SHORT DESCRIPTIONS OF SPELLS

**TABLE OF CONTENTS**

[CANTRIPS 1](#_Toc122289410)

[1ST LEVEL 2](#_Toc122289411)

[2ND LEVEL 3](#_Toc122289412)

[3RD LEVEL 4](#_Toc122289413)

[4TH LEVEL 5](#_Toc122289414)

[5TH LEVEL 6](#_Toc122289415)

[6TH LEVEL 7](#_Toc122289416)

[7TH LEVEL 8](#_Toc122289417)

[8TH LEVEL 9](#_Toc122289418)

[9TH LEVEL 9](#_Toc122289419)

# CANTRIPS

Acid Splash -- (PHB) [Co] -- You hurl a bubble of acid that splashes on 1-2 creatures within range.

Alchemic Transmutation-- (TA) [Tr] -- You transform materials into different substances permanently.

Blade Ward -- (PHB) [Ab] -- A sigil drawn in the air grants you resistance to weapon attacks.

Booming Blade -- (SCAG) [Ev] -- Your melee weapon hit sheathes the target in booming energy, dealing thunder damage to the target when it moves.

Chill Touch -- (PHB) [Ne] -- A conjured ghostly hand touches a creature and chills it with weakening energies, dealing necrotic damage.

Control Flames -- (EE) [Tr] -- You can expand, extinguish, shrink, or change the shape of a nonmagical flame within range.

Create Bonfire -- (EE) [Co] -- You conjure a bonfire within range, possibly dealing fire damage to any creature occupying the same space as the bonfire.

Dancing Lights -- (PHB) [Ev] -- Four lights appear and hover in the air, providing illumination.

Druidcraft -- (PHB) [Tr] -- You can predict the weather for the next 24 hours, make small plants mature, create a harmless sensory effect, or light/extinguish a tiny flame.

Eldritch Blast -- (PHB) [Ev] -- You shoot beams of energy that hit targets with magical force, dealing force damage.

Elemental Shot -- (TA) [Ev] -- You deal cold, fire, or lightning damage with a ranged weapon attack.

Explosive Admixture -- (TA) [Ev] -- You deal 1d4 cold, fire, or lightning damage to creatures within 5 feet of your potion toss.

Extended Arm-- (TA) [Tr] -- You elongate your arms.

Fire Bolt -- (PHB) [Ev] -- You hurl a mote of fire that burns a single target, dealing fire damage and possibly igniting it.

Floor Collector-- (TA) [Ev] -- You gather together nearby light objects, dirt, and dust.

Friends -- (PHB) [En] -- You gain Advantage on Charisma checks made against a single creature not hostile towards you, but it becomes hostile towards you when the spell ends.

Frostbite -- (EE) [Ev] -- Frost forms on one creature within range, dealing cold damage and giving it Disadvantage on its next weapon attack roll.

Greenflame Blade -- (SCAG) [Ev] -- Green flame leaps at another nearby target when you hit with a melee weapon attack, dealing fire damage.

Guidance -- (PHB) [Di] -- You touch a creature and add 1d4 to one ability check of its choice.

Gust -- (EE) [Tr] -- You can turn nearby air into a pushing wind.

Homing Missile -- (TA) [Co] -- You deal 1d8 force damage with a ranged spell attack, with advantage on the attack roll.

Light -- (PHB) [Ev] -- You touch a Large or smaller object and make it glow, providing illumination.

Lightning Lure -- (SCAG) [Ev] -- You strike at a creature with a lash of lightning that pulls at the target on a hit.

Mage Hand -- (PHB) [Co] -- You conjure a spectral, floating hand that grabs, moves, or manipulates objects within range.

Magic Stone -- (EE) [Tr] -- You turn one to three pebbles into magical throwing/slinging ammunition that uses your ranged spell attack modifiers instead of ranged weapon attack modifiers.

Mending -- (PHB) [Tr] -- You repair a break or tear in an object that you touch.

Message -- (PHB) [Tr] -- You point your finger at a creature that you are familiar with and whisper a message that reaches the target (but only the target can hear it).

Minor Illusion -- (PHB) [Il] -- You create either an image of an object (max size 5-foot cube) or a sound within range.

Mold Earth -- (EE) [Tr] -- You can target a portion of dirt/stone to move it around, change its appearance, or turn it into difficult terrain.

Phantom Eye -- (TA) [Di] -- You create a ghostly floating eyeball that you can move and use to peer through walls or around corners.

Poison Spray -- (PHB) [Co] -- You spray toxic gas from your palm against one creature within range, dealing poison damage.

Prestidigitation -- (PHB) [Tr] -- You create a small, harmless sensory effect, light/extinguish a tiny flame, clean/soil an object, paint a temporary image, or conjure a temporary object or illusion.

Produce Flame -- (PHB) [Co] -- You conjure a flickering flame in your hand that you can carry for illumination or throw, dealing fire damage.

Ray of Frost -- (PHB) [Ev] -- You shoot a beam of blue-white light at a single creature, dealing cold damage and reducing its speed.

Resistance -- (PHB) [Ab] -- You touch one willing creature and add 1d4 to one of its saving throws.

Sacred Flame -- (PHB) [Ev] -- You attack a creature within range with flame-like radiance, dealing radiant damage.

Sculpting -- (TA) [Tr] -- You shape a sculpture out of nonliving material.

Shape Water -- (EE) [Tr] -- You can move, reshape, animate, re-color, or freeze a volume of water within range.

Shillelagh -- (PHB) [Tr] -- You temporarily enhance a club or quarterstaff that you are holding into a magic weapon that uses your spellcasting ability instead Strength for attack and damage rolls.

Shocking Grasp -- (PHB) [Ev] -- Lightning surges from your arm to a creature that you touch, dealing lightning damage.

Spare the Dying -- (PHB) [Ne] -- You touch a living creature at 0 hit points and stabilize it.

Sword Burst -- (SCAG) [Co] -- You conjure spectral blades that attack nearby creatures, dealing force damage.

Thaumaturgy -- (PHB) [Tr] -- You produce a small harmless supernatural effect chosen from a variety of sounds, images, and object movements.

Thorn Whip -- (PHB) [Tr] -- You create a vine-like, thorn-covered whip that deals piercing damage with a melee spell attack.

Thunderclap -- (EE) [Ev] -- You emit a thunderous sound that deals thunder damage to nearby creatures.

True Strike -- (PHB) [Di] -- You point at a creature within range and gain Advantage on your next attack roll made against it.

Twilight Compass -- (TA) [Co] -- You conjure a magical compass that tells your direction and depth, as well as keeping track of days and nights.

Vicious Mockery -- (PHB) [En] -- You insult a creature with enchanted speech, dealing psychic damage and giving the target Disadvantage on its next attack roll.

# 1ST LEVEL

Absorb Elements -- (EE) [Ab] -- You gain resistance to acid, cold, fire, lightning, or thunder damage as a reaction, then deal 1d6 extra damage of the same type when you hit with a melee attack.

Alarm -- (PHB) [Ab] -- You ward an area so that intrusion by creatures into the warded area triggers a mental or audible alarm that alerts you to the intruders’ presence.

Animal Friendship -- (PHB) [En] -- You temporarily charm a beast into accepting you as a non-hostile friendly.

Armor of Agathys -- (PHB) [Ab] -- A magical force envelops your body, dealing cold damage to any creature that hits you with a melee attack.

Arms of Hadar -- (PHB) [Co] -- Tendrils of dark energy whip out from your body at nearby creatures, dealing necrotic damage.

Bane -- (PHB) [En] -- Up to 3 creatures within range suffer a 1d4 penalty to their attack rolls and saving throws.

Beast Bond -- (EE) [Di] -- You form a telepathic link with one friendly or charmed beast that you touch.

