Antipathy/Sympathy — Lv 8

Range	**60 ft**	Wizard
		Bard
Duration	**10 days**	Cleric
		Druid
Casting Time	**1 hour**	Sorcerer
		Warlock
		Ranger
		Paladin

Your magics can bring things together, or keep them apart

This spell attracts or repels creatures of your choice. You target a creature, object, or area then specify a kind of intelligent creature. You invest the target with an aura that either attracts or repels the specified creatures.

Antipathy. Creatures within 60ft save or are frightened.

Sympathy. Creatures within 60ft are drawn toward target.

If an affected creature ends its turn farther than 60ft and can't see the target, they make Wisdom saving throw to break the effect. In addition, a creature affected by the spell is allowed another Wisdom saving throw every 24 hours while the spell persists. A creature that successfully saves against this effect is immune to it for 1 minute, after which time it can be affected again.

PHB 214★

Animate Objects — Lv 5

Range	**120 ft**	Wizard
		Bard
Duration	**1 minute**	Cleric
		Druid
Casting Time	**1 action**	Sorcerer
		Warlock
		Ranger
		Paladin

"You might think I'm alone, but you should watch that chair your sitting on"

Objects come to life at your command. Choose a number (depending on size) of nonmagical objects within range that are not being worn or carried. Each target animates and becomes a creature under your control. Stats depend on size. As a bonus action, you can mentally command any or all creatures you made with this spell (within 500ft) with the same command. If you command an object to attack, it can make one melee attack against a creature within 5ft.

At Higher Levels. If you cast this spell using a spell slot of 6th level or higher, you can animate two additional objects for each slot level above 5th.

PHB 213★

Antilife Shell — Lv 5

Range	**Self**	Wizard
		Bard
Duration	**1 hour**	Cleric
		Druid
Casting Time	**1 action**	Sorcerer
		Warlock
		Ranger
		Paladin

Brings new meaning to "personal bubble"

A shimmering barrier extends out from you in a 10 foot radius and moves with you, remaining centered on you and hedging out creatures other than undead and constructs. The barrier lasts for the duration.

The barrier prevents an affected creature from passing or reaching through. An affected creature can cast spells or make attacks with ranged or reach weapons through the barrier. If you move so that an affected creature is forced to pass through the barrier, the spell ends.

PHB 213

Bigby's Hand — Lv 5

Range	**120 ft**	Wizard
		Bard
Duration	**1 minute**	Cleric
		Druid
Casting Time	**1 action**	Sorcerer
		Warlock
		Ranger
		Paladin

It's always good to have a helping hand

You create a Large hand of shimmering, translucent force. The hand moves at your command, mimicking the movements of your own hand. The hand is an object that has AC 20 and hit points equal to your hit point maximum. It has a Strength of 26 (+8) and a Dexterity of 10 (+0). When you cast the spell and as a bonus action on your subsequent turns, you can move the hand up to 60ft and cause one of the following effects: **Clenched Fist, Forceful Hand, Grasping Hand, Interposing Hand**.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage from the clenched fist option increases by 2d8 and the damage from the grasping hand increases by 2d6 for each slot level above 5th.

PHB 218★

Blur — Lv 2

Range	**Self**	Wizard
		Bard
Duration	**1 minute**	Cleric
		Druid
Casting Time	**1 action**	Sorcerer
		Warlock
		Ranger
		Paladin

The light around your body shimmers and bends

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

PHB 219

Acid Splash — Lv 0

Range	**60 ft**	Wizard
		Bard
Duration	**Instant**	Cleric
		Druid
Casting Time	**1 action**	Sorcerer
		Warlock
		Ranger
		Paladin

Goggles do nothing

You hurl a bubble of acid. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

PHB 211

Astral Projection — Lv 9

Range	**10 ft**	Wizard
		Bard
Duration	**Special**	Cleric
		Druid
Casting Time	**1 hour**	Sorcerer
	1100gp x Targets	Warlock
		Ranger
		Paladin

You and your allies travel to the planes of higher existence

You and up to eight willing creatures within range project your astral bodies into the Astral Plane. The material body you leave behind is unconscious and in a state of suspended animation; it doesn't need food or air and doesn't age. The spell ends for you and your companions when you use your action to dismiss it. When the spell ends, the affected creature returns to its physical body, and it awakens. A successful dispel magic spell used against an astral or physical body ends the spell for that creature. If a creature's original body or its astral form drops to 0 hit points, the spell ends for that creature. If the spell ends and the silver cord is intact, the cord pulls the creature's astral form back to its body, ending its state of suspended animation.

PHB 215★

Augury — Lv 2

Range	**Self**	Wizard
		Bard
Duration	**Instant**	Cleric
		Druid
Casting Time	**1 minute**	Sorcerer
	25gp	Warlock
		Ranger
		Paladin

You ask the gods if this is a bad idea

By casting gem inlaid sticks, rolling dragon bones, laying out ornate cards, or employing some other divining tool, you receive an omen from an otherworldly entity about the results of a specific course of action that you plan to take within the next 30 minutes. The GM chooses from the following possible omens: **Weal**, for good results; **Woe**, for bad results; **Weal** and **woe**, for both good and bad results; **Nothing**, for results that aren't especially good or bad

If you cast the spell two or more times before completing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random reading. The GM makes this roll in secret.

PHB 215★