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 a Small/Medium 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.
  + A creature trying to guess if the illusion is real must succeed a DC 10 INT roll.
* **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.
* **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 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**: 1st level. A stream of acid emanates from you in a line 30 feet long and 5 feet wide in a direction you choose. Each creature in the line covered in acid for the spell’s duration or until a creature uses its action to scrape or wash the acid off. A creature covered in the acid takes 2d4 acid damage and reduces the DEF bonus of any nonmagical armor it wears by 1 at the start of each of its turns. If cast at 2nd level or higher, the damage increases by 1d4 for each level above 1st.
  + If an armor’s DEF bonus is reduced to 0 it is destroyed.
* **Thunderwave**: 1st level. A wave of thunderous force sweeps out from you. Each creature or unsecured object in a 15-foot cube originating from you takes 2d8 thunder damage and is pushed 10 feet away from you. The spell emits a thunderous boom audible out to 300 feet. If cast at 2nd level or higher, the damage increases by 1d8 for each level above 1st.
* **Unseen Servant**: 1st level, 1-hour duration. This spell creates an invisible, mindless, shapeless, Medium size 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 60 feet. As an 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 cast at 2nd level or higher, you can create and simultaneously control one additional servant for each level above 1st.
* **Witch Bolt**: 1st level, 1-minute duration (concentration). A beam of crackling, blue energy lances out toward a creature within 30 feet, forming a sustained arc of lightning between you and the target. The target takes 1d12 lightning damage, and on each of your turns for the duration you can use your action to deal an additional 1d12 lightning damage to the target. The spell ends if you use your action to do anything else, or if the target ever leaves the spell’s range or breaks line of sight. If cast at 2nd level or higher, the damage increases by 1d12 for each level above 1st.
  + Using this spell increases the caster’s corruption level by 1.
* **Wrathful Smite**: 1st level, 1-minute duration (concentration). 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 is *frightened* of you until the spell ends. If cast at 2nd level or higher, the damage increases by 1d6 for each level above 1st.
* **Zephyr Strike**: 1st level. Until the end of your turn your movement speed increases by 30 feet and you can make one weapon attack in addition to casting this spell.
* **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**

* **Acid Arrow**: 2nd level. A shimmering green arrow streaks toward a target within 150 feet and bursts in a spray of acid. The target takes 4d6 acid damage. If cast at 3rd level or higher, the damage increases by 1d6 for each level above 2nd.
* **Aganazzar’s Scorcher**: 2nd level. A line of roaring flame 30 feet long and 5 feet wide emanates from you in a direction you choose. Each creature in the line takes 3d8 fire damage. If cast at 3rd level or higher, the damage increases by 1d8 for each level above 2nd.
* **Air Bubble**: 2nd level, 24-hour duration. You create a spectral globe around the head of a willing creature you can see within range. The globe is filled with fresh air, separated from the surrounding environment, that lasts until the spell ends. If cast at 3rd level or higher, you can choose can create one additional globe for each level above 2nd.
* **Alter Self**: 2nd level, 1-hour duration (concentration). You transform your appearance. You decide what you look, sound, and smell like. You can make yourself appear as a member of another species, though none of your statistics change. You also can't appear as a creature of a different size, and your basic shape stays the same; i.e. if you're bipedal, you can't become quadrupedal. If cast at 3rd level or higher, you can maintain the spell one additional hour for each level above 2nd.
* **Aquatic Adaptation**: 2nd level, 1-hour duration (concentration). Your body sprouts gills and grows webbing between your fingers and toes. You can breathe underwater and gain a swimming speed equal to your walking speed. If cast at 3rd level or higher, you can maintain the spell one additional hour for each level above 2nd.
* **Animal Messenger**: 2nd level, 24-hour duration. By means of this spell, you use an animal to deliver a message. Choose a Beast you can see within range, such as a squirrel, blue jay, or deer. You specify a location, which you must have visited, and a recipient who matches a general description. 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 day for a flying messenger, or 25 miles for other animals. When the messenger arrives, it delivers the message in your voice and 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 is no longer enchanted. If cast at 3rd level or higher, the spell lasts one additional day for each level above 2nd.
* **Arcane Lock**: 2nd level, 8-hour duration. 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 physically broken, or the spell is dispelled. If cast at 3rd level or higher, the spell lasts one 8-hour period for each level above 2nd.
* **Augury**: 2nd level, requires a 1-minute ritual. By casting sticks, rolling bones, laying out tarot 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 day. The DM rolls a d10 in secret. Should the roll be equal to or less than your current corruption level, the responding entity will likely have an agenda, bias, or enjoyment for deception. If cast at 3rd level or higher, your intended action you ask for guidance on can one day further into the future for each level above 2nd.
  + The DM chooses then 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
* **Beast Sense**: 2nd level, 1-hour duration (concentration). 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. You cane then 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 unable to use your own. If cast at 3rd level or higher, you can maintain the spell one additional hour for each level above 2nd.
* **Binding Ice**: 2nd level. A burst of cold emanates from you in a 30-foot cone. Each creature in the area takes 3d8 cold damage and has its speed reduced to 0 for 1 minute, or until it or another creature within reach of it uses an action to break away the ice. If cast at 3rd level or higher, the damage increases by 1d8 for each level above 2nd.
* **Blur**: 2nd level, 1-minute duration (concentration). 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 has *blindsight*, *tremorsense*, or *blindsight*. If cast at 3rd level or higher, you can maintain the spell one additional minute for each level above 2nd.
* **Borrowed Knowledge**: 2nd level, 1-hour duration. You draw on knowledge from spirits of the past, increasing one ability score of your choosing by 1. The spell ends early if you cast it again. If cast at 3rd level or higher, you increase the ability score by one additional point for each level above 2nd.
* **Cloud of Daggers**: 2nd level, 1-minute duration (concentration). You fill the air with spinning daggers in a 5-foot-cube. 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. If cast at 3rd level or higher, the damage increases by 2d4 for each level above 2nd.
* **Crown of Madness**: 2nd level, 1-minute duration (concentration). One Humanoid of your choice that you can see within 120 feet is *charmed* by you. 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. On each of its turns you must choose another creature it can reach with its to movement to make a melee attack against. If no such creature is available, the spell ends. If cast at 3rd level or higher, you can target one additional humanoid for each level above 2nd.
