Based on Inanna

Blade Ward - Cantrip level, Abjuration

Casting time: 1 Action || Range: Self || Duration: 1 round || Components: V, S

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

Control Flames - Cantrip level, Transmutation

Casting time: 1 Action || Range: 60 feet || Duration: Instantaneous or 1 hour || Components: S

You choose a nonmagical flame that you can see within range and that fits within a 5-foot cube. You affect it in one of the following ways:

- You instantaneously expand the flame 5 feet in one direction, provided that wood or other fuel is present in the new location.
- You instantaneously extinguish the flames within the cube.
- You double or halve the area of bright light and dim light cast by the flame, change its color, or both. The change lasts for 1 hour.
- You cause simple shapes such as the vague form of a creature, an inanimate object, or a location 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 non-instantaneous

Create Bonfire - Cantrip level, Conjuration

Casting time: 1 Action || Range: 60 feet || Duration: Concentration, up to 1 minute || Components: V, S

You create a bonfire on ground that you can see within range. Until the spell ends, the magic bonfire fills a 5-foot cube. Any creature in the bonfire's space when you cast the spell must succeed on a Dexterity saving throw or take 1d8 fire damage. A creature must also make the saving throw when it moves into the bonfire's space for the first time on a turn or ends its turn there.

The bonfire ignites flammable objects in its area that aren't being worn or carried.

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

Druidcraft - Cantrip level, Transmutation

Casting time: 1 Action || Range: 30 feet || Duration: Instantaneous || Components: V, S

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

- You create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round.
- You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.
- You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5-foot cube.
- You instantly light or snuff out a candle, a torch, or a small campfire.

Fire Bolt - Cantrip level, Evocation

Casting time: 1 Action || Range: 120 feet || Duration: Instantaneous || Components: V, S

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

At higher level

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Friends - Cantrip level, Enchantment

Casting time: 1 Action || Range: Self || Duration: Concentration, up to 1 minute || Components: S, M (a small amount of makeup applied to the face as this spell is cast)

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

Guidance - Cantrip level, Divination

Casting time: 1 Action || Range: Touch || Duration: Concentration, up to 1 minute || Components: V, S

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

Light - Cantrip level, Evocation

Casting time: 1 Action || Range: Touch || Duration: 1 hour || Components: V, M (a firefly or phosphorescent moss)

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

Lightning Lure - Cantrip level, Evocation

Casting time: 1 Action || Range: 15 feet || Duration: Instantaneous || Components: V

You create a lash of lightning energy that strikes at one creature of your choice that you can see within range.

The target must succeed on a Strength saving throw or be pulled up to 10 feet in a straight line toward you and then take 1d8 lightning damage if it is within 5 feet of you.

At higher level

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

Mage Hand - Cantrip level, Conjuration

Casting time: 1 Action || Range: 30 feet || Duration: 1 minute || Components: V, S

A spectral, floating hand appears at a point you choose within range.

The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate magical items, or carry more than 10 pounds.

Mending - Cantrip level, Transmutation

Casting time: 1 Minute || Range: Touch || Duration: Instantaneous || Components: V, S, M (two lodestones)

This spell repairs a single break or tear in an object you touch, such as broken chain link, two halves of a broken key, a torn cloack, or a leaking wineskin.

As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

Message - Cantrip level, Transmutation

Casting time: 1 Action || Range: 120 feet || Duration: 1 round || Components: V, S, M (a short piece of copper wire)

You point your finger toward a creature within range and whisper a message.

The target (and only the target) hears the message and can reply in a whisper that only you can hear.

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

Minor Illusion - Cantrip level, Illusion

 $\textbf{Casting time: } 1 \, \text{Action} \, || \, \textbf{Range: } 30 \, \text{feet} \, || \, \textbf{Duration: } 1 \, \text{minute} \, || \, \textbf{Components: } S, \, \textbf{M} \, \text{(a bit of fleece)}$

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

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

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

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

Mold earth - Cantrip level, Transmutation

Casting time: 1 Action || Range: 30 feet || Duration: Instantaneous or 1 hour || Components: S

You choose a portion of dirt or stone that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways:

- If you target an area of loose earth, you can instantaneously excavate it, move it along the ground, and deposit it up to 5 feet away. This movement doesn't have enough force to cause damage.
- You cause shapes, colors, or both 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. If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Poison Spray - Cantrip level, Conjuration

Casting time: 1 Action || Range: 10 feet || Duration: Instantaneous || Components: V, S

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

At higher level

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

Prestidigitation - Cantrip level, Transmutation

Casting time: 1 Action || Range: 10 feet || Duration: Up to 1 hour || Components: V, S

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

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

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

Ray of Frost - Cantrip level, Evocation

Casting time: 1 Action || Range: 60 feet || Duration: Instantaneous || Components: V, S

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

At higher level

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

Resistance - Cantrip level, Abjuration

Casting time: 1 Action || Range: Touch || Duration: Concentration, up to 1 minute || Components: V, S, M (a miniature cloak)

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

Sacred Flame - Cantrip level, Evocation

Casting time: 1 Action || Range: 60 feet || Duration: Instantaneous || Components: V, S

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw.

At higher level

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

Shape Water - Cantrip level, Transmutation

Casting time: 1 Action || Range: 30 feet || Duration: Instantaneous or 1 hour || Components: S

You choose an area of water that you can see within range and that fits within a 5-foot cube.

You manipulate it in one of the following ways:

- You instantaneously move or otherwise change the flow of the water as you direct, up to 5 feet in any direction. This movement doesn't have enough force to cause damage.
- 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. The water must be changed in the same way throughout. This change lasts for 1 hour.
- You freeze the water, provided that there are no crea- tures in it. The water unfreezes in 1 hour.

If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Shocking Grasp - Cantrip level, Evocation

Casting time: 1 Action || Range: Touch || Duration: Instantaneous || Components: V, S

Lightning springs from your hand to deliver a shock to a creature you try to touch.

Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

At higher level

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

Spare the Dying - Cantrip level, Necromancy

Casting time: 1 Action || Range: Touch || Duration: Instantaneous || Components: V, S

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

Thaumaturgy - Cantrip level, Transmutation

Casting time: 1 Action || Range: 30 feet || Duration: Up to 1 minute || Components: V

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

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

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

Thunderclap - Cantrip level, Evocation

Casting time: 1 Action || Range: 5 feet || Duration: Instantaneous || Components: S

You create a burst of thunderous sound, which can be heard 100 feet away.

Each creature other than you within 5 feet of you must make a Constitution saving throw. On a failed save, the creature takes 1d6 thunder damage.

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

True Strike - Cantrip level, Divination

Casting time: 1 Action || Range: 30 feet || Duration: Concentration, up to 1 round || Components: S

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

Vicious Mockery - Cantrip level, Enchantment

 $\textbf{Casting time:} \ 1 \ \mathsf{Action} \ || \ \textbf{Range:} \ 60 \ \mathsf{feet} \ || \ \textbf{Duration:} \ \mathsf{Instantaneous} \ || \ \textbf{Components:} \ \mathsf{V}$

You unleash a string of insults laced with subtle enchantments at a creature you can see within range.

If the target can hear you (thought it need not understand you), it must succeed on a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

At higher level

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

Absorb Elements - 1 level, Abjuration

 $\textbf{Casting time:} \ \mathsf{Special} \ || \ \textbf{Range:} \ \mathsf{Self} \ || \ \textbf{Duration:} \ 1 \ \mathsf{round} \ || \ \textbf{Components:} \ \mathsf{S}$

1 Reaction, which you take when you take acid, cold, fire, lightning, or thunder damage

The spell captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and the spell ends.

At higher level

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

Alarm (Ritual) - 1 level, Abjuration

Casting time: 1 Minute || Range: 30 feet || Duration: 8 hours || Components: V, S, M (a tiny bell and a piece of fine silver wire) You set an alarm against unwanted intrusion.

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

A mental alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping. An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet.

Chaos Bolt - 1 level, Evocation

Casting time: 1 Action || Range: 120 feet || Duration: Instantaneous || Components: V, S

You hurl an undulating, warbling mass of chaotic energy at one creature in range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 + 1d6 damage. Choose one of the dSs. The number rolled on that die determines the attacks damage type, as shown below. d8 / Damage Type

- 1 / Acid
- 2 / Cold
- 3 / Fire
- 4 / Force
- 5 / Liahtnina
- 6 / Poison
- 7 / Psychic
- 8 / Thunder

If you roll the same number on both d8s, the chaotic energy leaps from the target to a different creature of your choice within 30 feet of it.

Make a new attack roll against the new target, and make a new damage roll, which could cause the chaotic energy to leap again. A creature can be targeted only once by each casting of this spell.

At higher level

When you cast this spell using a spell slot of 2nd level or higher, each target takes 1d6 extra damage of the type rolled for each slot level above 1st.

Charm Person - 1 level. Enchantment

Casting time: 1 Action || Range: 30 feet || Duration: 1 hour || Components: V, S

You attempt to charm a humanoid you can see within range.

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

At higher level

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

Chromatic Orb - 1 level, Evocation

Casting time: 1 Action || Range: 90 feet || Duration: Instantaneous || Components: V, S, M (a diamond worth at least 50 gp)

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

At higher level

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

Color Spray - 1 level, Illusion

Casting time: 1 Action || Range: Self (15-foot cone) || Duration: 1 round || Components: V, S, M

A dazzling array of flashing, colored light springs from your hand.

Roll 6d10, the total is how many hit points of creatures this spell can effect. Creatures in a 15-foot cone originating from you are affected in ascending order of their current hit points (ignoring unconscious creatures and creatures that can't see).

Starting with the creature that has the lowest current hit points, each creature affected by this spell is blinded until the spell ends. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for the creature to be affected.

At higher level

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

Command - 1 level, Enchantment

Casting time: 1 Action || Range: 60 feet || Duration: 1 round || Components: V

You speak a one-word command to a creature you can see within range.

The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the DM determines how the target behaves. If the target can't follow your command, the spell ends.

Approach The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop The target drops whatever it is holding and then ends its turn.

Flee The target spends its turn moving away from you by the fastest available means.

Grovel The target falls prone and then ends its turn.

Halt The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

At higher level

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

Create or Destroy Water - 1 level, Transmutation

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

You either create or destroy water.

Create Water

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

Destroy Water

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

At higher level

When you cast this spell using a spell slot of 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 slot level above 1st.

Cure Wounds - 1 level, Evocation

Casting time: 1 Action || Range: Touch || Duration: Instantaneous || Components: V, S

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 level

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.

Detect Evil and Good - 1 level, Divination

Casting time: 1 Action || Range: Self || Duration: Concentration, up to 10 minutes || Components: V, S

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 (Ritual) - 1 level, Divination

 $\textbf{Casting time:} \ 1 \ \text{Action} \ || \ \textbf{Range:} \ \text{Self} \ || \ \textbf{Duration:} \ \text{Concentration, up to 10 minutes} \ || \ \textbf{Components:} \ \text{V, S}$

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 is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Detect Poison and Disease - 1 level, Divination

Casting time: 1 Action || Range: Self || Duration: Concentration, up to 10 minutes || Components: V, S, M (a yew leaf)

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 is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Disguise Self - 1 level, Illusion

Casting time: 1 Action || Range: Self || Duration: 1 hour || Components: V, S

You make yourself – including your clothing, armor, weapons, and other belongings on your person – look different until the spell ends or until you use your action to dismiss it.

You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of som eone who reaches out to touch you would bump into you while it was seemingly still in midair. To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

Dissonant Whispers - 1 level, Enchantment

Casting time: 1 Action || Range: 60 feet || Duration: Instantaneous || Components: V

You whisper a discordant melody that only one creature of your choice within range can hear, wracking it with terrible pain.

The target must make a Wisdom saving throw. On a failed save, it takes 3d6 psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from you. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. On a successful save, the target takes half as much damage and doesn't have to move away. A deafened creature automatically succeeds on the save.

At higher level

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

Entangle - 1 level, Conjuration

Casting time: 1 Action || Range: 90 feet || Duration: Concentration, up to 1 minute || Components: V, S

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

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

When the spell ends, the conjured plants wilt away.

