

<h3>MAGE HAND</h3> <table border="1"> <tr> <td><b>CASTING TIME</b> 1 action</td><td><b>RANGE</b> 30 feet</td></tr> <tr> <td><b>COMPONENTS</b> V,S</td><td><b>DURATION</b> 1 minute</td></tr> </table> <p>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 magical items, or carry more than 10 pounds.</p>	<b>CASTING TIME</b> 1 action	<b>RANGE</b> 30 feet	<b>COMPONENTS</b> V,S	<b>DURATION</b> 1 minute	<h3>ALARM (RITUAL)</h3> <table border="1"> <tr> <td><b>CASTING TIME</b> 1 minute</td><td><b>RANGE</b> 30 feet</td></tr> <tr> <td><b>COMPONENTS</b> V,S,M</td><td><b>DURATION</b> 8 hours</td></tr> </table> <p>a tiny bell and a piece of fine silver wire</p> <p>You set an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the spell ends, an alarm alerts you whenever a tiny or larger creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible. A mental alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping. An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet.</p>	<b>CASTING TIME</b> 1 minute	<b>RANGE</b> 30 feet	<b>COMPONENTS</b> V,S,M	<b>DURATION</b> 8 hours	<h3>ANIMAL FRIENDSHIP</h3> <table border="1"> <tr> <td><b>CASTING TIME</b> 1 action</td><td><b>RANGE</b> 30 feet</td></tr> <tr> <td><b>COMPONENTS</b> V,S,M</td><td><b>DURATION</b> 24 hours</td></tr> </table> <p>a morsel of food</p> <p>This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spell ends.</p> <p><b>At Higher Levels:</b> When you cast this spell using a 2nd level spell slot or higher, you can affect one additional beast for each slot level above 1st.</p>	<b>CASTING TIME</b> 1 action	<b>RANGE</b> 30 feet	<b>COMPONENTS</b> V,S,M	<b>DURATION</b> 24 hours
<b>CASTING TIME</b> 1 action	<b>RANGE</b> 30 feet													
<b>COMPONENTS</b> V,S	<b>DURATION</b> 1 minute													
<b>CASTING TIME</b> 1 minute	<b>RANGE</b> 30 feet													
<b>COMPONENTS</b> V,S,M	<b>DURATION</b> 8 hours													
<b>CASTING TIME</b> 1 action	<b>RANGE</b> 30 feet													
<b>COMPONENTS</b> V,S,M	<b>DURATION</b> 24 hours													
Ranger (Swarmkeeper)      Conjuration cantrip	Ranger      1st level Abjuration	Ranger      1st level Enchantment												
<h3>CURE WOUNDS</h3> <table border="1"> <tr> <td><b>CASTING TIME</b> 1 action</td><td><b>RANGE</b> Touch</td></tr> <tr> <td><b>COMPONENTS</b> V,S</td><td><b>DURATION</b> Instantaneous</td></tr> </table> <p>A creature you touch regains a number of hit points equal to <math>1d8 +</math> your spellcasting ability modifier. This spell has no effect on undead or constructs.</p> <p><b>At Higher Levels:</b> When you cast this spell using a spell slot of 2nd level or higher, the healing increases by <math>1d8</math> for each slot level above 1st.</p>	<b>CASTING TIME</b> 1 action	<b>RANGE</b> Touch	<b>COMPONENTS</b> V,S	<b>DURATION</b> Instantaneous	<h3>DETECT MAGIC (RITUAL)</h3> <table border="1"> <tr> <td><b>CASTING TIME</b> 1 action</td><td><b>RANGE</b> Self</td></tr> <tr> <td><b>COMPONENTS</b> V,S</td><td><b>DURATION</b> Concentration, up to 10 minutes</td></tr> </table> <p>For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.</p> <p>The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.</p>	<b>CASTING TIME</b> 1 action	<b>RANGE</b> Self	<b>COMPONENTS</b> V,S	<b>DURATION</b> Concentration, up to 10 minutes	<h3>DETECT POISON AND DISEASE</h3> <table border="1"> <tr> <td><b>CASTING TIME</b> 1 action</td><td><b>RANGE</b> Self</td></tr> <tr> <td><b>COMPONENTS</b> V,S,M</td><td><b>DURATION</b> Concentration, up to 10 minutes</td></tr> </table> <p>a yew leaf</p> <p>For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case.</p> <p>The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.</p>	<b>CASTING TIME</b> 1 action	<b>RANGE</b> Self	<b>COMPONENTS</b> V,S,M	<b>DURATION</b> Concentration, up to 10 minutes
<b>CASTING TIME</b> 1 action	<b>RANGE</b> Touch													
<b>COMPONENTS</b> V,S	<b>DURATION</b> Instantaneous													
<b>CASTING TIME</b> 1 action	<b>RANGE</b> Self													
<b>COMPONENTS</b> V,S	<b>DURATION</b> Concentration, up to 10 minutes													
<b>CASTING TIME</b> 1 action	<b>RANGE</b> Self													
<b>COMPONENTS</b> V,S,M	<b>DURATION</b> Concentration, up to 10 minutes													
Ranger      1st level Evocation	Ranger      1st level Divination	Ranger      1st level Divination												
<h3>DISGUISE SELF</h3> <table border="1"> <tr> <td><b>CASTING TIME</b> 1 action</td><td><b>RANGE</b> Self</td></tr> <tr> <td><b>COMPONENTS</b> V,S</td><td><b>DURATION</b> 1 hour</td></tr> </table> <p>You make yourself, including your clothing, armor, weapons, and other belongings on your person, look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.</p> <p>The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.</p> <p>To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.</p>	<b>CASTING TIME</b> 1 action	<b>RANGE</b> Self	<b>COMPONENTS</b> V,S	<b>DURATION</b> 1 hour	<h3>ENSNARING STRIKE</h3> <table border="1"> <tr> <td><b>CASTING TIME</b> 1 bonus action</td><td><b>RANGE</b> Self</td></tr> <tr> <td><b>COMPONENTS</b> V</td><td><b>DURATION</b> Concentration, up to 1 minute</td></tr> </table> <p>The next time you hit a creature with a weapon attack before this spell ends, a writhing mass of thorny vines appears at the point of impact, and the target must succeed on a Strength saving throw or be restrained by the magical vines until the spell ends. A Large or larger creature has advantage on this saving throw. If the target succeeds on the save, the vines shrivel away. While restrained by this spell, the target takes <math>1d6</math> piercing damage at the start of each of its turns. A creature restrained by the vines or one that can touch the creature can use its action to make a Strength check against your spell save DC. On a success, the target is freed.</p> <p><b>At Higher Levels:</b> If you cast this spell using a spell slot of 2nd level or higher, the damage increases by <math>1d6</math> for each slot level above 1st.</p>	<b>CASTING TIME</b> 1 bonus action	<b>RANGE</b> Self	<b>COMPONENTS</b> V	<b>DURATION</b> Concentration, up to 1 minute	<h3>FOG CLOUD</h3> <table border="1"> <tr> <td><b>CASTING TIME</b> 1 action</td><td><b>RANGE</b> 120 feet</td></tr> <tr> <td><b>COMPONENTS</b> V,S</td><td><b>DURATION</b> Concentration, up to 1 hour</td></tr> </table> <p>You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.</p> <p><b>At Higher Levels:</b> When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.</p>	<b>CASTING TIME</b> 1 action	<b>RANGE</b> 120 feet	<b>COMPONENTS</b> V,S	<b>DURATION</b> Concentration, up to 1 hour
<b>CASTING TIME</b> 1 action	<b>RANGE</b> Self													
<b>COMPONENTS</b> V,S	<b>DURATION</b> 1 hour													
<b>CASTING TIME</b> 1 bonus action	<b>RANGE</b> Self													
<b>COMPONENTS</b> V	<b>DURATION</b> Concentration, up to 1 minute													
<b>CASTING TIME</b> 1 action	<b>RANGE</b> 120 feet													
<b>COMPONENTS</b> V,S	<b>DURATION</b> Concentration, up to 1 hour													
Ranger (Gloom Stalker)      1st level Illusion	Ranger      1st level Conjuration	Ranger      1st level Conjuration												