* **Darkness**: 2nd level, 10-minute duration (concentration). Magical darkness spreads from a point you choose within 60 feet to fill a 15-foot-radius sphere, including around corners. *Darkvision* can’t penetrate this darkness, nor can most, even magical, light 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 cast at 3rd level or higher, the sphere’s radius increases by 10 feet for each level above 2nd.
* **Darkvision**: 2nd level, 1-hour duration. You touch a willing creature and grant them *darkvision* out to a range of 60 feet. If cast at 3rd level or higher, you can target one additional creature for each level above 2nd.
* **Detect Thoughts**: 2nd level, 1-minute duration (concentration). For the duration, you can use your action to focus your mind on a creature you can see within 30 feet. You initially learn the current, surface thoughts of the creature. To probe deeper make a contested WIS roll against them. On a success, you gain insight into its reasoning (if any), its emotional state, and something it worries over, loves, or hates. On a failure, the spell ends. Either way, the target knows something is in its head. If cast at 3rd level or higher, the range increases by 10 feet for each level above 2nd.
* **Detect Intelligence**: 2nd level, 1-minute duration (concentration). For the duration, you can use your action to focus your mind on detecting the minds of other creatures within 30 feet. You learn the number of distinct intelligences, the general direction of each, and a sense of how powerful each mind is. You can’t detect a creature with an Intelligence of 3 or lower. If cast at 3rd level or higher, the range increases by 10 feet for each level above 2nd.
* **Dragon’s Breath**: 2nd level. You touch one willing creature and imbue it with the power to spew magical energy from its mouth, provided it has one. Choose any damage type but bludgeoning, piercing, or slashing. For the duration, the creature can use its action to exhale energy of the chosen type in a 15-foot cone, dealing 3d6 damage of the chosen type to each creature in that cone. If cast at 3rd level or higher, the cone increases by 10 feet and the damage increases by 1d6 for each level above 2nd.
* **Dust Devil**: 2nd level, 1-minute duration (concentration). Choose an unoccupied 5-foot cube of air you can see within 60 feet. An elemental force that resembles a dust devil appears in the cube and lasts for the spell’s duration. Any creature that moves or ends its turn within 5 feet of the dust devil takes 1d8 bludgeoning damage and is flung 10 feet in a direction of your choosing. As an action, you can move the dust devil up to 30 feet in any direction. If cast at 3rd level or higher, the cubic space the dust devil takes up increases by 5 feet, it flings creatures 10 additional feet, and the damage increases by 1d8 for each level above 2nd.
* **Earthbind**: 2nd level, 1-minute duration (concentration). You choose one creature you can see within 300 feet. Yellow strips of magical energy loop around the creature and its flying speed (if any) is reduced to 0. A creature targeted by this spell safely descends at 60 feet per round while airborne. If cast at 3rd level or higher, you can target one additional creature for each level above 2nd.
* **Earthen Grasp**: 2nd level, 1-minute duration (concentration). You choose a 5-foot-square space on the ground that you can see within range. A Medium hand made from compacted soil and rock rises there and reaches for one creature you can see within 5 feet of it. The target takes 2d6 bludgeoning damage and is *restrained* for the spell’s duration. As an action, you can attempt to grab a new creature or crush the currently grabbed one, dealing an additional 2d6 bludgeoning damage. If cast at 3rd level or higher, the damage increases by 1d6 for each level above 2nd.
* **Enlarge**: 2nd level, 1-minute duration (concentration). For the duration, you cause a creature or an object you can see within range to grow one size category larger (Ex: Small to Medium). 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. The target gains advantage on STR rolls, disadvantage on DEX rolls, and the damage dice of its attacks increase by one size (maximum d20). If cast at 3rd level or higher, you can target one additional creature for each level above 2nd.
* **Enthrall**: 2nd level, 1-minute duration. You weave a distracting string of words, targeting a creature of your choice that you can see within 60 feet and that can hear you. The target cannotf perceive any creature other than you as long as it can hear or see you. If cast at 3rd level or higher, you can target one additional creature for each level above 2nd.
  + This spell does not affect creatures immune to being *charmed*.
* **Explosive Rune**: 2nd level, lasts until dispelled or triggered, requires a 10-minute ritual. You inscribe a glowing rune on a surface or an object covering an area no larger than 10 feet in diameter. When triggered (you determine the trigger) the rune erupts with magical energy in a 20-foot-radius sphere centered on the glyph. Each creature in the area takes 4d8 acid, cold, fire, lightning, or thunder damage (your choice at time of casting). If cast at 3rd level or higher, the damage increases by 1d8 for every level above 2nd.
* **False Aura**: 2nd level, 24-hour duration. You place an illusion on a willing creature or an object you touch so that divination spells reveal false information about it. You can make a nonmagical target appear magical, a magical target appear nonmagical, or make it seem as though its magical properties are different than they really are. Creatures using divination spells to study the target must succeed a DC 12 INT check. If cast at 3rd level or higher, the DC increases by 1 for each level above 2nd.
* **Flame Blade**: 2nd level, 10-minute duration (concentration). 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 it again as an action. The blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet, and attacks with it deal 3d6 fire damage to the target. If cast at 3rd level or higher, the damage increases by 1d6 for each level above 2nd.
* **Flaming Sphere**: 2nd level, 1-minute duration (concentration). A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within 60 feet and lasts for the duration. Any creature inside the sphere takes 3d6 fire damage. As an action, you can move the sphere up to 30 feet. The sphere ignites flammable objects, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet. If cast at 3rd level or higher, the damage increases by 1d6 for each level above 2nd.
* **Gift of Gab**: 2nd level, can be cast out of turn. You skillfully reshape the memories of a listening creature within 30 feet, so that it forgets everything you said within the last 6 seconds. Instead, it believes you only said the new words you utter as part of the casting of this spell. If cast at 3rd level or higher, you can target one additional creature for each level above 2nd.
  + This spell does not affect creatures immune to being *charmed*.
* **Glowing Coin**: 2nd level, 1-minute duration, requires a coin. You hurl a coin you possess to any spot within 60 feet. The coin lights up, dim light in a 10-foot radius. The light can be colored as you like; completely covering the object with something opaque blocks the light. Creatures unaware of your presence and within the light’s radius are distracted by it, suffering disadvantage on WIS ability checks and initiative. If cast at 3rd level or higher, the light’s radius increases by 5 feet for each level above 2nd.
