

HALLUCINATORY TERRAIN Lv 4

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

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

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

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

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	60 ft	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	Instant	
Casting Time	Bonus	

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

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	60 ft	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	Instant	
Casting Time	Reaction	

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	30 ft	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	Instant	
Casting Time	10 minutes	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	Touch	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	1 minute	
Casting Time	1 action	

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

HOLD MONSTER Lv 5

Range 90 ft
Duration 1 minute
Casting Time 1 action


Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

You raise your hand and your target stops completely, unblinking.

Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. This spell has no effect on undead. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can target one additional creature for each slot level above 5th. The creatures must be within 30 feet of each other when you target them.

PHB 251

HOLD PERSON Lv 2

Range 60 ft
Duration 1 minute
Casting Time 1 action


Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

You bring your hand up and an enemy's muscles tense and hold

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

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

PHB 251

HOLY AURA Lv 8

Range Self
Duration 1 minute
Casting Time 1 action

1000gp

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

You radiate with divine energy

Divine light washes out from you and coalesces in a soft radiance in a 30 foot radius around you. Creatures of your choice in that radius when you cast this spell shed dim light in a 5 foot radius and have advantage on all saving throws, and other creatures have disadvantage on attack rolls against them until the spell ends.

In addition, when a fiend or an undead hits an affected creature with a melee attack, the aura flashes with brilliant light. The attacker must succeed on a Constitution saving throw or be blinded until the spell ends.

PHB 251

HUNTER'S MARK Lv 1

Range 90 ft
Duration 1 hour
Casting Time Bonus


Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

Used to cost 0 mana

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

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

PHB 251

HYPNOTIC PATTERN Lv 3

Range 120 ft
Duration 1 minute
Casting Time 1 action


Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

With a swirl of your wrist, your enemies are entranced

You create a twisting pattern of colors that weaves through the air inside a 30 foot cube within range. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0.

The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

PHB 252

ICE STORM Lv 4

Range 300 ft
Duration Instant
Casting Time 1 action


Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

Hails of frigid ice shred through the area

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

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

PHB 252

IDENTIFY Lv 1

Range Touch
Duration Instant
Casting Time 1 minute

100gp

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

"Hello my friend, stay awhile and listen!"

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

If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

PHB 252

ILLUSORY SCRIPT Lv 1

Range Touch
Duration 10 days
Casting Time 1 minute

10gp*

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

Commonly used to pass notes in class

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

PHB 252

IMPRISONMENT Lv 9

Range 30 ft
Duration Until dispelled
Casting Time 1 minute

500gp xHD

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

No matter your flavour of prison, you're covered

You create a magical restraint to hold a creature that you can see within range. The target must succeed on a Wisdom saving throw or be bound by the spell; if it succeeds, it is immune to this spell if you cast it again. While affected by this spell, the creature doesn't need to breathe, eat, or drink, and it doesn't age. Divination spells can't locate or perceive the target.

When you cast the spell, you choose one of the following forms: **Burial**, **Chaining**, **Hedged Prison**, **Minimus Containment**, **Slumber**. A *dispel* magic spell can end the spell only if it is cast as a 9th level spell, targeting either the prison or the special component used to create it.

PHB 252*



INCENDIARY CLOUD Lv 8

Range 150 ft
Duration 1 minute
Casting Time 1 action



A cloud of raging embers billows and scorches enemies in its path

A swirling cloud of smoke shot through with white hot embers appears in a 20 foot radius sphere centered on a point within range. The cloud spreads around corners and is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. When the cloud appears, each creature in it must make a Dexterity saving throw. A creature takes 10d8 fire damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there.

The cloud moves 10 feet directly away from you in a direction that you choose at the start of each of your turns.

PHB 253

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



INFILCT WOUNDS Lv 1

Range Touch
Duration Instant
Casting Time 1 action



With a touch, wounds open up on an enemy

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

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

PHB 253

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



INVISIBILITY Lv 2

Range Touch
Duration 1 hour
Casting Time 1 action



One touch and an ally vanishes from sight

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

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

PHB 254

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



JUMP Lv 1

Range Touch
Duration 1 minute
Casting Time 1 action



Many athletes were banned for using performance-enhancing spells

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

PHB 254

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



INSECT PLAGUE Lv 5

Range 300 ft
Duration 10 minutes
Casting Time 1 action



Unpleasant for everyone involved

Swarming, biting locusts fill a 20 foot radius sphere centered on a point you choose within range. The sphere spreads around corners. The sphere remains for the duration, and its area is lightly obscured. The sphere's area is difficult terrain. When the area appears, each creature in it must make a Constitution saving throw. A creature takes 4d10 piercing damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 for each slot level above 5th.

PHB 254

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



KNOCK Lv 2

Range 60 ft
Duration Instant
Casting Time 1 action



Originally called "pick", but that didn't have the same sound to it

Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access.

A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked.

If you choose a target that is held shut with arcane lock, that spell is suppressed for 10 minutes, during which time the target can be opened and shut normally. When you cast the spell, a loud knock, audible from as far away as 300 feet, emanates from the target object.

PHB 254

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



LEGEND LORE Lv 5

Range Self
Duration Instant
Casting Time 10 minutes



Your mind fills with histories long forgotten

Name or describe a person, place, or object. The spell brings to your mind a brief summary of the significant lore about the thing you named. The more information you already have about the thing, the more precise and detailed the information you receive is.

PHB 254*

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



LEOMUND'S SECRET CHEST Lv 4

Range Touch
Duration Instant
Casting Time 1 action



Where Leomund kept his skeletons

You hide a chest, and all its contents, on the Ethereal Plane. The chest can contain up to 12 cubic feet of nonliving material (3 feet by 2 feet by 2 feet). While the chest remains on the Ethereal Plane, you can use an action and touch the replica to recall the chest. It appears in an unoccupied space on the ground within 5 feet of you. You can send the chest back to the Ethereal Plane by using an action and touching both the chest and the replica.

After 60 days, there is a cumulative 5 percent chance per day that the spell's effect ends. This effect ends if you cast this spell again, if the smaller replica chest is destroyed, or if you choose to end the spell as an action. If the spell ends and the larger chest is on the Ethereal Plane, it is irretrievably lost.

PHB 254*



LEOMUND'S TINY HUT Lv 3

Range Self
Duration 8 hours
Casting Time 1 minute



Cramped but effective

A 10 foot radius immobile dome of force springs into existence around and above you and remains stationary for the duration. The spell ends if you leave its area. Nine creatures of Medium size or smaller can fit inside the dome with you. Creatures and objects within the dome when you cast this spell can move through it freely. All other creatures and objects are barred from passing through the dome or be cast through it. The atmosphere inside the space is comfortable and dry, regardless of the weather outside.

Until the spell ends, you can command the interior to become dimly lit or dark. The dome is opaque from the outside, of any color you choose, but it is transparent from the inside.

PHB 255*

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

LESSER RESTORATION Lv 2

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



An ally's ailments are cured

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

PHB 255

LEVITATE Lv 2

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



Your target begins to float off the ground

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

PHB 255

LIGHT Lv 0

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



Let there be light!

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20 foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

PHB 255

LIGHTNING BOLT Lv 3

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



A powerful blast of electricity courses from your fingers

A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren't being worn or carried.

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

PHB 255

LOCATE ANIMALS OR PLANTS Lv 2

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



Even the rarest herb can be found with ease

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

PHB 256

LOCATE CREATURE Lv 4

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



You focus on a creature and your magics guide you to them

Describe or name a creature that is familiar to you. You sense the direction to the creature's location, as long as that creature is within 1,000 feet of you. If the creature is moving, you know the direction of its movement.

The spell can locate a specific creature known to you, or the nearest creature of a specific kind (such as a human or a unicorn), so long as you have seen such a creature up close -- within 30 feet -- at least once. If the creature you described or named is in a different form, such as being under the effects of a polymorph spell, this spell doesn't locate the creature.

This spell can't locate a creature if running water at least 10 feet wide blocks a direct path between you and the creature.

PHB 256

LOCATE OBJECT Lv 2

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



Great for finding the remote

Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement.

