

Spells 5e

All DnD 5e Spells



☒ **Class** ⓘ

Bard

Cleric

Druid

Paladin

Ranger

Sorcerer

Warlock

Wizard

☒ **School** ⓘ

Abjuration

Conjuration

Divination

Enchantment

Evocation

Illusion

Necromancy

Transmutation

Lvl Min

0

▼

Lvl Max

5

▼

☐ **Source** ⓘ

Player's Handbook

Xanathar's Guide to

Tasha's Cauldron of

Fizban's Treasury of

☒ **Expanded Spell Lists (TCoE)** ⓘ

Display

☒ School

☒ Casting Time

☒ Concentration

☒ Ritual

☒ Description

☒ Source



Spells 5e

This online application will allow you to list and filter all the **DnD 5e Spells** with several options. You will be also able to sort the list as you want. At the end, you will get the option to select only some results to generate our own PDF (spellbook) or to print cards on Magic format.

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FILTER

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Spell ⇅	Lvl ⇅	School ⇅	Casting Time ⇅	Concentration ⇅	Ritual ⇅	Description ⇅	Source ⇅
<input type="checkbox"/> Acid Splash	0	conjuration	1 action			1 or 2 creatures within 5 feet must succeed on a Dex. save or take 1d6 acid damage (damage/lvl).	Player´s Handbook (SRD)
<input type="checkbox"/> Blade Ward	0	abjuration	1 action			The caster gets resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.	Player´s Handbook (BR+)
<input type="checkbox"/> Booming Blade	0	evocation	1 action			If a weapon attack hits, deals 1d8 thunder damage if the target moves (damage/lvl).	Tasha´s Cauldron of Everything
<input type="checkbox"/> Chill Touch	0	necromancy	1 action			If the spell attack hits, deals 1d8 necrotic damage (damage/lvl) and the target can't regain hp immediately.	Player´s Handbook (SRD)
<input type="checkbox"/> Control Flames	0	transmutation	1 action			Control nonmagical fires to expand, extinguish, enlarge, shape simple forms, etc.	Xanathar´s Guide to Everything
<input type="checkbox"/> Create Bonfire	0	conjuration	1 action	Concentration		Creatures in a 5-ft cube must succeed on a Dex. save or take 1d8 fire damage (damage/lvl).	Xanathar´s Guide to Everything
<input type="checkbox"/> Dancing Lights	0	evocation	1 action	Concentration		Create up to 4 torch-sized lights that shed dim light in a 10-ft radius and can be moved later up to 60 ft.	Player´s Handbook (SRD)
<input type="checkbox"/> Druidcraft	0	transmutation	1 action			Provide various minor effects related to nature (weather forecast, flowering, sensory effect, etc).	Player´s Handbook (SRD)
<input type="checkbox"/> Eldritch Blast	0	evocation	1 action			If the spell attack hits, deals 1d10 force damage (nbr of beam/lvl).	Player´s Handbook (SRD)
<input type="checkbox"/> Fire Bolt	0	evocation	1 action			If the spell attack hits, deals 1d10 fire damage (damage/lvl). An object can ignite.	Player´s Handbook (SRD)
<input type="checkbox"/> Friends	0	enchantment	1 action	Concentration		The casters gets advantage on all Charisma checks directed at one chosen creature that isn't hostile toward him.	Player´s Handbook (BR+)
<input type="checkbox"/> Frostbite	0	evocation	1 action			The target must succeed on a Con. save or take 1d6 cold damage and have disadvantage on next attack roll (damage/lvl).	Xanathar´s Guide to Everything
<input type="checkbox"/> Green-Flame Blade	0	evocation	1 action			If a weapon attack hits, deals also fire damage equal to Ability.Mod to another creature (damage/lvl) within 5 ft.	Tasha´s Cauldron of Everything
<input type="checkbox"/> Guidance	0	divination	1 action	Concentration		The target can add 1d4 to one ability check of its choice.	Player´s Handbook (SRD)
<input type="checkbox"/> Gust	0	transmutation	1 action			Control air to move objects or creatures (Medium or smaller) or create harmless sensory effects.	Xanathar´s Guide to Everything
<input type="checkbox"/> Infestation	0	conjuration	1 action			The target must succeed on a Con. save or take 1d6 poison damage and move 5 ft in a random direction (damage/lvl).	Xanathar´s Guide to Everything
<input type="checkbox"/> Light	0	evocation	1 action			Make an object to shed bright light in a 20-ft radius and dim light in an additional 20-ft radius.	Player´s Handbook (SRD)
<input type="checkbox"/> Lightning Lure	0	evocation	1 action			The target must succeed on a Str. save or take 1d8 lightning damage and be pulled up to 10 ft.	Tasha´s Cauldron of Everything
<input type="checkbox"/> Mage Hand	0	conjuration	1 action			Create a spectral hand that can in a 30-ft radius manipulate an object, open a door, stow an item, etc.	Player´s Handbook (SRD)
<input type="checkbox"/> Magic Stone	0	conjuration	1 bonus			Up to 3 pebbles deal 1d6 + 1d4 fire damage (damage/lvl).	Xanathar´s Guide to Everything

