

## ACID SPLASH

### Conjuration cantrip

- ⚙ Casting Time: Action
- 🎯 Range: 60ft
- ⌚ Duration: Instantaneous

You hurl a bubble of acid. Choose one creature within range, or choose two creatures within range that are within 5ft of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage.

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



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK 211

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
TOME PACT  
WIZARD

## DANCING LIGHTS

### Evocation cantrip

- ⚙ Casting Time: Action
- 🎯 Range: 120ft
- ⌚ Duration: Ⓢ 1 minute

You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10ft radius. As a bonus action on your turn, you can move the lights up to 60ft to a new spot within range. A light must be within 20ft of another light created by this spell, and a light winks out if it exceeds the spell's range.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK 230

A bit of phosphorus or wychwood, or a glowworm

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
TOME PACT  
WIZARD

## ELDRITCH BLAST

### Evocation cantrip

- ⚙ Casting Time: Action
- 🎯 Range: 120ft
- ⌚ Duration: Instantaneous

A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage. The spell creates more than one beam when you reach higher levels: two beams at 5<sup>th</sup> level, three beams at 11<sup>th</sup> level, and four beams at 17<sup>th</sup> level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK 236

BARBARIAN  
BARD  
CLERIC  
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FIGHTER  
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PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
TOME PACT  
WIZARD

## GUIDANCE

### Divination cantrip

- ⚙ Casting Time: Action
- 🎯 Range: Touch
- ⌚ Duration: Ⓢ 1 minute

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



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK 248

BARBARIAN  
BARD  
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PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
TOME PACT  
WIZARD

## CHILL TOUCH

### Necromancy cantrip

- ⚙ Casting Time: Action
- 🎯 Range: 120ft
- ⌚ Duration: 1 round

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target. If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn.

**At Higher Levels:** This spell's damage increases by 1d8 when you reach 5<sup>th</sup> level (2d8), 11<sup>th</sup> level (3d8), and 17<sup>th</sup> level (4d8).



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK 221

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
TOME PACT  
WIZARD

## DRUIDCRAFT

### Transmutation cantrip

- ⚙ Casting Time: Action
- 🎯 Range: 30ft
- ⌚ Duration: Instantaneous

Whispering to the spirits of nature, you create one of the following effects within range: • You create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round.

- You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.
- You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5ft cube.
- You instantly light or snuff out a candle, a torch, or a small campfire.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK 236

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
TOME PACT  
WIZARD

## FIRE BOLT

### Evocation cantrip

- ⚙ Casting Time: Action
- 🎯 Range: 120ft
- ⌚ Duration: Instantaneous

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

**At Higher Levels:** This spell's damage increases by 1d10 when you reach 5<sup>th</sup> level (2d10), 11<sup>th</sup> level (3d10), and 17<sup>th</sup> level (4d10).



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK 242

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
TOME PACT  
WIZARD

## LIGHT

### Evocation cantrip

- ⚙ Casting Time: Action
- 🎯 Range: Touch
- ⌚ Duration: 1 hour

You touch one object that is no larger than 10ft in any dimension. Until the spell ends, the object sheds bright light in a 20ft radius and dim light for an additional 20ft. The light can be coloured as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action. If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK 255

A firefly or phosphorescent moss

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
TOME PACT  
WIZARD

## MAGE HAND

BARBARIAN  
BARD  
CLERIC  
PRUIG  
FIGHTER  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WOLLOCK  
WIZARD

### Conjuration cantrip

- ⚙ Casting Time: Action
- 🎯 Range: 30ft
- ⌚ Duration: 1 minute

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 30ft 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 30ft each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK 256

## MESSAGE

BARBARIAN  
BARD  
CLERIC  
PRUIG  
FIGHTER  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
TOME PACT  
WIZARD

### Transmutation cantrip

- ⚙ Casting Time: Action
- 🎯 Range: 120ft
- ⌚ Duration: 1 round

You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear. You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3ft of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.



VERBAL SOMATIC MATERIAL

A short piece of copper wire

PLAYER'S HANDBOOK 259

## POISON SPRAY

BARBARIAN  
BARD  
CLERIC  
PRUIG  
FIGHTER  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WOLLOCK  
WIZARD

### Conjuration cantrip

- ⚙ Casting Time: Action
- 🎯 Range: 10ft
- ⌚ Duration: Instantaneous

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

**At Higher Levels:** This spell's damage increases by 1d12 when you reach 5<sup>th</sup> level (2d12), 11<sup>th</sup> level (3d12), and 17<sup>th</sup> level (4d12).



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK 266

## PRODUCE FLAME

BARBARIAN  
BARD  
CLERIC  
PRUIG  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
TOME PACT  
WIZARD

### Conjuration cantrip

- ⚙ Casting Time: Action
- 🎯 Range: Self
- ⌚ Duration: 10 minutes

A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10ft radius and dim light for an additional 10ft. The spell ends if you dismiss it as an action or if you cast it again. You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within 30ft of you. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage.

**At Higher Levels:** This spell's damage increases by 1d8 when you reach 5<sup>th</sup> level (2d8), 11<sup>th</sup> level (3d8), and 17<sup>th</sup> level (4d8).



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK 268

## MENDING

BARBARIAN  
BARD  
CLERIC  
PRUIG  
FIGHTER  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
TOME PACT  
WIZARD

### Transmutation cantrip

- ⚙ Casting Time: 1 minute
- 🎯 Range: Touch
- ⌚ Duration: Instantaneous

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 1 foot in any dimension, you mend it leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK 259

## MINOR ILLUSION

BARBARIAN  
BARD  
CLERIC  
PRUIG  
FIGHTER  
WAY OF SHADOW  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WOLLOCK  
WIZARD

### Illusion cantrip

- ⚙ Casting Time: Action
- 🎯 Range: 30ft
- ⌚ Duration: 1 minute

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 5ft cube. The image can't create sound, light, smell, or any other sensory effect.

See PHB for more information.



VERBAL SOMATIC MATERIAL

A bit of fleece

PLAYER'S HANDBOOK 260

## PRESTIDIGITATION

BARBARIAN  
BARD  
CLERIC  
PRUIG  
FIGHTER  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WOLLOCK  
WIZARD

### Transmutation cantrip

- ⚙ Casting Time: Action
- 🎯 Range: 10ft
- ⌚ Duration: Up to 1 hour

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

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavour up to 1 cubic foot of nonliving material for 1 hour.

See PHB for more information.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK 267

## RAY OF FROST

BARBARIAN  
BARD  
CLERIC  
PRUIG  
FIGHTER  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
TOME PACT  
WIZARD

### Evocation cantrip

- ⚙ Casting Time: Action
- 🎯 Range: 60ft
- ⌚ Duration: Instantaneous

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 10ft until the start of your next turn. The spell's damage increases by 1d8 when you reach 5<sup>th</sup> level (2d8), 11<sup>th</sup> level (3d8), and 17<sup>th</sup> level (4d8).



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK 271

## RESISTANCE

### Abjuration cantrip

- ⚙ Casting Time: Action
- 🎯 Range: Touch
- ⌚ Duration: ☉ 1 minute

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



PLAYER'S HANDBOOK **272**

## SHILLELAGH

### Transmutation cantrip

- ⚙ Casting Time: Bonus action
- 🎯 Range: Touch
- ⌚ Duration: 1 minute

The wood of a club or quarterstaff you are holding is imbued with nature's power. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes a d8. The weapon also becomes magical, if it isn't already. The spell ends if you cast it again or if you let go of the weapon.



PLAYER'S HANDBOOK **275**

## SPARE THE DYING

### Necromancy cantrip

- ⚙ Casting Time: Action
- 🎯 Range: Touch
- ⌚ Duration: Instantaneous

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



PLAYER'S HANDBOOK **277**

## TRUE STRIKE

### Divination cantrip

- ⚙ Casting Time: Action
- 🎯 Range: 30ft
- ⌚ Duration: ☉ 1 round

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



PLAYER'S HANDBOOK **284**

## SACRED FLAME

### Evocation cantrip

- ⚙ Casting Time: Action
- 🎯 Range: 60ft
- ⌚ Duration: Instantaneous

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw. The spell's damage increases by 1d8 when you reach 5<sup>th</sup> level (2d8), 11<sup>th</sup> level (3d8), and 17<sup>th</sup> level (4d8).



PLAYER'S HANDBOOK **272**

## SHOCKING GRASP

### Evocation cantrip

- ⚙ Casting Time: Action
- 🎯 Range: Touch
- ⌚ Duration: Instantaneous

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armour made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn. The spell's damage increases by 1d8 when you reach 5<sup>th</sup> level (2d8), 11<sup>th</sup> level (3d8), and 17<sup>th</sup> level (4d8).



PLAYER'S HANDBOOK **275**

## THAUMATURGY

### Transmutation cantrip

- ⚙ Casting Time: Action
- 🎯 Range: 30ft
- ⌚ Duration: Up to 1 minute

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

- Your voice booms up to three times louder for 1 minute.
- Flames flicker, brighten, dim, or change colour for 1 minute.
- You cause harmless tremors in the ground for 1 minute.
- You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.
- You instantaneously cause an unlocked door or window to fly open or slam shut.
- You alter the appearance of your eyes for 1 minute. If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.



PLAYER'S HANDBOOK **282**

## VICIOUS MOCKERY

### Enchantment cantrip

- ⚙ Casting Time: Action
- 🎯 Range: 60ft
- ⌚ Duration: Instantaneous

You unleash a string of insults laced with subtle enchantments at a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

**At Higher Levels:** This spell's damage increases by 1d4 when you reach 5<sup>th</sup> level (2d4), 11<sup>th</sup> level (3d4), and 17<sup>th</sup> level (4d4).



PLAYER'S HANDBOOK **285**

## ALARM

### 1<sup>st</sup> level abjuration (ritual)

- ⚙ Casting Time: 1 minute
- 📏 Range: 30ft
- ⌚ Duration: 8 hours

You set an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a 20ft cube. Until the spell ends, an alarm alerts you whenever a Tiny or larger creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible. A mental alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping. An audible alarm produces the sound of a hand bell for 10 seconds within 60ft.



BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARRILOCK  
WIZARD

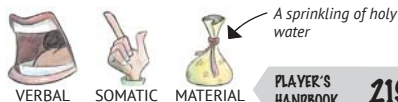
## BLESS

### 1<sup>st</sup> level enchantment

- ⚙ Casting Time: Action
- 📏 Range: 30ft
- ⌚ Duration: Ⓢ 1 minute

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

**At Higher Levels:** When you cast this spell using a spell slot of 2<sup>nd</sup> level or higher, you can target one additional creature for each slot level above 1<sup>st</sup>.



BARBARIAN  
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ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRILOCK  
WIZARD

## CHARM PERSON

### 1<sup>st</sup> level enchantment

- ⚙ Casting Time: Action
- 📏 Range: 30ft
- ⌚ Duration: 1 hour

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

**At Higher Levels:** When you cast this spell using a spell slot of 2<sup>nd</sup> level or higher, you can target one additional creature for each slot level above 1<sup>st</sup>. The creatures must be within 30ft of each other when you target them.



BARBARIAN  
BARD  
TRICKERY  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARRILOCK  
WIZARD

## COMMAND

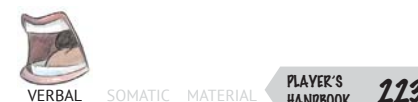
### 1<sup>st</sup> level enchantment

- ⚙ Casting Time: Action
- 📏 Range: 60ft
- ⌚ Duration: 1 round

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

See PHB for more information.

**At Higher Levels:** When you cast this spell using a spell slot of 2<sup>nd</sup> level or higher, you can affect one additional creature for each slot level above 1<sup>st</sup>. The creatures must be within 30ft of each other when you target them.



BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
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SORCERER  
FIEND  
WIZARD

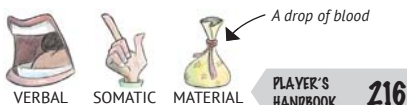
## BANE

### 1<sup>st</sup> level enchantment

- ⚙ Casting Time: Action
- 📏 Range: 30ft
- ⌚ Duration: Ⓢ 1 minute

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

**At Higher Levels:** When you cast this spell using a spell slot of 2<sup>nd</sup> level or higher, you can target one additional creature for each slot level above 1<sup>st</sup>.



BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
VENGEANCE  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRILOCK  
WIZARD

## BURNING HANDS

### 1<sup>st</sup> level evocation

- ⚙ Casting Time: Action
- 📏 Range: Self (15ft cone)
- ⌚ Duration: Instantaneous

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15ft cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites any 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 2<sup>nd</sup> level or higher, the damage increases by 1d6 for each slot level above 1<sup>st</sup>.



BARBARIAN  
BARD  
LIGHT DOMAIN  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
FOUR ELEMENTS  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
FIEND  
WIZARD

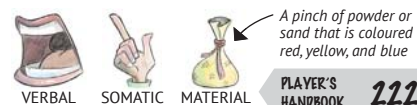
## COLOUR SPRAY

### 1<sup>st</sup> level illusion

- ⚙ Casting Time: Action
- 📏 Range: Self (15ft cone)
- ⌚ Duration: 1 round

A dazzling array of flashing, coloured light springs from your hand. Roll 6d10; the total is how many hit points of creatures this spell can affect. Creatures in a 15ft cone originating from you are affected in ascending order of their current hit points (ignoring unconscious creatures and creatures that can't see). Starting with the creature that has the lowest current hit points, each creature affected by this spell is blinded until the spell ends. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

**At Higher Levels:** When you cast this spell using a spell slot of 2<sup>nd</sup> level or higher, roll an additional 2d10 for each slot level above 1<sup>st</sup>.



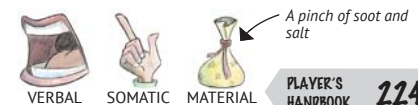
BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARRILOCK  
WIZARD

## COMPREHEND LANGUAGES

### 1<sup>st</sup> level divination (ritual)

- ⚙ Casting Time: Action
- 📏 Range: Self
- ⌚ Duration: 1 hour

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text. This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.



BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARRILOCK  
WIZARD

## CREATE OR DESTROY WATER

BARBARIAN  
BARP  
CLERIC  
PRUIP  
FIGHTER  
MONK  
PALAPIN  
RANGER  
ROGUE  
SORDEKER  
WARLOCK  
WIZARD

### 1<sup>st</sup> level transmutation

- ⚙ Casting Time: Action
- 🎯 Range: 30ft
- ⌚ Duration: Instantaneous

You either create or destroy water.

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

**Destroy Water:** You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30ft cube within range.

**At Higher Levels:** When you cast this spell using a spell slot of 2<sup>nd</sup> level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5ft, for each slot level above 1<sup>st</sup>.



## DETECT EVIL AND GOOD

BARBARIAN  
BARP  
CLERIC  
PRUIP  
FIGHTER  
MONK  
PALAPIN  
RANGER  
ROGUE  
SORDEKER  
WARLOCK  
WIZARD

### 1<sup>st</sup> level divination

- ⚙ Casting Time: Action
- 🎯 Range: Self
- ⌚ Duration: Ⓢ 10 minutes

For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30ft of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30ft of you that has been magically consecrated or desecrated. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3ft of wood or dirt.



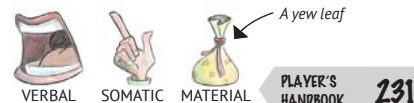
## DETECT POISON AND DISEASE

BARBARIAN  
BARP  
CLERIC  
PRUIP  
FIGHTER  
MONK  
PALAPIN  
RANGER  
ROGUE  
SORDEKER  
WARLOCK  
WIZARD

### 1<sup>st</sup> level divination (ritual)

- ⚙ Casting Time: Action
- 🎯 Range: Self
- ⌚ Duration: Ⓢ 10 minutes

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30ft of you. You also identify the kind of poison, poisonous creature, or disease in each case. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3ft of wood or dirt.



## DIVINE FAVOUR

BARBARIAN  
BARP  
WAR POMAIN  
PRUIP  
FIGHTER  
MONK  
PALAPIN  
RANGER  
ROGUE  
SORDEKER  
WARLOCK  
WIZARD

### 1<sup>st</sup> level evocation

- ⚙ Casting Time: Bonus action
- 🎯 Range: Self
- ⌚ Duration: Ⓢ 1 minute

Your prayer empowers you with divine radiance. Until the spell ends, your weapon attacks deal an extra 1d4 radiant damage on a hit.



## CURE WOUNDS

BARBARIAN  
BARP  
CLERIC  
PRUIP  
FIGHTER  
MONK  
PALAPIN  
RANGER  
ROGUE  
SORDEKER  
WARLOCK  
WIZARD

### 1<sup>st</sup> level evocation

- ⚙ Casting Time: Action
- 🎯 Range: Touch
- ⌚ Duration: Instantaneous

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

**At Higher Levels:** When you cast this spell using a spell slot of 2<sup>nd</sup> level or higher, the healing increases by 1d8 for each slot level above 1<sup>st</sup>.



## DETECT MAGIC

BARBARIAN  
BARP  
CLERIC  
PRUIP  
ELPRITCH KNIGHT  
MONK  
PALAPIN  
RANGER  
ARC. TRICKSTER  
SORDEKER  
WARLOCK  
WIZARD

### 1<sup>st</sup> level divination (ritual)

- ⚙ Casting Time: Action
- 🎯 Range: Self
- ⌚ Duration: Ⓢ 10 minutes

For the duration, you sense the presence of magic within 30ft of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3ft of wood or dirt.



## DISGUISE SELF

BARBARIAN  
BARP  
TRICKERY  
PRUIP  
ELPRITCH KNIGHT  
MONK  
PALAPIN  
RANGER  
ARC. TRICKSTER  
SORDEKER  
WARLOCK  
WIZARD

### 1<sup>st</sup> level illusion

- ⚙ Casting Time: Action
- 🎯 Range: Self
- ⌚ Duration: 1 hour

You make yourself—including your clothing, armour, weapons, and other belongings on your person—look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The changes wrought by this spell fail to hold up to physical inspection. To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.



## ENTANGLE

BARBARIAN  
BARP  
CLERIC  
PRUIP  
FIGHTER  
MONK  
PALAPIN  
RANGER  
ROGUE  
SORDEKER  
WARLOCK  
WIZARD

### 1<sup>st</sup> level conjuration

- ⚙ Casting Time: Action
- 🎯 Range: 90ft
- ⌚ Duration: Ⓢ 1 minute

Grasping weeds and vines sprout from the ground in a 20ft square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain. A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself. When the spell ends, the conjured plants wilt away.



## EXPEDITIOUS RETREAT

BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

### 1<sup>st</sup> level transmutation

- ⚙ Casting Time: Bonus action
- 🎯 Range: Self
- ⌚ Duration: Ⓞ 10 minutes

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



PLAYER'S  
HANDBOOK **238**

## FALSE LIFE

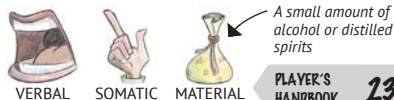
BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

### 1<sup>st</sup> level necromancy

- ⚙ Casting Time: Action
- 🎯 Range: Self
- ⌚ Duration: 1 hour

Bolstering yourself with a necromantic facsimile of life, you gain 1d4 + 4 temporary hit points for the duration.

**At Higher Levels:** When you cast this spell using a spell slot of 2<sup>nd</sup> level or higher, you gain 5 additional temporary hit points for each slot level above 1<sup>st</sup>.



PLAYER'S  
HANDBOOK **239**

## FIND FAMILIAR

BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
CHAIN PACT  
WIZARD

### 1<sup>st</sup> level conjuration (ritual)

- ⚙ Casting Time: 1 hour
- 🎯 Range: 10ft
- ⌚ Duration: Instantaneous

You gain the service of a familiar, a spirit that takes an animal form you choose: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, sea horse, spider, or weasel.

See PHB for more information.



PLAYER'S  
HANDBOOK **240**

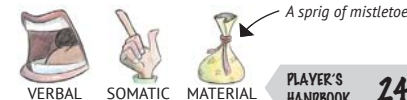
## GOODBERRY

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARLOCK  
WIZARD

### 1<sup>st</sup> level transmutation

- ⚙ Casting Time: Action
- 🎯 Range: Touch
- ⌚ Duration: Instantaneous

Up to ten berries appear in your hand and are infused with magic for the duration. A creature can use its action to eat one berry. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day. The berries lose their potency if they have not been consumed within 24 hours of the casting of this spell.



PLAYER'S  
HANDBOOK **246**

## FAERIE FIRE

BARBARIAN  
BARD  
LIGHT DOMAIN  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
ARCHWY  
WIZARD

### 1<sup>st</sup> level evocation

- ⚙ Casting Time: Action
- 🎯 Range: 60ft
- ⌚ Duration: Ⓞ 1 minute

Each object in a 20ft cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10ft radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.



PLAYER'S  
HANDBOOK **239**

## FEATHER FALL

BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

### 1<sup>st</sup> level transmutation

- ⚙ Casting Time: Reaction
- 🎯 Range: 60ft
- ⌚ Duration: 1 minute

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



PLAYER'S  
HANDBOOK **239**

## FOG CLOUD

BARBARIAN  
BARD  
TEMPEST DOMAIN  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

### 1<sup>st</sup> level conjuration

- ⚙ Casting Time: Action
- 🎯 Range: 120ft
- ⌚ Duration: Ⓞ 1 hour

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

**At Higher Levels:** When you cast this spell using a spell slot of 2<sup>nd</sup> level or higher, the radius of the fog increases by 20ft for each slot level above 1<sup>st</sup>.



PLAYER'S  
HANDBOOK **243**

## GREASE

BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

### 1<sup>st</sup> level conjuration

- ⚙ Casting Time: Action
- 🎯 Range: 60ft
- ⌚ Duration: 1 minute

Slick grease covers the ground in a 10ft square centred on a point within range and turns it into difficult terrain for the duration. When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.



PLAYER'S  
HANDBOOK **246**



## GUIDING BOLT

### 1<sup>st</sup> level evocation

- ⚙ Casting Time: Action
- 🎯 Range: 120ft
- ⌚ Duration: 1 round

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

**At Higher Levels:** When you cast this spell using a spell slot of 2<sup>nd</sup> level or higher, the damage increases by 1d6 for each slot level above 1<sup>st</sup>.



VERBAL



SOMATIC

MATERIAL

PLAYER'S  
HANDBOOK

248

BARBARIAN  
BARD  
CLERIC  
PRIEST  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## HELLISH REBUKE

### 1<sup>st</sup> level evocation

- ⚙ Casting Time: Reaction
- 🎯 Range: 60ft
- ⌚ Duration: Instantaneous

You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one.

**At Higher Levels:** When you cast this spell using a spell slot of 2<sup>nd</sup> level or higher, the damage increases by 1d10 for each slot level above 1<sup>st</sup>.



VERBAL



SOMATIC

MATERIAL

PLAYER'S  
HANDBOOK

250

BARBARIAN  
BARD  
CLERIC  
PRIEST  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## HUNTER'S MARK

### 1<sup>st</sup> level divination

- ⚙ Casting Time: Bonus action
- 🎯 Range: 90ft
- ⌚ Duration: Ⓢ 1 hour

You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

**At Higher Levels:** When you cast this spell using a spell slot of 3<sup>rd</sup> or 4<sup>th</sup> level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5<sup>th</sup> level or higher, you can maintain your concentration on the spell for up to 24 hours.



VERBAL

SOMATIC

MATERIAL

PLAYER'S  
HANDBOOK

251

BARBARIAN  
BARD  
CLERIC  
PRIEST  
FIGHTER  
MONK  
VENGEANCE  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## ILLUSORY SCRIPT

### 1<sup>st</sup> level illusion (ritual)

- ⚙ Casting Time: 1 minute
- 🎯 Range: Touch
- ⌚ Duration: 10 days

You write on parchment, paper, or some other suitable writing material and imbue it with a potent illusion that lasts for the duration. To you and any creatures you designate when you cast the spell, the writing appears normal, written in your hand, and conveys whatever meaning you intended when you wrote the text. To all others, the writing appears as if it were written in an unknown or magical script that is unintelligible. Alternatively, you can cause the writing to appear to be an entirely different message, written in a different hand and language, though the language must be one you know. Should the spell be dispelled, the original script and the illusion both disappear. A creature with truesight can read the hidden message.



SOMATIC



MATERIAL

A lead-based ink worth at least 10GP (consumed)

PLAYER'S  
HANDBOOK

252

BARBARIAN  
BARD  
CLERIC  
PRIEST  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## HEALING WORD

### 1<sup>st</sup> level evocation

- ⚙ Casting Time: Bonus action
- 🎯 Range: 60ft
- ⌚ Duration: Instantaneous

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

**At Higher Levels:** When you cast this spell using a spell slot of 2<sup>nd</sup> level or higher, the healing increases by 1d4 for each slot level above 1<sup>st</sup>.