The spell can locate a specific object known to you, as long as you have seen it up close -- within 30 feet -- at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon.

This spell can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.

PHB 256

LONGSTRIDER Lv 1

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



Swiftly, now!

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

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 256

MAGE ARMOR Lv 1

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



Robes can be as mithril, in the right hands

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

PHB 256

MAGE HAND Lv 0

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

With a snap, a spectral hand appears

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate magic items, or carry more than 10 pounds.

PHB 256

MAGIC CIRCLE Lv 3

Range	10 ft	Wizard
Duration	1 hour	Bard
Casting Time	1 minute	Cleric
		Druid
		Sorcerer
		Warlock
		Ranger
		Paladin

Your magic protects an area from otherworldly creatures

You create a 10 foot radius, 20 foot tall cylinder of magical energy centered on a point on the ground. Choose one or more of the following types of creatures: celestials, elementals, fey, fiends, or undead. The creature can't willingly enter the cylinder by nonmagical means, has disadvantage on attack rolls and targets within can't be charmed, frightened, or possessed by them. You can elect to cause its magic to operate in the reverse direction, preventing a creature of the specified type from leaving the cylinder and protecting targets outside it.

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

PHB 256*

MAGIC JAR Lv 6

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

More sophisticated than a magic box

Your soul enters the container you used for the material component. You can attempt to possess any humanoid within 100 feet of you that you can see. The target must make a Charisma saving throw. On a failure, your soul switches place with the creature's. On a success, the target resists your efforts, and you can't attempt to possess it again for 24 hours.

You can use an action to swap back if the container is within 100 feet of you. If the host body dies you must make a Charisma saving throw against your own spellcasting DC. On a success, you return to the container if it is within 100 feet of you. Otherwise, you die.

When the spell ends, the container is destroyed.

PHB 257*

MAGIC MISSILE Lv 1

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

The first spell they teach at wizard school

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

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

PHB 257

MAGIC MOUTH Lv 2

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

If walls could talk...

You implant a message within an object that is uttered when a trigger condition is met. The message must be 25 words or less. When the specified circumstance occurs, a magical mouth appears on the object and recites the message in your voice and at the same volume you spoke. When you cast this spell, you can have the spell end after it delivers its message, or it can remain and repeat its message whenever the trigger occurs.

The triggering circumstance can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the object. For example, you could instruct the mouth to speak when any creature moves within 30 feet of the object or when a silver bell rings within 30 feet of it.

PHB 257*

MAGIC WEAPON Lv 2

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

A quick enchantment for the warrior on a budget

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

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

PHB 257

MAJOR IMAGE Lv 3

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

"Just take care of the body, I'll fool the guards"

You create a sine visible phenomenon no larger than a 20 foot cube. It seems completely real, including sounds, smells, and temperature. As long as you are within range of the illusion, you can use your action to cause it to move to any other spot within range. Physical interaction with the image reveals it to be an illusion. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC.

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

PHB 258*

MASS CURE WOUNDS Lv 5

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

With a wave of your hands those around you are healed

A wave of healing energy washes out from a point of your choice within range. Choose up to six creatures in a 30 foot radius sphere centered on that point. Each target regains hit points equal to $3d8 +$ your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the healing increases by $1d8$ for each slot level above 5th.

PHB 258

MASS HEAL Lv 9

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

Can restore the strength of entire battalions

A flood of healing energy flows from you into injured creatures around you. You restore up to 700 hit points, divided as you choose among any number of creatures that you can see within range. Creatures healed by this spell are also cured of all diseases and any effect making them blinded or deafened. This spell has no effect on undead or constructs.

PHB 258

MASS HEALING WORD Lv 3

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

Allies who hear you are reinvigorated

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

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

PHB 258

MELD INTO STONE Lv 3

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

Anybody can hide behind a brick wall, but not many can hide inside one

You step into a stone object, melding yourself into it. While merged with the stone, you can't see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside it are made with disadvantage. You can cast spells on yourself or use your movement to leave the stone where you entered it, you otherwise can't move. Minor physical damage to the stone doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals $6d6$ bludgeoning damage to you. The stone's complete destruction (or transmutation into a different substance) expels you and deals 50 bludgeoning damage to you. If expelled, you fall prone in an unoccupied space closest to where you first entered.

PHB 259*

MELF'S ACID ARROW Lv 2

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

Goggles do nothing

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

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

PHB 259

MESSAGE Lv 0

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

Your voice booms silently in the mind of a creature

You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear.

You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.

PHB 259

METEOR SWARM Lv 9

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

Calls down the full fury of all the Heavens

Blazing orbs of fire plummet to the ground at four different points you can see within range. Each creature in a 40 foot radius sphere centered on each point you choose must make a Dexterity saving throw. The sphere spreads around corners. A creature takes $20d6$ fire damage and $20d6$ bludgeoning damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one fiery burst is affected only once.

The spell damages objects in the area and ignites flammable objects that aren't being worn or carried.

PHB 259

MASS SUGGESTION Lv 6

Range	60 ft	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	24 hours	
Casting Time	1 action	

You decide to go full Kilgrave

You suggest a course of activity (limited to a sentence or two) and magically influence up to twelve creatures. The suggestion must be worded in such a manner as to sound reasonable. Each target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described. If you or any of your companions damage a creature affected by this spell, the spell ends for that creature.

At Higher Levels. When you cast this spell using a 7th-level spell slot, the duration is 10 days. When you use an 8th-level spell slot, the duration is 30 days. When you use a 9th-level spell slot, the duration is a year and a day.

PHB 258*

MAZE Lv 8

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

What's the point of having a prisoner if you can't have fun with them?

You banish a creature that you can see within range into a labyrinthine demiplane. The target remains there for the duration or until it escapes the maze.

The target can use its action to attempt to escape. When it does so, it makes a DC 20 Intelligence check. If it succeeds, it escapes, and the spell ends (a minotaur or goristro demon automatically succeeds).

When the spell ends, the target reappears in the space it left or, if that space is occupied, in the nearest unoccupied space.

PHB 258

MENDING Lv 0

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

Magical duct tape

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

PHB 259

MIND BLANK Lv 8

Range	Touch	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	24 hours	
Casting Time	1 action	

An ally's mind is completely shielded from intrusion

Until the spell ends, one willing creature you touch is immune to psychic damage, any effect that would sense its emotions or read its thoughts, divination spells, and the charmed condition. The spell even foils wish spells and spells or effects of similar power used to affect the target's mind or to gain information about the target.

PHB 259

MINOR ILLUSION Lv 0

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

Creates a small distortion in reality

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

PHB 260

MIRAGE ARCANE Lv 7

Range	Sight	Wizard
Duration	10 days	Bard
Casting Time	10 minutes	Cleric
		Druid
		Sorcerer
		Warlock
		Ranger
		Paladin

The power of your magic bends the surroundings to your will

You make terrain in an area up to 1 mile square look, sound, smell, and even feel like some other sort of terrain. The terrain's general shape remains the same, however. Similarly, you can alter the appearance of structures, or add them where none are present. The illusion includes audible, visual, tactile, and olfactory elements, so it can turn clear ground into difficult terrain (or vice versa) or otherwise impede movement through the area. Any piece of the illusory terrain (such as a rock or stick) that is removed from the spell's area disappears immediately. Creatures with truesight can see through the illusion to the terrain's true form; however, all other elements of the illusion remain, so while the creature is aware of the illusion's presence, the creature can still physically interact with the illusion.

PHB 260*

MIRROR IMAGE Lv 2

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

Duplicate images of yourself confuse attacking enemies

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

PHB 260*

MISLEAD Lv 5

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

A decoy!

You become invisible at the same time that an illusory double of you appears where you are standing. The double lasts for the duration, but the invisibility ends if you attack or cast a spell. You can use your action to move your illusory double up to twice your speed and make it gesture, speak, and behave in whatever way you choose.

You can see through its eyes and hear through its ears as if you were located where it is. On each of your turns as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings.

