Spell List

**Cantrips**

* **Acid Splash**: Cantrip. One, or two creatures within 5 feet of each other, within 60 feet take 1d6 acid damage.
* **Blade Ward**: Cantrip. Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.
* **Booming Sheath**: Cantrip. You target one object or creature within 60 feet. The first time within 1 minute that a creature or object touches the target, that creature or object takes 1d8 thunder damage.
* **Chill Touch**: Cantrip. You create a ghostly, skeletal hand in the space of a creature within 120 feet. 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.
* **Control Flames**: Cantrip. You choose a Medium or smaller nonmagical flame within 60 feet. You affect it in one of the following ways:
  + The flame expands 5 feet in one direction, provided that wood or other fuel is present in the new location.
  + The flames extinguish.
  + You double or halve the area of light cast by the flame, change its color, or both. The change lasts for 1 hour.
  + You cause simple shapes – such as creatures or objects – to appear within the flames and animate as you like. The shapes last for 1 hour.
  + If you cast this spell multiple times, you can have up to three effects active at a time, and you can dismiss one or more effects as an action.
* **Create Bonfire**: Cantrip, 1-minute duration (concentration). You create a bonfire on ground that you can see within 60 feet, igniting flammable objects in its area. Until the spell ends, the magic bonfire fills a 5-foot cube. Any creature in the bonfire’s space or that enters it later takes 1d8 fire damage.
* **Dancing Lights**: Cantrip, 1-minute duration (concentration). You create up to four torch-sized lights within 120 feet that hover in the air for the duration that each shed dim light in a 10-foot radius. You can also combine the four lights into one glowing vaguely humanoid form of Medium size which sheds dim light in a 40-foot radius.
  + As a free action you can some or all lights to a new point within range.
* **Eldritch Blast**: Cantrip. A beam of crackling energy streaks toward a creature within 120 feet, dealing 1d10 force damage to them.
  + Rather than deal additional damage at Grimscribe levels 10, 15, and 20, the spell creates additional beams for a total of 2, 3, and 4 respectively. Each of these beams deals 1d10 force damage and can target a different creature if you choose.
* **Fire Bolt**: Cantrip. You hurl a blast of fire at a creature or object within 120 feet. The target takes 1d10 fire damage, igniting it if it is a flammable object.
* **Friends**: Cantrip, 1-minute duration (concentration). 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 feels foggy and lightheaded for a few moments.
* **Frostbite**: Cantrip. You cause numbing frost to form on one creature that you can see within 60 feet. The target takes 1d6 cold damage, and it has disadvantage on the next weapon attack roll it makes before the end of its next turn.
* **Guidance**: Cantrip, 1-minute duration (concentration). You touch one willing creature. Once before the spell ends, the target can add 1d4 to any roll of its choice. It can add the d4 the die before or after making roll. The spell then ends.
* **Gust**: Cantrip. You seize the air and compel it to create one of the following effects at a point you can see within 30 feet:
  + You move a Medium or smaller creature 5 feet.
  + You move unsecured object 10 feet.
  + You create a harmless effect, such as rustling leaves, slamming shutters shut, or rippling your clothing with a breeze.
* **Infestation**: Cantrip. You cause a cloud of mites, fleas, and other parasites to appear momentarily on one creature you can see within 30 feet. The target takes 1d6 poison damage and moves 5 feet in a random direction if it can move. Roll a d4 for the direction: 1, north; 2, south; 3, east; or 4, west. If the direction rolled is blocked, the target doesn’t move.
* **Light**: Cantrip, 1-hour duration. You touch a Large or smaller creature or object. Until the spell ends, the target 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.
* **Lightning Lure**: Cantrip. You create a lash of lightning energy that strikes at one creature of your choice that you can see within 15 feet of you. The target takes 1d8 lightning damage and must succeed on a Strength saving throw or be pulled up to 10 feet in a straight line toward you.
* **Mage Hand**: Cantrip, 1-minute duration. A spectral, floating hand appears at a point you choose within 30 feet; vanishing if it exceeds this distance. The hand lasts for the duration, until you dismiss it, or you cast the spell again. You can use your action to control the hand to perform any act a normal hand could.
  + The hand can't activate magic items or carry more than 10 pounds.
* **Magic Stones**: Cantrip, 8-hour duration. You touch one to three pebbles and imbue them with magic, causing them to orbit you. As an action you can hurl one of the stones at a target within 60 feet, dealing 1d6 bludgeoning damage and ending the magic on that stone.
* **Message**: Cantrip. You point your finger toward a creature within 120 feet 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 nonmagical objects and barriers if you are familiar with the target and know it is beyond the barrier.