* **Gust of Wind**: 2nd level, 1-minute duration (concentration). 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. At the start of each of your turns, you can choose whether to use your action to change the wind’s direction; then each creature in the line is pushed 15 feet away from you in the chosen direction. Creatures moving against the wind consider it difficult terrain. The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. If cast at 3rd level or higher, the wind pushes creatures 10 additional feet for each level above 2nd.
* **Heat Metal**: 2nd level, 1-minute duration (concentration). Choose a manufactured metal object, such as a weapon or suit of armor, that you can see within 60 feet. 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, and again whenever you use your action to re-intensify the heat. If cast at 3rd level or higher, the damage increases by 1d8 for each level above 2nd.
  + If a creature is holding or wearing the object it must succeed DC 10 CON 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.
* **Hold Person**: 2nd level, 1-minute duration (concentration). Choose a humanoid you can see within 60 feet. The target must succeed a DC 12 WIS roll or be *paralyzed* for the duration. If cast at 3rd level or higher, the DC increases by 1 for each level above 2nd.
* **Immovable Object**: 2nd level, 1-hour duration. You touch an object weighing no more than 10 lbs. and magically fix it in place. You and the creatures you mentally designate when you cast this spell can move the object normally. You can also set a password that, when spoken within 5 feet of the object, dispels the effect. If the object is fixed in the air, it can hold up to 4,000 pounds of weight. More weight causes the object to fall. Otherwise, a creature can use an action to make a DC 12 STR check. On a success, the creature can move the object up to 10 feet. If cast at 3rd level or higher, the DC increases by 1 and the object can carry an additional 1,000 lbs. for each level above 2nd.
* **Invisibility**: 2nd level, 1-minute duration (concentration). A creature you touch becomes *invisible* for the duration, along with anything they wear or carry so long as they maintain physical contact with such items. The spell ends on a creature if they attack or cast a spell. If cast at 3rd level or higher, you can target one additional creature for each level above 2nd.
* **Kinetic Jaunt**: 2nd level, 1-minute duration (concentration). You magically empower one creature you touch with dance-like steps. For the duration that creature can ignore nonmagical difficult terrain. If cast at 3rd level or higher, you can target one additional creature for each level above 2nd.
* **Knock**: 2nd level. You choose a door, box, chest, set of manacles, padlock, or other object you can see within 60 feet that possesses a nonmagical barrier to prevent access. The target then becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one is unlocked. This spell does not circumvent traps triggered by unlocking or manipulating the object like normal. If cast at 3rd level or higher, one additional lock or obstruction is removed for each level above 2nd.
* **Levitate**: 2nd level, 10-minute duration (concentration). One Medium or smaller creature or loose object of your choice that you can see within range rises vertically, up to 20 feet, and remains suspended there for the duration. You can change the target’s altitude by up to 20 feet up on your down on your turn as an action; if you are the target, this is considered part of your movement instead. If cast at 3rd level or higher, the target can be one size category larger for every two levels above 2nd.
* **Locate Object**: 2nd level. Picture an object you have personally seen within 30 feet. You learn the direction and distance to that object if it is within 1 mile. If cast at 3rd level or higher, the object can be up to one additional mile away for each level above 2nd.
* **Magic Mouth**: 2nd level, lasts until dispelled. You implant a message within an object you can see within 30 feet, a message that is uttered when a trigger condition is met. Then speak the message, which must be 25 words or less, and determine the circumstance that will trigger the spell. The trigger must be based on visual or audible conditions that occur within 30 feet of the object. If cast at 3rd level or higher the message can be up to 25 words longer for each level above 2nd.
* **Magic Weapon**: 2nd level, 1-minute duration. You touch a nonmagical weapon and until the spell ends that weapon gains a +1 bonus to attack and damage rolls. If cast at 3rd level or higher, the bonus increases by +1 for every two levels above 2nd.
* **Mind Mark**: 2nd level, 1-hour duration (concentration). You reach into the mind of one creature you can see within 60 feet. The target takes 1d8 psychic damage and you always know the target’s location until the spell ends, so long as you are both on the same plane of existence. While you have this knowledge, the target can’t become hidden from you, and if it’s *invisible*, it gains no benefit from that condition against you. If cast at 3rd level or higher, the damage increases by 1d8 for each level above 2nd.
* **Mind Whip**: 2nd level. You psychically lash out at one creature you can see within 90 feet. The target takes 3d6 psychic damage and, on its next turn, it must choose whether it gets to move or use an action. If cast at 3rd level or higher, the damage increases by 1d6 for each level above 2nd.
* **Mirror Image**: 2nd level, 1-minute duration. Three illusory duplicates of yourself appear in spaces adjacent to you moving with you and mimicking your actions. Each time a creature targets you with an attack for the duration, roll a d4 to determine whether the attack instead targets a duplicate. Only on a 1 does the attack target you; for each mimic destroyed this chance increases by 1 die value (2’s target you, then 3’s). A duplicate’s DEF against an attack targeting it is 7, and it is destroyed if the attack hits. It ignores all other damage and effects. The spend ends if all duplicates are destroyed. If cast at 3rd level or higher, the duplicates’ DEF increases by 1 for each level above 2nd.
  + You can use your action to dismiss the illusory duplicates.
* **Mischief**: 2nd level. You choose one creature you can see within 60 feet and describe some petty mishap or misfortune that befalls them, such as tripping or having an insect fly in their nose by mistake. Your words then become reality and the DM determines the effects. If cast at 3rd level or higher, you can target one additional creature for each level above 2nd.
* **Misty Step**: 2nd level. Instead of moving, you are surrounded by silvery mist and teleport up to 30 feet to an unoccupied space you can see. If cast at 3rd level or higher, you can teleport up to 10 feet farther for each level above 2nd.
  + Casting this spell does not use an action.
* **Natural Weapons**: 2nd level, 1-hour duration (concentration). 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. If cast at 4th level or higher, the damage die increases by one size (d8, d10, d12) for every two levels above 2nd.
* **Pass Without Trace**: 2nd level, 1-hour duration (concentration). A veil of shadows and silence radiates from a creature you touch. For the duration, the target has a +10 bonus to DEX checks made to sneak or hide 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. If cast at 3rd level or higher, you can target one additional creature for each level above 2nd.
