

Bazvrah

CHARACTER NAME

Moon Druid 11, Soulnif... Criminal: Hired Killer

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Winged Wood Elf

Neutral Evil

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

5

20

CONSTITUTION

1

12

INTELLIGENCE

-1

8

WISDOM

5

20

CHARISMA

1

12

INSPIRATION

5

PROFICIENCY BONUS

16

ARMOR CLASS

5.2

INITIATIVE

45/30

SPEED

Hit Point Maximum 122

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 15

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

- ☐ -1 Strength
- ☐ 5 Dexterity
- ☐ 1 Constitution
- ☒ 4 Intelligence
- ☒ 10 Wisdom
- ☐ 1 Charisma

SAVING THROWS

- ☒ 10 Acrobatics (Dex)
- ☐ 5 Animal Handling (...)
- ☐ -1 Arcana (Int)
- ☐ -1 Athletics (Str)
- ☐ 1 Deception (Cha)
- ☐ -1 History (Int)
- ☐ 5 Insight (Wis)
- ☐ 1 Intimidation (Cha)
- ☐ -1 Investigation (Int)
- ☐ 5 Medicine (Wis)
- ☐ -1 Nature (Int)
- ☒ 10 Perception (Wis)
- ☐ 1 Performance (Cha)
- ☐ 1 Persuasion (Cha)
- ☐ -1 Religion (Int)
- ☒ 10 Sleight of Hand (D...)
- ☒ 10 Stealth (Dex)
- ☒ 10 Survival (Wis)

SKILLS

20

PASSIVE WISDOM (PERCEPTION)

TOOL: Disguise, Enchantment, Lockpicking,

Mask of the Wild, Mix Potions, Sleep Crown

LANGUAGE: Common, Elvish, Orc, Thieves'

Cant

OTHER PROFICIENCIES & LANGUAGES

NAME	ATK	DAMAGE/TYPE
10	10	10
10	10	10
Soul Dagger	+10	1d6+5 Piercing
Inflict Wounds	+10	3d10 necrotic
Blight	DC13	8d8 Necrotic
Faerie Fire	DC13	
Wall of Fire	+5	5d8 fire

ATTACKS & SPELLCASTING

0

CP

0

SP

1549

EP

1549

GP

PP

1 Lightning Resistant Armour

1 Ruby Fireball Ring

1 Pants of Warmth

1 Wind Amulet

1 Speaking Stone

1 Bag of Holding

1 Earth Terror (Runed Golden Sword)

EQUIPMENT

Outlander, a druid that has taken some time to develop his mundane talents such as stealth and subterfuge.

I am wary of those who also kill because if they are like me, I know what they are capable of.

Moon Druid 11, Soulnife Rogue 3, Trickery Cleric 1

PERSONALITY TRAITS

In this business reputation is key and I've got to keep mine.

IDEALS

I take a trophy from every job to remind me of what I have done.

BONDS

I always assume that everyone is looking to hire.

FLAWS

Wild Shape

Druid Book

Land's Stride

Trance

Fey Ancestry

Ritual Casting

Wild Companion

Mask of the Wild

Sneak Attack

Cunning Action

Psionic Talent

Psi Replenishment


Criminal Contact

Primal Strike

Necklace of History
Hit List
Blessing of the Trickster
Book of Knowledge
Blood Fury Tattoo (UA) Wondrous Item, legendary
Mobile
Experienced Murderer

FEATURES & TRAITS

NAME	ATK	DAMAGE/TYPE	CP	SP	EP	GP	PP	Total:	Total:
Heat Metal	+10	2d8+5 Fire							1
Tidal Wave	+10	4d8+5							CORAL STAFF WITH PIXIE GEM
Produce Flame	+10	2d8+5 Fire						3	5
Psi-Bolstered ...		1d6						0	5
Psychic Whispers		1d6							
Psychic Blades...	+5	1d6 Psychic							
Psychic Blades...	+5	1d4 Psychic							
Moonbeam	+10	2d10+5 Radiant							
Cure Wounds		1d8+5 Healing							
Thunderwave	+10	2d8+5							
Erupting Earth	+10	3d12+5 Bludge...							
Hold Person	DC18								
Ice Knife	+5	1d10 Piercing ...							
Guiding Bolt	+10	4d6+5 radiant							
Toll the Dead		2d8 necrotic - i...							
Earth terror	+2	2d6+2 Slashing...							
Grasping Vine	+5								
Ice Storm	+10	4d6+5 Cold + ...							
Dust Devil	DC18	1d8+5 bludgeo...							
Ruby Ring - Fi...	DC18	8d6+5 Fire							
Sapphire Ring ...	DC18	10d8+5 lightning							
Dagger of End...	+12	1d12+7 Pierci...							
EQUIPMENT									
ATTACKS & SPELLCASTING									



WISDOM

SPELLCASTING ABILITY

18

SPELL SAVE DC

10

SPELL ATTACK BONUS

SPELLCASTING CLASS

0

CANTRIPS

- Druid -----
- Produce Flame
- Resistance
- Gust
- Cleric -----
- Thaumaturgy
- Guidance
- Toll the Dead

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

- ☐ Faerie Fire
- ☐ Thunderwave
- ☐ Guiding Bolt
- ☐ Command
- ☐ ----- Domain -----
- ☐ Charm Person
- ☐ Disguise Self
- ☐ ----- Prepared Spells Above -----
- ☐ ----- Druid -----
- ☐ Cure Wounds
- ☐ Speak with Animals
- ☐ Entangle
- ☐ Detect Magic
- ☐ Ice Knife
- ☐ Guiding Hand
- ☐ ----- Cleric -----
- ☐ Inflict Wounds
- ☐ Sanctuary
- ☐ Bless
- ☐ Protection from Evil and Good