Expeditious Retreat - 1 level, Transmutation

Casting time: 1 Bonus Action || Range: Self || Duration: Concentration, up to 10 minutes || Components: V, S

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

Feather Fall - 1 level, Transmutation

Casting time: Special || Range: 60 feet || Duration: 1 minute || Components: V, M (a small feather or piece of down)

Reaction: When you or a creature within 60 feet of you falls

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

Find Familiar (Ritual) - 1 level, Conjuration

Casting time: 1 Hour || Range: 10 feet || Duration: Instantaneous || Components: V, S, M (10 gp worth of charcoal, incense, and herbs that must be consumed by fire in a brass brazier)

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

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

When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again.

While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

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

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

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

Fog Cloud - 1 level, Conjuration

Casting time: 1 Action || Range: 120 feet || Duration: Concentration, up to 1 hour || Components: V, S

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

At higher level

When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

Grease - 1 level, Conjuration

Casting time: 1 Action || Range: 60 feet || Duration: 1 minute || Components: V, S, M (a bit of pork rind or butter)

Slick grease covers the ground in a 10-foot square centered on a point within range and turns it into difficult terrain for the duration.

When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.

Guiding Bolt - 1 level, Evocation

Casting time: 1 Action || Range: 120 feet || Duration: 1 round || Components: V, S

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 level

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

Healing Word - 1 level, Evocation

Casting time: 1 Bonus Action || Range: 60 feet || Duration: Instantaneous || Components: V

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 level

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.

Heroism - 1 level, Enchantment

Casting time: 1 Action || Range: Touch || Duration: Concentration, up to 1 minute || Components: V, S

A willing creature you touch is imbued with bravery.

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

At higher level

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

Identify (Ritual) - 1 level, Divination

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

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

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

Inflict Wounds - 1 level, Necromancy

Casting time: 1 Action || Range: Touch || Duration: Instantaneous || Components: V, S

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

At higher level

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.

Longstrider - 1 level, Transmutation

Casting time: 1 Action || Range: Touch || Duration: 1 hour || Components: V, S, M (a pinch of dirt)

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

At higher level

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

Mage Armor - 1 level, Abjuration

Casting time: 1 Action || Range: Touch || Duration: 8 hours || Components: V, S, M (a piece of cured leather)

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

Magic Missile - 1 level, Evocation

Casting time: 1 Action || Range: 120 feet || Duration: Instantaneous || Components: V, S

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

At higher level

When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.

Protection from Evil and Good - 1 level, Abjuration

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

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

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

Purify Food and Drink (Ritual) - 1 level, Transmutation

Casting time: 1 Action || Range: 10 feet || Duration: Instantaneous || Components: V, S

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.

Sanctuary - 1 level, Abjuration

Casting time: 1 Bonus Action || Range: 30 feet || Duration: 1 minute || Components: V, S, M (a small silver mirror)

You ward a creature within range against attack.

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

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

Shield - 1 level, Abjuration

Casting time: Special || **Range:** Self || **Duration:** 1 round || **Components:** V, S Reaction trigger: You are hit by an attack or targeted by the magic missile spell

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

Shield of Faith - 1 level, Abjuration

Casting time: 1 Bonus Action || Range: 60 feet || Duration: Concentration, up to 10 minutes || Components: V, S, M (a small parchment with a bit of holy text written on it)

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

Sleep - 1 level, Enchantment

Casting time: 1 Action || Range: 90 feet || Duration: 1 minute || Components: V, S, M (a pinch of fine sand, rose petals, or a cricket)
This spell sends creatures into a magical slumber. Roll 5d8, the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Undead and creatures immune to being charmed aren't affected by this spell.

At higher level

When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

Speak with Animals (Ritual) - 1 level, Divination

Casting time: 1 Action || Range: Self || Duration: 10 minutes || Components: V, S

You gain the ability to comprehend and verbally communicate with beasts for the duration.

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

Thunderwave - 1 level, Evocation

Casting time: 1 Action || Range: Self (15-foot cube) || Duration: Instantaneous || Components: V, S

A wave of thunderous force sweeps out from you.

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

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

At higher level

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

Witch Bolt - 1 level, Evocation

Casting time: 1 Action || Range: 30 feet || Duration: Concentration, up to 1 minute || Components: V, S, M (a twig from a tree that has been struck by lightning)

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

At higher level

When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d12 for each slot level above 1st.

Aid - 2 level, Abjuration

Casting time: 1 Action || Range: 30 feet || Duration: 8 hours || Components: V, S, M (a tiny strip of white cloth)

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 level

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.

Barkskin - 2 level, Transmutation

Casting time: 1 Action || Range: Touch || Duration: Concentration, up to 1 hour || Components: V, S, M (A handful of oak bark)
You touch a willing creature. Until the spellends, the target's skin has a rough, bark-like appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing.

Beast Sense (Ritual) - 2 level, Divination

Casting time: 1 Action || Range: Touch || Duration: Concentration, up to 1 hour || Components: S

You touch a willing beast. For the duration of the spell, you can use your action to see through the beast's eyes and hear what it hears, and continue to do so until you use your action to return to your normal senses.

Blindness/Deafness - 2 level, Necromancy

Casting time: 1 Action || Range: 30 feet || Duration: 1 minute || Components: V

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 level

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.

Calm Emotions - 2 level, Enchantment

Casting time: 1 Action || Range: 60 feet || Duration: Concentration, up to 1 minute || Components: V, S

You attempt to suppress strong emotions in a group of people.

Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects. You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.

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

Continual Flame - 2 level, Evocation

Casting time: 1 Action || Range: Touch || Duration: Until dispelled || Components: V, S, M (ruby dust worth 50 gp, which the spell consumes)

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.

Detect Thoughts - 2 level, Divination

Casting time: 1 Action || **Range:** Self || **Duration:** Concentration, up to 1 minute || **Components:** V, S, M (a copper piece) For the duration, you can read the thoughts of certain creatures.

When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected.

You initially learn the surface thoughts of the creature—what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a W isdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that loom s large in its mind (such as something it worries over, loves, or hates). If it succeeds, the spell ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check; if it succeeds, the spell ends.

Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation.

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

Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.

