

AID

2nd-level abjuration

Casting Time 1 action
Range 30 feet
Components V, S, M (a tiny strip of white cloth)
Duration 8 hours

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

AT HIGHER LEVELS

When you cast this spell using a spell slot of 3rd level or higher, a target's hit points increase by an additional 5 for each slot level above 2nd.

ANIMATE DEAD

3rd-level necromancy

Casting Time 1 minute
Range 10 feet
Components V, S, M (a drop of blood, a piece of flesh, and a pinch of bone dust)
Duration Instantaneous

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

On each of your turns, you can use a

AUGURY

2nd-level divination (ritual)

Casting Time 1 minute
Range Self
Components V, S, M (specially marked sticks, bones, or similar tokens worth at least 25 gp)
Duration Instantaneous

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

- [Weal](#) for good results

BANE

1st-level enchantment

Casting Time 1 action
Range 30 feet
Components V, S, M (a drop of blood)
Duration Concentration, up to 1 minute

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

AT HIGHER LEVELS

When you cast this spell using a spell slot of 2nd level or higher, you can target one

BEACON OF HOPE

3rd-level abjuration

Casting Time 1 action
Range 30 feet
Components V, S
Duration Concentration, up to 1 minute

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

BESTOW CURSE

3rd-level necromancy

Casting Time 1 action
Range Touch
Components V, S
Duration Concentration, up to 1 minute

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

- Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score.
- While cursed, the target has disadvantage on attack rolls against

BLESS

1st-level enchantment

Casting Time 1 action
Range 30 feet
Components V, S, M (a sprinkling of holy water)
Duration Concentration, up to 1 minute

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

AT HIGHER LEVELS

When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level

BLINDNESS/DEAFNESS

2nd-level necromancy

Casting Time 1 action
Range 30 feet
Components V
Duration 1 minute

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

AT HIGHER LEVELS

When you cast this spell using a spell slot of 3rd level or higher, you can target one

CALM EMOTIONS

2nd-level enchantment

Casting Time 1 action
Range 60 feet
Components V, S
Duration Concentration, up to 1 minute

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

You can suppress any effect causing a target to be [charmed](#) or [frightened](#). When this spell ends, any suppressed effect

CEREMONY

1st-level abjuration (ritual)

Casting Time 1 hour
Range Touch
Components V, S, M (25 gp worth of powdered silver, which the spell consumes)
Duration Instantaneous

You perform a special religious ceremony that is infused with magic. When you cast the spell, choose one of the following rites, the target of which must be within 10 feet of you throughout the casting.

Atonement. You touch one willing creature whose alignment has changed, and you make a DC 20 Wisdom (Insight) check. On a successful check, you restore

CLAIRVOYANCE

3rd-level divination

Casting Time 10 minutes
Range 1 mile
Components V, S, M (a focus worth at least 100 gp, either a jeweled horn for hearing or a glass eye for seeing)
Duration Concentration, up to 10 minutes

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

COMMAND

1st-level enchantment

Casting Time 1 action
Range 60 feet
Components V
Duration 1 round

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

Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the

CONTINUAL FLAME

2nd-level evocation

Casting Time 1 action
Range Touch
Components V, S, M (ruby dust worth 50 gp, which the spell consumes)
Duration Until dispelled

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

CREATE FOOD AND WATER

3rd-level conjuration

Casting Time 1 action
Range 30 feet
Components V, S
Duration Instantaneous

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

CREATE OR DESTROY WATER

1st-level transmutation

Casting Time 1 action
Range 30 feet
Components V, S, M (a drop of water if creating water or a few grains of sand if destroying it)
Duration Instantaneous

You either create or destroy water.

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

Destroy Water. You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy

CURE WOUNDS

1st-level evocation

Casting Time 1 action
Range Touch
Components V, S
Duration Instantaneous

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

AT HIGHER LEVELS

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

DAYLIGHT

3rd-level evocation

Casting Time 1 action
Range 60 feet
Components V, S
Duration 1 hour

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

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

If any of this spell's area overlaps with an

DETECT EVIL AND GOOD

1st-level divination

Casting Time 1 action
Range Self
Components V, S
Duration Concentration, up to 10 minutes

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

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

DETECT MAGIC

1st-level divination (ritual)

Casting Time 1 action
Range Self
Components V, S
Duration Concentration, up to 10 minutes

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

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

DETECT POISON AND

1st-level divination (ritual)

Casting Time 1 action
Range Self
Components V, S, M (a yew leaf)
Duration Concentration, up to 10 minutes

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

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

DISPEL MAGIC

3rd-level abjuration

Casting Time 1 action
Range 120 feet
Components V, S
Duration Instantaneous

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

AT HIGHER LEVELS

When you cast this spell using a spell slot of 4th level or higher, you automatically

ENHANCE ABILITY

2nd-level transmutation

Casting Time 1 action
Range Touch
Components V, S, M (fur or a feather from a beast)
Duration Concentration, up to 1 hour

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

Bear's Endurance. The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the spell ends.

