

Spell compendium

Cantrips

Prestidigitation (Cantrip)

Casting Time: 1 action

Range: 10 feet

Duration: 1 hour

This is a novice spell used by beginning spellcasters for practice. When you cast this spell, you can create one or more of the following magical effects within range:

- You create an instantaneous, harmless sensory effect.
- You instantaneously light or snuff out a candle, torch, small camp fire, or equivalent fire.
- 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 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 the spell multiple times, up to three non-instantaneous effects can be active at the same time, each requiring an action to cast.

Mending (Cantrip)

Casting time: 1 minute

Range: touch

Duration: Instantaneous

You repair one tear, puncture, or a single break in an object. A hole repaired cannot be more than one foot wide. An object broken in half cannot be more than six feet on one side.

Chastise (Cantrip)

Casting time: 1 action

Range: 60 feet

Duration: Instantaneous

You verbally chastise the ill behavior of one creature within range that can hear you. They must succeed a wisdom saving throw or receive 1d4 psychic damage.

Guidance (Cantrip)

Casting time: 1 action

Range: 30 feet

Duration: 1 minute

You call out a phrase of caution, encouragement, or comfort to one target that can hear and understand you within range. Within the duration, they may add 1d4 to one ability check, skill check, or saving throw, ending the spell.

Sacred Flame (Cantrip)

Casting time: 1 action

Range: 60 feet

Duration: Instantaneous

A radiant flame appears on a target within range that you can see. They must succeed on a dexterity saving throw or take 1d6 radiant damage.

Druidcraft (Cantrip)

Casting time: 1 action

Range: 30 feet

Duration: Instantaneous

You channel the spirits of nature create one of the following effects within range.

- You create a tiny, harmless sensory effect that predicts the weather at your location for
- You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.
- A spark leaps from your finger and you instantly light or snuff out a candle, a torch, or
- You place a piece of moss on a stone and it adheres to the North side.

Firebolt (Cantrip)

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

Make a ranged spell attack. On a hit, the target receives 1d10 fire damage.

Thornwhip (Cantrip)

Casting time: 1 action

Range: 15 feet

Duration: Instantaneous

Make a melee spell attack against one creature. On a hit, you deal 1d6 slashing damage and may pull the creature ten feet in your direction, provided it is large or smaller.

Light (Cantrip)

Casting time: 1 action

Range: Touch

Duration: 1 hour

You touch an object that is at most 3 feet on one side. It emits bright light within 15 feet, and dim light for an additional 15 feet.

Minor Illusion (Cantrip)

Casting Time: 1 action

Range: 30 feet

Duration: 1 hour

You create an illusion that fits inside a 5ft cube. It may take any shape or form, and may faintly glow. If you cast this spell again to create another illusion, your previous illusion fades.

Spare The Dying (Cantrip)

Casting time: 1 action

Range: Touch

Duration: Instantaneous

You touch one creature that is dying, and they are instantly stabilized.

Once you have used this spell on a creature, you may not use it on them again until you finish a short rest.

Eye Stone (Cantrip)

Casting time: 1 action

Range: Touch

Duration: Concentration, 1 minute

You hold a stone in your hand and it forms into an eye that you can see through.

If the eye stone is ever further than 120 feet from you, the spell ends and the eye stone reverts back.

Earth Whisper (Cantrip)

Casting Time: 10 minutes

Range: touch

Duration: Instantaneous

You touch your ear to a patch of ground and ask it for it's wisdom.

Make a spell check. The DC for this check is decided by the terrain type.

On a success, you may gain some of the following information:

- What creatures passed this land in the last day
- What is buried beneath the ground, up to a depth of 15ft
- What direction water can be found in
- If any vegetation growing on this ground is safe to eat

+-----+-----+	
Terrain	DC
+-----+-----+	
Lush vegetation	8
Moss or grass	10
Thin or dry grass	12
Sand or stone	16
+-----+-----+	

Phantom Whistle (Cantrip)

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You designate one creature and whistle. To this creature the whistle is loud, but the whistle is inaudible to all other creatures.

Long Ear (Cantrip)

Casting Time: 1 minute

Range: 120 feet

Duration: Instantaneous

You press your ear to a door, wall, ceiling, or floor.

You may detect the following information:

- Whether there is a room on the other side. If not, no further info.
- The quality and number of voices, if any.
- The quality and number of any sounds louder than a whisper.
- The layout of medium or larger objects/creatures within range. (Description or map)

Minute Conjuraction (Cantrip)

Casting Time: 1 action

Range: self

Duration: Concentration, 1 hour

You hold out your hand and a glowing object appears in it. The object must be no more than 3 feet on one side, and must be an object you have seen before.

The object lasts for the duration and gives 5 feet of bright light and another 5 feet of dim light. You may dismiss the object with an action. If the item is edible and consumed, it causes 1d10 necrotic damage when it disappears. If the object causes damage to a creature or receives damage from an attack, it disappears.

Touch Light (Cantrip)

Casting Time: 1 action

Range: Touch

Duration: 1 minute

You touch an object and create a point of light on it's surface that produces bright light for 30 feet and dim light for another 30 feet. The target must make a DEX save against your spell DC in order to avoid being blinded for the duration, after which the spell ends.

Lesser Telekinesis (Cantrip)

Casting Time: 1 action

Range: 60 feet

Duration: 1 minute

You create an invisible hand out of force. The hand may lift an object that weighs no more than 10lb. You may use your bonus action to move the hand up to 30ft within range and to pick up or drop an item.

Lay on hands (Cantrip)

Casting Time: 1 minute

Range: Touch

Duration: Instantaneous

You touch one creature and make a spell check, healing according to the amount rolled.

+-----+-----+	
Roll	Hit Points
+-----+-----+	
Less than 10	0
10-16	1
17-18	2
19-20	4
more than 20	6
+-----+-----+	

Thaumaturgy (Cantrip)

Casting Time: 1 action

Range: Self

Duration: Instantaneous

You take a deep breath, then let it out to produce one of the following effects.

- Thunderous speech: you speak a 6 second phrase that can be heard from within 300 feet
- Light: you command all the candles bonfires, torches, and similar objects within 60ft to light
- Extinguish: you command all the bonfires, torches, and similar objects within 60ft to snuff out
- Open: All unlocked doors, chests, and shutters within 60ft open.
- Close: All open doors, chests, and shutters within 60ft close.
- Blue Flame: All flames within 120 feet turn bright blue.

Bonfire (Cantrip)

Casting Time: 1 action

Range: 30ft

Duration: Concentration, 1 minute

You point to a 5 foot square on the ground within range and a fire roars in that spot. Any creature that starts its turn in the square or enters it for the first time on their turn must succeed a DEX saving throw or take 1d8 fire damage. You may end the spell early on your turn.

Sparkling Blade (Cantrip)

Casting Time: 1 action

Range: 30ft

Duration: Concentration, 1 minute

Your blade sparks with a powerful electrical charge for the duration.

The next melee attack you make causes the stored energy to surge. Regardless of whether the attack hits or misses, you deal 1d6 lightning damage to the target.

Death Grip (Cantrip)

Casting Time: 1 action

Range: 30ft

Duration: Instantaneous

You grasp toward a creature's throat in range and they feel the grip on their throat. They must succeed a con save, or else receive 1d6 necrotic damage and be unable to benefit from healing until the start of your next turn.

Acid Splash (Cantrip)

Casting Time: 1 action

Range: 60ft

Duration: Instantaneous

Choose one target in range, or two adjacent targets in range to hurl a bubble of acid at. They must succeed a DEX save or receive 1d6 acid damage.

Control Flames (Cantrip)

Casting Time: 1 action

Range: 60ft

Duration: Instantaneous or 1 hour

Select non-magical fire within range that fits in a 5 foot cube. You cause one of the following effects.

- You grow the flame by 5 feet in one direction, provided there is fuel for it there.
- You extinguish the fire in that cube.

- You double or halve the intensity of the light produced.
- You cause shapes to appear in the fire that last 1 hour.
- You change the color of the flame.
- You make the flame magical and heatless.

Friends (Cantrip)

Casting Time: 1 action

Range: self

Duration: Instantaneous

Choose one creature that isn't hostile to you. You have advantage on charisma checks made as you used magic to tamper with it's mind.

Frostbite (Cantrip)

Casting Time: 1 action

Range: 60ft

Duration: Instantaneous

Choose one creature you can see within range to coat with a numbing frost.

It must succeed a constitution saving throw or take 1d6 cold damage and suffer disadvantage on the next attack it makes before the end of it's next turn.

Viridescent blade (Cantrip)

Casting Time: 1 action

Range: self (15ft radius)

Duration: Instantaneous

Make a melee attack with your melee weapon as part of casting this spell. On a hit, the target takes normal damage and you may choose one creature within 5ft of it to take fire damage equal to your spellcasting modifier as a green flame leaps from your blade and burns them.

Gust (Cantrip)

Casting Time: 1 action

Range: 30ft

Duration: Instantaneous

You command the air to create one of the effects below:

- A medium or smaller creature of your choice must succeed a STR save or be pushed 5ft away
- You push an object weighing 5lb or less up to 10ft away from you. It cannot be held, worn,
- You cause a harmless sensory effect using the air such as fluttering a cape, blowing out a

Vermin Cloud (Cantrip)

Casting Time: 1 action

Range: 30ft

Duration: Instantaneous

A cloud of parasitic mites, fleas, or worms climbs up or descends upon one target in range. The target must succeed a CON save or take 1d6 poison damage and run 5ft in a random direction if possible.

Mind Sliver (Cantrip)

Casting Time: 1 action

Range: 60ft

Duration: 1 round

You open your third eye and let it's gaze burn one target in range. The target must succeed an INT save to avoid taking 1d6 psychic damage and suffering a 1d4 penalty from their next saving throw made before the end of your next turn.

Mold Earth (Cantrip)

Casting Time: 1 action

Range: 30ft

Duration: Instantaneous or 1 hour

You command the Earth within a 5ft cube and cause it to change in one of the following ways:

- If it's loose Earth, you excavate it and move it up to 5ft.
 - You shape the Earth into a form that lasts for 1 hour
 - You create difficult terrain, or turn difficult terrain into normal terrain.
- You can stack up to two of these effects at once. Creating a third effect dispels the first.

Poison Spray (Cantrip)

Casting Time: 1 action

Range: 10ft

Duration: Instantaneous

You project a puff of noxious gas toward one creature in sight. The creature must succeed a CON save to avoid 1d12 poison damage.

Ray of Frost (Cantrip)

Casting Time: 1 action

Range: 60ft

Duration: Instantaneous

You produce a beam of teal light aimed at one creature in range. Make a ranged spell attack which deals 1d8 cold damage on a hit.