2

3

- ☐ Dust Devil
- ☐ Spike Growth
- ☐ Moonbeam
- ☐ ----- Prepared Spells Above -----
- ☐ Warding Wind
- ☐ Heat Metal
- ☐ Hold Person
- ☐ Pass Without Trace

3

3

- ☐ Conjure Animals
- ☐ Erupting Earth
- ☐ Call Lightning
- ☐ ----- Prepared Spells Above -----
- ☐ Wind Wall
- ☐ Stinking Cloud
- ☐ Tidal Wave
- ☐ Water Walk

4

3

- ☐ Conjure Woodland Beings
- ☐ Blight
- ☐ Polymorph
- ☐ ----- Prepared Spells Above -----
- ☐ Hallucinatory Terrain
- ☐ Grasping Vine
- ☐ Wall of Fire
- ☐ Guardian of Nature
- ☐ Locate Creature
- ☐ Stone Shape
- ☐ Ice Storm

5

2

- ☐ Geas
- ☐ Antilife Shell
- ☐ ----- Prepared Spells Above -----
- ☐ Greater Restoration
- ☐ Wall of Stone
- ☐ Contagion
- ☐ Planar Binding
- ☐ Awaken
- ☐ Insect Plague
- ☐ Commune with Nature
- ☐ Mass Cure Wounds
- ☐ Reincarnate
- ☐ Scrying
- ☐ Tree Stride

6

1

- ☐ Transport via Plants
- ☐ ----- Prepared Spells Above -----
- ☐ Heal
- ☐ Conjure Fey
- ☐ Wall of Thorns
- ☐ Find the Path
- ☐ Investiture of Elements
- ☐ Heroes' Feast
- ☐ Move Earth
- ☐ Sunbeam
- ☐ Wind Walk

7

0

8

0

9

0

☐ Enhance Ability

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☐ Barkskin

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☐ Lesser Restoration

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# FEATURES & TRAITS

## Wild Shape

Starting at 2nd Level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or Long Rest.

speed

2nd 1/4 No flying or swimming

4th 1/2 No flying

8th 1 Giant Eagle

## Druid Book

How to kill Gods:

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\*Formulate a plan

\*It is disrespectful to kill an immortal deity without a well thought out plan of action

\*Stay up late. One often gets the best or worst ideas when one is on the brink of sleep deprivation and insanity

\*Seek help from others (no not the therapeutic kind)

\*There are several people that want to kill gods, you are not alone

\*Seek help from others, make an advertisement, raise an army.

## Land's Stride

Starting at 6th level, moving through nonmagical Difficult Terrain costs you no extra Movement. You can also pass through nonmagical Plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on Saving Throws against Plants that are magically created or manipulated to impede Movement, such those created by the Entangle spell.

## Trance

Trance: Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After Resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

## Fey Ancestry

Fey Ancestry: You have advantage on Saving Throws against being Charmed, and magic can't put you to sleep.

## Ritual Casting

Ritual Casting

You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared. 10 min preparation

Water Walk, Speak with Animals

## Wild Companion

Level 2: Wild Companion

At 2nd level, you learn to use your magic to create a powerful bond with a creature of the natural world.

With 8 hours of meditation, you call forth a beast from the wilderness to serve as your faithful companion. At the end of the 8 hours, your animal companion appears. The animal you select must be native to the locale you presently inhabit.

Alternatively, you may spend 1 hour connecting with a friendly beast that you touch. You can have only one animal companion at a time.

Your druid level determines the beasts you can connect with, as shown in the Companion table.

## Mask of the Wild

You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

## Sneak Attack

Beginning at 1st Level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 2d6 damage to one creature you hit with an Attack if you have advantage on the Attack roll. The Attack must use a Finesse or a ranged weapon.

You don't need advantage on the Attack roll if another enemy of the target is within 5 feet of it, that enemy isn't Incapacitated, and you don't have disadvantage on the Attack roll.

## Cunning Action

Starting at 2nd Level, your quick thinking and agility allow you to move and act quickly. You can take a Bonus Action on each of your turns in Combat. This action can be used only to take the Dash, Disengage, or Hide action.

## Psionic Talent

Starting at 3rd level, you harbor a wellspring of psionic power within yourself, an energy that ebbs and flows as you channel it in various ways. This power is represented by your Psionic Talent die, the starting size of which is a d6.

Changing the Die's Size. If you roll the highest number on your Psionic Talent die, it decreases by one die size after the roll. This represents you burning through your psionic energy. For example, if the die is a d6 and you roll a 6, it becomes a d4. If it's a d4 and you roll a 4, it becomes unusable until you finish a long rest.

Conversely, if you roll a 1 on your Psionic Talent die, it increases by one die size after the roll, up to its starting size. This represents you conserving psionic energy for later use. For example, if you roll a 1 on a d4, the die then becomes a d6.

Whenever you finish a long rest, your Psionic Talent die resets to its starting size. When you reach certain levels in this class, the starting size of your Psionic Talent die increases: at 5th level (d8), 11th level (d10), and 17th level (d12).

You can use your Psionic Talent die in the following ways:

## Psi Replenishment

Starting at 3rd level, as a bonus action, you can calm your mind for a moment and restore your Psionic Talent die to its starting size. You then can't use Psi Replenishment again until you finish a long rest.

## Criminal Contact

Feature: Criminal Contact

You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

## Primal Strike

Primal Strike

Starting at 6th level, your attacks in beast form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

### Necklace of History

Upon this leather necklace there are small pieces of each of the following items, taken from the people Bazvrah has assassinated.

