



Dispel Magic

3RD LEVEL ABJURATION

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1 ACTION
 120 ft
 INSTANTANEOUS

Choose one creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

At Higher Levels When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.



Teleportation Circle

5TH LEVEL CONJURATION

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1 MINUTE
 10 ft
 1 ROUND
 RARE CHALK/INK INFUSED W/ GEMS, 50GP, CONSUMED

As you cast the spell, you draw a 10-foot-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. Any creature that enters the portal instantly appears within 5 feet of the destination circle or in the nearest unoccupied space if that space is occupied.

Lookup additional information about permanent circles, creating them, and learning sigils.



Hold Person

2ND LEVEL ENCHANTMENT

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1 ACTION
 60 ft
 1 MINUTE
 CONCENTRATION
 A SMALL, STRAIGHT PIECE OF IRON

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 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.



Magic Mouth

2ND LEVEL ILLUSION

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1 MINUTE
 30 ft
 UNTIL DISPELLED
 HONEYCOMB AND JADE DUST, 10GP, CONSUMED

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 triggered, the mouth appears and recites the message. Can end once delivered or repeat when triggered again.

Trigger must be based on a visual or audible condition within 30 ft.