* **Phantasmal Force**: 2nd level, 1-minute duration (concentration). You craft an illusion of a Large size hostile creature or hazard that takes root in the mind of a creature that you can see within 60 feet. The illusion may include visual, audible, tactile, and/or other components, all of which are only perceivable to the target. While a target is affected by the spell, the target treats the phantasm as if it were real; rationalizing any illogical outcomes from interacting with it, even damage. Each round on your turn, the phantasm can deal 1d6 psychic damage to the target, provided they move within 5 feet of the phantasm. The target perceives the damage as a type appropriate to the illusion. If cast at 3rd level or higher, you can target one additional creature for each level above 2nd.
  + This spell has no effect on undead or constructs.
* **Pyrotechnics**: 2nd level. Choose a medium or smaller nonmagical flame that you can see within 60 feet. The target explodes with a dazzling display of colors. Each creature within 10 feet of the target is *blinded* until the end of your next turn. If cast at 3rd level or higher, the explosion and blinding radius increases by 10 feet for each level above 2nd.
* **Ray of Enfeeblement**: 2nd level, 1-minute duration (concentration). A black beam of enervating energy springs from your finger toward a creature within range. The target’s STR, CON, or DEX bonus (choose one) is reduced by half for the duration. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.
* **Reduce**: 2nd level, 1-minute duration (concentration). For the duration, you cause a creature or an object you can see within range to grow one size category smaller (Ex: Medium to Small). The target gains advantage on DEX rolls, disadvantage on STR rolls, and the damage dice of its attacks decrease by one size (minimum d4). If cast at 3rd level or higher, you can target one additional creature for each level above 2nd.
* **Rope Trick**: 2nd level, 1-hour duration. You touch a length of rope up to 10 feet long, which rises into the air until the whole rope hangs perpendicular to the ground. For the duration, climbing to the top of the rope transports you to an extradimensional space that can hold up to eight Medium or smaller creatures. The rope can then be pulled into the space, making the rope disappear from view outside the space. Attacks and spells can't cross through the entrance in either direction, nor can the entrance be seen through. Anything inside the extradimensional space falls out when the spell ends. If cast at 3rd level or higher, you extend the spells duration by 1 hour for each level above 2nd.
* **Scorching Ray**: 2nd level. You create three rays of fire and hurl them at targets within range, each dealing 2d6 fire damage. You can hurl them at one target or multiple. If cast at 3rd level or higher, you create one additional ray for each level above 2nd.
* **Shadow Blade**: 2nd level, 1-minute duration (concentration). Provided you are in dim light or darkness, you weave together threads of shadow to create a sword of solidified gloom in your hand for the duration. It counts as a melee weapon with which you are proficient; dealing 2d8 psychic damage on a hit. You cannot be disarmed of it. The sword has advantage on attack rolls while in darkness, but temporarily disappears and cannot be used while you are in bright light. If cast at 3rd level or higher, the damage increases by 1d8 for each level above 2nd.
  + Each time you cast this spell, you increase your corruption level by 1.
* **Shatter**: 2nd level. A sudden loud ringing noise, painfully intense, erupts from a point of your choice within 60 feet. Each creature and object in a 10-foot-radius sphere centered on that point takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature or object made of inorganic material such as stone, crystal, or metal takes double damage. If cast at 3rd level or higher, the damage increases by 1d8 for each level above 2nd.
* **Silence**: 2nd level, 10-minute duration (concentration). For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within 120 feet. Any creature or object entirely inside the sphere is immune to thunder damage, *deafened*, and cannot cast spells. If cast at 3rd level or higher, the radius increases by 5 feet for each level above 2nd.
* **Snowball Swarm**: 2nd level. A flurry of magic snowballs erupts from a point you choose within 90 feet. Each creature in a 5-foot-radius sphere centered on that point takes 3d6 cold damage. If cast at 3rd level or higher, the radius increases by 5 feet for each level above 2nd.
* **Spider Climb**: 2nd level, 1-hour duration (concentration). Until the spell ends, one willing creature you touch gains the ability to move along vertical surfaces and ceilings, while leaving its hands free. The target also gains a climbing speed equal to its walking speed. If cast at 3rd level or higher, you can target one additional creature for each level above 2nd.
* **Spike Growth**: 2nd level, 10-minute duration (concentration). The ground in a 20-foot radius centered on a point within 150 feet twists and sprouts hard spikes and thorns, becoming 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 inside. The transformation is camouflaged to look natural. Any creature unaware of your casting must succeed a DC 12 WIS check to recognize the terrain as hazardous. If cast at 3rd level or higher, the DC increases by 1 for each level above 2nd.
* **Steal Awareness**: 2nd level, 1-minute duration. You choose one creature you can see within range. That creature is *blinded* and *deafened* for the duration. If cast at 3rd level or higher, you can target one additional creature for each level above 2nd.
  + Each time you affect a creature with this spell, you increase your corruption level by 1.
* **Suggestion**: 2nd level, 8-hour duration (concentration). You suggest a course of activity (limited to a sentence or two) and magically influence a creature within 30 feet 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 do something obviously harmful ends the spell. If successful, the creature pursues the course of action you described to the best of its ability, for long as this spell is active if necessary. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. If you or any of your companions damage the target, the spell ends. If cast at 3rd level or higher, you can target one additional creature for each level above 2nd.
  + 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.
* **Vortex Warp**: 2nd level. You magically twist space around another creature you can see within 90 feet. The target is then teleported to an unoccupied space of your choice also within 90 feet. The chosen space must be on a surface or in a liquid that can support the target without the target having to squeeze. If cast at 3rd level or higher, the range increases by 30 feet for each level above 2nd.
* **Web**: 2nd level, 1-hour duration (concentration). You conjure a mass of thick, sticky webbing at a point of your choice within 60 feet. The webs fill a 20-foot cube from that point for the duration. The webs are difficult terrain and lightly obscure their area. Each creature that starts in or enters the webs is *restrained* as long as it remains in the webs or until it breaks free. A creature can use its action to make DC 12 STR check. If it succeeds, it frees itself or another creature from the web. If cast at 3rd level or higher, the DC increases by 1 for each level above 2nd.