Bio Scan -- (TA) [Di] -- You learn a creature's basic information.

Bless -- (PHB) [En] -- Up to 3 creatures within range gain a 1d4 bonus to their attack rolls and saving throws.

Burning Hands -- (PHB) [Ev] -- You shoot forth a thin sheet of flames that deals fire damage to creatures and sets fire to flammable objects.

Cadaver Analysis -- (TA) [Di] -- You learn information about a corpse's death.

Catapult -- (EE) [Tr] -- One light object within range is flung in a straight line up to 90 feet.

Charm Person -- (PHB) [En] -- You temporarily charm a humanoid into believing you are a friendly acquaintance.

Chromatic Orb -- (PHB) [Ev] -- You hurl a sphere of energy at a single creature, dealing acid, cold, fire, lightning, poison, or thunder damage.

Coiling Brace -- (TA) [Co] -- You cause a creature to have disadvantage on its next attack roll.

Color Spray -- (PHB) [Il] -- Flashing, colored lights spray from your hand, blinding creatures in a 15-foot cone.

Command -- (PHB) [En] -- You speak a verbal command that a single creature within range is compelled to obey.

Compelled Duel -- (PHB) [En] -- You compel a creature to focus all of its attacks on you and stay within 30 feet of you.

Comprehend Languages -- (PHB) [Di] -- You temporarily understand any spoken or written language encountered during the spell's duration.

Create or Destroy Water -- (PHB) [Tr] -- You create or destroy up to 10 gallons of water within range.

Cure Wounds -- (PHB) [Ev] -- You touch a creature, and it immediately regains hit points.

Detect Evil and Good -- (PHB) [Di] -- You detect aberrations, celestials, elementals, fey, fiends, and undead within 30 feet of you.

Detect Magic -- (PHB) [Di] -- You detect the presence of magic within 30 feet of you.

Detect Poison and Disease -- (PHB) [Di] -- You detect and identify poisons, poisonous creatures, and diseases within 30 feet of you.

Disguise Self -- (PHB) [Il] -- You transform your personal appearance.

Dissonant Whispers -- (PHB) [En] -- You whisper a melody that inflicts pain upon one creature within range, dealing psychic damage and compelling the target to retreat from you.

Divine Favor -- (PHB) [Ev] -- You deal 1d4 extra radiant damage with your weapon attacks for the spell's duration.

Doubleback Surge -- (TA) [Ev] -- After getting hit, you counterattack with a release of magic, dealing 2d6 force damage.

Earth Tremor -- (EE) [Ev] -- You cause the ground around you to shake, turning it into difficult terrain and causing nearby creatures to fall prone.

Ensnaring Strike -- (PHB) [Co] -- Thorny vines erupt from the ground to restrain a creature that you hit with a weapon attack.

Entangle -- (PHB) [Co] -- Weeds and vines sprout from the ground throughout an area within range, turning the area into difficult terrain.

Expeditious Retreat -- (PHB) [Tr] -- You are temporarily able to Dash as a bonus action.

Faerie Fire -- (PHB) [Ev] -- Objects and creatures within range are outlined with blue, green, or violet light, providing dim illumination and Advantage to attack rolls made against them.

False Life -- (PHB) [Ne] -- You give yourself temporary hit points.

Feather Fall -- (PHB) [Tr] -- Up to 5 creatures within range are able to fall safely on their feet from a normally dangerous height.

Find Familiar -- (PHB) [Co] -- You form a magical contract with a spirit in animal form that serves you obediently.

Fleeting Vulnerability -- (TA) [Tr] -- You remove a creature's resistance to a damage type temporarily.

Fog Cloud -- (PHB) [Co] -- You conjure a sphere of fog that heavily obscures sight within the volume that it occupies.

Glowing Mark -- (TA) [Ev] -- You cause a creature's body to glow.

Goodberry -- (PHB) [Tr] -- You produce up to 10 berries, each of which can be eaten to regain 1 hit point and be nourished for a day.

Grease -- (PHB) [Co] -- You cover an area with slick grease, turning it into difficult terrain where creatures can slip and fall prone.

Guiding Bolt -- (PHB) [Ev] -- You shoot a flash of light at a creature, dealing radiant damage and granting Advantage to the next attack roll made against the target.

Hail of Thorns -- (PHB) [Co] -- Thorns spray out from your weapon or ammunition when you hit with a ranged weapon attack, dealing piercing damage to the target and nearby creatures.

Healing Word -- (PHB) [Ev] -- A creature within range regains hit points.

Hellish Rebuke -- (PHB) [Ev] -- Hellish flames surround and deal fire damage to a creature that just damaged you.

Heroism -- (PHB) [En] -- You imbue a willing creature with bravery, protecting the target from fear and giving it temporary hit points.

Hex -- (PHB) [En] -- You place a curse on a creature that makes your attacks against it deal extra necrotic damage and gives the target Disadvantage on checks made with an ability score of your choice.

Hunter’s Mark -- (PHB) [Di] -- You mark a creature as your quarry, giving you extra damage on your weapon attacks made against the target and Advantage on skill checks made to find it.

Ice Knife -- (EE) [Co] -- You conjure a knife of ice that flies at a creature, dealing piercing damage on a hit and exploding to deal cold damage in a 5-foot radius.

Identify -- (PHB) [Di] -- You learn the properties and usage methods of a magic item that you touch.

Illusory Script -- (PHB) [Il] -- You imbue your writing with an illusion that alters the text's appearance to all except yourself and intended reader(s).

Inflict Wounds -- (PHB) [Ne] -- You deal necrotic damage to a creature that you touch.

Jump -- (PHB) [Tr] -- You touch a creature to triple its jump distance.

Lingering Shock -- (TA) [Ev] -- You inject persistent lightning into a creature, dealing lightning damage and hampering its ability to react.

Longstrider -- (PHB) [Tr] -- You touch a creature to increase its speed.

Mage Armor -- (PHB) [Ab] -- You envelop a willing creature with an armor of magical force that alters the target's base AC.

Magic Missile -- (PHB) [Ev] -- You shoot glowing darts of magical force that home in on a creature within range, dealing force damage.

Object Origin -- (TA) [Di] -- You learn about the creation of an object.

Protection from Evil and Good -- (PHB) [Ab] -- One willing creature that you touch is protected from aberrations, celestials, elementals, fey, fiends, and undead.

Purify Food and Drink -- (PHB) [Tr] -- You purify, remove poison, and remove disease from a volume of food and drink within range.

Pushing Force -- (TA) [Ev] -- You push a Medium or smaller creature 10 feet.

Ray of Sickness -- (PHB) [Ne] -- You shoot a ray of sickening energy at a creature within range, dealing poison damage and poisoning the target.

Repair Construct -- (TA) [Tr] -- You repair a construct for 1d8 + spellcasting ability modifier hit points.

Repair Object -- (TA) [Tr] -- You repair an object or structure.

Sanctuary -- (PHB) [Ab] -- You ward a creature within range, forcing attackers to make Wisdom saves if they want to attack the target.

Searing Smite -- (PHB) [Ev] -- Your melee weapon attacks deal extra fire damage and set the targets on fire.

Shield -- (PHB) [Ab] -- You attempt to block an attack made against you, with an invisible barrier of force that gives you a +5 bonus to AC.

Shield of Faith -- (PHB) [Ab] -- You envelop a creature within range with a shimmering field that gives it a +2 bonus to AC.

Silent Image -- (PHB) [Il] -- You create an intangible silent image that you can move to any location within range.

Sleep -- (PHB) [En] -- You compel creatures within range to fall asleep.

Speak with Animals -- (PHB) [Di] -- You gain the ability to comprehend and communicate verbally with beasts.

Tasha’s Hideous Laughter -- (PHB) [En] -- You compel a creature within range to fall prone in an uncontrollable fit of laughter.

