



SPELL CARD

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## ABJURATION



## ENCHANTMENT



## CONJURATION



## ILLUSION



## TRANSMUTATION



## DIVINATION



## NECROMANCY



## EVOCATION



## ALARM

Lv 1

Range **30 ft**  
Duration **8 hours**  
Casting Time **1 minute**



An area is enchanted to alert you against unwanted intrusion

Choose a door, a window, or an area within range that is no larger than a 20 foot cube. Until the spell ends, an alarm alerts you whenever a Tiny or larger creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible.

A mental alarm alerts you with a ping in your mind if you are within 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 60 feet.

PHB 211



## ALTER SELF

Lv 2

Range **Self**  
Duration **1 hour**  
Casting Time **1 action**



You shift your form to something more suitable

When you cast the spell, choose one of the following options. While the spell lasts, you can end one option as an action to gain the benefits of a different one.

**Aquatic Adaptation.** You can breathe underwater and gain a swimming speed equal to your walking speed.

**Change Appearance.** You transform your appearance. You can't appear as a creature of a different size than you, and your basic shape stays the same

**Natural Weapons.** You grow a natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate, and you are proficient with your unarmed strikes. The natural weapon is magic and you have a +1 bonus to the attack and damage rolls you make using it.

PHB 211



## ANIMAL MESSENGER

Lv 2

Range **30 ft**  
Duration **24 hours**  
Casting Time **1 action**



The beasts around you can carry your words to a faraway place

By means of this spell, you use an animal to deliver a message. Choose a Tiny beast you can see within range. 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 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. If the messenger doesn't reach its destination before the spell ends, the message is lost.

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

PHB 212\*



## ANIMAL SHAPES

Lv 8

Range **30 ft**  
Duration **24 hours**  
Casting Time **1 action**



Your allies shift their forms into ferocious beasts

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. A target's game statistics are replaced by the statistics of the chosen beast, though the target retains its alignment and Intelligence, Wisdom, and Charisma scores. The target assumes the hit points of its new form, and when it reverts to its normal form, it returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. The target can't activate, wield, or otherwise benefit from any of its equipment nor speak or cast spells.

PHB 212\*



## ACID SPLASH

Lv 0

Range **60 ft**  
Duration **Instant**  
Casting Time **1 action**



Goggles do nothing

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

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

PHB 211



## AID

Lv 2

Range **30 ft**  
Duration **8 hours**  
Casting Time **1 action**



Your allies grow stronger and healthier for a time

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 3rd level or higher, a target's hit points increase by an additional 5 for each slot level above 2nd.

PHB 211



## ANIMAL FRIENDSHIP

Lv 1

Range **30 ft**  
Duration **24 hours**  
Casting Time **1 action**



Looking into the eyes of a beast, you are able to befriend it

This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spell ends.

**At Higher Levels.** If you cast this spell using a spell slot of 2nd level or higher, you can affect one additional beast 1 level above 1st.

PHB 212



## ANIMATE DEAD

Lv 3

Range **10 ft**  
Duration **Instant**  
Casting Time **1 minute**



"Every soldier they lose adds to our strength"

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. 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 60 feet of you. The creature is under your control for 24 hours.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you animate or reassert control over two additional undead creatures for each slot level above 3rd. Each of the creatures must come from a different corpse or pile of bones.

PHB 212\*

## ANIMATE OBJECTS Lv 5

Range 120 ft  
Duration 1 minute  
Casting Time 1 action



"You might think I'm alone, but you should watch that chair your sitting on"

Objects come to life at your command. Choose a number (depending on size) of nonmagical objects within range that are not being worn or carried. Each target animates and becomes a creature under your control. Stats depend on size. As a bonus action, you can mentally command any or all creatures you made with this spell (within 500ft) with the same command. If you command an object to attack, it can make one melee attack against a creature within 5ft.

**At Higher Levels.** If you cast this spell using a spell slot of 6th level or higher, you can animate two additional objects for each slot level above 5th.

PHB 213\*

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

## ANTILIFE SHELL Lv 5

Range Self  
Duration 1 hour  
Casting Time 1 action



Brings new meaning to "personal bubble"

A shimmering barrier extends out from you in a 10 foot radius and moves with you, remaining centered 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.

PHB 213

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

## ANTIPATHY/SYMPATHY Lv 8

Range 60 ft  
Duration 10 days  
Casting Time 1 hour



Your magics can bring things together, or keep them apart

This spell attracts or repels creatures of your choice. You target a creature, object, or area then specify a kind of intelligent creature. You invest the target with an aura that either attracts or repels the specified creatures.

**Antipathy.** Creatures within 60ft save or are frightened.

**Sympathy.** Creatures within 60ft are drawn toward target. If an affected creature ends its turn farther than 60ft and can't see the target, they make Wisdom saving throw to break the effect. In addition, 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.

PHB 214\*

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

## ARCANE EYE Lv 4

Range 30 ft  
Duration 1 hour  
Casting Time 1 action



"None can escape my sight"

You create an invisible, magical eye within range that hovers in the air for the duration. You mentally receive visual information from the eye, which has normal vision and darkvision out to 30 feet. The eye can look in every direction. As an action, you can move the eye up to 30 feet in any direction. There is no limit to how far away from you the eye can move, but it can't enter another plane of existence. A solid barrier blocks the eye's movement, but the eye can pass through an opening as small as 1 inch in diameter.

PHB 214

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

## ASTRAL PROJECTION Lv 9

Range 10 ft  
Duration Special  
Casting Time 1 hour



You and your allies travel to the planes of higher existence

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; it doesn't need food or air and doesn't age. The spell ends for you and your companions when you use your action to dismiss it. When the spell ends, the affected creature returns to its physical body, and it awakens. A successful dispel magic spell used against an astral or physical body ends the spell for that creature. If a creature's original body or its astral form drops to 0 hit points, the spell ends for that creature. If the spell ends and the silver cord is intact, the cord pulls the creature's astral form back to its body, ending its state of suspended animation.

PHB 215\*

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

## AUGURY Lv 2

Range Self  
Duration Instant  
Casting Time 1 minute



You ask the gods if this is a bad idea

By casting gem inlaid sticks, rolling dragon bones, laying out ornate cards, or employing some other 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 GM 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

If you cast the spell two or more times before completing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random reading. The GM makes this roll in secret.

PHB 215\*

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

## ANTIMAGIC FIELD Lv 8

Range Self  
Duration 1 hour  
Casting Time 1 action



"You have no power here"

A 10 foot 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. *Dispel magic* and similar spells have no effect on the sphere. Likewise, the spheres created by different *antimagic field* spells don't nullify each other.

PHB 213\*

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

## ARCANE LOCK Lv 2

Range Touch  
Duration Until dispelled  
Casting Time 1 action



Your magics work to prevent unwanted intrusion

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 5 feet 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 the 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.

PHB 215

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

## AWAKEN Lv 5

Range Touch  
Duration Instant  
Casting Time 8 hours



Your magics open the mind of the creature you touch

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 and the ability to speak one language you know. If the target is a plant, it gains the ability to move and it gains senses similar to a human's. Your GM chooses statistics appropriate.