* **Wither and Bloom**: 2nd level. You invoke both death and life upon a 10-foot-radius sphere centered on a point within 60 feet. Each creature in that area must takes 2d6 necrotic damage and nonmagical vegetation in that area withers. One creature of your choice in that area takes no damage, instead healing for half the damage dealt to other creatures by this spell, plus an additional 2 hit points for every 5-foot-cube of nonmagical vegetation withered. If cast at 3rd level or higher, the radius increases by 5 feet for each level above 2nd.
  + Each time you cast this spell you increase your corruption level by 1.
* **Wristpocket**: 2nd level, 1-hour duration (concentration). You flick your wrist, causing one object in your hand to vanish. The object, which only you can be holding and can weigh no more than 5 pounds, is transported to an extradimensional space, where it remains for the duration. Until the spell ends, you can use your action to summon the object from, or return it to, the extradimensional space. An object still in the pocket plane when the spell ends appears in your space, at your feet. If cast at 3rd level or higher, the duration increases by 1 hour for each level above 2nd.

**3rd Level**

* **Animate Dead**: 3rd level, requires a 1-minute ritual. Choose a pile of bones or a corpse of a Medium or Small creature within 10 feet, which then reanimates as an undead servant. As an action, you can send mental commands to any or all such undead, which they follow until completion. The undead are under your control for 24 hours, after which they stop obeying your commands. Another casting will extend this control an additional 24 hours. If cast at 4th level or higher, you can reanimate and command one additional creature for each level above 3rd.
  + If a pile of pones, it becomes a skeleton.
  + If a corpse, it becomes a zombified version of itself (with the same stat block) and gains the following traits:
    - Immunity to poison damage and the *poisoned* condition.
    - The creature no longer requires air, food, drink, or sleep.
    - *Darkvision* out to 60 feet.
    - INT and WIS are reduced to +0 and the target loses all abilities related to higher thought, including spellcasting.
    - If damage reduces the creature to 0 hit points, it makes a straight d20 roll, surviving with 1 hit point on a 16-20. If the damage is radiant or from a critical hit, it automatically fails this roll.
  + Each time you cast this spell you increase your corruption level by 1.
* **Ashen Stride**: 3rd level, 1-minute duration (concentration). The billowing flames of a dragon blast from your feet, granting you explosive speed. For the duration, your speed increases by 20 feet and when you move within 5 feet of a creature or an object, it takes 1d6 fire damage from your trail of heat. A creature or object can take this damage only once during a turn. If cast at 4th level or higher, the damage increases by 1d6 for each level above 3rd.
* **Blink**: 3rd level, 1-minute duration. For the duration, a creature you touch rolls a d6 at the start of each of its turns. On a 1-3 it returns to the original plane where you cast the spell; on a 4-6 it vanishes to the Ethereal Plane. If their roll matches their current plane, nothing happens that turn. When the spell ends, it remains in the plane it last rolled. If cast at 4th level or higher, can target one additional creature for each level above 3rd.
  + In the Ethereal Plane, you can see and hear (but not interact with) your original plane out to 60 feet, but creatures on that plane cannot sense you without magical assistance.
  + “Blinking” may attract phase spiders…
* **Call Lightning**: 3rd level, 10-minute duration (concentration), must be cast outside in stormy conditions. You take control over a thunderstorm and bring its might down upon your foes. For the duration you can spend an action on each of your turns to strike a point you can see within 120 feet with a lightning bolt from the storm. Each creature within 5 feet of the point takes 3d10 lightning damage. If cast at 4th level or higher, the damage increases by 1d10 for each level above 3rd.
* **Charm Person**: 3rd 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 4th level or higher, you can target one additional creature for each level above 3rd.
* **Clairvoyance**: 3rd level, 10-minute duration (concentration). You shift your consciousness to a new location within 1 mile and begin perceiving with your senses as though you were there. You must have either visited or seen the location before, or the location is within 100 feet. A creature that ignores the *invisible* condition can see a luminous, intangible orb the size of a fist where you chose to shift your consciousness. If cast at 4th level or higher, the duration increases by 10 minutes for each level above 3rd.
* **Conjure Barrage**: 3rd level. You throw a nonmagical 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 takes 3d8 damage of the type the original weapon or ammunition used. If cast at 4th level or higher, the damage increases by 1d8 for each level above 3rd.
* **Counterspell**: 3rd level, can be cast out of turn. You attempt to interrupt a creature you can see casting a spell within 60 feet. If the spell they are casting is 3rd level or lower, the target suffers a miscast. If cast at 4th level or higher, you can counter higher level spells of the corresponding level or lower.
* **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.
* **Dispel Magic**: 3rd level. Choose one creature, object, or magical effect within range. Spells of 3rd level or lower affecting the target are dispelled. If cast at 4th level or higher, you can dispel higher level spells of the corresponding level or lower.
* **Elemental Weapon**: 3rd level, 1-hour duration (concentration). You touch a nonmagical weapon and turn it magical. Additionally, on a hit it deals an additional 1d4 acid, cold, fire, lightning, or thunder damage (your choice at time of casting). If cast at 4th level or higher, the damage increases by 1d4 for each level above 3rd.
* **Enemies Abound**: 3rd level, 1-minute duration. You reach into the mind of a creature and cost it the ability to distinguish friend from foe, instead seeing all creatures as enemies for the duration. A creature immune to being *frightened* is unaffected by this spell. When the target takes its turn, roll a d6 if it has any friendly creatures it can attack. On a 4-6 it attacks a random ally instead of an enemy. If cast at 4th level or higher, you can target one additional creature for each level above 3rd.
* **Erupting Earth**: 3rd level. Choose a point you can see on the ground within range. A fountain of churned earth and stone erupts in a 20-foot cube centered on that point. Each creature in that area takes 3d12 bludgeoning damage and the ground there becomes difficult terrain. If cast at 4th level or higher, the damage increases by 1d12 for every 2 levels above 3rd.
* **Fear**: 3rd level, 1-minute duration (concentration). You project a phantasmal image of a creature’s worst fears. Each creature in a 30-foot-cone drops whatever it is holding and becomes *frightened* of you for the duration. While *frightened*, the targets can only take the Dash and move away from you by the safest available route. If cast at 4th level or higher, the cone increases by 5 feet for each level above 3rd.
  + Each time you cast this spell you increase your corruption level by 1.
* **Feign Death**: 3rd level, 1-hour duration. 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 *unconscious* during this time. If cast at 4th level or higher, you can target one additional creature for each level above 3rd.