VERBAL

SOMATIC

MATERIAL

PLAYER'S  
HANDBOOK

250

BARBARIAN  
BARD  
CLERIC  
PRIEST  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## HEROISM

### 1<sup>st</sup> level enchantment

- ⚙ Casting Time: Action
- 🎯 Range: Touch
- ⌚ Duration: Ⓢ 1 minute

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

**At Higher Levels:** When you cast this spell using a spell slot of 2<sup>nd</sup> level or higher, you can target one additional creature for each slot level above 1<sup>st</sup>.



VERBAL



SOMATIC

MATERIAL

PLAYER'S  
HANDBOOK

250

BARBARIAN  
BARD  
CLERIC  
PRIEST  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## IDENTIFY

### 1<sup>st</sup> level divination (ritual)

- ⚙ Casting Time: 1 minute
- 🎯 Range: Touch
- ⌚ Duration: Instantaneous

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



VERBAL



SOMATIC



MATERIAL

A pearl worth at least 100GP and an owl feather

PLAYER'S  
HANDBOOK

252

BARBARIAN  
BARD  
KNOWLEDGE  
PRIEST  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## INFLECT WOUNDS

### 1<sup>st</sup> level necromancy

- ⚙ Casting Time: Action
- 🎯 Range: Touch
- ⌚ Duration: Instantaneous

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

**At Higher Levels:** When you cast this spell using a spell slot of 2<sup>nd</sup> level or higher, the damage increases by 1d10 for each slot level above 1<sup>st</sup>.



VERBAL



SOMATIC

MATERIAL

PLAYER'S  
HANDBOOK

253

BARBARIAN  
BARD  
CLERIC  
PRIEST  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## JUMP

### 1<sup>st</sup> level transmutation

- ⚙ Casting Time: Action
- 🎯 Range: Touch
- ⌚ Duration: 1 minute

You touch a creature. The creature's jump distance is tripled until the spell ends.



PLAYER'S HANDBOOK **254**

BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARRIOR  
WIZARD

## MAGE ARMOUR

### 1<sup>st</sup> level abjuration

- ⚙ Casting Time: Action
- 🎯 Range: Touch
- ⌚ Duration: 8 hours

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



PLAYER'S HANDBOOK **256**

BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARRIOR  
WIZARD

## PROTECTION FROM EVIL AND GOOD

### 1<sup>st</sup> level abjuration

- ⚙ Casting Time: Action
- 🎯 Range: Touch
- ⌚ Duration: Ⓢ 10 minutes

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead. The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.



PLAYER'S HANDBOOK **270**

BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARRIOR  
WIZARD

## SANCTUARY

### 1<sup>st</sup> level abjuration

- ⚙ Casting Time: Bonus action
- 🎯 Range: 30ft
- ⌚ Duration: 1 minute

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



PLAYER'S HANDBOOK **272**

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## LONGSTRIDER

### 1<sup>st</sup> level transmutation

- ⚙ Casting Time: Action
- 🎯 Range: Touch
- ⌚ Duration: 1 hour

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

**At Higher Levels:** When you cast this spell using a spell slot of 2<sup>nd</sup> level or higher, you can target one additional creature for each slot level above 1<sup>st</sup>.



PLAYER'S HANDBOOK **256**

BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARRIOR  
WIZARD

## MAGIC MISSILE

### 1<sup>st</sup> level evocation

- ⚙ Casting Time: Action
- 🎯 Range: 120ft
- ⌚ Duration: Instantaneous

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

**At Higher Levels:** When you cast this spell using a spell slot of 2<sup>nd</sup> level or higher, the spell creates one more dart for each slot level above 1<sup>st</sup>.



PLAYER'S HANDBOOK **257**

BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARRIOR  
WIZARD

## PURIFY FOOD AND DRINK

### 1<sup>st</sup> level transmutation (ritual)

- ⚙ Casting Time: Action
- 🎯 Range: 10ft
- ⌚ Duration: Instantaneous

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



PLAYER'S HANDBOOK **270**

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## SHIELD OF FAITH

### 1<sup>st</sup> level abjuration

- ⚙ Casting Time: Bonus action
- 🎯 Range: 60ft
- ⌚ Duration: Ⓢ 10 minutes

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



PLAYER'S HANDBOOK **275**

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD



## SHIELD

### 1<sup>st</sup> level abjuration

- ⚙ Casting Time: Reaction
- 🎯 Range: Self
- ⌚ Duration: 1 round

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.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK **275**

BARBARIAN  
BARF  
CLERIC  
PRUIP  
ELPRITCH KNIGHT  
MONK  
PALAPIN  
KANGER  
ARG. TRICKSTER  
SOROKER  
WARLOCK  
WIZARD

## SLEEP

### 1<sup>st</sup> level enchantment

- ⚙ Casting Time: Action
- 🎯 Range: 90ft
- ⌚ Duration: 1 minute

This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20ft of a point you choose within range are affected in ascending order of their current hit points. Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. Undead and creatures immune to being charmed aren't affected by this spell.

**At Higher Levels:** When you cast this spell using a spell slot of 2<sup>nd</sup> level or higher, roll an additional 2d8 for each slot level above 1<sup>st</sup>.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK **276**

A pinch of fine sand, rose petals, or a cricket

BARBARIAN  
BARF  
CLERIC  
PRUIP  
ELPRITCH KNIGHT  
MONK  
PALAPIN  
KANGER  
ARG. TRICKSTER  
SOROKER  
ARGHFEY  
WIZARD

## TASHA'S HIDEOUS LAUGHTER

### 1<sup>st</sup> level enchantment

- ⚙ Casting Time: Action
- 🎯 Range: 30ft
- ⌚ Duration: Ⓢ 1 minute

A creature of your choice that you can see within range perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. The target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected. At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK **280**

Tiny tarts and a feather that is waved in the air

BARBARIAN  
BARF  
CLERIC  
PRUIP  
ELPRITCH KNIGHT  
MONK  
PALAPIN  
KANGER  
ARG. TRICKSTER  
SOROKER  
GREAT OLD ONE  
WIZARD

## THUNDERWAVE

### 1<sup>st</sup> level evocation

- ⚙ Casting Time: Action
- 🎯 Range: Self (15ft cube)
- ⌚ Duration: Instantaneous

A wave of thunderous force sweeps out from you. Each creature in a 15ft cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10ft away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10ft away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300ft.

**At Higher Levels:** When you cast this spell using a spell slot of 2<sup>nd</sup> level or higher, the damage increases by 1d8 for each slot level above 1<sup>st</sup>.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK **282**

BARBARIAN  
BARF  
TEMPEST POMAIN  
PRUIP  
ELPRITCH KNIGHT  
FOUR ELEMENTS  
PALAPIN  
KANGER  
ARG. TRICKSTER  
SOROKER  
WARLOCK  
WIZARD

## SILENT IMAGE

### 1<sup>st</sup> level illusion

- ⚙ Casting Time: Action
- 🎯 Range: 60ft
- ⌚ Duration: Ⓢ 10 minutes

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15ft cube. The image appears at a spot within range and lasts for the duration. The image is purely visual. You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK **276**

A bit of fleece

BARBARIAN  
BARF  
CLERIC  
PRUIP  
ELPRITCH KNIGHT  
MONK  
PALAPIN  
KANGER  
ARG. TRICKSTER  
SOROKER  
WARLOCK  
WIZARD

## SPEAK WITH ANIMALS

### 1<sup>st</sup> level divination (ritual)

- ⚙ Casting Time: Action
- 🎯 Range: Self
- ⌚ Duration: 10 minutes

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



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK **277**

TOTEM WARRIOR  
BARF  
NATURE POMAIN  
PRUIP  
FIGHTER  
MONK  
ANCIENTS  
KANGER  
KORVE  
SOROKER  
WARLOCK  
WIZARD

## TENSEK'S FLOATING DISK

### 1<sup>st</sup> level conjuration (ritual)

- ⚙ Casting Time: Action
- 🎯 Range: 30ft
- ⌚ Duration: 1 hour

This spell creates a circular, horizontal plane of force, 3ft in diameter and 1 inch thick, that floats 3ft above the ground in an unoccupied space of your choice that you can see within range. The disk remains for the duration, and can hold up to 500 pounds. If more weight is placed on it, the spell ends, and everything on the disk falls to the ground. The disk is immobile while you are within 20ft of it. If you move more than 20ft away from it, the disk follows you so that it remains within 20ft of you. It can move across uneven terrain, up or down stairs, slopes and the like, but it can't cross an elevation change of 10ft or more. For example, the disk can't move across a 10ft deep pit, nor could it leave such a pit if it was created at the bottom. If you move more than 100ft from the disk (typically because it can't move around an obstacle to follow you), the spell ends.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK **282**

A drop of mercury

BARBARIAN  
BARF  
CLERIC  
PRUIP  
ELPRITCH KNIGHT  
MONK  
PALAPIN  
KANGER  
ARG. TRICKSTER  
SOROKER  
WARLOCK  
WIZARD

## UNSEEN SERVANT

### 1<sup>st</sup> level conjuration (ritual)

- ⚙ Casting Time: Action
- 🎯 Range: 60ft
- ⌚ Duration: 1 hour

This spell creates an invisible, mindless, shapeless force that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, and a Strength of 2, and it can't attack. If it drops to 0 hit points, the spell ends. Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15ft and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command. If you command the servant to perform a task that would move it more than 60ft away from you, the spell ends.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK **284**

A piece of string and a bit of wood

BARBARIAN  
BARF  
CLERIC  
PRUIP  
ELPRITCH KNIGHT  
MONK  
PALAPIN  
KANGER  
ARG. TRICKSTER  
SOROKER  
WARLOCK  
WIZARD

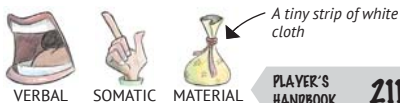
## AID

### 2<sup>nd</sup> level abjuration

- ⚙ Casting Time: Action
- 🎯 Range: 30ft
- ⌚ Duration: 8 hours

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

**At Higher Levels:** When you cast this spell using a spell slot of 3<sup>rd</sup> level or higher, a target's hit points increase by an additional 5 for each slot level above 2<sup>nd</sup>.



BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

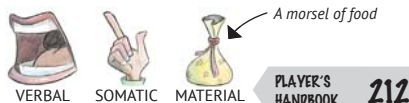
## ANIMAL MESSENGER

### 2<sup>nd</sup> level enchantment (ritual)

- ⚙ Casting Time: Action
- 🎯 Range: 30ft
- ⌚ Duration: 24 hours

By means of this spell, you use an animal to deliver a message. Choose a Tiny beast you can see within range, such as a squirrel, a blue jay, or a bat. You specify a location, which you must have visited, and a recipient who matches a general description. You also speak a message of up to twenty-five words. The target beast travels for the duration of the spell toward the specified location, covering about 50 miles per 24 hours for a flying messenger, or 25 miles for other animals. When the messenger arrives, it delivers your message to the creature that you described, replicating the sound of your voice.

**At Higher Levels:** If you cast this spell using a spell slot of 3<sup>rd</sup> level or higher, the duration of the spell increases by 48 hours for each slot level above 2<sup>nd</sup>.



BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## AUGURY

### 2<sup>nd</sup> level divination (ritual)

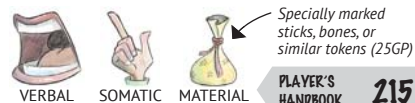
- ⚙ Casting Time: 1 minute
- 🎯 Range: Self
- ⌚ Duration: Instantaneous

By employing a divining tool, you receive an omen from an otherworldly entity about the results of a specific course of action that you plan to take within the next 30 minutes.

The DM chooses from the following possible omens:

- Weal, for good results
- Woe, for bad results
- Weal and woe, for both good and bad results
- Nothing, for results that aren't especially good or bad

The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion. There is a cumulative 25 percent chance for each casting after the first that you get a random reading.



BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## BLINDNESS OR DEAFNESS

### 2<sup>nd</sup> level necromancy

- ⚙ Casting Time: Action
- 🎯 Range: 30ft
- ⌚ Duration: 1 minute

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

**At Higher Levels:** When you cast this spell using a spell slot of 3<sup>rd</sup> level or higher, you can target one additional creature for each slot level above 2<sup>nd</sup>.



BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## ALTER SELF

### 2<sup>nd</sup> level transmutation

- ⚙ Casting Time: Action
- 🎯 Range: Self
- ⌚ Duration: Ⓢ 1 hour

You assume a different form. When you cast the spell, choose one of the following options, the effects of which last for the duration of the spell. While the spell lasts, you can end one option as an action to gain the benefits of a different one.

See PHB for more information.



BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## ARCANE LOCK

### 2<sup>nd</sup> level abjuration

- ⚙ Casting Time: Action
- 🎯 Range: Touch
- ⌚ Duration: Until dispelled

You touch a closed door, window, gate, chest, or other entryway, and it becomes locked for the duration. You and the creatures you designate when you cast this spell can open the object normally. You can also set a password that, when spoken within 5ft of the object, suppresses this spell for 1 minute. Otherwise, it is impassable until it is broken or the spell is dispelled or suppressed. Casting knock on the object suppresses arcane lock for 10 minutes. While affected by this spell, the object is more difficult to break or force open; the DC to break it or pick any locks on it increases by 10.



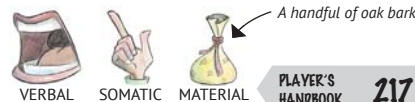
BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## BARKSKIN

### 2<sup>nd</sup> level transmutation

- ⚙ Casting Time: Action
- 🎯 Range: Touch
- ⌚ Duration: Ⓢ 1 hour

You touch a willing creature. Until the spell ends, the target's skin has a rough, bark-like appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing.



BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## BLUR

### 2<sup>nd</sup> level illusion

- ⚙ Casting Time: Action
- 🎯 Range: Self
- ⌚ Duration: Ⓢ 1 minute

Your body becomes blurred, shifting and wavering to all who can see you. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.



BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## BRANDING SMITE

### 2<sup>nd</sup> level evocation

- ⚙ Casting Time: Bonus action
- 🎯 Range: Self
- ⌚ Duration: Ⓞ 1 minute

The next time you hit a creature with a weapon attack before this spell ends, the weapon gleams with astral radiance as you strike. The attack deals an extra 2d6 radiant damage to the target, which becomes visible if it's invisible, and the target sheds dim light in a 5ft radius and can't become invisible until the spell ends.

**At Higher Levels:** When you cast this spell using a spell slot of 3<sup>rd</sup> level or higher, the extra damage increases by 1d6 for each slot level above 2<sup>nd</sup>.



VERBAL

SOMATIC

MATERIAL

PLAYER'S  
HANDBOOK

219

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## CONTINUAL FLAME

### 2<sup>nd</sup> level evocation

- ⚙ Casting Time: Action
- 🎯 Range: Touch
- ⌚ Duration: Until dispelled

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



VERBAL



SOMATIC



MATERIAL

Ruby dust worth 50GP  
(consumed)

PLAYER'S  
HANDBOOK

227

BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARRIOR  
WIZARD

## DARKVISION

### 2<sup>nd</sup> level transmutation

- ⚙ Casting Time: Action
- 🎯 Range: Touch
- ⌚ Duration: 8 hours

You touch a willing creature to grant it the ability to see in the dark. For the duration, that creature has darkvision out to a range of 60ft.



VERBAL



SOMATIC



MATERIAL

Either a pinch of dried  
carrot or an agate

PLAYER'S  
HANDBOOK

230

BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
WAY OF SHADOW  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARRIOR  
WIZARD

## ENHANCE ABILITY

### 2<sup>nd</sup> level transmutation

- ⚙ Casting Time: Action
- 🎯 Range: Touch
- ⌚ Duration: Ⓞ 1 hour.

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

See PHB for more information.

**At Higher Levels:** When you cast this spell using a spell slot of 3<sup>rd</sup> level or higher, you can target one additional creature for each slot level above 2<sup>nd</sup>.



VERBAL



SOMATIC



MATERIAL

Fur or a feather from  
a beast

PLAYER'S  
HANDBOOK

237

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## CALM EMOTIONS

### 2<sup>nd</sup> level enchantment

- ⚙ Casting Time: Action
- 🎯 Range: 60ft
- ⌚ Duration: Ⓞ 1 minute

You attempt to suppress strong emotions in a group of people. Each humanoid in a 20ft-radius sphere centred on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects. You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime. Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again, unless the DM rules otherwise.



VERBAL



SOMATIC

MATERIAL

PLAYER'S  
HANDBOOK

221

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
ARCHWY  
WIZARD

## DARKNESS

### 2<sup>nd</sup> level evocation

- ⚙ Casting Time: Action
- 🎯 Range: 60ft
- ⌚ Duration: Ⓞ 10 minutes

Magical darkness spreads from a point you choose within range to fill a 15ft-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness. If any of this spell's area overlaps with an area of light created by a spell of 2<sup>nd</sup> level or lower, the spell that created the light is dispelled.



VERBAL



SOMATIC



MATERIAL

Bat fur and a drop of  
pitch or piece of coal

PLAYER'S  
HANDBOOK

230

BARBARIAN  
BARD  
CLERIC  
SWAMP CIRCLE  
ELDRITCH KNIGHT  
WAY OF SHADOW  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARRIOR  
WIZARD

## DETECT THOUGHTS

### 2<sup>nd</sup> level divination

- ⚙ Casting Time: Action
- 🎯 Range: Self
- ⌚ Duration: Ⓞ 1 minute

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 30ft 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.

See PHB for more information.



VERBAL



SOMATIC



MATERIAL

A copper piece

PLAYER'S  
HANDBOOK

231

BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
GREAT OLD ONE  
WIZARD

## ENLARGE OR REDUCE

### 2<sup>nd</sup> level transmutation

- ⚙ Casting Time: Action
- 🎯 Range: 30ft
- ⌚ Duration: Ⓞ 1 minute

You cause a creature or an object you can see within range to grow larger or smaller for the duration. Choose either a creature or an object that is neither worn nor carried. If the target is unwilling, it can make a Constitution saving throw. On a success, the spell has no effect. If the target is a creature, everything it is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once.

See PHB for more information.



VERBAL



SOMATIC



MATERIAL

A pinch of powdered  
iron

PLAYER'S  
HANDBOOK

237

BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARRIOR  
WIZARD

## ENTHRALL

### 2<sup>nd</sup> level enchantment

- ⚙ Casting Time: Action
- 📏 Range: 60ft
- ⌚ Duration: 1 minute

You weave a distracting string of words, causing creatures of your choice that you can see within range and that can hear you to make a Wisdom saving throw. Any creature that can't be charmed succeeds on this saving throw automatically, and if you or your companions are fighting a creature, it has advantage on the save. On a failed save, the target has disadvantage on Wisdom (Perception) checks made to perceive any creature other than you until the spell ends or until the target can no longer hear you. The spell ends if you are incapacitated or can no longer speak.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK 238

BARBARIAN  
BARD  
CLERIC  
PRIEST  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## FIND TRAPS

### 2<sup>nd</sup> level divination

- ⚙ Casting Time: Action
- 📏 Range: 120ft
- ⌚ Duration: Instantaneous

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



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK 241

BARBARIAN  
BARD  
CLERIC  
PRIEST  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## FLAMING SPHERE

### 2<sup>nd</sup> level conjuration

- ⚙ Casting Time: Action
- 📏 Range: 60ft
- ⌚ Duration: Ⓢ 1 minute

A 5ft-diameter sphere of fire appears in an unoccupied space of your choice. Any creature that ends its turn within 5ft of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one. As a bonus action, you can move the sphere up to 30ft. If the sphere hits a creature, that creature must make the saving throw, and the sphere stops moving this turn. When you move the sphere, you can direct it over barriers up to 5ft tall and jump it across pits up to 10ft wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20ft radius and dim light for an additional 20ft.

**At Higher Levels:** When you cast this spell using a spell slot of 3<sup>rd</sup> level or higher, the damage increases by 1d6 for each slot level above 2<sup>nd</sup>.



VERBAL SOMATIC MATERIAL

A bit of tallow, a pinch of brimstone, and powdered iron

PLAYER'S HANDBOOK 242

BARBARIAN  
BARD  
LIGHT DOMAIN  
PRIEST  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARRIOR  
WIZARD

## GUST OF WIND

### 2<sup>nd</sup> level evocation

- ⚙ Casting Time: Action
- 📏 Range: Self (60ft line)
- ⌚ Duration: Ⓢ 1 minute

A line of strong wind 60ft long and 10ft wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15ft away from you in a direction following the line. Any creature in the line must spend 2ft of movement for every 1 foot it moves when moving closer to you. The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them. As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.



VERBAL SOMATIC MATERIAL

A legume seed

PLAYER'S HANDBOOK 248

BARBARIAN  
BARD  
TEMPEST DOMAIN  
PRIEST  
ELDRITCH KNIGHT  
FOUR ELEMENTS  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARRIOR  
WIZARD

## FIND STEED

### 2<sup>nd</sup> level conjuration

- ⚙ Casting Time: 10 minutes
- 📏 Range: 30ft
- ⌚ Duration: Instantaneous

You summon a spirit that assumes the form of an unusually intelligent, strong, and loyal steed, creating a long-lasting bond with it. Appearing in an unoccupied space within range, the steed takes on a form that you choose, such as a warhorse, a pony, a camel, an elk, or a mastiff.

See PHB for more information.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK 240

BARBARIAN  
BARD  
CLERIC  
PRIEST  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## FLAME BLADE

### 2<sup>nd</sup> level evocation

- ⚙ Casting Time: Bonus action
- 📏 Range: Self
- ⌚ Duration: Ⓢ 10 minutes

You evoke a fiery blade in your free hand. The blade is similar in size and shape to a scimitar, and it lasts for the duration. If you let go of the blade, it disappears, but you can evoke the blade again as a bonus action. You can use your action to make a melee spell attack with the fiery blade. On a hit, the target takes 3d6 fire damage. The flaming blade sheds bright light in a 10ft radius and dim light for an additional 10ft.

**At Higher Levels:** When you cast this spell using a spell slot of 4<sup>th</sup> level or higher, the damage increases by 1d6 for every two slot levels above 2<sup>nd</sup>.



VERBAL SOMATIC MATERIAL

Leaf of sumac

PLAYER'S HANDBOOK 242

BARBARIAN  
BARD  
CLERIC  
PRIEST  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## GENTLE REPOSE

### 2<sup>nd</sup> level necromancy (ritual)

- ⚙ Casting Time: Action
- 📏 Range: Touch
- ⌚ Duration: 10 days

You touch a corpse or other remains. For the duration, the target is protected from decay and can't become undead. The spell also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this spell don't count against the time limit of spells such as raise dead.



VERBAL SOMATIC MATERIAL

A pinch of salt and copper pieces placed on the corpse's eyes

PLAYER'S HANDBOOK 245

BARBARIAN  
BARD  
CLERIC  
PRIEST  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARRIOR  
WIZARD

## HEAT METAL

### 2<sup>nd</sup> level transmutation

- ⚙ Casting Time: Action
- 📏 Range: 60ft
- ⌚ Duration: Ⓢ 1 minute

Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armour, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d8 fire damage when you cast the spell. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again. If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

**At Higher Levels:** When you cast this spell using a spell slot of 3<sup>rd</sup> level or higher, the damage increases by 1d8 for each slot level above 2<sup>nd</sup>.



VERBAL SOMATIC MATERIAL

A piece of iron and a flame

PLAYER'S HANDBOOK 250

BARBARIAN  
BARD  
CLERIC  
PRIEST  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## HOLD PERSON

2<sup>nd</sup> level enchantment

- ⚙ Casting Time: Action
- 📏 Range: 60ft
- ⌚ Duration: Ⓞ 1 minute

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

**At Higher Levels:** When you cast this spell using a spell slot of 3<sup>rd</sup> level or higher, you can target one additional humanoid for each slot level above 2<sup>nd</sup>. The humanoids must be within 30ft of each other when you target them.



BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
FOUR ELEMENTS  
VENGEANCE  
KAMMER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

## KNOCK

2<sup>nd</sup> level transmutation

- ⚙ Casting Time: Action
- 📏 Range: 60ft
- ⌚ Duration: Instantaneous

Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access. A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked. If you choose a target that is held shut with arcane lock, that spell is suppressed for 10 minutes, during which time the target can be opened and shut normally. When you cast the spell, a loud knock, audible from as far away as 300ft, emanates from the target object.



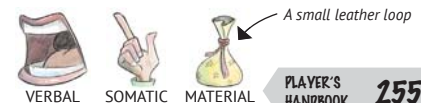
BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

## LEVITATE

2<sup>nd</sup> level transmutation

- ⚙ Casting Time: Action
- 📏 Range: 60ft
- ⌚ Duration: Ⓞ 10 minutes

One creature or object of your choice that you can see within range rises vertically, up to 20ft, and remains suspended there for the duration. The spell can levitate a target that weighs up to 500 pounds. An unwilling creature that succeeds on a Constitution saving throw is unaffected. The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 20ft in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the spell's range. When the spell ends, the target floats gently to the ground if it is still aloft.