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.

PHB 216\*

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin



## BANE

Lv 1

**Range** 30 ft  
**Duration** 1 minute  
**Casting Time** 1 action



"I am the bane of your existence"

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 2nd level or higher, you can target one additional creature for each slot level above 1st.

PHB 216



## BANISHMENT

Lv 4

**Range** 60 ft  
**Duration** 1 minute  
**Casting Time** 1 action



"Go back from whence you came"

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 to a harmless demiplane, incapacitated until the spell ends, at which point they return.

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 to its home plane. If the spell lasts the full minute, the target doesn't return.

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

PHB 217



## BARKSKIN

Lv 2

**Range** Touch  
**Duration** 1 hour  
**Casting Time** 1 action



"Moisturize me"

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.

PHB 217



## BEACON OF HOPE Lv 3

**Range** 30 ft  
**Duration** 1 minute  
**Casting Time** 1 action



Divine energies infuses and inspires your allies

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.

PHB 217



## BESTOW CURSE Lv 3

Lv 3

**Range** Touch  
**Duration** 1 minute  
**Casting Time** 1 action



Dark powers taint the fates of your enemy

You touch a creature, and that creature must succeed on a Wisdom saving throw or become cursed for the duration of the spell. When you cast this spell, choose the nature of the curse. A remove curse spell ends this effect. At the GM's option, you may choose an alternative curse effect, but it should be no more powerful than those described in the spell description.

**At Higher Levels.** If you cast this spell using a spell slot of 4th level or higher, the duration is concentration, up to 10 minutes. If you use a spell slot of 5th level or higher, the duration is 8 hours. If you use a spell slot of 7th level or higher, the duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled.

PHB 218



## BIGBY'S HAND Lv 5

Lv 5

**Range** 120 ft  
**Duration** 1 minute  
**Casting Time** 1 action



It's always good to have a helping hand

You create a Large hand of shimmering, translucent force. The hand moves at your command, mimicking the movements of your own hand. The hand is an object that has AC 20 and hit points equal to your hit point maximum. 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 and cause one of the following effects: Clenched Fist, Forceful Hand, Grasping Hand, Interposing Hand.

**At Higher Levels.** When you cast this spell using a spell slot of 6th 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 5th.

PHB 218\*



## BLADE BARRIER Lv 6

Lv 6

**Range** 90 ft  
**Duration** 10 minutes  
**Casting Time** 1 action



Good fences make good neighbours

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 100 feet long, 20 feet high, and 5 feet thick, or a ringed wall up to 60 feet in diameter, 20 feet high, and 5 feet 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.

PHB 218



## BLESS Lv 1

Lv 1

**Range** 30 ft  
**Duration** 1 minute  
**Casting Time** 1 action



Your divine energy grants your allies a boon

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 2nd level or higher, you can target one additional creature for each slot level above 1st.

PHB 219



## BLIGHT Lv 4

Lv 4

**Range** 30 ft  
**Duration** Instant  
**Casting Time** 1 action



Waving your hand, an area is seeped of life

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, it makes the saving throw with disadvantage, and the spell deals maximum damage to it. If you target a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make a saving throw; it simply withers and dies.

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

PHB 219



## BLINDNESS/DEAFNESS Lv 2

Range	<b>30 ft</b>	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	<b>1 minute</b>	
Casting Time	<b>1 action</b>	

The senses of a creature go dull

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 3rd level or higher, you can target one additional creature for each slot level above 2nd.

PHB 219

## BURNING HANDS Lv 1

Range	<b>Self</b>	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	<b>Instant</b>	
Casting Time	<b>1 action</b>	

A cone of flames bursts from your palms

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 15 foot 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 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

PHB 220



## BLINK Lv 3

Range	<b>Self</b>	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	<b>1 minute</b>	
Casting Time	<b>1 action</b>	

You can step between the planes with ease

Roll a d20 at the end of each of your turns for the duration, 11 or higher and you vanish and appear in the Ethereal Plane (the spell fails if you're already there). If you are on the Ethereal Plane at the start of your turn, you return to an unoccupied space of your choice within 10 feet of the space you vanished from. 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 60 feet 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.

PHB 219\*

## BLUR Lv 2

Range	<b>Self</b>	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	<b>1 minute</b>	
Casting Time	<b>1 action</b>	

The light around your body shimmers and bends

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.

PHB 219



## CALL LIGHTNING Lv 3

Range	<b>120 ft</b>	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	<b>10 minutes</b>	
Casting Time	<b>1 action</b>	

You can't run from heaven

A storm cloud appears in the shape of a cylinder that is 10 feet tall with a 60 foot radius, 100 feet directly above you. The spell fails if you can't see a point in the air where the storm cloud could appear. Choose a point you can see within range. Each creature within 5 feet 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, you can use your action to call down lightning in this way again. 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 4th or higher level, the damage increases by 1d10 for each slot level above 3rd.

PHB 220\*



## CALM EMOTIONS Lv 2

Range	<b>60 ft</b>	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	<b>1 minute</b>	
Casting Time	<b>1 action</b>	

The magical equivalent of a chill pill

You attempt to suppress strong emotions in a group of people. Each humanoid 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 GM rules otherwise.

PHB 221



## CHAIN LIGHTNING Lv 6

Range	<b>150 ft</b>	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	<b>Instant</b>	
Casting Time	<b>1 action</b>	

Countered only by a perfect delta split

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 30 feet 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 7th level or higher, one additional bolt leaps from the first target to another target for each slot level above 6th.

PHB 221



## CHARM PERSON Lv 1

Range	<b>30 ft</b>	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	<b>1 hour</b>	
Casting Time	<b>1 action</b>	

It helps if you flash a smile too

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 2nd level or higher, the creatures must be within 30 feet of each other when you target them.

PHB 221



## CHILL TOUCH Lv 0

Range	<b>120 ft</b>	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	<b>1 round</b>	
Casting Time	<b>1 action</b>	

A skeletal hand saps the warmth from your enemies

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 5th level (2d8), 11th level (3d8), and 17th level (4d8).

PHB 221

## CIRCLE OF DEATH Lv 6

Range	<b>150 ft</b>	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	<b>Instant</b>	
Casting Time	<b>1 action</b>	
		 500gp

A burst of dark energies radiate outward

A sphere of negative energy ripples out in a 60 foot 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 7th level or higher, the damage increases by 2d6 for each slot level above 6th.

PHB 221

## CLOUDKILL Lv 5

Range	<b>120 ft</b>	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	<b>10 minutes</b>	
Casting Time	<b>1 action</b>	
		

With a deep breath, you exhale a noxious gas that billows through an area

You create a 20 foot radius sphere of poisonous, yellow green fog centered 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. The fog moves 10 feet 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 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

PHB 222

## CLAIRVOYANCE Lv 3

Range	<b>1 mile</b>	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	<b>10 minutes</b>	
Casting Time	<b>10 minutes</b>	Sorcerer
		 100gp

You maintain a watchful presence over an area

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.