Shape Water (Cantrip)

Casting Time: 1 action

Range: 30ft

Duration: Instantaneous or 1 hour

You command water within a 5ft cube and cause one of the following effects:

- The water moves 5ft in any direction
- The water is shaped into a form that lasts for 1 hour
- The water's opacity or color changes for 1 hour
- The water is frozen, provided it is free of creatures, for 1 hour

Shocking Grasp (Cantrip)

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

Choose one creature within range, which must succeed a DEX save or receive 1d8

lightning damage and lose all reactions until the start of it's next turn.
If the creature is wearing or made of metal, it has disadvantage on this save.

Thunderclap (Cantrip)

Casting Time: 1 action

Range: 5ft

Duration: Instantaneous

You clap, producing a sound that can be heard for 100ft. Every creature within this spell's

Toll The Dead (Cantrip)

Casting Time: 1 action

Range: 60ft

Duration: Instantaneous

You point at a creature and the sound of a funeral bell fills it's immediate area. It must succeed a WIS save to avoid 1d8 necrotic damage. The damage increases to 1d12

Resistance (Cantrip)

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 minute

You touch one willing creature, which is imbued with this ward. Within the duration, the creature may receive a bonus d4 to one saving throw of it's choice, which can

Spare the dying (Cantrip)

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You touch one living creature that has less than 1 hit point, and it is stabilized. Undead a

Word of Radiance (Cantrip)

Casting Time: 1 action

Range: 5ft

Duration: Instantaneous

You speak a word which burns bright with radiant power. Each creature of your choice within range must succeed a CON save or take 1d6 radiant damage.

Sanguine Sight (Cantrip)

Casting time: 1 Bonus Action

Range: Self

Duration: Concentration, 1 minute

You can see the auras of any living creature which contains blood within 120 feet of you and can see them through up to three feet of stone, one foot of iron, or one inch of lead. Any blood that has been spilled by a creature that is still alive will also be visible this way for the duration.

1st level spells

Dazzling Light (1st)

Casting time: 1 reaction, when a creature attempts to attack you from within 5ft

Range: 5ft

Duration: Instantaneous

You raise your hand and bright light flashes at the creature, partially blinding it. The creature must make a wisdom saving throw. On a success, they have disadvantage on their attack. On a failure, they cover their eyes, ending it's turn.

Guiding Bolt (1st)

Casting time: 1 action

Range: 120ft

Duration: 1 round

You blast a streak of light towards a creature of your choice within range. Make a ranged spell attack against the creature. On a hit, the creature takes 4d6 radiant damage, and the next attack made against the creature before the end of your next turn has advantage.

Smite (1st)

Casting time: 1 action

Range: self

Duration: Instantaneous

You make an unarmed or weapon melee attack as part of this action, and your weapon or fist glows with radiant fire when you do. If the attack hits, this attack deals an additional 3d8 radiant damage.

At higher levels: When cast above level 1, the smite deals an addition 1d8 radiant damage per level above first.

Bane (1st)

Casting time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 hour

Up to 6 creatures in sight must succeed a wisdom saving throw or be charmed by this spell. While under the effect, the creatures have a -1d4 penalty to their attack rolls and saving throws.

Death ward (1st)

Casting time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 hour

You place a ward on one creature in range. For the duration, when this creature goes down, protective energy courses through them. While they are down, they may roll 1d20 to make a death saving throw. Rolling 10 or higher is a success. If they accumulate 3 successes, they are unconscious for 1d4 hours with 1 hit point. If they instead accumulate 3 fails, they may expend stamina dice to make regular death saving throws.

At higher levels: For each level above 1st that you cast this spell, this spell may effect one additional creature.

Mana (1st)

Casting time: 1 minute

Range: Touch

Duration: Instantaneous

You convert a pile of up to 20 rocks into mana. This fluffy, sweet-tasting pink bread has a delicate crust and will last for one week. Each loaf of mana counts as one pound of food.

Vine Suit (1st)

Casting time: 1 action

Range: Self

Duration: 1 hour

You coax nearby plants to sprout into vines that cover your form. This grants you 1d4+2 temporary hit points and confers advantage on stealth checks made in foliage for the duration. This spell ends if you lose your temporary hit points.

Identify (1st, Ritual)

Casting time: 1 action

Range: Touch

Duration: Instantaneous

You hold one object in your hand and immediately learn if it is a magical item, and what magic it contains. Curses are not revealed by this spell.

Healing Word (1st)

Casting time: 1 Bonus action

Range: 60 feet

Duration: Instantaneous

You speak a holy word or phrase to one creature who can hear you within range. They gain hit points equal to 1d6 plus your spellcasting modifier.

Cure Wounds (1st)

Casting time: 1 action

Range: Touch

Duration: Instantaneous

You touch one creature and grant them healing energy. They restore hit points equal to 1d10 plus your spellcasting modifier.

At higher levels:

When cast as a spell of level 2nd or higher, the spell heals an additional 1d10 for each spell level above 1st.

Shield of Faith (1st)

Casting time: 1 action

Range: self

Duration: Concentration, 1 minute

You hold out a spare hand and a glowing spectral shield appears in it. This shield increases your AC by +2.

Calm Emotions (1st)

Casting time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 hour

You speak a calming phrase, quote a holy book, or sing a relaxing song to a creature which is frightened. The creature must succeed a wisdom saving throw, or feel calm. When the spell ends, the creature must succeed an intelligence saving throw to feel anything but neutral about it.

Command (1st)

Casting time: 1 action

Range: 60 feet

Duration: Instantaneous

You speak a command word to one creature within range that can hear you. The creature must succeed a wisdom saving throw to avoid following the command.

The commands include:

- Drop: The creature falls prone where they stand, dropping any items they are carrying.
- Run: The creature moves in the opposite direction of you their entire movement.
- Silence: The creature cannot speak or produce audible sounds for 1 minute. They may repeat the saving throw at the end of each minute.
- Sing: The creature belts out a song for 1 minute. They may repeat their save to end this effect at the end of each minute.

Ice Shield (1st level)

Casting Time: 1 bonus action

Range: Self

Duration: 1 minute

You form water into a shield hooked to one of your arms, then freeze it. You are proficient with the shield and gain the normal +2 AC from it. After the duration, it melts. If an attack roll misses you by 2 or less, it hits and destroys your ice shield.

Splash Freeze (1st level)

Casting Time: 1 action

Range: 15 foot cone

Duration: You splash creatures within a 15 foot cone with water, then flash-freeze the water. The targets must make a constitution saving throw. On a failure, they take 2d6 cold damage and are restrained by ice until the start of your next turn. On a success, they take half as much cold damage.

Glowing Filament (1st level)

Casting Time: 1 action

Range: 5ft

Duration: Concentration, up to 1 hour

You suspend a small piece of metal in the air within 5ft of you and heat it until it glows. The glowing filament produces dim light in a 20 foot radius. You may end the spell by flinging the filament at a target. When you do so, make a spell attack. The filament deals 1d4 fire damage and ignites flammable objects that are not worn nor carried.

Propelling Flame (1st level)

Casting Time: 1 action

Range: 60ft

Duration: 1 round

A jet of flame projects from each of your palms and you temporarily gain flight.

All creatures within 5ft of you must succeed a dexterity saving throw or take fire damage equal to the amount rolled on your psionic die. Until the start of your next turn, you gain a flying speed of 60ft and movement does not provoke an attack of opportunity. If you did not cast this spell with a psionic die, substitute with 1d4.

Psionic Lasso (1st level)

Casting Time: 1 action

Range: 60ft

Duration: Instantaneous

You use your action to focus your psychic energy on one creature within 60ft, attempting to grapple them with your mind. Make an intelligence check and add the amount you rolled on your psionic die. The enemy may contest the grapple by making an acrobatics or athletics check. If you succeed, the enemy is grappled. The psionic grapple lasts one minute and requires concentration. If a creature grappled this way resists, you must repeat the check by rolling your psionic die again. If you did not cast this spell with a psionic die, substitute with 1d4.

Mind Blade (1st level)

Casting Time: 1 bonus action

Range: self

Duration: Concentration, up to 1 minute

You use your bonus action to envision yourself holding a longsword in an empty hand and your psionic energy manifests to create an invisible blade of force. You are proficient with the mind blade, which lasts for up to one minute and requires concentration. If you make an attack with it on this turn, you may add the amount rolled on your psionic die to your first attack roll. If you did not cast this spell with a psionic die, substitute with 1d4.

Missile Wall (1st level)

Casting Time: Reaction, when a ranged attack targets you.

Range: Self

Duration: 1 round

You sense incoming projectiles and use your reaction to attempt to stop them. Until the start of your next turn, you may subtract the amount you rolled on your psionic die from every ranged weapon attack that targets you (even ones which miss). If the damage of the attack is reduced to or below zero, the projectile hangs in the air in front of you. At the start of your next turn, you may send each hanging projectile at a target of your choice. Make a ranged spell attack for each projectile, which does 1d4 piercing damage on a hit. From Higher Levels: You may cast from higher levels. When you do, the total of the dice rolled are added to the amount of damage reduction. If you did not cast this spell with a psionic die, substitute with 1d4.

Force Field (1st level)

Casting Time: 1 action

Range: Touch

Duration: 1 round

You use your action to project a field of psionic force around one creature you touch. Until the start of your next turn, the creature is resistant to force damage and spells that deal half damage on a successful save instead deal no damage on a success and half damage on a failed save.

Pyro-osmosis (1st level)

Casting Time: 10 minutes

Range: Touch

Duration: 8 hours

You use your action to place your hands over an open flame roughly the size of a bonfire and attempt to consume it. If your psionic die rolls higher than a one when casting this spell, you extinguish the flame and your psionic die increases by one size for the duration. If your psionic die rolls a one, then you receive 1 fire damage in addition to the normal effects of rolling a 1 on your psionic die. Once you cast this spell, you cannot cast it again until you rest for 8 hours.

Sculpt Ice (1st level, Ritual)

Casting Time: 1 action

Range: 10 feet

Duration: Instantaneous

You target a piece of ice that can fit in a 5 foot cube and sculpt it to an arbitrary shape. You can shape it in the form of a one-handed martial melee weapon (other than a whip). If an ice weapon deals more than 4 damage with a specific attack, it is destroyed.

Magic Missile (1st)

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

You fire three darts that fly through the air towards up to three targets. Each dart hits its target.

Shield (1st)

Casting Time: 1 reaction, taken when you are attacked

Range: self

Duration: 1 round

A shimmering translucent dome of force appears around you. Your AC increases by +5, and if you are hit by an attack while the shield is active, you take no damage from that attack.

Instant Athlete (1st)

Casting Time: 1 action

Range: touch

Duration: Concentration, up to 1 minute

You touch one creature, and they suddenly feel a heightened sense of athleticism. Their speed increases by 10 feet, and they have advantage on athletic and acrobatics checks for the duration.

Hasty Retreat (1st)

Casting Time: 1 bonus action

Range: touch

Duration: 1 minute

You touch one creature, and as a reaction they may take the dash action and use the gained movement. For the duration, they may use their bonus action in order to use the dash action.