GOODBERRY		HAIL OF THORNS		HUNTER'S MARK	
CASTING TIME	RANGE	CASTING TIME	RANGE	CASTING TIME	RANGE
COMPONENTS	DURATION	COMPONENTS	DURATION	COMPONENTS	DURATION
<i>a sprig of mistletoe</i>					
Up to ten berries appear in your hand and are infused with magic for the duration. A creature can use its action to eat one berry. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day. The berries lose their potency if they have not been consumed within 24 hours of the casting of this spell.		The next time you hit a creature with a ranged weapon attack before the spell ends, this spell creates a rain of thorns that sprouts from your ranged weapon or ammunition. In addition to the normal effect of the attack, the target of the attack and each creature within 5 feet of it must make a Dexterity saving throw. A creature takes 1d10 piercing damage on a failed save, or half as much damage on a successful one. <b>At Higher Levels:</b> If you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st (to a maximum of 6d10).		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. <b>At Higher Levels:</b> 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.	
Ranger	1st level Transmutation	Ranger	1st level Conjuration	Ranger	1st level Divination
JUMP		LONGSTRIDER		PROTECTION FROM EVIL AND GOOD	
CASTING TIME	RANGE	CASTING TIME	RANGE	CASTING TIME	RANGE
COMPONENTS	DURATION	COMPONENTS	DURATION	COMPONENTS	DURATION
<i>a grasshopper's hind leg</i>		<i>a pinch of dirt</i>		<i>holy water or powdered silver and iron, which the spell consumes</i>	
You touch a creature. The creature's jump distance is tripled until the spell ends.		You touch a creature. The target's speed increases by 10 feet until the spell ends. <b>At Higher Levels:</b> 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.		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 charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.	
Ranger	1st level Transmutation	Ranger	1st level Transmutation	Ranger (Horizon Walker)(Monster Slayer)	1st level Abjuration
SPEAK WITH ANIMALS (RITUAL)		CHARM PERSON		FAERIE FIRE	
CASTING TIME	RANGE	CASTING TIME	RANGE	CASTING TIME	RANGE
COMPONENTS	DURATION	COMPONENTS	DURATION	COMPONENTS	DURATION
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 DM's discretion.		You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you. <b>At Higher Levels:</b> When you cast this spell using a spell slot of 2nd level or higher, you can target 1 additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.		Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.	
Ranger	1st level Divination	Ranger (Fey Wanderer)	1st level Enchantment	Ranger (Swarmkeeper)	1st level Evocation



