you can see within range each regain hit points equal to 2d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

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

## Protection from Poison

*2nd-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 1 hour

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

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

## Ray of Enfeeblement

*2nd-level necromancy*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

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

A black beam of enervating energy springs from your finger toward a creature within range. Make a ranged spell attack against the target. On a hit, the target deals only half damage with weapon attacks that use Strength until the spell ends.

At the end of each of the target's turns, it can make a Constitution saving throw against the spell. On a success, the spell ends.

## Rope Trick

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (powdered corn extract and a twisted loop of parchment)

**Duration:** 1 hour

You touch a length of rope that is up to 60 feet long. One end of the rope then rises into the air until the whole rope hangs perpendicular to the ground. At the upper end of the rope, an invisible entrance opens to an extradimensional space that lasts until the spell ends.

The extradimensional space can be reached by climbing to the top of the rope. The space can hold as many as eight Medium or smaller creatures. The rope can be pulled into the space, making the rope disappear from view outside the space.

Attacks and spells can't cross through the entrance into or out of the extradimensional space, but those inside can see out of it as if through a 3-foot-by-5-foot window centered on the rope.

Anything inside the extradimensional space drops out when the spell ends.

## Scorching Ray

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage.

**At Higher Levels.** When you cast this spell using a spell slot of 3<sup>rd</sup> level or higher, you create one additional ray for each slot level above 2<sup>nd</sup>.



## See Invisibility

*2nd-level divination*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a pinch of talc and a small sprinkling of powdered silver)

**Duration:** 1 hour

For the duration, you see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.

## Shatter

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

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

**Duration:** Instantaneous

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

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

## Silence

*2nd-level illusion (ritual)*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

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

For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside

the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

## Spider Climb

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

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

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

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

## Spike Growth

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** 150 feet

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

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

The ground in a 20-foot radius centered on a point within range twists and sprouts hard spikes and thorns. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels. The transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time the spell is cast must make a Wisdom (Perception) check against your spell save DC to recognize the terrain as hazardous before entering it.



## Spiritual Weapon

*2nd-level evocation*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components:** V, S

**Duration:** 1 minute

You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes force damage equal to 1d8 + your spellcasting ability modifier.

As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

The weapon can take whatever form you choose. Clerics of deities who are associated with a particular weapon (as St. Cuthbert is known for his mace and Thor for his hammer) make this spell's effect resemble that weapon.

**At Higher Levels.** When you cast this spell using a spell slot of 3<sup>rd</sup> level or higher, the damage increases by 1d8 for every two slot levels above the 2<sup>nd</sup>.

## Suggestion

*2nd-level enchantment*

**Casting Time:** 1 action

**Range:** 30 feet

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

**Duration:** Concentration, up to 8 hours

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

The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can

continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a knight give her warhorse to the first beggar she meets. If the condition isn't met before the spell expires, the activity isn't performed. If you or any of your companions damage the target, the spell ends.

## Warding Bond

*2nd-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a pair of platinum rings worth at least 50 gp each, which you and the target must wear for the duration)

**Duration:** 1 hour

This spell wards a willing creature you touch and creates a mystic connection between you and the target until the spell ends. While the target is within 60 feet of you, it gains a +1 bonus to AC and saving throws, and it has resistance to all damage. Also, each time it takes damage, you take the same amount of damage.

The spell ends if you drop to 0 hit points or if you and the target become separated by more than 60 feet. It also ends if the spell is cast again on either of the connected creatures. You can also dismiss the spell as an action.

## Web

*2nd-level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

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

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

You conjure a mass of thick, sticky webbing at a point of your choice within range. The webs fill a 20-foot cube from that point for the duration. The webs are difficult terrain and lightly obscure their area.

If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet.

Each creature that starts its turn in the webs or that enters them during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free.

A creature restrained by the webs can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained.