Self deception (1st level, Ritual)

Casting Time: 1 minute

Range: self

Duration: Instantaneous

You tell yourself a lie for one minute, and then you believe it to be true. If asked about

Protection from good and evil (1st level)

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, 1 minute

You target one creature within range and they become fortified. Harmful spells and attack rolls

At higher levels: When you cast this spell as a 2nd or higher level spell, you may target one

Magic Caltrops (1st)

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

You hold the tiny pyramid in your hand and it produces dozens of spectral copies of itself that fill your hands. You then throw these pyramids across four connected 5ft squares on the ground in range. For the duration, any creature that enters these spaces must succeed a dexterity saving throw or take 1d10 force damage.

Catapult (1st)

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

You levitate one object, then send it hurtling in a straight line up to the maximum range of the spell. One at a time, each creature in the path must succeed a dexterity saving throw, or be hit by the object, take 2d10 bludgeoning damage, and end the spell.

Vorpal Snare (1st)

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

You throw a rope at a medium or smaller creature within range and it becomes animated and moves like a snake, attempting to ensnare a target. The target must make a strength save to resist this ensnaring. On a success, the target is grappled by the rope. On a failure, the target is restrained. The target may make a strength saving throw at the beginning of their turn to resist the rope. If they succeed and are by the rope grappled, they are no longer grappled by the rope. If they succeed and are restrained, they are no longer restrained and

instead grappled.

Absorb Element (1st)

Casting Time: 1 reaction, when taking fire, cold, lightning, acid, or poison damage

Range: Self

Duration: 1 round

You outstretch your hand and your body begins to absorb the element that you are being damaged with. For the duration, you have resistance against the relevant damage type. While this spell is active, you may touch a creature and deal 1d8 damage of the relevant type to one creature, ending the spell. The spell ends at the end of your next turn.

Beast Aspect (1st)

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, 1 hour

You imbue yourself with one of the following abilities for the duration.

Short Flight: You gain a fly speed of 60ft this turn. You may not use this feat again until

Claws: You gain a climb speed equal to your movement speed and may perform unarmed attacks t

Gills: You gain a swim speed equal to your movement speed and may breath under water for the

False Life (1st)

Casting Time: 1 action

Range: Self

Duration: 1 hour

You augment your vitality with that of undead energy.

You gain 10 temporary hit points.

At higher levels: When cast as a 2nd level spell or above, you gain an additional 5 temporary hit points per level above 1st.

Push (1st)

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You touch one creature and they are pushed 15 feet away from you. If their path collides with another creature, then each creature must succeed a dexterity saving throw or be knocked prone. If the creature instead collides with an object, wall, ground, or ceiling, they instead receive 1d6 bludgeoning damage.

Pull (1st)

Casting Time: 1 bonus action

Range: 60 feet

Duration: Instantaneous

You gesture at one creature in range that you can see to come your way. They are pulled 15 feet toward you. If their path collides with another creature, each creature must succeed a dexterity saving throw or fall prone. If they instead collide with an object, they receive 1d6 bludgeoning damage.

Ice Tomb (1st)

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, 1 minute

Make a ranged spell attack against one creature within range. If it hits, the creature receives 1d12+8 cold damage. If you miss, the spell ends.

For the duration, you may use your action to continue the effect of the spell, dealing an additional 1d12 cold damage. If you do not continue the spell, it ends. If the target falls below 0 hit points, they are frozen solid and instantly killed.

Jump (1st)

Casting Time: 1 bonus action

Range: Self

Duration: 1 minute

You feel the strength of your legs magically augmented. You may jump 20 feet vertically or horizontally, and falling from 20 or less feet does not deal fall damage, provided you land on your feet. You may use your action to jump 40 feet instead of 20.

Command (1st)

Casting Time: 1 action

Range: 60 feet

Duration: 1 round

You speak a single word command to a creature that can hear you within range. The target must succeed a Wisdom save or follow the command on it's next turn.

Some options are defined, but the GM will help arbitrate any you create.

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.

Bane (1st)

Casting Time: 1 action

Range: 30ft

Duration: Concentration, up to 1 minute

Up to three targets you can see in range must make a charisma saving throw. If they fail, a

Bless (1st)

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

Up to three creatures you can see in range are blessed. Their attack rolls and saving throws receive a bonus of 1d4 for the duration.

Create or Destroy Water (1st)

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

Create Water: You create 10 gallons of water in a container, or otherwise falling as rain in

Destroy water: Up to 10 gallons of water or a 30ft cube of fog are destroyed.

Detect Evil And Good (1st)

Casting Time: 1 action

Range: self

Duration: Concentration, up to 10 minutes

For the duration, the presence of any aberration, celestial, elemental, fey, fiend, or unde

Detect Magic (1st, Ritual)

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

For the duration, you can see magic within a 30ft radius of you. The spell can penetrate one

Detect Poison and Disease (1st)

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

For the duration, you can identify any poisons or diseases within 30ft of you. The spell can

Inflict Wounds (1st)

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

Make a melee spell attack against a creature, dealing 3d10 necrotic damage on a hit.

Sanctuary (1st)

Casting Time: 1 bonus action

Range: 30 feet

Duration: 1 minute

You place a ward on one creature within range that you can see. Any creature targeting the w

Purify Drink or Food (1st)

Casting Time: 1 action

Range: 10 feet

Duration: Instantaneous

Within a 5ft radius sphere centered on a point in range, you render all nonmagical food and

Alarm (1st, Ritual)

Casting Time: 1 minute

Range: 30ft

Duration: 8 Hours

You set a ward which detects unwanted intrusion. Choose a door, window, threshold, or an area

Cause Fear (1st)

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

Your eyes burn toward one creature in sight, which cannot be a construct or undead. The target must succeed a wisdom save or become frightened until the spell ends. The frightened creature can repeat the save at the end of its turns to end the spell.

Charm Person (1st)

Casting Time: 1 action

Range: 30 feet

Duration: 1 hour

One creature you see within range is targeted by your charm magic. It must succeed a WIS save or become charmed. This check is made with advantage if you or your allies are fighting it. If you or your allies do anything harmful to the creature, the spell's effect ends.

Chromatic Orb (1st)

Casting Time: 1 action

Range: 10 feet

Duration: Instantaneous

A 4-inch diameter sphere of energy appears in your palm, and you hurl it at one creature that you can see within range. You may choose acid, cold, fire, lightning, poison, or thunder as the orb's element, then make a ranged spell attack. On a hit, the creature takes 3d8 damage of the chosen type.

Color Spray (1st)

Casting Time: 1 action

Range: self (15 foot cone)

Duration: 1 round

Roll 6d10 to get your total. The DM starts with the lowest hit point conscious creature in range. If the creature's HP is equal or less than the total, subtract the HP from your total, apply the spell's effect, and move on to the next lowest. Any creature effected by this spell is blinded until the end of your next turn.

Comprehend Languages (1st, Ritual)

Casting Time: 1 action

Range: self

Duration: 1 hour

For the duration, you understand the literal meaning of any spoken language you hear with your ears. If you touch a surface, you may likewise understand a language written on it. One page of text takes 1 minute to read.

This spell doesn't decode secret messages in a text or glyph that aren't part of a written language, such as a magic glyph or circuitry.

Disguise Self (1st)

Casting Time: 1 action

Range: self

Duration: 1 hour

You disguise your body, clothing, armor, weapons, and any other possessions to assume the form of one other creature. You may use your action to dismiss it. These changes are not physical and do not hold up to close scrutiny. If you create a hat, objects may pass through it. An investigation check opposing your spell DC may overcome the disguise.

Distort Value (1st)

Casting Time: 1 Minute

Range: Touch

Duration: 8 hours

Select one object no more than 1 foot on a side. The object's perceived value doubles, or halves. With an investigation check opposing your spell DC, a creature may see through this illusion.

Earth Tremor (1st)

Casting Time: 1 action

Range: 10 feet

Duration: Instantaneous

A tremor shakes the land within range. Creatures other than you in the area must each make a

Feather Fall (1st)

Casting Time: 1 reaction, taken when you or a creature within 60ft falls.

Range: 60ft

Duration: 1 minute

Up to five falling creatures begin falling at a rate of 60ft per round until the spell ends.

Find Familiar (1st, ritual)

Casting Time: 1 hour

Range: 10 feet

Duration: Instantaneous

You summon a familiar, a spirit that assumes the form of one of the following animals: bat, cat, crab, frog, toad, hawk, lizard, octopus, owl, poisonous snake, fish, rat. in initiative and may not take the attack action. When within 100ft, you may telepathically speak with your familiar and see through their eyes. As an action, you may send to or conjure them from the plane from whence they came. If they are killed, they return to their plane and you must recast this spell.

Casting this spell when you already have a familiar replaces your current familiar. Spells with a range of touch may use the familiar's touch, provided you are within 100ft of your familiar.

Fog Cloud (1st)

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, 1 hour

A 20-foot-radius sphere of fog appears centered on a point of your choice within range. The area inside the cloud is heavily obscured, and thus not visible. A wind exceeding 10 miles per hour may move the cloud.

Frost Fingers (1st)

Casting Time: 1 action

Range: self (15 foot cone)

Duration: Instantaneous

Each creature within a 15 foot cone must succeed a CON save to halve 2d8 cold damage. The effect freezes nonmagical liquids within range that aren't worn or carried.

Burning Hands (1st)

Casting Time: 1 action

Range: self (15 foot cone)

Duration: Instantaneous

Each creature within a 15 foot cone must succeed a CON save to halve 3d6 fire damage. The effect ignites flammable objects within range that aren't worn or carried.

Grease (1st)

Casting Time: 1 action

Range: 60ft

Duration: 1 minute

A 10-foot square centered on a point within range is suddenly covered in grease, becoming difficult terrain. Each creature in this space when it turns greasy must succeed a DEX save or fall prone. If ignited, the grease burns rapidly and deals 1d10 fire damage to all standing on it.

Ice Knife (1st)

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

A shard of ice appears in your hand and you throw it at one creature in range. Make a ranged spell attack against the creature. On a hit, the creature takes 1d10 piercing damage. The shard explodes on impact regardless of whether it hits. All creatures within 5ft of it must succeed a DEX save or take 2d6 cold damage.

Mage Armor (1st)

Casting Time: 1 action

Range: Touch

Duration: 8 hours

Touch one creature that is willing and isn't wearing armor to surround them in protective magic.

Ray of Sickness (1st)

Casting Time: 1 action

Range: 60ft

Duration: Instantaneous

You blast a ray of sickening green energy at a creature within range. Make a ranged spell attack.

Silent Image (1st)

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 10 minutes

You create a 3D image that is no larger than a 15-foot cube in a spot centered on a point within range which lasts for the duration. You can reposition the image anywhere you can see, but it must be in line of sight. The image can have a color, sound, smell, taste, or touch, but can be animated. A successful investigation check against your spell DC reveals the image to be an illusion.