Enhance Ability - 2 level, Transmutation

Casting time: 1 Action || Range: Touch || Duration: Concentration, up to 1 hour || Components: V, S, M (fur or a feather from a beast)
You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects: the target gains the effect until the spell ends

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

At higher level

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.

Find Traps - 2 level, Divination

Casting time: 1 Action || Range: 120 feet || Duration: Instantaneous || Components: V, S

You sense the presence of any trap within range that is within line of sight.

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

This spell merely reveals that a trap is present. You don't learn the location of each trap, but you do learn the general nature of the danger posed by a trap you sense.

Gentle Repose (Ritual) - 2 level, Necromancy

Casting time: 1 Action || Range: Touch || Duration: 10 days || 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)

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.

Hold Person - 2 level, Enchantment

Casting time: 1 Action || **Range:** 60 feet || **Duration:** Concentration, up to 1 minute || **Components:** V, S, M (a small, straight piece of iron) 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 level

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

Invisibility - 2 level, Illusion

Casting time: 1 Action || Range: Touch || Duration: Concentration, up to 1 hour || Components: V, S, M (an eyelash encased in gum arabic) A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

At higher level

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.

Knock - 2 level, Transmutation

Casting time: 1 Action || Range: 60 feet || Duration: Instantaneous || Components: V

Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access.

A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked.

If you choose a target that is held shut with arcane lock, that spell is suppressed for 10 minutes, during which time the target can be opened and shut normally.

When you cast the spell, a loud knock, audible from as far away as 300 feet, emanates from the target object.

Lesser Restoration - 2 level, Abjuration

 $\textbf{Casting time:} \ 1 \ \textbf{Action} \ || \ \textbf{Range:} \ \textbf{Touch} \ || \ \textbf{Duration:} \ \textbf{Instantaneous} \ || \ \textbf{Components:} \ \textbf{V, S}$

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

Magic Weapon - 2 level, Transmutation

Casting time: 1 Bonus Action || Range: Touch || Duration: Concentration, up to 1 hour || Components: V, S

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

At higher level

When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2.

When you use a spell slot of 6th level or higher, the bonus increases to +3.

Mirror Image - 2 level, Illusion

Casting time: 1 Action || Range: Self || Duration: 1 minute || Components: V, S

Three illusory duplicates of yourself appear in your space.

Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates.

Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates.

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

A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed.

A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

Misty Step - 2 level, Conjuration

Casting time: 1 Bonus Action || Range: Self || Duration: Instantaneous || Components: V

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

Phantasmal Force - 2 level, Illusion

Casting time: 1 Action || Range: 60 feet || Duration: Concentration, up to 1 minute || Components: V, S, M (a bit of fleece)

You craft an illusion that takes root in the mind of a creature that you can see within range.

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

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

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

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

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

Prayer of Healing - 2 level, Evocation

Casting time: 10 Minutes || Range: 30 feet || Duration: Instantaneous || Components: V

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 level

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 Poison - 2 level, Abjuration

Casting time: 1 Action || Range: Touch || Duration: 1 hour || Components: V, S

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.

Scorching Ray - 2 level, Evocation

Casting time: 1 Action || Range: 120 feet || Duration: Instantaneous || Components: V, S

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

At higher level

When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.

See invisibility - 2 level, Divination

Casting time: 1 Action || Range: Self || Duration: 1 hour || Components: V, S, M (a pinch of talc and a small sprinkling of powdered silver)
For the duration, you see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.

Silence (Ritual) - 2 level, Illusion

Casting time: 1 Action || Range: 120 feet || Duration: Concentration, up to 10 minutes || Components: V, S

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.

Spike Growth - 2 level, Transmutation

Casting time: 1 Action || Range: 150 feet || Duration: Concentration, up to 10 minutes || Components: V, S, M (seven sharp thorns or seven small twigs, each sharpened to a point)

The ground in a 20-foot radius centered on a point within range twists and sprouts hard spikes and thorns. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels.

The transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time the spell is case must make a Wisdom (Perception) check against your spell save DC to recognize the terrain as hazardous before entering it.

Spiritual Weapon - 2 level, Evocation

Casting time: 1 Bonus Action || Range: 60 feet || Duration: 1 minute || Components: V, S

You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again.

When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes force damage equal to 1d8 + your spellcasting ability modifier.

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

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

At higher level

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

Suggestion - 2 level, Enchantment

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

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

The target must make a Wisdom saving throw. On a failed save, it purses the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a knight give her warhorse to the first beggar she meets. If the condition isn't met before the spell expires, the activity isn't preformed.

If you or any of your companions damage the target, the spell ends.

Beacon of Hope - 3 level, Abjuration

Casting time: 1 Action || Range: 30 feet || Duration: Concentration, up to 1 minute || Components: V, S

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.

Blink - 3 level, Transmutation

Casting time: 1 Action || Range: Self || Duration: 1 minute || Components: V, S

Roll a d20 at the end of each of your turns for the duration of the spell. On a roll of 11 or higher, you vanish from your current plane of existence and appear in the Etheral Plane (the spell fails and the casting is wasted if you were already on that plane).

At the start of you next turn, and when the spell ends if you are on the Etheral Plane, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that rang, you appear in the nearest unoccupied space (chosen at random if more that one space is equally near). You can dismiss this spell as an action.

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

Clairvoyance - 3 level, Divination

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

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

When you cast the spell, you choose seeing or hearing. You can use the chosen sense through the sensor as if you were in its space. As your action, you can switch between seeing and hearing. A creature that can see the sensor (such as a creature benefitting from see invisibility or truesight) sees a luminous, intangible orb about the size of your fist.

Counterspell - 3 level, Abjuration

Casting time: Special || Range: 60 feet || Duration: Instantaneous || Components: S

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

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

At higher level

When you cast this spell using a spell slot of 4th level or higher, the interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.

Create Food and Water - 3 level, Conjuration

Casting time: 1 Action || Range: 30 feet || Duration: Instantaneous || Components: V, S

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.

Daylight - 3 level, Evocation

 $\textbf{Casting time:} \ 1 \ \mathsf{Action} \ || \ \textbf{Range:} \ 60 \ \mathsf{feet} \ || \ \textbf{Duration:} \ 1 \ \mathsf{hour} \ || \ \textbf{Components:} \ \mathsf{V, S}$

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 with and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light.