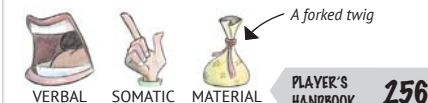
BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

## LOCATE OBJECT

2<sup>nd</sup> level divination

- ⚙ Casting Time: Action
- 📏 Range: Self
- ⌚ Duration: Ⓞ 10 minutes

Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as that object is within 1,000ft 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 30ft—at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewellery, 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 and the object.



BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

## INVISIBILITY

2<sup>nd</sup> level illusion

- ⚙ Casting Time: Action
- 📏 Range: Touch
- ⌚ Duration: Ⓞ 1 hour

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

**At Higher Levels:** When you cast this spell using a spell slot of 3<sup>rd</sup> level or higher, you can target one additional creature for each slot level above 2<sup>nd</sup>.



BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

## LESSER RESTORATION

2<sup>nd</sup> level abjuration

- ⚙ Casting Time: Action
- 📏 Range: Touch
- ⌚ Duration: Instantaneous

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



BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARLOCK  
WIZARD

## LOCATE ANIMALS OR PLANTS

2<sup>nd</sup> level divination (ritual)

- ⚙ Casting Time: Action
- 📏 Range: Self
- ⌚ Duration: Instantaneous

Describe or name a specific kind of beast or plant. Concentrating on the voice of nature in your surroundings, you learn the direction and distance to the closest creature or plant of that kind within 5 miles, if any are present.



BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARLOCK  
WIZARD

## MAGIC MOUTH

2<sup>nd</sup> level illusion (ritual)

- ⚙ Casting Time: 1 minute
- 📏 Range: 30ft
- ⌚ Duration: Until dispelled

You implant a message within an object in range, a message that is uttered when a trigger condition is met. Choose an object that you can see and that isn't being worn or carried by another creature. Then speak the message, which must be 25 words or less, though it can be delivered over as long as 10 minutes. Finally, determine the circumstance that will trigger the spell to deliver your message. When that circumstance occurs, a magical mouth appears on the object and recites the message in your voice and at the same volume you spoke.

See PHB for more information.



BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD



## MAGIC WEAPON

### 2<sup>nd</sup> level transmutation

- ⚙ Casting Time: Bonus action
- 🎯 Range: Touch
- ⌚ Duration: ☉ 1 hour

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

**At Higher Levels:** When you cast this spell using a spell slot of 4<sup>th</sup> level or higher, the bonus increases to +2. When you use a spell slot of 6<sup>th</sup> level or higher, the bonus increases to +3.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK 257

BARBARIAN  
BARD  
WAR POMPAIN  
PRIEST  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

## MIRROR IMAGE

### 2<sup>nd</sup> level illusion

- ⚙ Casting Time: Action
- 🎯 Range: Self
- ⌚ Duration: 1 minute

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates. Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates. If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher. A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed.

See PHB for more information.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK 260

BARBARIAN  
BARD  
TRICKERY  
COAST CIRCLE  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

## MOONBEAM

### 2<sup>nd</sup> level evocation

- ⚙ Casting Time: Action
- 🎯 Range: 120ft
- ⌚ Duration: ☉ 1 minute

A silvery beam of pale light shines down in a 5ft radius, 40ft-high cylinder centred on a point within range. Until the spell ends, dim light fills the cylinder. When a creature enters the spell's area for the first time on a turn or starts its turn there, it is engulfed in ghostly flames that cause searing pain, and it must make a Constitution saving throw. It takes 2d10 radiant damage on a failed save, or half as much damage on a successful one. A shapechanger makes its saving throw with disadvantage. If it fails, it also instantly reverts to its original form and can't assume a different form until it leaves the spell's light. You can use an action to move the beam 60ft in any direction.

**At Higher Levels:** When you cast this spell using a spell slot of 3<sup>rd</sup> level or higher, the damage increases by 1d10 for each slot level above 2<sup>nd</sup>.



VERBAL SOMATIC MATERIAL

Several seeds of any moonseed plant and opalescent feldspar

PLAYER'S HANDBOOK 261

BARBARIAN  
BARD  
CLERIC  
PRIEST  
FIGHTER  
MONK  
ANCIENTS  
RANGER  
ROGUE  
SORCERER  
WARLOCK  
WIZARD

## PASS WITHOUT TRACE

### 2<sup>nd</sup> level abjuration

- ⚙ Casting Time: Action
- 🎯 Range: Self
- ⌚ Duration: ☉ 1 hour

A veil of shadows and silence radiates from you, masking you and your companions from detection. For the duration, each creature you choose within 30ft of you (including you) has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.



VERBAL SOMATIC MATERIAL

Ashes from a burned leaf of mistletoe and a sprig of spruce

PLAYER'S HANDBOOK 264

BARBARIAN  
BARD  
TRICKERY  
PRIEST  
FIGHTER  
WAY OF SHADOW  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARLOCK  
WIZARD

## MELF'S ACID ARROW

### 2<sup>nd</sup> level evocation

- ⚙ Casting Time: Action
- 🎯 Range: 90ft
- ⌚ Duration: Instantaneous

A shimmering green arrow streaks toward a target within range and bursts in a spray of acid. Make a ranged spell attack against the target. On a hit, the target takes 4d4 acid damage immediately and 2d4 acid damage at the end of its next turn. On a miss, the arrow splashes the target with acid for half as much of the initial damage and no damage at the end of its next turn.

**At Higher Levels:** When you cast this spell using a spell slot of 3<sup>rd</sup> level or higher, the damage (both initial and later) increases by 1d4 for each slot level above 2<sup>nd</sup>.



VERBAL SOMATIC MATERIAL

Powdered rhubarb leaf and an adder's stomach

PLAYER'S HANDBOOK 259

BARBARIAN  
BARD  
CLERIC  
SWAMP CIRCLE  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

## MISTY STEP

### 2<sup>nd</sup> level conjuration

- ⚙ Casting Time: Bonus action
- 🎯 Range: Self
- ⌚ Duration: Instantaneous

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



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK 260

BARBARIAN  
BARD  
CLERIC  
COAST CIRCLE  
ELDRITCH KNIGHT  
MONK  
ANCIENTS/VENGEANCE  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

## NYSTUL'S MAGIC AURA

### 2<sup>nd</sup> level illusion

- ⚙ Casting Time: Action
- 🎯 Range: Touch
- ⌚ Duration: 24 hours

You place an illusion on a creature or an object you touch so that divination spells reveal false information about it. The target can be a willing creature or an object that isn't being carried or worn by another creature. When you cast the spell, choose one or both of the following effects. The effect lasts for the duration. If you cast this spell on the same creature or object every day for 30 days, placing the same effect on it each time, the illusion lasts until it is dispelled. False Aura. You change the way the target appears to spells and magical effects, such as detect magic, that detect magical auras.

See PHB for more information.



VERBAL SOMATIC MATERIAL

A small square of silk

PLAYER'S HANDBOOK 263

BARBARIAN  
BARD  
CLERIC  
PRIEST  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

## PRAYER OF HEALING

### 2<sup>nd</sup> level evocation

- ⚙ Casting Time: 10 minutes
- 🎯 Range: 30ft
- ⌚ Duration: Instantaneous

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

**At Higher Levels:** When you cast this spell using a spell slot of 3<sup>rd</sup> level or higher, the healing increases by 1d8 for each slot level above 2<sup>nd</sup>.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK 267

BARBARIAN  
BARD  
CLERIC  
PRIEST  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARLOCK  
WIZARD



## PROTECTION FROM POISON

### 2<sup>nd</sup> level abjuration

- ⚙ Casting Time: Action
- 🎯 Range: Touch
- ⌚ Duration: 1 hour

You touch a creature. If it is poisoned, you neutralize the poison. If more than one poison afflicts the target, you neutralize one poison that you know is present, or you neutralize one at random. For the duration, the target has advantage on saving throws against being poisoned, and it has resistance to poison damage.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK 270

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## ROPE TRICK

### 2<sup>nd</sup> level transmutation

- ⚙ Casting Time: Action
- 🎯 Range: Touch
- ⌚ Duration: 1 hour

You touch a length of rope that is up to 60ft long. One end of the rope then rises into the air until the whole rope hangs perpendicular to the ground. At the upper end of the rope, an invisible entrance opens to an extradimensional space that lasts until the spell ends. The extradimensional space can be reached by climbing to the top of the rope. The space can hold as many as eight Medium or smaller creatures. The rope can be pulled into the space, making the rope disappear from view outside the space. Attacks and spells can't cross through the entrance into or out of the extradimensional space, but those inside can see out of it as if through a 3ft by 5ft window centred on the rope. Anything inside the extradimensional space drops out when the spell ends.



VERBAL SOMATIC MATERIAL

Powdered corn extract and a twisted loop of parchment

PLAYER'S HANDBOOK 272

BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARRIOR  
WIZARD

## SEE INVISIBILITY

### 2<sup>nd</sup> level divination

- ⚙ Casting Time: Action
- 🎯 Range: Self
- ⌚ Duration: 1 hour

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.



VERBAL SOMATIC MATERIAL

A pinch of talc and a small sprinkling of powdered silver

PLAYER'S HANDBOOK 274

BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARRIOR  
WIZARD

## SILENCE

### 2<sup>nd</sup> level illusion (ritual)

- ⚙ Casting Time: Action
- 🎯 Range: 120ft
- ⌚ Duration: Ⓢ 10 minutes

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



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK 275

BARBARIAN  
BARD  
CLERIC  
DESERT CIRCLE  
FIGHTER  
WAY OF SHADOW  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## RAY OF ENFEEBLEMENT

### 2<sup>nd</sup> level necromancy

- ⚙ Casting Time: Action
- 🎯 Range: 60ft
- ⌚ Duration: Ⓢ 1 minute

A black beam of enervating energy springs from your finger toward a creature within range. Make a ranged spell attack against the target. On a hit, the target deals only half damage with weapon attacks that use Strength until the spell ends. At the end of each of the target's turns, it can make a Constitution saving throw against the spell. On a success, the spell ends.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK 271

BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARRIOR  
WIZARD

## SCORCHING RAY

### 2<sup>nd</sup> level evocation

- ⚙ Casting Time: Action
- 🎯 Range: 120ft
- ⌚ Duration: Instantaneous

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

**At Higher Levels:** When you cast this spell using a spell slot of 3<sup>rd</sup> level or higher, you create one additional ray for each slot level above 2<sup>nd</sup>.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK 273

BARBARIAN  
BARD  
LIGHT DOMAIN  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
FIEND  
WIZARD

## SHATTER

### 2<sup>nd</sup> level evocation

- ⚙ Casting Time: Action
- 🎯 Range: 60ft
- ⌚ Duration: Instantaneous

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10ft radius sphere centred on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

**At Higher Levels:** When you cast this spell using a spell slot of 3<sup>rd</sup> level or higher, the damage increases by 1d8 for each slot level above 2<sup>nd</sup>.



VERBAL SOMATIC MATERIAL

A chip of mica

PLAYER'S HANDBOOK 275

BARBARIAN  
BARD  
TEMPEST DOMAIN  
DRUID  
ELDRITCH KNIGHT  
FOUR ELEMENTS  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARRIOR  
WIZARD

## SPIDER CLIMB

### 2<sup>nd</sup> level transmutation

- ⚙ Casting Time: Action
- 🎯 Range: Touch
- ⌚ Duration: Ⓢ 1 hour

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



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK 277

BARBARIAN  
BARD  
CLERIC  
FOR/MOUNT/UNDER  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARRIOR  
WIZARD

## SPIKE GROWTH

BARBARIAN  
BARP  
NATURE DOMAIN  
PRIEST  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

### 2<sup>nd</sup> level transmutation

- ⚙ Casting Time: Action
- 📏 Range: 150ft
- ⌚ Duration: Ⓞ 10 minutes

The ground in a 20ft radius centred on a point within range twists and sprouts hard spikes and thorns. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5ft it travels. The transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time the spell is cast must make a Wisdom (Perception) check against your spell save DC to recognize the terrain as hazardous before entering it.



Seven sharp thorns or seven small twigs, each sharpened

PLAYER'S HANDBOOK 277

## SUGGESTION

BARBARIAN  
BARP  
KNOWLEDGE  
PRIEST  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARRIOR  
WIZARD

### 2<sup>nd</sup> level enchantment

- ⚙ Casting Time: Action
- 📏 Range: 30ft
- ⌚ Duration: Ⓞ 8 hours

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



Snake's tongue and a bit of honeycomb or a drop of sweet oil

PLAYER'S HANDBOOK 279

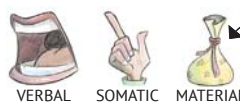
## WEB

BARBARIAN  
BARP  
CLERIC  
UNDERDARK  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARRIOR  
WIZARD

### 2<sup>nd</sup> level conjuration

- ⚙ Casting Time: Action
- 📏 Range: 60ft
- ⌚ Duration: Ⓞ 1 hour

You conjure a mass of thick, sticky webbing. The webs fill a 20ft cube. The webs are difficult terrain and lightly obscure their area. If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5ft. Each creature that starts its turn in the webs or that enters them during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free. A creature restrained by the webs can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained. The webs are flammable. Any 5ft cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.



A bit of spiderweb

PLAYER'S HANDBOOK 287

## SPIRITUAL WEAPON

BARBARIAN  
BARP  
CLERIC  
PRIEST  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

### 2<sup>nd</sup> level evocation

- ⚙ Casting Time: Bonus action
- 📏 Range: 60ft
- ⌚ Duration: 1 minute

You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. When you cast the spell, you can make a melee spell attack against a creature within 5ft of the weapon. On a hit, the target takes force damage equal to 1d8 + your spellcasting ability modifier. As a bonus action on your turn, you can move the weapon up to 20ft and repeat the attack against a creature within 5ft of it. The weapon can take whatever form you choose. Clerics of deities who are associated with a particular weapon (as St. Guthbert is known for his mace and Thor for his hammer) make this spell's effect resemble that weapon.

**At Higher Levels:** When you cast this spell using a spell slot of 3<sup>rd</sup> level or higher, the damage increases by 1d8 for every two slot levels above the 2<sup>nd</sup>.



PLAYER'S HANDBOOK 278

## WARDING BOND

BARBARIAN  
BARP  
CLERIC  
PRIEST  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

### 2<sup>nd</sup> level abjuration

- ⚙ Casting Time: Action
- 📏 Range: Touch
- ⌚ Duration: 1 hour

This spell wards a willing creature you touch and creates a mystic connection between you and the target until the spell ends. While the target is within 60ft of you, it gains a +1 bonus to AC and saving throws, and it has resistance to all damage. Also, each time it takes damage, you take the same amount of damage. The spell ends if you drop to 0 hit points or if you and the target become separated by more than 60ft. It also ends if the spell is cast again on either of the connected creatures. You can also dismiss the spell as an action.



A pair of platinum rings worth at least 50GP each

PLAYER'S HANDBOOK 287

## ZONE OF TRUTH

BARBARIAN  
BARP  
CLERIC  
PRIEST  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

### 2<sup>nd</sup> level enchantment

- ⚙ Casting Time: Action
- 📏 Range: 60ft
- ⌚ Duration: 10 minutes

You create a magical zone that guards against deception in a 15ft radius sphere centred on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw. An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.



PLAYER'S HANDBOOK 289

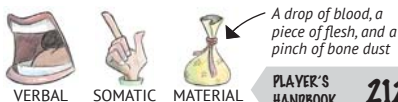
## ANIMATE DEAD

### 3<sup>rd</sup> level necromancy

- ⚙ Casting Time: 1 minute
- 📏 Range: 10ft
- ⌚ Duration: Instantaneous

This spell creates an undead servant. Choose a pile of bones or a corpse of a Medium or Small humanoid within range. Your spell imbues the target with a foul mimicry of life, raising it as an undead creature. The target becomes a skeleton if you chose bones or a zombie from a corpse. On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60ft of you. If you issue no commands, the creature only defends itself against hostile creatures.

**At Higher Levels:** When you cast this spell using a spell slot of 4<sup>th</sup> level or higher, you animate two additional undead creatures for each slot level above 3<sup>rd</sup>. Each of the creatures must come from a different corpse.



PLAYER'S HANDBOOK 212

BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

## BESTOW CURSE

### 3<sup>rd</sup> level necromancy

- ⚙ Casting Time: Action
- 📏 Range: Touch
- ⌚ Duration: Ⓢ 1 minute

You touch a creature, and that creature must succeed on a Wisdom saving throw or become cursed for the duration of the spell. You choose the nature of the curse.

See PHB for more information.

**At Higher Levels:** If you cast this spell using a spell slot of 4<sup>th</sup> level or higher, the duration is concentration, up to 10 minutes. If you use a spell slot of 5<sup>th</sup> level or higher, the duration is 8 hours. If you use a spell slot of 7<sup>th</sup> level or higher, the duration is 24 hours. If you use a 9<sup>th</sup> level spell slot, the spell lasts until it is dispelled. Using a spell slot of 5<sup>th</sup> level or higher grants a duration that doesn't require concentration.



PLAYER'S HANDBOOK 218

BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

## CALL LIGHTNING

### 3<sup>rd</sup> level conjuration

- ⚙ Casting Time: Action
- 📏 Range: 120ft
- ⌚ Duration: Ⓢ 10 minutes

A storm cloud appears in the shape of a cylinder that is 10ft tall with a 60ft radius, centred on a point you can see 100ft directly above you. The spell fails if you can't see a point in the air where the storm cloud could appear. A bolt of lightning flashes down from the cloud to a point you choose. Each creature within 5ft of that point must make a Dexterity saving throw. A creature takes 3d10 lightning damage on a failed save, or half as much damage on a successful one. On each of your turns until the spell ends, you can use your action to call down lightning in this way. If you are outdoors in stormy conditions when you cast this spell, the spell's damage increases by 1d10.

**At Higher Levels:** When you cast this spell using a spell slot of 4<sup>th</sup> or higher level, the damage increases by 1d10 for each slot level above 3<sup>rd</sup>.



PLAYER'S HANDBOOK 220

BARBARIAN  
BARD  
TEMPEST DOMAIN  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARLOCK  
WIZARD

## CONJURE ANIMALS

### 3<sup>rd</sup> level conjuration

- ⚙ Casting Time: Action
- 📏 Range: 60ft
- ⌚ Duration: Ⓢ 1 hour

You summon fey spirits that take the form of beasts and appear in unoccupied spaces that you can see within range.

- One beast of challenge rating 2 or lower
- Two beasts of challenge rating 1 or lower
- Four beasts of challenge rating 1/2 or lower
- Eight beasts of challenge rating 1/4 or lower

See PHB for more information.

**At Higher Levels:** When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 5<sup>th</sup>-level slot, three times as many with a 7<sup>th</sup>-level slot, and four times as many with a 9<sup>th</sup>-level slot.



PLAYER'S HANDBOOK 225

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARLOCK  
WIZARD

## BEACON OF HOPE

### 3<sup>rd</sup> level abjuration

- ⚙ Casting Time: Action
- 📏 Range: 30ft
- ⌚ Duration: Ⓢ 1 minute

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



PLAYER'S HANDBOOK 217

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
DEVOTION  
RANGER  
ROGUE  
SORCERER  
WARLOCK  
WIZARD

## BLINK

### 3<sup>rd</sup> level transmutation

- ⚙ Casting Time: Action
- 📏 Range: Self
- ⌚ Duration: 1 minute

Roll a d20 at the end of each of your turns. On a roll of 11 or higher, you vanish from your current plane of existence and appear in the Ethereal Plane. At the start of your next turn, and when the spell ends if you are on the Ethereal Plane, you return to an unoccupied space of your choice that you can see within 10ft of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). You can dismiss this spell as an action. While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of gray, and you can't see anything there more than 60ft away. You can only affect and be affected by other creatures on the Ethereal Plane. Creatures that aren't there can't perceive you or interact with you, unless they have the ability to do so.



PLAYER'S HANDBOOK 219

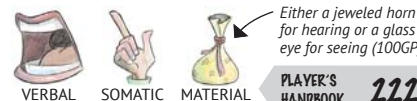
BARBARIAN  
BARD  
TRICKERY  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
ARCHFEE  
WIZARD

## CLAIRVOYANCE

### 3<sup>rd</sup> level divination

- ⚙ Casting Time: 10 minutes
- 📏 Range: 1 mile
- ⌚ Duration: Ⓢ 10 minutes

You create an invisible sensor within range in a location familiar to you (a place you have visited or seen before) or in an obvious location that is unfamiliar to you (such as behind a door, around a corner, or in a grove of trees). The sensor remains in place for the duration, and it can't be attacked or otherwise interacted with. When you cast the spell, you choose seeing or hearing. You can use the chosen sense through the sensor as if you were in its space. As your action, you can switch between seeing and hearing. A creature that can see the sensor (such as a creature benefiting from see invisibility or truesight) sees a luminous, intangible orb about the size of your fist.



PLAYER'S HANDBOOK 222

BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
GREAT OLD ONE  
WIZARD

## COUNTERSPELL

### 3<sup>rd</sup> level abjuration

- ⚙ Casting Time: Reaction
- 📏 Range: 60ft
- ⌚ Duration: Instantaneous

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

**At Higher Levels:** When you cast this spell using a spell slot of 4<sup>th</sup> level or higher, the interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.



PLAYER'S HANDBOOK 228

BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

## CREATE FOOD AND WATER

### 3<sup>rd</sup> level conjuration

- ⚙ Casting Time: Action
- 📏 Range: 30ft
- ⌚ Duration: Instantaneous

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



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK **229**

BARBARIAN  
BARD  
CLERIC  
DESERT CIRCLE  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## DISPEL MAGIC

### 3<sup>rd</sup> level abjuration

- ⚙ Casting Time: Action
- 📏 Range: 120ft
- ⌚ Duration: Instantaneous

Choose one creature, object, or magical effect within range. Any spell of 3<sup>rd</sup> level or lower on the target ends. For each spell of 4<sup>th</sup> 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 4<sup>th</sup> 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.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK **234**

BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARRIOR  
WIZARD

## FIREBALL

### 3<sup>rd</sup> level evocation

- ⚙ Casting Time: Action
- 📏 Range: 150ft
- ⌚ Duration: Instantaneous

A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20ft-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

**At Higher Levels:** When you cast this spell using a spell slot of 4<sup>th</sup> level or higher, the damage increases by 1d6 for each slot level above 3<sup>rd</sup>.



VERBAL SOMATIC MATERIAL

A tiny ball of bat guano and sulfur

PLAYER'S HANDBOOK **241**

BARBARIAN  
BARD  
LIGHT DOMAIN  
DRUID  
ELDRITCH KNIGHT  
FOUR ELEMENTS  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARRIOR  
WIZARD

## GASEOUS FORM

### 3<sup>rd</sup> level transmutation

- ⚙ Casting Time: Action
- 📏 Range: Touch
- ⌚ Duration: Ⓢ 1 hour

You transform a willing creature you touch, along with everything it's wearing and carrying, into a misty cloud for the duration. The spell ends if the creature drops to 0 hit points. An incorporeal creature isn't affected. While in this form, the target's only method of movement is a flying speed of 10ft. The target can enter and occupy the space of another creature. The target has resistance to nonmagical damage, and it has advantage on Strength, Dexterity, and Constitution saving throws. The target can't fall and remains hovering in the air even when stunned or otherwise incapacitated. While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The target can't attack or cast spells.



VERBAL SOMATIC MATERIAL

A bit of gauze and a wisp of smoke

PLAYER'S HANDBOOK **244**

BARBARIAN  
BARD  
CLERIC  
UNDERWATER  
ELDRITCH KNIGHT  
FOUR ELEMENTS  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARRIOR  
WIZARD

## DAYLIGHT

### 3<sup>rd</sup> level evocation

- ⚙ Casting Time: Action
- 📏 Range: 60ft
- ⌚ Duration: 1 hour

A 60ft-radius sphere of light spreads out from a point you choose within range. The sphere is bright light and sheds dim light for an additional 60ft. If you chose a point on an object you are holding or one that isn't being worn or carried, the light shines from the object and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light. If any of this spell's area overlaps with an area of darkness created by a spell of 3<sup>rd</sup> level or lower, the spell that created the darkness is dispelled.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK **230**

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## FEAR

### 3<sup>rd</sup> level illusion

- ⚙ Casting Time: Action
- 📏 Range: Self (30ft cone)
- ⌚ Duration: Ⓢ 1 minute

You project a phantasmal image of a creature's worst fears. Each creature in a 30ft cone must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened for the duration. While frightened by this spell, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK **239**

A white feather or the heart of a hen

BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARRIOR  
WIZARD

## FLY

### 3<sup>rd</sup> level transmutation

- ⚙ Casting Time: Action
- 📏 Range: Touch
- ⌚ Duration: Ⓢ 10 minutes

You touch a willing creature. The target gains a flying speed of 60ft for the duration. When the spell ends, the target falls if it is still aloft, unless it can stop the fall.