Player's Handbook (SRD)

☐ **Thorn Whip** 0 transmutation 1 action

<input type="checkbox"/> Thunderclap	0	evocation	1 action		Creatures within 5 ft must succeed on a Con. save or take 1d6 thunder damage (damage/lvl).	Xanathar's Guide to Everything
<input type="checkbox"/> Toll the Dead	0	necromancy	1 action		The target must succeed on a Wis. save or take 1d8 or 1d12 necrotic damage (damage/lvl).	Xanathar's Guide to Everything
<input type="checkbox"/> True Strike	0	divination	1 action	Concentration	The caster gains advantage on his first attack roll against a target.	Player's Handbook (SRD)
<input type="checkbox"/> Vicious Mockery	0	enchantment	1 action		The target must succeed on a Wis. save or take 1d4 psychic damage and have disadvantage on its attack roll (damage/lvl).	Player's Handbook (SRD)
<input type="checkbox"/> Word of Radiance	0	evocation	1 action		Creatures in a 5-ft-radius must succeed on a Con. save or take 1d6 radiant damage (/lvl).	Xanathar's Guide to Everything
<input type="checkbox"/> Absorb Elements	1	abjuration	1 reaction		The caster has resistance to the damage received and deals 1d6 extra damage of the same type on his next attack (damage/lvl).	Xanathar's Guide to Everything
<input type="checkbox"/> Alarm	1	abjuration	1 minute	Ritual	Alert the caster or activate an alarm if a Tiny or larger creature enters a warded 20-ft cube.	Player's Handbook (SRD)
<input type="checkbox"/> Animal Friendship	1	enchantment	1 action		A beast with Intelligence 3 or less must succeed on a Wis. save or be charmed (+1 beast/lvl).	Player's Handbook (SRD)
<input type="checkbox"/> Armor of Agathys	1	abjuration	1 action		The caster gains 5 temporary hp and creatures who hits him with a melee attack take 5 cold damage (+5 hp and damage/lvl).	Player's Handbook (BR+)
<input type="checkbox"/> Arms of Hadar	1	conjunction	1 action		Creatures in a 10-ft radius must succeed on a Str. save or take 2d6 necrotic damage (damage/lvl)	Player's Handbook
<input type="checkbox"/> Bane	1	enchantment	1 action	Concentration	Up to 3 targets must succeed on a Cha. save or subtract 1d4 from their attack roll or saving throw (+1 creature/lvl).	Player's Handbook (SRD)
<input type="checkbox"/> Beast Bond	1	divination	1 action	Concentration	Create a telepathic link with one beast to communicate with it.	Xanathar's Guide to Everything
<input type="checkbox"/> Bless	1	enchantment	1 action	Concentration	Up to 3 targets can add 1d4 to their attack roll or saving throw (+1 creature/lvl).	Player's Handbook (SRD)
<input type="checkbox"/> Burning Hands	1	evocation	1 action		Creatures in a 15-ft cone must succeed on a Dex. save or take 3d6 fire damage (damage/lvl).	Player's Handbook (SRD)
<input type="checkbox"/> Catapult	1	transmutation	1 action		The target must succeed on Dex. save or take 3d8 bludgeoning damage of an object up to 5 pounds (+5 pounds and +1d8/lvl).	Xanathar's Guide to Everything
<input type="checkbox"/> Cause Fear	1	necromancy	1 action	Concentration	The target must succeed on a Wis. save or becomes frightened (nbr of targets/lvl).	Xanathar's Guide to Everything
<input type="checkbox"/> Ceremony	1	abjuration	1 hour	Ritual	Perform a religious ceremony (bless water, give bonus to AC, ability check, saving throw, etc).	Xanathar's Guide to Everything
<input type="checkbox"/> Chaos Bolt	1	evocation	1 action		If the attack hits, deals 2d8 + 1d6 damage of a random type (damage/lvl). Rebound if double 8.	Xanathar's Guide to Everything
<input type="checkbox"/> Charm Person	1	enchantment	1 action		The humanoid target must succeed on a Wis. save or be charmed by the caster (+1 creature/lvl).	Player's Handbook (SRD)
<input type="checkbox"/> Chromatic Orb	1	evocation	1 action		If the spell attack hits, deals 3d8 damage of a previously determined type (damage/lvl)	Player's Handbook (BR+)
<input type="checkbox"/> Cloudkill	1	conjuration	1 action		6d10 creatures hp are dazzled in	Player's