The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

## Zone of Truth

*2nd-level enchantment*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** 10 minutes

You create a magical zone that guards against deception in a 15-foot-radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw. An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

## 3<sup>rd</sup> level

### Animate Dead

*3rd-level necromancy*

**Casting Time:** 1 minute

**Range:** 10 feet

**Components:** V, S, M (a drop of blood, a piece of flesh, and a pinch of bone dust)

**Duration:** Instantaneous

This spell creates an undead servant. Choose a pile of bones or a corpse of a Medium or Small humanoid within range. Your spell imbues the target with a foul mimicry of life, raising it as an undead creature. The target becomes a skeleton if you chose bones or a zombie if you chose a corpse (the DM has the creature's game statistics).

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

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

**At Higher Levels.** When you cast this spell using a spell slot of 4<sup>th</sup> level or higher, you animate or reassert control over two additional undead creatures for each slot level above 3<sup>rd</sup>. Each of the creatures must come from a different corpse or pile of bones.

### Aura of Vitality

*3rd-level evocation*

**Casting Time:** 1 action

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

**Components:** V

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

Healing energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. You can use a bonus action to cause one creature in the aura (including you) to regain 2d6 hit points.

### Beacon of Hope

*3rd-level abjuration*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

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

This spell bestows hope and vitality. Choose any number of creatures within range. For the duration, each target has advantage on Wisdom saving throws and death saving throws and regains the maximum number of hit points possible from any healing.

### Bestow Curse

*3rd-level necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

You touch a creature, and that creature must succeed on a Wisdom saving throw or become cursed for the duration of the spell. When you cast this spell, choose the nature of the curse from the following options:

- Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score.
- While cursed, the target has disadvantage on attack rolls against you.
- While cursed, the target must make a Wisdom saving throw at the start of each of



its turns. If it fails, it wastes its action that turn doing nothing.

- While the target is cursed, your attacks and spells deal an extra 1d8 necrotic damage to the target.

A *remove curse* spell ends this effect. At the DM's option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The DM has final say on such a curse's effect.

**At Higher Levels.** If you cast this spell using a spell slot of 4th level or higher, the duration is concentration, up to 10 minutes. If you use a spell slot of 5<sup>th</sup> level or higher, the duration is 8 hours. If you use a spell slot of 7<sup>th</sup> level or higher, the duration is 24 hours. If you use a 9<sup>th</sup> level spell slot, the spell lasts until it is dispelled. Using a spell slot of 5<sup>th</sup> level or higher grants a duration that doesn't require concentration.

## Blinding Smite

*3rd-level evocation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

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

The next time you hit a creature with a melee weapon attack during this spell's duration, your weapon flares with bright light, and the attack deals an extra 3d8 radiant damage to the target. Additionally, the target must succeed on a Constitution saving throw or be blinded until the spell ends.

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

## Blink

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 minute

Roll a d20 at the end of each of your turns for the duration of the spell. On a roll of 11 or

higher, you vanish from your current plane of existence and appear in the Ethereal Plane (the spell fails, and the casting is wasted if you were already on that plane). At the start of your next turn, and when the spell ends if you are on the Ethereal Plane, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). You can dismiss this spell as an action.

While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of gray, and you can't see anything there more than 60 feet away. You can only affect and be affected by other creatures on the Ethereal Plane. Creatures that aren't there can't perceive you or interact with you unless they have the ability to do so.

## Call Lightning

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

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

A storm cloud appears in the shape of a cylinder that is 10 feet tall with a 60-foot radius, centered on a point you can see 100 feet directly above you. The spell fails if you can't see a point in the air where the storm cloud could appear (for example, if you are in a room that can't accommodate the cloud). When you cast the spell, choose a point you can see within range. A bolt of lightning flashes down from the cloud to that point. Each creature within 5 feet of that point must make a Dexterity saving throw. A creature takes 3d10 lightning damage on a failed save, or half as much damage on a successful one. On each of your turns until the spell ends, you can use your action to call down lightning in this way again, targeting the same point or a different one.

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

damage increases by 1d10.