PHB 222

## CLONE Lv 8

Range	<b>Touch</b>	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	<b>Instant</b>	
Casting Time	<b>1 hour</b>	
		 2000gp + 1000gp*

There is a fine line between science and magic

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.

PHB 222\*

## COMMUNE Lv 5

Range	<b>Self</b>	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	<b>1 minute</b>	
Casting Time	<b>1 minute</b>	
		

You speak to the gods and they answer in kind

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 GM 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 GM makes this roll in secret.

PHB 223

## COMMUNE WITH NATURE Lv 5

Range	<b>Self</b>	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	<b>Instant</b>	
Casting Time	<b>1 minute</b>	
		

You speak and the earth's response booms in your head

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 300 feet. 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, and buildings

PHB 224\*

## COMPREHEND LANGUAGES Lv 1

Range	<b>Self</b>	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	<b>1 hour</b>	
Casting Time	<b>1 action</b>	
		

"Can you repeat that one more time?"

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.

PHB 224



## COMPELCTION

**Lv 4**

**Range** 30 ft  
**Duration** 1 minute  
**Casting Time** 1 action



Your very presence repels weak minded creatures

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 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. *PHB 224*

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin



## CONE OF COLD

**Lv 5**

**Range** Self  
**Duration** Instant  
**Casting Time** 1 action



Frigid energy bursts from your palms

A blast of cold air erupts from your hands. Each creature in a 60 foot 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 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

*PHB 224*

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin



## CONFUSION

**Lv 4**

**Range** 90 ft  
**Duration** 1 minute  
**Casting Time** 1 action



Your magics wreak havoc on the mind of your target

This spell assaults and twists creatures' minds, spawning delusions and provoking uncontrolled action. Each creature in a 10 foot radius sphere centered 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 behavior 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.

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

*PHB 224\**



## CONJURE ANIMALS

**Lv 3**

**Range** 60 ft  
**Duration** 1 hour  
**Casting Time** 1 action



You summon an animal creature to assist you

You summon fey spirits that take the form of beasts and appear in unoccupied spaces that you can see within range. The creatures cannot be a combined CR greater than 2.

Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you).

**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 5th-level slot, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.

*PHB 225\**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin



## CONJURE CELESTIAL

**Lv 7**

**Range** 90 ft  
**Duration** 1 hour  
**Casting Time** 1 minute



The celestials hear your pleas and one comes down to assist you

You summon a celestial of challenge rating 4 or lower. 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.

**At Higher Levels.** When you cast this spell using a 9th-level spell slot, you summon a celestial of challenge rating 5 or lower.

*PHB 225\**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin



## CONJURE ELEMENTAL

**Lv 5**

**Range** 90 ft  
**Duration** 1 hour  
**Casting Time** 1 minute



An elemental appears and obeys your command

You call forth an elemental servant. Choose an area of air, earth, fire, or water that fills a 10 foot cube within range. An elemental of challenge rating 5 or lower appropriate to the area you chose appears in an unoccupied space within 10 feet of it.

Roll initiative for the elemental, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If your concentration is broken, the elemental doesn't disappear. Instead, you lose control of the elemental, it becomes hostile toward you and your companions, and it might attack.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the challenge rating increases by 1 for each slot level above 5th.

*PHB 225\**



## CONJURE FEY

**Lv 6**

**Range** 90 ft  
**Duration** 1 hour  
**Casting Time** 1 minute



A creature from the elven realm appears and obeys your command

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. Roll initiative for the creature, 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 your concentration is broken you lose control of the fey creature, it becomes hostile toward you and your companions, and it might attack. An uncontrolled fey creature can't be dismissed by you.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, the challenge rating increases by 1 for each slot level above 6th.

*PHB 226\**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin



## CONJURE MINOR ELEMENTALS

**Lv 4**

**Range** 90 ft  
**Duration** 1 hour  
**Casting Time** 1 minute



Small elementals appear and act as you will

You summon elementals that appear in unoccupied spaces that you can see within range. The CR of the creatures must be equal or less than 2. Roll initiative for the summoned creatures as a group, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you).

**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 6th-level slot and three times as many with an 8th-level slot.

*PHB 226\**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin



## CONJURE WOODLAND BEINGS

**Lv 4**

**Range** 60 ft  
**Duration** 1 hour  
**Casting Time** 1 action



Fey creatures appear, ready to assist

You summon fey creatures that appear in unoccupied spaces that you can see within range. The total CR for the creatures must be less than 2. A summoned creature disappears when it drops to 0 hit points or when the spell ends. Roll initiative for the summoned creatures as a group, which have their own turns. They obey any verbal commands that you issue to them (no action required by you).

**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 6th-level slot and three times as many with an 8th-level slot.

*PHB 226\**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin



## CONTACT OTHER PLANE Lv 5

<b>Range</b>	<b>Self</b>	Wizard
<b>Duration</b>	<b>1 minute</b>	Bard
<b>Casting Time</b>	<b>1 minute</b>	Cleric
		Druid
		Sorcerer
		Warlock
		Ranger
		Paladin

*Focusing all your energies, your voice echos out to another plane of existence*

You mentally contact some mysterious entity from another plane. 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 GM answers each question with one word. If a one-word answer would be misleading, the GM might instead offer a short phrase as an answer.

PHB 226\*



## CONTAGION Lv 5

<b>Range</b>	<b>Touch</b>	Wizard
<b>Duration</b>	<b>Until dispelled</b>	Bard
<b>Casting Time</b>	<b>1 action</b>	Cleric
		Druid
		Sorcerer
		Warlock
		Ranger
		Paladin

*A must for trips to the Underdark*

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.

PHB 227



## CONTINGENCY Lv 6

<b>Range</b>	<b>Self</b>	Wizard
<b>Duration</b>	<b>10 days</b>	Bard
<b>Casting Time</b>	<b>10 minutes</b>	Cleric
		Druid
		Sorcerer
		Warlock
		Ranger
		Paladin

*"Preperation is the key to success"*

Choose a spell of 5th 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.

PHB 227



## CONTINUAL FLAME Lv 2

<b>Range</b>	<b>Touch</b>	Wizard
<b>Duration</b>	<b>Until dispelled</b>	Bard
<b>Casting Time</b>	<b>1 action</b>	Cleric
		Druid
		Sorcerer
		Warlock
		Ranger
		Paladin

*A must for trips to the Underdark*

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.

PHB 227



## CONTROL WATER Lv 4

<b>Range</b>	<b>300 ft</b>	Wizard
<b>Duration</b>	<b>10 minutes</b>	Bard
<b>Casting Time</b>	<b>1 action</b>	Cleric
		Druid
		Sorcerer
		Warlock
		Ranger
		Paladin

*The flows of water move as you will them to*

You control any freestanding water inside a cube up to 100ft on a side. You can choose one effect when you cast this spell. As an action, you can repeat the same effect or choose a different one.

**Flood.** You cause the water to rise 20ft, or a 20ft wave to move from one side to the other, carrying creatures and capsizing vehicles.