Sleep (1st)

Casting Time: 1 action

Range: 90 feet

Duration: 1 minute

Pick a point within range. All creatures within 20ft of that point are in range of the effect. Roll 5d8 to get your total. The DM starts with the lowest hit point creature in range. If the creature's HP is equal or less than the total, subtract the HP from your total, apply the spell's effect, and move on to the next lowest. If a creature is affected by this spell, they fall into a magical slumber unless they are shaken awake with an action or receive damage.

Snare (1st)

Casting Time: 1 minute

Range: Touch

Duration: 8 hours

Use the rope to create a 5-foot radius circle on the ground. The rope turns nearly invisible, creating a magical trap. A successful investigation check against your spellcasting DC can detect the trap. Once triggered by a small, medium, or large creature that moves over the space, said creature is hoisted upwards to dangle upside down three feet off the ground. They are restrained, but may end the condition by succeeding a DEX save against your spell DC at the end of their turn.

Caustic Brew (1st)

Casting Time: 1 action

Range: Self(30-foot line)

Duration: concentration, up to 1 minute

You spray a stream of acid in a 30ft long, 5ft wide line in a direction of your choice.

choice. Every creature hit must succeed a DEX save or be covered in acid for the duration, taking 2d4 acid damage at the start of their turn. The acid can be scraped or washed off using an action.

Hideous Laughter (1st)

Casting Time: 1 action

Range: 30 feet

Duration: concentration, up to 1 minute

Choose a creature within range that you can see. They perceive everything as hilariously funny and fall into fits of laughter. The target must succeed a WIS save or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with intelligence score of 4 or less is not affected. At the end of the turn, and each time the creature takes damage, it may repeat the WIS save to end the spell. The save is made with advantage if it was caused by taking damage.

Floating Disk (1st, Ritual)

Casting Time: 1 action

Range: 30 feet

Duration: 1 hour

You create a disk of force 3 feet in diameter and 1 inch thick that floats 3 feet above the ground in an unoccupied space of your choosing that you can see within range. The disk may hold up to 500 pounds, but the spell ends if it receives more than that. The disk remains stationary until you move more than 20 feet away, which causes it to follow you. It cannot climb a wall nor can it cross a 10ft hole, but it can climb stairs and move over difficult terrain.

Thunderwave (1st)

Casting Time: 1 action

Range: self(5ft radius)

Duration: Instantaneous

Every creature within range must succeed a CON save to halve 2d8 thunder damage and avoid being

Sleep (1st)

Casting Time: 1 action

Range: 90 feet

Duration: 1 minute

Pick a point within range. All creatures within 20ft of that point are in range of the effect. Roll 5d8 to get your total. The DM starts with the lowest hit point conscious creature in range. If the creature's HP is equal or less than the total, subtract the HP from your total, apply the spell's effect, and move on to the next lowest. If a creature is affected by this spell, they fall into a magical slumber unless they are shaken awake with an action or receive damage.

Unseen Servant (1st, Ritual)

Casting Time: 1 action

Range: 60 feet

Duration: 1 hour

You create an invisible, mindless, shapeless, medium force that performs simple tasks at your command until the spell ends. The servant has an AC of 10, 1 hit point, a strength of 2, and can't attack. You may issue commands telepathically using your bonus action. The force may perform simple tasks such as cleaning, mending, folding clothes, serving food, etc.

Witch Bolt (1st)

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

You fire a beam of crackling purple energy at a creature within range, forming an arc of lightning between yourself and the target. The attack deals 1d12 lightning damage.

Diagnose Curse (1st, Ritual)

Casting time: 1 minute

Range: Touch

Duration: Instantaneous

You touch one creature, object, or surface and immediately learn if about one curse affecting it. You learn what the curse is, what it's current effects are, and what will break the curse.

Hellish Rebuke (1st)

Casting time: 1 reaction, when you receive damage from an attack

Range: 60ft

Duration: Instantaneous

You call out a short phrase of rebuke against one creature within range that has attacked you and spit a ball of flame at them. They must succeed a dEX saving throw to avoid taking 2d10 fire damage.

Blood Respite (1st)

Casting time: 1 bonus action

Range: Touch

Duration: Instantaneous

You touch one creature and grant them 1d8 temporary hit points.

Softening Hex (1st)

Casting time: 1 bonus action

Range: 90 feet

Duration: Concentration, up to 1 hour

You target one creature in range that you can see, and until the spell ends your attacks against them deal an additional 1d6 necrotic damage. You may use your bonus action to transfer targets when your current target drops to 0 hit points.

Weakening Hex (1st)

Casting time: 1 bonus action

Range: 90 feet

Duration: Concentration, up to 1 hour

You target one creature in range that you can see, and select one ability. When

the creature makes an ability check, skill check, or saving throw with the selected ability, they have disadvantage and receive 1d10 necrotic damage. Each time they take damage from this spell, they may make a WIS saving throw to end the spell.

Ice Armor (1st)

Casting time: 1 action

Range: self

Duration: 1 hour

You pour water over yourself and it forms around you into shards of magical ice armor. You gain 5 temporary hit points. While your armor is still intact and you have remaining temporary hit points, you are protected by a magical ward. Any creature that attacks you with a melee attack receives 5 cold damage.

At Higher Levels: When you cast this spell as a second or higher level spell, both the temporary hit points and cold damage increase by 5.

Arms of the void (1st)

Casting time: 1 action

Range: self

Duration: 1 hour

You touch your index finger to your thumb and open a rift to a void dimension within the space. Black tendrils emerge from the rift and lash out at all creatures within 10 feet of you. Each effected creature must succeed a STR save to halve 2d6 necrotic damage and avoid losing all reactions until their next turn.

At Higher Levels: When cast as a 2nd or higher level spell, the damage increases by 1d6 for each level above 1st.

2nd level spells

Radiant Weapon (2nd)

Casting time: 1 action

Range: touch

Duration: Concentration, 1 minute

You speak a command word and the weapon in your hand burns with a radiant flame. For the duration, your attacks with this weapon deal an additional 1d8 radiant damage.

At higher levels: When you cast this spell at a 3rd or higher level, the damage increases by 1d8 for each level.

Holy Weapon (2nd)

Casting time: 1 bonus action

Range: 60 feet

Duration: Concentration, 1 minute

You conjure a spectral weapon of your deity which floats in the air in a point

within range, and it attacks a creature. Make a melee spell attack. On a hit, the weapon deals 1d6 force damage.

At higher levels: When cast at a 3rd or higher level, the damage increases by 1d6 for each level.

Bird Friend(2nd)

Casting time: 1 action

Range: 1 mile

Duration: 8 hours

A bird appears from thin air, imbued with a friendly celestial spirit. You may whisper to it and it will attempt to fly to this location, survey it, and return to tell you the lay of the land. It has a fly speed of 16 and 1 hit point. It disappears once it tells you about what it saw or the duration ends.

Psionic Bridge (2nd level)

Casting Time: 1 action

Range: 30ft

Duration: Concentration, up to 1 minute

You use your action to create a 30ft long invisible bridge of psionic force.

One end may be up to 30ft higher than the other. This bridge lasts one minute and requires concentration.

Hypnotic Trigger (2nd level)

Casting Time: 1 minute

Range: 120 feet

Duration: Concentration, up to 8 hours

You spend 1 minute conditioning a target to perform a specific task when a trigger is present, specifying both the action and trigger. If you attempt to obscure or obfuscate the process, the target may make an intelligence saving throw against your spell DC.

This spell ends if you or the target move out of range, and after the task has been triggered.

If the Task would normally consume an action or bonus action, it instead consumes a reaction.

Flying Weapon (2nd level)

Casting Time: Bonus action

Range: 60 feet

Duration: Concentration, up to 1 minute

You cause one melee weapon to levitate in the air within range and make a melee spell attack to perform an attack with it. The weapon's damage is determined by its stat block, but your spellcasting modifier is used in lieu of strength or dexterity for the purpose of damage. On each following turn for the duration, you may use your bonus action to move the flying weapon up to 30 feet and make another attack. A creature may make a strength check against your spell DC to restrain the flying weapon. If the flying weapon is restrained, you may force the creature to succeed a strength save against your spell DC or lose control of the weapon and receive 1d4 damage of the weapon's type.

Water Walk (2nd level, Ritual)

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

You use your action to seal a pocket of air beneath each foot using psionic energy. You may walk across liquids such as water, lava, and acid as if they were a solid surface without touching them. This ability requires concentration and lasts for up to one minute.

Blink Step(2nd level)

Casting Time: 1 bonus action

Range: 60 feet

Duration: Instantaneous

A spherical portal opens around you, consuming you. In that same instant a spherical portal a

Consort With Devils (2nd, Ritual)

Casting Time: 1 action

Range: self

Duration: 1 minute

You read from the pages of your fiendish text and the book levitates into the air, opening a

Cure Sickness (2nd)

Casting Time: 1 minute

Range: self

Duration: Instantaneous

You select one illness, disease, or medical condition and end it. Cure sickness cannot regrow nor re-attach limbs, nor can it prevent the natural effects of aging.

Eyeball Zone (2nd level, Ritual)

Casting Time: 1 action

Range: self

Duration: Concentration, up to 1 minute

You open a spherical portal to the eyeball zone which surrounds you, bombarding your mind with

Slime (2nd level)

Casting Time: 1 action

Range: 60 feet

Duration: 1 hour

You hurl a ball of green slime roughly the size of an apple at a point within range. It expands into 10 gallons of gooey green slime that coats all creatures within a 20 foot diameter sphere. Any creature hit by the slime must succeed a CON save, or is blinded until they use an action to clear the slime from their face. The area affected by the slime is considered difficult terrain.

Spin Web (2nd level)

Casting Time: 1 action

Range: 30 feet

Duration: 1 hour

You extend your thumb, pinky, and index fingers, but press your other two fingers to your palm. Sticky spider silk sprays from your wrist. You may build a web over a 20 foot by 20 foot plane, provided it touches a solid surface on

at least two sides. Any creature that comes into contact with the webs must succeed on a strength saving throw or become restrained. They may repeat the saving throw before each of their following turns. If the web is lit on fire, it will burn rapidly, dealing 1d10 fire damage to creatures within its space.

Spider Climb (2nd level)

Casting Time: 1 action

Range: Touch

Duration: 1 hour

You touch one creature, and until the spell ends they gain the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The creature also gains a climbing speed equal to its walking speed.

Darkness (2nd level)

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 10 minutes

Magical darkness spreads from a point of your choosing within range. It fills a 15-foot radius sphere while the spell lasts. Light cannot pass through the darkness to aid in sight. You may center the spell on an object you are holding, or that is not being held or worn. If any of the area collides with the area of magical light from a 2nd or higher level spell, this spell ends.

Invisibility (2nd level)

Casting Time: 1 action

Range: touch

Duration: Concentration, up to 1 hour

You touch a creature and they become invisible until the spell ends. They and anything they

Suggestion (2nd)

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 8 hours

You suggest that one creature that can hear and understand you should perform a specific task.