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

## Clairvoyance

*3rd-level divination*

**Casting Time:** 10 minutes

**Range:** 1 mile

**Components:** V, S, M (a focus worth at least 100gp, either a jeweled horn for hearing or a glass eye for seeing)

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

You create an invisible sensor within range in a location familiar to you (a place you have visited or seen before) or in an obvious location that is unfamiliar to you (such as behind a door, around a corner, or in a grove of trees). The sensor remains in place for the duration, and it can't be attacked or otherwise interacted with.

When you cast the spell, you choose seeing or hearing. You can use the chosen sense through the sensor as if you were in its space. As your action, you can switch between seeing and hearing.

A creature that can see the sensor (such as a creature benefiting from see invisibility or Truesight) sees aluminous, intangible orb about the size of your fist.

## Conjure Animals

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

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

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

- One beast of challenge rating 2 or lower
- Two beasts of challenge rating 1 or lower
- Four beasts of challenge rating ½ or lower
- Eight beasts of challenge rating ¼ or lower

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

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

The DM has the creatures' statistics.

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

## Conjure Barrage

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** Self (60-foot cone)

**Components:** V, S, M (one piece of ammunition or a thrown weapon)

**Duration:** Instantaneous

You throw a non-magical weapon or fire a piece of nonmagical ammunition into the air to create a cone of identical weapons that shoot forward and then disappear. Each creature in a 60-foot cone must succeed on a Dexterity saving throw. A creature takes 3d8 damage on a failed save, or half as much damage on a successful one. The damage type is the same as that of the weapon or ammunition used as a component.

## Counterspell

*3rd-level abjuration*

**Casting Time:** 1 reaction, which you take when you see a creature within 60 feet of you casting a spell

**Range:** 60 feet

**Components:** S

**Duration:** Instantaneous



You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3<sup>rd</sup> level or lower, its spell fails and has no effect. If it is casting a spell of 4<sup>th</sup> level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

**At Higher Levels.** When you cast this spell using a spell slot of 4<sup>th</sup> level or higher, the interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.

## Create Food and Water

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

You create 45 pounds of food and 30 gallons of water on the ground or in containers within range, enough to sustain up to fifteen humanoids or five steeds for 24 hours. The food is bland but nourishing, and spoils if uneaten after 24 hours. The water is clean and doesn't go bad.

## Crusader's Mantle

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V

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

Holy power radiates from you in an aura with a 30-foot radius, awakening boldness in friendly creatures. Until the spell ends, the aura moves with you, centered on you. While in the aura, each nonhostile creature in the aura (including you) deals an extra 1d4 radiant damage when it hits with a weapon attack.

## Daylight

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** 1 hour

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

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

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

## Dispel Magic

*3rd-level abjuration*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

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

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



## Elemental Weapon

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

A non-magical weapon you touch becomes a magic weapon. Choose one of the following damage types: acid, cold, fire, lightning, or thunder. For the duration, the weapon has a +1 bonus to attack rolls and deals an extra 1d4 damage of the chosen type when it hits.

**At Higher Levels.** When you cast this spell using a spell slot of 5<sup>th</sup> or 6<sup>th</sup> level, the bonus to attack rolls increases to +2 and the extra damage increases to 2d4. When you use a spell slot of 7<sup>th</sup> level or higher, the bonus increases to +3 and the extra damage increases to 3d4.

## Fear

*3rd-level illusion*

**Casting Time:** 1 action

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

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

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

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

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

## Feign Death

*3rd-level necromancy (ritual)*

**Casting Time:** 1 action

**Range:** Touch

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

**Duration:** 1 hour

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

For the spell's duration, or until you use an action to touch the target and dismiss the spell, the target appears dead to all outward inspection and to spells used to determine the target's status. The target is blinded and incapacitated, and its speed drops to 0.

The target has resistance to all damage except psychic damage. If the target is diseased or poisoned when you cast the spell or becomes diseased or poisoned while under the spell's effect, the disease and poison have no effect until the spell ends.