Bull's Strength. The target has advantage on Strength checks, and his or her

FAST FRIENDS

3rd-level enchantment

Casting Time 1 action
Range 30 feet
Components V
Duration Concentration, up to 1 hour

When you need to make sure something gets done, you can't rely on vague promises, sworn oaths, or binding contracts of employment. When you cast this spell, choose one humanoid within range that can see and hear you, and that can understand you. The creature must succeed on a Wisdom saving throw or become [charmed](#) by you for the duration. While the creature is [charmed](#) in this way, it undertakes to perform any services or activities you ask of it in a friendly

FEIGN DEATH

3rd-level necromancy (ritual)

Casting Time 1 action
Range Touch
Components V, S, M (a pinch of graveyard dirt)
Duration 1 hour

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

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

FIND TRAPS

2nd-level divination

Casting Time 1 action
Range 120 feet
Components V, S
Duration Instantaneous

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

GENTLE REPOSE

2nd-level necromancy (ritual)

Casting Time 1 action
Range Touch
Components V, S, M (a pinch of salt and one copper piece placed on each of the corpse's eyes, which must remain there for the duration)
Duration 10 days

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

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

GLYPH OF WARDING

3rd-level abjuration

Casting Time 1 hour
Range Touch
Components V, S, M (incense and powdered diamond worth at least 200 gp, which the spell consumes)
Duration Until dispelled or triggered

When you cast this spell, you inscribe a glyph that later unleashes a magical effect. You inscribe it either on a surface (such as a table or a section of floor or wall) or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the glyph. The glyph can cover an area no larger than 10 feet in diameter. If the surface or object is moved more than 10 feet from where you

GUIDING BOLT

1st-level evocation

Casting Time 1 action
Range 120 feet
Components V, S
Duration 1 round

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

AT HIGHER LEVELS

When you cast this spell using a spell slot

HEALING WORD

1st-level evocation

Casting Time 1 bonus action
Range 60 feet
Components V
Duration Instantaneous

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

AT HIGHER LEVELS

When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

HOLD PERSON

2nd-level enchantment

Casting Time 1 action
Range 60 feet
Components V, S, M (a small, straight piece of iron)
Duration Concentration, up to 1 minute

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

AT HIGHER LEVELS

When you cast this spell using a spell slot of 3rd level or higher, you can target one

IDENTIFY

1st-level divination (ritual)

Casting Time 1 minute
Range Touch
Components V, S, M (a pearl worth at least 100 gp and an owl feather)
Duration Instantaneous

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

INCITE GREED

3rd-level enchantment

Casting Time 1 action
Range 30 feet
Components V, S, M (a gem worth at least 50 gp)
Duration Concentration, up to 1 minute

When you cast this spell, you present the gem used as the material component and choose any number of creatures within range that can see you. Each target must succeed on a Wisdom saving throw or be [charmed](#) by you until the spell ends, or until you or your companions do anything harmful to it. While [charmed](#) in this way, a creature can do nothing but use its movement to approach you in a safe manner. While an affected creature is

INFLICT WOUNDS

1st-level necromancy

Casting Time 1 action
Range Touch
Components V, S
Duration Instantaneous

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

AT HIGHER LEVELS

When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

LESSER RESTORATION

2nd-level abjuration

Casting Time 1 action
Range Touch
Components V, S
Duration Instantaneous

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

LIFE TRANSFERENCE

3rd-level necromancy

Casting Time 1 action
Range 30 feet
Components V, S
Duration Instantaneous

You sacrifice some of your health to mend another creature's injuries. You take 4d8 necrotic damage, which can't be reduced in any way, and one creature of your choice that you can see within range regains a number of hit points equal to twice the necrotic damage you take.

AT HIGHER LEVELS

When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above

LOCATE OBJECT

2nd-level divination

Casting Time 1 action
Range Self
Components V, S, M (a forked twig)
Duration Concentration, up to 10 minutes

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

The spell can locate a specific object known to you, as long as you have seen it up close—within 30 feet—at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as

MAGIC CIRCLE



3rd-level abjuration

Casting Time 1 minute
Range 10 feet
Components V, S, M (holy water or powdered silver and iron worth at least 100 gp, which the spell consumes)
Duration 1 hour

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

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

MASS HEALING WORD



3rd-level evocation

Casting Time 1 bonus action
Range 60 feet
Components V
Duration Instantaneous

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

AT HIGHER LEVELS

When you cast this spell using a spell slot of 4th level or higher, the healing increases by 1d4 for each slot level above 3rd.

MELD INTO STONE



3rd-level transmutation (ritual)

Casting Time 1 action
Range Touch
Components V, S
Duration 8 hours

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

While merged with the stone, you can't see what occurs outside it, and any

MOTIVATIONAL SPEECH



3rd-level enchantment

Casting Time 1 minute
Range 60 feet
Components V
Duration 1 hour

I once heard a motivational speech by Jim and it was the worst ninety seconds of my life. What does Omin see in him, anyway?