Hold Person (2nd)

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You hold out your hand toward one humanoid in range and squeeze. The creature must make a wisdom saving throw or is restrained. Each turn, they may make their saving throw.

At higher levels: When cast as a 3rd or higher level spell, the target receives 2d6 bludgeoning damage as you choke them, and you may use your action on subsequent turns to continue choking them, dealing 1d6 bludgeoning damage for each level above third.

Insight Arrow (2nd level, Ritual)

Casting Time: 1 minute

Range: 30 feet

Duration: Concentration, 10 minutes

You target one creature you can see within range. It must succeed a wisdom saving throw, or

Levitate (2nd level)

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

You cause an object or creature that is large or smaller to levitate. When levitated, the creature's movement is 0. You may move it up to 15 feet. On subsequent turns during the duration, you may move the creature 15 feet.

Red-hot Metal (2nd level)

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You cause one piece of metal that you can see within range to heat until it faintly glows.

Some targets:

- one piece of worn armor, which deals 1d6 fire damage to the wearer for each round the spell is active
- the end of a martial melee weapon made of metal, which causes it to deal an extra 1d6 fire damage on a hit
- a metal object that is held, causing the holder to drop it to succeed a wisdom saving throw to hold on to it
- a metal object next to one or more flammable objects, which ignites them

Psionic Missiles (2nd level)

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

You levitate up to six pieces of ammunition, which you propel towards one or more targets. Make a ranged spell attack for each piece of ammunition, which deals 1d4+1 piercing damage upon a hit. If all pieces of ammunition target the same creature, you may forego the attack rolls to instead force the target to make a dexterity saving throw. When you do this, the target receives up to 6d4+6 damage on a failure, or half as much on a success.

Words of Warning (2nd)

Casting Time: 1 action

Range: 60ft

Duration: Concentration, 1 minute

You speak a warning to creatures of your choice within range that can hear you. For the duration, they cannot be frightened or charmed, and have advantage on dexterity saving throws.

Walk Through Walls (2nd)

Casting Time: 1 action

Range: Self

Duration: Concentration, 1 minute

For one minute, you may walk through any walls, provided they are roughly perpendicular with the direction of gravity. If the spell ends while you are inside a wall, you take 5d6 bludgeoning damage and are shunted to the nearest open space.

Fiendishness (2nd)

Casting Time: 1 action

Range: self

Duration: Concentration, 1 minute

You whisper a phrase in abyssal or infernal, and gain the following effects for the duration:

- Your eyes glow red
- You are resistant to fire damage
- Wings sprout from your back and you gain a 30ft flying speed
- You know the firebolt cantrip, and can cast it without consuming magic resources.
- Firebolt deals an additional 1d10 fire damage.

Channel the Dead (2nd, Ritual)

Casting Time: 1 hour

Range: 60 feet

Duration: 10 minutes

You attempt to reach the spirit of a dead creature.

Make a DC 18 spell check. You gain a +2 bonus on this check if you have a possession of the creature's, and add a +5 bonus if you have the creature's remains. You may enlist others to help you make contact, gaining a bonus of +1 for each ally who joins in the ritual, to a maximum of +4.

Once contact is established, you channel the spirit of the dead creature and it controls your speech for the duration. The spirit knows everything it did in it's previous life, and has the same attitudes. It may refuse to answer you, lie, or demand a trade for knowledge. At the end of the duration, any possessions or remains used in the casting of this spell are destroyed and your link to the creature is severed permanently.

Words of Strength (2nd)

Casting Time: 1 action

Range: 60ft

Duration: Concentration, 1 minute

Any creature of your choice in range that can hear you has advantage on checks and saving throws involving strength. Melee attacks from such creatures deal an additional 1d4 damage.

At higher levels: When cast as a 3rd or higher level spell, the effected creatures instead deal an extra 1d8 damage with their melee attacks.

Object of Desire (2nd)

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

You create the illusion that fits in a 5 foot cube within range. Each creature that can see the illusion sees the object they desire most in life, and must succeed a wisdom saving throw, or move toward the illusion and attempt to retrieve it for the duration. The effected creatures may make an intelligence saving throw at the beginning of their turn to realize the illusion

Spirit Barrier (2nd)

Casting Time: 1 minute

Range: 100 feet

Duration: Instantaneous

You draw a barrier with salt or oil in a closed shape and then imbue that barrier with protective energy. Spirits that lack a corporeal form cannot pass through the barrier. A spirit inside the barrier cannot escape, and spirits outside cannot enter. If the oil or salt is wiped off to create a hole in the barrier, the magical barrier is destroyed.

Aid (2nd)

Casting Time: 1 action

Range: 30 feet

Duration: 8 hours

Up to three creatures of your choice within range are bolstered with toughness and resolve. Their max hit points and current hit points increase by 5 for the duration.

At higher levels: For every level past 2nd, the amount of hitpoints is increased by 5.

Blindness/Deafness (2nd)

Casting Time: 1 action

Range: 30 feet

Duration: 1 minute

One creature of your choice that you can see within range must succeed a CON save to avoid being either blinded or deafened(your choice) for the duration. At the end of each turn, the creature can repeat the CON save to end the effect.

Continual Flame (2nd)

Casting Time: 1 action

Range: Touch

Duration: Until dispelled

A heatless flame sprouts from an object you touch. It is the size and brightness of a torch, but does not consume oxygen. It can be hidden or covered, but not smothered or quenched. It remains until dispelled.

Enhance Ability (2nd)

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 hour

You magically augment one creature you touch. Choose an ability to augment. The target gains

- STR(Bull's strength) double carrying capacity
- DEX(Cat's Grace) no fall damage from 20ft or less if conscious
- CON(Bear's endurance) 2d6 temporary hit points for the duration
- INT(Fox's Cunning) your eyes turn bright blue
- WIS(Owl's Wisdom) you will occasionally make an owl sound when talking
- CHA(Eagle's Splendor) you will gain an appetite for raw meat

Find Traps (2nd)

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

You hold your holy symbol up. If there are any traps in range and in your line of sight, the symbol glows red. If there are none, the symbol glows blue.

Gentle Repose (2nd)

Casting Time: 1 action

Range: Touch

which must remain)

Duration: 10 days

You place a copper piece on each of a corpse's eyes and place a ward of against the effects of decay and undeath that lasts for the duration. They will neither rot nor be raised for the duration. If the target was qualified for resurrection before they were killed, they remain this way for the duration.

Lesser Restoration (2nd)

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

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

Locate Object (2nd)

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

You hold up your piece of metal and name or describe a particular object that you have seen in person, or a generic kind of item like a weapon, jewel, or bead. So long as the object is within 1000 feet of you, your piece of metal will begin pulsing. The pulsing quickens when aimed in the object's direction, and will constantly vibrate when you are within 30ft of the item. The spell cannot penetrate a barrier made of lead.

Prayer of Healing (2nd)

Casting Time: 10 minutes

Range: 30 feet

Duration: Instantaneous

All creatures of your choice within range that you can see regain hit points equal to 2d8 + your spellcasting modifier. Undead and constructs are unaffected

by this spell.

Protection from Poison (2nd)

Casting Time: 1 action

Range: Touch

Duration: 1 hour

You touch one willing creature. You neutralize any active poison in it's system if it's poisoned. For the duration, the creature has advantage on saving throws against being poisoned and has resistance against poison damage.

Silence (2nd)

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 10 minutes

You create a 20 foot radius sphere centered on a point within range, and no sound may exist within the sphere. All creatures within the sphere are deafened, immune to thunder damage, and cannot cast spells with verbal components.

Warding Bond (2nd)

Casting Time: 1 action

Range: Touch

Duration: 1 hour

While the target is within 30 feet of you, they gain a +1 bonus to AC and saving throws and

If you drop to 0 hit points or if you and the target become separated by more than 60 feet, the spell ends. It additionally ends if the spell is cast again on either of the connected creatures. The spell can be dismissed as an action.

Hasty Hex (2nd)

Casting time: 1 bonus action

Range: 90 feet

Duration: Concentration, up to 1 hour

You target one creature in range that you can see. If the creature falls to 0 hit points while this spell is active, you may move up to your movement speed, perform one action, and transfer the spell to a new suitable target.

Vitality Drain (2nd)

Casting time: 1 action

Range: Self

Duration: Concentration, 1 minute

As part of casting this spell, you attack a creature with the blade. If the attack hits, the attack deals an additional 1d8 necrotic damage and the blade begins siphoning. You restore half of the necrotic damage dealt, rounded up. For the duration while you are within 60ft of the target, you may use your action to deal 1d8 more necrotic damage and restore half of that damage, rounded up.

Gust of wind (2nd)

Casting time: 1 action

Range: Self(60ft line)

Duration: Concentration, up to 1 minute

A 10ft-wide line of strong wind blasts from you 60ft in a direction of your choosing. Creatures that start their turn in the line must succeed a strength saving throw to avoid being pushed 15 feet away from you in a direction following the line. The space of the wind is considered difficult terrain.

With a bonus action each turn, you may change the direction of the wind coming from you.

Blazing Scorcher (2nd)

Casting Time: 1 action

Range: 30ft

Duration: Instantaneous

You produce a 5ft-wide line of roaring flame that extends 30ft in a direction of your choice. Creatures in the line must succeed a dexterity saving throw to halve 3d8 fire damage.

At higher levels: When you cast this spell as a 3rd level or higher spell, the damage increases by 1d8 per level above 2nd.

Water Cannon (2nd)

Casting Time: 1 action

Range: 60ft

Duration: Concentration, up to 1 minute

You produce a foot-wide stream of water that sprays up to 60 feet in a straight line. The stream will automatically push objects up to 50lbs 5ft each turn. A creature sprayed size medium or smaller must succeed a strength save or else fall prone. A prone creature cannot stand up while sprayed with the stream. Each turn, you may use your action to spray a target.

At higher levels: When cast as a 3rd level spell, the stream can move 75lb objects up to 15ft each turn, and creatures that fail their strength save are pushed 15ft.

Earthbind (2nd)

Casting Time: 1 action

Range: 300ft

Duration: Concentration, up to 1 minute

You focus on one creature you can see within range, and glowing glyphs appear as an intangible box around them. The creature must succeed a strength saving throw to avoid it's flying speed dropping to 0ft for the spell's duration. An airborne creature may succeed a strength save in order to land safely.

Stoneshield (2nd)

Casting Time: 1 reaction, taken when targeted by a ranged attack.

Range: self

Duration: Instantaneous

Sensing an incoming attack, you raise a four-inch-thick sheet of stone from the ground in front of you, completely obscuring your form. The shield becomes the target of the attack. The sheet has an AC of 16 and 15HP.

3rd level spells

Life Transference (3rd level)

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

You extract some of your life essence and transfer it to another creature. You take 2d8 necrotic damage, which cannot be reduced in any way, and one creature you chose within range regains a number of hit points equal to the necrotic damage you take.

