

MAGIC CIRCLE

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

3rd 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 4th level or higher, the duration increases by 1 hour for each slot level above 3rd.



VERBAL



SOMATIC



MATERIAL

Holy water or powdered silver & iron (100GP, consumed)

PLAYER'S
HANDBOOK

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