ANIMAL MESSENGER (RITUAL)		BARKSKIN		BEAST SENSE (RITUAL)	
CASTING TIME 1 action	RANGE 30 feet	CASTING TIME 1 action	RANGE Touch	CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S, M	DURATION 24 hours	COMPONENTS V, S, M	DURATION Concentration, up to 1 hour	COMPONENTS S	DURATION Concentration, up to 1 hour
<i>a morsel of food</i>					
<p>By means of this spell, you use an animal to deliver a message. Choose a Tiny beast you can see within range, such as a squirrel, a blue ray, or a bird. You specify a location, which you must have visited, and a recipient who matches a general description, such as a man or woman dressed in the uniform of the town guard or a red-haired dwarf wearing a pointed hat. You also speak a message of up to twenty-five words. The target beast travels for the duration of the spell towards the specified location, covering about 50 miles per 24 hours for a flying messenger or 25 miles for other animals.</p> <p>When the messenger arrives, it delivers your message to the creature that you described, replicating the sound of your voice. The messenger speaks only to a creature matching the description you gave. If the messenger doesn't reach its destination before the spell ends, the message is lost, and the beast makes its way back to where you cast this spell.</p> <p><b>At Higher Levels:</b> If you cast this spell using a spell slot of 3rd level or higher, the duration of the spell increases by 48 hours for each slot level above 2nd.</p>					
Ranger	2nd level Enchantment	Ranger	2nd level Transmutation	Ranger	2nd level Divination
CORDON OF ARROWS		DARKVISION		FIND TRAPS	
CASTING TIME 1 action	RANGE 5 feet	CASTING TIME 1 action	RANGE Touch	CASTING TIME 1 action	RANGE 120 feet
COMPONENTS V, S, M	DURATION 8 hours	COMPONENTS V, S, M	DURATION 8 hours	COMPONENTS V, S	DURATION Instantaneous
<i>four or more arrows or bolts</i>					
<p>You plant four pieces of nonmagical ammunition - arrows or crossbow bolts - in the ground within range and lay magic upon them to protect an area. Until the spell ends, whenever a creature other than you comes within 30 feet of the ammunition for the first time on a turn or ends its turn there, one piece of ammunition flies up to strike it. The creature must succeed on a Dexterity saving throw or take 1d6 piercing damage. The piece of ammunition is then destroyed. The spell ends when no ammunition remains.</p> <p>When you cast this spell, you can designate any creatures you choose, and the spell ignores them.</p> <p><b>At Higher Levels:</b> When you cast this spell using a spell slot of 3rd level or higher, the amount of ammunition that can be affected increases by two for each slot level above 2nd.</p>					
Ranger	2nd level Transmutation	Ranger	2nd level Transmutation	Ranger	2nd level Divination
LESSER RESTORATION		LOCATE ANIMALS OR PLANTS (RITUAL)		LOCATE OBJECT	
CASTING TIME 1 action	RANGE Touch	CASTING TIME 1 action	RANGE Self	CASTING TIME 1 action	RANGE Self
COMPONENTS V, S	DURATION Instantaneous	COMPONENTS V, S, M	DURATION Instantaneous	COMPONENTS V, S, M	DURATION Concentration, up to 10 minutes
<i>a bit of fur from a bloodhound</i>					
<p>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.</p>					
Ranger	2nd level Abjuration	Ranger	2nd level Divination	Ranger	2nd level Divination