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

Dispel Magic - 3 level, Abjuration

Casting time: 1 Action || Range: 120 feet || Duration: Instantaneous || Components: V, S

Choose any 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 level

When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

Erupting Earth - 3 level, Transmutation

Casting time: 1 Action || Range: 120 feet || Duration: Instantaneous || Components: V, S, M

(a piece of obsidian)

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 must make a Dexterity saving throw. A creature takes 3d12 bludgeoning damage on a failed save, or half as much damage on a successful one. Additionally, the ground in that area becomes difficult terrain until cleared away. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

At higher level

When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d12 for each slot level above 2nd.

Fireball - 3 level, Evocation

Casting time: 1 Action || Range: 150 feet || Duration: Instantaneous || Components: V, S, M (a tiny ball of bat guano and sulfur)

A bright streak flashes from your pointing finger to a point you choose within range then blossoms with a low roar into an explosion of flame.

Each creature in a 20-foot radius must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

At higher level

When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Glyph of Warding - 3 level, Abjuration

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

When you cast this spell, you inscribe a glyph that harms other creatures, either upon a surface (such as a table or a section of floor or wall) or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the glyph.

If you choose a surface, the glyph can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered.

The glyph is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC to be found.

You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or standing on the glyph, removing another object covering the glyph, approaching within a certain distance of the glyph, or manipulating the object on which the glyph is inscribed. For glyphs inscribed within an object, the most common triggers include opening that object, approaching within a certain distance of the object, or seeing or reading the glyph. Once a glyph is triggered, this spell ends.

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

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

Explosive Runes

When triggered, the glyph erupts with magical energy in a 20-foot-radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the area must make a Dexterity saving throw. A creature takes 5d8 acid, cold, fire, lightning, or thunder damage on a failed saving throw (your choice when you create the glyph), or half as much damage on a successful one.

Spell Glyph

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

At higher level

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

Haste - 3 level, Transmutation

Casting time: 1 Action || Range: 30 feet || Duration: Concentration, up to 1 minute || Components: V, S, M (a shaving of licorice root) Choose a willing creature that you can see within range. Until the spell ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

Hypnotic Pattern - 3 level, Illusion

Casting time: 1 Action || Range: 120 feet || Duration: Concentration, up to 1 minute || Components: S, M (a glowing stick of incense or a crystal vial filled with phosphorescent material)

You create a twisting pattern of colors that weaves through the air inside a 30-foot cube within range.

The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0.

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

Leomund's Tiny Hut (Ritual) - 3 level, Evocation

Casting time: 1 Minute || Range: Self (10-foot-radius hemisphere) || Duration: 8 hours || Components: V, S, M (a small crystal bead)
A 10-foot-radius immobile dome of force springs into existence around and above you and remains stationary for the duration. The spell ends if you leave its area.

Nine creatures of Medium size or smaller can fit inside the dome with you. The spell fails if its area includes a larger creature or more than nine creatures. Creatures and objects within the dome when you cast this spell can move through it freely. All other creatures and objects are barred from passing through it. Spells and other magical effects can't extend through the dome or be cast through it. The atmosphere inside the space is comfortable and dry, regardless of the weather outside.

Until the spell ends, you can command the interior to become dimly lit or dark. The dome is opaque from the outside, of any color you choose, but it is transparent from the inside.

Lightning Bolt - 3 level, Evocation

Casting time: 1 Action || Range: Self (100-foot line) || Duration: Instantaneous || Components: V, S, M (a bit of fur and a rod of amber, crystal, or glass)

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

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

At higher level

When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Major Image - 3 level, Illusion

Casting time: 1 Action || **Range:** 120 feet || **Duration:** Concentration, up to 10 minutes || **Components:** V, S, M (a bit of fleece) You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot cube.

The image appears at a spot that you can see within range and lasts for the duration. It seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature (like a troglodyte's stench).

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

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

At higher level

When you cast this spell using a spell slot of 6th level or higher, the spell lasts until dispelled, without requiring your concentration.

Mass Healing Word - 3 level, Evocation

Casting time: 1 Bonus Action || Range: 60 feet || Duration: Instantaneous || Components: V

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 level

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 (Ritual) - 3 level, Transmutation

Casting time: 1 Action || Range: Touch || Duration: 8 hours || Components: V, S

You step into a stone object or surface large enough to fully contain your body, melding yourself and all the equipment you carry with the stone for the duration.

Using your movement, you step into the stone at a point you can touch. Nothing of your presence remains visible or otherwise detectable by nonmagical senses.

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

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

Nondetection - 3 level, Abjuration

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

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.

Plant Growth - 3 level, Transmutation

Casting time: Special || Range: 150 feet || Duration: Instantaneous || Components: V, S

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

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

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

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

Protection from Energy - 3 level, Abjuration

Casting time: 1 Action || Range: Touch || Duration: Concentration, up to 1 hour || Components: V, S

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

Remove Curse - 3 level, Abjuration

Casting time: 1 Action || Range: Touch || Duration: Instantaneous || Components: V, S

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 - 3 level, Necromancy

Casting time: 1 Action || Range: Touch || Duration: Instantaneous || Components: V, S, M (diamonds worth 300 gp, which the spell consumes)

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

Sending - 3 level, Evocation

Casting time: 1 Action || Range: Unlimited || Duration: 1 round || Components: V, S, M (a short piece of fine copper wire)

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

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

Slow - 3 level, Transmutation

Casting time: 1 Action || Range: 120 feet || Duration: Concentration, up to 1 minute || Components: V, S, M (a drop of molasses)
You alter time around up to six creatures of your choice in a 40-foot cube within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration.

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

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

A creature affected by this spell makes another Wisdom saving throw at the end of its turn. On a successful save, the effect ends for it.

Speak with Dead - 3 level, Necromancy

Casting time: 1 Action || Range: 10 feet || Duration: 10 minutes || Components: V, S, M (burning incense)

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 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. This spell doesn't return the creature's soul to its body, only its animating spirit. Thus, the corpse can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.