* **Mind Sliver**: Cantrip. You drive a disorienting spike of psychic energy into the mind of one creature you can see within 60 feet. The target takes 1d6 psychic damage and subtracts 1d4 from the next roll it makes before the end of your next turn.
* **Minor Illusion**: Cantrip, 1-minute duration. 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.
  + A sound can range from a whisper to a scream and can be a voice.
  + An object can’t be larger than a 5-foot cube.
  + A creature trying to guess if the illusion is real must succeed an INT roll, the DC for which is 10 + the level you cast the spell at.
* **Mold Earth**: Cantrip. You choose a 5-foot cube of dirt or stone that you can see within 30 feet. You manipulate it in one of the following ways:
  + If you target an area of loose earth, you excavate it, move it along the ground, and deposit it up to 5 feet away.
  + You cause shapes and/or colors to appear on the dirt or stone, spelling out words, creating images, or shaping patterns. The changes last for 1 hour.
  + If the dirt or stone you target is on the ground, you cause it to become difficult terrain. Alternatively, you can cause the ground to become normal terrain if it is already difficult terrain. This change lasts for 1 hour.
* **Poison Spray**: Cantrip. You extend your hand toward a creature you can see within 10 feet and project a puff of noxious gas from your palm. The creature takes 1d12 poison damage.
* **Prestidigitation**: Cantrip, 1-hour duration. his spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within 10 feet:
  + You create a harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
  + You light or snuff out a candle, a torch, or a small campfire.
  + You clean or soil an object no larger than 1 cubic foot.
  + You chill, warm, or flavor up to 1 cubic foot of nonliving material.
  + You make a color, a small mark, or a symbol appear on an object or a surface.
  + 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 effects, and you can dismiss one or more effects as an action.
* **Primal Savagery**: Cantrip. You channel primal magic to cause your teeth or fingernails to sharpen, ready to deliver a corrosive attack against a creature in 5 feet; the target takes 1d10 acid damage. After you make the attack, your teeth or fingernails return to normal.
* **Produce Flame**: Cantrip, 10-minute duration. A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment, though you can choose to light a flammable object with it. 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.
* **Ray of Frost**: Cantrip. A frigid beam of blue-white light streaks toward a creature within 60 feet. The target takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.
* **Resistance**: Cantrip, 1-minute (concentration). You touch one willing creature. Once before the spell ends, the target can add 1d4 to its DEF. The spell then ends.
* **Sapping Sting**: You sap the vitality of one creature you can see within 30 feet. The target takes 1d4 necrotic damage and falls *prone*.
* **Shape Water**: Cantrip. You choose a 5-foot cube of water that you can see within 30 feet and manipulate it in one of the following ways:
  + You move or otherwise change the flow of the water in any direction you wish, up to 5 feet.
  + You cause the water to form into simple shapes and animate at your direction. This change lasts for 1 hour.
  + You change the water’s color or opacity. This change lasts for 1 hour.
  + You freeze the water, provided there are no creatures in it. The water unfreezes in 1 hour.
  + If you cast this spell multiple times, you can have no more than two of its effects active at a time, and you can dismiss one or both effects as an action.
* **Shocking Grasp**: Cantrip. Lightning springs from your hand to deliver a shock to a creature you try to touch. The target takes 1d8 lightning damage, or 2d8 if wearing metal armor, and it can't take reactions until the start of its next turn.
* **Sword Burst**: Cantrip. You create a momentary circle of spectral blades that sweep around you. All other creatures within 5 feet take 1d6 slashing damage.
* **Thaumaturgy**: Cantrip, 1-minute duration. You manifest a minor wonder, a sign of supernatural power, within 30 feet:
  + 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 a sound originating from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.
  + You 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 effects active at a time, and you can dismiss such one or more effects as an action.
* **Thorn Whip**: Cantrip. You create a long, vine-like whip covered in thorns that lashes out at your command toward a creature in 30 feet. The target takes 1d6 piercing damage, and if the creature is Large or smaller, you pull the creature up to 10 feet closer to you.
* **Thunderclap**: Cantrip. You create a burst of thunderous sound that can be heard up to 100 feet away. Each creature within range, other than you, takes 1d6 thunder damage.
* **Vicious Mockery**: Cantrip. You unleash a string of insults laced with subtle enchantments at a creature you can see within 60 feet. If the target can hear you (regardless of language), takes 1d4 psychic damage and has disadvantage on the next attack roll it makes before the end of its next turn.