* **Fireball**: 3rd level. A bright streak flashes from your pointing finger to a point you choose within 150 feet and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point takes 8d6 fire damage. The fire spreads around corners, igniting flammable objects in the area. If cast at 4th level or higher, the radius increases by 5 feet for each level above 3rd.
* **Flame Arrows**: 3rd level 1-hour duration (concentration). You touch a quiver containing arrows or bolts. When a target is hit by a ranged weapon attack using a piece of ammunition drawn from the quiver, the target takes an extra 1d6 fire damage, igniting flammable objects. The ammunition is otherwise nonmagical. After 10 pieces of ammunition have been drawn from the quiver spell ends. If cast at 4th level or higher, the damage increases by 1d6 for each level above 3rd.
* **Fly**: 3rd level, 10-minute duration (concentration). You touch a willing creature; it gains a flying speed of 60 feet for the duration. When the spell ends, the target falls if it is still aloft. If cast at 4th level or higher, you can target one additional creature for each level above 3rd.
* **Freedom of the Waves**: 3rd level. You conjure a deluge of seawater in a 15-foot-radius, 10-foot-tall cylinder centered on a point within 120 feet. This water takes the form of a tidal wave, a whirlpool, a waterspout, or another form you choose. Each creature in the area takes 2d8 bludgeoning damage and falls *prone*. If you are within the spell’s area, as part of the action you use to cast the spell, you can vanish into the deluge and teleport to an unoccupied space that you can see within the spell’s area. If cast at 4th level or higher, the cylinder grows 5 feet in height and radius for each level above 3rd.
* **Gaseous Form**: 3rd level, 1-hour duration (concentration). 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 has a flying speed of 10 feet, has vulnerability to fire damage, along with all other traits one would associate with a gas. The target can't talk or perform actions. If cast at 4th level or higher, you can target one additional creature for each level above 3rd.
* **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.
* **Haste**: 3rd level, 1-minute duration (concentration). Choose a willing creature you can see within 30 feet. For the duration, the target gains +2 DEX, 10 feet of movement speed, and can make one additional weapon attack each turn. When the spell ends, the target suffers 1 level of *exhaustion*. If cast at 4th level or higher, the target gains an additional weapon attack, +2 DEX, 10 feet of movement speed, and level of exhaustion for every 3 levels above 3rd.
* **Hypnotic Pattern**: 3rd level, 1-minute duration (concentration). 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 that can see 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. If cast at 4th level or higher, the cube increases by 5 cubic feet for each level above 3rd.
* **Incite Greed**: 3rd level, 1-minute duration (concentration), requires a gemstone. You present a gem you possess and choose a creature within 30 feet that you can see. The target is *charmed* by you for the duration and can only use its turns to move closer to you (without endangering itself). Once the creature is in reach, it can only use its action to attempt a contested DEX check to steal the gem. If cast at 4th level or above, you may target one additional creature for each level above 3rd.
* **Intellect Fortress**: 3rd level, 1-hour duration (concentration). For the duration, you or one willing creature you can see within 30 feet has resistance to psychic damage and advantage on INT, WIS, and CHA saving throws. If cast at 4th level or above, you may target one additional creature for each level above 3rd.
* **Lightning Bolt**: 3rd level. You send forth from your hands a stroke of lightning 100 feet long and 5 feet wide in a direction you choose. Each creature in the line takes 8d6 lightning damage. Flammable objects in the area are ignited. If cast at 4th level or higher, the damage increases by 1d6 for each level above 3rd.
* **Mage Tower**: 3rd level, 24-hour duration, requires a 1-hour ritual. You conjure a two-story tower made of stone, wood, or similar suitably sturdy materials within 30 feet. Each level of the tower is 10 feet tall and 20 feet wide by 20 feet long. Access between levels consists of a simple ladder and hatch. At the end of the spell’s duration, all traces of the tower and its furnishings disappear. Each level takes one of the following forms, chosen by you when you cast the spell: Bedroom, study, dining space, lounge, washroom, observatory, or empty. You can cast this spell again while it is active to maintain the tower’s existence for another 24 hours. If cast at 4th level or higher, you can add an additional level to the tower for each level above 3rd.
* **Major Illusion**: 3rd level, 10-minute duration (concentration). You create a Gargantuan illusion of an object, creature, or something else within 120 feet, lasting for the duration. It seems completely real, including appropriate sounds, smells. However, you can't create sensations powerful enough to harm, like fire damage from an illusory flame. As long as you are within 120 feet 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 make the movement appear natural. Similarly, you can make different sounds at different times, even carrying on a conversation. Physical interaction with the image or using an action to examine the image (DC 13 INT check) can determine that it is an illusion. If a creature realizes the illusion, it can see through the image, and its other sensory qualities become faint. If cast at 4th level or higher, the DC increases by 1 for each level above 3rd.
* **Meld into Stone**: 3rd level, 8-hour duration. You step into a stone object or surface you can touch and that is large enough to fully contain your body, melding yourself with the stone for the duration. In this state you are undetectable without magical assistance and are likewise *blinded* and *deafened*. You are conscious though, and can cast spells on yourself while merged in the stone. You can use your movement to exit the stone, ending the spell. If the stone is damaged to the point it could not fit you, you are expelled *prone* on the ground and take 6d6 bludgeoning damage. If cast at 4th level or higher, the damage taken from expulsion decreases by 1d6 for each level above 3rd.
* **Minute Meteors**: 3rd level, 10-minute duration (concentration). You create six Tiny meteors in your space. They float in the air and orbit you for the spell’s duration. As an action on each of your turns you can send a meteor streaking toward a point you choose within 120 feet. Once a meteor reaches its destination or impacts against a solid surface, it explodes. Each creature within 5 feet of the point takes 2d6 fire damage. If cast at 4th level or higher, you can create one additional meteor for each level above 3rd.
* **Nondetection**: 3rd level, 8-hour duration. For the duration, you hide a target you touch from divination magic. The target can be a Large or smaller willing creature, place, or object. For the duration the target can't be targeted by any divination magic or perceived through magical scrying sensors. If cast at 4th level or above, you may target one additional creature for each level above 3rd.