**Part Water.** You cause water in the area to move apart and create a trench.

**Redirect Flow.** You cause flowing water in the area to move in a direction you choose.

**Whirlpool.** You cause a whirlpool to form in the center of the area. Requires a body of water at least 50 feet square and 25 feet deep. PHB 227



## CONTROL WEATHER Lv 8

<b>Range</b>	<b>Self</b>	Wizard
<b>Duration</b>	<b>8 hours</b>	Bard
<b>Casting Time</b>	<b>10 minutes</b>	Cleric
		Druid
		Sorcerer
		Warlock
		Ranger
		Paladin

*The forces of nature shift and change*

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 GM 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. When the spell ends, the weather gradually returns to normal. When you change the weather conditions, find a current condition on the tables and change its stage by one.

PHB 228\*



## COUNTERSPELL Lv 3

<b>Range</b>	<b>60 ft</b>	Wizard
<b>Duration</b>	<b>Instant</b>	Bard
<b>Casting Time</b>	<b>Reaction</b>	Cleric
		Druid
		Sorcerer
		Warlock
		Ranger
		Paladin

*"Nope!"*

You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th 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 4th 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.

PHB 228



## CREATE FOOD AND WATER Lv 3

<b>Range</b>	<b>30 ft</b>	Wizard
<b>Duration</b>	<b>Instant</b>	Bard
<b>Casting Time</b>	<b>1 action</b>	Cleric
		Druid
		Sorcerer
		Warlock
		Ranger
		Paladin

*Somehow there's still world hunger*

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.

PHB 229



## CREATE OR DESTROY WATER Lv 1

<b>Range</b>	<b>30 ft</b>	Wizard
<b>Duration</b>	<b>Instant</b>	Bard
<b>Casting Time</b>	<b>1 action</b>	Cleric
		Druid
		Sorcerer
		Warlock
		Ranger
		Paladin

*If a druid says they can make water it's not just a crude joke*

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 30 foot 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 a 30 foot cube within range.

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

PHB 229

## CREATE UNDEAD Lv 6

Range	10 ft	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	Instant	
Casting Time	1 minute	
		150gp / goul

With a snap of your fingers, former enemies become allies

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 GM 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 120 feet of you. The creature is under your control for 24 hours.

**At Higher Levels.** When you cast this spell using a higher spell slot, the limit increases and creature types are expanded.

PHB 229\*

## DANCING LIGHTS Lv 0

Range	120 ft	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	1 Minute	
Casting Time	1 action	

Great at parties!

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 10 foot radius.

As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

PHB 230

## DAYLIGHT Lv 3

Range	60 ft	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	1 hour	
Casting Time	1 action	

With a snap of your fingers the entire dungeon is illuminated

A 60 foot 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 60 feet.

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 3rd level or lower, the spell that created the darkness is dispelled.

PHB 230

## CREATION Lv 5

Range	30 ft	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	Special	
Casting Time	1 minute	

Reaching into another plane, you create materials from nothing

You pull wisps of shadow material from the Shadowfell to create a nonliving object of vegetable matter within range: soft goods, rope, wood, or something similar. You can also use this spell to create mineral objects such as stone, crystal, or metal. The object created must be no larger than a 5 foot cube, and the object must be of a form and material that you have seen before. The duration depends on the object's material. If the object is composed of multiple materials, use the shortest duration.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the cube increases by 5 feet for each slot level above 5th.

PHB 229\*

## CURE WOUNDS Lv 1

Range	Touch	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	Instant	
Casting Time	1 action	

A staple for any healer

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 2nd level or higher, the healing increases by  $1d8$  for each slot level above 1st.

PHB 230

## DARKNESS Lv 2

Range	60 ft	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	10 minutes	
Casting Time	1 action	

With a flourish an area is engulfed in shadow

Magical darkness spreads from a point you choose within range to fill a 15 foot 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.

PHB 230

## DARKVISION Lv 2

Range	Touch	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	8 hours	
Casting Time	1 action	

Your target's pupils elongate and become catlike

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 60 feet.

PHB 230

## DEATH WARD Lv 4

Range	Touch	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	8 hours	
Casting Time	1 action	

Your powers protect an ally from death

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.

PHB 230

## DELAYED BLAST FIREBALL Lv 7

Range	150 ft	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	1 minute	
Casting Time	1 action	

"Just lead them to the left... I'll do the rest"

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. Each creature in a 20 foot radius sphere centered on that point must make a Dexterity saving throw. A creature takes fire damage equal to the total accumulated damage on a failed save, or half as much damage on a successful one.

PHB 230



## DEMIPLANE

Lv 8

Range	60 ft	Wizard
Duration	1 hour	Bard
Casting Time	1 action	Cleric
		Druid
		Sorcerer
		Warlock
		Ranger
		Paladin

Your own personal safe space

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 30 feet 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.

PHB 231



## DETECT EVIL AND GOOD Lv 1

Range	Self	Wizard
Duration	10 minutes	Bard
Casting Time	1 action	Cleric
		Druid
		Sorcerer
		Warlock
		Ranger
		Paladin

"I'd suggest you don't drink that"

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet 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 3 feet of wood or dirt.

PHB 231



## DETECT MAGIC Lv 1

Range	Self	Wizard
Duration	10 minutes	Bard
Casting Time	1 action	Cleric
		Druid
		Sorcerer
		Warlock
		Ranger
		Paladin



## DETECT THOUGHTS Lv 2

Range	Self	Wizard
Duration	1 minute	Bard
Casting Time	1 action	Cleric
		Druid
		Sorcerer
		Warlock
		Ranger
		Paladin

A creature's thoughts echo in your head

For the duration, you can read the thoughts of certain creatures. When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any one creature that you can see within 30 feet of you. You initially learn the surface thoughts of the creature. As an action, you can shift your attention to another creature or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind.

You can also use this spell to detect the presence of thinking creatures you can't see.

PHB 231\*



## DIMENSION DOOR Lv 4

Range	500 ft	Wizard
Duration	Instant	Bard
Casting Time	1 action	Cleric
		Druid
		Sorcerer
		Warlock
		Ranger
		Paladin

As seen in The Twilight Zone

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. 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 5 feet 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.

PHB 233\*



## DISGUISE SELF

Lv 1

Range	Self	Wizard
Duration	1 hour	Bard
Casting Time	1 action	Cleric
		Druid
		Sorcerer
		Warlock
		Ranger
		Paladin

With a small puff of smoke your visage is completely changed

You make yourself look different until the spell ends or until you use your action to dismiss it. 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.

PHB 233\*



## DISINTEGRATE Lv 6

Range	60 ft	Wizard
Duration	Instant	Bard
Casting Time	1 action	Cleric
		Druid
		Sorcerer
		Warlock
		Ranger
		Paladin

Your magic rips and tears at your target

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. The creature can be restored to life only by means of a true resurrection or a wish spell. This spell automatically disintegrates a Large or smaller nonmagical object or a creation of magical force.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, the damage increases by 3d6 for each slot level above 6th.