Tenser’s Floating Disk -- (PHB) [Co] -- You conjure a horizontal, circular plane of force that floats, carries objects, and follows you.

Thunderous Smite -- (PHB) [Ev] -- Your next hit with a melee weapon attack produces a thunderous sound, dealing extra thunder damage.

Thunderwave -- (PHB) [Ev] -- You emit a powerful wave of thunderous force that deals thunder damage and pushes creatures away from you.

Unseen Servant -- (PHB) [Co] -- You conjure an invisible force that obeys your mental commands to perform simple tasks.

Witch Bolt -- (PHB) [Ev] -- You shoot a beam of energy that forms a sustained arc of lightning between you and the target, dealing lightning damage and letting you deal more lightning damage each round.

Wrathful Smite -- (PHB) [Ev] -- Your next hit with a melee weapon attack deals extra psychic damage and compels the target to fear you.

# 2ND LEVEL

Aganazzar’s Scorcher -- (EE) [Ev] -- You shoot forth a line of roaring flame that attacks all creatures in its area, dealing fire damage.

Aid -- (PHB) [Ab] -- Up to 3 creatures within range temporarily gain additional maximum and current hit points.

Alter Self -- (PHB) [Tr] -- You physically alter your body with your choice of aquatic adaptation, appearance changing, or natural weapons.

Animal Messenger -- (PHB) [En] -- You use a Tiny beast within range to deliver a verbal message to a location and creature that you specify.

Arcane Lock -- (PHB) [Ab] -- You touch to magically lock a closed door, window, gate, chest, or other entryway.

Arcane Transference -- (TA) [Ev] -- You take or grant spell energy while in contact with another spellcaster.

Artifact History -- (TA) [Di] -- You examine the history of an object.

Augury -- (PHB) [Di] -- You cast sticks, bones, or cards to draw forth an omen from an otherworldly entity, getting its opinion on a plan of action.

Barkskin -- (PHB) [Tr] -- You turn a willing creature's skin into a hard bark-like material that makes its total AC no lower than 16.

Beast Sense -- (PHB) [Di] -- After forming a magical sensory connection with a beast, you are able to see and hear through the beast's senses.

Blindness/Deafness -- (PHB) [Ne] -- One creature within range is blinded or deafened until it succeeds on a Constitution saving throw.

Blur -- (PHB) [Il] -- Your bodily image becomes blurred, causing attack rolls against you to be made with Disadvantage.

Branding Smite -- (PHB) [Ev] -- Your next hit with a melee weapon attack deals extra radiant damage and causes the target to glow with dim light.

Calm Emotions -- (PHB) [En] -- You suppress the strong emotions of humanoids within an area, including charmed and frightened conditions.

Cloud of Daggers -- (PHB) [Co] -- You conjure spinning daggers that hover in a 5-foot cube, dealing slashing damage to creatures within.

Continual Flame -- (PHB) [Ev] -- A heatless, lasting flame springs forth from an object that you touch, providing illumination.

Cordon of Arrows -- (PHB) [Tr] -- Pieces of nonmagical ammunition, such as arrows or bolts, are planted in the ground and magically enchanted to fly at approaching creatures, dealing piercing damage.

Crown of Madness -- (PHB) [En] -- You charm a creature within range and compel it to attack your enemies.

Darkness -- (PHB) [Ev] -- You produce a sphere of magical darkness within range that blocks nonmagical light and darkvision.

Darkvision -- (PHB) [Tr] -- You temporarily grant a willing creature darkvision out to 60 feet.

Detect Thoughts -- (PHB) [Di] -- You gain the ability to read the thoughts of other creatures and search for the presence of thoughts within 30 feet. Dust Devil -- (EE) [Co] -- You conjure a miniature dust storm that can deal bludgeoning damage and suck up debris.

Earthbind -- (EE) [Tr] -- One airborne creature within range is forced to make contact with the ground.

Enhance Ability -- (PHB) [Tr] -- You bestow a temporary enhancement unto a single mental or physical attribute of a creature that you touch.

Enlarge/Reduce -- (PHB) [Tr] -- You increase or decrease the size of a creature or object within range.

Enthrall -- (PHB) [En] -- Your distracting words grab the attention of creatures within range so that they will focus on you above all else.

Find Steed -- (PHB) [Co] -- You call forth a spirit to serve as your mount.

Find Traps -- (PHB) [Di] -- You sense traps and certain types of warding effects within range.

Flame Blade -- (PHB) [Ev] -- A blade of flames extends from your hand.

Flaming Sphere -- (PHB) [Co] -- You conjure a sphere of fire that moves as you direct it, dealing fire damage to creature that it touches.

Gadget Restrainer -- (TA) [Tr] -- You wrap a creature in chains, restraining it.

Gadget Striker -- (TA) [Tr] -- You form a magic weapon out of Gadget parts.

Gadget Tracker -- (TA) [Tr] -- You craft a device and place it on a creature to track its location and movements within 10 miles.

Gauntlet Reinforcement -- (TA) [Tr] -- Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, and you can channel elemental energy into your strikes.

Gentle Repose -- (PHB) [Ne] -- You prevent a corpse from decaying or turning into an undead creature.

Gust of Wind -- (PHB) [Ev] -- You blast forth a strong wind that pushes creatures away from you.

Heat Metal -- (PHB) [Tr] -- A manufactured metal object within range glows red with heat, dealing fire damage to any creature touching it.

Hold Person -- (PHB) [En] -- A target humanoid within range becomes temporarily paralyzed.

Invisibility -- (PHB) [Il] -- A creature that you touch turns invisible, but the invisibility ends if the target attacks or casts a spell.

Knock -- (PHB) [Tr] -- You unlock a locked entryway or container.

Lesser Restoration -- (PHB) [Ab] -- You remove a disease, poison, or debilitating condition from a creature that you touch.

Levitate -- (PHB) [Tr] -- You cause one creature or an object within range to rise or fall vertically.

Locate Animals or Plants -- (PHB) [Di] -- You learn the current location of the nearest beast or plant of a specific type you name.

Locate Object -- (PHB) [Di] -- You learn the current location of an object that is familiar to you.

Magic Mouth -- (PHB) [Il] -- Your verbal message is spoken by an object when a set of predetermined circumstances are triggered.

Magic Weapon -- (PHB) [Tr] -- You temporarily enhance a nonmagical weapon into a magic weapon with a bonus to attack and damage rolls.

Maximilian’s Earthen Grasp -- (EE) [Tr] -- You form a hand out of a nearby patch of ground that can grab, crush, and restrain a creature.

Melf’s Acid Arrow -- (PHB) [Ev] -- You shoot forth an arrow of acid that splashes its target with acid, dealing acid damage.

Mirror Image -- (PHB) [Il] -- You create 3 intangible duplicates of yourself that mimic your movements as you move and act.

Misty Step -- (PHB) [Co] -- You teleport up to 30 feet.

Moonbeam -- (PHB) [Ev] -- A beam of light is projected downwards in a cylindrical space, dealing radiant damage to creatures in the space and exposing shapechangers.

Nystul’s Magic Aura -- (PHB) [Il] -- You place an illusion on a creature or object that falsifies the information revealed when the creature or object is subjected to divination magic.

Overwhelming Weight -- (TA) [Tr] -- You cause a creature to gain so much weight that it can barely move.

Pass Without Trace -- (PHB) [Ab] -- Shadows and silence grant you and your companions an enhanced capacity for stealthy movement.

Phantasmal Force -- (PHB) [Il] -- You implant the perception of an illusory object, creature, or other visible phenomenon into a creature's mind.

Prayer of Healing -- (PHB) [Ev] -- Up to 6 creatures regain hit points.

Protection from Poison -- (PHB) [Ab] -- You neutralize a poison currently afflicting a creature, and grant the target temporary resistance to poison.