**At Higher Levels:** When you cast this spell using a spell slot of 4<sup>th</sup> level or higher, you can target one additional creature for each slot level above 3<sup>rd</sup>.



VERBAL SOMATIC MATERIAL

A wing feather from any bird

PLAYER'S HANDBOOK **243**

BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
FOUR ELEMENTS  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARRIOR  
WIZARD

## GLYPH OF WARDING

### 3<sup>rd</sup> level abjuration

- ⚙ Casting Time: 1 hour
- 📏 Range: Touch
- ⌚ Duration: Until triggered

When you cast this spell, you inscribe a glyph that harms other creatures, either upon a surface (such as a table or a section of floor or wall) or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the glyph. If you choose a surface, the glyph can cover an area of the surface no larger than 10ft in diameter.

See PHB for more information.

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



VERBAL SOMATIC MATERIAL

Incense and powdered diamond worth 200GP (consumed)

PLAYER'S HANDBOOK **245**

BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARRIOR  
WIZARD

## HASTE

### 3<sup>rd</sup> level transmutation

- ⚙ Casting Time: Action
- 📏 Range: 30ft
- ⌚ Duration: Ⓢ 1 minute

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.



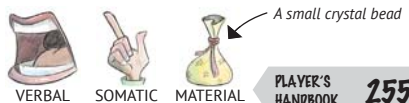
BARBARIAN  
BARP  
CLERIC  
GRASSLAND  
ELPRITCH KNIGHT  
MONK  
VENGEANCE  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

## LEOMUND'S TINY HUT

### 3<sup>rd</sup> level evocation (ritual)

- ⚙ Casting Time: 1 minute
- 📏 Range: Self (10ft-radius)
- ⌚ Duration: 8 hours

A 10ft-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 colour you choose, but it is transparent from the inside.



BARBARIAN  
BARP  
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PRUIP  
ELPRITCH KNIGHT  
MONK  
PALAPIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

## MAGIC CIRCLE

### 3<sup>rd</sup> level abjuration

- ⚙ Casting Time: 1 minute
- 📏 Range: 10ft
- ⌚ Duration: 1 hour

You create a 10ft-radius, 20ft-tall cylinder of magical energy centred on a point on the ground that you can see within range. Glowing runes appear wherever the cylinder intersects with the floor or other surface. Choose one or more of the following types of creatures: celestials, elementals, fey, fiends, or undead. The circle affects a creature of the chosen type in the following ways:

See PHB for more information.

**At Higher Levels:** When you cast this spell using a spell slot of 4<sup>th</sup> level or higher, the duration increases by 1 hour for each slot level above 3<sup>rd</sup>.



BARBARIAN  
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ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

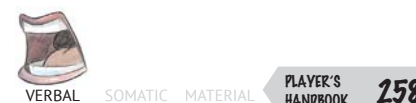
## MASS HEALING WORD

### 3<sup>rd</sup> level evocation

- ⚙ Casting Time: Bonus action
- 📏 Range: 60ft
- ⌚ Duration: Instantaneous

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

**At Higher Levels:** When you cast this spell using a spell slot of 4<sup>th</sup> level or higher, the healing increases by 1d4 for each slot level above 3<sup>rd</sup>.



BARBARIAN  
BARP  
CLERIC  
PRUIP  
FIGHTER  
MONK  
PALAPIN  
RANGER  
ROBUE  
SORCERER  
WARLOCK  
WIZARD

## HYPNOTIC PATTERN

### 3<sup>rd</sup> level illusion

- ⚙ Casting Time: Action
- 📏 Range: 120ft
- ⌚ Duration: Ⓢ 1 minute

You create a twisting pattern of colours that weaves through the air inside a 30ft cube within range. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0. The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.



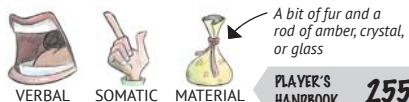
BARBARIAN  
BARP  
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ELPRITCH KNIGHT  
MONK  
PALAPIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

## LIGHTNING BOLT

### 3<sup>rd</sup> level evocation

- ⚙ Casting Time: Action
- 📏 Range: Self (100ft line)
- ⌚ Duration: Instantaneous

A stroke of lightning forming a line 100ft long and 5ft wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren't being worn or carried. **At Higher Levels:** When you cast this spell using a spell slot of 4<sup>th</sup> level or higher, the damage increases by 1d6 for each slot level above 3<sup>rd</sup>.



BARBARIAN  
BARP  
CLERIC  
MOUNTAIN  
ELPRITCH KNIGHT  
MONK  
PALAPIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

## MAJOR IMAGE

### 3<sup>rd</sup> level illusion

- ⚙ Casting Time: Action
- 📏 Range: 120ft
- ⌚ Duration: Ⓢ 10 minutes

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20ft cube. The image appears at a spot that you can see within range and lasts for the duration. It seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature (like a troglodyte's stench).

See PHB for more information.

**At Higher Levels:** When you cast this spell using a spell slot of 6<sup>th</sup> level or higher, the spell lasts until dispelled, without requiring your concentration.



BARBARIAN  
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ELPRITCH KNIGHT  
MONK  
PALAPIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

## MELD INTO STONE

### 3<sup>rd</sup> level transmutation (ritual)

- ⚙ Casting Time: Action
- 📏 Range: Touch
- ⌚ Duration: 8 hours

You step into a stone object or surface large enough to fully contain your body, melding yourself and all the equipment you carry with the stone for the duration. Using your movement, you step into the stone at a point you can touch. Nothing of your presence remains visible or otherwise detectable by nonmagical senses. While merged with the stone, you can't see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside it are made with disadvantage.

See PHB for more information.



BARBARIAN  
BARP  
CLERIC  
PRUIP  
FIGHTER  
MONK  
PALAPIN  
RANGER  
ROBUE  
SORCERER  
WARLOCK  
WIZARD



## NONDETECTION

3<sup>rd</sup> level abjuration

- ⚙ Casting Time: Action
- 🎯 Range: Touch
- ⌚ Duration: 8 hours

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



A pinch of diamond dust worth 25GP (consumed)

PLAYER'S HANDBOOK 263

BARBARIAN  
BARP  
KNOWLEDGE  
PRIEST  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

## PLANT GROWTH

3<sup>rd</sup> level transmutation

- ⚙ Casting Time: Action
- 🎯 Range: 150ft
- ⌚ Duration: Instantaneous

This spell channels vitality into plants within a specific area. There are two possible uses for the spell, granting either immediate or long-term benefits. If you cast this spell using 1 action, choose a point within range. All normal plants in a 100ft radius centred on that point become thick and overgrown. A creature moving through the area must spend 4ft of movement for every 1 foot it moves. You can exclude one or more areas of any size within the spell's area from being affected. If you cast this spell over 8 hours, you enrich the land. All plants in a half-mile radius centred on a point within range become enriched for 1 year. The plants yield twice the normal amount of food when harvested.



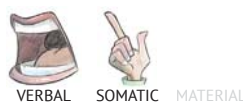
PLAYER'S HANDBOOK 266

## REMOVE CURSE

3<sup>rd</sup> level abjuration

- ⚙ Casting Time: Action
- 🎯 Range: Touch
- ⌚ Duration: Instantaneous

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



PLAYER'S HANDBOOK 271

BARBARIAN  
BARP  
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PRIEST  
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MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

## SENDING

3<sup>rd</sup> level evocation

- ⚙ Casting Time: Action
- 🎯 Range: Unlimited
- ⌚ Duration: 1 round

You send a short message of twenty-five words or less to a creature with which you are familiar. The creature hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. The spell enables creatures with Intelligence scores of at least 1 to understand the meaning of your message. You can send the message across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive.



A short piece of fine copper wire

PLAYER'S HANDBOOK 274

BARBARIAN  
BARP  
CLERIC  
PRIEST  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

## PHANTOM STEED

3<sup>rd</sup> level illusion (ritual)

- ⚙ Casting Time: 1 minute
- 🎯 Range: 30ft
- ⌚ Duration: 1 hour

A Large quasi-real, horselike creature appears on the ground in an unoccupied space of your choice within range. You decide the creature's appearance, but it is equipped with a saddle, bit, and bridle. Any of the equipment created by the spell vanishes in a puff of smoke if it is carried more than 10ft away from the steed. For the duration, you or a creature you choose can ride the steed. The creature uses the statistics for a riding horse, except it has a speed of 100ft and can travel 10 miles in an hour, or 13 miles at a fast pace. When the spell ends, the steed gradually fades, giving the rider 1 minute to dismount. The spell ends if you use an action to dismiss it or if the steed takes any damage.



PLAYER'S HANDBOOK 265

BARBARIAN  
BARP  
CLERIC  
PRIEST  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

## PROTECTION FROM ENERGY

3<sup>rd</sup> level abjuration

- ⚙ Casting Time: Action
- 🎯 Range: Touch
- ⌚ Duration: Ⓢ 1 hour

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



PLAYER'S HANDBOOK 270

BARBARIAN  
BARP  
CLERIC  
PRIEST  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

## REVIVIFY

3<sup>rd</sup> level necromancy

- ⚙ Casting Time: Action
- 🎯 Range: Touch
- ⌚ Duration: Instantaneous

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



Diamonds worth 300GP (consumed)

PLAYER'S HANDBOOK 272

BARBARIAN  
BARP  
CLERIC  
PRIEST  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

## SLEET STORM

3<sup>rd</sup> level conjuration

- ⚙ Casting Time: Action
- 🎯 Range: 150ft
- ⌚ Duration: Ⓢ 1 minute

Until the spell ends, freezing rain and sleet fall in a 20ft tall cylinder with a 40ft radius centred on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused. The ground in the area is covered with slick ice, making it difficult terrain. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, it falls prone. If a creature is concentrating in the spell's area, the creature must make a successful Constitution saving throw against your spell save DC or lose concentration.



A pinch of dust and a few drops of water

PLAYER'S HANDBOOK 276

BARBARIAN  
BARP  
TEMPEST DOMAIN  
PRIEST  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

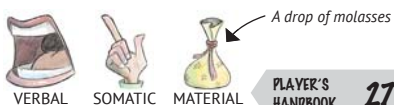


## SLOW

### 3<sup>rd</sup> level transmutation

- ⚙ Casting Time: Action
- 📏 Range: 120ft
- ⌚ Duration: ☉ 1 minute

You alter time around up to six creatures of your choice in a 40ft cube within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration. An affected target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted. A creature affected by this spell makes another Wisdom saving throw at the end of its turn. On a successful save, the effect ends for it.



PLAYER'S HANDBOOK 277

BARBARIAN  
BARD  
CLERIC  
ARCANE CIRCLE  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

## SPEAK WITH PLANTS

### 3<sup>rd</sup> level transmutation

- ⚙ Casting Time: Action
- 📏 Range: Self (30ft radius)
- ⌚ Duration: 10 minutes

You imbue plants within 30ft of you with limited sentience and animation, giving them the ability to communicate with you and follow your simple commands. You can question plants about events in the spell's area within the past day, gaining information about creatures that have passed, weather, and other circumstances. You can also turn difficult terrain caused by plant growth (such as thickets and undergrowth) into ordinary terrain that lasts for the duration. Or you can turn ordinary terrain where plants are present into difficult terrain that lasts for the duration, causing vines and branches to hinder pursuers, for example. Plants might be able to perform other tasks on your behalf, at the DM's discretion.

See PHB for more information.



PLAYER'S HANDBOOK 277

BARBARIAN  
BARD  
CLERIC  
PRUIP  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARLOCK  
WIZARD

## STINKING CLOUD

### 3<sup>rd</sup> level conjuration

- ⚙ Casting Time: Action
- 📏 Range: 90ft
- ⌚ Duration: ☉ 1 minute

You create a 20ft radius sphere of yellow, nauseating gas centered on a point within range. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for the duration. Each creature that is completely within the cloud at the start of its turn must make a Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.



PLAYER'S HANDBOOK 278

BARBARIAN  
BARD  
CLERIC  
SWAMP/UNDERPAK  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
FIEND  
WIZARD

## VAMPIRIC TOUCH

### 3<sup>rd</sup> level necromancy

- ⚙ Casting Time: Action
- 📏 Range: Self
- ⌚ Duration: ☉ 1 minute

The touch of your shadow-wreathed hand can siphon life force from others to heal your wounds. Make a melee spell attack against a creature within your reach. On a hit, the target takes 3d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. Until the spell ends, you can make the attack again on each of your turns as an action.

**At Higher Levels:** When you cast this spell using a spell slot of 4<sup>th</sup> level or higher, the damage increases by 1d6 for each slot level above 3<sup>rd</sup>.



PLAYER'S HANDBOOK 285

BARBARIAN  
BARD  
CLERIC  
PRUIP  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

## SPEAK WITH DEAD

### 3<sup>rd</sup> level necromancy

- ⚙ Casting Time: Action
- 📏 Range: 10ft
- ⌚ Duration: 10 minutes

You grant the semblance of life and intelligence to a corpse of your choice within range, allowing it to answer the questions you pose. The corpse must still have a mouth and can't be undead. The spell fails if the corpse was the target of this spell within the last 10 days. Until the spell ends, you can ask the corpse up to five questions. The corpse knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the corpse is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy. This spell doesn't return the creature's soul to its body, only its animating spirit. Thus, the corpse can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.



PLAYER'S HANDBOOK 277

BARBARIAN  
BARD  
CLERIC  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARLOCK  
WIZARD

## SPIRIT GUARDIANS

### 3<sup>rd</sup> level conjuration

- ⚙ Casting Time: Action
- 📏 Range: Self (15ft radius)
- ⌚ Duration: ☉ 10 minutes

You call forth spirits to protect you. They flit around you to a distance of 15ft for the duration. If you are good or neutral, their spectral form appears angelic or fey (your choice). If you are evil, they appear fiendish. When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Wisdom saving throw. On a failed save, the creature takes 3d8 radiant damage (if you are good or neutral) or 3d8 necrotic damage (if you are evil). On a successful save, the creature takes half as much damage.

**At Higher Levels:** When you cast this spell using a spell slot of 4<sup>th</sup> level or higher, the damage increases by 1d8 for each slot level above 3<sup>rd</sup>.



PLAYER'S HANDBOOK 278

BARBARIAN  
BARD  
CLERIC  
PRUIP  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARLOCK  
WIZARD

## TONGUES

### 3<sup>rd</sup> level divination

- ⚙ Casting Time: Action
- 📏 Range: Touch
- ⌚ Duration: 1 hour

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



PLAYER'S HANDBOOK 283

BARBARIAN  
BARD  
CLERIC  
PRUIP  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

## WATER BREATHING

### 3<sup>rd</sup> level transmutation (ritual)

- ⚙ Casting Time: Action
- 📏 Range: 30ft
- ⌚ Duration: 24 hours

This spell grants up to ten willing creatures you can see within range the ability to breathe underwater until the spell ends. Affected creatures also retain their normal mode of respiration.



PLAYER'S HANDBOOK 287

BARBARIAN  
BARD  
CLERIC  
PRUIP  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

## WATER WALK

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

3<sup>rd</sup> level transmutation (ritual)

- ⚙ Casting Time: Action
- 🎯 Range: 30ft
- ⌚ Duration: 1 hour

This spell grants the ability to move across any liquid surface—such as water, acid, mud, snow, quicksand, or lava—as if it were harmless solid ground (creatures crossing molten lava can still take damage from the heat). Up to ten willing creatures you can see within range gain this ability for the duration. If you target a creature submerged in a liquid, the spell carries the target to the surface of the liquid at a rate of 60ft per round.



PLAYER'S HANDBOOK 287

## WIND WALL

BARBARIAN  
BARD  
NATURE DOMAIN  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

3<sup>rd</sup> level evocation

- ⚙ Casting Time: Action
- 🎯 Range: 120ft
- ⌚ Duration: ☉ 1 minute

A wall of strong wind rises from the ground at a point you choose within range. You can make the wall up to 50ft long, 15ft high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration. When the wall appears, each creature within its area must make a Strength saving throw. A creature takes 3d8 bludgeoning damage on a failed save, or half as much damage on a successful one. The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and automatically miss. (Boulders hurled by giants or siege engines, and similar projectiles, are unaffected.)



PLAYER'S HANDBOOK 288

## ARCANE EYE

BARBARIAN  
BARD  
KNOWLEDGE  
PRIEST  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

### 4<sup>th</sup> level divination

- ⚙ Casting Time: Action
- 📏 Range: 30ft
- ⌚ Duration: ☉ 1 hour

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 30ft. The eye can look in every direction. As an action, you can move the eye up to 30ft 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 1 inch in diameter.



A bit of bat fur

PLAYER'S HANDBOOK 214

## BLIGHT

BARBARIAN  
BARD  
KNOWLEDGE  
PRIEST  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

### 4<sup>th</sup> level necromancy

- ⚙ Casting Time: Action
- 📏 Range: 30ft
- ⌚ Duration: Instantaneous

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 5<sup>th</sup> level or higher, the damage increases by 1d8 for each slot level above 4<sup>th</sup>.



PLAYER'S HANDBOOK 219

## CONFUSION

BARBARIAN  
BARD  
KNOWLEDGE  
PRIEST  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

### 4<sup>th</sup> level enchantment

- ⚙ Casting Time: Action
- 📏 Range: 90ft
- ⌚ Duration: ☉ 1 minute

This spell assaults and twists creatures' minds, spawning delusions and provoking uncontrolled action. Each creature in a 10ft-radius sphere centred on a point you choose within range must succeed on a Wisdom saving throw when you cast this spell or be affected by it. An affected target can't take reactions and must roll a d10 at the start of each of its turns to determine its behaviour for that turn. At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.

See PHB for more information.

**At Higher Levels:** When you cast this spell using a spell slot of 5<sup>th</sup> level or higher, the radius of the sphere increases by 5ft for each slot level above 4<sup>th</sup>.



Three nut shells

PLAYER'S HANDBOOK 224

## CONJURE WOODLAND BEINGS

BARBARIAN  
BARD  
KNOWLEDGE  
PRIEST  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARLOCK  
WIZARD

### 4<sup>th</sup> level conjuration

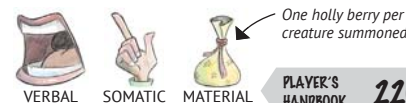
- ⚙ Casting Time: Action
- 📏 Range: 60ft
- ⌚ Duration: ☉ 1 hour

You summon fey creatures that appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One fey creature of challenge rating 2 or lower
- Two fey creatures of challenge rating 1 or lower
- Four fey creatures of challenge rating 1/2 or lower
- Eight fey creatures of challenge rating 1/4 or lower

See PHB for more information.

**At Higher Levels:** When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 6<sup>th</sup> level slot and three times as many with an 8<sup>th</sup> level slot.



One holly berry per creature summoned

PLAYER'S HANDBOOK 226

## BANISHMENT

BARBARIAN  
BARD  
CLERIC  
PRIEST  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

### 4<sup>th</sup> level abjuration

- ⚙ Casting Time: Action
- 📏 Range: 60ft
- ⌚ Duration: ☉ 1 minute

You attempt to send one creature that you can see within range to another plane of existence. The target must succeed on a Charisma saving throw or be banished. If the target is native to the plane of existence you're on, you banish the target to a harmless demiplane. The target remains there until the spell ends, at which point the target reappears. If the target is native to a different plane of existence than the one you're on, the target is banished with a faint popping noise, returning to its home plane. If the spell ends before 1 minute has passed, the target reappears. Otherwise, the target doesn't return.

**At Higher Levels:** When you cast this spell using a spell slot of 5<sup>th</sup> level or higher, you can target one additional creature for each slot level above 4<sup>th</sup>.



An item distasteful to the target

PLAYER'S HANDBOOK 217

## COMPULSION

BARBARIAN  
BARD  
KNOWLEDGE  
PRIEST  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARLOCK  
WIZARD

### 4<sup>th</sup> level enchantment

- ⚙ Casting Time: Action
- 📏 Range: 30ft
- ⌚ Duration: ☉ 1 minute

Creatures of your choice that you can see within range and that can hear you must make a Wisdom saving throw. A target automatically succeeds on this saving throw if it can't be charmed. On a failed save, a target is affected by this spell. Until the spell ends, you can use a bonus action on each of your turns to designate a direction that is horizontal to you. Each affected target must use as much of its movement as possible to move in that direction on its next turn. It can take its action before it moves. After moving in this way, it can make another Wisdom saving throw to try to end the effect. A target isn't compelled to move into an obviously deadly hazard, such as a fire or pit, but it will provoke opportunity attacks to move in the designated direction.



PLAYER'S HANDBOOK 224

## CONJURE MINOR ELEMENTALS

BARBARIAN  
BARD  
KNOWLEDGE  
PRIEST  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

### 4<sup>th</sup> level conjuration

- ⚙ Casting Time: 1 minute
- 📏 Range: 90ft
- ⌚ Duration: ☉ 1 hour

You summon elementals that appear in unoccupied spaces that you can see within range. You choose one of the following options for what appears:

- One elemental of challenge rating 2 or lower
- Two elementals of challenge rating 1 or lower
- Four elementals of challenge rating 1/2 or lower
- Eight elementals of challenge rating 1/4 or lower.

See PHB for more information.

**At Higher Levels:** When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 6<sup>th</sup>-level slot and three times as many with an 8<sup>th</sup> level slot.



PLAYER'S HANDBOOK 226

## CONTROL WATER

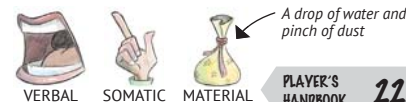
BARBARIAN  
BARD  
KNOWLEDGE  
PRIEST  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

### 4<sup>th</sup> level transmutation

- ⚙ Casting Time: Action
- 📏 Range: 300ft
- ⌚ Duration: ☉ 10 minutes

Until the spell ends, you control any freestanding water inside an area you choose that is a cube up to 100ft on a side. You can choose from any of the following effects when you cast this spell. As an action on your turn, you can repeat the same effect or choose a different one.

See PHB for more information.



A drop of water and a pinch of dust

PLAYER'S HANDBOOK 227

## DEATH WARD

### 4<sup>th</sup> level abjuration

- ⚙ Casting Time: Action
- 🎯 Range: Touch
- ⌚ Duration: 8 hours

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



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK **230**

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## DIVINATION

### 4<sup>th</sup> level divination (ritual)

- ⚙ Casting Time: Action
- 🎯 Range: Self
- ⌚ Duration: Instantaneous

Your magic and an offering put you in contact with a god or a god's servants. You ask a single question concerning a specific goal, event, or activity to occur within 7 days. The DM offers a truthful reply. The reply might be a short phrase, a cryptic rhyme, or an omen. The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion. If you cast the spell two or more times before finishing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random reading. The DM makes this roll in secret.



VERBAL SOMATIC MATERIAL

An offering appropriate to your religion (25GP, consumed)

PLAYER'S HANDBOOK **234**

BARBARIAN  
BARD  
CLERIC  
FOREST/GRASSLAND  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## EVARD'S BLACK TENTACLES

### 4<sup>th</sup> level conjuration

- ⚙ Casting Time: Action
- 🎯 Range: 90ft
- ⌚ Duration: Ⓢ 1 minute

Squirming, ebony tentacles fill a 20ft square on ground that you can see within range. For the duration, these tentacles turn the ground in the area into difficult terrain. When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw or take 3d6 bludgeoning damage and be restrained by the tentacles until the spell ends. A creature that starts its turn in the area and is already restrained by the tentacles takes 3d6 bludgeoning damage. A creature restrained by the tentacles can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself.



VERBAL SOMATIC MATERIAL

A piece of tentacle from a giant octopus or a giant squid

PLAYER'S HANDBOOK **238**

BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
GREAT OLD ONE  
WIZARD

## FIRE SHIELD

### 4<sup>th</sup> level evocation

- ⚙ Casting Time: Action
- 🎯 Range: Self
- ⌚ Duration: 10 minutes

Thin and wispy flames wreath your body for the duration, shedding bright light in a 10ft radius and dim light for an additional 10ft. You can end the spell early by using an action to dismiss it. The flames provide you with a warm shield or a chill shield, as you choose. The warm shield grants you resistance to cold damage, and the chill shield grants you resistance to fire damage. In addition, whenever a creature within 5ft of you hits you with a melee attack, the shield erupts with flame. The attacker takes 2d8 fire damage from a warm shield, or 2d8 cold damage from a cold shield.



VERBAL SOMATIC MATERIAL

A bit of phosphorus or a firefly

PLAYER'S HANDBOOK **242**

BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
FIEND  
WIZARD

## DIMENSION DOOR

### 4<sup>th</sup> level conjuration

- ⚙ Casting Time: Action
- 🎯 Range: 500ft
- ⌚ Duration: Instantaneous

You teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as "200ft straight downward" or "upward to the northwest at a 45-degree angle, 300ft." You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5ft of you when you cast this spell. If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 4d6 force damage, and the spell fails to teleport you.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK **233**

BARBARIAN  
BARD  
TRICKERY  
DRUID  
ELDRITCH KNIGHT  
MONK  
VENGEANCE  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARRIOR  
WIZARD

## DOMINATE BEAST

### 4<sup>th</sup> level enchantment

- ⚙ Casting Time: Action
- 🎯 Range: 60ft
- ⌚ Duration: Ⓢ 1 minute

You attempt to beguile a beast that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw. While the beast is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. See PHB for more information.

**At Higher Levels:** When you cast this spell with a 5<sup>th</sup> level spell slot, the duration is concentration, up to 10 minutes. When you use a 6<sup>th</sup> level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 7<sup>th</sup> level or higher, the duration is concentration, up to 8 hours.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK **234**

BARBARIAN  
BARD  
NATURE  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
ARCHFEE/OLD ONE  
WIZARD

## FABRICATE

### 4<sup>th</sup> level transmutation

- ⚙ Casting Time: 10 minutes
- 🎯 Range: 120ft
- ⌚ Duration: Instantaneous

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 10ft cube, or eight connected 5ft 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 5ft 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 jewellery, weapons, glass, or armour.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK **239**

BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARRIOR  
WIZARD

## FREEDOM OF MOVEMENT

### 4<sup>th</sup> level abjuration

- ⚙ Casting Time: Action
- 🎯 Range: Touch
- ⌚ Duration: 1 hour

You touch a willing creature. For the duration, the target's movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce the target's speed nor cause the target to be paralyzed or restrained. The target can also spend 5ft of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has it grappled. Finally, being underwater imposes no penalties on the target's movement or attacks.



VERBAL SOMATIC MATERIAL

A leather strap, bound around the arm or a similar appendage

PLAYER'S HANDBOOK **244**

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
DEVOTION  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## GIANT INSECT

### 4<sup>th</sup> level transmutation

- ⚙ Casting Time: Action
- 📏 Range: 30ft
- ⌚ Duration: ☉ 10 minutes

You transform up to ten centipedes, three spiders, five wasps, or one scorpion within range into giant versions of their natural forms for the duration. A centipede becomes a giant centipede, a spider becomes a giant spider, a wasp becomes a giant wasp, and a scorpion becomes a giant scorpion. Each creature obeys your verbal commands, and in combat, they act on your turn each round. The DM has the statistics for these creatures and resolves their actions and movement. A creature remains in its giant size for the duration, until it drops to 0 hit points, or until you use an action to dismiss the effect on it. The DM might allow you to choose different targets. For example, if you transform a bee, its giant version might have the same statistics as a giant wasp.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK **245**

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## GUARDIAN OF FAITH

### 4<sup>th</sup> level conjuration

- ⚙ Casting Time: Action
- 📏 Range: 30ft
- ⌚ Duration: 8 hours

A Large spectral guardian appears and hovers for the duration in an unoccupied space of your choice that you can see within range. The guardian occupies that space and is indistinct except for a gleaming sword and shield emblazoned with the symbol of your deity. Any creature hostile to you that moves to a space within 10ft of the guardian for the first time on a turn must succeed on a Dexterity saving throw. The creature takes 20 radiant damage on a failed save, or half as much damage on a successful one. The guardian vanishes when it has dealt a total of 60 damage.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK **246**

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## ICE STORM

### 4<sup>th</sup> level evocation

- ⚙ Casting Time: Action
- 📏 Range: 300ft
- ⌚ Duration: Instantaneous

A hail of rock-hard ice pounds to the ground in a 20ft-radius, 40ft-high cylinder centred on a point within range. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 2d8 bludgeoning damage and 4d6 cold damage on a failed save, or half as much damage on a successful one. Hailstones turn the storm's area of effect into difficult terrain until the end of your next turn.

**At Higher Levels:** When you cast this spell using a spell slot of 5<sup>th</sup> level or higher, the bludgeoning damage increases by 1d8 for each slot level above 4<sup>th</sup>.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK **252**

BARBARIAN  
BARD  
TEMPLE DOMAIN  
DRUID  
ELDRITCH KNIGHT  
MONK  
ANCIENTS  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARRIOR  
WIZARD

A pinch of dust and a few drops of water

## LOCATE CREATURE

### 4<sup>th</sup> level divination

- ⚙ Casting Time: Action
- 📏 Range: Self
- ⌚ Duration: ☉ 1 hour

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 1,000ft 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 30ft—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 10ft wide blocks a direct path between you and the creature.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK **256**

BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARRIOR  
WIZARD

A bit of fur from a bloodhound

## GREATER INVISIBILITY

### 4<sup>th</sup> level illusion

- ⚙ Casting Time: Action
- 📏 Range: Touch
- ⌚ Duration: ☉ 1 minute

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



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK **246**

BARBARIAN  
BARD  
CLERIC  
UNDERPAK  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
ARCHIEFF  
WIZARD

## HALLUCINATORY TERRAIN

### 4<sup>th</sup> level illusion

- ⚙ Casting Time: 10 minutes
- 📏 Range: 300ft
- ⌚ Duration: 24 hours

You make natural terrain in a 150ft cube in range look, sound, and smell like some other sort of natural terrain. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Manufactured structures, equipment, and creatures within the area aren't changed in appearance. The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to see through the illusion. If the difference isn't obvious by touch, a creature carefully examining the illusion can attempt an Intelligence (Investigation) check against your spell save DC to disbelieve it. A creature who discerns the illusion for what it is, sees it as a vague image superimposed on the terrain.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK **249**

BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARRIOR  
WIZARD

A stone, a twig, and a bit of green plant

## LEOMUND'S SECRET CHEST

### 4<sup>th</sup> level conjuration

- ⚙ Casting Time: Action
- 📏 Range: Touch
- ⌚ Duration: Instantaneous

You hide a chest, and all its contents, on the Ethereal Plane. You must touch the chest and the miniature replica that serves as a material component for the spell. The chest can contain up to 12 cubicft of nonliving material (3ft by 2ft by 2ft). While the chest remains on the Ethereal Plane, you can use an action and touch the replica to recall the chest. It appears in an unoccupied space on the ground within 5ft of you. You can send the chest back to the Ethereal Plane by using an action and touching both the chest and the replica. After 60 days, there is a cumulative 5 percent chance per day that the spell's effect ends. This effect ends if you cast this spell again, if the smaller replica chest is destroyed, or if you choose to end the spell as an action. If the spell ends and the larger chest is on the Ethereal Plane, it is irretrievably lost.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK **254**

BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARRIOR  
WIZARD

An exquisite chest and a tiny replica of that chest (5050GP)

## MORDENKAINEN'S FAITHFUL HOUND

### 4<sup>th</sup> level conjuration

- ⚙ Casting Time: Action
- 📏 Range: 30ft
- ⌚ Duration: 8 hours

You conjure a phantom watchdog in an unoccupied space that you can see within range, where it remains for the duration, until you dismiss it as an action, or until you move more than 100ft away from it. The hound is invisible to all creatures except you and can't be harmed. When a Small or larger creature comes within 30ft of it without first speaking the password that you specify when you cast this spell, the hound starts barking loudly. The hound sees invisible creatures and can see into the Ethereal Plane. It ignores illusions. At the start of each of your turns, the hound attempts to bite one creature within 5ft of it that is hostile to you. The hound's attack bonus is equal to your spellcasting ability modifier + your proficiency bonus. On a hit, it deals 4d8 piercing damage.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK **261**

BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARRIOR  
WIZARD

A tiny silver whistle, a piece of bone, and a thread

## MORDENKAINEN'S PRIVATE SANCTUM

### 4<sup>th</sup> level abjuration

- ⚙ Casting Time: 10 minutes
- 📏 Range: 120ft
- ⌚ Duration: 24 hours

You make an area within range magically secure. The area is a cube that can be as small as 5ft to as large as 100ft on each side. The spell lasts for the duration or until you use an action to dismiss it. When you cast the spell, you decide what sort of security the spell provides, choosing any or all of the several properties.

See PHB for more information.

**At Higher Levels:** When you cast this spell using a spell slot of 5<sup>th</sup> level or higher, you can increase the size of the cube by 100ft for each slot level beyond 4<sup>th</sup>. Thus you could protect a cube that can be up to 200ft on one side by using a spell slot of 5<sup>th</sup> level.



Lead, opaque glass, cotton or cloth, and powdered chrysolite

PLAYER'S HANDBOOK 262

BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

## PHANTASMAL KILLER

### 4<sup>th</sup> level illusion

- ⚙ Casting Time: Action
- 📏 Range: 120ft
- ⌚ Duration: Ⓢ 1 minute

You tap into the nightmares of a creature you can see within range and create an illusory manifestation of its deepest fears, visible only to that creature. The target must make a Wisdom saving throw. On a failed save, the target becomes frightened for the duration. At the end of each of the target's turns before the spell ends, the target must succeed on a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the spell ends.

**At Higher Levels:** When you cast this spell using a spell slot of 5<sup>th</sup> level or higher, the damage increases by 1d10 for each slot level above 4<sup>th</sup>.



PLAYER'S HANDBOOK 265

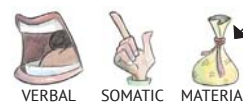
BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

## STONE SHAPE

### 4<sup>th</sup> level transmutation

- ⚙ Casting Time: Action
- 📏 Range: Touch
- ⌚ Duration: Instantaneous

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



Soft clay worked into the desired shape of the stone object

PLAYER'S HANDBOOK 278

BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

## WALL OF FIRE

### 4<sup>th</sup> level evocation

- ⚙ Casting Time: Action
- 📏 Range: 120ft
- ⌚ Duration: Ⓢ 1 minute

You can make the wall up to 60ft long, 20ft high, and 1 foot thick, or a ringed wall up to 20ft in diameter, 20ft high, and 1 foot thick. The wall is opaque and lasts for the duration. When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 fire damage, or half as much damage on a successful save. One side of the wall, selected by you when you cast this spell, deals 5d8 fire damage to each creature that ends its turn within 10ft of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

**At Higher Levels:** When you cast this spell using a spell slot of 5<sup>th</sup> level or higher, the damage increases by 1d8 for each slot level above 4<sup>th</sup>.



A small piece of phosphorus

PLAYER'S HANDBOOK 285

BARBARIAN  
BARD  
LIGHT DOMAIN  
DRUID  
ELDRITCH KNIGHT  
FOUR ELEMENTS  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
FIEND  
WIZARD

## OTILUKE'S RESILIENT SPHERE

### 4<sup>th</sup> level evocation

- ⚙ Casting Time: Action
- 📏 Range: 30ft
- ⌚ Duration: Ⓢ 1 minute

A sphere of shimmering force encloses a creature or object of Large size or smaller within range. An unwilling creature must make a Dexterity saving throw. On a failed save, the creature is enclosed for the duration. Nothing—not physical objects, energy, or other spell effects—can pass through the barrier, in or out, though a creature in the sphere can breathe there. The sphere is immune to all damage, and a creature or object inside can't be damaged by attacks or effects originating from outside, nor can a creature inside the sphere damage anything outside it. The sphere is weightless and just large enough to contain the creature or object inside. An enclosed creature can use its action to push against the sphere's walls and thus roll the sphere at up to half the creature's speed. Similarly, the globe can be picked up and moved by other creatures.



A hemispherical piece of clear crystal and of gum arabic

PLAYER'S HANDBOOK 264

BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

## POLYMORPH

### 4<sup>th</sup> level transmutation

- ⚙ Casting Time: Action
- 📏 Range: 60ft
- ⌚ Duration: Ⓢ 1 hour

This spell transforms a creature that you can see within range into a new form. An unwilling creature must make a Wisdom saving throw to avoid the effect. A shapeshifter automatically succeeds on this saving throw. The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality.

See PHB for more information.



A caterpillar cocoon

PLAYER'S HANDBOOK 266

BARBARIAN  
BARD  
TRICKERY  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

## STONESKIN

### 4<sup>th</sup> level abjuration

- ⚙ Casting Time: Action
- 📏 Range: Touch
- ⌚ Duration: Ⓢ 1 hour

This spell turns the flesh of a willing creature you touch as hard as stone. Until the spell ends, the target has resistance to nonmagical bludgeoning, piercing, and slashing damage.



Diamond dust worth 100GP (consumed)

PLAYER'S HANDBOOK 278

BARBARIAN  
BARD  
WAR DOMAIN  
DRUID  
ELDRITCH KNIGHT  
FOUR ELEMENTS  
ANCIENTS  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD



## ANIMATE OBJECTS

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

### 5<sup>th</sup> level transmutation

- ⚙ Casting Time: Action
- 📏 Range: 120ft
- ⌚ Duration: ☉ 1 minute

Objects come to life at your command. Choose up to ten nonmagical objects within range that are not being worn or carried. Medium targets count as two objects, large targets count as four objects, Huge targets count as eight. Each target animates and becomes a creature under your control until the spell ends or until reduced to 0 hit points. As a bonus action, you can mentally command any creature you made if the creature is within 500ft of you.

See PHB for more information.

**At Higher Levels:** If you cast this spell using a spell slot of 6<sup>th</sup> level or higher, you can animate two additional objects for each slot level above 5<sup>th</sup>.



VERBAL



SOMATIC

MATERIAL

PLAYER'S  
HANDBOOK

213

## AWAKEN

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

### 5<sup>th</sup> level transmutation

- ⚙ Casting Time: 8 hours
- 📏 Range: Touch
- ⌚ Duration: Instantaneous

After spending the casting time tracing magical pathways within a precious gemstone, you touch a Huge or smaller beast or plant. The target must have either no Intelligence score or an Intelligence of 3 or less. The target gains an Intelligence of 10. The target also gains the ability to speak one language you know. If the target is a plant, it gains the ability to move its limbs, roots, vines, creepers, and so forth, and it gains senses similar to a human's. Your DM chooses statistics appropriate for the awakened plant, such as the statistics for the awakened shrub or the awakened tree. The awakened beast or plant is charmed by you for 30 days or until you or your companions do anything harmful to it. When the charmed condition ends, the awakened creature chooses whether to remain friendly to you, based on how you treated it while it was charmed.



VERBAL



SOMATIC



MATERIAL

An agate worth at least 1000GP (consumed)

PLAYER'S  
HANDBOOK

216

## CLOUDKILL

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

### 5<sup>th</sup> level conjuration

- ⚙ Casting Time: Action
- 📏 Range: 120ft
- ⌚ Duration: ☉ 10 minutes

You create a 20ft-radius sphere of poisonous, yellowish green fog centred on a point you choose within range. The fog spreads around corners. It lasts for the duration or until strong wind disperses the fog, ending the spell. Its area is heavily obscured. When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 5d8 poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe. The fog moves 10ft away from you at the start of each of your turns, rolling along the surface of the ground.

**At Higher Levels:** When you cast this spell using a spell slot of 6<sup>th</sup> level or higher, the damage increases by 1d8 for each slot level above 5<sup>th</sup>.



VERBAL



SOMATIC

MATERIAL

PLAYER'S  
HANDBOOK

222

## COMMUNE

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

### 5<sup>th</sup> level divination (ritual)

- ⚙ Casting Time: 1 minute
- 📏 Range: Self
- ⌚ Duration: 1 minute

You contact your deity or a divine proxy and ask up to three questions that can be answered with a yes or no. You must ask your questions before the spell ends. You receive a correct answer for each question. Divine beings aren't necessarily omniscient, so you might receive "unclear" as an answer if a question pertains to information that lies beyond the deity's knowledge. In a case where a one-word answer could be misleading or contrary to the deity's interests, the DM might offer a short phrase as an answer instead. If you cast the spell two or more times before finishing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get no answer. The DM makes this roll in secret.



VERBAL



SOMATIC



MATERIAL

Incense and a vial of holy or unholy water

PLAYER'S  
HANDBOOK

223

## ANTILIFE SHELL

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

### 5<sup>th</sup> level abjuration

- ⚙ Casting Time: Action
- 📏 Range: Self (10ft radius)
- ⌚ Duration: ☉ 1 hour

A shimmering barrier extends out from you in a 10ft radius and moves with you, remaining centred on you and hedging out creatures other than undead and constructs. The barrier lasts for the duration. The barrier prevents an affected creature from passing or reaching through. An affected creature can cast spells or make attacks with ranged or reach weapons through the barrier. If you move so that an affected creature is forced to pass through the barrier, the spell ends.



VERBAL



SOMATIC

MATERIAL

PLAYER'S  
HANDBOOK

213

## BIGBY'S HAND

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

### 5<sup>th</sup> level evocation

- ⚙ Casting Time: Action
- 📏 Range: 120ft
- ⌚ Duration: ☉ 1 minute

You create a Large hand of shimmering, translucent force in an unoccupied space that you can see within range. The hand moves at your command, mimicking the movements of your own hand. The hand has AC 20 and hit points equal to your hit point maximum. If it drops to 0 hit points, the spell ends. It has a Strength of 26 (+8) and a Dexterity of 10 (+0). When you cast the spell and as a bonus action on your subsequent turns, you can move the hand up to 60ft.

See PHB for more information.

**At Higher Levels:** When you cast this spell using a spell slot of 6<sup>th</sup> level or higher, the damage from the clenched fist option increases by 2d8 and the damage from the grasping hand increases by 2d6 for each slot level above 5<sup>th</sup>.



VERBAL



SOMATIC



MATERIAL

An eggshell and a snakeskin glove

PLAYER'S  
HANDBOOK

218

## COMMUNE WITH NATURE

TOTEM WARRIOR  
BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
ANCIENTS  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

### 5<sup>th</sup> level divination (ritual)

- ⚙ Casting Time: 1 minute
- 📏 Range: Self
- ⌚ Duration: Instantaneous

You briefly become one with nature and gain knowledge of the surrounding territory. In the outdoors, the spell gives you knowledge of the land within 3 miles of you. In caves and other natural underground settings, the radius is limited to 300ft. The spell doesn't function where nature has been replaced by construction, such as in dungeons and towns. You instantly gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the area:

- terrain and bodies of water
- prevalent plants, minerals, animals, or peoples
- powerful celestials, fey, fiends, elementals, or undead
- influence from other planes of existence
- buildings.



VERBAL



SOMATIC

MATERIAL

PLAYER'S  
HANDBOOK

224

## CONE OF COLD

BARBARIAN  
BARD  
CLERIC  
ARCTIC CIRCLE  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

### 5<sup>th</sup> level evocation

- ⚙ Casting Time: Action
- 📏 Range: Self (60ft cone)
- ⌚ Duration: Instantaneous

A blast of cold air erupts from your hands. Each creature in a 60ft cone must make a Constitution saving throw. A creature takes 8d8 cold damage on a failed save, or half as much damage on a successful one. A creature killed by this spell becomes a frozen statue until it thaws.

**At Higher Levels:** When you cast this spell using a spell slot of 6<sup>th</sup> level or higher, the damage increases by 1d8 for each slot level above 5<sup>th</sup>.



VERBAL



SOMATIC



MATERIAL

A small crystal or glass cone

PLAYER'S  
HANDBOOK

224

## CONJURE ELEMENTAL

### 5<sup>th</sup> level conjuration

- ⚙ Casting Time: 1 minute
- 📏 Range: 90ft
- ⌚ Duration: ☉ 1 hour

You call forth an elemental servant. Choose an area of air, earth, fire, or water that fills a 10ft cube within range. An elemental of challenge rating 5 or lower appropriate to the area you chose appears in an unoccupied space within 10ft of it.

See PHB for more information.

**At Higher Levels:** When you cast this spell using a spell slot of 6<sup>th</sup> level or higher, the challenge rating increases by 1 for each slot level above 5<sup>th</sup>.



PLAYER'S HANDBOOK **225**

## CONTAGION

### 5<sup>th</sup> level necromancy

- ⚙ Casting Time: Action
- 📏 Range: Touch
- ⌚ Duration: 7 days

Your touch inflicts disease. Make a melee spell attack against a creature within your reach. On a hit, you afflict the creature with a disease of your choice from any of the ones described below. At the end of each of the target's turns, it must make a Constitution saving throw. After failing three of these saving throws, the disease's effects last for the duration, and the creature stops making these saves. After succeeding on three of these saving throws, the creature recovers from the disease, and the spell ends. Since this spell induces a natural disease in its target, any effect that removes a disease or otherwise ameliorates

See PHB for more information.



PLAYER'S HANDBOOK **227**

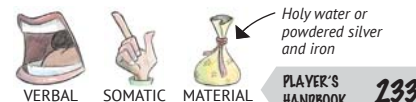
## DISPEL EVIL AND GOOD

### 5<sup>th</sup> level abjuration

- ⚙ Casting Time: Action
- 📏 Range: Self
- ⌚ Duration: ☉ 1 minute

Shimmering energy surrounds and protects you from fey, undead, and creatures originating from beyond the Material Plane. For the duration, celestials, elementals, fey, fiends, and undead have disadvantage on attack rolls against you. You can end the spell early by using either of the following special functions.

See PHB for more information.



PLAYER'S HANDBOOK **233**

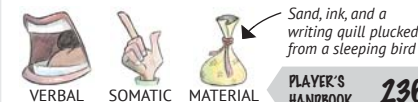
## DREAM

### 5<sup>th</sup> level illusion

- ⚙ Casting Time: 1 minute
- 📏 Range: Special
- ⌚ Duration: 8 hours

This spell shapes a creature's dreams. Choose a creature known to you as the target of this spell. The target must be on the same plane of existence as you. Creatures that don't sleep, such as elves, can't be contacted by this spell. You, or a willing creature you touch, enters a trance state, acting as a messenger. While in the trance, the messenger is aware of his or her surroundings, but can't take actions or move. If the target is asleep, the messenger appears in the target's dreams and can converse with the target as long as it remains asleep, through the duration of the spell.

See PHB for more information.



PLAYER'S HANDBOOK **236**

## CONTACT OTHER PLANE

### 5<sup>th</sup> level divination (ritual)

- ⚙ Casting Time: 1 minute
- 📏 Range: Self
- ⌚ Duration: 1 minute

You mentally contact a demigod, the spirit of a long-dead sage, or some other mysterious entity from another plane. Contacting this extraplanar intelligence can strain or even break your mind. When you cast this spell, make a DC 15 Intelligence saving throw. On a failure, you take 6d6 psychic damage and are insane until you finish a long rest. While insane, you can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish. A greater restoration spell cast on you ends this effect. On a successful save, you can ask the entity up to five questions. You must ask your questions before the spell ends. The DM answers each question with one word, such as "yes," "no," "maybe," "never," "irrelevant," or "unclear" (if the entity doesn't know the answer to the question). If a one-word answer would be misleading, the DM might instead offer a short phrase as an answer.



PLAYER'S HANDBOOK **226**

## CREATION

### 5<sup>th</sup> level illusion

- ⚙ Casting Time: 1 minute
- 📏 Range: 30ft
- ⌚ Duration: Special

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 5ft 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. Using any material created by this spell as another spell's material component causes that spell to fail.

See PHB for more information.

**At Higher Levels:** When you cast this spell using a spell slot of 6<sup>th</sup> level or higher, the cube increases by 5ft for each slot level above 5<sup>th</sup>.



PLAYER'S HANDBOOK **229**

## DOMINATE PERSON

### 5<sup>th</sup> level enchantment

- ⚙ Casting Time: Action
- 📏 Range: 60ft
- ⌚ Duration: ☉ 1 minute

You attempt to beguile a humanoid that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw. While the target is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey.

See PHB for more information.

**At Higher Levels:** When you cast this spell using a 6<sup>th</sup> level spell slot, the duration is concentration, up to 10 minutes. When you use a 7<sup>th</sup> level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 8<sup>th</sup> level or higher, the duration is concentration, up to 8 hours.



PLAYER'S HANDBOOK **235**

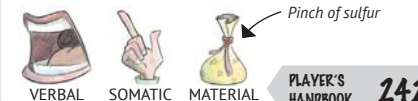
## FLAME STRIKE

### 5<sup>th</sup> level evocation

- ⚙ Casting Time: Action
- 📏 Range: 60ft
- ⌚ Duration: Instantaneous

A vertical column of divine fire roars down from the heavens in a location you specify. Each creature in a 10ft-radius, 40ft-high cylinder centred on a point within range must make a Dexterity saving throw. A creature takes 4d6 fire damage and 4d6 radiant damage on a failed save, or half as much damage on a successful one.

**At Higher Levels:** When you cast this spell using a spell slot of 6<sup>th</sup> level or higher, the fire damage or the radiant damage (your choice) increases by 1d6 for each slot level above 5<sup>th</sup>.



PLAYER'S HANDBOOK **242**

## GEAS

### 5<sup>th</sup> level enchantment

- ⚙ Casting Time: 1 minute
- 📏 Range: 60ft
- ⌚ Duration: 30 days

You place a magical command on a creature that you can see within range, forcing it to carry out some service or refrain from some action or course of activity as you decide. If the creature can understand you, it must succeed on a Wisdom saving throw or become charmed by you for the duration. While the creature is charmed by you, it takes 5d10 psychic damage each time it acts in a manner directly counter to your instructions, but no more than once each day.