PHB 260

MISTY STEP Lv 2

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

With a puff of mist you instantly appear somewhere else

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

PHB 260

MODIFY MEMORY Lv 5

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

Great way to mulligan a bad date

You attempt to reshape another creature's memories. Your target must make a Wisdom saving throw. If you are fighting the creature, it has advantage. On a failed save, the target becomes charmed and incapacitated, though it can hear you. If the spell ends or it takes damage, the spell ends and its memories are unaffected. While this lasts, you can affect the target's memory of an event the last 24 hours lasting no more than 10 minutes. A *remove curse* or *greater restoration* spell cast on the target restores the creature's true memory.

At Higher Levels. If you cast this spell using a spell slot of 6th level or higher, you can alter the target's memories of an event that took place up to 7 days ago (6th level), 30 days ago (7th level), 1 year ago (8th level), or any time in the creature's past (9th level). PHB 261*

MOONBEAM Lv 2

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

Not to be confused with sunbeam

A silvery beam of pale light shines down in a 5ft wide, 40ft high cylinder centered on a point. When a creature enters the spell's area for the first time on a turn or starts its turn there, it is engulfed in ghostly flames and must make a Constitution saving throw. It takes 2d10 radiant damage on a failed save, or half damage on a successful one. A shapeshifter makes its saving throw with disadvantage. If it fails, it also instantly reverts to its original form and can't assume a different form until it leaves the spell's light. On each of your turns after you cast this spell, you can use an action to move the beam up to 60 feet in any direction.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd. PHB 261*

MORDENKAINEN'S FAITHFUL HOUND Lv 4

Range	30 ft	Wizard
Duration	8 hours	Bard
Casting Time	1 action	Cleric
		Druid
		Sorcerer
		Warlock
		Ranger
		Paladin

A very good boy

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

PHB 261

MORDENKAINEN'S MAGNIFICENT MANSION Lv 7

Range	300 ft	Wizard
Duration	24 hours	Bard
Casting Time	1 minute	Cleric
		Druid
		Sorcerer
		Warlock
		Ranger
		Paladin

Mordenkainen lived in style

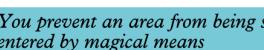
You conjure an extradimensional dwelling that lasts for the duration. You and any creature you designate when you cast the spell can enter the portal while it's open. You can open or close the portal if you are within 30ft of it. Beyond the portal is a magnificent foyer with numerous chambers beyond. You can create any floor plan you like, but the space can't exceed 50 cubes, each cube being 10ft on each side. The place is furnished and decorated as you choose. It contains sufficient food to serve a nine course banquet for up to 100 people. A staff of 100 near transparent servants attends all who enter. Anything created by this spell dissipates into smoke if removed from the mansion. When the spell ends, any creatures inside the extradimensional space are expelled into the open spaces nearest to the entrance. PHB 261*



MORDENKAINEN'S PRIVATE SANCTUM

Lv 4

Range	120 ft	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	24 hours	
Casting Time	10 minutes	



You prevent an area from being seen or entered by magical means

You make an area within range magically secure. The area is a cube that can be as small as 5 feet to as large as 100 feet on each side. When you cast the spell, you decide what sort of security the spell provides. This includes protection from teleportation, planar travel, and scrying.

Casting this spell on the same spot every day for a year makes this effect permanent.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can increase the size of the cube by 100 feet for each slot level beyond 4th.

PHB 262*



MORDENKAINEN'S SWORD Lv 7

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



"I never fight alone"

You create a sword shaped plane of force that hovers within range. It lasts for the duration.

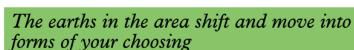
When the sword appears, you make a melee spell attack against a target of your choice within 5 feet of the sword. On a hit, the target takes 3d10 force damage. Until the spell ends, you can use a bonus action on each of your turns to move the sword up to 20 feet to a spot you can see and repeat this attack against the same target or a different one.

PHB 262



MOVE EARTH Lv 6

Range	120 ft	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	2 hours	
Casting Time	1 action	



The earths in the area shift and move into forms of your choosing

Choose an area of terrain no larger than 40 feet on a side within range. You can reshape dirt, sand, or clay in the area in any manner you choose for the duration. The extent of any such changes can't exceed half the area's largest dimension. It takes 10 minutes for these changes to complete. At the end of every 10 minutes you spend concentrating on the spell, you can choose a new area of terrain to affect. This spell can't manipulate natural stone or stone construction. Rocks and structures shift to accommodate the new terrain. If the way you shape the terrain would make a structure unstable, it might collapse. Similarly, this spell doesn't directly affect plant growth. The moved earth carries any plants along with it.

PHB 263*



NONDETECTION Lv 3

Lv 3

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



Another Mage Cenä specialty

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

PHB 263



NYSTUL'S MAGIC AURA Lv 2

Range	Touch	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	24 hours	
Casting Time	1 action	



Scrying magicians think they're infallible, often to their own demise

You place an illusion on a creature or an object you touch so that divination spells reveal false information about it. When you cast the spell, choose one or both of the following effects. If you cast this spell on the same creature or object every day for 30 days, placing the same effect on it each time, the illusion lasts until it is dispelled.

False Aura. You change the way the target appears to spells and magical effects.

Mask. You change the way the target appears to spells and magical effects that detect creature types.

PHB 263*



OTILUKE'S FREEZING SPHERE Lv 6

Lv 6

Range	300 ft	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	Instant	
Casting Time	1 action	



An orb of frigid energies streaks to a point, where it explodes in a 60ft sphere. Each creature within the area must make a Constitution saving throw. On a failed save, a creature takes 10d6 cold damage. On a successful save, it takes half as much damage. If the globe strikes a body of water or a liquid that is principally water it freezes the liquid, possibly trapping creatures. You can refrain from firing the globe after completing the spell. A small globe about the size of a sling stone, cool to the touch, appears in your hand. At any time, you or a creature you give the globe to can throw the globe or hurl it with a sling.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d6 for each slot level above 6th.

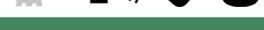
PHB 263*



OTILUKE'S RESILIENT SPHERE Lv 4

Lv 4

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



Good for trapping enemies or protecting friends

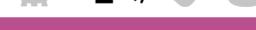
A sphere of shimmering force encloses a creature or object of Large size or smaller within range. An unwilling creature must make a Dexterity saving throw. On a failed save, the creature is enclosed for the duration. Nothing can pass through the barrier, in or out, though a creature in the sphere can breathe there. The sphere is immune to all damage. The sphere is weightless and just large enough to contain the creature or object inside. An enclosed creature can use its action to push against the sphere's walls and thus roll the sphere at up to half the creature's speed. Similarly, the globe can be picked up and moved by other creatures. A *disintegrate* spell targeting the globe destroys it without harming anything inside it.

PHB 264*



OTTO'S IRRESISTIBLE DANCE Lv 6

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



Choose one creature that you can see within range. The target begins a comic dance in place: shuffling, tapping its feet, and capering for the duration. Creatures that can't be charmed are immune to this spell.

A dancing creature must use all its movement to dance without leaving its space and has disadvantage on Dexterity saving throws and attack rolls. While the target is affected by this spell, other creatures have advantage on attack rolls against it. As an action, a dancing creature makes a Wisdom saving throw to regain control of itself. On a successful save, the spell ends.

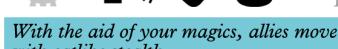
PHB 264



PASS WITHOUT TRACE Lv 2

Lv 2

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



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

PHB 264

PASSWALL Lv 5

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

Less effective on firewalls

A passage appears at a point of your choice that you can see on a wooden, plaster, or stone surface (such as a wall, a ceiling, or a floor) within range, and lasts for the duration. You choose the opening's dimensions: up to 5 feet wide, 8 feet tall, and 20 feet deep. The passage creates no instability in a structure surrounding it.

When the opening disappears, any creatures or objects still in the passage created by the spell are safely ejected to an unoccupied space nearest to the surface on which you cast the spell.

PHB 264

PHANTASMAL KILLER Lv 4

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

Your enemies fears fill and poison their mind

You tap into the nightmares of a creature you can see within range and create an illusory manifestation of its deepest fears, visible only to that creature. The target must make a Wisdom saving throw. On a failed save, the target becomes frightened for the duration. At the end of each of the target's turns before the spell ends, the target must succeed on a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

PHB 265

PHANTOM STEED Lv 3

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

Ghost Rider

A large quasi real, horselike creature appears on the ground in an unoccupied space of your choice within range. You decide the creature's appearance, but it is equipped with a saddle, bit, and bridle. Any of the equipment created by the spell vanishes in a puff of smoke if it is carried more than 10 feet away from the steed.

For the duration, you, or a creature you choose can ride the steed. The creature uses the statistics for a riding horse, except it has a speed of 100 feet and can travel 10 miles in an hour, or 13 miles at a fast pace. When the spell ends, the steed gradually fades, giving the rider 1 minute to dismount. The spell ends if you use an action to dismiss it or if the steed takes any damage.

PHB 265

PLANAR ALLY Lv 6

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

A being not of this world comes to your aid

You beseech an otherworldly entity for aid. The being must be known to you: a god, a primordial, a demon prince, or some other being of cosmic power. That entity sends a celestial, an elemental, or a fiend loyal to it to aid you, making the creature appear in an unoccupied space within range. If you know a specific creature's name, you can speak that name when you cast this spell to request that creature, though you might get a different creature anyway (GM's choice). When the creature appears you can ask the creature to perform a service in exchange for payment, but it isn't obliged to do so. If you are unable to agree on a price for the creature's service, the creature immediately returns to its home plane. A creature enlisted to join your group counts as a member of it, receiving a full share of experience points awarded.

PHB 265*

PLANAR BINDING Lv 5

Range	60 ft	Wizard
Duration	24 hours	Bard
Casting Time	1 hour	Cleric
		Druid
		Sorcerer
		Warlock
		Ranger
		Paladin

Many a binder has been caught off guard when the spell wears off

With this spell, you attempt to bind a celestial, an elemental, a fey, or a fiend to your service. The creature must be within range for the entire casting of the spell. (Typically, the creature is first summoned into the center of an inverted *magic circle* in order to keep it trapped while this spell is cast.) At the completion of the casting, the target must make a Charisma saving throw. On a failed save, it is bound to serve you for the duration.

At Higher Levels. When you cast this spell using a spell slot of a higher level, the duration increases to 10 days with a 6th-level slot, to 30 days with a 7th-level slot, to 180 days with an 8th-level slot, and to a year and a day with a 9th-level spell slot.

PHB 265

PLANE SHIFT Lv 7

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

Focusing, you enable transportation to other planes

You and up to eight willing creatures who link hands in a circle are transported to a different plane of existence. You can specify a target destination in general terms and you appear in or near that destination at the GM's discretion. Alternatively, if you know the sigil sequence of a teleportation circle on another plane of existence, this spell can take you to that circle.

You can use this spell to banish an unwilling creature to another plane. Choose a creature within your reach and make a melee spell attack against it. On a hit, the creature must make a Charisma saving throw. If the creature fails this save, it is transported to a random location on the plane of existence you specify.

PHB 266*

PLANT GROWTH Lv 3

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

The flora in the area grows with natural magic

This spell channels vitality into plants within a specific area. There are two possible uses for the spell, granting either immediate or long term benefits.

If you cast this spell using 1 action, choose a point within range. All normal plants in a 100 foot radius centered on that point become thick and overgrown. A creature moving through the area must spend 4 feet of movement for every 1 foot it moves. You can exclude one or more areas of any size within the spell's area from being affected.

If you cast this spell over 8 hours, you enrich the land. All plants in a half mile radius centered on a point within range become enriched for 1 year. The plants yield twice the normal amount of food when harvested.

PHB 266

POISON SPRAY Lv 0

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

The somatic component of this spell has been much refined

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

This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

PHB 266

POLYMORPH Lv 4

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

"The bigger they are... the cuter they are as a bunny"

This spell transforms a creature that you can see within range into a new form. An unwilling creature must make a Wisdom saving throw to avoid the effect. The spell has no effect on a shapechanger or a creature with 0 hit points. The new form can be any beast whose CR is equal to or less than the target's CR or level.

The target assumes the hit points of its new form. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. The creature can't speak, cast spells, or use items.

PHB 266*



POWER WORD KILL Lv 9

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

With a single word an enemy's mind tears itself asunder

You utter a word of power that can compel one creature you can see within range to die instantly. If the creature you choose has 100 hit points or fewer, it dies. Otherwise, the spell has no effect.

PHB 266



POWER WORD STUN Lv 8

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

You speak one word an an enemy's mind overloads and shuts down

You speak a word of power that can overwhelm the mind of one creature you can see within range, leaving it dumbfounded. If the target has 150 hit points or fewer, it is stunned. Otherwise, the spell has no effect.

The stunned target must make a Constitution saving throw at the end of each of its turns. On a successful save, this stunning effect ends.

PHB 267



PRAYER OF HEALING Lv 2

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

You implore your god to mend your party's wounds

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

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

PHB 267



PRESTIDIGITATION Lv 0

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

Has a hundred and one uses

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

You create an instantaneous, harmless sensory effect.

You instantaneously light or snuff a small fire.

You instantaneously clean or soil a small object.

You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.

You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.

You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

PHB 267*



PRISMATIC SPRAY Lv 7

Range	Self	Wizard
Duration	Instant	Bard
Casting Time	1 action	Cleric Druid
		Sorcerer Warlock

Attempts to weaponize the rainbow have been found to be devastatingly effective

Eight multicolored rays of light flash from your hand. Each creature in a 60 foot cone must make a Dexterity saving throw. For each target, roll a d8:

1. **Red:** $10d6$ fire damage
2. **Orange:** $10d6$ acid damage
3. **Yellow:** $10d6$ lightning damage
4. **Green:** $10d6$ poison damage
5. **Blue:** $10d6$ cold damage
6. **Indigo:** Restrained and petrified after failing 3 saves
7. **Violet:** Blinded and transports creature to another plane on failed save
8. **Special:** The target is struck by two rays. Roll twice more, rerolling any 8.

PHB 267*



PRISMATIC WALL Lv 9

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

Seven bands of brilliant colour burst across the area

Multicoloured planes of light make a wall up to 90ft long, 30ft. high or a 30ft diameter sphere. The wall sheds bright light 100ft. Creatures within 20ft. Can save or are blinded. Creatures passing through each wall Dex save to avoid the effects ($1/2$ dmg). Each must be destroyed by specific means, and blocks certain types of attack, all listed below.

Red $10d6$ fire, 25 cold, blocks nonmagical ranged

Orange $10d6$ acid, strong wind, blocks magical ranged

Yellow $10d6$ lightning, 60 force damage destroys

Green $10d6$ poison, *passwall* type spell destroys

Blue $10d6$ cold, 25 fire damage destroys

Indigo restrained>petrified, *daylight* spell, blocks spells

Violet blinded>banished, *dispel magic* spell

PHB 267*



PRODUCE FLAME Lv 0

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

A flame glows from your open palm

A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10 foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again.

You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

PHB 269



PROGRAMMED ILLUSION Lv 6

Range	120 ft	Wizard
Duration	Until dispelled	Bard
Casting Time	1 action	Cleric Druid
		Sorcerer Warlock

"See, looks just like you! Except this one listens to me"

You create an illusion of some visible phenomenon within range that activates when a specific condition occurs. It must be no larger than a 30 foot cube, and you decide when you cast the spell how the illusion behaves and what sounds it makes. This scripted performance can last up to 5 minutes. Once finished, it disappears and remains dormant for 10 minutes. After which it can be activated again. The triggering condition must be based on visual or audible conditions that occur within 30 feet of the area.

Physical interaction with the image reveals it to be an illusion. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC.

PHB 269



PROJECT IMAGE Lv 7

Range	500 miles	Wizard
Duration	24 hours	Bard
Casting Time	1 action	Cleric Druid
		Sorcerer Warlock

You manifest an image of yourself somewhere else

You create an illusory copy of yourself. The copy can appear at any location within range that you have seen before. The illusion looks and sounds like you but is intangible. If the illusion takes any damage, it disappears. You can use your action to move this illusion up to twice your speed, and make it behave in whatever way you choose. You can see through its eyes and hear through its ears. As a bonus action, you can switch from using its senses to using your own, or back again. Physical interaction with the image reveals it to be an illusion. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC.

PHB 270*



PROTECTION FROM ENERGY Lv 3

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



An ally gains protection from the elements.

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

PHB 270

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin



PROTECTION FROM EVIL AND GOOD

Lv 1

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



An ally is armored against otherworldly creatures

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead.

The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already, they have advantage on any new saving throw against the relevant effect.

PHB 270

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin



PROTECTION FROM POISON Lv 2

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



Your touch cleanses the blood of your target

You touch a creature. If it is poisoned, you neutralize the poison. If more than one poison afflicts the target, you neutralize one poison that you know is present, or you neutralize one at random.

For the duration, the target has advantage on saving throws against being poisoned, and it has resistance to poison damage.

PHB 270

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin



PURIFY FOOD AND DRINK Lv 1

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



Unfortunately has no effect on bad cooking

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

PHB 270

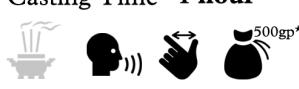
Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin



RAISE DEAD

Lv 5

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



Discount Resurrection

You return a dead creature you touch to life, provided that it has been dead no longer than 10 days. If the creature's soul is both willing and at liberty to rejoin the body, the creature returns to life with 1 hit point. This spell doesn't remove magical diseases, curses, or similar effects.

This spell closes all mortal wounds, but it doesn't restore missing body parts. If the creature is lacking body parts or organs integral for its survival -- its head, for instance -- the spell automatically fails.

Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.

PHB 270*



HARRY'S TELEPATHIC BOND Lv 5

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

"Split, but not separate"

You forge a telepathic link among up to eight willing creatures of your choice within range, psychically linking each creature to all the others for the duration. Creatures with Intelligence scores of 2 or less aren't affected by this spell.

Until the spell ends, the targets can communicate telepathically through the bond whether or not they have a common language. The communication is possible over any distance, though it can't extend to other planes of existence.

PHB 270

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin



RAY OF ENFEEBLEMENT Lv 2

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



The dark beam saps energy from your enemy

A black beam of enervating energy springs from your finger toward a creature within range. Make a ranged spell attack against the target. On a hit, the target deals only half damage with weapon attacks that use Strength until the spell ends.

At the end of each of the target's turns, it can make a Constitution saving throw against the spell. On a success, the spell ends.

PHB 271



RAY OF FROST Lv 0

Wizard

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



A beam of cold energy

A frigid beam of blue white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

PHB 271



REGENERATE Lv 7

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

With a touch, a creature's body begins to mend itself

You touch a creature and stimulate its natural healing ability. The target regains 4d8 + 15 hit points. For the duration of the spell, the target regains 1 hit point at the start of each of its turns (10 hit points each minute).

The target's severed body members (fingers, legs, tails, and so on), if any, are restored after 2 minutes. If you have the severed part and hold it to the stump, the spell instantaneously causes the limb to knit to the stump.

PHB 271

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

REINCARNATE Lv 5

Range	Touch	Wizard Bard Cleric Druid
Duration	Instant	
Casting Time	1 hour	Sorcerer Warlock Ranger Paladin
		    1000gp*

A second life is much better than no life

You touch a dead humanoid or a piece of a dead humanoid. Provided that the creature has been dead no longer than 10 days, the spell forms a new adult body for it and then calls the soul to enter that body. If the target's soul isn't free or willing to do so, the spell fails. The magic fashions a new body for the creature to inhabit, which likely causes the creature's race to change. The GM rolls a d100 and consults the table to determine what form the creature takes when restored to life, or the GM chooses a form.

The reincarnated creature recalls its former life and experiences. It retains the capabilities it had in its original form, except it exchanges its original race for the new one and changes its racial traits accordingly.

PHB 271*

RESURRECTION Lv 7

Range	Touch	Wizard Bard Cleric Druid
Duration	Instant	
Casting Time	1 hour	Sorcerer Warlock Ranger Paladin
		    1000gp*

Discount True Resurrection

You touch a dead creature that has been dead for no more than a century, that didn't die of old age, and that isn't undead. If its soul is free and willing, the target returns to life with all its hit points. This spell doesn't remove magical diseases, curses, and the like. This spell closes all mortal wounds and restores any missing body parts.

The target takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.

After casting this spell to restore life to a creature that has been dead for one year or longer, you can't cast spells, and you have disadvantage on all attack rolls, ability checks, and saving throws until after a long rest

PHB 272*

ROPE TRICK Lv 2

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

For when there's nowhere else to hide

You touch a length of rope that is up to 60 feet long. One end of the rope then rises into the air until the whole rope hangs perpendicular to the ground. At the upper end of the rope, an invisible entrance opens to an extradimensional space that lasts until the spell ends. The extradimensional space can be reached by climbing to the top of the rope. The space can hold as many as eight Medium or smaller creatures. The rope can be pulled into the space, making the rope disappear from view outside the space.

Attacks and spells can't cross through the entrance into or out of the extradimensional space, but those inside can see out of it as if through a 3 foot by 5 foot window centered on the rope. Anything inside the extradimensional space drops out when the spell ends.

PHB 272

REMOVE CURSE Lv 3

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

You draw the evil magics out of your target

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

PHB 271

RESISTANCE Lv 0

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

An allies resilience is strengthened

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

PHB 272

REVERSE GRAVITY Lv 7

Range	100 ft	Wizard Bard Cleric Druid
Duration	1 minute	
Casting Time	1 action	Sorcerer Warlock Ranger Paladin
		   

"I don't need a cliff to make something fall"

This spell reverses gravity in a 50 foot radius, 100 foot high cylinder centered on a point within range. All creatures and objects that aren't somehow anchored to the ground in the area fall upward and reach the top of the area when you cast this spell. A creature can make a Dexterity saving throw to grab onto a fixed object it can reach, thus avoiding the fall. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it just as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, for the duration.

At the end of the duration, affected objects and creatures fall back down.

PHB 272

REVIVIFY Lv 3

Range	Touch	Wizard Bard Cleric Druid
Duration	Instant	
Casting Time	1 action	Sorcerer Warlock Ranger Paladin
		    300gp*

Discount Raise Dead

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

PHB 272

SACRED FLAME Lv 0

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

Purifying radiance of the gods

Flame like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

PHB 272

SANCTUARY Lv 1

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

An ally is protected from harm

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

If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.

PHB 272

SCORCHING RAY Lv 2

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



Magic Missile's fiery cousin

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

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

PHB 273

SCRUYING Lv 5

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

Allows you to monitor your enemies... or your friends

You can see and hear a particular creature you choose that is on the same plane of existence as you. The target must make a Wisdom saving throw, which is modified by how well you know the target and the sort of physical connection you have to it.

On a successful save you can't use this spell against it again for 24 hours. On a failed save, the spell creates an invisible sensor within 10 feet of the target. You can see and hear through the sensor as if you were there. The sensor moves with the target. Instead of targeting a creature, you can choose a location you have seen before as the target of this spell. When you do, the sensor appears at that location and doesn't move.

PHB 273*

SEE INVISIBILITY Lv 2

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

The first known counter to Mage Cen's exploits

For the duration, you see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.

PHB 274

SEEMING Lv 5

Range	30 ft	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	8 hours	
Casting Time	1 action	



With a wave, the band of dwarves is now a band of goblins

This spell allows you to change the appearance of any number of creatures that you can see within range. You give each target a new, illusory appearance. An unwilling target can make a Charisma saving throw to avoid the effect. You can't change a target's body type, so you must choose a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The changes wrought by this spell fail to hold up to physical inspection.

A creature can use its action to inspect a target and make an Intelligence (Investigation) check against your spell save DC. If it succeeds, it becomes aware that the target is disguised.

PHB 274*

SENDING Lv 3

Range	Unlimited	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	1 round	
Casting Time	1 action	

"A single message can destroy an empire"

You send a short message of twenty five words or less to a creature with which you are familiar. The creature hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. The spell enables creatures with Intelligence scores of at least 1 to understand the meaning of your message.

You can send the message across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive.