**1st Level**

* **Absorb**: 1st level, can be cast out of turn. The spell captures some of the incoming energy from the next attack that hits you, lessening its effect on you and storing it for your next attack. You absorb up to 5 points of damage, which you then add to the next attack you make. If cast at 2nd level or higher, you can absorb 5 more points of damage for each level above 1st.
* **Alarm**: 1st level, 8-hour duration. You set an alarm against unwanted intrusion. Choose a door, a window, or a 20-foot cube within 30 feet. Until the spell ends, an alarm alerts you whenever a 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 a sound of your choosing for 10 seconds and audible out to 60 feet.
* **Animal Friendship**: 1st level, 24-hour duration. This spell lets you convince a Beast that you mean it no harm. Choose a Beast that you can see within 30 feet. It must see and hear you. If the Beast's Intelligence is 4 or higher, the spell fails. Otherwise, the Beast is *charmed* by you for the spell's duration. If you or one of your companions harms the Beast, the spell ends. If cast at 2nd level or higher, you can affect one additional beast for each level above 1st.
* **Armor of Agathys**: 1st level, 1-hour duration. 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 cast at 2nd level or higher, both the temporary hit points increase by 5 for each level above 1st.
* **Arms of Hadar**: 1st level. You invoke the power of Hadar, the Dark Hunger. Tendrils of dark energy erupt from you and batter all creatures within 10 feet. Each creature in that area takes 2d6 necrotic damage and the area is considered difficult terrain until the start of your next turn. If cast at 2nd level or higher, the damage increases by 1d6 for each level above 1st.
* **Bane**: 1st level, 1-minute duration (concentration). One creature of your choice that you can see within 30 feet must subtract 1d4 from all of their rolls for the duration. If cast at 2nd level or higher, you can target one additional creature for each level above 1st.
* **Beast Bond**: 1st level, 10-minute duration (concentration). You establish a telepathic link with one Beast you touch that is friendly or *charmed* by you. The spell fails if the Beast’s Intelligence is 4 or higher. Through the link, the Beast can understand your telepathic messages to it, and it can telepathically communicate simple emotions and concepts back to you. While the link is active, the Beast gains advantage on attack rolls.
* **Burning Hands**: 1st level. As you hold your hands with thumbs touching and fingers spread, a sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone extending out from you takes 3d6 fire damage. The fire ignites any flammable objects in the area. If cast at 2nd level or higher, the damage increases by 1d6 for each level above 1st.
* **Catapult**: 1st level. Choose one Tiny object within 60 feet. The object flies in a straight line up to 90 feet in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. If the object would strike a creature or object, they both take 2d8 bludgeoning damage and the flying object stops moving. If cast at 3rd level or higher the size limit for the object increases by one category, and the damage increases by 2d8, for every two levels above 1st.
* **Cause Fear**: 1st level, 1-minute duration (concentration). You awaken the sense of mortality in one creature you can see within 60 feet. If not a construct or undead, the target becomes *frightened* of you until the spell ends. If cast at 2nd level or higher, you can target one additional creature for each level above 1st.
* **Chaos Bolt**: 1st level. You hurl an undulating, warbling mass of chaotic energy at one creature within 120 feet. The target takes 3d8 damage, whose type is determined by rolling a d8 and consulting the list below. If cast at 2nd level or higher, the target takes 1d8 additional damage of the type rolled for each level above 1st.
  + **1**: Acid
  + **2**: Cold
  + **3**: Fire
  + **4**: Force
  + **5**: Lightning
  + **6**: Poison
  + **7**: Psychic
  + **8**: Thunder
* **Color Spray**: 1st level. A dazzling array of flashing, colored light springs from your hand. Creatures in a 15-foot cone originating from you are *blinded* until the end of your next turn. If cast at 2nd level or higher, the cone increases by 10 feet for each level above 1st.
* **Command**: 1st level. You speak a one-word command to a creature you can see within 60 feet. The target must follow one of the below commands on its next turn. If cast at 2nd level or higher, you can target one additional creature for each level above 1st.
  + **Approach**. The target moves toward you by the shortest and most direct route and then ends its turn.
  + **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 and then ends its turn.
  + **Grovel**. The target falls prone and then ends its turn.
  + **Halt**. The target must stop whatever it is doing and immediately ends its turn.
* **Compelled Duel**: 1st level, 1-minute duration (concentration). You attempt to compel one creature you can see within 30 feet creature to a duel. The creature is drawn to you, compelled by your demand. For the duration, each of you cannot target other creatures with attacks or spells nor willingly move more than 30 feet from each other. If cast at 2nd level or higher, you can target one additional creature for each level above 1st.
* **Comprehend Languages**: 1st level, 1-hour duration. 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 way.
  + 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. Choose one of the following options:
  + **Create Water**. You create up to 10 gallons of clean water feet in an open container or as rain in a 30-foot cube (30-foot range).
  + **Destroy Water**. You destroy up to 10 gallons of water in an open container or 30 cubic feet of fog (30-foot range).
  + If cast at 2nd level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each level above 1st.