Magic Circle (3rd level)

Casting Time: 1 minute

Range: 10 feet

Duration: 1 hour

On a point on the ground that you can see within range, you create a cylinder that is 10ft in diameter and 20ft tall. Runes appear wherever the cylinder intersects with the floor or other surface.

Choose one or more of the following varieties of creature: celestials, elementals, fey, fiends

- Cannot normally enter the cylinder. Doing so with magic requires a successful charisma save.
- Attack rolls against targets within the cylinder have disadvantage.
- Creatures inside the cylinder are immune to being charmed, frightened, or possessed.

When you cast this spell, you may instead cause relevant creatures within the cylinder, you may trap them inside and provide protections to those outside of it.

At higher levels: When cast as a higher spell, the duration increases an hour for each level above 3rd.

Major Image (3rd level)

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 10 minutes

You create the image of a creature, object, or some other visible thing that fits within a 20ft cube. The illusion seems real, featuring sounds, smells, and temperature appropriate to the thing you're depicting. The illusion cannot directly cause damage. The illusion can be moved, provided you have line of sight with it and are within range, and it can be controlled. The illusion lacks physical rigidity, and objects pass through it.

At higher levels: When cast as a 6th or higher level spell, the illusion lasts until dispelled, no concentration required.

Minute Meteors (3rd level)

Casting Time: 1 action

Range: self

Duration: Concentration, up to 10 minutes

Six tiny meteors appear orbiting you for the spell's duration.

When you cast, and as a bonus action on each following turn, you may send one or two of these meteors flying towards up to two points within 120ft of you. On impact, each meteor explodes.

Creatures within 5ft of the explosion must make a Dexterity saving throw to halve 2d6 fire damage.

At higher levels. The number of meteors increases by two for every level above 3rd this spell is cast.

Nondetection (3rd level)

Casting Time: 1 action

Range: Touch

Duration: 8 hours

You hide a target from divination magic for the duration by touching them, provided they're no larger than 10ft in any dimension. Scrying, magic sensors, and other divination magic have no effect on the target.

Phantom Steed (3rd level)

Casting Time: 1 minute

Range: feet

Duration: 1 hour

A horse wreathed in shadow appears on the ground in an unoccupied space of your choice within range. Its appearance is decided by the caster, but it is equipped with a saddle, bit, and bridle. When the spell ends, the steed and its gear fade for 1 minute before vanishing. The stat block for the steed is included below.

Phantom Steed

Large Undead

HP: 13(2d10+2)

AC: 10

Speed: 100ft

|STR|DEX|CON|INT|WIS|CHA|

| 16| 10| 12| 2| 11| 7|

Attacks:

Hooves(10ft) +5 2d4+3 bludgeoning

Tiny Servant (3rd level)

Casting Time: 1 action

Range: Touch

Duration: 8 hours

One tiny, nonmagical object you touch becomes animated and sprouts tiny arms and legs, becoming a Tiny Servant.

As a bonus action, you can mentally command the creature if it's within 120ft of you, you may command it to move, to attack, or to use an action.

At higher levels: When you cast this spell at 4th level or higher, you may animate two extra creatures. The creature's stat block is provided below.

Tiny Servant

Tiny construct

HP: 6(2d4)

AC: 10

Speed: 30ft, 30ft climb

|STR|DEX|CON|INT|WIS|CHA|

| 4| 16| 10| 2| 10| 1|

Blindsight 60ft, blind beyond radius

Attacks:

Slam(10ft) +5 1d4 bludgeoning

Protection from energy (3rd level)

Casting Time: 1 action

Range: Touching

Duration: Concentration, up to 1 hour

The willing creature you touch has resistance to one damage type of your choice for the duration. Choices include acid, cold, fire, lightning, or thunder.

Sending (3rd level)

Casting Time: 1 action

Range: Unlimited

Duration: 1 round

In your mind you speak a message of 25 words or less. A creature you are familiar with hears this message in your head, capable of recognizing your voice.

Sleet storm (3rd level)

Casting Time: 1 action

Range: 150 feet

Duration: Concentration, up to 1 minute

Freezing rain and sleet fall in a 20ft tall, 40ft radius cylinder centered on a point of your choice within range. The cylinder's interior is heavily obscured, and exposed flames are extinguished. The ground within the area becomes slick with ice, becoming difficult terrain and forcing a dexterity saving throw to avoid falling prone for creature entering the space. Any creature starting its turn in the area must make a concentration check against your spell DC at the start of their turn.

Slow (3rd level)

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

You affect a temporal distortion around up to six creatures of your choice in a 40ft cube within range. Each target makes a wisdom save to avoid the effects of the spell. Affected creatures experience halved speed, a -2 penalty to AC and dexterity saving throws, and cannot use reactions. Additionally, affected creatures can use either a bonus action or action, but not both, and cannot make multiple attacks on its turn.

An affected creature's attempt to cast a spell using an action requires the success of a flat DC 11 roll, which allows it to complete at the start of the creature's next turn. Each turn, a creature may end the spell by succeeding a wisdom saving throw at the end of their turn.

Tongues (3rd level)

Casting Time: 1 action

Range: Touch

Duration:

A creature you touch gains the ability to understand any spoken language it hears, and to speak intelligibly to any creature that knows at least one language.

Vampiric Touch (3rd level)

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

Your hand emanates an aura of draining shadow. Perform a melee spell attack against a creature in range, dealing 3d6 necrotic damage on a hit. You regain hit points equal to half the amount of necrotic damage dealt by this attack. For the duration, you can make the attack again on each of your turns as an action.

Wall of Sand (3rd level)

Casting Time: 1 action

Range: 90 feet

Duration: Concentration, up to 10 minutes

A wall of swirling sand appears on the ground at a point you can see within range, up to 30ft long, 10ft high, and 10ft thick. The wall blocks line of sight, but not movement. Any creature entering the wall is blinded while inside, requiring 3ft of movement per 1ft of distance moved.

Wall of Water (3rd level)

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 10 minutes

Choose a point on the ground within range that you can see. You

create a wall of water up to 30ft long, 10ft high, and 1 foot thick. Alternatively, you may instead make a ringed wall no more than 20ft in diameter, 20ft high, and 1ft thick. The wall vanishes when the spell ends, and the wall's space is considered difficult terrain.

Ranged attacks passing through the wall have disadvantage, and incoming fire damage is halved. Cold damage spells that pass through the wall cause the area of the wall to freeze solid in a 5ft square. If broken, the hole in the wall is not refilled with water.

Stinking cloud (3rd level)

Casting Time: 1 action

Range: 90 feet

Duration: Concentration, up to 1 minute

Pick a point within range to create a 20ft radius sphere of amber, putrid gas. The cloud spreads.

Every creature that is within the cloud at the start of its turn makes a Constitution saving throw.

A weak wind may disperse the cloud after 4 rounds, while a strong one disperses it after 1 round.

Tidal Wave (3rd level)

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

Select an area within range to crash down a wave of water up to 30ft long, up to 10ft wide, and up to 10ft high.

Water Breathing (3rd level)

Casting Time: 1 action

Range: 30 feet

Duration: 24 hours

Up to ten willing creatures of your choice within range that you can see gain the ability to breathe underwater.

Speak With Dead (3rd level)

Casting Time: 1 action

Range: 10 feet

Duration: 10 minutes

For the duration, you imbue a corpse no more than 10 days deceased with undeath.

You may ask 5 questions for it to answer, but it's not guaranteed to know the answer, or report it truthfully to you.

Spirit Shroud (3rd level)

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

Spirits encircle you for the spell's duration, intangible and invulnerable. For the duration, your attacks deal 1d8 extra damage within a 10ft range. The damage is either radiant, necrotic, or cold, specified at casting time. A creature taking this damage cannot regain hit points until the start of your next turn.

Additionally, creatures of your choice starting within 10ft of you have their speed reduced by 10ft until the start of your next turn.

Summon (3rd level)

Casting Time: 1 action

Range: 90 feet

Duration: Concentration, up to 1 hour

You call forth a fey spirit, undead spirit, or

Thunder Step (3rd level)

Casting Time: 1 action

Range: 90 feet

Duration: Instantaneous

You teleport to an unoccupied space that you can see within the spell's range, creating a thunderous boom where you were standing and causing each creature within 10ft of the space you left to succeed a constitution saving throw to halve 3d10 thunder damage. The thunder from this spell can be heard from up to 300ft away. If you're overencumbered, the spell fails. You may also teleport another creature with you, provided they are not overencumbered.

At higher levels: When you cast this spell as a 4th level or higher, the damage increase 1d10 for each level above 3rd.

Confession (3rd)

Casting time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

You speak a command word to a creature, and it must succeed a wisdom saving throw or begin making confessions for the duration. The creature must only state confessions that they feel genuine guilt about.

Sacrifice (3rd)

Casting time: 10 minutes

Range: Self

Duration: Instantaneous

You destroy an object of great value and please your deity, gaining peity. The amount of peity depends on the object.

+-----+-----+		
Sacrifice	Piety	
+-----+-----+		
100gp worth of objects	2d8 * 1000	
+1 weapon	3d10 * 1000	
A murderer's heart	2d20 * 1000	
+2 weapon	3d20 * 1000	
+-----+-----+		

Lightning Bolt (3rd)

Casting time: 1 action

Range: 100 feet

Duration:

You hold out your hand and a bolt of lightning leaps from it in a straight line for 100 feet. Every creature in the bolt's path must make a dexterity saving throw. On a failure they receive 6d6 lightning damage, and half on a save.

Bend Light (3rd)

Casting time: 1 action

Range: 120 feet

Duration: Concentration, 1 minutes

You create a 15 foot radius sphere of influence on a point centered within range, and can produce an effect on that space. You may use your action to move the space up to 30 feet and change the effect or target. Such effects include:

- Darkness: No light can pass through the space, and it is filled with darkness.
- Mirage: The sphere shows what is on the opposite side, rendering everything inside seeming
- Beam(requires direct sunlight): You direct light at one creature within 60 feet of the sph
- Spotlight: You form the light into a narrow cone and aim it at a target within 60 feet, il
- Intensify: Any light-sources within the sphere of influence double the range of their ligh
- Blind(Requires bright light): You target one creature in range, bending all light into it

Kindness (3rd)

Casting time: 1 action

Range: 60 feet

Duration: Concentration, up to 10 minutes

You speak a compliment to a creature that can understand you. The creature must succeed a wisdom saving throw, or else become charmed with a powerful sense of affection for every creature it encounters, treating them as a beloved family member or close friend. When the spell ends, the creature is fully aware that you have manipulated it with magic.