PHB 274

SEQUESTER Lv 7

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

Your magics seal a target away in suspended animation

By means of this spell, a willing creature or an object can be hidden away, safe from detection for the duration. When you cast the spell and touch the target, it becomes invisible and can't be targeted by divination spells or perceived through scrying sensors created by divination spells. If the target is a creature, it falls into a state of suspended animation. Time ceases to flow for it, and it doesn't grow older.

You can set a condition for the spell to end early. The condition can be anything you choose, but it must occur or be visible within 1 mile of the target. Examples include "after 1,000 years" or "when the tarrasque awakens." This spell also ends if the target takes any damage.

PHB 274

SHAPECHANGE Lv 9

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



You shift your form into a creature of your choosing

You assume the form of a different creature for the duration. The new form can be of any creature with a challenge rating equal to your level or lower and you must have seen the sort of creature at least once. Your game statistics are replaced by the statistics of the chosen creature, but retain your alignment and mental abilities. You also retain all of your skill and saving throw proficiencies. You assume the hit points and Hit Dice of the new form. You retain the benefit of any features from your class, race, or other source and can use them, provided that your new form is physically capable of doing so. The GM determines whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size.

PHB 274*

SHATTER Lv 2

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

"Turn it up to 11!"

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10 foot radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

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

PHB 275

SHIELD Lv 1

Range	Self	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	1 round	
Casting Time	Reaction	

A magical shield springs into existence to protect you

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

PHB 275

SHIELD OF FAITH Lv 1

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

An ally is protected with your divine power

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

PHB 275

SHILLELAGH Lv 0

Range	Touch	Wizard
Duration	1 minute	Bard
Casting Time	Bonus	Cleric
		Druid
		Sorcerer
		Warlock
		Ranger
		Paladin

You got the magic stick

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

PHB 275

SHOCKING GRASP Lv 0

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

Impress your friends! Fool your enemies!

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

PHB 275

SILENCE Lv 2

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

The sound of silence

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

PHB 275

SILENT IMAGE Lv 1

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

"A perfect copy... almost"

You create the image of some visible phenomenon that is no larger than a 15ft cube. The image is purely visual. You can use your action to cause the image to move to any spot within range.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image.

PHB 276*

SLEEP Lv 1

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

You compel creatures in an area to fall into a deep slumber

This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose are affected. Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake.

Undead and creatures immune to being charmed aren't affected by this spell.

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

PHB 276*

SLEET STORM Lv 3

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

Guaranteed to stop even the most tenacious mailman

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

If a creature is concentrating in the spell's area, the creature must make a successful Constitution saving throw against your spell save DC or lose concentration.

PHB 276

SLOW Lv 3

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

Time's pendulum slows for the creatures in the area

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

PHB 277*

SPARE THE DYING Lv 0

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

"Who needs a healer's kit?"

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

PHB 277

SPEAK WITH ANIMALS Lv 1

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

Your words come out in chirps or roars

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

PHB 277

SPEAK WITH DEAD Lv 3

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

Dead men do tell tales

You grant the semblance of life and intelligence to a corpse of your choice within range, allowing it to answer the questions you pose. The corpse must still have a mouth and can't be undead.

Until the spell ends, you can ask the corpse up to five questions. The corpse knows only what it knew in life. Answers are usually brief, cryptic, or repetitive, and the corpse is under no compulsion to offer a truthful answer. This spell doesn't return the creature's soul to its body, only its animating spirit. Thus, the corpse can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.

PHB 277*

SPEAK WITH PLANTS Lv 3

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

The plants around you move to your will

You imbue plants within 30 feet of you with limited sentience and animation, giving them the ability to communicate with you and follow your simple commands. You can also turn difficult terrain caused by plant growth into ordinary terrain. Or you can turn ordinary terrain where plants are present into difficult terrain that lasts for the duration. Plants might be able to perform other tasks on your behalf, at the GM's discretion. The spell doesn't enable plants to uproot themselves and move about. If a plant creature is in the area, you can communicate with it as if you shared a common language, but you gain no magical ability to influence it. This spell can cause the plants created by the *entangle* spell to release a restrained creature.

PHB 277*

SPIDER CLIMB Lv 2

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

"You can put that climber's kit away"

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

PHB 277

SPIKE GROWTH Lv 2

Range	150 ft	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	10 minutes	
Casting Time	1 action	

Raising your hands with fingers upward, spikes begin to shoot from the ground

The ground in a 20 foot radius centered on a point within range twists and sprouts hard spikes and thorns. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels.

The transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time the spell is cast must make a Wisdom (Perception) check against your spell save DC to recognize the terrain as hazardous before entering it.

PHB 277

SPIRIT GUARDIANS Lv 3

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

Spirits move in an area, burning creatures with their energies

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

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

PHB 278*

SPIRITUAL WEAPON Lv 2

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

Your faith is the only weapon you need

You create a floating, spectral weapon that lasts for the duration or until you cast this spell again. When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes force damage equal to 1d8 + your spellcasting modifier. As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it. The weapon can take whatever form you choose.

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

PHB 278*

STINKING CLOUD Lv 3

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

He who smelt it, dealt it

You create a 20 foot radius sphere of yellow, nauseating gas centered on a point within range. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for the duration.

Each creature that is completely within the cloud at the start of its turn must make a Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

PHB 278

STONE SHAPE Lv 4

Range Touch
Duration Instant
Casting Time 1 action



Your magics mold hard stone as if it were clay

You touch a stone object of Medium size or smaller or a section of stone no more than 5 feet in any dimension and form it into any shape that suits your purpose. So, for example, you could shape a large rock into a weapon, idol, or coffin, or make a small passage through a wall, as long as the wall is less than 5 feet thick. You could also shape a stone door or its frame to seal the door shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

PHB 278

STONESKIN Lv 4

Range Touch
Duration 1 hour
Casting Time 1 action



"I said moisturise me!"

This spell turns the flesh of a willing creature you touch as hard as stone. Until the spell ends, the target has resistance to nonmagical bludgeoning, piercing, and slashing damage.

PHB 278

STORM OF VENGEANCE Lv 9

Range Sight
Duration 1 minute
Casting Time 1 action



The full wrath of the heavens

A churning storm cloud forms, centered on a point you can see and spreading to a radius of 360 feet. Lightning flashes in the area, thunder booms, and strong winds roar. Each creature under the cloud (no more than 5,000 feet beneath the cloud) when it appears must make a Constitution saving throw. On a failed save, a creature takes 2d6 thunder damage and becomes deafened for 5 minutes. Each round you maintain concentration on this spell, the storm produces additional effects on your turn.

PHB 279*

SUGGESTION Lv 2

Range 30 ft
Duration 8 hours
Casting Time 1 action



Cue J. J. Abrams BWONG

You suggest a course of activity (limited to a sentence or two) and magically influence a creature that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable, an obviously harmful act ends the spell. The target must make a Wisdom saving throw to resist the effect. You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a knight give her warhorse to the first beggar she meets. If the condition isn't met before the spell expires, the activity isn't performed.

If you or any of your companions damage the target, the spell ends.

PHB 279*

SUNBEAM Lv 6

Range Self
Duration 1 minute
Casting Time 1 action



Not to be confused with moonbeam

A beam of brilliant light flashes out from your hand in a 5 foot wide, 60 foot long line. Each creature in the line must make a Constitution saving throw. On a failed save, a creature takes 6d8 radiant damage and is blinded until your next turn. On a successful save, it takes half as much damage and isn't blinded by this spell. Undead and oozes have disadvantage on this saving throw.

You can create a new line of radiance as your action on any turn until the spell ends. For the duration, a mote of brilliant radiance shines in your hand. It sheds bright light in a 30 foot radius and dim light for an additional 30 feet. This light is sunlight.

PHB 279

SUNBURST Lv 8

Range 150 ft
Duration Instant
Casting Time 1 action



Sunglasses wont help

Brilliant sunlight flashes in a 60 foot radius centered on a point you choose within range. Each creature in that light must make a Constitution saving throw. On a failed save, a creature takes 12d6 radiant damage and is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded by this spell. Undead and oozes have disadvantage on this saving throw.