* **Detect Magic**: 1st level, 10-minute duration (concentration). 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. The spell cannot penetrate magical or nonmagical barriers.
* **Detect Poison**: 1st level, 10-minute duration (concentration). 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 cannot penetrate magical or nonmagical barriers.
* **Disguise Self**: 1st level, 1-hour duration. 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 do no physically alter your form.
  + To see through the illusion, a creature can use its action to inspect your appearance and must succeed on a DC 10 + spell level INT check.
* **Dissonant Whispers**: 1st level. You whisper a discordant melody that only one creature of your choice within range can hear, wracking it with terrible pain. The target takes 3d6 psychic damage and must move as far away as possible on its next turn. The creature doesn’t move into obviously dangerous ground, such as a fire or a pit. A *deafened* creature is immune to this spell. If cast at 2nd level or higher, the damage increases by 1d6 for each level above 1st.
* **Distort Value**: 1st level, 1-hour duration. You cast this spell on an object, doubling the object’s perceived value by adding illusory flourishes or polish to it, or reducing its perceived value by half with the help of illusory scratches, dents, and other unsightly features. Anyone examining the object can ascertain its true value with a successful DC 10 + spell level INT roll.
* **Earth Tremor**: 1st level. You cause a tremor in the ground within 10 feet. Each creature other than you in a 10-foot radius takes 1d6 bludgeoning damage and is knocked *prone*. If the ground in that area is loose earth or stone, it becomes difficult terrain. If cast at 2nd level or higher, the damage increases by 1d6 for each level above 1st.
* **Ensnaring Strike**: 1st level, 1-minute duration (concentration). 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 is *restrained* by the magical vines until the spell ends. On each of its turns the target can attempt to break free with a DC 10 + spell level STR check.
* **Entangle**: 1st level, 1-minute duration (concentration). Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within 90 feet. For the duration, these plants turn the ground in the area into difficult terrain. When the spell ends, the conjured plants wilt away. If cast at 2nd level or higher, the square increases by 5 feet for each level above 1st.
* **Expeditious Retreat**: 1st level, 10-minute duration (concentration). This spell allows you to move at an incredible pace. Until the spell ends your Movement speed is doubled. If cast at 2nd level or higher, you can touch one additional creature to receive the spell’s benefits for each level above 1st.
* **Faerie Fire**: 1st level, 1-minute duration (concentration). Each object and creature in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). 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*. If cast at 2nd level or higher, the square increases by 5 feet for each level above 1st.
* **Feather Fall**: 1st level, 1-minute duration, can be cast out of turn. You choose one creature you can see within 60 feet. For the duration that creature takes no fall damage and falls at a rate of 60 feet per round, landing on their feet. If cast at 2nd level or higher, you can target one additional creature for each level above 1st.
* **Floating Disk**: 1st level, 1-hour duration. This spell creates a circular, horizontal plane of force, 5 feet in diameter and 1 inch thick, that floats 3 feet above the ground in an unoccupied space of your choice within 30 feet. The disk can hold up to 500 pounds, after which the spell collapses.
  + The disk will only move to remain within 20 feet of you or somewhere you direct it to. If the disk is separated from you by more than 100 feet, the spell ends.
  + It can move across uneven terrain, up or down stairs, slopes, etc., but it can't cross gaps of 10 feet or more. For example, the disk can't move across a 10-foot-wide pit, nor could it leave such a pit if it was created at the bottom.
  + If cast at 2nd level or higher, the disk can hold 100 additional pounds for each level above 1st.
* **Fog Cloud**: 1st level, 1-hour duration (concentration). 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 disperses it. If cast at 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.
* **Frost Fingers**: 1st level. Freezing cold blasts from your fingertips in a 15-foot cone. Each creature in that area takes 2d8 cold damage and nonmagical liquids in the area freeze. If cast at 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.
* **Grease**: 1st level, 1-minute duration. Slick, non-flammable grease covers the ground in a 10-foot square centered on a point within range and turns it into difficult terrain for the duration. Whenever a creature moves within the grease’s area it must succeed a DC 10 + spell level DEX roll or fall *prone*.
* **Hail of Thorns**: 1st level, 1-minute duration (concentration). The next time you hit a creature with a ranged weapon attack before the spell ends, a rain of thorns 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 takes 1d10 piercing damage. If cast at 2nd level or higher, the area of effects increases by 5 feet for each level above 1st.
* **Hellish Rebuke**: 1st level, can be cast out of turn. You speak a ruinous word, and the last creature that damaged you (within 1 minute) is momentarily surrounded by hellish flames, taking 2d10 fire damage. If cast at 2nd level or higher, the damage increases by 1d10 for each level above 1st.
* **Hex**: 1st level, 1-hour duration (concentration). You place a curse on a creature you can see within range. Until the spell ends, you deal an extra 1d6 necrotic damage to the target whenever you hit with an attack. If cast at 2nd level or higher, the damage increases by 1d6 for each level above 1st.
  + When cast, both the target and caster suffer 1 level of corruption.
* **Hideous Laugher**: 1st level, 1-minute (concentration). A creature of your choice that you can see within 30 feet falls into fits of laughter, provided its INT score is 5 or greater. At the start of each of its turns, the target must succeed a WIS saving throw or become *incapacitated* and fall *prone*.