- 1) Tooth of Ivory
- 2) Small Iron Flower
- 3) Tiger Claw
- 4) Diamond Engagement Ring
- 5) Safe Key
- 6) Jade Statue
- 7) Iron Token from the Italian Dock Master
- 8) Steve-O's Glasses
- 9) Steve Harvey's Part of a leather belt
- 10) Sylivians (dock worker) Beard Hair

### Hit List

Taken Off

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- 1) Meade for reminding me of an abusive drunk i once killed for good reason
- 2) Teammates for abandoning me with the frost giants

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The Hit List

- 1) Thief who gave up my position in os's city (400g)
- 2) Guard who is incompetent in Fywick (ass)

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Killed

- 1) Italian dock worker in Fywick
- 2) Steve-O for being a little shit in fywick
- 3) Steve Harvey for trying to take my money in free-real-estate town
- 4) Kaltrsar Bay dock worker who argued about money

### Blessing of the Trickster

Starting when you choose this domain at 1st level, you can use your action to touch a willing creature other than yourself to give it advantage on Dexterity (Stealth) checks. This blessing lasts for 1 hour or until you use this feature again.

### Book of Knowledge

Read up any anything :)

Boots of speed:

facil, boots, magic essence (give spells slots up), correctly essence (ez grorary store items + tabaxi ankle bone) - i get the procedure

### Blood Fury Tattoo (UA) Wondrous Item, legendary

Your attack rolls score a critical hit on a d20 roll of 19 or 20.

When you score a critical hit against a creature, that target takes an extra 4d6 necrotic damage, and you gain a number of temporary hit points equal to the necrotic damage dealt.

When a creature you can see damages you, you can use your reaction to make a melee attack against that creature, with advantage on your attack roll.

### Mobile

You are exceptionally speedy and agile. You gain the following benefits:

- Your speed increases by 10 feet.
- When you use the Dash action, difficult terrain doesn't cost extra movement on that turn.
- When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

### Experienced Murderer

Gain advantage with attack rolls and skill checks to murder innocent defenseless people

# SPELLS

## ----- Druid -----

abjuration cantrip

**Casting Time:** 10

**Range:** 10

**Target:** 10

**Components:**

**Duration:**

**Description:**

### Produce Flame

conjuration cantrip

**Casting Time:** 1 action

**Range:** 30

**Target:** 10

**Components:** V S

**Duration:** 10 minutes

**Description:**

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. 2d8 at lvl 5

### Resistance

abjuration cantrip

**Casting Time:** 1 action

**Range:** Touch

**Target:** 10

**Components:** V S M

**Duration:** Concentrationup to 1 minute

**Description:**

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.

## Gust

transmutation cantrip

**Casting Time:** 1 action

**Range:** 30

**Target:** 10

**Components:** V S

**Duration:** Instantaneous

**Description:**

You seize the air and compel it to create one of the following effects at a point you can see within range:

- One Medium or smaller creature that you choose must succeed on a Strength saving throw or be pushed up to 5 feet away from you.
- You create a small blast of air capable of moving one object that is neither held nor carried and that weighs no more than 5 pounds. The object is pushed up to 10 feet away from you. It isn't pushed with enough force to cause damage.
- You create a harmless sensory affect using air, such as causing leaves to rustle, wind to slam shutters shut, or your clothing to ripple in a breeze.

## ----- Cleric -----

abjuration cantrip

**Casting Time:** 10

**Range:** 10

**Target:** 10

**Components:** V S M

**Duration:**

**Description:**

## Thaumaturgy

transmutation cantrip

**Casting Time:** 1 action

**Range:** 30 feet

**Target:** 10

**Components:** V

**Duration:** Up to 1 minute

**Description:**

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 for 1 minute.

You cause flames to flicker, brighten, dim, or change color for 1 minute.

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, such as a rumble of thunder, the cry of a raven, or ominous whispers.

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, and you can dismiss such an effect as an action.

## Guidance

divination cantrip

**Casting Time:** 1 action

**Range:** Touch

**Target:** 10

**Components:** V S

**Duration:** Concentrationup to 1 minute

**Description:**

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.



### **Toll the Dead**

necromancy cantrip

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** 10

**Components:** V S

**Duration:** Instantaneous

#### **Description:**

You point at one creature you can see within range, and the sound of a dolorous bell fills the air around it for a moment.

***At Higher Levels:*** The spell's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).

### **Faerie Fire**

evocation 1

**Casting Time:** 1 action

**Range:** 60 Feet

**Target:** 10

**Components:** V

**Duration:** Concentration up to 1 minute

#### **Description:**

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.

### **Thunderwave**

evocation 1

**Casting Time:** 1 action

**Range:** Self (15-foot cube)

**Target:** 10

**Components:** V S

**Duration:** Instantaneous

#### **Description:**

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.

### **Guiding Bolt**

evocation 1

**Casting Time:** 1 action

**Range:** 120 feet

**Target:** 10

**Components:** V S

**Duration:** 1 round

#### **Description:**

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then.

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

### **Command**

enchantment 1

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** 10

**Components:** V

**Duration:** 1 round

#### **Description:**

You speak a one-word command to a creature 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.

**Halt.** 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.

### **----- Domain -----**

abjuration 1

**Casting Time:** 10

**Range:** 10

**Target:** 10

**Components:**

**Duration:**

**Description:**

**Charm Person**

enchantment 1

**Casting Time:** 1 action

**Range:** 30 feet

**Target:** 10

**Components:** V S

**Duration:** 1 hour

**Description:**

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

**Disguise Self**

illusion 1

**Casting Time:** 1 action

**Range:** Self

**Target:** 10

**Components:** V S

**Duration:** 1 hour

**Description:**

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.

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.

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.