A creature blinded by this spell makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.

This spell dispels any darkness in its area that was created by a spell.

PHB 279

SYMBOL Lv 7

Range Touch
Duration Until dispelled
Casting Time 1 minute



It's amazing how much power can be held in a few strokes

When you cast this spell, you inscribe a harmful glyph either on a surface or within an object that can be closed to conceal the glyph (no more than 10ft diameter). The glyph is nearly invisible, requiring an Intelligence (Investigation) check against your spell save DC to find it. You decide what triggers the glyph when you cast the spell.

When you inscribe the glyph, choose one of the following options: **Death**, **Discord**, **Fear**, **Hoplessness**, **Insanity**, **Sleep**, **Stunning**. the glyph glows, filling a 60 foot radius sphere with dim light for 10 minutes. The first time creatures enter the sphere on it's turn, the effect is triggered

PHB 280*

TASHA'S HIDEOUS LAUGHTER Lv 1

Range 30 ft
Duration 1 minute
Casting Time 1 action



I don't get it, it's not that funny? Is it?

A creature of your choice that you can see within range perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. The target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected.

At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.

PHB 280

TELEKINESIS Lv 5

Range 60 ft
Duration 10 minutes
Casting Time 1 action



"Up... and down. Up... and down. I could do this all day!"

When you cast the spell, and as your action each round for the duration, you can exert your will on one creature or object that you can see within range. The creature must be Huge or smaller and you must succeed on a contest between your spellcasting ability and their Strength check to move them or an object they are holding. You can move an unattended object that weighs less than 1000lbs. You can move your target up to 30ft but not outside the range of the spell.

PHB 280*

TELEPORT Lv 7

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

 While sometimes unreliable, there really is no better way to travel

This spell instantly transports you and up to eight willing creatures of your choice that you can see within range, or a single object that you can see within range, to a destination you select. If you target an object, it must be able to fit entirely inside a 10 foot cube, and it can't be held or carried by an unwilling creature.

The destination you choose must be known to you, and it must be on the same plane of existence as you. Your familiarity with the destination determines whether you arrive there successfully. The GM rolls d100 and consults the mishap table.

PHB 281*

TELEPORTATION CIRCLE Lv 5

Range	10 ft	Wizard Bard Cleric Druid Sorcerer Warlock Ranger Paladin
Duration	1 round	
Casting Time	1 minute	

 Fast travel made easy!

As you cast the spell, you draw a 10 foot diameter circle on the ground inscribed with sigils that link your location to a permanent teleportation circle of your choice whose sigil sequence you know and that is on the same plane of existence as you. A shimmering portal opens within the circle you drew and remains open until the end of your next turn. Any creature that enters the portal instantly appears within 5 feet of the destination circle or in the nearest unoccupied space if that space is occupied.

You can create a permanent teleportation circle by casting this spell in the same location every day for one year. You need not use the circle to teleport when you cast the spell in this way.

PHB 282*

TENSER'S FLOATING DISK Lv 1

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

 Tenser's magical pack mule

This spell creates a circular, horizontal plane of force, 3ft in diameter and 1in thick, that floats 3ft above the ground. The disk can hold up to 500lbs. if more weight is placed on it, the spell ends. The disk is immobile while you are within 20ft of it. If you move more than 20ft away from it, the disk follows you so that it remains within 20ft of you. It can move across uneven terrain, up or down stairs, slopes and the like, but it can't cross an elevation change of 10ft or more. If you move more than 100ft from the disk the spell ends.

PHB 282*

THAUMATURGY Lv 0

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

 Prestidigitation for Clerics

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

Your voice booms up to three times as loud as normal.
You cause flames to flicker, brighten, dim, or change color.
You cause harmless tremors in the ground for 1 minute.
You create an instantaneous sound that originates from a point of your choice within range.
You instantaneously cause an unlocked door or window to fly open or slam shut.
You alter the appearance of your eyes for 1 minute.
If you cast this spell multiple times, you can have up to three of its 1 minute effects active at a time.

PHB 282*

THUNDERWAVE Lv 1

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

 A blast of force that reels your enemies

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

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

PHB 282

TIME STOP Lv 9

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

 The sands of time flow only for you

You briefly stop the flow of time for everyone but yourself. No time passes for other creatures, while you take 1d4 + 1 turns in a row, during which you can use actions and move as normal.

This spell ends if one of the actions you use during this period, or any effects that you create during this period, affects a creature other than you or an object being worn or carried by someone other than you. In addition, the spell ends if you move to a place more than 1,000 feet from the location where you cast it.

PHB 283

TONGUES Lv 3

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

 Your target hears and speaks all languages as if it were their mother tongue

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

PHB 283

TRANSPORT VIA PLANTS Lv 6

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

 The flora allows movement over vast distances

This spell creates a magical link between a Large or larger inanimate plant within range and another plant, at any distance, on the same plane of existence. You must have seen or touched the destination plant at least once before. For the duration, any creature can step into the target plant and exit from the destination plant by using 5 feet of movement.

PHB 283

TREE STRIDE Lv 5

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

 Natural magics allow you to use the trees as dimensional gateways

You gain the ability to enter a tree and move from inside it to inside another tree of the same kind within 500 feet. Both trees must be living and at least the same size as you. You must use 5 feet of movement to enter a tree. You instantly know the location of all other trees of the same kind within 500 feet and, as part of the move used to enter the tree, can either pass into one of those trees or step out of the tree you're in. You appear in a spot of your choice within 5 feet of the destination tree, using another 5 feet of movement. If you have no movement left, you appear within 5 feet of the tree you entered.

You can use this transportation ability once per round for the duration. You must end each turn outside a tree.

PHB 283



TRUE POLYMORPH Lv 9

Range 30 ft
Duration 1 hour
Casting Time 1 action



I never metamorphosis I didn't like

You transform an object or a creature. If you concentrate on this spell for the full duration, the transformation lasts until it is dispelled. The new form can be any kind you choose whose CR is equal to or less than the target's CR or level. The target can't speak, cast spells, or use items. You can turn an object into any kind of creature, as long as the creature's size is no larger than the object's size and the creature's challenge rating is 9 or lower. The creature is friendly to you and your companions. It acts on each of your turns. If the spell becomes permanent, you no longer control the creature. It might remain friendly to you, depending on how you have treated it. If you turn a creature into an object, it transforms along with whatever it is wearing and carrying into that form

PHB 283*

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin



TRUE RESURRECTION Lv 9

Range Touch
Duration Instant
Casting Time 1 hour



Discount Wish

You touch a creature that has been dead for no longer than 200 years and that died for any reason except old age. If the creature's soul is free and willing, the creature is restored to life with all its hit points.

This spell closes all wounds, neutralizes any poison, cures all diseases, and lifts any curses affecting the creature when it died. The spell replaces damaged or missing organs and limbs. If the creature was undead, it is restored to its non-undead form.

PHB 284



UNSEEN SERVANT Lv 1

Range 60 ft
Duration 1 hour
Casting Time 1 action



The butler did it

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

PHB 284*



VICIOUS MOCKERY Lv 0

Range 60 ft
Duration Instant
Casting Time 1 action



Words can hurt sometimes too

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

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

PHB 285

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin



TRUE SEEING Lv 6

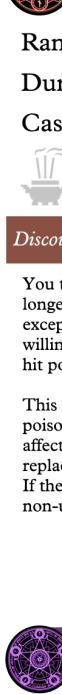
Range Touch
Duration 1 hour
Casting Time 1 action



An ally's eye burns blue and pierces all forms of concealment

This spell gives the willing creature you touch the ability to see things as they actually are. For the duration, the creature has truesight, notices secret doors hidden by magic, and can see into the Ethereal Plane, all out to a range of 120 feet.

PHB 284



VAMPIRIC TOUCH Lv 3

Range Self
Duration 1 minute
Casting Time 1 action



Absorbing the strength of an enemy, your wounds begin to seal

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

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

PHB 285



WALL OF FIRE Lv 4

Range 120 ft
Duration 1 minute
Casting Time 1 action



A classic defense against kobold invasions

You create a wall of fire up to 60ft x 20ft x 1ft or a ring 20ft x 20ft x 1ft. When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 fire damage, or half as much damage on a successful save.