Pyrotechnics -- (EE) [Tr] -- You can make an existing flame explode with bright colors or emit a plume of smoke.

Ray of Enfeeblement -- (PHB) [Ne] -- You shoot a beam of energy that weakens a single creature, halving weapon damage dealt by the target.

Remove Poison and Disease -- (TA) [Tr] -- You extract poisons and diseases from a creature by making Wisdom (Medicine) checks.

Rope Trick -- (PHB) [Tr] -- You make a length of rope reach upwards to connect into an extradimensional space.

Runic Arm Cannon -- (TA) [Tr] -- You construct an arm cannon that deals 1d8 cold/fire/lightning damage on a ranged weapon attack.

Scorching Ray -- (PHB) [Ev] -- You shoot rays of fire, dealing fire damage.

See Invisibility -- (PHB) [Di] -- You can see invisible creatures and objects, and you can see into the Ethereal Plane.

Shadow Grab -- (TA) [Tr] -- You immobilize a creature and grant it disadvantage on melee attacks until the start of your next turn.

Shatter -- (PHB) [Ev] -- You produce a loud noise within range that deals thunder damage to creatures and objects.

Silence -- (PHB) [Il] -- You create a zone in which no sound can travel or be generated, deafening creatures within.

Skywrite -- (EE) [Tr] -- You write up to ten words in the sky with cloud formations.

Snilloc’s Snowball Swarm -- (EE) [Ev] -- A flurry of snowballs erupt from a point in space, dealing cold damage to nearby creatures.

Spider Climb -- (PHB) [Tr] -- You grant a creature the ability to move across walls and ceilings.

Spike Growth -- (PHB) [Tr] -- Spikes and thorns grow from the ground in an area within range, turning the ground into difficult terrain that deals piercing damage to creatures passing through.

Spiritual Weapon -- (PHB) [Ev] -- A spectral, floating weapon makes melee spell attacks against creatures, dealing force damage.

Suggestion -- (PHB) [En] -- You compel a creature to follow a course of action that you suggest.

Unbalancing Vertigo -- (TA) [Ev] -- You cause a creature to fall prone when it takes damage from an attack.

Warding Bond -- (PHB) [Ab] -- You grant a protective ward to a creature that can only exist if the target stays within 60 feet of you.

Warding Wind -- (EE) [Ev] -- You gather a strong wind that revolves around you and moves with you, defending against certain attacks.

Web -- (PHB) [Co] -- You conjure sticky webbing throughout a space, restraining creatures that enter or start their turns in the space.

Zone of Truth -- (PHB) [En] -- You create a magical zone in which creatures are compelled to speak only the truth, and lies are detected.

# 3RD LEVEL

Alter Creature -- (TA) [Tr] -- You transform a creature's body.

Animate Dead -- (PHB) [Ne] -- You raise an undead servant from the bones or corpse of a Medium or Small humanoid.

Aura of Vitality -- (PHB) [Ev] -- You radiate an aura that gives you the ability to heal creatures within its radius.

Beacon of Hope -- (PHB) [Ab] -- Creatures within range are given Advantage on Wisdom saving throws and death saving throws, and maximized healing.

Bestow Curse -- (PHB) [Ne] -- You inflict a curse upon a creature that can hamper the target's abilities or increase the target's vulnerability to harm.

Blinding Smite -- (PHB) [Ev] -- Your next hit with a melee weapon attack deals extra radiant damage and blinds the target.

Blink -- (PHB) [Tr] -- Your body shifts back and forth between the Material Plane and the Ethereal Plane.

Call Lightning -- (PHB) [Co] -- You conjure a storm cloud above that can shoot lightning bolts down at targets, dealing lightning damage.

Clairvoyance -- (PHB) [Di] -- You can see or hear through an invisible sensor that you place within range.

Conjure Animals -- (PHB) [Co] -- You summon fey spirits in the form of beasts that obey your verbal commands.

Conjure Barrage -- (PHB) [Co] -- A swarm of duplicate ranged weapons or pieces of ammunition are sprayed at creatures in a cone.

Counterspell -- (PHB) [Ab] -- You interrupt another creature's casting of a spell.

Create Food and Water -- (PHB) [Co] -- You conjure enough food and water for a group of people or several mounts.

Crusader’s Mantle -- (PHB) [Ev] -- You radiate an aura that adds extra radiant damage to the weapon attacks of non-hostile creatures.

Daylight -- (PHB) [Ev] -- You create a huge sphere of magical light that provides bright illumination and can be adjusted to move with an object.

Dimension Hop -- (TA) [Co] -- You teleport yourself or another creature.

Dispel Magic -- (PHB) [Ab] -- You end a spell that is currently active.

Elemental Weapon -- (PHB) [Tr] -- You enhance a nonmagical weapon into a magic weapon that deals extra elemental damage.

Erupting Earth -- (EE) [Tr] -- You cause an area of ground within range to erupt with pieces of earth and stone that deal bludgeoning damage.

Fear -- (PHB) [Il] -- You subject creatures to images of their worst fears.

Feign Death -- (PHB) [Ne] -- You apply a temporary death-like coma to a willing creature, making them appear as if truly dead.

Fireball -- (PHB) [Ev] -- You cause a fiery explosion in a spherical radius within range, dealing fire damage to creatures within the sphere.

Flame Arrows -- (EE) [Tr] -- You enhance the ammunition in a quiver with the property of dealing extra fire damage on a hit.

Fly -- (PHB) [Tr] -- You temporarily grant a creature the ability to fly.

Frost Gaol -- (TA) [Ev] -- You entrap a creature in an icy prison.

Gadget Watchdog -- (TA) [Tr] -- You build a Tiny construct that can keep a look out for approaching creatures while you rest out of Gadget parts.

Gaseous Form -- (PHB) [Tr] -- You temporarily transform a creature's body and everything its wearing and carrying into a misty cloud that can fly.

Glyph of Warding -- (PHB) [Ab] -- You inscribe a nearly invisible glyph on the surface of an object or structure that can explode or activate a spell when a predetermined triggering circumstance occurs.

Haste -- (PHB) [Tr] -- You make a creature within range move faster, augmenting the target's speed, AC, Dexterity saving throws, and actions.

Hunger of Hadar -- (PHB) [Co] -- You open a gateway to a dark void of space that contains horrors that assault the senses and creates difficult terrain that deals cold damage and acid damage to creatures in it.

Hypnotic Pattern -- (PHB) [Il] -- You create a pattern of colors that fills a volume of space, incapacitating creatures within the space.

Leomund’s Tiny Hut -- (PHB) [Ev] -- You construct an immobile dome of force that prevents entry by creatures, objects, or magical effects.

Lightning Arrow -- (PHB) [Tr] -- You transform a ranged thrown weapon or piece of ammunition into a lightning bolt as it flies towards its target.

Lightning Bolt -- (PHB) [Ev] -- You shoot forth a line of lightning, dealing lightning damage to creatures within its area of effect.

Magic Circle -- (PHB) [Ab] -- A cylindrical volume of magical energy extends from a circle of glyphs that you inscribe, forming a barrier that prevents crossing by celestials, elementals, fey, fiends, or undead.

Major Image -- (PHB) [Il] -- You create an intangible image of an object, creature or other visible phenomenon that also imitates sound and smell.

Mass Healing Word -- (PHB) [Ev] -- Up to 6 creatures regain hit points.

Meld Into Stone -- (PHB) [Tr] -- You can temporarily merge with a stone object or surface, stepping in with yourself and anything that you carry.

Melf’s Minute Meteors -- (EE) [Ev] -- You create six tiny, orbiting meteors that streak towards targets to explode on impact, dealing fire damage.

Morph Ball -- (TA) [Tr] -- You roll up into a ball form with a body slam attack that deals 2d8 + INT mod. bludgeoning damage on hit.