— Walnut Dankgrass

You address allies, staff, or innocent bystanders to exhort and inspire them to greatness, whether they have anything to get excited about or not. Choose up to five creatures within range that can hear you. For the duration, each affected creature gains 5 temporary hit points and

NONDETECTION



3rd-level abjuration

Casting Time 1 action
Range Touch
Components V, S, M (a pinch of diamond dust worth 25 gp sprinkled over the target, which the spell consumes)
Duration 8 hours

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

PRAYER OF HEALING



2nd-level evocation

Casting Time 10 minutes
Range 30 feet
Components V
Duration Instantaneous

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

AT HIGHER LEVELS

When you cast this spell using a spell slot of 3rd level or higher, the healing increases by 1d8 for each slot level above 2nd.

PROTECTION FROM ENERGY



3rd-level abjuration

Casting Time 1 action
Range Touch
Components V, S
Duration Concentration, up to 1 hour

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

PROTECTION FROM EVIL AND GOOD



1st-level abjuration

Casting Time 1 action
Range Touch
Components V, S, M (holy water or powdered silver and iron, which the spell consumes)
Duration Concentration, up to 10 minutes

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

The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be [charmed](#), [frightened](#), or possessed by them. If the

PROTECTION FROM POISON



2nd-level abjuration

Casting Time 1 action
Range Touch
Components V, S
Duration 1 hour

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

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

PURIFY FOOD AND DRINK

1st-level transmutation (ritual)

Casting Time 1 action
Range 10 feet
Components V, S
Duration Instantaneous

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

REMOVE CURSE

3rd-level abjuration

Casting Time 1 action
Range Touch
Components V, S
Duration Instantaneous

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

REVIVIFY

3rd-level necromancy

Casting Time 1 action
Range Touch
Components V, S, M (diamonds worth 300 gp, which the spell consumes)
Duration Instantaneous

You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

SANCTUARY

1st-level abjuration

Casting Time 1 bonus action
Range 30 feet
Components V, S, M (a small silver mirror)
Duration 1 minute

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

If the warded creature makes an attack,

SENDING

3rd-level evocation

Casting Time 1 action
Range Unlimited
Components V, S, M (a short piece of fine copper wire)
Duration 1 round

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

You can send the message across any

SHIELD OF FAITH

1st-level abjuration

Casting Time 1 bonus action
Range 60 feet
Components V, S, M (a small parchment with a bit of holy text written on it)
Duration Concentration, up to 10 minutes

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

SILENCE

2nd-level illusion (ritual)

Casting Time 1 action
Range 120 feet
Components V, S
Duration Concentration, up to 10 minutes

For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are [deafened](#) while entirely inside it. Casting a spell that includes a verbal component is impossible there.

SPEAK WITH DEAD

3rd-level necromancy

Casting Time 1 action
Range 10 feet
Components V, S, M (burning incense)
Duration 10 minutes

You grant the semblance of life and intelligence to a corpse of your choice within range, allowing it to answer the questions you pose. The corpse must still have a mouth and can't be undead. The spell fails if the corpse was the target of this spell within the last 10 days.

Until the spell ends, you can ask the corpse up to five questions. The corpse knows only what it knew in life, including the languages it knew. Answers are

SPIRIT GUARDIANS

3rd-level conjuration

Casting Time 1 action
Range Self (15-foot radius)
Components V, S, M (a holy symbol)
Duration Concentration, up to 10 minutes

You call forth spirits to protect you. They flit around you to a distance of 15 feet for the duration. If you are good or neutral, their spectral form appears angelic or fey (your choice). If you are evil, they appear fiendish.

When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for

SPIRITUAL WEAPON



2nd-level evocation

Casting Time 1 bonus action
Range 60 feet
Components V, S
Duration 1 minute

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

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

SUGGESTION



2nd-level enchantment

Casting Time 1 action
Range 30 feet
Components V, M (a snake's tongue and either a bit of honeycomb or a drop of sweet oil)
Duration Concentration, up to 8 hours

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

TONGUES



3rd-level divination

Casting Time 1 action
Range Touch
Components V, M (a small clay model of a ziggurat)
Duration 1 hour

This spell grants the creature you touch the ability to understand any spoken language it hears. Moreover, when the target speaks, any creature that knows at least one language and can hear the target understands what it says.

WARDING BOND



2nd-level abjuration

Casting Time 1 action
Range Touch
Components V, S, M (a pair of platinum rings worth at least 50 gp each, which you and the target must wear for the duration)
Duration 1 hour

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

WATER WALK



3rd-level transmutation (ritual)

Casting Time 1 action
Range 30 feet
Components V, S, M (a piece of cork)
Duration 1 hour

This spell grants the ability to move across any liquid surface—such as water, acid, mud, snow, quicksand, or lava—as if it were harmless solid ground (creatures crossing molten lava can still take damage from the heat). Up to ten willing creatures you can see within range gain this ability for the duration.

If you target a creature submerged in a liquid, the spell carries the target to the surface of the liquid at a rate of 60 feet

ZONE OF TRUTH



2nd-level enchantment

Casting Time 1 action
Range 60 feet
Components V, S
Duration 10 minutes

You create a magical zone that guards against deception in a 15-foot-radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw.