

# SPIRITUAL WEAPON

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARLOCK  
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. Cuthbert 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>.



VERBAL



SOMATIC

MATERIAL

PLAYER'S  
HANDBOOK

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