Nondetection -- (PHB) [Ab] -- You protect a target from divination magic. Phantom Steed -- (PHB) [Il] -- You create a solid illusory mount equipped for riding.

Plant Growth -- (PHB) [Tr] -- You cause the instantaneous overgrowth of plants in a wide area.

Protection from Energy -- (PHB) [Ab] -- You grant a willing creature resistance to acid, cold, fire, lightning, or thunder damage.

Reactive Plating -- (TA) [Tr] -- You resist acid, cold, fire, lightning, necrotic, radiant, or thunder damage after taking damage.

Remove Curse -- (PHB) [Ab] -- You end a curse’s effect on an object or creature, including the breaking of attunement to a cursed magic item.

Revivify -- (PHB) [Ne] -- You restore a creature that died recently to life.

Rotation Sphere -- (TA) [Co] -- You trap a creature inside a sphere of force that spins its body around, restraining it.

Sending -- (PHB) [Ev] -- You send a short telepathic message to another creature that you are familiar with, regardless of distance.

Sensory Overload -- (TA) [Ne] -- You assault a creature’s senses, dealing necrotic damage and removing its sight and hearing.

Sleet Storm -- (PHB) [Co] -- You conjure a miniature storm of freezing rain and sleet that creates difficult terrain and interrupts concentration.

Slow -- (PHB) [Tr] -- You slow down time for up to 6 creatures, halving their speed, applying penalties to AC and Dexterity saving throws, hampering attacks, and disrupting the casting of spells.

Speak with Dead -- (PHB) [Ne] -- You make a corpse answer questions using knowledge that the corpse possessed when it was still alive.

Speak with Plants -- (PHB) [Tr] -- You grant nearby plants the temporary ability to communicate and take actions at your whims.

Spirit Guardians -- (PHB) [Co] -- You summon spirits to protect you, dealing radiant or necrotic damage to nearby creatures of your choice.

Stinking Cloud -- (PHB) [Co] -- You conjure a cloud of nauseating gas that heavily obscures visibility and sickens creatures within its volume.

Tidal Wave -- (EE) [Co] -- You create a wave of water that crashes down on an area within range, dealing bludgeoning damage and knocking creatures prone.

Tongues -- (PHB) [Di] -- You grant a creature the ability to understand any spoken language and speak words that are understandable by all others.

Vampiric Touch -- (PHB) [Ne] -- You drain life with a touch, dealing necrotic damage and regaining hit points for half the damage dealt.

Wall of Sand -- (EE) [Ev] -- You create a wall of sand within range that blocks line of sight but not movement.

Wall of Water -- (EE) [Ev] -- You create a wall of water within range that can affect movement and certain types of attack that pass through it.

Water Breathing -- (PHB) [Tr] -- Up to 10 willing creatures within range are granted the ability to breathe water for 24 hours.

Water Walk -- (PHB) [Tr] -- Up to 10 willing creatures within range are granted the ability to walk normally across liquid surfaces.

Wind Wall -- (PHB) [Ev] -- You pull together a wall of winds that can block passage by creatures and objects.

# 4TH LEVEL

Arcane Eye -- (PHB) [Di] -- You create an invisible, floating eye that telepathically relays visual information to you and can move at your will.

Aura of Life -- (PHB) [Ab] -- You radiate an aura that grants non-hostile creatures resistance to necrotic damage, protection from maximum hit point reduction, and healing for potentially fatal injuries.

Aura of Purity -- (PHB) [Ab] -- You radiate an aura that protects non- hostile creatures from poison, disease, and harmful conditions.

Banishment -- (PHB) [Ab] -- You banish a creature to another plane of existence.

Blight -- (PHB) [Ne] -- You drench a creature within range in necromantic energies, dealing necrotic damage.

Bullet Storm -- (TA) [Co] -- You conjure a storm of shooting bullets in a 20-ft. sphere, dealing piercing damage to affected creatures.

Compulsion -- (PHB) [En] -- You compel creatures within range to move in a direction that you designate.

Confusion -- (PHB) [En] -- You cause creatures to move and act randomly.

Conjure Minor Elementals -- (PHB) [Co] -- You summon elementals to unoccupied spaces within range.

Conjure Woodland Beings -- (PHB) [Co] -- You summon fey creatures to unoccupied spaces within range.

Control Water -- (PHB) [Tr] -- You take control of a nearby volume of water to expand, move, and flow as you will it.

Death Ward -- (PHB) [Ab] -- You protect a creature from falling to death or a killing effect the next time it encounters such a circumstance.

Dimension Door -- (PHB) [Co] -- You teleport yourself, your gear, and up to one other creature (as well as its gear) to a location within range.

Dimension Swap -- (TA) [Co] -- You use teleportation to swap positions with a creature within range.

Divination -- (PHB) [Di] -- You make contact with a divine entity, asking a single question that is answered truthfully.

Dominate Beast -- (PHB) [En] -- You charm a beast into obeying your telepathic commands.

Elemental Bane -- (EE) [Tr] -- One creature within range takes extra damage from your choice of acid, cold, fire, lightning, or thunder, and loses resistance to the chosen damage type.

Evard’s Black Tentacles -- (PHB) [Co] -- You conjure a stationary mass of ebony tentacles that deal bludgeoning damage and restrain creatures.

Fabricate -- (PHB) [Tr] -- You instantly craft an object from raw materials.

Fire Shield -- (PHB) [Ev] -- You are wreathed in flames that provide illumination, grant resistance to cold or fire damage, or deal cold or fire damage to attackers that hit you with melee attacks.

Freedom of Movement -- (PHB) [Ab] -- You grant a willing creature the ability to move normally across difficult terrain as well as protection from paralyzing, restraining, and slowing effects.

Gadget Orbiter -- (TA) [Tr] -- You build a Tiny construct out of Gadget parts that can shoot beams of burning light at attackers, dealing fire and radiant damage.

Giant Insect -- (PHB) [Tr] -- You enlarge a number of insects into gigantic versions that obey your verbal commands.

Grasping Vine -- (PHB) [Co] -- You conjure a lashing vine that can pull creatures towards it regardless of size and weight.

Greater Invisibility -- (PHB) [Il] -- You grant invisibility to a creature.

Guardian of Faith -- (PHB) [Co] -- You conjure a Large, hovering spectral guardian that deals radiant damage to nearby hostile creatures.

Hallucinatory Terrain -- (PHB) [Il] -- You superimpose the look, sound, and smell of a natural terrain over an existing area of natural terrain.

Ice Storm -- (PHB) [Ev] -- You create a miniature storm of icy hail that deals bludgeoning and cold damage to creatures within its radius.

Inspired Weapon Craft -- (TA) [Tr] -- You add Common or Uncommon properties to a weapon crafted with Gadget Parts.

Leomund’s Secret Chest -- (PHB) [Co] -- You hide a chest on the Ethereal Plane, and can recall it with an action.

Locate Creature -- (PHB) [Di] -- You learn the current location of a particular creature that you name, or the nearest creature of a specific kind that you name.

Maclynn’s Dimensional Tether -- (TA) [Co] -- You are able to teleport a creature within range to you as a reaction.

Mordenkainen’s Faithful Hound -- (PHB) [Co] -- You conjure a phantom watchdog that barks loudly when a Small or larger creature approaches.

Mordenkainen’s Private Sanctum -- (PHB) [Ab] -- You secure an area within range from divination, spying, and teleportation.

Otiluke’s Resilient Sphere -- (PHB) [Ev] -- You form an impenetrable sphere of force that imprisons a Large or smaller creature within range.

Phantasmal Killer -- (PHB) [Il] -- You implant the image of a creature’s deepest fears into its range of perception, dealing psychic damage.

Polymorph -- (PHB) [Tr] -- You transform the body of a creature within range into the form of a beast.