Speak with Plants - 3 level, Transmutation

Casting time: 1 Action || Range: Self (30-foot radius) || Duration: 10 minutes || Components: V, S

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

You can also turn difficult terrain caused by plant growth (such as thickets and undergrowth) into ordinary terrain that lasts for the duration. Or you can turn ordinary terrain where plants are present into difficult terrain that lasts for the duration, causing vines and branches to hinder pursuers, for example.

Plants might be able to perform other tasks on your behalf, at the DM's discretion. The spell doesn't enable plants to uproot themselves and move about, but they can freely move branches, tendrils, and stalks.

If a plant creature is in the area, you can communicate with it as if you shard a common language, but you gain no magical ability to influence it.

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

Spirit Guardians - 3 level, Conjuration

Casting time: 1 Action || Range: Self (15-foot-radius) || Duration: Concentration, up to 10 minutes || Components: V, S, M (a holy symbol) You call forth spirits to protect you.

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

When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Wisdom saving throw. On a failed save, the creature takes 3d8 radiant damage (if you are good or neutral) or 3d8 necrotic damage (if you are evil). On a successful save, the creature takes half as much damage.

At higher level

When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

Thunder Step - 3 level, Conjuration

Casting time: 1 Action || Range: 90 feet || Duration: Instantaneous || Components: V

You teleport yourself to an unoccupied space you can see within range. Immediately after you disappear, a thunderous boom sounds, and each creature within 10 feet of the space you left must make a Constitution saving throw, taking 3d10 thunder damage on a failed save, or half as much damage on a successful one. The thunder can be heard from up to 300 feet away.

You can bring along objects as long as their weight doesn't exceed what you can carry. You can also teleport one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell, and there must be an unoccupied space within 5 feet of your destination space for the creature to appear in; otherwise, the creature is left behind.

At higher level

When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

Water Walk (Ritual) - 3 level, Transmutation

Casting time: 1 Action || Range: 30 feet || Duration: 1 hour || Components: V, S, M (a piece of cork)

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 per round.

Banishment - 4 level, Abjuration

Casting time: 1 Action || Range: 60 feet || Duration: Concentration, up to 1 minute || Components: V, S, M (an item distasteful to the target)

You attempt to send one creature that you can see within range to another place of existence. The target must succeed on a Charisma saving throw or be banished.

If the target is native to the plane of existence you're on, you banish the target to a harmless demiplane. While there, the target is incapacitated. The target remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

If the target is native to a different plane of existence that the one you're on, the target is banished with a faint popping noise, returning to its home plane.

If the spell ends before 1 minute has passed, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Otherwise, the target doesn't return.

At higher level

When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.

Compulsion - 4 level, Enchantment

Casting time: 1 Action || Range: 30 feet || Duration: Concentration, up to 1 minute || Components: V, S

Creatures of your choice that you can see within range and that can hear you must make a Wisdom saving throw.

A target automatically succeeds on this saving throw if it can't be charmed. On a failed save, a target is affected by this spell. Until the spell ends, you can use a bonus action on each of your turns to designate a direction that is horizontal to you. Each affected target must use as much of its movement as possible to move in that direction on its next turn. It can take its action before it moves. After moving in this way, it can make another Wisdom saving throw to try to end the effect.

A target isn't compelled to move into an obviously deadly hazard, such as a fire pit, but it will provoke opportunity attacks to move in the designated direction.

Confusion - 4 level, Enchantment

Casting time: 1 Action || Range: 90 feet || Duration: Concentration, up to 1 minute || Components: V, S, M (three nut shells)
This spell assaults and twists creatures' minds, spawning delusions and provoking uncontrolled actions. Each creature in a 10-foot-radius sphere centered on a point you choose within range must succeed on a Wisdom saving throw when you cast this spell or be affected by it.

An affected target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

d10 Behavior

- 1. The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.
- 2-6. The creature doesn't move or take actions this turn.
- 7-8. The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
- 9-10. The creature can act and move normally.

At the end of its turns, an affected target can make a Wisdom saving throw. It it succeeds, this effect ends for that target.

At higher level

When you cast this spell using a spell slot of 5th level or higher, the radius of the sphere increases by 5 feet for each slot level above 4th

Control Water - 4 level, Transmutation

Casting time: 1 Action || Range: 300 feet || Duration: Concentration, up to 10 minutes || Components: V,S,M (a drop of water and a pinch of dust)

Until the spell ends, you control any freestanding water inside an area you choose that is a cube up to 100 feet on a side.

You can choose from any of the following effects when you cast this spell. As an action on your turn, you can repeat the same effect or choose a different one.

Flood

You cause the water level of all standing water in the area to rise by as much as 20 feet. If the area includes a shore, the flooding water spills over onto dry land. If you choose an area in a large body of water, you instead create a 20-foot tall wave that travels from one side of the area to the other and then crashes down. Any Huge or smaller vehicles in the wave's path are carried with it to the other side. Any Huge or smaller vehicles struck by the wave have a 25 percent chance of capsizing. The water level remains elevated until the spell ends or you choose a different effect. If this effect produced a wave, the wave repeats on the start of your next turn while the flood effect lasts.

Part Water

You cause water in the area to move apart and create a trench. The trench extends across the spell's area, and the separated water forms a wall to either side. The trench remains until the spell ends or you choose a different effect. The water then slowly fills in the trench over the course of the next round until the normal water level is restored.

Redirect Flow

You cause flowing water in the area to move in a direction you choose, even if the water has to flow over obstacles, up walls, or in other unlikely directions. The water in the area moves as you direct it, but once it moves beyond the spell's area, it resumes its flow based on the terrain conditions. The water continues to move in the direction you chose until the spell ends or you choose a different effect.

Whirlpool

This effect requires a body of water at least 50 feet square and 25 feet deep. You cause a whirlpool to form in the center of the area. The whirlpool forms a vortex that is 5 feet wide at the base, up to 50 feet wide at the top, and 25 feet tall. Any creature or object in the water and within 25 feet of the vortex is pulled 10 feet toward it. A creature can swim away from the vortex by making a Strength (Athletics) check against your spell save DC.