## Fireball

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S, M (a tiny ball of bat guano and sulfur)

**Duration:** Instantaneous

A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

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

## Fly

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

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

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

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

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

## Gaseous Form

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

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

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

You transform a willing creature you touch, along with everything it's wearing and carrying, into a misty cloud for the duration. The spell ends if the creature drops to 0 hit points. An incorporeal creature isn't affected. While in this form, the target's only method of movement is a flying speed of 10 feet. The target can enter and occupy the space of another creature. The target has resistance to non-magical damage, and it has advantage on Strength, Dexterity, and Constitution saving throws. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when stunned or otherwise incapacitated. While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The target can't attack or cast spells.

## Glyph of Warding

*3rd-level abjuration*

**Casting Time:** 1 hour

**Range:** Touch

**Components:** V, S, M (incense and powdered diamond worth at least 200 gp, which the spell consumes)

**Duration:** Until dispelled or triggered

When you cast this spell, you inscribe a glyph that harms other creatures, either upon a surface (such as a table or a section of floor or wall) or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the glyph. If you choose a surface, the glyph can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered.

The glyph is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC to be found. You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or standing on the glyph, removing another object covering the glyph, approaching within a certain distance of the glyph, or manipulating the object on which the glyph is inscribed. For glyphs inscribed within an object, the most common triggers include opening that object, approaching within a certain distance of the object, or seeing or reading the glyph. Once a glyph is triggered, this spell ends.

You can further refine the trigger so the spell activates only under certain circumstances or according to physical characteristics (such as height or weight), creature kind (for example, the ward could be set to affect aberrations or drow), or alignment. You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password.

When you inscribe the glyph, choose *explosive runes* or a *spell glyph*.

**Explosive Runes.** When triggered, the glyph erupts with magical energy in a 20-foot-radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the



area must make a Dexterity saving throw. A creature takes 5d8 acid, cold, fire, lightning, or thunder damage on a failed saving throw (your choice when you create the glyph), or half as much damage on a successful one.

**Spell Glyph.** You can store a prepared spell of 3<sup>rd</sup> level or lower in the glyph by casting it as part of creating the glyph. The spell must target a single creature or an area. The spell being stored has no immediate effect when cast in this way. When the glyph is triggered, the stored spell is cast. If the spell has a target, it targets the creature that triggered the glyph. If the spell affects an area, the area is centered on that creature. If the spell summons hostile creatures or creates harmful objects or traps, they appear as close as possible to the intruder and attack it. If the spell requires concentration, it lasts until the end of its full duration.

**At Higher Levels.** When you cast this spell using a spell slot of 4<sup>th</sup> level or higher, the damage of an *explosive runes* glyph increases by 1d8 for each slot level above 3<sup>rd</sup>. If you create a *spell glyph*, you can store any spell of up to the same level as the slot you use for the glyph of warding

## Haste

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a shaving of licorice root)

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

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

## Hunger of Hadar

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** 150 feet

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

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

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

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

## Hypnotic Pattern

*3rd-level illusion*

**Casting Time:** 1 action

**Range:** 120 feet

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

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

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

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



## Leomund's Tiny Hut

*3rd-level evocation (ritual)*

**Casting Time:** 1 minute

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

**Components:** V, S, M (a small crystal bead)

**Duration:** 8 hours

A 10-foot-radius immobile dome of force springs into existence around and above you and remains stationary for the duration. The spell ends if you leave its area. Nine creatures of Medium size or smaller can fit inside the dome with you. The spell fails if its area includes a larger creature or more than nine creatures. Creatures and objects within the dome when you cast this spell can move through it freely. All other creatures and objects are barred from passing through it. Spells and other magical effects can't extend through the dome or be cast through it. The atmosphere inside the space is comfortable and dry, regardless of the weather outside. Until the spell ends, you can command the interior to become dimly lit or dark. The dome is opaque from the outside, of any color you choose, but it is transparent from the inside.