Rune Armor Requip -- (TA) [Co] -- You swap the rune armor that you are currently wearing with a different rune armor.

Shadow Stairs -- (TA) [Il] -- You create a solid illusionary set of stairs.

Staggering Smite -- (PHB) [Ev] -- Your next hit with a melee weapon attack deals extra psychic damage and hampers the target’s actions.

Stone Shape -- (PHB) [Tr] -- You change the shape of a stone object.

Stoneskin -- (PHB) [Ab] -- You give a creature resistance to nonmagical bludgeoning, piercing, and slashing damage.

Storm Sphere -- (EE) [Ev] -- You gather together a 20-foot radius sphere of fierce winds that deal bludgeoning damage; lightning bolts can strike at creatures within the sphere, dealing lightning damage.

Temperature Zone -- (TA) [Ev] -- You gradually raise or lower the ambient temperature in a 30-ft. radius around yourself.

Vitriolic Sphere -- (EE) [Ev] -- You shoot forth a ball of acid that explodes and deals acid damage to all creatures within the burst radius.

Wall of Fire -- (PHB) [Ev] -- You create a wall of fire within range that deals fire damage to creatures nearby and within the wall’s area.

Watery Sphere -- (EE) [Co] -- You conjure a sphere of water within range that can hover and move as you will it to.

# 5TH LEVEL

Animate Objects -- (PHB) [Tr] -- You cause nonmagical objects to behave as if they were creatures, moving and acting on your mental command.

Antilife Shell -- (PHB) [Ab] -- You create a barrier that blocks living creatures from moving through it.

Awaken -- (PHB) [Tr] -- You grant reasoning intelligence to a beast or plant.

Banishing Smite -- (PHB) [Ab] -- Your next hit with a melee weapon attack deals extra force damage and sends the target to a different plane of existence.

Bigby’s Hand -- (PHB) [Ev] -- You create a floating Large hand of force that can grasp or move objects at your command.

Blink Disruption -- (TA) [Co] -- You cause a creature to teleport 10 feet away every time it makes a melee attack.

Circle of Power -- (PHB) [Ab] -- You radiate magical energy that grants friendly creatures Advantage on saving throws against magical effects.

Cloudkill -- (PHB) [Co] -- You conjure a cloud of poisonous fog that deals poison damage to creatures within it and moves away from you.

Commune -- (PHB) [Di] -- You ask your deity (or a proxy) up to three questions that are answered as correctly as the deity can manage.

Commune with Nature -- (PHB) [Di] -- You learn details about the territory around you, gaining knowledge of various related subjects.

Cone of Cold -- (PHB) [Ev] -- You blast forth a cone of cold air that deals cold damage, turning creatures killed by the blast into frozen statues.

Conjure Elemental -- (PHB) [Co] -- You summon an elemental that is friendly to you and obeys your commands.

Conjure Volley -- (PHB) [Co] -- You transform a thrown weapon or fired piece of ammunition into a falling hail of duplicates of the weapon or ammunition, dealing damage of the same type to creatures underneath.

Contact Other Plane -- (PHB) [Di] -- You contact some intelligent entity on another plane to ask it questions.

Contagion -- (PHB) [Ne] -- You inflict a natural disease upon a creature.

Control Winds -- (EE) [Tr] -- You can take control of air in a volume within range, and can cause a gust or draft within that volume.

Creation -- (PHB) [Il] -- You create a nonliving object that disappears after a certain period of time.

Destructive Wave -- (PHB) [Ev] -- You unleash a burst of divine energy that deals thunder damage and either radiant or necrotic damage, and knocks creatures prone.

Dispel Evil and Good -- (PHB) [Ab] -- You gain protection from celestials, elementals, fey, fiends, and undead, as well as the ability to break an enchantment or banish a creature of one of the afore-mentioned types.

Dominate Person -- (PHB) [En] -- You charm a humanoid within range to obey your every command, issued via telepathic link.

Dream -- (PHB) [Il] -- You are able to deliver a message to a familiar creature through a dream while the target slumbers.

Flame Strike -- (PHB) [Ev] -- You call down a descending column of divine fire that deals fire damage and radiant damage.

Gadget Beast -- (TA) [Tr] -- You build a Small construct out of Gadget parts that can fight at your command.

Geas -- (PHB) [En] -- You give a creature a magical command that it must obey or be dealt psychic damage as punishment.

Grand Monument -- (TA) [Tr] -- You instantaneously form a huge replica of a statue from nonliving material.

Greater Restoration -- (PHB) [Ab] -- You remove a powerful debilitating condition from a creature.

Hallow -- (PHB) [Ev] -- An area is imbued with holy or unholy power that prevents extraplanar or undead creatures from entering, and applies an additional magical effect that can vary with the caster's preference.

Hold Monster -- (PHB) [En] -- One creature within range is paralyzed.

Immolation -- (EE) [Ev] -- You set a creature on fire, dealing ongoing fire damage.

Insect Plague -- (PHB) [Co] -- You summon a swarm of locusts that deals piecing damage to creatures that the swarm surrounds.

Legend Lore -- (PHB) [Di] -- You learn information about a person, place, or object that you name.

Maelstrom -- (EE) [Ev] -- You gather together a volume of water that violently swirls around a single point.

Mass Cure Wounds -- (PHB) [Ev] -- Up to 6 creatures regain hit points.

Mislead -- (PHB) [Il] -- As you become invisible, you form an illusory duplicate of your body that can move and share sensory information.

Modify Memory -- (PHB) [En] -- You change or erase another creature's memories.

Passwall -- (PHB) [Tr] -- You create a temporary tunneling passage leading through a wall, ceiling, or floor.

Planar Binding -- (PHB) [Ab] -- You bind a celestial, elemental, fey, or fiend to your service, magically compelling it to obey your commands.

Prismatic Surge -- (TA) [Ev] -- Your hand surges with a swirl of 7 different colors that applies random effects on a creature that you touch.

Raise Dead -- (PHB) [Ne] -- You return a dead creature back to life.

Rary’s Telepathic Bond -- (PHB) [Di] -- You magically link up to 8 willing creatures, enabling them to communicate telepathically with each other.

Reincarnate -- (PHB) [Tr] -- You return a dead creature back to life in a new adult body that is likely to be that of another race.

Scrying -- (PHB) [Di] -- You see and hear a particular creature of your choice, as long as that creature is on the same place of existence.

Seeming -- (PHB) [Il] -- You make changes to the appearances of any number of creatures within range.

Shadow Bridge -- (TA) [Il] -- You create a solid illusionary bridge.

Swift Quiver -- (PHB) [Tr] -- You draw an endless supply of ammunition from your quiver as you make quickened ranged attacks.

Telekinesis -- (PHB) [Tr] -- You are able to physically move or manipulate creatures and objects within range.

Teleportation Circle -- (PHB) [Co] -- You draw a circle of sigils that magically connects to another circle elsewhere, enabling teleported travel between the circles.

Transmute Rock -- (EE) [Tr] -- You can transform a volume of rock within range to mud, or a volume of mud within range to rock.

Tree Stride -- (PHB) [Co] -- You are able to enter trees and exit from other trees of the same kind at other locations.

Unbreakable Armor -- (TA) [Tr] -- Your rune armor grants you immunity to nonmagical (and resistance to magical) bludgeoning, piercing, and slashing damage.

Wall of Force -- (PHB) [Ev] -- You create a wall of force within range that blocks passage and can not be destroyed by nonmagical means.

Wall of Stone -- (PHB) [Ev] -- You create a wall of stone within range that can be used as a bridge or ramp, and can become permanent.

# 6TH LEVEL

Arcane Gate -- (PHB) [Co] -- You create linked teleportation portals at two different locations within range.