<h3>MISTY STEP</h3> <table border="1"> <tr> <td><b>CASTING TIME</b> 1 bonus action</td><td><b>RANGE</b> Self</td></tr> <tr> <td><b>COMPONENTS</b> V</td><td><b>DURATION</b> Instantaneous</td></tr> </table> <p>Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.</p>	<b>CASTING TIME</b> 1 bonus action	<b>RANGE</b> Self	<b>COMPONENTS</b> V	<b>DURATION</b> Instantaneous	<h3>PASS WITHOUT TRACE</h3> <table border="1"> <tr> <td><b>CASTING TIME</b> 1 action</td><td><b>RANGE</b> Self</td></tr> <tr> <td><b>COMPONENTS</b> V,S,M</td><td><b>DURATION</b> Concentration, up to 1 hour</td></tr> </table> <p><i>ashes from a burned leaf of mistletoe and a sprig of spruce</i></p> <p>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.</p>	<b>CASTING TIME</b> 1 action	<b>RANGE</b> Self	<b>COMPONENTS</b> V,S,M	<b>DURATION</b> Concentration, up to 1 hour	<h3>PROTECTION FROM POISON</h3> <table border="1"> <tr> <td><b>CASTING TIME</b> 1 action</td><td><b>RANGE</b> Touch</td></tr> <tr> <td><b>COMPONENTS</b> V,S</td><td><b>DURATION</b> 1 hour</td></tr> </table> <p>You touch a creature. If it is poisoned, you neutralize the poison. If more than one poison afflicts the target, you neutralize on poison that you know is present, or you neutralize one at random.</p> <p>For the duration, the target has advantage on saving throws against being poisoned, and it has resistance to poison damage.</p>	<b>CASTING TIME</b> 1 action	<b>RANGE</b> Touch	<b>COMPONENTS</b> V,S	<b>DURATION</b> 1 hour
<b>CASTING TIME</b> 1 bonus action	<b>RANGE</b> Self													
<b>COMPONENTS</b> V	<b>DURATION</b> Instantaneous													
<b>CASTING TIME</b> 1 action	<b>RANGE</b> Self													
<b>COMPONENTS</b> V,S,M	<b>DURATION</b> Concentration, up to 1 hour													
<b>CASTING TIME</b> 1 action	<b>RANGE</b> Touch													
<b>COMPONENTS</b> V,S	<b>DURATION</b> 1 hour													
Ranger (Horizon Walker)      2nd level Conjuration	Ranger      2nd level Abjuration	Ranger      2nd level Abjuration												
<h3>ROPE TRICK</h3> <table border="1"> <tr> <td><b>CASTING TIME</b> 1 action</td><td><b>RANGE</b> Touch</td></tr> <tr> <td><b>COMPONENTS</b> V,S,M</td><td><b>DURATION</b> 1 hour</td></tr> </table> <p><i>powdered corn extract and a twisted loop of parchment</i></p> <p>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.</p> <p>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.</p> <p>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.</p> <p>Anything inside the extradimensional space drops out when the spell ends.</p>	<b>CASTING TIME</b> 1 action	<b>RANGE</b> Touch	<b>COMPONENTS</b> V,S,M	<b>DURATION</b> 1 hour	<h3>SILENCE (RITUAL)</h3> <table border="1"> <tr> <td><b>CASTING TIME</b> 1 action</td><td><b>RANGE</b> 120 feet</td></tr> <tr> <td><b>COMPONENTS</b> V,S</td><td><b>DURATION</b> Concentration, up to 10 minutes</td></tr> </table> <p>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.</p>	<b>CASTING TIME</b> 1 action	<b>RANGE</b> 120 feet	<b>COMPONENTS</b> V,S	<b>DURATION</b> Concentration, up to 10 minutes	<h3>SPIKE GROWTH</h3> <table border="1"> <tr> <td><b>CASTING TIME</b> 1 action</td><td><b>RANGE</b> 150 feet</td></tr> <tr> <td><b>COMPONENTS</b> V,S,M</td><td><b>DURATION</b> Concentration, up to 10 minutes</td></tr> </table> <p><i>seven sharp thorns or seven small twigs, each sharpened to a point</i></p> <p>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.</p> <p>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.</p>	<b>CASTING TIME</b> 1 action	<b>RANGE</b> 150 feet	<b>COMPONENTS</b> V,S,M	<b>DURATION</b> Concentration, up to 10 minutes
<b>CASTING TIME</b> 1 action	<b>RANGE</b> Touch													
<b>COMPONENTS</b> V,S,M	<b>DURATION</b> 1 hour													
<b>CASTING TIME</b> 1 action	<b>RANGE</b> 120 feet													
<b>COMPONENTS</b> V,S	<b>DURATION</b> Concentration, up to 10 minutes													
<b>CASTING TIME</b> 1 action	<b>RANGE</b> 150 feet													
<b>COMPONENTS</b> V,S,M	<b>DURATION</b> Concentration, up to 10 minutes													
Ranger (Gloom Stalker)      2nd level Transmutation	Ranger      2nd level Illusion	Ranger      2nd level Transmutation												
<h3>ZONE OF TRUTH</h3> <table border="1"> <tr> <td><b>CASTING TIME</b> 1 action</td><td><b>RANGE</b> 60 feet</td></tr> <tr> <td><b>COMPONENTS</b> V,S</td><td><b>DURATION</b> 10 minutes</td></tr> </table> <p>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.</p> <p>An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such creatures can be evasive in its answers as long as it remains within the boundaries of the truth.</p>	<b>CASTING TIME</b> 1 action	<b>RANGE</b> 60 feet	<b>COMPONENTS</b> V,S	<b>DURATION</b> 10 minutes	<h3>MISTY STEP</h3> <table border="1"> <tr> <td><b>CASTING TIME</b> 1 bonus action</td><td><b>RANGE</b> Self</td></tr> <tr> <td><b>COMPONENTS</b> V</td><td><b>DURATION</b> Instantaneous</td></tr> </table> <p>Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.</p>	<b>CASTING TIME</b> 1 bonus action	<b>RANGE</b> Self	<b>COMPONENTS</b> V	<b>DURATION</b> Instantaneous	<h3>WEB</h3> <table border="1"> <tr> <td><b>CASTING TIME</b> 1 action</td><td><b>RANGE</b> 60 feet</td></tr> <tr> <td><b>COMPONENTS</b> V,S,M</td><td><b>DURATION</b> Concentration, up to 1 hour</td></tr> </table> <p><i>a bit of spider web</i></p> <p>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 (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet.</p> <p>Each creature that starts its turn in the webs or that enters them during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free.</p> <p>A creature restrained by the webs can use its actions to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained.</p> <p>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.</p>	<b>CASTING TIME</b> 1 action	<b>RANGE</b> 60 feet	<b>COMPONENTS</b> V,S,M	<b>DURATION</b> Concentration, up to 1 hour
<b>CASTING TIME</b> 1 action	<b>RANGE</b> 60 feet													
<b>COMPONENTS</b> V,S	<b>DURATION</b> 10 minutes													
<b>CASTING TIME</b> 1 bonus action	<b>RANGE</b> Self													
<b>COMPONENTS</b> V	<b>DURATION</b> Instantaneous													
<b>CASTING TIME</b> 1 action	<b>RANGE</b> 60 feet													
<b>COMPONENTS</b> V,S,M	<b>DURATION</b> Concentration, up to 1 hour													
Ranger      2nd level Enchantment	Ranger (Fey Wanderer)      2nd level Conjuration	Ranger (Swarmkeeper)      2nd level Conjuration												