**----- Prepared Spells Above -----**

abjuration 1

**Casting Time:** 10

**Range:** 10

**Target:** 10

**Components:**

**Duration:**

**Description:**

**----- Druid -----**

abjuration 1

**Casting Time:** 10

**Range:** 10

**Target:** 10

**Components:**

**Duration:**

**Description:**

**Cure Wounds**

evocation 1

**Casting Time:** 1 action

**Range:** Touch

**Target:** 10

**Components:** V S

**Duration:** Instantaneous

**Description:**

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.

**Speak with Animals**

divination 1 (ritual)

**Casting Time:** 1 action

**Range:** self

**Target:** 10

**Components:** V S

**Duration:** 10 minutes

**Description:**

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.

**Entangle**

conjuration 1

**Casting Time:** 1 action

**Range:** 90 feet

**Target:** 10

**Components:** V S

**Duration:** Concentration up to 1 minute

**Description:**

Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain.

A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

When the spell ends, the conjured plants wilt away.

**Detect Magic**

divination 1

**Casting Time:** 1 action

**Range:** Self

**Target:** 10

**Components:** V S

**Duration:** Concentration up to 10 minutes

**Description:**

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 is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

**Ice Knife**

conjuration 1

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** 10

**Components:** S M

**Duration:** Instantaneous

**Description:**

You create a shard of ice and fling it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of the point where the ice exploded must succeed on a Dexterity saving throw or take 2d6 cold damage.

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

### Guiding Hand

divination 1 (ritual)

**Casting Time:** 1 minute

**Range:** 5 feet

**Target:** 10

**Components:** V S

**Duration:** Concentration

#### Description:

You create a Tiny incorporeal hand of shimmering light in an unoccupied space you can see within range. The hand exists for the duration, but it disappears if you teleport or you travel to a different plane of existence.

When the hand appears, you name one major landmark, such as a city, mountain, castle, or battlefield on the same plane of existence as you. Someone in history must have visited the site and mapped it. If the landmark appears on no map in existence, the spell fails. Otherwise, whenever you move toward the hand, it moves away from you at the same speed you moved, and it moves in the direction of the landmark, always remaining 5 feet away from you.

If you don't move toward the hand, it remains in place until you do and beckons for you to follow once every 1d4 minutes.

### ----- Cleric -----

abjuration 1

**Casting Time:** 10

**Range:** 10

**Target:** 10

**Components:**

**Duration:**

#### Description:

### Inflict Wounds

necromancy 1

**Casting Time:** 1 action

**Range:** Touch

**Target:** Instantaneous

**Components:** V S

**Duration:**

#### Description:

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

abjuration 1

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Target:** 10

**Components:** V S M

**Duration:** 1 minute

#### Description:

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.

### Bless

enchantment 1

**Casting Time:** 1 action

**Range:** 30 feet

**Target:** 10

**Components:** V S M

**Duration:** Concentration up to 1 minute

#### Description:

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

### Protection from Evil and Good

abjuration 1

**Casting Time:** 1 action

**Range:** Touch

**Target:** 10

**Components:** V S M

**Duration:** Concentration up to 10 minutes

#### Description:

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.

### Dust Devil

conjuration 2

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** 10

**Components:** V S M

**Duration:** Concentration up to 1 minute

#### Description:

Choose an unoccupied 5-foot cube of air that you can see within range. An elemental force that resembles a dust devil appears in the cube and lasts for the spell's duration.

Any creature that ends its turn within 5 feet of the dust devil must make a Strength saving throw. On a failed save, the creature takes 1d8 bludgeoning damage and is pushed 10 feet away. On a successful save, the creature takes half as much damage and isn't pushed.

As a bonus action, you can move the dust devil up to 30 feet in any direction. If the dust devil moves over sand, dust, loose dirt, or small gravel, it sucks up the material and forms a 10-foot-radius cloud of debris around itself that lasts until the start of your next turn. The cloud heavily obscures its 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.

### Spike Growth

transmutation 2

**Casting Time:** 1 action

**Range:** 150 feet

**Target:** 10

**Components:** V S M

**Duration:** Concentration up to 10 minutes

#### Description:

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.

**Moonbeam**

evocation 2

**Casting Time:** 1 action

**Range:** 120 feet

**Target:** 10

**Components:** V S M

**Duration:** Up to 1 minute

**Description:**

A silvery beam of pale light shines down in a 5-foot-radius, 40-foot-high cylinder centered on a point within range. Until the spell ends, dim light fills the cylinder.

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 that cause searing pain, and it must make a Constitution saving throw. It takes 2d10 radiant damage on a failed save, or half as much damage on a successful one.

A shapechanger 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 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.

----- Prepared Spells Above -----

abjuration 2

**Casting Time:** 10

**Range:** 10

**Target:** 10

**Components:**

**Duration:**

**Description:**

**Warding Wind**

evocation 2

**Casting Time:** 1 action

**Range:** self

**Target:** 10

**Components:** V

**Duration:** Concentration

**Description:**

A strong wind (20 miles per hour) blows around you in a 10-foot radius and moves with you, remaining centered on you. The wind lasts for the spell’s duration.

The wind has the following effects:

- It deafens you and other creatures in its area.
- It extinguishes unprotected flames in its area that are torch-sized or smaller.
- The area is difficult terrain for creatures other than you.
- The attack rolls of ranged weapon attacks have disadvantage if they pass in or out of the wind.
- It hedges out vapor, gas, and fog that can be dispersed by strong wind.

**Heat Metal**

transmutation 2

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** 10

**Components:** V S M

**Duration:** Concentrationup to 1 minute

**Description:**

Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to glow red-hot. 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.

**Hold Person**

enchantment 2

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** one target

**Components:** V S M

**Duration:** Concentrationup to 1 minute

**Description:**

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.

**Pass Without Trace**

abjuration 2

**Casting Time:** 1 action

**Range:** elf

**Target:** 10

**Components:** V S M

**Duration:** Concentrationup to 1 hour

**Description:**

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.