When a creature enters the vortex for the first time on a turn or starts its turn there, it must make a Strength saving throw. On a failed save, the creature takes 2d8 bludgeoning damage and is caught in the vortex until the spell ends. On a successful save, the creature takes half damage, and isn't caught in the vortex. A creature caught in the vortex can use its action to try to swim away from the vortex as described above, but has disadvantage on the Strength (Athletics) check to do so.

The first time each turn that an object enters the vortex, the object takes 2d8 bludgeoning damage, this damage occurs each round it remains in the vortex.

Death Ward - 4 level, Abjuration

Casting time: 1 Action || Range: Touch || Duration: 8 hours || Components: V, S

You touch a creature and grant it a measure of protection from death.

The first time the target would drop to 0 hit points as a result of taking damage, the target instead drops to 1 hit point, and the spell ends. If the spell is still in effect when the target is subjected to an effect that would kill it instantaneously without dealing damage, that effect is instead negated against the target, and the spells ends.

Dimension Door - 4 level, Conjuration

Casting time: 1 Action || Range: 500 feet || Duration: Instantaneous || Components: V

You teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as "200 feet straight downward" or "upward to the northwest at a 45-degree angle, 300 feet".

You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell.

If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 4d6 force damage, and the spell fails to teleport you.

Divination (Ritual) - 4 level, Divination

Casting time: 1 Action || Range: Self || Duration: Instantaneous || Components: V, S, M (incense and a sacrificial offering appropriate to your religion, together worth at least 25 gp, which the spell consumes)

Your magic and an offering put you in contact with a god or a god's servants. You ask a single question concerning a specific goal, event, or activity to occur within 7 days. The DM offers a truthful reply. The reply might be a short phrase, a cryptic rhyme, or an omen.

The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

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

Fabricate - 4 level. Transmutation

Casting time: 10 Minutes || Range: 120 feet || Duration: Instantaneous || Components: V, S

You convert raw materials into products of the same material.

For example, you can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, and clothes from flax or wool.

Choose raw materials that you can see within range. You can fabricate a Large or smaller object (contained within a 10-foot cube, or eight connected 5-foot cubes), given a sufficient quantity of raw material. If you are working with metal, stone, or another mineral substance, however, the fabricated object can be no larger than Medium (contained within a single 5-foot cube). The quality of objects made by the spell is commensurate with the quality of the raw materials.

Creatures or magic items can't be created or transmuted by this spell. You also can't use it to create items that ordinarily require a high degree of craftsmanship, such as jewelry, weapons, glass, or armor, unless you have proficiency with the type of artisan's tools used to craft such objects.

Freedom of Movement - 4 level, Abjuration

Casting time: 1 Action || Range: Touch || Duration: 1 hour || Components: V, S, M (a leather strap, bound around the arm or a similar appendage)

You touch a willing creature. For the duration, the target's movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce the target's speed nor cause the target to be paralyzed or restrained.

The target can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has it grappled. Finally, being underwater imposes no penalties on the target's movement or attacks.

Greater Invisibility - 4 level, Illusion

Casting time: 1 Action || Range: Touch || Duration: Concentration, up to 1 minute || Components: V, S

You or a creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person.

Guardian of Faith - 4 level, Conjuration

Casting time: 1 Action || Range: 30 feet || Duration: 8 hours || Components: V

A Large spectral guardian appears and hovers for the duration in an unoccupied space of your choice that you can see within range. The guardian occupies that space and is indistinct except for a gleaming sword and shield emblazoned with the symbol of your deity.

Any creature hostile to you that moves to a space within 10 feet of the guardian for the firs time on a turn must succeed on a Dexterity saving throw. The creature takes 20 radiant damage on a failed save, or half as much damage on a successful one. The guardian vanishes when it has dealt a total of 60 damage.

Hallucinatory Terrain - 4 level, Illusion

Casting time: 10 Minutes || Range: 300 feet || Duration: 24 hours || Components: V, S, M (a stone, a twig, and a bit of green plant)
You make natural terrain in a 150-foot cube in range look, sound, and smell like some other sort of natural terrain. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Manufactured structures, equipment, and creatures within the area aren't changed in appearance.

The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to see through the illusion. If the difference isn't obvious by touch, a creature carefully examining the illusion can attempt an Intelligence (Investigation) check against your spell save DC to disbelieve it. A creature who discerns the illusion for what it is, sees it as a vague image superimposed on the terrain.

Ice Storm - 4 level, Evocation

Casting time: 1 Action || **Range:** 300 feet || **Duration:** Instantaneous || **Components:** V, S, M (a pinch of dust and a few drops of water) A hail of rock-hard ice pounds to the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within range.

Each creature in the cylinder must make a Dexterity saving throw. A creature takes 2d8 bludgeoning damage and 4d6 cold damage on a failed save, or half as much damage on a successful one.

Hailstones turn the storm's area of effect into difficult terrain until the end of your next turn.

At higher level

When you cast this spell using a spell slot of 5th level or higher, the bludgeoning damage increases by 1d8 for each slot level above 4th.

Locate Creature - 4 level. Divination

Casting time: 1 Action || Range: Self || Duration: Concentration, up to 1 hour || Components: V, S, M (a bit of fur from a bloodhound)

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

The spell can locate a specific creature known to you, or the nearest creature of a specific kind (such as a human or a unicorn), so long as you have seen such a creature up close – within 30 feet – at least once. If the creature you described or named is in a different form, such as being unfer the effects of a polymorph spell, this spell doesn't locate the creature.

This spell can't locate a creature if running water at least 10 feet wide blocks a direct path between you and the creature.

Mordenkainen's Faithful Hound - 4 level, Conjuration

Casting time: 1 Action || **Range:** 30 feet || **Duration:** 8 hours || **Components:** V, S, M (a tiny silver whistle, a piece of bone, and a thread) You conjure a phantom watchdog in an unoccupied space that you can see within range, where it remains for the duration, until you dismiss it as an action, or until you move more than 100 feet away from it.

The hound is invisible to all creatures except you and can't be harmed. When a Small or larger creature comes within 30 feet of it without first speaking the password that you specify when you cast this spell, the hound starts barking loudly. The hound sees invisible creatures and can see into the Ethereal Plane. It ignores illusions.