## Lightning Arow

*3rd-level transmutation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

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

The next time you make a ranged weapon attack during the spell's duration, the weapon's ammunition, or the weapon itself if it's a thrown weapon, transforms into a bolt of lightning. Make the attack roll as normal. The target takes 4d8 lightning damage on a hit, or half as much damage on a miss, instead of the weapon's normal damage.

Whether you hit or miss, each creature within 10 feet of the target must make a Dexterity saving throw. Each of these creatures takes 2d8 lightning damage on a failed save, or half as much damage on a successful one.

The piece of ammunition or weapon then returns to its normal form.

**At Higher Levels.** When you cast this spell using a spell slot of 4<sup>th</sup> level or higher, the

damage for both effects of the spell increases by 1d8 for each slot level above 3<sup>rd</sup>.

## Lightning Bolt

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** Self (100-foot line)

**Components:** V, S, M (a bit of fur and a rod of amber, crystal, or glass)

**Duration:** Instantaneous

A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one.

The lightning ignites flammable objects in the area that aren't being worn or carried.

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

## Magic Circle

*3rd-level abjuration*

**Casting Time:** 1 minute

**Range:** 10 feet

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

**Duration:** 1 hour

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

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

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

- The creature has disadvantage on attack rolls against targets within the cylinder.
- Targets within the cylinder can't be charmed, frightened, or possessed by the creature.

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

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

## Major Image

*3rd-level illusion*

**Casting Time:** 1 action

**Range:** 120 feet

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

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

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

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

Physical interaction with the image reveals it to be an illusion because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence

(Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to the creature.

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

## Mass Healing Word

*3rd-level evocation*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

As you call out words of restoration, up to six creatures of your choice that you can see within range regain hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

**At Higher Levels.** When you cast this spell using a spell slot of 4<sup>th</sup> level or higher, the healing increases by 1d4 for each slot level above 3<sup>rd</sup>.

## Meld into Stone

*3rd-level transmutation (ritual)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 8 hours

You step into a stone object or surface large enough to fully contain your body, melding yourself and all the equipment you carry with the stone for the duration. Using your movement, you step into the stone at a point you can touch. Nothing of your presence remains visible or otherwise detectable by nonmagical senses.

While merged with the stone, you can't see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the stone. You can use your movement to leave



the stone where you entered it, which ends the spell. You otherwise can't move. Minor physical damage to the stone doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals 6d6 bludgeoning damage to you. The stone's complete destruction (or transmutation into a different substance) expels you and deals 50 bludgeoning damage to you. If expelled, you fall prone in an unoccupied space closest to where you first entered.

## Nondetection

*3rd-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a pinch of diamond dust worth 25 gp sprinkled over the target, which the spell consumes)

**Duration:** 8 hours

For the duration, you hide a target that you touch from divination magic. The target can be a willing creature or a place or an object no larger than 10 feet in any dimension. The target can't be targeted by any divination magic or perceived through magical scrying sensors.

## Phantom Steed

*3rd-level illusion (ritual)*

**Casting Time:** 1 minute

**Range:** 30 feet

**Components:** V, S

**Duration:** 1 hour

A Large quasi-real, horse like creature appears on the ground in an unoccupied space of your choice within range. You decide the creature's appearance, but it is equipped with a saddle, bit, and bridle. Any of the equipment created by the spell vanishes in a puff of smoke if it is carried more than 10 feet away from the steed.

For the duration, you or a creature you choose can ride the steed. The creature uses the statistics for a riding horse, except it has a speed of 100 feet and can travel 10 miles in

an hour, or 13 miles at a fast pace.

When the spell ends, the steed gradually fades, giving the rider 1 minute to dismount. The spell ends if you use an action to dismiss it or if the steed takes any damage.

## Plant Growth

*3rd-level transmutation*

**Casting Time:** 1 action or 8 hours

**Range:** 150 feet

**Components:** V, S

**Duration:** Instantaneous

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

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

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

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

## Protection from Energy

*3rd-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

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



## Remove Curse

*3rd-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

At your touch, all curses affecting one creature or object end. If the object is a cursed magic item, its curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded.

