







Mage Hand

Wizard Cantrip Conjuration DC 16 Spell Mod +8







1 min

Mending

Wizard Cantrip Transmutation DC 16 Spell Mod +8



Two lodestones

Minor Illusion

Wizard Cantrip Illusion DC 16 Spell Mod +8





1 min

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than I foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends. If you create an image of an object-such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. If a creature uses its action to examine the sound or image, the creature can determine that it is

Ray of Frost

Wizard Cantrip Evocation DC 16 Spell Mod +8







Inst

Alarm (ritual)

Wizard Level 1 Abjuration DC 16 Spell Mod +8







A tiny bell and a piece of fine silver wire

Detect Magic (ritual)

Wizard Level I Divination DC 16 Spell Mod +8







Conc, 10 mins

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

You set an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the spell ends, an alarm alerts you whenever a Tiny or larger creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible. A mental alarm alerts you with a ping in your mind if you are within I mile of the warded area. This ping awakens you if you are sleeping. An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet.

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by I foot of stone, I inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Shield

Wizard Level 1 Abjuration DC 16 Spell Mod +8









Detect Thoughts

Wizard Level 2 Divination DC 16 Spell Mod +8







Locate Object



and the object.





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

For the duration, you can read the thoughts of certain creatures. When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected. You initially learn the surface thoughts of the creature—what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the spell C

Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement. The spell can locate a specific object known to you, as long as you have seen it up close-within 30 feet—at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon. This spell can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you

Minor Illusion (reverse) an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.		
	ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check; if it succeeds, the spell ends. Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation. You can also use this spell to detect the presence of thinking creatures you can't see. When you cast the spell or as your action during the duration, you can search for thoughts within 30 feet of you. The spell can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language. Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.	

See Invisibility

Wizard Level 2 Divination DC 16 Spell Mod +8









1 Act.



Suggestion

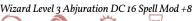




Conc, 8 hrs

1 reAct. 60 ft

Counterspell



Inst



A pinch of talc and a small sprinkling of powdered

A snake's tonque and either a bit of honeycomb or a drop of sweet oil

> You attempt to interrupt a creature that you can see casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it's a spell of 4th level or higher, make a check using your spellcasting ability. The DC is 10 + the spell's level. On a success, the spell is interrupted. At Higher Levels: The interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.

For the duration, you see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.

You suggest a course of activity (limited to a sentence or two) and magically influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the spell. The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can also specify conditions that will trigger a special

Dispel Magic

Wizard Level 3 Abjuration DC 16 Spell Mod +8









Fireball

Wizard Level 3 Evocation DC 16 Spell Mod +8







A tiny ball of bat quano and sulfur

A bright streak flashes from your pointing then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, above 3rd.

Haste

Wizard Level 3 Transmutation DC 16 Spell Mod +8

Choose a willing creature that you can see within range. Until the spell ends, the target's

has advantage on Dexterity saving throws,

Attack (one weapon attack only), Dash,

of lethargy sweeps over it.

Disengage, Hide, or Use an Object action.

speed is doubled, it gains a +2 bonus to AC, it

and it gains an additional action on each of its

turns. That action can be used only to take the

When the spell ends, the target can't move or

take actions until after its next turn, as a wave

1 Act. 30 ft

Conc, 1 min

A shaving of licorice root

Choose one creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

finger to a point you choose within range and must make a Dexterity saving throw. A target the damage increases by 1d6 for each slot level

Remove Curse

Wizard Level 3 Abjuration DC 16 Spell Mod +8









Tiny Hut (ritual)

Wizard Level 3 Evocation DC 16 Spell Mod +8









Arcane Eve

Wizard Level 4 Divination DC 16 Spell Mod +8







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

A 10-foot-radius immobile dome of force springs into existence around and above you and remains stationary for the duration. The spell ends if you leave its area. Nine creatures of Medium size or smaller can fit inside the dome with you. The spell fails if its area includes a larger creature or more than nine creatures. Creatures and objects within the dome when you cast this spell can move through it freely. All other creatures and objects are barred from passing through it. Spells and other magical effects can't extend through the dome or be cast through it. The atmosphere inside the space is comfortable and dry, regardless of the weather outside. Until the spell ends, you can command the interior to become dimly lit or dark. The dome is opaque from the outside, of any color you choose, but it is transparent from the inside.

You create an invisible, magical eye within range that hovers in the air for the duration. You mentally receive visual information from the eye, which has normal vision and darkvision out to 30 feet. The eye can look in every direction. As an action, you can move the eye up to 30 feet in any direction. There is no limit to how far away from you the eye can move, but it can't enter another plane of existence. A solid barrier blocks the eye's movement, but the eye can pass through an opening as small as I inch in diameter.