CONJURE ANIMALS		CONJURE BARRAGE		DAYLIGHT	
CASTING TIME	RANGE	CASTING TIME	RANGE	CASTING TIME	RANGE
COMPONENTS	DURATION	COMPONENTS	DURATION	COMPONENTS	DURATION
1 action	60 feet	1 action	Self (60-foot cone)	1 action	60 feet
V,S	Concentration, up to 1 hour	V,S,M	Instantaneous	V,S	1 hour
You summon fey spirits that take the form of beasts and appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears.		<i>one piece of ammunition or a thrown weapon</i>		A 60-foot-radius sphere of light spreads out from a point you choose within range. The sphere is bright light and sheds dim light for an additional 60 feet.	
<ul style="list-style-type: none"> <li>• One beast of challenge rating 2 or lower</li> <li>• Two beasts of challenge rating 1 or lower</li> <li>• Four beasts of challenge rating 1/2 or lower</li> <li>• Eight beasts of challenge rating 1/4 or lower</li> </ul> <p>Each beast is also considered fey, and it disappears when it drops to 0 hit points or when the spell ends. The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The DM has the creatures' statistics.</p> <p><b>At Higher Levels:</b> When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear - twice as many with a 5th-level slot, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.</p>		You throw a nonmagical weapon or fire a piece of nonmagical ammunition into the air to create a cone of identical weapons that shoot forward and then disappear. Each creature in a 60-foot cone must succeed on a Dexterity saving throw. A creature takes 3d8 damage on a failed save, or half as much damage on a successful one. The damage type is the same as that of the weapon or ammunition used as a component.		If you chose a point on an object you are holding or one that isn't being worn or carried, the light shines from the object with and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light.	
Ranger	3rd level Conjuration	Ranger	3rd level Conjuration	Ranger	3rd level Evocation
FEAR		HASTE		LIGHTNING ARROW	
CASTING TIME	RANGE	CASTING TIME	RANGE	CASTING TIME	RANGE
COMPONENTS	DURATION	COMPONENTS	DURATION	COMPONENTS	DURATION
1 action	Self (30-foot cone)	1 action	30 feet	1 bonus action	Self
V,S,M	Concentration, up to 1 minute	V,S,M	Concentration, up to 1 minute	V,S	Concentration, up to 1 minute
<i>a white feather or the heart of a hen</i>		<i>a shaving of licorice root</i>		The next time you make a ranged weapon attack during the spell's duration, the weapon's ammunition, or the weapon itself if it's a thrown weapon, transforms into a bolt of lightning. Make the attack roll as normal. The target takes 4d8 lightning damage on a hit, or half as much damage on a miss, instead of the weapon's normal damage.	
You project a phantasmal image of a creature's worst fears. Each creature in a 30-foot cone must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened for the duration.		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.		Whether you hit or miss, each creature within 10 feet of the target must make a Dexterity saving throw. Each of these creatures takes 2d8 lightning damage on a failed save, or half as much damage on a successful one.	
While frightened by this spell, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.		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.		The piece of ammunition or weapon then returns to its normal form.	
Ranger (Gloom Stalker)	3rd level Illusion	Ranger (Horizon Walker)	3rd level Transmutation	Ranger	3rd level Transmutation
MAGIC CIRCLE [1/2]		MAGIC CIRCLE [2/2]		NONDETECTION	
CASTING TIME	RANGE	CASTING TIME	RANGE	CASTING TIME	RANGE
COMPONENTS	DURATION	COMPONENTS	DURATION	COMPONENTS	DURATION
1 minute	10 feet	1 minute	10 feet	1 action	Touch
V,S,M	1 hour	V,S,M	1 hour	V,S,M	8 hours
<i>holy water or powdered silver and iron worth at least 100 gp, which the spell consumes</i>		<i>holy water or powdered silver and iron worth at least 100 gp, which the spell consumes</i>		<i>a pinch of diamond dust worth 25 gp sprinkled over the target, which the spell consumes</i>	
You create a 10-foot-radius, 20-foot-tall cylinder of magical energy centered on a point on the ground that you can see within range. Glowing runes appear wherever the cylinder intersects with the floor or other surface.		or higher, the duration increases by 1 hour for each slot level above 3rd.		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.	
Choose one or more of the following types of creatures - celestials, elementals, fey, fiends, or undead. The circle affects a creature of the chosen type in the following ways.					
<ul style="list-style-type: none"> <li>• The creature can't willingly enter the cylinder by nonmagical means. If the creature tries to use teleportation or interplanar travel to do so, it must first succeed on a Charisma saving throw.</li> <li>• The creature has disadvantage on attack rolls against targets within the cylinder.</li> <li>• Targets within the cylinder can't be charmed, frightened, or possessed by the creature. When you cast this spell, 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.</li> </ul>					
<b>At Higher Levels:</b> When you cast this spell using a spell slot of 4th level,					
Ranger (Monster Slayer)	3rd level Abjuration	Ranger (Monster Slayer)	3rd level Abjuration	Ranger	3rd level Abjuration



