

Spellcasting

Base stat to spellcaster

Intelligence - Wizard

Wisdom - Clerics, Druids and Rangers

Charisma - Bards, Sorcerers and Warlocks

Spell Level

Every spell has a level from 0 to 9, acting as an indicator of how strong it is.

The higher a spells level the higher a spellcaster must be to use that spell, but spell level and player level do not correspond directly e.g. a level 9 spell typically requires a level 17 player to cast it.

Cantrips are always level 0.

Known and Prepared Spells

Some classes like Bards and Sorcerers have a limited list of spells that are always ready to use. Other classes such as the Wizard and Cleric must 'prepare' spells before using them. This process varies by class.

The number of spells a caster can have fixed in mind at any given time depends on the character's level.

Note: a player must be proficient in the armour they are wearing in order to cast a spell.

Spell Slots

A player can only cast a limited number of spells before taking a long rest. Each character class has a table showing the number of spell slots of each spell level a character can use per player level.

Cantrips do not require a spell slot to cast.

Casting a Spell at a Higher Level

Sometimes when you put a lower level spell into a higher level spell thought, the effects of the spell become more powerful e.g. magic missile.

Rituals

A ritual version of a spell takes 10 minutes longer to cast, and does not expand a spell slot. This means the spell cannot be cast at a higher level.

Only certain types of spellcasters have the ability to cast ritual spells.

Casting Spells

Casting Time

Most spells require a single action to cast, but some spells require a bonus action, a reaction or a longer time to cast. This is detailed in the spell description.

Bonus Action

This spell is especially swift. You can't cast another spell this turn, except for a cantrip with a cast time of 1 action.

Reactions

These spells are cast in a fraction of a second in response to some event.

Longer Casting Times & Concentration

Some spells can take minutes or hours to cast. You must spend your action each turn on casting the spell and maintain your concentration while doing so.

If the player's concentration is broken, the spell fails but does not expend a spell slot.

The spell must be started anew if the player wishes to try again.

The following factors can break concentration:

- Casting another spell that requires concentration

- Taking damage
Make a Constitution saving throw of DC 10 or half the damage you take, whichever is higher. Make a separate saving throw for every source of damage you take at once.
- Being incapacitated or killed

Range

The target for a spell must be within range, usually expressed in feet. Some spells only affect creatures that can be touched and others have cones or lines of effect.

Components

A spell's components are the physical requirements that must be met in order to cast it. This can be:

If one or more of these components are not provided, the spell cannot be cast.

Verbal (V)

The chanting of mystical words sets the spell in motion. Player must have use of their voice.

Somatic (S)

Making gestures. Player must have use of at least one hand.

Material (M)

Casting some spells requires particular objects. This may be consumed by the spell and needs to be provided for ever casting.

In some cases a *component pouch* or *spellcasting focus* can be used in place of the components specified for a spell. However, if the component has a cost indicated for it the specified component must be used and cannot be substituted.

Player must have a free hand to access the components, but it can be the same hand that the use for somatic gestures.

Duration

A spell may be instantaneous, or last minutes, hours, years or until they are dispelled.

Instantaneous spells cannot be dispelled because the magic only exists for an instant.

Attack rolls

Some spells require an attack roll to see if the spell hits the target, normally ranged attacks.

Combining Magical Effects

When the same spell is cast twice on the same target, the most potent spell applies.