PHB 233\*



## DISPEL EVIL AND GOOD Lv 5

Range	Self	Wizard
Duration	1 minute	Bard
Casting Time	1 action	Cleric
		Druid
		Sorcerer
		Warlock
		Ranger
		Paladin

You're surrounded in an energy that repels otherworldly beings

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 performing one of the following actions:

**Break Enchantment.** A creature you touch is longer charmed, frightened, or possessed by such creatures.

**Dismissal.** Make a melee spell attack against such a creature, on a hit they must succeed on a Charisma saving throw or be sent back to their home plane. Undead are sent to the Shadowfell and fey to the Feywild.

PHB 233\*



## DISPEL MAGIC

Lv 3

**Range** 120 ft  
**Duration** Instant  
**Casting Time** 1 action



With a wave of your hand, all magical energy is cleared from your target

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.

PHB 234



## DIVINATION

Lv 4

**Range** Self  
**Duration** Instant  
**Casting Time** 1 action



You implore the gods to give you some direction

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 GM 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 GM makes this roll in secret.

PHB 234



## DIVINE FAVOR

Lv 1

**Range** Self  
**Duration** 1 minute  
**Casting Time** Bonus



Some prayers the gods do answer

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

PHB 234



## DIVINE WORD

Lv 7

**Range** 30 ft  
**Duration** Instant  
**Casting Time** Bonus



Only the most devout can learn the language of the gods

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:

< 50 hit points: deafened for 1 minute  
< 40 hit points: deafened and blinded for 10 minutes  
< 30 hit points: blinded, deafened, and stunned for 1 hour  
< 20 hit points: 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.

PHB 234



## DOMINATE BEAST

Lv 4

**Range** 60 ft  
**Duration** 1 minute  
**Casting Time** 1 action



You reach out with your mind and take control of a nearby beast

You attempt to beguile a beast. It must succeed on a Wisdom saving throw or be charmed. If you or your allies are fighting it, it has advantage. You have a telepathic link with the beast as long as you're both on the same plane which you can use to issue commands (no action required), which it does its best to obey. Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

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

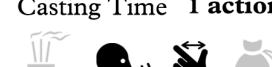
PHB 234\*



## DOMINATE MONSTER

Lv 8

**Range** 60 ft  
**Duration** 1 hour  
**Casting Time** 1 action



Your magics force the mind of a creature to bend to your will

You attempt to beguile a creature that you can see. It must succeed on a Wisdom saving throw or be charmed by you. If you or your allies fighting it, it has advantage. While the creature is charmed, you have a telepathic link with it as long as you are on the same plane which you can use to issue commands (no action required). Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

**At Higher Levels.** When you cast this spell with a 9th-level spell slot, the duration is concentration, up to 8 hours.

PHB 235\*



## DOMINATE PERSON

Lv 5

**Range** 60 ft  
**Duration** 1 minute  
**Casting Time** 1 action



You create a psychic link between you and your target and forcibly control their actions

You attempt to beguile a humanoid that you can see. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or your allies are fighting it, it has advantage. While the target is charmed, you have a telepathic link with it as long as you are on the same plane which you can use to issue commands (no action required). Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

**At Higher Levels.** When you cast this spell using a 6th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 7th level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 8th level or higher, the duration is concentration, up to 8 hours.

PHB 235\*



## DRAWMIJ'S INSTANT SUMMONS

Lv 6

**Range** Touch  
**Duration** Until dispelled  
**Casting Time** 1 minute



Always be prepared

You touch an object weighing 10 pounds or less whose longest dimension is 6 feet 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. 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.

PHB 235\*



## DREAM

Lv 5

**Range** Special  
**Duration** 8 hours  
**Casting Time** 1 minute



We have to go deeper

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. You, or a willing creature you touch, enters a trance state, acting as a messenger. You can make the messenger appear monstrous and terrifying to the target. If you do, the messenger can deliver a message of no more than ten words and then the target must make a Wisdom saving throw. On a failed save, the target can't gain any benefit from that rest. In addition, when the target wakes up, it takes 3d6 psychic damage.

If you have a body part, lock of hair, clipping from a nail, or similar portion of the target's body, the target makes its saving throw with disadvantage.

PHB 236\*



## DRUIDCRAFT Lv 0

Range	30 ft	Wizard
Duration	Instant	Bard
Casting Time	1 action	Cleric
		Druid
Sorcerer		
Warlock		
Ranger		
Paladin		

Prestidigitation for druids

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. 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 5-foot cube.

You instantly light or snuff out a candle, a torch, or a small campfire.

PHB 236



## EARTHQUAKE Lv 8

Range	500 ft	Wizard
Duration	1 minute	Bard
Casting Time	1 action	Cleric
		Druid
Sorcerer		
Warlock		
Ranger		
Paladin		

Can level entire villages

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 100 foot radius circle centered on that point and shakes creatures and structures in contact with the ground in that area. The ground becomes difficult terrain. Each creature on the ground that is concentrating must make a Constitution saving throw. On a failed save, the creature's concentration is broken. When you cast this spell and at the end of each turn you spend concentrating on it, each creature on the ground in the area must make a Dexterity saving throw. On a failed save, the creature is knocked prone. This spell can have additional effects depending on the terrain in the area, as determined by the GM. Creates **Fissures** and affects **Structures**.

PHB 236\*



## ELDRITCH BLAST Lv 0

Range	120 ft	Wizard
Duration	Instant	Bard
Casting Time	1 action	Cleric
		Druid
Sorcerer		
Warlock		
Ranger		
Paladin		

A blast of dark energy

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 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

PHB 237



## ENHANCE ABILITY Lv 2

Range	Touch	Wizard
Duration	1 hour	Bard
Casting Time	1 action	Cleric
		Druid
Sorcerer		
Warlock		
Ranger		
Paladin		

With a touch, a ally's abilities are sharpened

You touch a creature and bestow upon it a magical enhancement. Choose and effect; the target gains advantage on the listed ability check and any other effects.

**Bear's Endurance.** Con checks. 2d6 temporary hit points  
**Bull's Strength.** Str checks. Carrying capacity doubles  
**Cat's Grace.** Dex checks. Can fall 20ft with no damage  
**Eagle's Splendor.** Cha checks

**Fox's Cunning.** Int Checks

**Owl's Wisdom.** Wis Checks

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

PHB 237\*



## ENLARGE/REDUCE Lv 2

Range	30 ft	Wizard
Duration	1 minute	Bard
Casting Time	1 action	Cleric
		Druid
Sorcerer		
Warlock		
Ranger		
Paladin		

Unfortunately doesn't work on just a part of a creature

You cause a creature or an object to grow larger or smaller for the duration. Choose either a creature or an object that is neither worn nor carried. the target can make a Con saving throw. On a success, the spell has no effect.

**Enlarge.** The target's size doubles, and its weight is multiplied by eight. Its size increases by one category. Until the spell ends, they have advantage on Strength checks and saving throws. The target's weapons are enlarged and deal 1d4 extra damage.

**Reduce.** The target's size is halved, and its weight is reduced to one eighth. Its size decreases by one category. Until the spell ends, they have disadvantage on Strength checks and saving throws. The target's weapons shrink and deal 1d4 less damage.

