

Piper's Spells																				
	Name	Level	School	Casting Time	Duration	Range	Area	Attack	Save	Damage/Effect	Ritual	Concentration	Verbal	Somatic	Material	Components	Source	Description		
	Fire Bolt		cantripEvocation	1 Action	Instantaneous	120 ft				Ranged	Fire		False	False	True	True	False	PHB	You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).	
	Guidance		cantripDivination	1 Action	1 Minute	Touch					Buff		False	True	True	True	False	PHB	You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.	
	Light		cantripEvocation	1 Action	1 Hour	Touch	sphere 20 ft				DEX	Creation (...)	False	False	True	False	True	PHB	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.	
	Message		cantripTransmutation	1 Action	1 Round	120 ft					Communication (...)	False	False	True	True	True		PHB	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.	
	Sacred Flame		cantripEvocation	1 Action	Instantaneous	60 ft					DEX	Radiant	False	False	True	True	False	PHB	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).	
	Spare the Dying		cantripNecromancy	1 Action	Instantaneous	Touch					Healing	False	False	True	True	False		PHB	You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.	
	Command	1	Enchantment	1 Action	1 Round	60 ft					WIS	Prone	False	False	True	False	False	PHB	You speak a one-word command to a creature that you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, the spell ends. Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you. Drop. The target drops whatever it is holding and then ends its turn. Flee. The target spends its turn moving away from you by the fastest available means. Grovel. The target falls prone and then ends its turn. Hail. The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.	
	Cure Wounds	1	Evocation	1 Action	Instantaneous	Touch					Healing	False	False	True	True	False		PHB	A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.	
	Detect Evil and Good	1	Divination	1 Action	10 Minutes	Self	sphere 30 ft					Detection	False	True	True	True	False	PHB	For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.	
	Detect Magic	1	Divination	1 Action	10 Minutes	Self	sphere 30 ft					Detection	True	True	True	True	False	PHB	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. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.	
	Find Familiar	1	Conjuration	1 Hour	Instantaneous	10 ft						Summoning	True	False	True	True	True	PHB	10 gp worth of charcoal, incense, and herbs that must be consumed by fire in a brass brazier	You gain the service of a familiar, a spirit that takes an animal form you choose: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, sea horse, spider, or weasel. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of a beast. Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal. When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again. While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses. As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you. You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature. Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.
	Healing Word	1	Evocation	1 Bonus Action	Instantaneous	60 ft					Healing	False	False	True	False	False		PHB	A creature of your choice that you can see within range regains 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 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.	
	Identify	1	Divination	1 Minute	Instantaneous	Touch						Detection	True	False	True	True	True	PHB	a pearl worth at least 100 gp and an owl feather	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.
	Illusory Script	1	Illusion	1 Minute	10 Days	Touch						Communication	True	False	False	True	True	PHB	a lead-based ink worth at least 10 gp, which the spell consumes	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.
	Inflict Wounds	1	Necromancy	1 Action	Instantaneous	Touch					Melee	Necrotic	False	False	True	True	False	PHB		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.
	Sanctuary	1	Abjuration	1 Bonus Action	1 Minute	30 ft					WIS	Buff (...)	False	False	True	True	True	PHB	a small silver mirror	You ward a creature within range against attack. Until the spell ends, any creature who targets the wardied 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 wardied creature from area effects, such as the explosion of a fireball. If the wardied creature makes an attack, casts a spell that affects an enemy, or deals damage to another creature, this spell ends.
	Shield of Faith	1	Abjuration	1 Bonus Action	10 Minutes	60 ft						Buff (...)	False	True	True	True	True	PHB	a small parchment with a bit of holy text written on it	A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.
	Augury	2	Divination	1 Minute	Instantaneous	Self						Foreknowledge	True	False	True	True	True	PHB	specially marked sticks, bones, or similar tokens worth at least 25 gp	By casting gem-inlaid sticks, rolling dragon bones, laying out ornate cards, or employing some other divining tool, you receive an omen from an otherworldly entity about the results of a specific course of action that you plan to take within the next 30 minutes. The DM chooses from the following possible omens: Weal, for good results; Woe, for bad results; Weal and woe, for both good and bad results; Nothing, for results that aren't especially good or bad. The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion. If you cast the spell two or more times before completing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random reading. The DM makes this roll in secret.
	Ritual of the Bones of Black and Gold	2	Divination	1 Action	Instantaneous	Self						Foreknowledge	True	False	True	True	True	Matt	specially marked sticks, bones, or similar tokens worth at least 25 gp	By casting gem-inlaid sticks, rolling dragon bones, laying out ornate cards, or employing some other divining tool, you receive an omen from an otherworldly entity about the results of a specific course of action that you plan to take within the next 1 hour. The DM chooses from the following possible omens: Weal, for good results; Woe, for bad results; Weal and woe, for both good and bad results; Nothing, for results that aren't especially good or bad. The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion. If you cast the spell two or more times before completing your next long rest, there is a cumulative 50 percent chance for each casting after the first that you get a random reading. The DM makes this roll in secret.
	Suggestion	2	Enchantment	1 Action	8 Hours	30 ft					WIS	Control (...)	False	True	True	False	True	PHB	a snake's tongue and either a bit of honeycomb or a drop of sweet oil	You suggest a course of activity (limited to a sentence or two) and magically influence a creature you can see within range 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. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the spell. The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. 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.
	Zone of Truth	2	Enchantment	1 Action	10 Minutes	60 ft	sphere 15 ft				CHA	Control	False	False	True	True	False	PHB		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.