* **Hunter’s Mark**: 1st level, 1-hour (concentration). You choose a creature you can see within 90 feet and mystically mark it as your quarry. Until the spell ends, you maintain a supernatural awareness of the direction toward your quarry and automatically succeed WIS checks to track them.
  + If cast as 5th level or higher, the duration is 8 hours.
  + If cast as 7th level or higher, the duration is 24 hours.
  + If cast as 9th level or higher, the duration is permanent until dispelled or concentration is lost.
* **Ice Knife**: 1st level. You create a shard of ice and fling it at one creature within 60 feet. The target takes 1d10 cold damage and the shard explodes, dealing 1d6 piercing damage to all creatures within 5 feet of the target (including the target). If cast at 2nd level or higher, the secondary damage increases by 1d6 for each level above 1st.
* **Identify**: 1st level, requires a 1-minute ritual. You choose one object or creature you maintain physical contact with throughout the ritual. At the end of the ritual, you learn if the item is magical, affected by magic, its properties and how to use them, whether it requires attunement, and how many charges it has, if any. You also learn whether any spells are affecting the item and what spells they are, or what spell created it (if any).
* **Illusory Script**: 1st level, 10-day duration, requires a 1-minute ritual. 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 like normal. To all others, it appears as gibberish or a completely different message. When the spell ends, the original writing and the illusion bot disappear.
  + A creature with *truesight* can read the hidden message.
* **Inflict Wounds**: 1st level. If you successfully hit a target with a melee attack before the end of your next turn, that attack deals an additional 3d10 necrotic damage. If cast at 2nd level or higher, the damage increases by 1d10 for each level above 1st.
* **Jump**: 1st level, 1-minute duration. One creature you touch has its jump distance tripled until the spell ends. If cast at 2nd level or higher, you can target one additional creature for each level above 1st.
* **Longstrider**: 1st level, 1-minute duration. One creature you touch has its movement speed increased by 10 feet until the spell ends. If cast at 2nd level or higher, you can target one additional creature and gain 5 additional feet of movement speed for each level above 1st.
* **Mage Armor**: 1st level, 8-hour duration. You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target gains +1 to their DEF. The spell ends if the target dons armor or if you dismiss the spell as an action. If cast at 2nd level or higher, the DEF bonus increases by +1 for each level above 1st.
* **Magic Missile**: 1st level. You create three glowing darts of magical force. Each dart targets a creature of your choice within 120 feet, dealing 1d4 force damage to them. The darts all strike simultaneously, and you can direct them to hit one creature or several. If cast at 2nd level or higher, you create one additional dart for each level above 1st.
* **Magnify Gravity**: 1st level. The gravity in a 10-foot-radius sphere centered on a point you can see within 60 feet increases until the end of your next turn. Each creature in the sphere takes 1d8 force damage and has its movement halved while inside. Any object inside the sphere requires a successful save DC 10 STR roll to pick up or move. If cast at 2nd level or higher, the radius increases by 10 feet for each level above 1st.
* **Ray of Sickness**: 1st level. A ray of sickening greenish energy lashes out toward a creature within 60 feet. That creature must succeed a Constitution saving throw or become infected with a disease. If cast at 2nd level or higher, you target one additional creature for each level above 1st.
* **Silent Image**: 1st level, 10-minute duration (concentration). You create the image of an object, creature, or some other visible phenomenon no larger than a 15-foot cube at a point within 60 feet. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects. As an action you can animate the image and even move it to a new location within 60 feet of you.
  + Physical interaction, or a successful DC 10 INT roll reveal the illusion is false and renders it transparent to that creature. If cast at 2nd level or higher, the DC increases by 1 for each level above 1st.
* **Silvery Barbs**: 1st level, can be cast out of turn. You magically distract a creature and turn its uncertainty into encouragement for another creature. The uncertain creature has disadvantage on whatever they are currently attempting, while the second creature has advantage on the next roll it makes within 1 minute. If cast at 2nd level or higher, you target one additional pair of creatures for every 2 levels above 1st.
* **Snare**: 1st level, 8-hour duration, requires a 1-minute ritual. You trace a glowing circle on the ground whose radius is no greater than 5 feet. This circle disappears once the casting finishes and is noticeable only by a successful DC 10 INT roll. When a Large or smaller creature enters the circle’s space, they are hoisted upside-down in the air by a magical tether and *restrained* until the spell ends. A creature (including the target) can use their action to sever the tether with a magical attack or weapon. If cast at 2nd level or higher, the DC increases by 1 for each level above 1st.
* **Tasha’s Caustic Brew**:
* **Unstable Magic Missile**: 1st level. You create three twisting, whistling, darts of magical force. Each dart targets a creature of your choice within 120 feet, dealing 1d8 force damage to them. This spell can deal critical damage, but if any of the damage dice result in a 1 for a given dart, that missile catastrophically explodes before leaving your presence and deals its damage to you. If cast at 2nd level or higher, you create one additional dart for each level above 1st.