PHB 237\*



## ENTANGLE Lv 1

Range	90 ft	Wizard
Duration	1 minute	Bard
Casting Time	1 action	Cleric
		Druid
Sorcerer		
Warlock		
Ranger		
Paladin		

Vines erupt from the ground and hold an enemy

Grasping weeds and vines sprout from the ground in a 20 foot 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.

PHB 238



## ENTHRALL Lv 2

Range	60 ft	Wizard
Duration	1 minute	Bard
Casting Time	1 action	Cleric
		Druid
Sorcerer		
Warlock		
Ranger		
Paladin		

Your words cause a creature to focus only on you

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.

PHB 238



## ETHEREALNESS Lv 7

Range	Self	Wizard
Duration	8 hours	Bard
Casting Time	1 action	Cleric
		Druid
Sorcerer		
Warlock		
Ranger		
Paladin		

Your magics allow you to walk the border between planes

You step into the border regions of the Ethereal Plane. You can move in any direction but moving up or down costs double. You ignore all objects and effects that aren't on the Ethereal Plane. Creatures can't perceive or interact with you, unless a special ability or magic allows them. When the spell ends, you immediately return to your original plane. If you occupy the same spot as a solid object or creature when this happens, you are shunted to the nearest unoccupied space and take force damage equal to twice the number of feet you are moved.

**At Higher Levels.** When you cast this spell using a spell slot of 8th level or higher, you can target up to three willing creatures (including you) for each slot level above 7th. The creatures must be within 10 feet of you when you cast the spell.

PHB 238\*



## EVARD'S BLACK TENTACLES Lv 4

Range	90 ft	Wizard
Duration	1 minute	Bard
Casting Time	1 action	Cleric
		Druid
Sorcerer		
Warlock		
Ranger		
Paladin		

Evard was into some interesting stuff

Squirming, ebony tentacles fill a 20 foot 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.

PHB 238

## EXPEDITIOUS RETREAT Lv 1

Range      **Self**  
Duration     **10 minutes**  
Casting Time **Bonus**

Wizard |  
Bard  
Cleric  
Druid  
Sorcerer |  
Warlock |  
Ranger  
Paladin

"Swift of thought, fleet of foot"

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.

PHB 238

## EYEBITE Lv 6

Range      **Self**  
Duration     **1 minute**  
Casting Time **1 action**

Wizard |  
Bard  
Cleric  
Druid  
Sorcerer |  
Warlock |  
Ranger  
Paladin

You feel infinite darkness swirling in your eye

For the spell's duration, your eyes become an inky void imbued with dread power. One creature of your choice within 60 feet 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: **Asleep**, **Panicked**, or **Sickened**.

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.

PHB 238\*

## FAERIE FIRE Lv 1

Range      **60 ft**  
Duration     **1 minute**  
Casting Time **1 action**

Wizard |  
Bard  
Cleric  
Druid |  
Sorcerer |  
Warlock |  
Ranger  
Paladin

"You can't hide from me."

Each object in a 20 foot 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 10 foot 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.

PHB 239

## FALSE LIFE Lv 1

Range      **Self**  
Duration    **1 hour**  
Casting Time **1 action**

Wizard |  
Bard  
Cleric  
Druid |  
Sorcerer |  
Warlock |  
Ranger  
Paladin

Dark energies give you strength

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 2nd level or higher, you gain 5 additional temporary hit points for each slot level above 1st.

PHB 239

## FABRICATE Lv 4

Range      **120 ft**  
Duration    **Instant**  
Casting Time **10 minutes**

Wizard |  
Bard  
Cleric  
Druid |  
Sorcerer |  
Warlock |  
Ranger  
Paladin

*Apprentice mages question their tailoring training until they need new dress robes in a pinch*

Choose raw materials that you can see within range. You can fabricate a Large or smaller object (contained within a 10 foot cube, or eight connected 5 foot cubes), given a sufficient quantity of raw material. If you are working with metal, stone, or another mineral substance, however, the fabricated object can be no larger than Medium (contained within a single 5 foot cube).

Creatures or magic items can't be created or transmuted by this spell. You also can't use it to create items that ordinarily require a high degree of craftsmanship, such as jewelry, weapons, glass, or armor, unless you have proficiency with the type of artisan's tools used to craft such objects.

PHB 239\*

## FEATHER FALL Lv 1

Range      **60 ft**  
Duration    **1 minute**  
Casting Time **Reaction**

Wizard |  
Bard  
Cleric  
Druid |  
Sorcerer |  
Warlock |  
Ranger  
Paladin

*Has saved the bacon of many overzealous adventurers*

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

PHB 239

## FEEBLEMIND Lv 8

Range      **150 ft**  
Duration    **Instant**  
Casting Time **1 action**

Wizard |  
Bard  
Cleric  
Druid |  
Sorcerer |  
Warlock |  
Ranger  
Paladin

*What's worse than losing your life? Losing your mind.*

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*.

PHB 239

## FIND FAMILIAR Lv 1

Range      **10 ft**  
Duration    **Instant**  
Casting Time **1 hour**

Wizard |  
Bard  
Cleric  
Druid |  
Sorcerer |  
Warlock |  
Ranger  
Paladin

*A spirit acts as an extension of your essence*

You gain the service of a familiar that takes an animal form you choose. It rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal. While your familiar is within 100 feet of you, you can communicate with it telepathically. As an action, you can use your familiar's senses until the start of your next turn. You are deaf and blind during this time.

When you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

PHB 240\*



## FIND STEED

Lv 2

Range	30 ft	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	Instant	
Casting Time	10 minutes	

You always have a trusty steed close by

You summon a spirit that assumes the form of an unusually intelligent, strong, and loyal steed, creating a long lasting bond with it. The steed takes on a form that you choose: a warhorse, a pony, a camel, an elk, or a mastiff. (Your GM might allow other animals to be summoned as steeds) its Intelligence becomes 6, and it gains the ability to understand one language of your choice that you speak. While mounted on your steed, you can make any spell you cast that targets only you also target your steed.

While your steed is within 1 mile of you, you can communicate with it telepathically. You can't have more than one steed bonded by this spell at a time. As an action, you can release the steed from its bond at any time, causing it to disappear.

PHB 240\*



## FINGER OF DEATH Lv 7

Range	60 ft	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	Instant	
Casting Time	1 action	

"I've been to hell and back... and back to hell...and back"

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.

PHB 241



## FIRE STORM Lv 7

Range	150 ft	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	Instant	
Casting Time	1 action	

"Today is going to be a scorcher!"

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 10 foot 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.

PHB 242



## FIND THE PATH

Lv 6

Range	Self	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	24 hours	
Casting Time	1 minute	

No matter the destination, you can find the road that leads there

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.

PHB 240



## FIND TRAPS

Lv 2

Range	120 ft	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	Instant	
Casting Time	1 action	

Who needs a rogue?

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.

PHB 241



## FIRE BOLT Lv 0

Range	120 ft	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	Instant	
Casting Time	1 action	

Works equally well on goblins, or steak

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.