**Enhance Ability**

transmutation 2

**Casting Time:** 1 action

**Range:** Touch

**Target:** 10

**Components:** V S M

**Duration:** Concentration up to 1 hour.

**Description:**

You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects; the target gains that effect until the spell ends.

Bear's Endurance. The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the spell ends.

Bull's Strength. The target has advantage on Strength checks, and his or her carrying capacity doubles.

Cat's Grace. The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated.

Eagle's Splendor. The target has advantage on Charisma checks.

Fox's Cunning. The target has advantage on Intelligence checks.

Owl's Wisdom. The target has advantage on Wisdom checks.

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

**Barkskin**

transmutation 2

**Casting Time:** 1 action

**Range:** Touch

**Target:** 10

**Components:** V S M

**Duration:** Concentration up to 1 hour

**Description:**

You touch a willing creature. Until the spell ends, the target's skin has a rough, bark-like appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing.

**Lesser Restoration**

abjuration 2

**Casting Time:** 1 action

**Range:** Touch

**Target:** 10

**Components:** V S

**Duration:** Instantaneous

**Description:**

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

**Conjure Animals**

conjuration 3

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** 10

**Components:** V S

**Duration:** Concentration up to 1 hour

**Description:**

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:

One beast of challenge rating 2 or lower

Two beasts of challenge rating 1 or lower

Four beasts of challenge rating 1/2 or lower

Eight beasts of challenge rating 1/4 or lower

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 GM has the creatures' statistics.

At Higher Levels. When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 5th-level slot, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.

**Erupting Earth**

transmutation 3

**Casting Time:** 1 action

**Range:** 120 feet

**Target:** 10

**Components:** V S M

**Duration:** Instantaneous

**Description:**

Choose a point you can see on the ground within range. A fountain of churned earth and stone erupts in a 20-foot cube centered on that point. Each creature in that area must make a Dexterity saving throw. A creature takes 3d12 bludgeoning damage on a failed save, or half as much damage on a successful one. Additionally, the ground in that area becomes difficult terrain until cleared away. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d12 for each slot level above 2nd.

**Call Lightning**

conjuration 3

**Casting Time:** 1 action

**Range:** 120 feet

**Target:** 10

**Components:** V S

**Duration:** up to 10 minutes

**Description:**

A storm cloud appears in the shape of a cylinder that is 10 feet tall with a 60-foot radius, centered on a point you can see 100 feet directly above you. The spell fails if you can't see a point in the air where the storm cloud could appear (for example, if you are in a room that can't accommodate the cloud).

When you cast the spell, choose a point you can see within range. A bolt of lightning flashes down from the cloud to that point. Each creature within 5 feet of that point must make a Dexterity saving throw. A creature takes 3d10 lightning damage on a failed save, or half as much damage on a successful one. On each of your turns until the spell ends, you can use your action to call down lightning in this way again, targeting the same point or a different one. If you are outdoors in stormy conditions when you cast this spell, the spell gives you control over the existing storm instead of creating a new one. Under such conditions, the spell's damage increases by 1d10.

At Higher Levels. When you cast this spell using a spell slot of 4th or higher level, the damage increases by 1d10 for each slot level above 3rd.

**----- Prepared Spells Above -----**

abjuration 3

**Casting Time:** 10

**Range:** 10

**Target:** 10

**Components:**

**Duration:**

**Description:**

### Wind Wall

evocation 3

**Casting Time:** 1 action

**Range:** 120 feet

**Target:** 10

**Components:** V S M

**Duration:** Concentration up to 1 minute

#### Description:

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. 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. 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.

### Stinking Cloud

conjuration 3

**Casting Time:** 1 action

**Range:** 90 feet

**Target:** 10

**Components:** V S M

**Duration:** Concentration up to 1 minute

#### Description:

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.

Spell Lists. Bard, Sorcerer, Wizard

### Tidal Wave

conjuration 3

**Casting Time:** 1 action

**Range:** 120 feet

**Target:** 10

**Components:** V S M

**Duration:** Instantaneous

#### Description:

You conjure up a wave of water that crashes down on an area within range. The area can be up to 30 feet long, up to 10 feet wide, and up to 10 feet tall. Each creature in that area must make a Dexterity saving throw. On a failure, a creature takes 4d8 bludgeoning damage and is knocked prone. On a success, a creature takes half as much damage and isn't knocked prone. The water then spreads out across the ground in all directions, extinguishing unprotected flames in its area and within 30 feet of it.

### Water Walk

transmutation 3 (ritual)

**Casting Time:** 1 action

**Range:** 30 feet

**Target:** 10

**Components:** V S M

**Duration:** 1 hour

#### Description:

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.

### Conjure Woodland Beings

conjuration 4

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** 10

**Components:** V S M

**Duration:** Concentration up to 1 hour

#### Description:

You summon fey creatures that appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One fey creature of challenge rating 2 or lower
- Two fey creatures of challenge rating 1 or lower
- Four fey creatures of challenge rating 1/2 or lower
- Eight fey creatures of challenge rating 1/4 or lower

A summoned creature 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 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. The DM has the creatures' statistics.

**At Higher Levels.** When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 6th-level slot, and three times as many with an 8th-level slot.

### **Blight**

necromancy 4

**Casting Time:** 1 action

**Range:** 30 feet

**Target:** 10

**Components:** V S

**Duration:** Instantaneous

#### **Description:**

Necromantic energy washes over a creature of your choice that you can see within range, draining moisture and vitality from it. The target must make a Constitution saving throw. The target takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect on undead or constructs.

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

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

### **Polymorph**

transmutation 4

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** 10

**Components:** V S M

**Duration:** Concentration up to 1 hour

#### **Description:**

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. A shapechanger automatically succeeds on this saving throw.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment. This spell can't affect a target that has 0 hit points.