**2nd Level**

**3rd Level**

* **Charm Person**: 1st level, 1-hour duration. You *charm* a humanoid you can see within 30 feet until the spell ends or until you or your companions do something harmful to it. The *charmed* creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you. If cast at 2nd level or higher, you can target one additional creature for each level above 1st.
* **Curse**: 3rd level, 1-minute duration. The target must succeed a WIS saving throw or suffer disadvantage on all rolls for the duration.
  + When cast, both the target and caster suffer 1 level of corruption.
    - If cast as 5th level or higher, the duration is 8 hours and the corruption increases to 2 levels.
    - If cast as 7th level or higher, the duration is 24 hours and the corruption increases to 3 levels.
    - If cast as 9th level or higher, the curse is permanent until dispelled and the corruption becomes permanent.
* **Counterspell**: 3rd level spell, can be cast out of turn. You attempt to interrupt a creature you can see casting a spell within 60 feet. If the spell is the same level or lower than what you cast Counterspell as, the target suffers a miscast. If it is casting a spell of higher level, nothing happens.
* **Green-Flame Blade**: 3rd level, 1-minute duration (concentration). A melee weapon in your hand ignites with green fire. For the duration the weapon deals 2d8 + INT fire damage instead of its normal damage. If cast at 4th level or higher, the damage increases by 1d8 for each level above 3rd.
* **Sleep**: 3rd level, 1-minute duration. One target of your choice within 90 ft falls *unconscious* for 1 minute. The target wakes up if they take damage or another creature uses its action to wake it up. If cast at 4th level or above, you may target one additional creature for each level above 3rd.
  + Constructs, undead, creatures that do not need sleep, and creatures immune to being *charmed* aren’t affected by this spell.

**4th Level**

* **Find Familiar**: 4th level, requires a 1-hour ritual. You gain the service of a familiar, a spirit that takes an animal form you choose. 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; it reappears after you cast this spell again. As an action, you can temporarily dismiss the familiar to a pocket dimension or 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 communicate with your familiar telepathically and perceive the world through its senses as an action gaining the benefits of any special senses it has (your body is *blind* and *deafened* during this).
  + 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.
  + When you cast a spell, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you to do so.

**5th Level**

**6th Level**

**7th Level**

**8th Level**

**9th Level**