See PHB for more information.

**At Higher Levels:** When you cast this spell using a spell slot of 7<sup>th</sup> or 8<sup>th</sup> level, the duration is 1 year. When you cast this spell using a spell slot of 9<sup>th</sup> level, the spell lasts until it is ended by one of the spells mentioned above.



VERBAL

SOMATIC

MATERIAL

PLAYER'S HANDBOOK **244**

BARBARIAN  
BARB  
CLERIC  
PRIEST  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## HALLOW

### 5<sup>th</sup> level evocation

- ⚙ Casting Time: 24 hours
- 📏 Range: Touch
- ⌚ Duration: Until dispelled

You touch a point and infuse an area around it with holy (or unholy) power. The area can have a radius up to 60ft, and the spell fails if the radius includes an area already under the effect of a hallow spell. The affected area is subject to the following effects. First, celestials, elementals, fey, fiends, and undead can't enter the area, nor can such creatures charm, frighten, or possess creatures within it.

See PHB for more information.



VERBAL



SOMATIC



MATERIAL

Herbs, oils, and incense worth at least 100GP (consumed)

PLAYER'S HANDBOOK **249**

BARBARIAN  
BARB  
CLERIC  
PRIEST  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
FIEND  
WIZARD

## INSECT PLAGUE

### 5<sup>th</sup> level conjuration

- ⚙ Casting Time: Action
- 📏 Range: 300ft
- ⌚ Duration: Ⓢ 10 minutes

Swarming, biting locusts fill a 20ft-radius sphere centred on a point you choose within range. The sphere spreads around corners. The sphere remains for the duration, and its area is lightly obscured. The sphere's area is difficult terrain. When the area appears, each creature in it must make a Constitution saving throw. A creature takes 4d10 piercing damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there.

**At Higher Levels:** When you cast this spell using a spell slot of 6<sup>th</sup> level or higher, the damage increases by 1d10 for each slot level above 5<sup>th</sup>.



VERBAL



SOMATIC



MATERIAL

A few grains of sugar, some kernels of grain, and a smear of fat

PLAYER'S HANDBOOK **254**

BARBARIAN  
BARB  
CLERIC  
PRIEST  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## MASS CURE WOUNDS

### 5<sup>th</sup> level evocation

- ⚙ Casting Time: Action
- 📏 Range: 60ft
- ⌚ Duration: Instantaneous

A wave of healing energy washes out from a point of your choice within range. Choose up to six creatures in a 30ft-radius sphere centred on that point. Each target regains hit points equal to 3d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

**At Higher Levels:** When you cast this spell using a spell slot of 6<sup>th</sup> level or higher, the healing increases by 1d8 for each slot level above 5<sup>th</sup>.



VERBAL



SOMATIC

MATERIAL

PLAYER'S HANDBOOK **258**

BARBARIAN  
BARB  
CLERIC  
PRIEST  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## GREATER RESTORATION

### 5<sup>th</sup> level abjuration

- ⚙ Casting Time: Action
- 📏 Range: Touch
- ⌚ Duration: Instantaneous

You imbue a creature you touch with positive energy to undo a debilitating effect. You can reduce the target's exhaustion level by one, or end one of the following effects on the target:

- One effect that charmed or petrified the target
- One curse, including the target's attunement to a cursed magic item
- Any reduction to one of the target's ability scores
- One effect reducing the target's hit point maximum



VERBAL



SOMATIC



MATERIAL

Diamond dust worth at least 100GP (consumed)

PLAYER'S HANDBOOK **246**

BARBARIAN  
BARB  
CLERIC  
PRIEST  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## HOLD MONSTER

### 5<sup>th</sup> level enchantment

- ⚙ Casting Time: Action
- 📏 Range: 90ft
- ⌚ Duration: Ⓢ 1 minute

Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. This spell has no effect on undead. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

**At Higher Levels:** When you cast this spell using a spell slot of 6<sup>th</sup> level or higher, you can target one additional creature for each slot level above 5<sup>th</sup>. The creatures must be within 30ft of each other when you target them.



VERBAL



SOMATIC



MATERIAL

A small, straight piece of iron

PLAYER'S HANDBOOK **251**

BARBARIAN  
BARB  
CLERIC  
PRIEST  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## LEGEND LORE

### 5<sup>th</sup> level divination

- ⚙ Casting Time: 10 minutes
- 📏 Range: Self
- ⌚ Duration: Instantaneous

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 with the sacred word Rudnogg on the lips."



VERBAL



SOMATIC



MATERIAL

Incense and four ivory strips (450GP)

PLAYER'S HANDBOOK **254**

BARBARIAN  
BARB  
CLERIC  
PRIEST  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## MISLEAD

### 5<sup>th</sup> level illusion

- ⚙ Casting Time: Action
- 📏 Range: Self
- ⌚ Duration: Ⓢ 1 hour

You become invisible at the same time that an illusory double of you appears where you are standing. The double lasts for the duration, but the invisibility ends if you attack or cast a spell. You can use your action to move your illusory double up to twice your speed and make it gesture, speak, and behave in whatever way you choose. You can see through its eyes and hear through its ears as if you were located where it is. On each of your turns as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings.



SOMATIC

MATERIAL

PLAYER'S HANDBOOK **260**

BARBARIAN  
BARB  
CLERIC  
PRIEST  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## MODIFY MEMORY

BARBARIAN  
BARF  
TRICKERY  
PRUID  
FIGHTER  
MONK  
PALAPIN  
KANGER  
KORUE  
SORDEKER  
WARLOCK  
WIZARD

### 5<sup>th</sup> level enchantment

- ⚙ Casting Time: Action
- 📏 Range: 30ft
- ⌚ Duration: ☉ 1 minute

You attempt to reshape another creature's memories. One creature that you can see must make a Wisdom saving throw. If you are fighting the creature, it has advantage on the saving throw. On a failed save, the target becomes charmed by you for the duration. The charmed target is incapacitated and unaware of its surroundings, though it can still hear you.

See PHB for more information.

**At Higher Levels:** If you cast this spell using a spell slot of 6<sup>th</sup> level or higher, you can alter the target's memories of an event that took place up to 7 days ago (6<sup>th</sup> level), 30 days ago (7<sup>th</sup> level), 1 year ago (8<sup>th</sup> level), or any time in the creature's past (9<sup>th</sup> level).



PLAYER'S  
HANDBOOK **261**

## PLANAR BINDING

BARBARIAN  
BARF  
CLERIC  
PRUID  
FIGHTER  
MONK  
PALAPIN  
KANGER  
KORUE  
SORDEKER  
WARLOCK  
WIZARD

### 5<sup>th</sup> level abjuration

- ⚙ Casting Time: 1 hour
- 📏 Range: 60ft
- ⌚ Duration: 24 hours

With this spell, you attempt to bind a celestial, an elemental, a fey, or a fiend to your service. The creature must be within range for the entire casting of the spell. (Typically, the creature is first summoned into the centre of an inverted magic circle in order to keep it trapped while this spell is cast.) At the completion of the casting, the target must make a Charisma saving throw. On a failed save, it is bound to serve you for the duration. If the creature was summoned or created by another spell, that spell's duration is extended to match the duration of this spell.

See PHB for more information.

**At Higher Levels:** When you cast this spell using a spell slot of a higher level, the duration increases to 10 days with a 6<sup>th</sup> level slot, to 30 days with a 7<sup>th</sup> level slot, to 180 days with an 8<sup>th</sup> level slot.



PLAYER'S  
HANDBOOK **265**

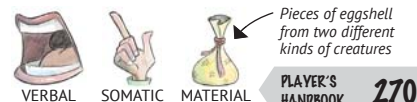
## RARY'S TELEPATHIC BOND

BARBARIAN  
BARF  
CLERIC  
PRUID  
FIGHTER  
MONK  
PALAPIN  
KANGER  
KORUE  
SORDEKER  
WARLOCK  
WIZARD

### 5<sup>th</sup> level divination (ritual)

- ⚙ Casting Time: Action
- 📏 Range: 30ft
- ⌚ Duration: 1 hour

You forge a telepathic link among up to eight willing creatures of your choice within range, psychically linking each creature to all the others for the duration. Creatures with Intelligence scores of 2 or less aren't affected by this spell. Until the spell ends, the targets can communicate telepathically through the bond whether or not they have a common language. The communication is possible over any distance, though it can't extend to other planes of existence.



PLAYER'S  
HANDBOOK **270**

## SCRYING

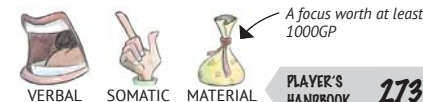
BARBARIAN  
BARF  
CLERIC  
PRUID  
FIGHTER  
MONK  
VENGEANCE  
KANGER  
KORUE  
SORDEKER  
WARLOCK  
WIZARD

### 5<sup>th</sup> level divination

- ⚙ Casting Time: 10 minutes
- 📏 Range: Self
- ⌚ Duration: ☉ 10 minutes

You can see and hear a particular creature you choose that is on the same plane of existence as you. The target must make a Wisdom saving throw, which is modified by how well you know the target and the sort of physical connection you have to it. If a target knows you're casting this spell, it can fail the saving throw voluntarily if it wants to be observed. On a successful save, the target isn't affected, and you can't use this spell against it again for 24 hours. On a failed save, the spell creates an invisible sensor within 10ft of the target. You can see and hear through the sensor as if you were there. The sensor moves with the target, remaining within 10ft of it for the duration.

See PHB for more information.



PLAYER'S  
HANDBOOK **273**

## PASSWALL

BARBARIAN  
BARF  
CLERIC  
MOUNTAIN  
FIGHTER  
MONK  
PALAPIN  
KANGER  
KORUE  
SORDEKER  
WARLOCK  
WIZARD

### 5<sup>th</sup> level transmutation

- ⚙ Casting Time: Action
- 📏 Range: 30ft
- ⌚ Duration: 1 hour

A passage appears at a point of your choice that you can see on a wooden, plaster, or stone surface (such as a wall, a ceiling, or a floor) within range, and lasts for the duration. You choose the opening's dimensions: up to 5ft wide, 8ft tall, and 20ft deep. The passage creates no instability in a structure surrounding it. When the opening disappears, any creatures or objects still in the passage created by the spell are safely ejected to an unoccupied space nearest to the surface on which you cast the spell.



PLAYER'S  
HANDBOOK **264**

## RAISE DEAD

BARBARIAN  
BARF  
CLERIC  
PRUID  
FIGHTER  
MONK  
PALAPIN  
KANGER  
KORUE  
SORDEKER  
WARLOCK  
WIZARD

### 5<sup>th</sup> level necromancy

- ⚙ Casting Time: 1 hour
- 📏 Range: Touch
- ⌚ Duration: Instantaneous

You return a dead creature you touch to life, provided that it has been dead no longer than 10 days. If the creature's soul is both willing and at liberty to rejoin the body, the creature returns to life with 1 hit point. This spell also neutralizes any poisons and cures nonmagical diseases that affected the creature at the time it died. This spell doesn't, however, remove magical diseases, curses, or similar effects; if these aren't first removed prior to casting the spell, they take effect when the creature returns to life. The spell can't return an undead creature to life. This spell closes all mortal wounds, but it doesn't restore missing body parts. If the creature is lacking body parts or organs integral for its survival—its head, for instance—the spell automatically fails.

See PHB for more information.



PLAYER'S  
HANDBOOK **270**

## REINCARNATE

BARBARIAN  
BARF  
CLERIC  
PRUID  
FIGHTER  
MONK  
PALAPIN  
KANGER  
KORUE  
SORDEKER  
WARLOCK  
WIZARD

### 5<sup>th</sup> level transmutation

- ⚙ Casting Time: 1 hour
- 📏 Range: Touch
- ⌚ Duration: Instantaneous

You touch a dead humanoid or a piece of a dead humanoid. Provided that the creature has been dead no longer than 10 days, the spell forms a new adult body for it and then calls the soul to enter that body. If the target's soul isn't free or willing to do so, the spell fails. The magic fashions a new body for the creature to inhabit, which likely causes the creature's race to change. The DM rolls a d100 and consults the following table to determine what form the creature takes when restored to life, or the DM chooses a form. d100 Race The reincarnated creature recalls its former life and experiences. It retains the capabilities it had in its original form, except it exchanges its original race for the new one and changes its racial traits accordingly.

See PHB for more information.



PLAYER'S  
HANDBOOK **271**

## SEEMING

BARBARIAN  
BARF  
CLERIC  
PRUID  
FIGHTER  
MONK  
PALAPIN  
KANGER  
KORUE  
SORDEKER  
ARCHFET  
WIZARD

### 5<sup>th</sup> level illusion

- ⚙ Casting Time: Action
- 📏 Range: 30ft
- ⌚ Duration: 8 hours

This spell allows you to change the appearance of any number of creatures that you can see within range. You give each target you choose a new, illusory appearance. An unwilling target can make a Charisma saving throw, and if it succeeds, it is unaffected by this spell. The spell disguises physical appearance as well as clothing, armour, weapons, and equipment. You can make each creature seem 1 foot shorter or taller and appear thin, fat, or in between. You can't change a target's body type, so you must choose a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The spell lasts for the duration, unless you use your action to dismiss it sooner.

See PHB for more information.



PLAYER'S  
HANDBOOK **274**

## TELEKINESIS

5<sup>th</sup> level transmutation

- ⚙ Casting Time: Action
- 🎯 Range: 60ft
- ⌚ Duration: Ⓞ 10 minutes

You gain the ability to move or manipulate creatures or objects by thought. When you cast the spell, and as your action each round for the duration, you can exert your will on one creature or object that you can see within range, causing the appropriate effect below. You can affect the same target round after round, or choose a new one at any time. If you switch targets, the prior target is no longer affected by the spell.

See PHB for more information.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK 280

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## TREE STRIDE

5<sup>th</sup> level conjuration

- ⚙ Casting Time: Action
- 🎯 Range: Self
- ⌚ Duration: Ⓞ 1 minute

You gain the ability to enter a tree and move from inside it to inside another tree of the same kind within 500ft. Both trees must be living and at least the same size as you. You must use 5ft of movement to enter a tree. You instantly know the location of all other trees of the same kind within 500ft and, as part of the move used to enter the tree, can either pass into one of those trees or step out of the tree you're in. You appear in a spot of your choice within 5ft of the destination tree, using another 5ft of movement. If you have no movement left, you appear within 5ft of the tree you entered. You can use this transportation ability once per round for the duration. You must end each turn outside a tree.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK 283

BARBARIAN  
BARD  
NATURE DOMAINS  
DRUID  
FIGHTER  
MONK  
ANCIENTS  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## WALL OF STONE

5<sup>th</sup> level evocation

- ⚙ Casting Time: Action
- 🎯 Range: 120ft
- ⌚ Duration: Ⓞ 10 minutes

A nonmagical wall of solid stone springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of ten 10ft by-10ft panels. Each panel must be contiguous with at least one other panel. Alternatively, you can create 10ft by-20ft panels that are only 3 inches thick. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall.

See PHB for more information.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK 287

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
FOUR ELEMENTS  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## TELEPORTATION CIRCLE

5<sup>th</sup> level conjuration

- ⚙ Casting Time: 1 minute
- 🎯 Range: 10ft
- ⌚ Duration: 1 round

As you cast the spell, you draw a 10ft diameter circle on the ground inscribed with sigils that link your location to a permanent teleportation circle of your choice whose sigil sequence you know and that is on the same plane of existence as you. A shimmering portal opens within the circle you drew and remains open until the end of your next turn.

See PHB for more information.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK 282

Rare chalks and inks infused with gems (50GP, consumed)

## WALL OF FORCE

5<sup>th</sup> level evocation

- ⚙ Casting Time: Action
- 🎯 Range: 120ft
- ⌚ Duration: Ⓞ 10 minutes

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 10ft, or you can shape a flat surface made up of ten 10ft by-10ft 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 the Ethereal Plane, blocking ethereal travel through the wall.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK 285

A pinch of powder made by crushing a clear gemstone

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD



## BLADE BARRIER

6<sup>th</sup> level evocation

- ⚙ Casting Time: Action
- 📏 Range: 90ft
- ⌚ Duration: 10 minutes

You create a vertical wall of whirling, razor-sharp blades made of magical energy. The wall appears within range and lasts for the duration. You can make a straight wall up to 100ft long, 20ft high, and 5ft thick, or a ringed wall up to 60ft in diameter, 20ft high, and 5ft thick. The wall provides three-quarters cover to creatures behind it, and its space is difficult terrain. When a creature enters the wall's area for the first time on a turn or starts its turn there, the creature must make a Dexterity saving throw. On a failed save, the creature takes 6d10 slashing damage. On a successful save, the creature takes half as much damage.



PLAYER'S HANDBOOK 218

BARBARIAN  
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RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## CIRCLE OF DEATH

6<sup>th</sup> level necromancy

- ⚙ Casting Time: Action
- 📏 Range: 150ft
- ⌚ Duration: Instantaneous

A sphere of negative energy ripples out in a 60ft radius sphere from a point within range. Each creature in that area must make a Constitution saving throw. A target takes 8d6 necrotic damage on a failed save, or half as much damage on a successful one.

**At Higher Levels:** When you cast this spell using a spell slot of 7<sup>th</sup> level or higher, the damage increases by 2d6 for each slot level above 6<sup>th</sup>.



PLAYER'S HANDBOOK 221

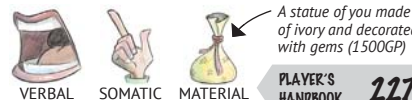
BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## CONTINGENCY

6<sup>th</sup> level evocation

- ⚙ Casting Time: 10 minutes
- 📏 Range: Self
- ⌚ Duration: 10 days

Choose a spell of 5<sup>th</sup> level or lower that you can cast, that has a casting time of 1 action, and that can target you. You cast that spell—called the contingent spell—as part of casting contingency, expending spell slots for both, but the contingent spell doesn't come into effect. Instead, it takes effect when a certain circumstance occurs. You describe that circumstance when you cast the two spells. For example, a contingency cast with water breathing might stipulate that water breathing comes into effect when you are engulfed in water or a similar liquid. The contingent spell takes effect immediately after the circumstance is met for the first time, whether or not you want it to and then contingency ends. The contingent spell takes effect only on you, even if it can normally target others. You can use only one contingency spell at a time. If you cast this spell again, the effect of another contingency spell on you ends.



PLAYER'S HANDBOOK 227

BARBARIAN  
BARD  
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RANGER  
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SORCERER  
WARRIOR  
WIZARD

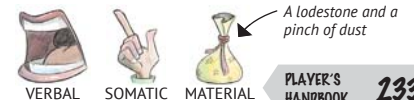
## DISINTEGRATE

6<sup>th</sup> level transmutation

- ⚙ Casting Time: Action
- 📏 Range: 60ft
- ⌚ Duration: Instantaneous

A thin green ray springs from your pointing finger to a target that you can see within range. The target can be a creature, an object, or a creation of magical force, such as the wall created by wall of force. A creature targeted by this spell must make a Dexterity saving throw. On a failed save, the target takes 10d6 + 40 force damage. If this damage reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. If the target is a Huge or larger object or creation of force, this spell disintegrates a 10ft-cube portion of it. A magic item is unaffected by this spell.

**At Higher Levels:** When you cast this spell using a spell slot of 7<sup>th</sup> level or higher, the damage increases by 3d6 for each slot level above 6<sup>th</sup>.



PLAYER'S HANDBOOK 233

BARBARIAN  
BARD  
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FIGHTER  
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PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## CHAIN LIGHTNING

6<sup>th</sup> level evocation

- ⚙ Casting Time: Action
- 📏 Range: 150ft
- ⌚ Duration: Instantaneous

You create a bolt of lightning that arcs toward a target of your choice that you can see within range. Three bolts then leap from that target to as many as three other targets, each of which must be within 30ft of the first target. A target can be a creature or an object and can be targeted by only one of the bolts. A target must make a Dexterity saving throw. The target takes 10d8 lightning damage on a failed save, or half as much damage on a successful one.

**At Higher Levels:** When you cast this spell using a spell slot of 7<sup>th</sup> level or higher, one additional bolt leaps from the first target to another target for each slot level above 6<sup>th</sup>.



PLAYER'S HANDBOOK 221

BARBARIAN  
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RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## CONJURE FEY

6<sup>th</sup> level conjuration

- ⚙ Casting Time: 1 minute
- 📏 Range: 90ft
- ⌚ Duration: 1 hour

You summon a fey creature of challenge rating 6 or lower, or a fey spirit that takes the form of a beast of challenge rating 6 or lower. It appears in an unoccupied space that you can see within range. The fey creature disappears when it drops to 0 hit points or when the spell ends. The fey creature is friendly to you and your companions for the duration. The DM has the fey creature's statistics.

See PHB for more information.

**At Higher Levels:** When you cast this spell using a spell slot of 7<sup>th</sup> level or higher, the challenge rating increases by 1 for each slot level above 6<sup>th</sup>.



PLAYER'S HANDBOOK 226

BARBARIAN  
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DRUID  
FIGHTER  
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PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## CREATE UNDEAD

6<sup>th</sup> level necromancy

- ⚙ Casting Time: 1 minute
- 📏 Range: 10ft
- ⌚ Duration: Instantaneous

You can cast this spell only at night. Choose up to three corpses of Medium or Small humanoids within range. Each corpse becomes a ghoul under your control. (The DM has game statistics for these creatures.) As a bonus action on each of your turns, you can mentally command any creature you animated with this spell if the creature is within 120ft of you.

See PHB for more information.

**At Higher Levels:** When you cast this spell using a 7<sup>th</sup> level spell slot, you can animate or reassert control over four ghouls. When you cast this spell using an 8<sup>th</sup> level spell slot, you can animate or reassert control over five ghouls or two ghosts or wights. When you cast this spell using a 9<sup>th</sup> level spell slot, you can animate or reassert control over six ghouls, three ghosts or wights, or two mummies.



PLAYER'S HANDBOOK 229

BARBARIAN  
BARD  
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DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## DRAWMII'S INSTANT SUMMONS

6<sup>th</sup> level conjuration (ritual)

- ⚙ Casting Time: 1 minute
- 📏 Range: Touch
- ⌚ Duration: Until dispelled

You touch an object weighing 10 pounds or less whose longest dimension is 6ft or less. The spell leaves an invisible mark on its surface and invisibly inscribes the name of the item on the sapphire you use as the material component. Each time you cast this spell, you must use a different sapphire. At any time thereafter, you can use your action to speak the item's name and crush the sapphire. The item instantly appears in your hand regardless of physical or planar distances, and the spell ends. If another creature is holding or carrying the item, crushing the sapphire doesn't transport the item to you, but instead you learn who the creature possessing the object is and roughly where that creature is located at that moment. Dispel magic or a similar effect successfully applied to the sapphire ends this spell's effect.



PLAYER'S HANDBOOK 235

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD



## EYEBITE

### 6<sup>th</sup> level necromancy

- ⚙ Casting Time: Action
- 🎯 Range: Self
- ⌚ Duration: Ⓞ 1 minute

For the spell's duration, your eyes become an inky void imbued with dread power. One creature of your choice within 60ft of you that you can see must succeed on a Wisdom saving throw or be affected by one of the following effects of your choice for the duration. On each of your turns until the spell ends, you can use your action to target another creature but can't target a creature again if it has succeeded on a saving throw against this casting of eyebite.

See PHB for more information.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK 238

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOLCK  
WIZARD

## FLESH TO STONE

### 6<sup>th</sup> level transmutation

- ⚙ Casting Time: Action
- 🎯 Range: 60ft
- ⌚ Duration: Ⓞ 1 minute

You attempt to turn one creature that you can see within range into stone. If the target's body is made of flesh, the creature must make a Constitution saving throw. On a failed save, it is restrained as its flesh begins to harden. On a successful save, the creature isn't affected. A creature restrained by this spell must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails its saves three times, it is turned to stone and subjected to the petrified condition for the duration. Keep track of successes and failures until the target collects three of a kind. If you maintain your concentration on this spell for the entire possible duration, the creature is turned to stone until the effect is removed.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK 243

A pinch of lime, water, and earth

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOLCK  
WIZARD

## GLOBE OF INVULNERABILITY

### 6<sup>th</sup> level abjuration

- ⚙ Casting Time: Action
- 🎯 Range: Self (10ft radius)
- ⌚ Duration: Ⓞ 1 minute

An immobile, faintly shimmering barrier springs into existence in a 10ft radius around you and remains for the duration. Any spell of 5<sup>th</sup> level or lower cast from outside the barrier can't affect creatures or objects within it, even if the spell is cast using a higher level spell slot. Such a spell can target creatures and objects within the barrier, but the spell has no effect on them. Similarly, the area within the barrier is excluded from the areas affected by such spells.