PLANT GROWTH		PROTECTION FROM ENERGY		SPEAK WITH PLANTS	
CASTING TIME	RANGE	CASTING TIME	RANGE	CASTING TIME	RANGE
COMPONENTS	DURATION	COMPONENTS	DURATION	COMPONENTS	DURATION
<p>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.</p> <p>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.</p> <p>You can exclude one or more areas of any size within the spell's area from being affected.</p> <p>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.</p>					
Ranger	3rd level Transmutation	Ranger	3rd level Abjuration	Ranger	3rd level Transmutation
WATER BREATHING (RITUAL)		WATER WALK (RITUAL)		WIND WALL	
CASTING TIME	RANGE	CASTING TIME	RANGE	CASTING TIME	RANGE
COMPONENTS	DURATION	COMPONENTS	DURATION	COMPONENTS	DURATION
<i>a short reed or piece of straw</i>		<i>a piece of cork</i>		<i>a tiny fan and a feather of exotic origin</i>	
<p>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.</p>		<p>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.</p> <p>If your 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.</p>		<p>A wall of strong wind rises from the ground at a point you choose within range. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration.</p> <p>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.</p> <p>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. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and automatically miss. (Boulders hurled by giants or siege engines, and similar projectiles, are unaffected.) Creatures in gaseous form can't pass through it.</p>	
Ranger	3rd level Transmutation	Ranger	3rd level Transmutation	Ranger	3rd level Evocation
DISPEL MAGIC		GASEOUS FORM		BANISHMENT	
CASTING TIME	RANGE	CASTING TIME	RANGE	CASTING TIME	RANGE
COMPONENTS	DURATION	COMPONENTS	DURATION	COMPONENTS	DURATION
<p>Choose any creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.</p> <p><b>At Higher Levels:</b> When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.</p>		<i>a bit of gauze and a wisp of smoke</i>		<i>an item distasteful to the target</i>	
		<p>You transform a willing creature you touch, along with everything it's wearing and carrying, into a misty cloud for the duration. The spell ends if the creature drops to 0 hit points. An incorporeal creature isn't affected. While in this form, the target's only method of movement is a flying speed of 10 feet. The target can enter and occupy the space of another creature. The target has resistance to nonmagical damage, and it has advantage on Strength, Dexterity, and Constitution saving throws. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when stunned or otherwise incapacitated.</p> <p>While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The target can't attack or cast spells.</p>		<p>If the target is native to the plane of existence you're on, you banish the target to a harmless demiplane. While there, the target is incapacitated. The target remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.</p> <p>If the target is native to a different plane of existence than the one you're on, the target is banished with a faint popping noise, returning to its home plane. If the spell ends before 1 minute has passed, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Otherwise, the target doesn't return.</p> <p><b>At Higher Levels:</b> When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.</p>	
Ranger (Fey Wanderer)	3rd level Abjuration	Ranger (Swarmkeeper)	3rd level Transmutation	Ranger (Horizon Walker)(Monster)	4th level Abjuration