#### **----- Prepared Spells Above -----**

abjuration 4

**Casting Time:** 10

**Range:** 10

**Target:** 10

**Components:**

**Duration:**

**Description:**

### **Hallucinatory Terrain**

illusion 4

**Casting Time:** 10 minutes

**Range:** 300 feet

**Target:** 10

**Components:** V S M

**Duration:** 24 hours

#### **Description:**

You make natural terrain in a 150-foot cube in range look, sound, and smell like some other sort of natural terrain. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. 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.

### **Grasping Vine**

conjuration 4

**Casting Time:** 1 bonus action

**Range:** 30 ft

**Target:** 10

**Components:** V S

**Duration:** Concentration up to 1 minute

#### **Description:**

You conjure a vine that sprouts from the ground in an unoccupied space of your choice that you can see within range. When you cast this spell, you can direct the vine to lash out at a creature within 30 feet of it that you can see. That creature must succeed on a Dexterity saving throw or be pulled 20 feet directly toward the vine.

Until the spell ends, you can direct the vine to lash out at the same creature or another one as a bonus action on each of your turns.

### Wall of Fire

evocation 4

**Casting Time:** 1 action

**Range:** 120 feet

**Target:** 10

**Components:** V S M

**Duration:** Concentration up to 1 minute

#### Description:

You create a wall of fire on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts for the duration.

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, selected by you when you cast this spell, 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.

### Guardian of Nature

transmutation 4

**Casting Time:** 1 bonus action

**Range:** Self

**Target:** 10

**Components:** V

#### Duration:

#### Description:

A nature spirit answers your call and transforms you into a powerful guardian. The transformation lasts until the spell ends. You choose one of the following forms to assume: Primal Beast or Great Tree.

**Primal Beast.** Bestial fur covers your body, your facial features become feral, and you gain the following benefits:

- Your walking speed increases by 10 feet.
- You gain darkvision with a range of 120 feet.
- You make Strength-based attack rolls with advantage.
- Your melee weapon attacks deal an extra 1d6 force damage on a hit.

**Great Tree.** Your skin appears barky, leaves sprout from your hair, and you gain the following benefits:

- You gain 10 temporary hit points.
- You make Constitution saving throws with advantage.
- You make Dexterity- and Wisdom-based attack rolls with advantage.
- While you are on the ground, the ground within 15 feet of you is difficult terrain for your enemies.

### Locate Creature

divination 4

**Casting Time:** 1 action

**Range:** self

**Target:** 10

**Components:** V S M

**Duration:** Concentration up to 1 hour

#### Description:

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.

### Stone Shape

transmutation 4

**Casting Time:** 1 action

**Range:** touch

**Target:** 10

**Components:** V S M

**Duration:** Instantaneous

#### Description:

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 coffer, 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.



**Ice Storm**  
evocation 4  
**Casting Time:** 1 action  
**Range:** 300 feet  
**Target:** 10  
**Components:** V S M  
**Duration:** Instantaneous  
**Description:**  
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.

**Geas**  
enchantment 5  
**Casting Time:** 1 minute  
**Range:** 60 feet  
**Target:** 10  
**Components:** V M  
**Duration:** 30 days  
**Description:**  
You place a magical command on a creature that you can see within range, forcing it to carry out some service or refrain from some action or course of activity as you decide. If the creature can understand you, it must succeed on a Wisdom saving throw or become charmed by you for the duration. While the creature is charmed by you, it takes 5d10 psychic damage each time it acts in a manner directly counter to your instructions, but no more than once each day. A creature that can't understand you is unaffected by the spell.  
You can issue any command you choose, short of an activity that would result in certain death. Should you issue a suicidal command, the spell ends. You can end the spell early by using an action to dismiss it. A remove curse, greater restoration, or wish spell also ends it.

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

**Antilife Shell**  
abjuration 5  
**Casting Time:** 1 action  
**Range:** 10 foot  
**Target:** 10  
**Components:** V S  
**Duration:** Concentrationup to 1 hour  
**Description:**  
A shimmering barrier extends out from you in a 10-foot radius and moves with you, remaining centered on you and hedging out creatures other than undead and constructs. The barrier lasts for the duration.  
The barrier prevents an affected creature from passing or reaching through. An affected creature can cast spells or make attacks with ranged or reach weapons through the barrier.  
If you move so that an affected creature is forced to pass through the barrier, the spell ends.

----- **Prepared Spells Above** -----  
abjuration 5  
**Casting Time:** 10  
**Range:** 10  
**Target:** 10  
**Components:**  
**Duration:**  
**Description:**

**Greater Restoration**  
abjuration 5  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** 10  
**Components:** V S M  
**Duration:** Instantaneous  
**Description:**  
You imbue a creature you touch with positive energy to undo a debilitating effect. You can reduce the target's exhaustion level by one, or end one of the following effects on the target:

One effect that charmed or petrified the target  
One curse, including the target's attunement to a cursed magic item  
Any reduction to one of the target's ability scores  
One effect reducing the target's hit point maximum

**Wall of Stone**  
evocation 5  
**Casting Time:** 1 action  
**Range:** 120 feet  
**Target:** 10  
**Components:** V S M  
**Duration:** Concentrationup to 10 minutes  
**Description:**  
A nonmagical wall of solid stone springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of ten 10-foot- by-10-foot panels. Each panel must be contiguous with at least one other panel.  
Alternatively, you can create 10-foot-by-20-foot panels that are only 3 inches thick.  
If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall.  
The wall can have any shape you desire, though it can't occupy the same space as a creature or object. 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. Thus, you can use this spell to bridge a chasm or create a ramp.  
If you create a span greater than 20 feet in length, you must halve the size of each panel to create supports. You can crudely shape the wall to create crenellations, battlements, and so on.  
The wall is an object made of stone that can be damaged and thus breached. Each panel has AC 15 and 30 hit points per inch of thickness. Reducing a panel to 0 hit points destroys it and might cause connected panels to collapse at the GM's discretion. 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.