**At Higher Levels:** When you cast this spell using a spell slot of 7<sup>th</sup> level or higher, the barrier blocks spells of one level higher for each slot level above 6<sup>th</sup>.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK 245

A glass or crystal bead that shatters when the spell ends

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOLCK  
WIZARD

## HARM

### 6<sup>th</sup> level necromancy

- ⚙ Casting Time: Action
- 🎯 Range: 60ft
- ⌚ Duration: Instantaneous

You unleash a virulent disease on a creature that you can see within range. The target must make a Constitution saving throw. On a failed save, it takes 14d6 necrotic damage, or half as much damage on a successful save. The damage can't reduce the target's hit points below 1. If the target fails the saving throw, its hit point maximum is reduced for 1 hour by an amount equal to the necrotic damage it took. Any effect that removes a disease allows a creature's hit point maximum to return to normal before that time passes.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK 249

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOLCK  
WIZARD

## FIND THE PATH

### 6<sup>th</sup> level divination

- ⚙ Casting Time: 1 minute
- 🎯 Range: Self
- ⌚ Duration: Ⓞ 1 day

This spell allows you to find the shortest, most direct physical route to a specific fixed location that you are familiar with on the same plane of existence. If you name a destination on another plane of existence, a destination that moves (such as a mobile fortress), or a destination that isn't specific (such as "a green dragon's lair"), the spell fails. For the duration, as long as you are on the same plane of existence as the destination, you know how far it is and in what direction it lies. While you are traveling there, whenever you are presented with a choice of paths along the way, you automatically determine which path is the shortest and most direct route (but not necessarily the safest route) to the destination.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK 240

Divinatory tools and an object from the desired location (100GP)

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOLCK  
WIZARD

## FORBIDDANCE

### 6<sup>th</sup> level abjuration (ritual)

- ⚙ Casting Time: 10 minutes
- 🎯 Range: Touch
- ⌚ Duration: 1 day

You create a ward against magical travel that protects up to 40,000 square feet of floor space to a height of 30ft above the floor. For the duration, creatures can't teleport into the area or use portals, such as those created by the gate spell, to enter the area. The spell proofs the area against planar travel, and therefore prevents creatures from accessing the area by way of the Astral Plane, Ethereal Plane, Feywild, Shadowfell, or the plane shift spell. In addition, the spell damages types of creatures that you choose when you cast it.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK 243

Holy water, rare incense, and powdered ruby (1000GP)

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOLCK  
WIZARD

## GUARDS AND WARDS

### 6<sup>th</sup> level abjuration

- ⚙ Casting Time: 10 minutes
- 🎯 Range: Touch
- ⌚ Duration: 24 hours

You create a ward that protects up to 2,500 square feet of floor space (an area 50ft square, or one hundred 5ft squares or twenty-five 10ft squares). The warded area can be up to 20ft tall, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them, as long as you can walk into each contiguous area while you are casting the spell. When you cast this spell, you can specify individuals that are unaffected by any or all of the effects that you choose.

See PHB for more information.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK 248

Materials worth 10GP. See PHB for more information.

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOLCK  
WIZARD

## HEAL

### 6<sup>th</sup> level evocation

- ⚙ Casting Time: Action
- 🎯 Range: 60ft
- ⌚ Duration: Instantaneous

Choose a creature that you can see within range. A surge of positive energy washes through the creature, causing it to regain 70 hit points. This spell also ends blindness, deafness, and any diseases affecting the target. This spell has no effect on constructs or undead.

**At Higher Levels:** When you cast this spell using a spell slot of 7<sup>th</sup> level or higher, the amount of healing increases by 10 for each slot level above 6<sup>th</sup>.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK 250

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOLCK  
WIZARD

## HEROES' FEAST

6<sup>th</sup> level conjuration

- ⚙ Casting Time: 10 minutes
- 📏 Range: 30ft
- ⌚ Duration: Instantaneous

You bring forth a great feast, including magnificent food and drink. The feast takes 1 hour to consume and disappears at the end of that time, and the beneficial effects don't set in until this hour is over. Up to twelve other creatures can partake of the feast. A creature that partakes of the feast gains several benefits. The creature is cured of all diseases and poison, becomes immune to poison and being frightened, and makes all Wisdom saving throws with advantage. Its hit point maximum also increases by 2d10, and it gains the same number of hit points. These benefits last for 24 hours.



A gem-encrusted bowl worth at least 1000GP (consumed)

PLAYER'S HANDBOOK 250

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## MASS SUGGESTION

6<sup>th</sup> level enchantment

- ⚙ Casting Time: Action
- 📏 Range: 60ft
- ⌚ Duration: 24 hours

You suggest a course of activity (limited to a sentence or two) and magically influence up to twelve creatures of your choice that you can see within range and 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.

See PHB for more information.

**At Higher Levels:** When you cast this spell using a 7<sup>th</sup> level spell slot, the duration is 10 days. When you use an 8<sup>th</sup> level spell slot, the duration is 30 days. When you use a 9<sup>th</sup> level spell slot, the duration is a year and a day.



Snake tongue and a bit of honeycomb or sweet oil

PLAYER'S HANDBOOK 258

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## OTILUKE'S FREEZING SPHERE

6<sup>th</sup> level evocation

- ⚙ Casting Time: Action
- 📏 Range: 300ft
- ⌚ Duration: Instantaneous

A frigid globe of cold energy streaks from your fingertips to a point of your choice within range, where it explodes in a 60ft-radius sphere. Each creature within the area must make a Constitution saving throw. On a failed save, a creature takes 10d6 cold damage. On a successful save, it takes half as much damage. If the globe strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches over an area 30ft square. This ice lasts for 1 minute.

See PHB for more information.

**At Higher Levels:** When you cast this spell using a spell slot of 7<sup>th</sup> level or higher, the damage increases by 1d6 for each slot level above 6<sup>th</sup>.



A small crystal sphere

PLAYER'S HANDBOOK 263

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

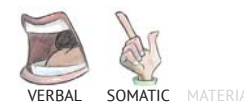
## PLANAR ALLY

6<sup>th</sup> level conjuration

- ⚙ Casting Time: 10 minutes
- 📏 Range: 60ft
- ⌚ Duration: Instantaneous

You beseech an otherworldly entity for aid. The being must be known to you: a god, a primordial, a demon prince, or some other being of cosmic power. That entity sends a celestial, an elemental, or a fiend loyal to it to aid you, making the creature appear in an unoccupied space within range. If you know a specific creature's name, you can speak that name when you cast this spell to request that creature, though you might get a different creature anyway (DM's choice). When the creature appears, it is under no compulsion to behave in any particular way. You can ask the creature to perform a service in exchange for payment, but it isn't obliged to do so.

See PHB for more information.



PLAYER'S HANDBOOK 265

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## MAGIC JAR

6<sup>th</sup> level necromancy

- ⚙ Casting Time: 1 minute
- 📏 Range: Self
- ⌚ Duration: Until dispelled

Your body falls into a catatonic state as your soul leaves it and enters the container you used for the spell's material component. While your soul inhabits the container, you are aware of your surroundings as if you were in the container's space. You can't move or use reactions. The only action you can take is to project your soul up to 100ft out of the container, either returning to your living body (and ending the spell) or attempting to possess a humanoid's body. You can attempt to possess any humanoid within 100ft of you that you can see (creatures warded by a protection from evil and good or magic circle spell can't be possessed).

See PHB for more information.



An ornamental container (500GP)

PLAYER'S HANDBOOK 257

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## MOVE EARTH

6<sup>th</sup> level transmutation

- ⚙ Casting Time: Action
- 📏 Range: 120ft
- ⌚ Duration: Ⓢ 2 hours

Choose an area of terrain no larger than 40ft on a side within range. You can reshape dirt, sand, or clay in the area in any manner you choose for the duration. You can raise or lower the area's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such changes can't exceed half the area's largest dimension. So, if you affect a 40ft square, you can create a pillar up to 20ft high, raise or lower the square's elevation by up to 20ft, dig a trench up to 20ft deep, and so on. It takes 10 minutes for these changes to complete. At the end of every 10 minutes you spend concentrating on the spell, you can choose a new area of terrain to affect.

See PHB for more information.



An iron blade and a small bag containing a mixture of soils

PLAYER'S HANDBOOK 263

BARBARIAN  
BARD  
CLERIC  
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MONK  
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RANGER  
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SORCERER  
WARRIOR  
WIZARD

## OTTO'S IRRESISTIBLE DANCE

6<sup>th</sup> level enchantment

- ⚙ Casting Time: Action
- 📏 Range: 30ft
- ⌚ Duration: Ⓢ 1 minute

Choose one creature that you can see within range. The target begins a comic dance in place: shuffling, tapping itself, and capering for the duration. Creatures that can't be charmed are immune to this spell. A dancing creature must use all its movement to dance without leaving its space and has disadvantage on Dexterity saving throws and attack rolls. While the target is affected by this spell, other creatures have advantage on attack rolls against it. As an action, a dancing creature makes a Wisdom saving throw to regain control of itself. On a successful save, the spell ends.



PLAYER'S HANDBOOK 264

BARBARIAN  
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WARRIOR  
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## PROGRAMMED ILLUSION

6<sup>th</sup> level illusion

- ⚙ Casting Time: Action
- 📏 Range: 120ft
- ⌚ Duration: Until dispelled

You create an illusion of an object, a creature, or some other visible phenomenon within range that activates when a specific condition occurs. The illusion is imperceptible until then. It must be no larger than a 30ft cube, and you decide when you cast the spell how the illusion behaves and what sounds it makes. This scripted performance can last up to 5 minutes. When the condition you specify occurs, the illusion springs into existence and performs in the manner you described. Once the illusion finishes performing, it disappears and remains dormant for 10 minutes. After this time, the illusion can be activated again.

See PHB for more information.



A bit of fleece and jade dust worth at least (25GP)

PLAYER'S HANDBOOK 268

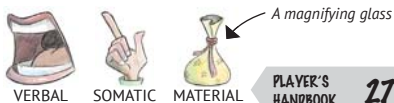
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## SUNBEAM

6<sup>th</sup> Level evocation

- ⚙ Casting Time: Action
- 🎯 Range: Self (60ft line)
- ⌚ Duration: ☉ 1 minute

A beam of brilliant light flashes out from your hand in a 5ft wide, 60ft long line. Each creature in the line must make a Constitution saving throw. On a failed save, a creature takes 6d8 radiant damage and is blinded until your next turn. On a successful save, it takes half as much damage and isn't blinded by this spell. Undead and oozes have disadvantage on this saving throw. You can create a new line of radiance as your action on any turn until the spell ends. For the duration, a mote of brilliant radiance shines in your hand. It sheds bright light in a 30ft radius and dim light for an additional 30ft. This light is sunlight.



PLAYER'S HANDBOOK 279

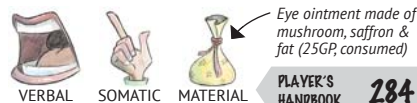
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WIZARD

## TRUE SEEING

6<sup>th</sup> Level divination

- ⚙ Casting Time: Action
- 🎯 Range: Touch
- ⌚ Duration: 1 hour

This spell gives the willing creature you touch the ability to see things as they actually are. For the duration, the creature has truesight, notices secret doors hidden by magic, and can see into the Ethereal Plane, all out to a range of 120ft.



PLAYER'S HANDBOOK 284

BARBARIAN  
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## WALL OF THORNS

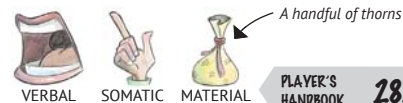
6<sup>th</sup> Level conjuration

- ⚙ Casting Time: Action
- 🎯 Range: 120ft
- ⌚ Duration: ☉ 10 minutes

You create a wall of tough, pliable, tangled brush bristling with needle-sharp thorns. The wall appears within range on a solid surface and lasts for the duration. You choose to make the wall up to 60ft long, 10ft high, and 5ft thick or a circle that has a 20ft diameter and is up to 20ft high and 5ft thick. The wall blocks line of sight. When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 7d8 piercing damage, or half as much damage on a successful save. A creature can move through the wall, albeit slowly and painfully.

See PHB for more information.

**At Higher Levels:** When you cast this spell using a spell slot of 7<sup>th</sup> level or higher, both types of damage increase by 1d8 for each slot level above 6<sup>th</sup>.



PLAYER'S HANDBOOK 287

BARBARIAN  
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WARRIOR  
WIZARD

## WORD OF RECALL

6<sup>th</sup> Level conjuration

- ⚙ Casting Time: Action
- 🎯 Range: 5ft
- ⌚ Duration: Instantaneous

You and up to five willing creatures within 5ft of you instantly teleport to a previously designated sanctuary. You and any creatures that teleport with you appear in the nearest unoccupied space to the spot you designated when you prepared your sanctuary (see below). If you cast this spell without first preparing a sanctuary, the spell has no effect. You must designate a sanctuary by casting this spell within a location, such as a temple, dedicated to or strongly linked to your deity. If you attempt to cast the spell in this manner in an area that isn't dedicated to your deity, the spell has no effect.



PLAYER'S HANDBOOK 289

BARBARIAN  
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WARRIOR  
WIZARD

## TRANSPORT VIA PLANTS

6<sup>th</sup> Level conjuration

- ⚙ Casting Time: Action
- 🎯 Range: 10ft
- ⌚ Duration: 1 round

This spell creates a magical link between a Large or larger inanimate plant within range and another plant, at any distance, on the same plane of existence. You must have seen or touched the destination plant at least once before. For the duration, any creature can step into the target plant and exit from the destination plant by using 5ft of movement.



PLAYER'S HANDBOOK 283

BARBARIAN  
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WARRIOR  
WIZARD

## WALL OF ICE

6<sup>th</sup> Level evocation

- ⚙ Casting Time: Action
- 🎯 Range: 120ft
- ⌚ Duration: ☉ 10 minutes

You create a wall of ice as a hemispherical dome or a sphere with a radius of up to 10ft. Or you can shape a flat surface made up of ten 10ft square panels. Each panel must be contiguous with another panel. In any form, the wall is 1 foot thick and lasts for the duration. If the wall cuts through a creature's space when it appears, the creature within its area is pushed to one side of the wall and must make a Dexterity saving throw. On a failed save, the creature takes 10d6 cold damage, or half as much damage on a successful save.

See PHB for more information.

**At Higher Levels:** When you cast this spell using a spell slot of 7<sup>th</sup> level or higher, the damage the wall deals when it appears increases by 2d6, and the damage from passing through the sheet of frigid air increases by 1d6, for each slot level above 6<sup>th</sup>.



PLAYER'S HANDBOOK 285

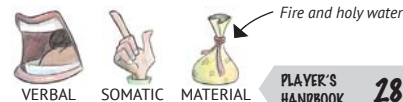
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WARRIOR  
WIZARD

## WIND WALK

6<sup>th</sup> Level transmutation

- ⚙ Casting Time: 1 minute
- 🎯 Range: 30ft
- ⌚ Duration: 8 hours

You and up to ten willing creatures you can see within range assume a gaseous form for the duration, appearing as wisps of cloud. While in this cloud form, a creature has a flying speed of 300ft and has resistance to damage from nonmagical weapons. The only actions a creature can take in this form are the Dash action or to revert to its normal form. Reverting takes 1 minute, during which time a creature is incapacitated and can't move. Until the spell ends, a creature can revert to cloud form, which also requires the 1-minute transformation. If a creature is in cloud form and flying when the effect ends, the creature descends 60ft per round for 1 minute until it lands, which it does safely. If it can't land after 1 minute, the creature falls the remaining distance.



PLAYER'S HANDBOOK 288

BARBARIAN  
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WIZARD

## CONJURE CELESTIAL

7<sup>th</sup> level conjuration

- ⚙ Casting Time: 1 minute
- 📏 Range: 90ft
- ⌚ Duration: Ⓢ 1 hour

You summon a celestial of challenge rating 4 or lower, which appears in an unoccupied space that you can see within range. The celestial disappears when it drops to 0 hit points or when the spell ends.

The celestial is friendly to you and your companions for the duration. Roll initiative for the celestial, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the celestial, it defends itself from hostile creatures but otherwise takes no actions. The DM has the celestial's statistics.

**At Higher Levels:** When you cast this spell using a 9<sup>th</sup> level spell slot, you summon a celestial of challenge rating 5 or lower.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK **225**

BARBARIAN  
BARD  
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ROGUE  
SORCERER  
WARRIOR  
WIZARD

## DIVINE WORD

7<sup>th</sup> level evocation

- ⚙ Casting Time: Bonus action
- 📏 Range: 30ft
- ⌚ Duration: Instantaneous

You utter a divine word, imbued with the power that shaped the world at the dawn of creation. Choose any number of creatures you can see within range. Each creature that can hear you must make a Charisma saving throw. On a failed save, a creature suffers an effect based on its current hit points:

- 50HP or fewer: deafened for 1 minute
- 40HP or fewer: deafened and blinded for 10 minutes
- 30HP or fewer: blinded, deafened, and stunned for 1 hour
- 20HP or fewer: killed instantly

Regardless of its current hit points, a celestial, an elemental, a fey, or a fiend that fails its save is forced back to its plane of origin (if it isn't there already) and can't return to your current plane for 24 hours by any means short of a wish spell.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK **234**

BARBARIAN  
BARD  
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ROGUE  
SORCERER  
WARRIOR  
WIZARD

## FINGER OF DEATH

7<sup>th</sup> level necromancy

- ⚙ Casting Time: Action
- 📏 Range: 60ft
- ⌚ Duration: Instantaneous

You send negative energy coursing through a creature that you can see within range, causing it searing pain. The target must make a Constitution saving throw. It takes 7d8 + 30 necrotic damage on a failed save, or half as much damage on a successful one. A humanoid killed by this spell rises at the start of your next turn as a zombie that is permanently under your command, following your verbal orders to the best of its ability.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK **241**

BARBARIAN  
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SORCERER  
WARRIOR  
WIZARD

## FORCECAGE

7<sup>th</sup> level evocation

- ⚙ Casting Time: Action
- 📏 Range: 100ft
- ⌚ Duration: 1 hour

An immobile, invisible, cube-shaped prison composed of magical force springs into existence around an area you choose within range. The prison can be a cage or a solid box, as you choose. A prison in the shape of a cage can be up to 20ft on a side and is made from 1/2-inch diameter bars spaced 1/2 inch apart. A prison in the shape of a box can be up to 10ft on a side, creating a solid barrier that prevents any matter from passing through it and blocking any spells cast into or out from the area.

See PHB for more information.



VERBAL SOMATIC MATERIAL

Ruby dust worth 1500 GP

PLAYER'S HANDBOOK **243**

BARBARIAN  
BARD  
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PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## DELAYED BLAST FIREBALL

7<sup>th</sup> level evocation

- ⚙ Casting Time: Action
- 📏 Range: 150ft
- ⌚ Duration: Ⓢ 1 minute

A beam of yellow light flashes from your pointing finger, then condenses to linger at a chosen point within range as a glowing bead for the duration. When the spell ends, either because your concentration is broken or because you decide to end it, the bead blossoms with a low roar into an explosion of flame that spreads around corners.

See PHB for more information.

**At Higher Levels:** When you cast this spell using a spell slot of 8<sup>th</sup> level or higher, the base damage increases by 1d6 for each slot level above 7<sup>th</sup>.



VERBAL SOMATIC MATERIAL

A tiny ball of bat guano and sulfur

PLAYER'S HANDBOOK **230**

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## ETHEREALNESS

7<sup>th</sup> level transmutation

- ⚙ Casting Time: Action
- 📏 Range: Self
- ⌚ Duration: Up to 8 hours

You step into the border regions of the Ethereal Plane, in the area where it overlaps with your current plane. You remain in the Border Ethereal for the duration or until you use your action to dismiss the spell. During this time, you can move in any direction. If you move up or down, every foot of movement costs an extra foot. You can see and hear the plane you originated from, but everything there looks gray, and you can't see anything more than 60ft away. While on the Ethereal Plane, you can only affect and be affected by other creatures on that plane.

See PHB for more information.

**At Higher Levels:** When you cast this spell using a spell slot of 8<sup>th</sup> level or higher, you can target up to three willing creatures (including you) for each slot level above 7<sup>th</sup>. The creatures must be within 10ft of you when you cast the spell.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK **238**

BARBARIAN  
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RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## FIRE STORM

7<sup>th</sup> level evocation

- ⚙ Casting Time: Action
- 📏 Range: 150ft
- ⌚ Duration: Instantaneous

A storm made up of sheets of roaring flame appears in a location you choose within range. The area of the storm consists of up to ten 10ft cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. Each creature in the area must make a Dexterity saving throw. It takes 7d10 fire damage on a failed save, or half as much damage on a successful one. The fire damages objects in the area and ignites flammable objects that aren't being worn or carried. If you choose, plant life in the area is unaffected by this spell.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK **242**

BARBARIAN  
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ROGUE  
SORCERER  
WARRIOR  
WIZARD

## MIRAGE ARCAN

7<sup>th</sup> level illusion

- ⚙ Casting Time: 10 minutes
- 📏 Range: Sight
- ⌚ Duration: 10 days

You make terrain in an area up to 1 mile square look, sound, smell, and even feel like some other sort of terrain. The terrain's general shape remains the same, however. Open fields or a road could be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Similarly, you can alter the appearance of structures, or add them where none are present. The spell doesn't disguise, conceal, or add creatures.

See PHB for more information.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK **260**

BARBARIAN  
BARD  
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FIGHTER  
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PALADIN  
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SORCERER  
WARRIOR  
WIZARD

## MORDENKAINEN'S MAGNIFICENT MANSION

BARBARIAN  
BARF  
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PRUIP  
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PALAPIN  
KANGER  
ROQUE  
SOROKEKER  
WARLOCK  
WIZARD

### 7<sup>th</sup> level conjuration

- ⚙ Casting Time: 1 minute
- 📍 Range: 300ft
- ⌚ Duration: 24 hours

You conjure an extradimensional dwelling in range that lasts for the duration. You choose where its one entrance is located. The entrance shimmers faintly and is 5ft wide and 10ft tall. You and any creature you designate when you cast the spell can enter the extradimensional dwelling as long as the portal remains open. You can open or close the portal if you are within 30ft of it. While closed, the portal is invisible. Beyond the portal is a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm. You can create any floor plan you like, but the space can't exceed 50 cubes, each cube being 10ft on each side. The place is furnished and decorated as you choose. It contains sufficient food to serve a nine course banquet for up to 100 people.

See PHB for more information.



PLAYER'S HANDBOOK 261

## PLANE SHIFT

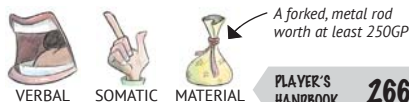
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WARLOCK  
WIZARD

### 7<sup>th</sup> level conjuration

- ⚙ Casting Time: Action
- 📍 Range: Touch
- ⌚ Duration: Instantaneous

You and up to eight willing creatures who link hands in a circle are transported to a different plane of existence. You can specify a target destination in general terms, such as the City of Brass on the Elemental Plane of Fire or the palace of Dispaten on the second level of the Nine Hells, and you appear in or near that destination. If you are trying to reach the City of Brass, for example, you might arrive in its Street of Steel, before its Gate of Ashes, or looking at the city from across the Sea of Fire, at the DM's discretion. Alternatively, if you know the sigil sequence of a teleportation circle on another plane of existence, this spell can take you to that circle. If the teleportation circle is too small to hold all the creatures you transported, they appear in the closest unoccupied spaces next to the circle.

See PHB for more information.



PLAYER'S HANDBOOK 266

## PROJECT IMAGE

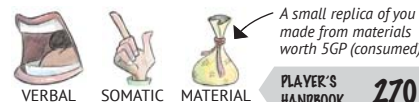
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WARLOCK  
WIZARD

### 7<sup>th</sup> level illusion

- ⚙ Casting Time: Action
- 📍 Range: 500 miles
- ⌚ Duration: ☉ 1 day

You create an illusory copy of yourself that lasts for the duration. The copy can appear at any location within range that you have seen before, regardless of intervening obstacles. The illusion looks and sounds like you but is intangible. If the illusion takes any damage, it disappears, and the spell ends. You can use your action to move this illusion up to twice your speed, and make it gesture, speak, and behave in whatever way you choose. It mimics your mannerisms perfectly. You can see through its eyes and hear through its ears as if you were in its space. On your turn as a bonus action, you can switch from using its senses to using your own, or back again.

See PHB for more information.



PLAYER'S HANDBOOK 270

## RESURRECTION

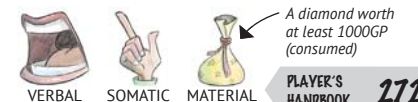
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SOROKEKER  
WARLOCK  
WIZARD

### 7<sup>th</sup> level necromancy

- ⚙ Casting Time: 1 hour
- 📍 Range: Touch
- ⌚ Duration: Instantaneous

You touch a dead creature that has been dead for no more than a century, that didn't die of old age, and that isn't undead. If its soul is free and willing, the target returns to life with all its hit points. This spell neutralizes any poisons and cures normal diseases afflicting the creature when it died. It doesn't, however, remove magical diseases, curses, and the like; if such effects aren't removed prior to casting the spell, they afflict the target on its return to life. This spell closes all mortal wounds and restores any missing body parts. Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and ability checks.

