Spells

**Cantrips: 4**

**Message**

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.

**Prestidigitation**

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.

**Sword Burst**

You create a momentary circle of spectral blades that sweep around you. Each creature within range, other than you, must succeed on a Dexterity saving throw or take 1d6 force damage.

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

**Infestation**

You cause a cloud of mites, fleas, and other parasites to appear momentarily on one creature you can see within range. The target must succeed on a Constitution saving throw, or it takes 1d6 poison damage and moves 5 feet in a random direction if it can move and its speed is at least 5 feet. Roll a d4 for the direction: 1, north; 2, south; 3, east; or 4, west. This movement doesn’t provoke opportunity attacks, and if the direction rolled is blocked, the target doesn't move.

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

**1st: 4 -4**

**Detect Magic**

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

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

**Identify**

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.

**Find Familiar (Henry)**

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 your 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.

**Unseen Servant (Perry)**

This spell creates an invisible, mindless, shapeless force that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, and a Strength of 2, and it can’t attack. If it drops to 0 hit points, the spell ends.

Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command.

If you command the servant to perform a task that would move it more than 60 feet away from you, the spell ends.

**2nd: 3 – 3**

**Misty Step**

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

**Flock of Familiars (Henry, Simone, Patrick, Peppers, Therone, Geraldine)**

You temporarily summon three familiars – spirits that take animal forms of your choice. Each familiar uses the same rules and options for a familiar conjured by the Find Familiar spell. All the familiars conjured by this spell must be the same type of creature (celestials, fey, or fiends; your choice). If you already have a familiar conjured by the Find Familiar spell or similar means, then one fewer familiars are conjured by this spell.

Familiars summoned by this spell can telepathically communicate with you and share their visual or auditory senses while they are within 1 mile of you.

When you cast a spell with a range of touch, one of the familiars conjured by this spell can deliver the spell, as normal. However, you can cast a touch spell through only one familiar per turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you conjure an additional familiar for each slot level above 2nd.

**Cloud of Daggers**

You fill the air with spinning daggers in a cube 5 feet on each side, centered on a point you choose within range. A creature takes 4d4 slashing damage when it enters the spell’s area for the first time on a turn or starts its turn there.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 2d4 for each slot level above 2nd.

**3rd: 3 - 3**

**Summon Fey Spirit**

You call forth a spirit from the Feywild. The spirit manifests physically in an unoccupied space that you can see within range. This corporeal form uses the Fey Spirit stat block below. When you cast the spell, choose a mood: Deceitful, Furious, or Joyful. The creature physically resembles a satyr, a dryad, or an elf (your choice) marked by the chosen mood, which also determines one of the traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is friendly to you and your companions for the spell’s duration. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys verbal commands that you issue to it (no action required by you). If you don’t issue any, it defends itself but otherwise takes no action.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the creature assumes the higher level for that casting wherever it uses the spell’s level in its stat block.

**Tidal Wave**

You conjure up a wave of water that crashes down on an area within range. The area can be up to 30 feet long, up to 10 feet wide, and up to 10 feet tall. Each creature in that area must make a Dexterity saving throw. On a failed save, a creature takes 4d8 bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn’t knocked prone. The water then spreads out across the ground in all directions, extinguishing unprotected flames in its area and within 30 feet of it, and then it vanishes.

**Thunder Step**

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.

**4th: 2 - 2**

**Faithful Hound**

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.

**Dimension Door (500ft)**

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.

**Evard’s Black Tentacles**

Squirming, ebony tentacles fill a 20-foot square on ground that you can see within range. For the duration, these tentacles turn the ground in the area into difficult terrain.

When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw or take 3d6 bludgeoning damage and be restrained by the tentacles until the spell ends. A creature that starts its turn in the area and is already restrained by the tentacles takes 3d6 bludgeoning damage.

A creature restrained by the tentacles can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself.

FEY SPIRIT

Small fey, chaotic good

Armor Class 11 + the level of the spell (natural armor) (14)

Hit Points equal the fey's Constitution modifier + your spellcasting ability modifier + ten times the spell's level (34)

Speed 40 ft.

STR 13 (+1) DEX 16 (+3) CON 14 (+2)

INT 14 (+2) WIS 11 (+0) CHA 16 (+3)

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 10

Languages Sylvan, understands the languages you speak (Primordial)

Fey Step. As a bonus action, the fey can magically teleport up to 30 feet to an unoccupied space it can see.

Darkening Step (Deceitful Only). (Gilliad) Immediately after using its Fey Step, the fey can fill a 5-foot cube within 5 feet of it with magical darkness, which remains until the end of the fey’s next turn.

Ecstatic Step (Joyful Only). (Fabian) Immediately after using its Fey Step, the fey can choose a creature it can see within 10 feet of it and force it to succeed on a Wisdom saving throw against your spell save DC or be charmed by the fey for 1 minute. The charm ends if the fey or any of its companions deals any damage to the target.

Impassioned Step (Furious Only). (Rodrick) Immediately after using its Fey Step, the fey has advantage on the next attack roll it makes before the end of its turn.

Actions

Multiattack. The fey makes a number of attacks equal to half this spell’s level (rounded down).

Shortsword. Melee Weapon Attack: +3 + the spell’s level to hit, reach 5 ft., one target. Hit: 1d6 + 3 + the spell’s level piercing damage + 1d6 force damage.