One side of the wall deals 5d8 fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

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

PHB 285*

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin



WALL OF FORCE Lv 5

Range 120 ft
Duration 10 minutes
Casting Time 1 action



That calvary unit is in for a big surprise!

An invisible wall of force springs into existence. The wall appears in any orientation you choose. It can be free floating or resting on a solid surface. You can form it into a dome or sphere 10ft wide, or you can shape a flat surface made up of ten 10ft x 10ft panels. Each panel must be contiguous. In any form, the wall is 1/4 inch thick. It lasts for the duration. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side).

Nothing can physically pass through the wall. It is immune to all damage and can't be dispelled by *dispel magic*. A *disintegrate* spell destroys the wall instantly, however. The wall also extends into the Ethereal Plane, blocking ethereal travel through the wall.

PHB 285*

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin



WALL OF ICE

Lv 6

Range 120 ft
Duration 10 minutes
Casting Time 1 action

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

Keeps White Walkers at bay.

You create a wall of ice on a solid surface into a dome or sphere 10ft wide, or a flat surface of 10ft panels. The wall is 1ft thick. If it cuts through a creature's space, they must make a Dex save. On a failure, the creature takes 10d6 cold damage (save for 1/2). It has AC 12 and 30hp per section, and is vulnerable to fire damage. Destroying a section leaves frigid air in the space. A creature moving through this must make a Con save. They take 5d6 cold damage on failure, or half as much damage on success.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage the wall deals when it appears increases by 2d6, and the damage from passing through the sheet of frigid air increases by 1d6, for each slot level above 6th.

PHB 285*



WARDING BOND

Lv 2

Range Touch
Duration 1 hour
Casting Time 1 action

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

"This is gonna hurt me as much as it hurts you"

This spell wards a willing creature you touch and creates a mystic connection between you and the target until the spell ends. While the target is within 60 feet of you, it gains a +1 bonus to AC and saving throws, and it has resistance to all damage. Also, each time it takes damage, you take the same amount of damage.

The spell ends if you drop to 0 hit points or if you and the target become separated by more than 60 feet. It also ends if the spell is cast again on either of the connected creatures. You can also dismiss the spell as an action.

PHB 287



WEB

Lv 2

Range 60 ft
Duration 1 hour
Casting Time 1 action

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

Webs burst forth from the tips of your fingers

You conjure a mass of thick, sticky webbing at a point of your choice within range. The webs fill a 20 foot cube from that point for the duration. The webs are difficult terrain and lightly obscure their area. If the webs aren't anchored between two solid masses or layered on a surface, the conjured web collapses on itself, and the spell ends at the start of your next turn. Each creature that enters the web must make a Dexterity saving throw. On a failed save, the creature is restrained until it breaks free. A creature restrained by the webs can use its action to make a Strength check against your spell save DC to break free. The webs are flammable. Any 5 foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

PHB 287*



WALL OF STONE

Lv 5

Range 120 ft
Duration 10 minutes
Casting Time 1 action

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

"Good 'ol rock... nothing beats rock"

A nonmagical wall of solid stone springs into existence. It is made of ten 10ft x10ft x 6in or 10ft x 20ft x 3in panels. The panels must be contiguous. The wall doesn't need to be vertical or rest on any firm foundation. It must, however, merge with and be solidly supported by existing stone. Each panel has AC 15 and 30 hit points per inch of thickness. If you maintain your concentration on this spell for its whole duration, the wall becomes permanent and can't be dispelled. Otherwise, the wall disappears when the spell ends. If a creature would be trapped by the wall they can make a Dexterity saving throw in order to use their reaction to move. You can create bridges, crenellations, etc. but the structures obey the laws of physics.

PHB 287*



WALL OF THORNS

Lv 6

Range 120 ft
Duration 10 minutes
Casting Time 1 action

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

You use natural magics to weave a barrier of sharp thorns

You create a wall of tough, pliable, tangled brush bristling with needle sharp thorns. You choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick or a circle that has a 20 foot diameter and is up to 20 feet high and 5 feet thick. The wall blocks line of sight. When the wall appears, each creature within its area must make a Dexterity saving throw. Taking 7d8 piercing damage, or half damage on a successful save. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. The first time a creature enters the wall on a turn or ends its turn there, the creature must make the same saving throw.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, both types of damage increase by 1d8 for each slot level above 6th.

PHB 287*



WATER BREATHING

Lv 3

Range 30 ft
Duration 24 hours
Casting Time 1 action

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

"Get ready for a long swim"

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

PHB 287



WATER WALK

Lv 3

Range 30 ft
Duration 1 hour
Casting Time 1 action

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

The liquid surface beneath your feet ripples but holds firm

This spell grants the ability to move across any liquid surface -- such as water, acid, mud, snow, quicksand, or lava -- as if it were harmless solid ground (creatures crossing molten lava can still take damage from the heat). Up to ten willing creatures you can see within range gain this ability for the duration.

If you target a creature submerged in a liquid, the spell carries the target to the surface of the liquid at a rate of 60 feet per round.

PHB 287



WEIRD

Lv 9

Range 120 ft
Duration 1 minute
Casting Time 1 action

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

An enemy's darkest terrors are made manifest

Drawing on the deepest fears of a group of creatures, you create illusory creatures in their minds, visible only to them. Each creature in a 30 foot radius sphere centered on a point of your choice within range must make a Wisdom saving throw. On a failed save, a creature becomes frightened for the duration. The illusion calls on the creature's deepest fears, manifesting its worst nightmares as an implacable threat. At the end of each of the frightened creature's turns, it must succeed on a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the spell ends for that creature.

PHB 288



WIND WALK

Lv 6

Range 30 ft
Duration 8 hours
Casting Time 1 minute

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

With a flourish, you and your allies shift into vapor

You and up to ten willing creatures you can see within range assume a gaseous form for the duration, appearing as wisps of cloud. While in this cloud form, a creature has a flying speed of 300 feet and has resistance to damage from nonmagical weapons. The only actions a creature can take in this form are the Dash action or to revert to its normal form. Reverting takes 1 minute, during which time a creature is incapacitated and can't move. Until the spell ends, a creature can revert to cloud form, which also requires the 1 minute transformation. If a creature is in cloud form and flying when the effect ends, the creature descends 60 feet per round for 1 minute until it lands, which it does safely. If it can't land after 1 minute, the creature falls the remaining distance.

PHB 288



WIND WALL

Lv 3

Range 120 ft
Duration 1 minute
Casting Time 1 action



With a wave if your arm a gust of wind billows through an area

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

PHB 288*



WISH

Lv 9

Range Self
Duration Instant
Casting Time 1 action



The most powerful mages bend reality with a few words

Wish is the mightiest spell a mortal creature can cast. By simply speaking aloud, you can alter the very foundations of reality in accord with your desires. The basic use of this spell is to duplicate any other spell of 8th level or lower. You don't need to meet any requirements in that spell, including costly components. The spell simply takes effect.

The stress of casting this spell to produce any effect other than duplicating another spell weakens you. You take damage for casting spells and your Strength drops to 3 for 2d4 days. Finally, there is a 33 percent chance that you are unable to cast wish ever again if you suffer this stress.

PHB 288*



WORD OF RECALL Lv 6

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

Range 5 ft
Duration Instant
Casting Time 1 action



Discretion is the better part of valor

You and up to five willing creatures within 5 feet of you instantly teleport to a previously designated sanctuary. You and any creatures that teleport with you appear in the nearest unoccupied space to the spot you designated when you prepared your sanctuary (see below). If you cast this spell without first preparing a sanctuary, the spell has no effect.

You must designate a sanctuary by casting this spell within a location, such as a temple, dedicated to or strongly linked to your deity. If you attempt to cast the spell in this manner in an area that isn't dedicated to your deity, the spell has no effect.

PHB 289



ZONE OF TRUTH

Lv 2

Range 60 ft
Duration 10 minutes
Casting Time 1 action



You compel creatures in the area to tell only the truth

You create a magical zone that guards against deception in a 15 foot radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw.

An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

PHB 289