### Contagion

necromancy 5

**Casting Time:** 1 action

**Range:** Touch

**Target:** 10

**Components:** V S

**Duration:** 7 days

#### Description:

Your touch inflicts disease. Make a melee spell attack against a creature within your reach. On a hit, you afflict the creature with a disease of your choice from any of the ones described below.

At the end of each of the target's turns, it must make a Constitution saving throw. After failing three of these saving throws, the disease's effects last for the duration, and the creature stops making these saves. After succeeding on three of these saving throws, the creature recovers from the disease, and the spell ends.

Since this spell induces a natural disease in its target, any effect that removes a disease or otherwise ameliorates a disease's effects apply to it.

**Blinding Sickness.** Pain grips the creature's mind, and its eyes turn milky white. The creature has disadvantage on Wisdom checks and Wisdom saving throws and is blinded.

**Filth Fever.** A raging fever sweeps through the creature's body. The creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength.

**Flesh Rot.** The creature's flesh decays. The creature has disadvantage on Charisma checks and vulnerability to all damage.

**Mindfire.** The creature's mind becomes feverish.

The creature has disadvantage on Intelligence checks and Intelligence saving throws, and the creature behaves as if under the effects of the confusion spell during combat.

**Seizure.** The creature is overcome with shaking.

The creature has disadvantage on Dexterity checks, Dexterity saving throws, and attack rolls that use Dexterity.

**Slimy Doom.** The creature begins to bleed uncontrollably. The creature has disadvantage on Constitution checks and Constitution saving throws. In addition, whenever the creature takes damage, it is stunned until the end of its next turn.

### Planar Binding

abjuration 5

**Casting Time:** 1 hour

**Range:** 60 feet

**Target:** 10

**Components:** V S M

**Duration:** 24 hours

#### Description:

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. If the creature was summoned or created by another spell, that spell's duration is extended to match the duration of this spell.

A bound creature must follow your instructions to the best of its ability. You might command the creature to accompany you on an adventure, to guard a location, or to deliver a message. The creature obeys the letter of your instructions, but if the creature is hostile to you, it strives to twist your words to achieve its own objectives. If the creature carries out your instructions completely before the spell ends, it travels to you to report this fact if you are on the same plane of existence. If you are on a different plane of existence, it returns to the place where you bound it and remains there until the spell ends.

**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.

### Awaken

transmutation 5

**Casting Time:** 10

**Range:** Touch

**Target:** 10

**Components:** V S M

**Duration:** Instantaneous

#### Description:

After spending the casting time tracing magical pathways within a precious gemstone, you touch a Huge or smaller beast or plant. The target must have either no Intelligence score or an Intelligence of 3 or less. The target gains an Intelligence of 10. The target also gains the ability to speak one language you know. If the target is a plant, it gains the ability to move its limbs, roots, vines, creepers, and so forth, and it gains senses similar to a human's. Your GM chooses statistics appropriate for the awakened plant, such as the statistics for the awakened shrub or the awakened tree.

The awakened beast or plant is charmed by you for 30 days or until you or your companions do anything harmful to it. When the charmed condition ends, the awakened creature chooses whether to remain friendly to you, based on how you treated it while it was charmed.

### Insect Plague

conjuration 5

**Casting Time:** 1 action

**Range:** 300 feet

**Target:** 10

**Components:** V S M

**Duration:** Concentration up to 10 minutes

#### Description:

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.

**Commune with Nature**

divination 5 (ritual)

**Casting Time:** 1 minute

**Range:** 10

**Target:** 10

**Components:** V S

**Duration:** Instantaneous

**Description:**

You briefly become one with nature and gain knowledge of the surrounding territory. In the outdoors, the spell gives you knowledge of the land within 3 miles of you. In caves and other natural underground settings, the radius is limited to 300 feet. The spell doesn't function where nature has been replaced by construction, such as in dungeons and towns.

You instantly gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the area:

terrain and bodies of water

prevalent plants, minerals, animals, or peoples

powerful celestials, fey, fiends, elementals, or undead

influence from other planes of existence

buildings

For example, you could determine the location of powerful undead in the area, the location of major sources of safe drinking water, and the location of any nearby towns.

**Mass Cure Wounds**

evocation 5

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** 10

**Components:** V S M

**Duration:** Instantaneous

**Description:**

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.

**Reincarnate**

transmutation 5

**Casting Time:** 1 hour

**Range:** Touch

**Target:** 10

**Components:** V S M

**Duration:** Instantaneous

**Description:**

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 following table to determine what form the creature takes when restored to life, or the GM chooses a form.

**Scrying**

divination 5

**Casting Time:** 10 minutes

**Range:** Self

**Target:** 10

**Components:** V S M

**Duration:** Concentrationup to 10 minutes

**Description:**

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. If a target knows you're casting this spell, it can fail the saving throw voluntarily if it wants to be observed.

**Tree Stride**

conjuration 5

**Casting Time:** 1 action

**Range:** Self

**Target:** 10

**Components:** V S

**Duration:** Concentrationup to 1 minute

**Description:**

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.

**Transport via Plants**

conjuration 6

**Casting Time:** 1 action

**Range:** 10 feet

**Target:** 10

**Components:** V S

**Duration:** 1 round

**Description:**

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.