* **Phantom Steed**: 3rd level, 1-hour duration, requires a 1-minute ritual. A Large shadowy, horselike creature appears on the ground in an unoccupied space of your choice within 30 feet (you decide its appearance). 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. The spell ends if you use an action to dismiss it or if the steed takes any damage. If cast at 4th level or higher, the duration increases by 1 hour for each level above 3rd.
* **Pulse Wave**: 3rd level. You create intense pressure in a 30-foot cone which you decide either pushes or pulls. Each creature and object in the area takes 6d6 force damage and is either pulled 15 feet toward you or pushed 15 feet away. If cast at 4th level or higher, the cone increases by 5 feet for each level above 3rd.
* **Sending**: 3rd level. You send a short message of 25 words or less to a creature you know whose INT is +1 or greater. 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. You can send the message across any distance and even to other planes of existence. If cast at 4th level or higher the message can be up to 5 words longer 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.
* **Sleet Storm**: 3rd level, 1-minute duration (concentration). 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 150 feet. The area is heavily obscured, exposed flames there are doused, and the ground is slick with ice, making it difficult terrain. When a creature starts, moves, or ends its turn inside the area it must succeed a DEX save or fall *prone*. Creatures in the area have disadvantage on CON saves to maintain concentration. If cast at 4th level or above, the cylinder’s radius increases by 10 feet for each level above 3rd.
* **Slow**: 3rd level, 1-minute duration (concentration).You choose a creature you can see within 30 feet. For the duration, the target suffers -2 DEX, loses 10 feet of movement speed, and can make one fewer weapon attack each turn (minimum of 1). If cast at 4th level or higher, the target loses an additional weapon attack (minimum of 1 per turn), -2 DEX, and 10 feet of movement for every 3 levels above 3rd.
* **Slow Casting**: 3rd level, 1-minute duration (concentration). You choose a creature you can see within 30 feet. For the duration, when the target casts 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 they must use their action on that turn to complete the spell. If cast at 4th level or above, the minimum die roll to slow their casting decreases by 1 for each level above 3rd.
* **Speak with Dead**: 3rd level, 10-minute duration. You target a corpse within 10 feet that has a mouth and isn’t undead. The spirit of that corpse, if it still exists, is forced to return momentarily from the afterlife to animate the body it left behind. Until the spell ends, you can commune with the corpse. 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 no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy. If cast at 4th level or above, the duration increases by 5 minutes for each level above 3rd.
  + A soul cannot be forced to return by this spell more than once.
  + When you cast this spell you increase your Corruption level by 1.
* **Spell Glyph**: 3rd level, lasts until dispelled or triggered, requires a 1-hour ritual. You inscribe an *invisible* glyph on a surface or an object covering an area no larger than 10 feet in diameter. The glyph contains a spell of 3rd level or lower, which must either target a single creature or an area. When the glyph is triggered (you determine the trigger), the stored spell is cast, lasting for its full duration. If the spell has a target, it targets the triggering creature. If the spell affects an area, it is centered on that creature. If the spell summons harmful creatures, objects, or traps, they appear as close as possible to that creature. If cast at 4th level or higher, you can store higher level spells of the corresponding level or lower.
* **Spirit Shroud**: 3rd level, 10-minute duration (concentration). You call forth spirits of the dead to guard you. They flit around you in a 15-foot radius area for the duration; their spectral forms appearing melancholy and unwilling. When a creature attacks you while within this area they take 3d8 necrotic damage (no more than once per turn). If cast at 4th level or higher, the damage increases by 1d8 for each level above 3rd.
  + When you cast this spell you increase your Corruption level by 1.
* **Stinking Cloud**: 3rd level, 1-minute duration (concentration). You create a 20-foot-radius sphere of yellow, nauseating gas centered on a point within range. The cloud spreads around corners, and its area is heavily obscured, lingering in the air for the duration. Each creature that starts or moves into the cloud spends its action coughing and reeling if it has not yet used its action. Creatures that don't need to breathe or are immune to poison are unaffected. If cast at 4th level or above, the cloud’s radius increases by 5 feet for each level above 3rd.
* **Summon Fey**: 3rd level, 1-hour duration (concentration). You call forth a fey spirit (DM decides the creature) that manifests in an unoccupied space you can see within 90 feet. The alignment of the creature you summon varies, but it will most likely find at least some annoyance with its forced transportation. For the duration, so long as you maintain concentration it is bound to your current plane and cannot leave. During this time it may be inclined to answer questions or aid you in exchange for an expedited return. Or it may choose to break your concentration the old fashioned way. If cast at 4th level or above, the duration increases by 1 hour for each level above 3rd.
* **Summon Lesser Demons**: 3rd level. You call forth a group of 1d4 [quasits](https://www.dndbeyond.com/monsters/16988-quasit) which emerge from a small wound in the world that opens at a point you choose within 60 feet. The quasits act of their own accord, typically opting to wreak as much destruction and havoc as their blackened hearts can manage. If cast at 4th level or above, an additional 1d4 quasits are summoned for each level above 3rd.
  + Each time you cast this spell you increase your corruption level by 1.
* **Summon Shadow**: 3rd level. You call forth a group of 1d4 [shadows](https://www.dndbeyond.com/monsters/17010-shadow) that materialize at a point you choose within 90 feet. The shadows act of their own accord, typically opting to consume as much life as they can or slink away to do so somewhere else. If cast at 4th level or above, an additional 1d4 shadows are summoned for each level above 3rd.
  + Each time you cast this spell you increase your corruption level by 1.
* **Thunder Step**: 3rd level. You teleport yourself to an unoccupied space you can see within 90 feet. Immediately after you disappear, a thunderous boom sounds, and each creature within 10 feet of the space you left must takes 3d10 thunder damage. The thunder can be heard from up to 300 feet away. If cast at 4th level or above, the damage increases by 1d10 for each level above 3rd.
* **Tidal Wave**: 3rd level. You conjure up a wave of water that crashes down on an area within 120 feet. The area can be up to 30 feet wide and 10 feet tall. Each creature in that area takes 4d8 bludgeoning damage and is knocked *prone*. The water then spreads out across the ground in all directions, extinguishing unprotected flames in its area and within 30 feet of it, then vanishes. If cast at 4th level or above, the height and width both increase by 5 feet for each level above 3rd.