## Revivify

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (diamonds worth 300 gp, which the spell consumes)

**Duration:** Instantaneous

You touch a creature that has died within the last minute. That creature returns to life with 1 hit point.

This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

## Sending

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** Unlimited

**Components:** V, S, M (a short piece of fine copper wire)

**Duration:** 1 round

You send a short message of twenty-five words or less to a creature with which you are familiar. The creature hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. The spell enables creatures with Intelligence scores of at least 1 to understand the meaning of your message.

You can send the message across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive.

## Sleet Storm

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** 150 feet

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

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

Until the spell ends, freezing rain and sleet fall in a 20-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused. The ground in the area is covered with slick ice, making it difficult terrain. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, it falls prone.

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

## Slow

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a drop of molasses)

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

You alter time around up to six creatures of your choice in a 40-foot cube within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration.

An affected target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.

A creature affected by this spell makes another Wisdom saving throw at the end of its

turn. On a successful save, the effect ends for it.

## Speak with Dead

*3rd-level necromancy*

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** V, S, M (burning incense)

**Duration:** 10 minutes

You grant the semblance of life and intelligence to a corpse of your choice within range, allowing it to answer the questions you pose. The corpse must still have a mouth and can't be undead. The spell fails if the corpse as the target of this spell within the last 10 days. Until the spell ends, you can ask the corpse up to five questions. The corpse knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the corpse is under a compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy. This spell doesn't return the creature's soul to its body, only its animating spirit. Thus, the corpse can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.

## Speak with Plants

*3rd-level transmutation*

**Casting Time:** 1 action

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

**Components:** V, S

**Duration:** 10 minutes

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

You can also turn difficult terrain caused by plant growth (such as thickets and undergrowth) into ordinary terrain that lasts for the duration. Or you can turn ordinary

terrain where plants are present into difficult terrain that lasts for the duration, causing vines and branches to hinder pursuers, for example.

Plants might be able to perform other tasks on your behalf, at the DM's discretion. The spell doesn't enable plants to uproot themselves and move about, but they can freely move branches, tendrils, and stalks. If a plant creature is in the area, you can communicate with it as if you shared a common language, but you gain no magical ability to influence it.

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

## Spirit Guardians

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** Self (15-foot radius)

**Components:** V, S, M (a holy symbol)

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

You call forth spirits to protect you. They flit around you to a distance of 15 feet for the duration. If you are good or neutral, their spectral form appears angelic or fey (your choice). If you are evil, they appear fiendish. When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Wisdom saving throw. On a failed save, the creature takes 3d8 radiant damage (if you are good or neutral) or 3d8 necrotic damage (if you are evil). On a successful save, the creature takes half as much damage. At Higher Levels. When you cast this spell using a spell slot of 4<sup>th</sup> level or higher, the damage increases by 1d8 for each slot level above 3<sup>rd</sup>.




# Chapter 3 : New Spells

You will find in this chapter some custom spells ordered by level.

Every spell will have a code for the Spells List 5e App. ([Android](#), [Apple](#))

## *Cantrips*

### Backlash

Code: -NjlLOzubMt1pq8J-q1f

**Spellbook:** Practical Handbook on Pyromancy

**School:** Evocation

**Casting time:** 1 reaction\*

**Range:** 15 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Druid, Sorcerer, Warlock, Wizard

**Tags:** Damage

**Save:** None

**Damage type:** Fire

You erupt fire around the target creature after it strikes with its melee attack. Make a melee spell attack. On a hit, the target creature takes 2d4 fire damage.

**At Higher Levels.** This spell's damage increases by 1d4 when you reach 5<sup>th</sup> level (3d4), 11<sup>th</sup> level (4d4), and 17<sup>th</sup> level (5d4).

\*Which you can take in response to you or an ally taking damage from a creature within 5 feet.