CONJURE WOODLAND BEINGS		FREEDOM OF MOVEMENT		GRASPING VINE	
CASTING TIME 1 action	RANGE 60 feet	CASTING TIME 1 action	RANGE Touch	CASTING TIME 1 bonus action	RANGE 30 feet
COMPONENTS V, S, M	DURATION Concentration, up to 1 hour	COMPONENTS V, S, M	DURATION 1 hour	COMPONENTS V, S	DURATION Concentration, up to 1 minute
<i>one holly berry per creature summoned</i>					
<p>You summon fey creatures that appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears.</p> <ul style="list-style-type: none"> <li>• One Fey creature of challenge rating 2 or lower</li> <li>• Two Fey creatures of challenge rating 1 or lower</li> <li>• Four Fey creatures of challenge rating 1/2 or lower</li> <li>• Eight Fey creatures of challenge rating 1/4 or lower</li> </ul> <p>A summoned creature disappears when it drops to 0 hit points or when the spell ends.</p> <p>The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which have their own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.</p> <p>The DM has the creatures' statistics.</p> <p><b>At Higher Levels:</b> When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear - twice as many with a 6th-level slot and three times as many with an 8th-level slot.</p>					
Ranger	4th level Conjuration	Ranger	4th level Abjuration	Ranger	4th level Conjuration
GREATER INVISIBILITY		LOCATE CREATURE		STONESKIN	
CASTING TIME 1 action	RANGE Touch	CASTING TIME 1 action	RANGE Self	CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S	DURATION Concentration, up to 1 minute	COMPONENTS V, S, M	DURATION Concentration, up to 1 hour	COMPONENTS V, S, M	DURATION Concentration, up to 1 hour
<p>You or a creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person.</p>					
Ranger (Gloom Stalker)	4th level Illusion	Ranger	4th level Divination	Ranger	4th level Abjuration
DIMENSION DOOR		ARCANE EYE		COMMUNE WITH NATURE (RITUAL)	
CASTING TIME 1 action	RANGE 500 feet	CASTING TIME 1 action	RANGE 30 feet	CASTING TIME 1 minute	RANGE Self
COMPONENTS V	DURATION Instantaneous	COMPONENTS V, S, M	DURATION Concentration, up to 1 hour	COMPONENTS V, S	DURATION Instantaneous
<p>You teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as 200 feet straight downward or upward to the northwest at a 45-degree angle, 300 feet.</p> <p>You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring 1 willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell.</p> <p>If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 4d6 force damage, and the spell fails to teleport you.</p>					
Ranger (Fey Wanderer)	4th level Conjuration	Ranger (Swarmkeeper)	4th level Divination	Ranger	5th level Divination