* **Tiny Servant**: 3rd level, 8-hour duration, requires a 1-minute ritual. You touch one Tiny, nonmagical object. The target animates and sprouts little arms and legs, becoming a construct under your control until the spell ends or it takes damage. As a free action, you can mentally command the servant(s) if it is within 120 feet of you. You decide what action the servant(s) will take and where it will move during its next turn, or you can issue a simple, general command, such as to fetch a key, stand watch, or stack some books. If you issue no commands, the servant(s) does nothing. Once given an order, a servant continues to follow that order until its task is complete. When a servant takes damage, it reverts to its original form, and any remaining damage carries over to that form. If cast at 4th level or above, you create up to one additional servant for each level above 3rd.
* **Vampiric Touch**: 3rd level, 1-minute duration (concentration). The touch of your shadow-wreathed hand can siphon life from others. For the duration you can use your action to make a melee attack against a creature in reach. On a hit, the target takes 3d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. If cast at 4th level or above, the damage increases by 1d6 for each level above 3rd.
* **Wall of Sand**: 3rd level, 10-minute duration (concentration). You conjure up a wall of swirling sand on the ground at a point you can see within range. You can make the wall up to 30 feet long, 10 feet high, and 10 feet thick, and it vanishes when the spell ends. It blocks line of sight but not movement. A creature is *blinded* while in the wall’s space and treats it as difficult terrain. If cast at 4th level or above, the length and height both increase by 5 feet for each level above 3rd.
* **Wall of Water**: 3rd level, 10-minute duration (concentration). You create a wall of water on the ground at a point you can see within range. You can make the wall up to 30 feet long, 10 feet high, and 1 foot thick. Any ranged weapon or spell attack that enters the wall’s space has disadvantage on the attack roll, and fire damage is reduced to 0. If cast at 4th level or above, the length and height both increase by 5 feet for each level above 3rd.
* **Water Breathing**: 3rd level, 24-hour duration. You grant one creature you can see within range the ability to breathe underwater until the spell ends, in addition to whatever they can normally breathe in (air, vacuum, etc.). If cast at 4th level or above, you can target one additional creature for each level above 3rd.
* **Wind Wall**: 3rd level, 1-minute duration (concentration). For the duration, a wall of strong wind rises from the ground at a point you choose within range. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The strong wind keeps fog, smoke, and other gases at bay, as gaseous creatures. Small or smaller flying creatures, objects and projectiles can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. If cast at 4th level or above, the length and height both increase by 5 feet for each level above 3rd.

**4th Level**

* **Enhance Ability**: 4th level, 1-hour duration (concentration). You touch a creature and bestow upon it a magical enhancement that lasts for the duration, choosing from the options below. If cast at 5th level or higher, you can target one additional creature for each level above 4th.
  + **Bear’s Endurance.** Advantage on CON rolls; gain temporary hit points equal to 2x character level.
  + **Bull’s Strength.** Advantage on STR rolls; doubled carrying capacity and lift/pull/push limit.
  + **Cat’s Grace.** Advantage on DEX rolls; fall damage is halved while not *incapacitated*.
  + **Lion’s Command.** Advantage on CHA rolls; friendly creatures within 15 feet cannot be *frightened*.
  + **Fox’s Cunning.** Advantage on INT rolls; successfully cast spells count as one level higher than normal (max 9th level).
  + **Owl’s Wisdom.** Advantage on WIS rolls; you cannot be surprised.
* **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 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.
  + As an action, you can temporarily dismiss the familiar or cause it to reappear in an 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.
* **Summon Hound**: 4th level, 8-hour duration. You conjure a [shadow mastiff](https://www.dndbeyond.com/monsters/2560913-shadow-mastiff) in an unoccupied space you can see within 30 feet. Against its will, it must remain within 100 feet of where you summoned it and dutifully warn you of any creatures it detects whom you didn’t designate as friendly. Typically, it will not do anything else to aid you. If cast at 5th level or higher, the duration increases by 8 hours for each level above 4th.

**5th Level**

* **Contagion**: 5th level, 7-day duration. The next creature you touch before the end of your turn is *poisoned*. At the end the target’s next turn it makes a CON save. On a success, it is not longer *poisoned* and the spell ends. On a failure, it is afflicted with a Plague of Nurgle that you choose; after which, the disease progresses and can be handled like any other normal disease.
  + Each time you cast this spell you increase your corruption level by 1.
* **Greater Darkness**: 5th level, 1-hour duration (concentration). Magical darkness spreads from a point you choose within range to fill a 15-foot-radius sphere, including around corners. Nothing short of *truesight* can pierce it, no light but Era’s can best it, no sound from within can be heard outside, nor can sound outside be heard from within. If cast at 6th level or higher, the sphere’s radius increases by 10 feet for each level above 2nd.
* **Greater Invisibility**: 5th level, 1-hour duration (concentration). A creature you touch becomes invisible for the duration, along with anything they wear or carry so long as they maintain physical contact with such items. If cast at 6th level or higher, you can target one additional creature for each level above 5th.

**6th Level**

**7th Level**

**8th Level**

**9th Level**

* **Hunger of Hadar**: 9th level, 1-minute duration (concentration). You open a warp in the fabric of space, a gateway to the dark between the stars and their unknown horrors. A 20-foot-radius sphere of blackness and bitter cold appears, centered on a point with 150 feet and lasting for the duration. This void is filled with a cacophony of soft whispers and other noises that can be heard up to 30 feet away. No light, magical or otherwise, can illuminate the area, and creatures within the area are *blinded*. Creatures that start, move, or end their turn inside the area are consumed and destroyed. Each turn, 1d6 creatures within 60 feet of the area are battered by tendrils of dark energy. These creatures take 4d6 necrotic damage (which cannot be reduced) and must succeed on a DC 15 STR save or be *grappled* and pulled 15 feet toward the gateway.
  + Each time you cast this spell you increase your permanent corruption level by 2.
* **Blade of Disaster**: 9th level, 1-minute duration (concentration). You create a blade-shaped planar rift about 3 feet long in an unoccupied space you can see within 60 feet. On each of your turns you can use your action to move the blade up to 30 feet (ignoring magical and nonmagical barriers) and attack with it using your INT modifier. On a hit, the target takes 60 force damage, which cannot be reduced in any way. These attacks score a critical hit if the number on the d20 is 18 or higher, dealing an additional flat 30 damage on such hits.
  + Each time you cast this spell you increase your permanent corruption level by 1.