Blade Barrier -- (PHB) [Ev] -- You create a wall of whirling blades within range that allows passage through it, but deals slashing damage to creatures that pass through or start their turns in the wall's area.

Bones of the Earth -- (EE) [Tr] -- Six stone pillars are raised from the ground, possibly dealing bludgeoning damage to or restraining creatures.

Chain Lightning -- (PHB) [Ev] -- You create a lightning bolt that leaps into a creature or object then splits into separate bolts that leap into other targets, dealing lightning damage.

Chaotic Disharmony -- (TA) [Tr] -- You disrupt the internal structure of a creature's body, dealing force damage and giving it Disadvantage on attack rolls and ability checks.

Circle of Death -- (PHB) [Ne] -- You cause a spherical burst of negative energy that deals necrotic damage.

Conjure Fey -- (PHB) [Co] -- You summon a fey creature (or fey spirit in the form of a beast) that is friendly to you and obeys your commands.

Contingency -- (PHB) [Ev] -- You delay the activation of a 5th level or lower spell that you cast until a predetermined circumstance occurs.

Create Undead -- (PHB) [Ne] -- You raise up to three humanoid corpses into ghouls that obey your commands.

Disintegrate -- (PHB) [Tr] -- You shoot forth a ray of destructive energy that deals force damage to a single target and disintegrates on kill.

Drawmij’s Instant Summons -- (PHB) [Co] -- You inscribe an invisible mark on an object that allows you to summon it to your location.

Explosive Missile Pods -- (TA) [Tr] -- You craft flying explosive missiles that can be shot from your rune armor.

Eyebite -- (PHB) [Ne] -- You look at a creature with eyes of power that cause the creature to fall asleep, become panicked, or become sickened.

Find the Path -- (PHB) [Di] -- You find the shortest, straightest path to a location that you are familiar with on the same plane of existence.

Flesh to Stone -- (PHB) [Tr] -- You turn a creature within range to stone.

Forbiddance -- (PHB) [Ab] -- You ward an area against intruders, preventing teleportation into it and dealing damage to certain creatures.

Gadget Copter -- (TA) [Tr] -- You build a flying vehicle using Gadget parts and conjured materials.

Globe of Invulnerability -- (PHB) [Ab] -- You form an immobile barrier around you that blocks 5th level or lower magic spell effects.

Guards and Wards -- (PHB) [Ab] -- You ward an area with magical effects that can harass intruders and make passage difficult.

Harm -- (PHB) [Ne] -- You infect a creature with a disease that deals necrotic damage and reduces its maximum hit points.

Heal -- (PHB) [Ev] -- A creature within range regains hit points and is cured of blindness, deafness, and any diseases affecting it.

Heroes’ Feast -- (PHB) [Co] -- You conjure a meal for a group that confers a number of healing and bolstering effects to the diners.

Investiture of Flame -- (EE) [Tr] -- A personal infusion of elemental essence protects you from fire damage, provides illumination, deals fire damage to nearby creatures, and gives you the ability to shoot forth a line of fire, dealing fire damage.

Investiture of Ice -- (EE) [Tr] -- A personal infusion of elemental essence protects you from cold damage, allows you to move normally across ice and snow, ices the ground around you, and gives you the ability to shoot forth a cone of freezing wind, dealing cold damage.

Investiture of Stone -- (EE) [Tr] -- A personal infusion of elemental essence protects you from nonmagical weapon damage, gives you the ability to generate small earthquakes around you, and allows you to move normally across and through earth and stone.

Investiture of Wind -- (EE) [Tr] -- A personal infusion of elemental essence protects you from ranged weapon attacks, gives you a flying speed of 60 feet, and gives you the ability to create volumes of swirling wind that can deal bludgeoning damage and push creatures.

Magic Jar -- (PHB) [Ne] -- Your soul temporarily leaves its body to possess another humanoid’s body.

Mass Suggestion -- (PHB) [En] -- You compel a group of creatures to follow a course of action that you suggest.

Move Earth -- (PHB) [Tr] -- You reshape or displace earthen materials in an area of terrain within range.

Otiluke’s Freezing Sphere -- (PHB) [Ev] -- You shoot forth a globe of freezing energy that explodes, dealing cold damage.

Otto’s Irresistible Dance -- (PHB) [En] -- You compel a creature within range to dance in place uncontrollably.

Planar Ally -- (PHB) [Co] -- You call for assistance from a being that exists on another plane, and one of its servants appears to assist you.

Primordial Ward -- (EE) [Ab] -- You gain resistance to acid, cold, fire, lightning, and thunder damage, and can end the resistance to gain immunity instead.

Programmed Illusion -- (PHB) [Il] -- You create an intangible illusion that activates when a predetermined condition is fulfilled.

Reaper’s Arrow -- (TA) [Ne] -- You enhance a nonmagical piece of ammunition or ranged weapon into a magic weapon that deals necrotic damage and cripples on a hit.

Sunbeam -- (PHB) [Ev] -- You shoot forth a beam of light that affects creatures in a line, dealing radiant damage and causing blindness.

Thundering Gunplay -- (TA) [Tr] -- The shots from your firearm produce thunderous sound, dealing thunder damage and deafening nearby creatures.

Transport via Plants -- (PHB) [Co] -- You create a magical link between two plants, regardless of distance, that allows one-way travel from one plant to the other.

True Seeing -- (PHB) [Di] -- You grant a willing creature the ability to notice secret doors hidden by magic and see into the Ethereal Plane.

Wall of Ice -- (PHB) [Ev] -- You create a wall of ice within range that creates clouds of freezing air when parts of it are destroyed.

Wall of Thorns -- (PHB) [Co] -- You create a wall of thorns within range that allows passage through it, but deals slashing damage to creatures that pass through or end their turns in the wall’s area.

Wind Walk -- (PHB) [Tr] -- You transform yourself and up to 10 willing creatures into gaseous forms that can fly.

Word of Recall -- (PHB) [Co] -- You create an anchor location to which you and up to 5 willing creatures can teleport to at a later time.

# 7TH LEVEL

Conjure Celestial -- (PHB) [Co] -- You summon a celestial that is friendly to you and obeys your commands.

Delayed Blast Fireball -- (PHB) [Ev] -- You place a glowing bead that explodes when your concentration ends, dealing fire damage.

Divine Word -- (PHB) [Ev] -- You speak a magically empowered word that blinds, deafens, stuns, and kills creatures that can hear you.

Etherealness -- (PHB) [Tr] -- You step into the Ethereal Plane and travel through it until you return to the Material Plane in a parallel location.

Finger of Death -- (PHB) [Ne] -- You point at a creature and deal necrotic damage, turning the creature into a zombie if it dies from the damage.

Fire Storm -- (PHB) [Ev] -- You create a storm of flames that deals fire damage and ignites objects (but can be made to ignore plants).

Forcecage -- (PHB) [Ev] -- You create an immobile, invisible cube-shaped prison of magical force within range that blocks passage and spells.

Guiding Strings -- (TA) [En] -- You guide the movements of a creature using magical thread.

Iron Juggernaut -- (TA) [Tr] -- You transform your rune armor into a hulking juggernaut with greatly increased strength.

Maclynn’s Mass Tether -- (TA) [Co] -- You are able to teleport up to 8 creatures within range to you as a reaction.

Masterful Weapon Craft -- (TA) [Tr] -- You add Rare or Very Rare properties to a weapon crafted with Gadget Parts.

Mirage Arcane -- (PHB) [Il] -- You superimpose an illusory terrain over an existing terrain, making it look, sound, smell, and feel as you desire.

Mordenkainen’s Magnificent Mansion -- (PHB) [Co] -- You create a temporary extradimensional dwelling that provides food, service, and lodging for up to 100 creatures within.

Mordenkainen’s Sword -- (PHB) [Ev] -- You create a hovering sword-shaped plane of force that can move and attack (dealing force damage).