At the start of each of your turns, the hound attempts to bite one creature within 5 feet of it that is hostile to you. The hound's attack bonus is equal to your spellcasting ability modifier + your proficiency bonus. On a hit, it deals 4d8 piercing damage.

Polymorph - 4 level, Transmutation

Casting time: 1 Action || Range: 60 feet || Duration: Concentration, up to 1 hour || Components: V, S, M (a caterpillar cocoon)
This spell transforms a creature that you can see within range into a new form. An unwilling creature must make a Wisdom saving throw to avoid the effect. A shapechanger automatically succeeds on this saving throw.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment. This spell can't affect a target that has 0 hit points.

Stone Shape - 4 level, Transmutation

Casting time: 1 Action || Range: Touch || Duration: Instantaneous || Components: V, S, M (soft clay, which must be worked into roughly the desired shape of the stone object)

You touch a stone object of Medium size or smaller or a section of stone no more than 5 feet in any dimension and form it into any shape that suits your purpose. So, for example, you could shape a large rock into a weapon, idol, or coffer, or make a small passage through a wall, as long as the wall is less than 5 feet thick. You could also shape a stone door or its frame to seal the door shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

Vitriolic Sphere - 4 level, Evocation

Casting time: 1 Action || Range: 150 feet || Duration: Instantaneous || Components: V, S, M (a drop of giant slug bile)

You point at a location within range, and a glowing, 1-foot-diameter ball of emerald acid streaks there and explodes in a 20-foot-radius sphere. Each creature in that area must make a Dexterity saving throw. On a failed save, a creature takes 10d4 acid damage and another 5d4 acid damage at the end of its next turn. On a successful save, a creature takes half the initial damage and no damage at the end of its next turn.

At higher level

When you cast this spell using a spell slot of 5th level or higher, the initial damage increases by 2d4 for each slot level above 4th.

Watery Sphere - 4 level, Conjuration

Casting time: 1 Action || **Range:** 90 feet || **Duration:** Concentration, up to 1 minute || **Components:** V, S, M (a droplet of water) You conjure up a sphere of water with a 5-foot radius on a point you can see within range. The sphere can hover in the air, but no more than 10 feet off the ground. The sphere remains for the spell's duration.

Any creature in the sphere's space must make a Strength saving throw. On a successful save, a creature is ejected from that space to the nearest unoccupied space outside it. A Huge or larger creature succeeds on the saving throw automatically. On a failed save, a creature is restrained by the sphere and is engulfed by the water. At the end of each of its turns, a restrained target can repeat the saving throw. The sphere can restrain a maximum of four Medium or smaller creatures or one Large creature. If the sphere restrains a creature in excess of these numbers, a random creature that was already restrained by the sphere falls out of it and lands prone in a space within 5 feet of it. As an action, you can move the sphere up to 30 feet in a straight line. If it moves over a pit, cliff, or other drop, it safely descends until it is hovering 10 feet over ground. Any creature restrained by the sphere moves with it. You can ram the sphere into creatures, forcing them to make the saving throw, but no more than once per turn.

When the spell ends, the sphere falls to the ground and extinguishes all normal flames within 30 feet of it. Any creature restrained by the sphere is knocked prone in the space where it falls.

Insect Plague - 5 level, Conjuration

Casting time: 1 Action || Range: 300 feet || Duration: Concentration, up to 10 minutes || Components: V, S, M (a few grains of sugar, some kernels of grain, and a smear of fat)

Swarming, biting locusts fill a 20-foot-radius sphere centered on a point you choose within range. The sphere spreads around corners. The sphere remains for the duration, and its area is lightly obscured. The sphere's area is difficult terrain.

When the area appears, each creature in it must make a Constitution saving throw. A creature takes 4d10 piercing damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there.

At higher level

When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 for each slot level above 5th.

Mislead - 5 level, Illusion

Casting time: 1 Action || Range: Self || Duration: Concentration, up to 1 hour || Components: S

You become invisible at the same time that an illusory double of you appears where you are standing. The double lasts for the duration, but the invisibility ends if you attack or cast a spell.

You can use your action to move your illusory double up to twice your speed and make it gesture, speak, and behave in whatever way you choose.

You can see through its eyes and hear through its ears as if you were located where it is. On each of your turns as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings.

Seeming - 5 level, Illusion

 $\textbf{Casting time:} \ 1 \ \text{Action} \ || \ \textbf{Range:} \ 30 \ \text{feet} \ || \ \textbf{Duration:} \ 8 \ \text{hours} \ || \ \textbf{Components:} \ V, \ S$

This spell allows you to change the appearance of any number of creatures that you can see within range.

You give each target you choose a new, illusory appearance. An unwilling target can make a Charisma saving throw, and if it succeeds, it is unaffected by this spell.

The spell disguises physicial appearances as well as clothing, armor, weapons, and equipment. You can make each creature seem 1 foot shorter or taller and appear thin, fat, or inbetween. You can't change a target's body type, so you must choose a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The spell lasts for the duration, unless you use your action to dismiss it sooner.

The changes wrought by this spell fail to hold up to physical inspections. For example, if you use this spell to add a hat to a creature's outfitm objects pass through the hat, and anyone who touches it would feel nothing or would feel the creature's head and hair. If you use this spell to appear thinner then you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

A creature can use its action to inspect a target and make an Intelligence (Investigation) check against your spell save DC. If it succeeds, it becomes aware that the target is disguised.

Globe of Invulnerability - 6 level, Abjuration

Casting time: 1 Action || Range: Self (10-foot radius) || Duration: Concentration, up to 1 minute || Components: V, S, M (a glass or crystal bead that shatters when the spell ends)

An immobile, faintly shimmering barrier springs into existence in a 10-foot radius around you and remains for the duration.

Any spell of 5th level or lower cast from outside the barrier can't affect creatures or objects within it, even if the spell is cast using a higher level spell slot. Such a spell can target creatures and objects within the barrier, but the spell has no effect on them. Similarly, the area within the barrier is excluded from the areas affected by such spells.

At higher level

When you cast this spell using a spell slot of 7th level or higher, the barrier blocks spells of one level higher for each slot level above 6th.

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