Malevolent Guidance (3rd level)

Casting Time: 1 action

Range: 60 feet

Duration:

You use your action to envision a creature within 60 feet performing a harmful action. Make an intelligence check and add the amount you rolled from your psionic die to overwhelm their mind. This is the DC for a wisdom saving throw the targeted creature must make. On a failure, the creature must perform the harmful action at the start of their next turn. Harmful actions may include performing an attack on themselves or another creature, shoving another creature, casting a spell, or moving up to their full movement speed and provoking attacks of opportunity. You must be aware of the target's ability (such as their ability to cast a spell) to invoke it. If you did not cast this spell with a psionic die, substitute with 1d4.

Psionic Construct (3rd level)

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 10 minutes

You form a group of inanimate objects into a medium-sized creature.

The creature has 2d6 hit points and can wield any weapon you are proficient with.

It shares your turn in initiative, and can be commanded with a bonus action.

It's strength and dexterity are the same as your spellcasting ability.

- Cloth, paper, or soft materials: 10 AC

- wood: 16 AC

- Metal: 18 AC

Riddle (3rd)

Casting Time: 1 action

Range: 30 feet

Duration: concentration, up to 1 minute

You tell a riddle to a creature that can hear and understand you. They must succeed a wisdom

Create Undead Vermin Swarm (3rd level)

Casting Time: 10 minutes

Range: 60 feet

Duration:

You draw a rune on the ground in an area where rodents, cats, possums, raccoons, and other s

The swarm has 1d20+20 hit points, 10 AC, 30 movement speed, 30 climbing speed, and has resis

The swarm listens to your orders for the duration. You may cast this spell again before the

Cause Fear (3rd)

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You target one creature who must make a wisdom saving throw. On a failure, fear runs through them and they are frightened for the duration.

Silent Prance (3rd)

Casting Time: 1 action

Range: touch

Duration: Concentration, up to 1 hour

You touch up to three creatures. For the duration, any stealth checks they make have a +10 bonus.

Lightning Bolt (3rd)

Casting Time: 1 action

Range: 100 feet

Duration: Instantaneous

You hold your forefinger and thumb apart and an arc forms between while a whining sound rap

Shadow Magic (3rd level)

Casting Time: 1 action

Range: self

Duration: Concentration, up to 1 minute

You cause one of the following effects to take place for the duration.

Consume: Your physical form recedes into your shadow, and you become a shadow creature. You

Divide: Your shadow separates from you and moves independently. You may command it to move u

Converge: You move several shadows onto a creature's face, blinding it.

Delusion (3rd level)

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

You target one creature and create the delusion of an entity that must fit inside a 10ft cube centered on a point within range. The delusion can seem to make sound, light, or cause physical contact. The delusion has an AC of 10, 1 hit point. On any turn after the first, you may use your bonus action to move the delusion up to 30 feet and perform an attack on the target. When you attack with the delusion, make a spell attack roll. On a hit, the delusion deals 1d6 psychic damage. An intelligence check contesting your spell DC allows the target to determine that the true nature of the delusion.

Flight (3rd level)

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

You gain a 60 foot flying speed for the duration.

Possession (3rd)

Casting Time: 1 action

Range: 100 feet

Duration: Instantaneous

You choose an undead within range that lacks a corporeal form, and connect it with the creature that is the material component for this spell. The spirit and creature may both make a wisdom save to resist this spell if they are conscious during the casting time. If either succeeds, the spell fails. Once bound, the spirit possesses the body of the creature until either the creature dies or the spirit is exorcised.

Exorcism (3rd)

Casting Time: 1 minute

Range: Touch

Duration: Concentration, up to 1 minute

You begin to drive off a spirit that is possessing one creature. The spirit must make wisdom saving throws, damaging it's host with 1d4 necrotic damage on a success. If the spirit accumulates three successes, the spell fails. If the spirit accumulates three failures, the spell succeeds and the spirit is drawn out of the creature with 1 remaining hit point.

Tame Beast (3rd)

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

You speak a command to one beast within range. It must make a wisdom saving throw. If it succeeds, the beast becomes hostile and cannot be effected by this spell for 24 hours. If it fails, the beast Regards you as a close friend. The effect lasts until the beast receives damage. If you cast this spell on a beast that is already effected by it, the effect becomes permanent. A creature that is hostile or has a size of large or above has advantage on saves against this spell.

Counterspell (3rd)

Casting Time: 1 reaction taken when another creature casts a spell

Range: 60 feet

Duration: 1 action

You aim your hand at a creature within range that is casting a spell. Both creatures make a contested spell check. If there is a tie or you win, the spell consumes the same resources as if being cast, but is not cast. If you lose, you may attempt to force the counterspell by consuming the resources equivalent to recasting it. If the other creature fails, they may force their own spell by consuming resources equivalent to casting the spell again. Up to three contests may take place.

Rust (Leve 3)

Casting Time: 1 action

Range: 15 foot cone

Duration: Instantaneous

You oustretch your hands and join the tips of your thumbs and pointer fingers together to form a triangle. In a 15 foot cone originating from this triangle, any metal weapons, armor, or carried objects are instantly reduced to piles of rust powder. If you target a construct that is made of metal with this spell, they must succeed a constitution saving throw in order to halve 8d6 acid damage.

Petrification (3rd)

Casting Time: 1 action

Range: touch

Duration: Instantaneous

Make a melee spell attack against one creature. If you hit, the creature must spend an action each turn to make a constitution saving throw. If they succeed three times, they resist petrification. If they fail three times, or use their action for anything other than resisting the petrification, they are petrified.

Blazing Trail (3rd)

Casting time: 1 bonus action

Range: Self

Duration: Concentration, 1 minute

Draconic flames ignite your feet and your speed increases by 20 feet. Your

movement does not provoke attacks of opportunity. Any creature or object that isn't currently held receives 1d6 fire damage as you pass within 5ft of it.

Animate Dead (3rd)

Casting time: 1 minute

Range: Self

Duration: Instantaneous

You create an undead servant, either a skeleton from a pile of bones, or a zombie from a corpse. On your turn, you may use a bonus action to command any creatures you've created using this spell if they are within 60ft of you. If you do not order your creatures, they will take the Dodge action.

Your command over this undead servant lasts for twenty four hours. You may recast this spell to maintain control over three of these creatures. If you do not re-assert control, they will roam and hunt the living.

Blink (3rd)

Casting time: 1 action

Range: Self

Duration: 1 minute

At the end of each turn, roll a 1d20. If you roll 11 or above, you are transported to the ethereal plane. When you're in the ethereal plane at the start of your turn or when the spell ends, you return in an unoccupied space of your choosing within 10ft of where you vanished. If you are in the ethereal plane already, you instead are transported into the material plane.

Clairvoyance (3rd)

Casting time: 10 minutes

Range: 1 mile

Duration: Concentration, 10 minutes

You create an invisible, immaterial sensor within range in an area familiar to you, or an obvious place unfamiliar to you. You may choose to hear or see from this sensor, and may switch using an action. A creature that can see invisible entities sees your sensor as a glowing eye(if seeing) or ear(if hearing).

Dispell Magic (3rd)

Casting time: 1 action

Range: 120 feet

Duration: Instantaneous

You choose one creature, object, or magical effect within range. All spells of 3rd level or lower on the target end. For higher spells, make an ability check using your spellcasting ability. The DC is 10 + the spell's level. If successful, the spell ends.

Enemies Abound (3rd)

Casting time: 1 action

Range: 120 feet

Duration: Concentration, 1 minute

You target the mind of a creature within range, penetrating it with your own. The target must succeed an intelligence check against your spellcasting DC to make this spell automatically fail and become immune to it for 24 hours. If the target fails, they see all creatures around them as enemies. Each time they take damage, the target may remake their intelligence save. When the target selects an enemy to attack, they must randomly choose from creatures within range.

Erupting Earth (3rd)

Casting time: 1 action

Range: 120 feet

Duration: Instantaneous

You select a point on the ground within range and a 20 foot cube of dirt and stone erupts from the ground. All creatures beneath the cube must succeed a dexterity saving throw to halve 2d12 bludgeoning damage. The area effected becomes difficult terrain, unless ten minutes are spent to clear the area of debris.

Fast Friends (3rd)

Casting time: 1 action

Range: 30 feet

Duration: Concentration, 1 hour

You speak to one creature, who must succeed a wisdom save or become charmed. While charmed by this spell, the creature will regard you as a friend and extends the same courtesy and assistance they would to a friend. When the spell ends, the creature is aware you charmed them.

Feign Death (3rd)

Casting time: 1 action

Range: touch

Duration: 1 hour

You touch a willing creature and put it into a deep, breathless sleep. The creature is unconscious and appears outwardly to be dead. You may dispel the creature by touching it again. Any disease, poison, or curse on the creature is suspended for the duration of the spell.

Flame Arrows (3rd)

Casting time: 1 action

Range: Touch

Duration: Concentration, 1 hour

You touch a quiver containing arrows or bolts. For the duration, the arrows or bolts explode when fired.

Gaseous Form (3rd)

Casting time: 1 action

Range: Touch

Duration: Concentration, 1 hour

You transform a willing creature you touch along with everything it's wearing into a cloud of colorful gas. It's movement is limited to a 10 foot flying

speed, and can fit through any barrier that does not provide an airtight seal. The creature is likewise resistant to non-magical physical damage.

Glyph of Warding (3rd)

Casting time: 1 hour

Range: touch

Duration: Until dispelled or triggered

You engrave a magical glyph onto a 5 foot square surface, which stores a spell of level 3 or lower. If the spell targets a creature, it targets the nearest creature in range when triggered. If the spell targets an area, it centers the effect on itself. When making the glyph, you specify a trigger. It may be a spoken phrase, a creature entering a certain range, or some other condition that takes place near the glyph. If the glyph is moved more than 10 feet from its point of origin, it is dispelled. You may also dispel the glyph telepathically from any range.

Haste (3rd)

Casting time: 1 action

Range: 30 feet

Duration: Concentration, 1 minute

One willing creature within range gains a +2 bonus to their AC, has their speed doubled, has advantage on dexterity saving throws, and has an extra action on their turn. When the spell ends, the target cannot move or take actions until the end of its next turn.

Hypnotic Pattern (3rd)

Casting time: 1 action

Range: 120 feet

Duration: Concentration, 1 hour

You create an ethereal hypnotic pattern within a 30 foot cube centered on a point within range. All creatures within must succeed a wisdom saving throw or become charmed to enter. While charmed, the creatures are incapacitated and have a speed of 0, their minds lost in the pattern. A creature is broken of this charm if they take damage or someone else uses an action to shake them awake.

Force Sphere (3rd)

Casting time: 1 action

Range: self(10 foot dome)

Duration: Concentration, 8 hours

A 10 foot dome of force extends around you, impermiabale to entry. Up to nine medium-sized creatures may safely reside within the dome for the duration, but creatures can neither enter nor exit the sphere. Spells may target creatures within the sphere, but elemental effects such as fire or lightning cannot permeate the force barrier.

Incite Greed (3rd)

Casting time: 1 action

Range: 30ft

Duration: Concentration, 1 minute

All creatures of your choosing within range must succeed a wisdom save to avoid being charmed. While charmed, a creature uses their movement to safely approach the gem, and covet it. If the creature takes damage, the charm ends on it.