CONJURE VOLLEY		HOLD MONSTER		SEEMING [1/2]	
CASTING TIME 1 action	RANGE 150 feet	CASTING TIME 1 action	RANGE 90 feet	CASTING TIME 1 action	RANGE 30 feet
COMPONENTS V,S,M	DURATION Instantaneous	COMPONENTS V,S,M	DURATION Concentration, up to 1 minute	COMPONENTS V,S	DURATION 8 hours
<i>one piece of ammunition or one thrown weapon</i>					
You fire a piece of nonmagical ammunition from a ranged weapon or throw a nonmagical weapon into the air and choose a point within range. Hundreds of duplicates of the ammunition or weapon fall in a volley from above and then disappear. Each creature in a 40-foot-radius, 20-foot-high cylinder centered on that point must make a Dexterity saving throw. A creature takes 8d8 damage on a failed save, or half as much damage on a successful one. The damage type is the same as that of the ammunition or weapon.	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.	The spell disguises physical appearances as well as clothing, armor, weapons, and equipment. You can make each creature seem 1 foot shorter or taller and appear thin, fat, or in-between. 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 spell lasts for the duration, unless you use your action to dismiss it sooner.			
Ranger	5th level Conjuration	Ranger (Monster Slayer)	5th level Enchantment	Ranger (Gloom Stalker)	5th level Illusion
SEEMING [2/2]		SWIFT QUIVER		TELEPORTATION CIRCLE [1/2]	
CASTING TIME 1 action	RANGE 30 feet	CASTING TIME 1 bonus action	RANGE Touch	CASTING TIME 1 minute	RANGE 10 feet
COMPONENTS V,S	DURATION 8 hours	COMPONENTS V,S,M	DURATION Concentration, up to 1 minute	COMPONENTS V,M	DURATION 1 round
<i>save DC. If it succeeds, it becomes aware that the target is disguised.</i>					
Ranger (Gloom Stalker)	5th level Illusion	Ranger	5th level Transmutation	Ranger (Horizon Walker)	5th level Conjuration
TELEPORTATION CIRCLE [2/2]		TREE STRIDE		MISLEAD	
CASTING TIME 1 minute	RANGE 10 feet	CASTING TIME 1 action	RANGE Self	CASTING TIME 1 action	RANGE Self
COMPONENTS V,M	DURATION 1 round	COMPONENTS V,S	DURATION Concentration, up to 1 minute	COMPONENTS S	DURATION Concentration, up to 1 hour
<i>rare chalks and inks infused with precious gems with 50 gp, which the spell consumes</i>					
<i>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.</i>					
Ranger (Horizon Walker)	5th level Conjuration	Ranger	5th level Conjuration	Ranger (Fey Wanderer)	5th level Illusion



## INSECT PLAGUE

CASTING TIME	RANGE
1 action	300 feet
COMPONENTS	DURATION
V, S, M Concentration, up to 10 minutes	

*a few grains of sugar, some kernels of grain, and a smear of fat*

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.

Ranger (Swarmkeeper)

5th level Conjuration

## ASHARDALON'S STRIDE

CASTING TIME	RANGE
1 bonus action	Self
COMPONENTS	DURATION
V, S Concentration, up to 1 minute	

The billowing flames of a dragon blast from your feet, granting you explosive speed. For the duration, your speed increases by 20 feet and moving doesn't provoke opportunity attacks. When you move within 5 feet of a creature or an object that isn't being worn or carried, it takes 1d6 fire damage from your trail of heat. A creature or object can take this damage only once during a turn.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, increase your speed by 5 feet for each spell slot level above 3rd. The spell deals an additional 1d6 fire damage for each slot level above 3rd.

Ranger (FToD)

3rd Level Transmutation