This spell's damage increases by  $1d10$  when you reach 5th level ( $2d10$ ), 11th level ( $3d10$ ), and 17th level ( $4d10$ ).

PHB 242



## FIRE SHIELD Lv 4

Range	Self	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	10 minutes	
Casting Time	1 action	

Flames act as your armour

Thin and wispy flames wreath your body for the duration, shedding bright light in a 10 foot radius and dim light for an additional 10 feet. 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 5 feet 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.

PHB 242



## FIREBALL Lv 3

Range	150 ft	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	Instant	
Casting Time	1 action	

The second spell they learn at wizard school

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 20 foot 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 4th level or higher, the damage increases by  $1d6$  for each slot level above 3rd.

PHB 241



## FLAME BLADE Lv 2

Range	Self	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	10 minutes	
Casting Time	Bonus	

The night is dark and full of terrors

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 10 foot radius and dim light for an additional 10 feet.

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

PHB 242



## FLAME STRIKE

Lv 5

Range	60 ft
Duration	Instant
Casting Time	1 action

The most common board clear

A vertical column of divine fire roars down from the heavens in a location you specify. Each creature in a 10 foot radius, 40 foot high cylinder centered 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 6th level or higher, the fire damage or the radiant damage (your choice) increases by 1d6 for each slot level above 5th.

PHB 242



## FLAMING SPHERE

Lv 2

Range	60 ft
Duration	1 minute
Casting Time	1 action

Great balls of fire!

A 5 foot diameter sphere of fire appears lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage (save for 1/2). As a bonus action, you can move the sphere up to 30 feet. If you ram a creature they must make the saving throw and the sphere stops moving.. When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20 foot radius and dim light for an additional 20 feet.

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

PHB 242\*



## FLESH TO STONE

Lv 6

Range	60 ft
Duration	1 minute
Casting Time	1 action

The muscles and tissues of your target begin to harden and crack

You attempt to turn a creature into stone. If the target's body is made of flesh, they must make a Constitution saving throw. On a failed save, it is restrained. 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 three times, it is turned to stone and subjected to the petrified condition for the duration. If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state.

If you maintain your concentration on this spell for the entire possible duration, the creature is turned to stone until the effect is removed.

PHB 243\*



## FLY

Lv 3

Range	Touch
Duration	10 minutes
Casting Time	1 action

The trick is to throw yourself at the ground and miss

You touch a willing creature. The target gains a flying speed of 60 feet 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 4th level or higher, you can target one additional creature for each slot level above 3rd.

PHB 243



## FOG CLOUD

Lv 1

Range	120 ft
Duration	1 hour
Casting Time	1 action

A dense fog blankets the area

You create a 20 foot radius sphere of fog centered 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 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

PHB 243



## FORBIDDANCE

Lv 6

Range	Touch
Duration	24 hours
Casting Time	10 minutes
	1000gp

Your divine magic prevents unwanted guests

You create a ward against magical travel that protects up to 40,000 square feet of floor space to a height of 30 feet above the floor. For the duration, creatures can't teleport into the area or use portals, and planar travel within the area is also prevented. Choose one or more of the following: celestials, elementals, fey, fiends, and undead. The first time a chosen creature enters the area, it takes 5d10 radiant or necrotic damage

If you cast forbiddance every day for 30 days in the same location, the spell lasts until it is dispelled, and the material components are consumed on the last casting.

PHB 243\*



## FORCECAGE

Lv 7

Range	100 ft
Duration	1 hour
Casting Time	1 action
	1500gp

Traps even the most slippery foes

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 20 feet 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 10 feet 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. When you cast the spell, any creature that is completely inside the cage's area is trapped. Creatures only partially within the area, or those too large to fit inside the area, are pushed away from the center of the area until they are completely outside the area.

PHB 243



## FORESIGHT

Lv 9

Range	Touch
Duration	8 hours
Casting Time	1 minute

You touch an ally and their brain burns with a vision of the future

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.

PHB 244



## FREEDOM OF MOVEMENT

Lv 4

Range	Touch
Duration	1 hour
Casting Time	1 action

You cause an ally's movements to flow freely

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 5 feet 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.

PHB 244

## GASEOUS FORM Lv 3

**Range** Touch  
**Duration** 1 hour  
**Casting Time** 1 action  


Wizard |  
 Bard  
 Cleric  
 Druid  
 Sorcerer |  
 Warlock  
 Ranger  
 Paladin

With a brush of your fingers an ally turns to mist

You transform a willing creature you touch, along with everything it's wearing and carrying, into a misty cloud for the duration. While in this form, the target's only method of movement is a flying speed of 10 feet. The target can enter and occupy the space of another creature. The target has resistance to nonmagical damage, and it has advantage on physical saving throws. The target can pass through small cracks, though it treats liquids as though they were solid surfaces.

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.

PHB 244\*

## GATE Lv 9

**Range** 60 ft  
**Duration** 1 minute  
**Casting Time** 1 action  


Wizard |  
 Bard  
 Cleric |  
 Druid  
 Sorcerer |  
 Warlock  
 Ranger  
 Paladin

You link two points across planes of existence

You conjure a portal linking a space to a precise location on a different plane of existence. The portal is a circular opening 5 to 20 feet in diameter oriented in any direction. Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported to the other plane. Deities and other planar rulers can prevent portals created by this spell from opening in their presence or anywhere within their domains.

When you cast this spell, you can speak the name of a specific creature. If that creature is on different plane, the portal opens in the named creature's immediate vicinity and is pulled through it.

PHB 244\*

## GEAS Lv 5

**Range** 60 ft  
**Duration** 30 days  
**Casting Time** 1 minute  


Wizard |  
 Bard  
 Cleric |  
 Druid  
 Sorcerer |  
 Warlock  
 Ranger  
 Paladin

An obligation or prohibition magically imposed on a person.

You place a magical command on a creature, forcing it to carry out some service or refrain from some action. It must succeed on a Wisdom saving throw or become charmed. While charmed, it takes 5d10 psychic damage when it acts counter to your instructions, but no more than once each day. A creature that can't understand you is unaffected by the spell. You can issue any command you choose, short of an activity that would result in certain death. A *remove curse*, *greater restoration*, or *wish* spell ends the effect.

**At Higher Levels.** When you cast this spell using a spell slot of 7th or 8th level, the duration is 1 year. When you cast this spell using a spell slot of 9th level, the spell lasts until it is ended by one of the spells mentioned above.

PHB 244\*

## GENTLE REPOSE Lv 2

**Range** Touch  
**Duration** 10 days  
**Casting Time** 1 action  


Wizard |  
 Bard  
 Cleric |  
 Druid  
 Sorcerer |  
 Warlock  
 Ranger  
 Paladin

Rest in peace

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*.

PHB 245

## GIANT INSECT Lv 4

**Range** 30 ft  
**Duration** 10 minutes  
**Casting Time** 1 action  


Wizard  
 Bard  
 Cleric  
 Druid |  
 Sorcerer |  
 Warlock  
 Ranger  
 Paladin

The stuff of nightmares

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 GM 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 GM might allow you to choose different targets.