Intellect Fortress (3rd)

Casting time: 1 action

Range: 30 feet

Duration: Concentration, 1 hour

You or a willing creature you can see within range becomes resistant to psychic damage and has advantage on intelligence, wisdom, and charisma saving throws for the duration.

(3rd)

Casting time: 1 action

Range: Touch

Duration: Concentration, 1 hour

(3rd)

Casting time: 1 action

Range: Touch

Duration: Concentration, 1 hour

(3rd)

Casting time: 1 action

Range: Touch

Duration: Concentration, 1 hour

(3rd)

Casting time: 1 action

Range: Touch

Duration: Concentration, 1 hour

(3rd)

Casting time: 1 action

Range: Touch

Duration: Concentration, 1 hour

4th level spells

Revivify (4th)

Casting time: 1 action

Range: Touch

Duration:

You speak a command word while holding a gem, and it shatters into a cloud of mist. You then touch one creature that has died in the last ten minutes, and the mist enters their nostrils or otherwise seeps into them. Roll a 1d20. On a 1, or

if this creature has been dead for more than ten minutes, this spell fails. If it succeeds, the creature lives with a mark of your deity on their forehead.

Life Mist (4th)

Casting time: 10 minutes

Range: 60 feet

Duration: Instantaneous

You pray and a tendril of mist snakes out of your mouth and writhes in search of those within range, entering in through their nostrils and mouths in order to impart healing magic. Each creature in range is healed to maximum hit points.

Miracle (4th)

Casting time: 1 action

Range: 120 feet

Duration: Instantaneous

You pray to your deity for some form of divine intervention in a moment of great need. Roll 1d4. On an odd result, roll another to figure out which of the following happens: 1d4

1: Any water within range turns to wine.

2: Any loaves of bread or fish within range multiply by ten times.

3: Any quarterstaves in range turn into poisonous snakes.

4: One random dead creature within the spell's range is resurrected.

On an even result, the following happens:

The deity causes some event to happen around you, as specified by the GM. This event helps the caster in some tangible way if possible, and must be an event which could be explained as merely a very unlikely coincidence by someone skeptical of said deity's influence.

Ferroform (4th level)

Casting Time: 1 action

Range: self

Duration: Concentration, up to 1 minute

You levitate multiple metal objects to gather around your body and provide a protective layer. For the duration, your AC is 20 and you have resistance to non-magical physical damage.

Heart Crush (4th level)

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You target one creature that has a heart that you can see and attempt to crush their heart. a constitution saving throw. On a failure they receive 8d6 force damage, and on a success they take as much.

Mind Meld (4th level)

Casting Time: 1 minute

Range: Touch

Duration: Instantaneous

You and up to 6 creatures link hands and meditate. You each attempt to connect

your minds for the purpose of lending mental stamina. Each creature rolls 1d8. They take as much psychic damage. Add up the amount they rolled. If it is higher than 10, then regardless of what you roll on your psionic die for this particular casting, your psionic die grows to a D10. If you did not cast this spell with a psionic die, substitute with 1d4.

Stoneskin (4th)

Casting Time: 1 action

Range: touch

Duration: Concentration, 1 minute

Your skin transforms into stone for the duration, and you are resistant to non-magical physical damage, fire damage, and lightning damage.

Fireball (4th)

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

You extend your thumb in the air and aim your index finger at a point in range that you can

Summon Devil (4th)

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

You speak the name of a devil and throw the object to a point within range.

It explodes into a portal from which a devil emerges. Your relationship with the devil decid

Polymorph (4th)

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

You target a creature in range that you can see. If they are unwilling, they may make a wisd

Dreamscape (4th level)

Casting Time: 1 hour

Range: 1 mile

Duration: Concentration, up to 8 hours

You dream of an environment of your choosing that extends in a one mile radius of yourself.

You and any sleeping creatures within range enter this dreamscape. Spellcasting and magic ab do not work inside the dreamscape. If any creature, including you, is killed in the dream, y may not wake up until Greater Restoration or an equivalent magical ritual is conducted to re your mind. You may dismiss this spell using an action. When the dream ends, all participants remembering it. You may make alterations to the dreamscape (such as changing your form or th by succeeding a spellcheck against a DC set by the GM based on the attempted alteration.

Mind Probe (4th level)

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

You target one creature who makes a wisdom saving throw. On a success, they receive 1d4 psy

On a failure, you enter their mind and they fall into a deep trance. While you are in their request information about an event or thought that has occurred in the last hour. The thought could be a memory, or could be a memory. If you say something to invoke a memory, they must make a wisdom saving throw to avoid thinking of that memory and making it apparent to you. Each round a creature can make a wisdom saving throw in order to break the trance.

Antimagic field (4th)

Casting Time: 1 action

Range: 30 feet

Duration: 1 minute

You speak a command word and create an anti-magic field in a 60 foot radius sphere centered on a point within range. Within this field spells cannot be cast and magic items become temporarily inert.

5th level spells

Curse (5th)

Casting time: 1 action

Range: 30 feet

Duration: Instantaneous

You declare that a creature within range that can hear and understand you is cursed. They must succeed a wisdom saving throw, or become bestowed with a curse, the permanent remedy for the curse, and a temporary remedy which lasts 1d4 hours. Roll for the curse, remedy, and temporary remedy.

1d6 Curse

- 1 Cannot directly kill another humanoid.
- 2 Can no longer speak.
- 3 Become blind.
- 4 Cannot refuse a request, unless it would immediately harm them.
- 5 Can no longer use magic of any kind.
- 6 Standing in direct sunlight for 6 seconds causes 6d8 radiant damage.

1d6 Remedy

- 1 Sever one of its limbs.
- 2 Receive a kiss of true love.
- 3 Give away all of their material possessions.
- 4 Kill the one you love most.
- 5 Earn forgiveness from the caster.
- 6 Earn forgiveness from the caster's deity.

1d6 temporary remedy

- 1 Sacrifice 10GP worth of meat in a fire.
- 2 Profess your love to a stranger for the first time without any warning.
- 3 Pour out a 100GP bottle of wine onto dirt.
- 4 Make one unique confession to an audience.
- 5 Drink a shot of griffin tears.
- 6 Rub honey on yourself and lay on top of an ant hill, taking 1d4 piercing damage.

Raise Undead Horde (5th)

Casting Time: 10 minutes

Range: 60 feet

Duration: 24 hours

You draw a rune on the ground near at least 6 corpses or skeletons. When you do so, the rune

Your horde has 12d6 hit points, 8 AC, a speed of 25ft, and resistance to non-magical physical

The horde listens to your orders for the duration. You may cast this spell again before the

Rune Gate (5th)

Casting Time: 1 day

Range: 60ft

Duration: Instantaneous

You perform a ritual carving a 10 foot by 10 foot rune onto the ground or an upright structure

Conjure Demon (5th)

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, 1 hour

You throw the object carved with the name of a fiend at a point within range and speak a conjuration

Chain Lightning (5th)

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

You hold out your hands and lightning leaps from them to a creature of choice.

That creature must make a dexterity saving throw, taking 6d8 lightning damage on a failure, or

If the creature fails, you may choose to chain the lightning. If you do, a random creature within

Firewall (5th)

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, 1 hour

You create a roaring flame wall. One side of the wall produces a firestorm, and any creature that starts its turn within 10 feet of the wall must make a dexterity saving throw, receiving 4d6 fire damage on a failure or half as much as a save. If a creature is inside the flame wall, the damage increases to 8d6.

You can either make the wall take the form of a 60 foot wide, 60 foot high, 10 foot thick wall facing away from you. Alternately, you can make the wall surround a 20ft square, facing outwards.

Judgement (5th)

Casting time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

Your eyes glow with holy fire and if you have hair, it turns golden for the duration. For the duration, you may use your bonus action to name one sin committed by a creature within range. That creature must make a wisdom saving throw. On a failure, they receive the damage listed in the chart below, or half as much on a success. You must have witnessed them perform the sin you are judging them for. Each creature can be judged for each sin only once.

Sins	Radiant Damage
Blasphemy or profanity	2d8
Murder	10d8
Forbidden Act(Deity specific)	3d8
Deceive, Cheat, or Steal	1d8

Angelic Transformation (5th)

Casting time: 1 bonus action

Range: self

Duration: Concentration, up to 10 minutes

Your body is bathed in holy light, and you transform. You may select three listed features for your transformation, which end after the duration.

- Wings: You gain a flying speed of 60 feet
- Extra arms: You gain one extra attack per attack action that uses these arms.
- Extra legs: You gain a climbing speed of 40ft, and your unarmed attacks deal 2d6 bludgeoning damage.
- Staff of light: A staff made of pure burning radiant energy appears in your hands, and you can use it as a spellcasting focus.
- Rain bow: A bow appears in your hands made of multicolored light. It deals 2d10 radiant damage.
- Holy armor: Your body is encased in glowing plate mail. Your AC is now 18, and you may still wear armor.
- Size: You grow two sizes larger. You gain 3d10 temporary hit points.
- Eyes: Glowing symbols of eyes float around you. Weapon attacks have disadvantage on you, and you have advantage on weapon attacks.

Nightmare Gate(5th)

Casting Time: 1 action

Range: 60ft

Duration: Concentration, 10 minutes

You create a portal on a 10ft square surface within range. Black tentacles reach out of the portal to grasp and drag any creature within 30ft of it closer. Each creature must succeed a strength saving throw, or else become grappled and dragged 10ft closer. Each tentacle has 10HP and 12AC.

Bodyswap (5th)

Casting Time: 1 action

Range: Touch

Duration: 1 day

You touch one creature, which must succeed a wisdom saving throw. If it fails, both you and the creature switch bodies. You each reserve your mental ability scores(INT, WIS, CHA), but your physical ability scores are inherited from your new body. If your old body is killed, you are stuck in your new body.

6th level spells

Time Jump (6th)

Casting Time: 1 minute

Range: 30 feet

Duration: Instantaneous

You and up to five willing creatures in range are jolted backwards in time.

You name a target time (ie "10 years ago", "year 400 of the dwarven empire").

You and the creatures are removed from the current timeline, where it appears you have met a gruesome fate from the gem exploding. Roll on each time table to determine the magnitude and direction you miss your exact destination by. If you encounter an older version of yourself or an ancestor and they are killed, you will continue to exist. You are now unbound by previous timelines.

+-----+-----+-----+-----+			
Roll	Magnitude		
+-----+-----+-----+-----+			
1	second		
2	year		
3	decade(10 years)		
4	century(100 years)		
5	millennium(1,000 years)		
6	Epoch(1,000,000)		
+-----+-----+-----+-----+			

+-----+-----+-----+-----+			
Roll	Direction		
+-----+-----+-----+-----+			
1-2	Earlier		
3-4	Later		
+-----+-----+-----+-----+			