## *1<sup>st</sup> level*

### Blade of Elemental Fury

Code: -NjITfxpvpM3VTNXe9eU

**Spellbook:** Practical Handbook on Pyromancy

**School:** Conjunction

**Casting time:** 1 bonus action

**Range:** self

**Components:** V, S

**Duration:** 1 hour

**Classes:** Bard, Druid, Sorcerer, Wizard

**Tags:** Creation

**Save:** None/Constitution

**Damage type:** Variable

You summon forth the power of a chosen element to form a blade in one hand. This magic blade lasts until the spell ends. It counts as a simple melee weapon with which you are proficient and has the Finesse and Light property. The weapon has one of the following properties depending on the element chosen:

**Fire.** The blade is surrounded by intensely hot flames. It deals 1d8 fire damage and sheds dim light in a 30-foot radius. The fire can ignite any flammable objects that aren't being worn or carried.

**Water.** The blade is sheathed in freezing cold water. It deals 1d8 cold damage and causes the target's speed to be reduced by 5ft until your next turn.

**Air.** The blade is composed of a narrow vortex of air. It deals 1d8 slashing damage and has a reach of 10ft.  
**Lightning:** The blade appears as a bolt of lightning. It deals 1d8 lightning damage and sheds dim light in a 15-foot radius. You have advantage on the attack if the target is wearing armor made of metal.

**Thunder.** The blade is nearly invisible to the naked eye and rumbles with the sound of thunder. It deals 1d8 thunder damage and the target must make a Constitution saving throw against your spell save DC. On a failed save, a creature is pushed 5 feet away from you.

**At Higher Levels.** When you cast this spell using a 3<sup>rd</sup> or 4<sup>th</sup> level spell slot, the damage increases to 2d8. When you cast it using a 5<sup>th</sup> or 6<sup>th</sup> level spell slot, the damage increases to 3d8. When you cast it using a spell slot of 7<sup>th</sup> level or higher, the damage increases to 4d8.



## *2<sup>nd</sup> level*

### Radiant Glimpse of the Future

Code: -Njm4zdZpatHzYI2lena

**Spellbook:** A spellbook on future and hope

**School:** Enchantment

**Casting time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** Concentration, up to 2 minutes

**Classes:** Bard, Cleric, Druid, Monk, Paladin, Sorcerer, Warlock, Wizard

**Tags:** Buff, Damage, Debuff

**Save:** Constitution

**Damage type:** Radiant

This spell buffs or debuffs a single creature of your choice. Your target gets a glimpse of its brightest future.

**Buff.** The creature receives a boost of confidence and has advantage on all saving and attack throws for the duration of the spell.

**Debuff.** The creature feels despair looking at it's brightest future and has disadvantage on all attack throws for the duration of the spell.

In addition, it take 2d10 radiant damage on a failed save, and half as much on a successful one.

*3<sup>rd</sup> level*

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*4<sup>th</sup> level*

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*5<sup>th</sup> level*

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*6<sup>th</sup> level*

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*7<sup>th</sup> level*

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## *8<sup>th</sup> level*

### Radiant Future

Code: -NjIFn5\_0X85C9b8V65g

**Spellbook:** A spellbook of Light and Darkness

**School:** Enchantment

**Casting time:** 1 action

**Range:** 100 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Bard, Cleric, Druid, Monk, Paladin,  
Sorcerer, Warlock, Wizard

**Tags:** Buff, Damage, Debuff

**Save:** Constitution

**Damage type:** Radiant

This spells buffs or debuffs a single creature of your choice.

You reveal the brightest possible future of your target.

**Buff.** The creature is overflowing with confidence and has advantage on all saving and attack throws for the next 5 minutes. It's attacks also inflict radiant damage.

**Debuff.** The target is filled with despair at the vision of it's brightest future and has disadvantage on all attack throws for the next 5 minutes and takes 10d10 radiant damage on a failed save, or half as much time and damage on a successful one.

In addition, if the target was a lesser or medium creature with a weakness to light such as a vampire, it is instantaneously consumed and turns to ashes.

*9<sup>th</sup> level*

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