See PHB for more information.



PLAYER'S HANDBOOK 272

## MORDENKAINEN'S SWORD

BARBARIAN  
BARF  
CLERIC  
PRUIP  
FIGHTER  
MONK  
PALAPIN  
KANGER  
ROQUE  
SOROKEKER  
WARLOCK  
WIZARD

### 7<sup>th</sup> level evocation

- ⚙ Casting Time: Action
- 📍 Range: 60ft
- ⌚ Duration: ☉ 1 minute

You create a sword-shaped plane of force that hovers within range. It lasts for the duration. When the sword appears, you make a melee spell attack against a target of your choice within 5ft of the sword. On a hit the target takes 3d10 force damage. Until the spell ends, you can use a bonus action on each of your turns to move the sword up to 20 feet to a spot you can see and repeat this attack against the same target or a different one.



PLAYER'S HANDBOOK 262

## PRISMATIC SPRAY

BARBARIAN  
BARF  
CLERIC  
PRUIP  
FIGHTER  
MONK  
PALAPIN  
KANGER  
ROQUE  
SOROKEKER  
WARLOCK  
WIZARD

### 7<sup>th</sup> level evocation

- ⚙ Casting Time: Action
- 📍 Range: Self (60ft cone)
- ⌚ Duration: Instantaneous

Eight multicoloured rays of light flash from your hand. Each ray is a different colour and has a different power and purpose. Each creature in a 60ft cone must make a Dexterity saving throw. For each target, roll a d8 to determine which colour ray affects it.

See PHB for more information.



PLAYER'S HANDBOOK 267

## REGENERATE

BARBARIAN  
BARF  
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PRUIP  
FIGHTER  
MONK  
PALAPIN  
KANGER  
ROQUE  
SOROKEKER  
WARLOCK  
WIZARD

### 7<sup>th</sup> level transmutation

- ⚙ Casting Time: 1 minute
- 📍 Range: Touch
- ⌚ Duration: 1 hour

You touch a creature and stimulate its natural healing ability. The target regains 4d8 + 15 hit points. For the duration of the spell, the target regains 1 hit point at the start of each of its turns (10 hit points each minute). The target's severed body members (fingers, legs, tails, and so on), if any, are restored after 2 minutes. If you have the severed part and hold it to the stump, the spell instantaneously causes the limb to knit to the stump.



PLAYER'S HANDBOOK 271

## REVERSE GRAVITY

BARBARIAN  
BARF  
CLERIC  
PRUIP  
FIGHTER  
MONK  
PALAPIN  
KANGER  
ROQUE  
SOROKEKER  
WARLOCK  
WIZARD

### 7<sup>th</sup> level transmutation

- ⚙ Casting Time: Action
- 📍 Range: 100ft
- ⌚ Duration: ☉ 1 minute

This spell reverses gravity in a 50ft radius, 100-foot high cylinder centred on a point within range. All creatures and objects that aren't somehow anchored to the ground in the area fall upward and reach the top of the area when you cast this spell. A creature can make a Dexterity saving throw to grab onto a fixed object it can reach, thus avoiding the fall. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it just as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, for the duration. At the end of the duration, affected objects and creatures fall back down.



PLAYER'S HANDBOOK 272

## SEQUESTER

BARBARIAN  
BARD  
CLERIC  
PRIEST  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

### 7<sup>th</sup> level transmutation

- ⚙ Casting Time: Action
- 🎯 Range: Touch
- ⌚ Duration: Until dispelled

By means of this spell, a willing creature or an object can be hidden away, safe from detection for the duration. When you cast the spell and touch the target, it becomes invisible and can't be targeted by divination spells or perceived through scrying sensors created by divination spells. If the target is a creature, it falls into a state of suspended animation. Time ceases to flow for it, and it doesn't grow older. You can set a condition for the spell to end early. The condition can be anything you choose, but it must occur or be visible within 1 mile of the target. Examples include "after 1,000 years" or "when the tarrasque awakens." This spell also ends if the target takes any damage.



Diamond, emerald, ruby & sapphire dust (5000GP, consumed)

PLAYER'S HANDBOOK 274

## SYMBOL

BARBARIAN  
BARD  
CLERIC  
PRIEST  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

### 7<sup>th</sup> level abjuration

- ⚙ Casting Time: 1 minute
- 🎯 Range: Touch
- ⌚ Duration: Until triggered

When you cast this spell, you inscribe a harmful glyph either on a surface (such as a section of floor, a wall, or a table) or within an object that can be closed to conceal the glyph (such as a book, a scroll, or a treasure chest). If you choose a surface, the glyph can cover an area of the surface no larger than 10ft in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10ft from where you cast this spell, the glyph is broken, and the spell ends without being triggered. The glyph is nearly invisible, requiring an Intelligence (Investigation) check against your spell save DC to find it. You decide what triggers the glyph when you cast the spell.

See PHB for more information.



Mercury, phosphorus, powdered diamond & opal (1000GP, consumed)

PLAYER'S HANDBOOK 280

## SIMULACRUM

BARBARIAN  
BARD  
CLERIC  
PRIEST  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

### 7<sup>th</sup> level illusion

- ⚙ Casting Time: 12 hours
- 🎯 Range: Touch
- ⌚ Duration: Until dispelled

You shape an illusory duplicate of one beast or humanoid that is within range for the entire casting time of the spell. The duplicate is a creature, partially real and formed from ice or snow, and it can take actions and otherwise be affected as a normal creature. It appears to be the same as the original, but it has half the creature's hit point maximum and is formed without any equipment. Otherwise, the illusion uses all the statistics of the creature it duplicates. The simulacrum is friendly to you and creatures you designate. It obeys your spoken commands, moving and acting in accordance with your wishes and acting on your turn in combat.

See PHB for more information.



Materials worth 1500GP (consumed). See PHB.

PLAYER'S HANDBOOK 276

## TELEPORT

BARBARIAN  
BARD  
CLERIC  
PRIEST  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

### 7<sup>th</sup> level conjuration

- ⚙ Casting Time: Action
- 🎯 Range: 10ft
- ⌚ Duration: Instantaneous

This spell instantly transports you and up to eight willing creatures of your choice that you can see within range, or a single object that you can see within range, to a destination you select. If you target an object, it must be able to fit entirely inside a 10ft cube, and it can't be held or carried by an unwilling creature. The destination you choose must be known to you, and it must be on the same plane of existence as you. Your familiarity with the destination determines whether you arrive there successfully. The DM rolls d100 and consults the table.

See PHB for more information.



PLAYER'S HANDBOOK 281



## ANIMAL SHAPES

### 8<sup>th</sup> level transmutation

- ⚙ Casting Time: Action
- 📍 Range: 30ft
- ⌚ Duration: ☉ 24 hours

Your magic turns others into beasts. Choose any number of willing creatures that you can see within range. You transform each target into the form of a Large or smaller beast with a challenge rating of 4 or lower. On subsequent turns, you can use your action to transform affected creatures into new forms.

See PHB for more information.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK **212**

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## ANTIPATHY OR SYMPATHY

### 8<sup>th</sup> level enchantment

- ⚙ Casting Time: 1 hour
- 📍 Range: 60ft
- ⌚ Duration: 10 days

This spell attracts or repels creatures type of your choice. The enchantment causes creatures of the kind you designated to feel an intense urge to leave the area and avoid the target. When such a creature can see the target or comes within 60ft of it, the creature must succeed on a Wisdom saving throw or become compelled or frightened. The creature remains compelled or frightened while it can see the target or is within 60ft of it. If an affected creature ends its turn while not within 60ft of the target or able to see it, the creature makes a Wisdom saving throw. A creature affected by the spell is allowed another Wisdom saving throw every 24 hours while the spell persists. A creature that successfully saves against this effect is immune to it for 1 minute, after which time it can be affected again.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK **214**

A lump of alum soaked in vinegar or honey

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## CONTROL WEATHER

### 8<sup>th</sup> level transmutation

- ⚙ Casting Time: 10 minutes
- 📍 Range: Self (5-mile radius)
- ⌚ Duration: ☉ 8 hours

You take control of the weather within 5 miles of you for the duration. You must be outdoors to cast this spell. Moving to a place where you don't have a clear path to the sky ends the spell early. When you cast the spell, you change the current weather conditions, which are determined by the DM based on the climate and season. You can change precipitation, temperature, and wind. It takes 1d4 x 10 minutes for the new conditions to take effect. Once they do so, you can change the conditions again. When the spell ends, the weather gradually returns to normal. When you change the weather conditions, find a current condition on the following tables and change its stage by one, up or down. When changing the wind, you can change its direction.

See PHB for more information.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK **228**

Burning incense and bits of earth and wood mixed in water

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## DOMINATE MONSTER

### 8<sup>th</sup> level enchantment

- ⚙ Casting Time: Action
- 📍 Range: 60ft
- ⌚ Duration: ☉ 1 hour

You attempt to beguile a creature that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw. While the creature is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey.

See PHB for more information.

**At Higher Levels:** When you cast this spell with a 9<sup>th</sup> level spell slot, the duration is concentration, up to 8 hours.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK **234**

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## ANTIMAGIC FIELD

### 8<sup>th</sup> level abjuration

- ⚙ Casting Time: Action
- 📍 Range: Self (10ft sphere)
- ⌚ Duration: ☉ 1 hour

A 10ft radius invisible sphere of antimagic surrounds you. This area is divorced from the magical energy that suffuses the multiverse. Within the sphere, spells can't be cast, summoned creatures disappear, and even magic items become mundane. Until the spell ends, the sphere moves with you, centered on you. Spells and other magical effects, except those created by an artifact or a deity, are suppressed in the sphere and can't protrude into it.

See PHB for more information.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK **213**

A pinch of powdered iron or iron filing

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## CLONE

### 8<sup>th</sup> level necromancy

- ⚙ Casting Time: 1 hour
- 📍 Range: Touch
- ⌚ Duration: Instantaneous

This spell grows an inert duplicate of a living creature as a safeguard against death. This clone forms inside a sealed vessel and grows to full size and maturity after 120 days; you can also choose to have the clone be a younger version of the same creature. It remains inert and endures indefinitely, as long as its vessel remains undisturbed. At any time after the clone matures, if the original creature dies, its soul transfers to the clone, provided that the soul is free and willing to return. The clone is physically identical to the original and has the same personality, memories, and abilities, but none of the original's equipment. The original creature's physical remains, if they still exist, become inert and can't thereafter be restored to life, since the creature's soul is elsewhere.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK **222**

Materials worth at least 3000GP (consumed). See PHB.

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## DEMIPLANE

### 8<sup>th</sup> level conjuration

- ⚙ Casting Time: Action
- 📍 Range: 60ft
- ⌚ Duration: 1 hour

You create a shadowy door on a flat solid surface that you can see within range. The door is large enough to allow Medium creatures to pass through unhindered. When opened, the door leads to a demiplane that appears to be an empty room 30ft in each dimension, made of wood or stone. When the spell ends, the door disappears, and any creatures or objects inside the demiplane remain trapped there, as the door also disappears from the other side. Each time you cast this spell, you can create a new demiplane, or have the shadowy door connect to a demiplane you created with a previous casting of this spell. Additionally, if you know the nature and contents of a demiplane created by a casting of this spell by another creature, you can have the shadowy door connect to its demiplane instead.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK **231**

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## EARTHQUAKE

### 8<sup>th</sup> level evocation

- ⚙ Casting Time: Action
- 📍 Range: 500ft
- ⌚ Duration: ☉ 1 minute

You create a seismic disturbance at a point on the ground that you can see within range. For the duration, an intense tremor rips through the ground in a 100ft-radius circle centered on that point and shakes creatures and structures in contact with the ground in that area.

See PHB for more information.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK **235**

A pinch of dirt, a piece of rock, and a lump of clay

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## Feeblemind

8<sup>th</sup> level enchantment

- ⚙ Casting Time: Action
- 🎯 Range: 150ft
- ⌚ Duration: Instantaneous

You blast the mind of a creature that you can see within range, attempting to shatter its intellect and personality. The target takes 4d6 psychic damage and must make an Intelligence saving throw. On a failed save, the creature's Intelligence and Charisma scores become 1. The creature can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them. At the end of every 30 days, the creature can repeat its saving throw against this spell. If it succeeds on its saving throw, the spell ends. The spell can also be ended by greater restoration, heal, or wish.



A handful of clay, crystal, glass, or mineral spheres

PLAYER'S HANDBOOK 239

## Holy Aura

8<sup>th</sup> level abjuration

- ⚙ Casting Time: Action
- 🎯 Range: Self
- ⌚ Duration: Ⓢ 1 minute

Divine light washes out from you and coalesces in a soft radiance in a 30ft radius around you. Creatures of your choice in that radius when you cast this spell shed dim light in a 5ft radius and have advantage on all saving throws, and other creatures have disadvantage on attack rolls against them until the spell ends. In addition, when a fiend or an undead hits an affected creature with a melee attack, the aura flashes with brilliant light. The attacker must succeed on a Constitution saving throw or be blinded until the spell ends.



A sacred relic worth at least 1000GP

PLAYER'S HANDBOOK 251

## Maze

8<sup>th</sup> level conjuration

- ⚙ Casting Time: Action
- 🎯 Range: 60ft
- ⌚ Duration: Ⓢ 10 minutes

You banish a creature that you can see within range into a labyrinthine demiplane. The target remains there for the duration or until it escapes the maze. The target can use its action to attempt to escape. When it does so, it makes a DC 20 Intelligence check. If it succeeds, it escapes, and the spell ends (a minotaur or goristro demon automatically succeeds). When the spell ends, the target reappears in the space it left or, if that space is occupied, in the nearest unoccupied space.



PLAYER'S HANDBOOK 258

## Power Word Stun

8<sup>th</sup> level enchantment

- ⚙ Casting Time: Action
- 🎯 Range: 60ft
- ⌚ Duration: Instantaneous

You speak a word of power that can overwhelm the mind of one creature you can see within range, leaving it dumbfounded. If the target has 150 hit points or fewer, it is stunned. Otherwise, the spell has no effect. The stunned target must make a Constitution saving throw at the end of each of its turns. On a successful save, this stunning effect ends.



PLAYER'S HANDBOOK 267

## Glibness

8<sup>th</sup> level transmutation

- ⚙ Casting Time: Action
- 🎯 Range: Self
- ⌚ Duration: 1 hour

Until the spell ends, when you make a Charisma check, you can replace the number you roll with a 15. Additionally, no matter what you say, magic that would determine if you are telling the truth indicates that you are being truthful.



PLAYER'S HANDBOOK 245

## Incendiary Cloud

8<sup>th</sup> level conjuration

- ⚙ Casting Time: Action
- 🎯 Range: 150ft
- ⌚ Duration: Ⓢ 1 minute

A swirling cloud of smoke shot through with white-hot embers appears in a 20ft-radius sphere centred on a point within range. The cloud spreads around corners and is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. When the cloud appears, each creature in it must make a Dexterity saving throw. A creature takes 10d8 fire damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there. The cloud moves 10ft directly away from you in a direction that you choose at the start of each of your turns.



PLAYER'S HANDBOOK 253

## Mind Blank

8<sup>th</sup> level abjuration

- ⚙ Casting Time: Action
- 🎯 Range: Touch
- ⌚ Duration: 24 hours

Until the spell ends, one willing creature you touch is immune to psychic damage, any effect that would sense its emotions or read its thoughts, divination spells, and the charmed condition. The spell even foils wish spells and spells or effects of similar power used to affect the target's mind or to gain information about the target.



PLAYER'S HANDBOOK 259

## Sunburst

8<sup>th</sup> level evocation

- ⚙ Casting Time: Action
- 🎯 Range: 150ft
- ⌚ Duration: Instantaneous

Brilliant sunlight flashes in a 60ft radius centred on a point you choose within range. Each creature in that light must make a Constitution saving throw. On a failed save, a creature takes 12d6 radiant damage and is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded by this spell. Undead and oozes have disadvantage on this saving throw. A creature blinded by this spell makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded. This spell dispels any darkness in its area that was created by a spell.



Fire and a piece of sunstone

PLAYER'S HANDBOOK 279

## ASTRAL PROJECTION

9<sup>th</sup> level necromancy

- ⚙ Casting Time: 1 hour
- 🎯 Range: 10ft
- ⌚ Duration: Special

You and up to eight willing creatures within range project your astral bodies into the Astral Plane. The material body you leave behind is unconscious and in a state of suspended animation. Your astral body resembles your mortal form in almost every way, replicating your game statistics and possessions. The principal difference is the addition of a silvery cord that extends from between your shoulder blades and trails behind you, fading to invisibility after 1 foot. This cord is your tether to your material body. As long as the tether remains intact, you can find your way home. If the cord is cut—something that can happen only when an effect specifically states that it does—your soul and body are separated, killing you instantly.

See PHB for more information.



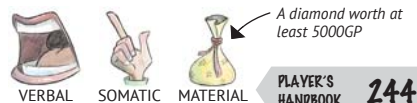
## GATE

9<sup>th</sup> level conjuration

- ⚙ Casting Time: Action
- 🎯 Range: 60ft
- ⌚ Duration: Ⓢ 1 minute

You conjure a portal linking an unoccupied space you can see within range to a precise location on a different plane of existence. The portal is a circular opening, which you can make 5 to 20ft in diameter. You can orient the portal in any direction you choose. The portal lasts for the duration. The portal has a front and a back on each plane where it appears. Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported to the other plane, appearing in the unoccupied space nearest to the portal.

See PHB for more information.



## MASS HEAL

9<sup>th</sup> level evocation

- ⚙ Casting Time: Action
- 🎯 Range: 60ft
- ⌚ Duration: Instantaneous

A flood of healing energy flows from you into injured creatures around you. You restore up to 700 hit points, divided as you choose among any number of creatures that you can see within range. Creatures healed by this spell are also cured of all diseases and any effect making them blinded or deafened. This spell has no effect on undead or constructs.



## POWER WORD KILL

9<sup>th</sup> level enchantment

- ⚙ Casting Time: Action
- 🎯 Range: 60ft
- ⌚ Duration: Instantaneous

You utter a word of power that can compel one creature you can see within range to die instantly. If the creature you choose has 100 hit points or fewer, it dies. Otherwise, the spell has no effect.



## FORESIGHT

9<sup>th</sup> level divination

- ⚙ Casting Time: 1 minute
- 🎯 Range: Touch
- ⌚ Duration: 8 hours

You touch a willing creature and bestow a limited ability to see into the immediate future. For the duration, the target can't be surprised and has advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against the target for the duration. This spell immediately ends if you cast it again before its duration ends.



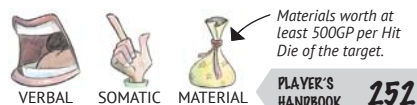
## IMPRISONMENT

9<sup>th</sup> level abjuration

- ⚙ Casting Time: 1 minute
- 🎯 Range: 30ft
- ⌚ Duration: Until dispelled

You create a magical restraint to hold a creature that you can see within range. The target must succeed on a Wisdom saving throw or be bound by the spell; if it succeeds, it is immune to this spell if you cast it again. While affected by this spell, the creature doesn't need to breathe, eat, or drink, and it doesn't age.

See PHB for more information.



## METEOR SWARM

9<sup>th</sup> level evocation

- ⚙ Casting Time: Action
- 🎯 Range: 1 mile
- ⌚ Duration: Instantaneous

Blazing orbs of fire plummet to the ground at four different points you can see within range. Each creature in a 40ft-radius sphere centred on each point you choose must make a Dexterity saving throw. The sphere spreads around corners. A creature takes 20d6 fire damage and 20d6 bludgeoning damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one fiery burst is affected only once. The spell damages objects in the area and ignites flammable objects that aren't being worn or carried.



## PRISMATIC WALL

9<sup>th</sup> level abjuration

- ⚙ Casting Time: Action
- 🎯 Range: 60ft
- ⌚ Duration: 10 minutes

A shimmering, multicoloured plane of light forms a vertical opaque wall—up to 90ft long, 30ft high, and 1 inch thick—centred on a point you can see within range. Alternatively, you can shape the wall into a sphere up to 30ft in diameter centred on a point you choose within range.

See PHB for more information.



## SHAPECHANGE

9<sup>th</sup> level transmutation

- ⚙ Casting Time: Action
- 🎯 Range: Self
- ⌚ Duration: Ⓞ 1 hour

You assume the form of a different creature for the duration. The new form can be of any creature with a challenge rating equal to your level or lower. The creature can't be a construct or an undead, and you must have seen the sort of creature at least once. You transform into an average example of that creature, one without any class levels or the Spellcasting trait. Your game statistics are replaced by the statistics of the chosen creature, though you retain your alignment and Intelligence, Wisdom, and Charisma scores.

See PHB for more information.



A jade circlet worth at least 1500GP

PLAYER'S HANDBOOK 274

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## TIME STOP

9<sup>th</sup> level transmutation

- ⚙ Casting Time: Action
- 🎯 Range: Self
- ⌚ Duration: Instantaneous

You briefly stop the flow of time for everyone but yourself. No time passes for other creatures, while you take 1d4 + 1 turns in a row, during which you can use actions and move as normal. This spell ends if one of the actions you use during this period, or any effects that you create during this period, affects a creature other than you or an object being worn or carried by someone other than you. In addition, the spell ends if you move to a place more than 1,000ft from the location where you cast it.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK 283

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## TRUE RESURRECTION

9<sup>th</sup> level necromancy

- ⚙ Casting Time: 1 hour
- 🎯 Range: Touch
- ⌚ Duration: Instantaneous

You touch a creature that has been dead for no longer than 200 years and that died for any reason except old age. If the creature's soul is free and willing, the creature is restored to life with all its hit points. This spell closes all wounds, neutralizes any poison, cures all diseases, and lifts any curses affecting the creature when it died. The spell replaces damaged or missing organs and limbs. The spell can even provide a new body if the original no longer exists, in which case you must speak the creature's name. The creature then appears in an unoccupied space you choose within 10ft of you.



A sprinkle of holy water and diamonds (25000GP, consumed)

PLAYER'S HANDBOOK 284

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## WISH

9<sup>th</sup> level conjuration

- ⚙ Casting Time: Action
- 🎯 Range: Self
- ⌚ Duration: Instantaneous

Wish is the mightiest spell a mortal creature can cast. By simply speaking aloud, you can alter the very foundations of reality in accord with your desires. The basic use of this spell is to duplicate any other spell of 8<sup>th</sup> level or lower. You don't need to meet any requirements in that spell, including costly components. The spell simply takes effect.

See PHB for more information.



VERBAL SOMATIC MATERIAL

PLAYER'S HANDBOOK 288

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## STORM OF VENGEANCE

9<sup>th</sup> level conjuration

- ⚙ Casting Time: Action
- 🎯 Range: Sight
- ⌚ Duration: Ⓞ 1 minute

A churning storm cloud forms, centred on a point you can see and spreading to a radius of 360ft. Lightning flashes in the area, thunder booms, and strong winds roar. Each creature under the cloud (no more than 5,000ft beneath the cloud) when it appears must make a Constitution saving throw. On a failed save, a creature takes 2d6 thunder damage and becomes deafened for 5 minutes. Each round you maintain concentration on this spell, the storm produces additional effects on your turn.

See PHB for more information.



PLAYER'S HANDBOOK 279

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## TRUE POLYMORPH

9<sup>th</sup> level transmutation

- ⚙ Casting Time: Action
- 🎯 Range: 30ft
- ⌚ Duration: Ⓞ 1 hour

Choose one creature or nonmagical object that you can see within range. You transform the creature into a different creature, the creature into an object, or the object into a creature (the object must be neither worn nor carried by another creature). The transformation lasts for the duration, or until the target drops to 0 hit points or dies. If you concentrate on this spell for the full duration, the transformation becomes permanent.

See PHB for more information.



A drop of mercury, a dollop of gum arabic, and a wisp of smoke

PLAYER'S HANDBOOK 283

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD

## WEIRD

9<sup>th</sup> level illusion

- ⚙ Casting Time: Action
- 🎯 Range: 120ft
- ⌚ Duration: Ⓞ one minute

Drawing on the deepest fears of a group of creatures, you create illusory creatures in their minds, visible only to them. Each creature in a 30ft radius sphere centred on a point of your choice within range must make a Wisdom saving throw. On a failed save, a creature becomes frightened for the duration. The illusion calls on the creature's deepest fears, manifesting its worst nightmares as an implacable threat. At the end of each of the frightened creature's turns, it must succeed on a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the spell ends for that creature.



PLAYER'S HANDBOOK 288

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARRIOR  
WIZARD