----- **Prepared Spells Above** -----

abjuration 6

**Casting Time:** 10

**Range:** 10

**Target:** 10

**Components:**

**Duration:**

**Description:**

## Heal

evocation 6

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** 10

**Components:** V S

**Duration:** Instantaneous

### Description:

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.

## Conjure Fey

conjuration 6

**Casting Time:** 1 minute

**Range:** 90 feet

**Target:** 10

**Components:** V S

**Duration:** Concentration up to 1 hour

### Description:

You summon a fey creature of challenge rating 6 or lower, or a fey spirit that takes the form of a beast of challenge rating 6 or lower. It appears in an unoccupied space that you can see within range. The fey creature disappears when it drops to 0 hit points or when the spell ends.

The fey creature is friendly to you and your companions for the duration. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the fey creature, it defends itself from hostile creatures but otherwise takes no actions.

If your concentration is broken, the fey creature doesn't disappear. Instead, you lose control of the fey creature, it becomes hostile toward you and your companions, and it might attack. An uncontrolled fey creature can't be dismissed by you, and it disappears 1 hour after you summoned it. The GM has the fey creature's statistics.

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

## Wall of Thorns

conjuration 6

**Casting Time:** 1 action

**Range:** 120 feet

**Target:** 10

**Components:** V S M

**Duration:** Concentration up to 10 minutes

### Description:

You create a wall of tough, pliable, tangled brush bristling with needle-sharp thorns. The wall appears within range on a solid surface and lasts for the duration. 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. On a failed save, a creature takes 7d8 piercing damage, or half as much damage on a successful save. A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. Furthermore, the first time a creature enters the wall on a turn or ends its turn there, the creature must make a Dexterity saving throw. It takes 7d8 slashing damage on a failed save, or half as much damage on a successful one.

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

## Find the Path

divination 6

**Casting Time:** 1 minute

**Range:** Self

**Target:** 10

**Components:** V S M

**Duration:** Concentration up to 1 day

### Description:

This spell allows you to find the shortest, most direct physical route to a specific fixed location that you are familiar with on the same plane of existence. If you name a destination on another plane of existence, a destination that moves (such as a mobile fortress), or a destination that isn't specific (such as "a green dragon's lair"), the spell fails.

For the duration, as long as you are on the same plane of existence as the destination, you know how far it is and in what direction it lies. While you are traveling there, whenever you are presented with a choice of paths along the way, you automatically determine which path is the shortest and most direct route (but not necessarily the safest route) to the destination.

## Investiture of Elements

transmutation 6

**Casting Time:** 1 action

**Range:** Self

**Target:** 10

**Components:** V S

**Duration:** Concentration up to 10 minutes

### Description:

-----FIRE-----

Flames race across your body, shedding bright light in a 30-foot radius and dim light for an additional 30 feet for the spell's duration. The flames don't harm you. Until the spell ends, you gain the following benefits:

- You are immune to fire damage and have resistance to cold damage.
- Any creature that moves within 5 feet of you for the first time on a turn or ends its turn there takes 1d10 fire damage.
- You can use your action to create a line of fire 15 feet long and 5 feet wide extending from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 4d8 fire damage on a failed save, or half as much damage on a successful one.

-----ICE-----

Until the spell ends, ice rimes your body, and you gain the following benefits:

- You are immune to cold damage and have resistance to fire damage.
- You can move across difficult terrain created by ice or snow without spending extra movement.
- The ground in a 10-foot radius around you is icy and is difficult terrain for creatures other than you. The radius moves with you.
- You can use your action to create a 15-foot cone of freezing wind extending from your outstretched hand in a direction you choose. Each creature in the cone must make a Constitution saving throw. A creature takes 4d6 cold damage on a failed save, or half as much damage on a successful one. A creature that fails its save against this effect has its speed halved until the start of your next turn.

-----STONE-----

Until the spell ends, bits of rock spread across your body, and you gain the following benefits:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.
- You can use your action to create a small earthquake on the ground in a 15-foot radius centered on you. Other creatures on that ground must succeed on a Dexterity saving throw or be knocked prone.
- You can move across difficult terrain made of

### Heroes' Feast

conjunction 6

**Casting Time:** 10 minutes

**Range:** 30 feet

**Target:** 10

**Components:** V S M

**Duration:** Instantaneous

#### Description:

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.

### Move Earth

transmutation 6

**Casting Time:** 1 action

**Range:** 120 feet

**Target:** 10

**Components:** V S M

**Duration:** Concentration up to 2 hours

#### Description:

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. You can raise or lower the area's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such changes can't exceed half the area's largest dimension. So, if you affect a 40-foot square, you can create a pillar up to 20 feet high, raise or lower the square's elevation by up to 20 feet, dig a trench up to 20 feet deep, and so on. 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.

Because the terrain's transformation occurs slowly, creatures in the area can't usually be trapped or injured by the ground's movement.

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.

### Sunbeam

earth or stone without spending extra movement. You can move through solid earth or stone as if it was air and without destabilizing it, but you can't end your movement there. If you do so, you are ejected to the nearest unoccupied space, this spell ends, and you are stunned until the end of your next turn.

**Range:** Self (60-foot line)

**Target:** 10

**Components:** V S M

**Duration:** Concentration up to 1 minute

**Description:**

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.

• Ranged weapon attacks made against you have disadvantage on the attack roll.

• You gain a flying speed of 60 feet. If you are still flying when the spell ends, you fall, unless you can 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.

• You can use your action to create a 15-foot cube of swirling wind centered on a point you can see within 60 feet of you. Each creature in that area must make a Constitution saving throw. A creature takes 2d10 bludgeoning damage on a failed save, or half as much damage on a successful one. If a Large or smaller creature fails the save, that creature is also pushed up to 10 feet away from the center of the cube.

**Components:** V S M

**Duration:** 8 hours

#### Description:

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.