PHB 245\*

## GLIBNESS Lv 8

**Range** Self  
**Duration** 1 hour  
**Casting Time** 1 action  


Wizard |  
 Bard  
 Cleric  
 Druid  
 Sorcerer |  
 Warlock |  
 Ranger  
 Paladin

Even the most skilled charmers need a little help sometimes

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.

PHB 245

## GLOBE OF INVULNERABILITY Lv 6

**Range** Self  
**Duration** 1 minute  
**Casting Time** 1 action  


Wizard |  
 Bard  
 Cleric  
 Druid  
 Sorcerer |  
 Warlock  
 Ranger  
 Paladin

Spells lose their power around you

An immobile, faintly shimmering barrier springs into existence in a 10 foot radius around you and remains for the duration.

Any spell of 5th 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. The areas of such spells does not extend into the globe.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, the barrier blocks spells of one level higher for each slot level above 6th.

PHB 245

## GLYPH OF WARDING Lv 3

**Range** Touch  
**Duration** Until dispelled  
**Casting Time** 1 hour  


Wizard |  
 Bard  
 Cleric |  
 Druid  
 Sorcerer |  
 Warlock  
 Ranger  
 Paladin

That patrol is in for a surprise!

When you cast this spell, you inscribe a glyph upon a surface or within an object that can be closed to conceal the glyph. The glyph requires a successful Intelligence (Investigation) check against your spell save DC to be found. You decide what triggers the glyph when you cast the spell. Choose an effect:

**Explosive Runes.** 5d8 elemental damage in a 20ft radius  
**Spell Glyph.** A prepared spell of 3rd level or lower. Spells with concentration last their duration only.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, explosive runes increases 1d8 per level, and spell glyph can store a spell of a level equal to the spell slot used

PHB 245\*

## GOODBERRY Lv 1

**Range** Touch  
**Duration** Instant  
**Casting Time** 1 action  


Wizard |  
 Bard  
 Cleric  
 Druid |  
 Sorcerer |  
 Warlock  
 Ranger |  
 Paladin

There are a surprisingly large number of fat druids

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.

PHB 246



## GREASE

Lv 1

Range	60 ft
Duration	1 minute
Casting Time	1 action

Starring Sir John Travolta

Slick grease covers the ground in a 10 foot square centered 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.

PHB 246

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin



## GREATER INVISIBILITY

Lv 4

Range	Touch
Duration	1 minute
Casting Time	1 action

Perfected by Cena the Battlemage

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.

PHB 246



## GREATER RESTORATION

Lv 5

Range	Touch
Duration	Instant
Casting Time	1 action
	100gp*

"I told you not to put that on!"

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

PHB 246



## GUARDIAN OF FAITH

Lv 4

Range	30 ft
Duration	8 hours
Casting Time	1 action

Your deity's power is made manifest

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 10 feet 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.

PHB 246

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin



## GUARDS ANDWARDS

Lv 6

Range	Touch
Duration	24 hours
Casting Time	10 minutes
	10gp

A single skilled spellcaster can ready a fortress

You create a ward that protects up to 2,500 square feet of floor space (an area 50 feet square, or one hundred 5 foot squares or twenty five 10 foot squares). The warded area can be up to 20 feet tall, and shaped as you desire.

*Guards and wards* creates a plethora of different effects which hinder enemies and prevent unwanted intrusion.

You can create a permanently guarded and warded structure by casting this spell there every day for one year.

PHB 248\*



## GUIDANCE

Lv 0

Range	Touch
Duration	1 minute
Casting Time	1 action

A magical nudge in the right direction

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.

PHB 248



## GUIDING BOLT

Lv 1

Range	120 ft
Duration	1 round
Casting Time	1 action

A target marked by this spell usually doesn't last long

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 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

PHB 248

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin



## GUST OF WIND

Lv 2

Range	Self
Duration	1 minute
Casting Time	1 action

Calls a powerful gale which blows away your enemies

A line of strong wind 60 feet long and 10 feet 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 15 feet away from you in a direction following the line. Any creature in the line must spend 2 feet 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.

PHB 248



## HALLOW

Lv 5

Range	Touch
Duration	Until dispelled
Casting Time	24 hours
	1000gp*

You fill the ground beneath you with your energies

You touch a point and infuse an area around it with holy (or unholy) power. The area can have a radius up to 60 feet, and the spell fails if the radius includes an area already under the effect 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, frightened, or possess creatures within it. Second, you can bind an extra effect to the area. Choose the effect from the following list, or choose an effect offered by the GM. **Courage**, **Darkness**, **Daylight**, **Energy Protection**, **Energy Vulnerability**, **Everlasting Rest.**, **Extradimensional Interference**, **Fear**, **Silence**, **Tongues**.

PHB 249\*

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

## HALLUCINATORY TERRAIN Lv 4

Range	<b>300 ft</b>	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	<b>24 hours</b>	
Casting Time	<b>10 minutes</b>	

First used by Road Runner to fool Wyle E. Coyote

You make natural terrain in a 150ft cube look, sound, and smell like some other sort of natural terrain. 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.

PHB 249\*

## HARM Lv 6

Range	<b>60 ft</b>	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	<b>Instant</b>	
Casting Time	<b>1 action</b>	

"Your bones are brittle... Your flesh weak"

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 1d6 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.

PHB 249

## HASTE Lv 3

Range	<b>30 ft</b>	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	<b>1 minute</b>	
Casting Time	<b>1 action</b>	

Gotta go fast!

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.

PHB 250

## HEAL Lv 6

Range	<b>60 ft</b>	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	<b>Instant</b>	
Casting Time	<b>1 action</b>	

With one touch an ally feels their cuts sealing and their bones mending

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 7th level or higher, the amount of healing increases by 10 for each slot level above 6th.

PHB 250

## HEALING WORD Lv 1

Range	<b>60 ft</b>	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	<b>Instant</b>	
Casting Time	<b>Bonus</b>	

With a whisper, the wounds of your allies begin to mend

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

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

PHB 250

## HEAT METAL Lv 2

Range	<b>60 ft</b>	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	<b>1 minute</b>	
Casting Time	<b>1 action</b>	

You focus and the object glows with heat

Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor. 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 3rd level or higher, the damage increases by  $1d8$  for each slot level above 2nd.

PHB 250

## HELLISH REBUKE Lv 1

Range	<b>60 ft</b>	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	<b>Instant</b>	
Casting Time	<b>Reaction</b>	

Flames lash out at your attacker

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 2nd level or higher, the damage increases by  $1d10$  for each slot level above 1st.

PHB 250

## HEROES' FEAST Lv 6

Range	<b>30 ft</b>	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	<b>Instant</b>	
Casting Time	<b>10 minutes</b>	Sorcerer Warlock Ranger Paladin

You conjure food so delicious and filling, your allies are incredibly invigorated

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.

PHB 250

## HEROISM Lv 1

Range	<b>Touch</b>	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	<b>1 minute</b>	
Casting Time	<b>1 action</b>	

Like alcohol without the dizziness

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 2nd level or higher, you can target one additional creature for each slot level above 1st.

PHB 250