Blight

Wizard Level 4 Necromancy DC 16 Spell Mod +8







Fabricate

Wizard Level 4 Transmutation DC 16 Spell Mod +8



Locate Creature

Wizard Level 4 Divination DC 16 Spell Mod +8







A bit of fur from a bloodhound

Necromantic energy washes over a creature of your choice that you can see within range, draining moisture and vitality from it. The target must make a Constitution saving throw. The target takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect on undead or constructs. If you target a plant creature or a magical plant, it makes the saving throw with disadvantage, and the spell deals maximum damage to it. If you target a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make a saving throw; it simply withers and dies. At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by id8 for each slot level above 4th.

You convert raw materials into products of the same material. For example, you can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, and clothes from flax or wool. Choose raw materials that you can see within range. You can fabricate a Large or smaller object (contained within a 10-foot cube, or eight connected 5-foot cubes), given a sufficient quantity of raw material. If you are working with metal, stone, or another mineral substance, however, the fabricated object can be no larger than Medium (contained within a single 5-foot cube). The quality of objects made by the spell is commensurate with the quality of the raw materials. Creatures or magic items can't be created or transmuted by this spell. You also can't use it to create items that ordinarily require a high degree of craftsmanship, such as jewelry, weapons,

Describe or name a creature that is familiar to you. You sense the direction to the creature's location, as long as that creature is within 1,000 feet of you. If the creature is moving, you know the direction of its movement. The spell can locate a specific creature known to you, or the nearest creature of a specific kind (such as a human or a unicorn), so long as you have seen such a creature up close—within 30 feet—at least once. If the creature you described or named is in a different form, such as being under the effects of a polymorph spell, this spell doesn't locate the creature. This spell can't locate a creature if running water at least 10 feet wide blocks a direct path between you and the creature.

Polymorph

Wizard Level 4 Transmutation DC 16 Spell Mod +8







Conc, 1 hr

A caterpillar cocoon

This spell transforms a creature that you can see within range into a new form. An unwilling creature must make a Wisdom saving throw to avoid the effect. The spell has no effect on a shapechanger or a creature with o hit points. The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality. The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess C

Raulothim's Psychic Lance

Wizard Level 4 Enchantment DC 16 Spell Mod +8







Inst

Creation

Wizard Level 5 Illusion DC 16 Spell Mod +8





A tiny piece of matter of the same type of the item you plan to create

You unleash a shimmering lance of psychic power from your forehead at a creature that you can see within range. Alternatively, you can utter the creature's name. If the named target is within range, it gains no benefit from cover or invisibility as the lance homes in on it. If the named target isn't within range, the expended. The target must succeed on an Intelligence saving throw or take 10d6 psychic damage and be incapacitated until the start of

You pull wisps of shadow material from the Shadowfell to create a nonliving object of vegetable matter within range: soft goods, rope, wood, or something similar. You can also use this spell to create mineral objects such as stone, crystal, or metal. The object created must be no larger than a 5- foot cube, and the object must be of a form and material that you have seen before. The duration depends on the object's material. If the object is composed of multiple materials, use the shortest duration. Material Duration Vegetable matter 1 day Stone or crystal 12 hours Precious metals 1 hour Gems 10 minutes Adamantine or mithral I minute Using any material created by this spell as another spell's material component causes that spell to fail. At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the cube increases by 5 fee

Legend Lore

Wizard Level 5 Divination DC 16 Spell Mod +8







Incense worth at least 250 qp, which the spell consumes, and four ivory strips worth at least 50 gp each

Name or describe a person, place, or object. The spell brings to your mind a brief summary of the significant lore about the thing you named. The lore might consist of current tales, forgotten stories, or even secret lore that has never been widely known. If the thing you named isn't of legendary importance, you gain no information. The more information you already have about the thing, the more precise and detailed the information you receive is. The information you learn is accurate but might be couched in figurative language. For example, if you have a mysterious magic axe on hand, the spell might yield this information: "Woe to the evildoer whose hand touches the axe, for even the haft slices the hand of the evil ones. Only a true Child of Stone, lover and beloved of Moradin, may awaken the true powers of the axe, and only 🔘

Wall of Force

your next turn.

Wizard Level 5 Evocation DC 16 Spell Mod +8

lance dissipates, and the spell slot is not







A pinch of powder made by crushing a clear gemstone

An invisible wall of force springs into existence at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is 1/4 inch thick. It lasts for the duration. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side). Nothing can physically pass through the wall. It is immune to all damage and can't be dispelled by dispel magic. A disintegrate spell destroys the wall instantly, however. The wall also extends into

Page 3 (reverse)				
		Fabricate (reverse) glass, or armor, unless you have proficiency with the type of artisan's tools used to craft such objects.		
	Creation (reverse) for each slot level above 5th.		Polymorph (reverse) damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to o hit points, it isn't knocked unconscious. The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech. The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.	
		Wall of Force (reverse) the Ethereal Plane, blocking ethereal travel through the wall.	Legend Lore (reverse) with the sacred word Rudnogg on the lips."	