Plane Shift -- (PHB) [Co] -- You can either bring yourself and up to 8 willing creatures to another plane of existence, or banish an unwilling creature to another plane of existence.

Prismatic Spray -- (PHB) [Ev] -- You project 7 colors of light at creatures in a cone, applying random effects on the affected creatures.

Project Image -- (PHB) [Il] -- You create an intangible illusory duplicate of yourself within range that can move as you will it, and share sensory information with you.

Regenerate -- (PHB) [Tr] -- You enhance a creature's natural healing ability, causing it to regain hit points and restoring severed body parts.

Restful Slumber -- (TA) [Tr] -- You grant a creature healing and relief during a short rest.

Resurrection -- (PHB) [Ne] -- You raise a long dead creature back to life.

Reverse Gravity -- (PHB) [Tr] -- You cause gravity to reverse within a space within range, making creatures and objects fall upwards.

Sequester -- (PHB) [Tr] -- You protect a willing creature or object from discovery and the flow of time, turning it invisible, unsearchable by divination, and comatose (in an ageless state of suspension).

Simulacrum -- (PHB) [Il] -- You create a solid illusory duplicate of a beast or humanoid within range, and the duplicate obeys your commands.

Super Heroism -- (TA) [En] -- You grant a creature bonuses to rolls, temporary hit points, immunity to mental conditions, and Advantage on Charisma saving throws.

Symbol -- (PHB) [Ab] -- You inscribe a nearly invisible glyph that attacks intruding creatures with a harmful effect (from a variety of options).

Teleport -- (PHB) [Co] -- You teleport yourself and up to 8 willing creatures to another location, possibly far away.

Whirlwind -- (EE) [Ev] -- You gather together powerful whirling winds into a spinning cylindrical shape, dealing bludgeoning damage and restraining creatures within.

# 8TH LEVEL

Abi-Dalzim’s Horrid Wilting -- (EE) [Ne] -- You draw moisture from every creature within an area within range, dealing necrotic damage.

Animal Shapes -- (PHB) [Tr] -- You transform any number of willing creatures within range into beasts.

Antimagic Field -- (PHB) [Ab] -- You radiate a sphere of antimagic, suppressing spells and magical effects within its radius.

Antipathy/Sympathy -- (PHB) [En] -- You bestow an aura on an object, creature, or area that either attracts or repels creatures of your choice.

Clone -- (PHB) [Ne] -- You create a cloned body for a creature that serves as a replacement for the creature's original body upon death.

Control Weather -- (PHB) [Tr] -- You can change the weather conditions of an area 5 miles in radius.

Demiplane -- (PHB) [Co] -- You create a permanent extradimensional space with a temporary door leading into it.

Dominate Monster -- (PHB) [En] -- You charm a creature within range to obey your every command, issued via telepathic link.

Earthquake -- (PHB) [Ev] -- You create a tremor in a designated area of ground that turns it into difficult terrain and knocks creatures prone.

Feeblemind -- (PHB) [En] -- You blast the mind of a creature, dealing psychic damage and drastically impairing its mental faculties.

Gadget Cannon -- (TA) [Tr] -- You build a stationary cannon weapon using Gadget parts, and its shots deal force and bludgeoning damage.

Gadget Drill Tank -- (TA) [Co] -- You build a ground digging land vehicle using Gadget parts and conjured materials.

Glibness -- (PHB) [Tr] -- You can take 15 on Charisma checks and you appear to be truthful under magical scrutiny even when you are lying.

Holy Aura -- (PHB) [Ab] -- You radiate an aura of light that protects creatures of your choice from harm, and blinds fiends and undead.

Incendiary Cloud -- (PHB) [Co] -- You conjure a cloud of smoke that heavily obscures visibility, deals fire damage, and moves away from you.

Maze -- (PHB) [Co] -- You trap a creature in a labyrinthine demiplane until the spell ends or the target escapes.

Mind Blank -- (PHB) [Ab] -- You grant a creature immunity to psychic damage, mind reading, charming and divination.

Mind Tapestry -- (TA) [Il] -- You translate a creatures memories and thoughts into pictures that others can see on a floating screen.

Momentary Disjuncture -- (TA) [Ab] -- You freeze a creature in time.

Pillars of Sealing -- (TA) [Co] -- You trap a creature between magical stone pillars that shoot out chains that wrap around the target.

Power Word Stun -- (PHB) [En] -- You speak a magically empowered word that stuns one creature within range.

Runic Rocketeer -- (TA) [Tr] -- You build a booster pack that grants you supersonic flight speed, plus hovering capability.

Sunburst -- (PHB) [Ev] -- You produce a 60-foot radius flash of brilliant sunlight that deals radiant damage and blinds creatures.

Telepathy -- (PHB) [Ev] -- You create a telepathic link between yourself and another willing creature that enables communication as long as both of you are in the same plane of existence.

Tsunami -- (PHB) [Co] -- You conjure a thick wall of water that moves away from you, dealing bludgeoning damage to creatures that it hits.

# 9TH LEVEL

Astral Projection -- (PHB) [Ne] -- You and up to 8 willing creatures enter and travel through the Astral Plane.

Foresight -- (PHB) [Di] -- You grant a willing creature the ability to see into the immediate future, improving the target's success in combat.

Gate -- (PHB) [Co] -- You conjure a two-way portal into another plane of existence.

Glyph of Doom -- (TA) [Ab] -- You inscribe a glyph onto a creature's body that temporarily removes its resistances and makes attacks against the target hit more often, with critical force.

Imprisonment -- (PHB) [Ab] -- You impose a magical restraint on a creature that imprisons or prevents it from acting in some way.

Legendary Weapon Craft -- (TA) [Tr] -- You add Legendary properties to a weapon crafted with Gadget Parts.

Mass Heal -- (PHB) [Ev] -- Up to every creature within range regains hit points and is cured of blindness, deafness, and any diseases affecting it.

Meteor Swarm -- (PHB) [Ev] -- You cause 4 orbs of fire to fall from above, creating explosions on impact that deal fire damage and bludgeoning damage.

Orbital Destruction Array -- (TA) [Co] -- You build up to 4 floating orbs using Gadget parts and conjured materials, and they can shoot beams of energy at targets, dealing customizable damage.

Power Word Heal -- (PHB) [Ev] -- You speak a magically empowered word that heals a creature and removes harmful conditions from it.

Power Word Kill -- (PHB) [En] -- You speak a magically empowered word that compels a creature to die instantly.

Prismatic Wall -- (PHB) [Ab] -- You create a wall of 7 different colors that applies random effects on creatures that attempt to pass through it.

Puppet Strings -- (TA) [En] -- You control the movements of a creature using magical thread.

Pyrotechnic Artillery -- (TA) [Tr] -- Your ranged ammunition weapon creates fireball explosions with its shots, dealing fire damage.

Shapechange -- (PHB) [Tr] -- You change into the form of a creature whose type you have seen before, potentially gaining new abilities.

Storm of Vengeance -- (PHB) [Co] -- You conjure a powerful storm that emits thunderous crashing booms, dealing thunder damage, and produces additional destructive weather conditions over time.

Time Stop -- (PHB) [Tr] -- You stop the flow of time for everyone around you for a brief period during which you take actions and move normally.

True Polymorph -- (PHB) [Tr] -- You can transform a creature into another type of creature, an object into a creature, or a creature into an object.

True Resurrection -- (PHB) [Ne] -- You raise a long dead creature back to life regardless of whether its original body still exists.

Weird -- (PHB) [Il] -- You create illusions of the deepest fears of creatures in their minds, frightening them and dealing psychic damage.

Wish -- (PHB) [Co] -- You alter reality itself to produce a powerful magical effect of your imagining, possibly harming yourself in the process.