<input type="checkbox"/>	Color Spray	1	illusion	1 action		ascending order of their current hp (+2d10 hp/lvl).	Handbook (SRD)	
<input type="checkbox"/>	Command	1	enchantment	1 action		The target must succeed on a Wis. save or follow your order as Approach, Drop, Flee, Fall, Halt, etc (+1 creature/lvl).	Player´s Handbook (SRD)	
<input type="checkbox"/>	Compelled Duel	1	enchantment	1 bonus action	Concentration	The target must succeed on a Wis. save or get a disadvantage on attack rolls against creatures other than the caster.	Player´s Handbook	
<input type="checkbox"/>	Comprehend Languages	1	divination	1 action	Ritual	The caster understands any spoken and written (1 min/page) language. Doesn't decode secret messages.	Player´s Handbook (SRD)	
<input type="checkbox"/>	Create or Destroy Water	1	transmutation	1 action		Create or destroy up to 10 gallons of water (+10 gallons/lvl).	Player´s Handbook (SRD)	
<input type="checkbox"/>	Cure Wounds	1	evocation	1 action		1 creature regains 1d8+Ability.Mod (+1d8 hp/lvl).	Player´s Handbook (SRD)	
<input type="checkbox"/>	Detect Evil and Good	1	divination	1 action	Concentration	The caster senses and locates aberration, celestial, elemental, fey, fiend, or undead within 30 ft.	Player´s Handbook (SRD)	
<input type="checkbox"/>	Detect Magic	1	divination	1 action	Concentration	Ritual	The caster senses the presence of magic in a 30-ft radius and learns its school of magic.	Player´s Handbook (SRD)
<input type="checkbox"/>	Detect Poison and Disease	1	divination	1 action	Concentration	Ritual	The caster senses and identifies poison, poisonous creature, or disease within 30 ft.	Player´s Handbook (SRD)
<input type="checkbox"/>	Disguise Self	1	illusion	1 action		Modify the appearance of the caster (its physical and its equipment) thanks to an illusion.	Player´s Handbook (SRD)	
<input type="checkbox"/>	Dissonant Whispers	1	enchantment	1 action		The target must succeed on a Wis. save or take 3d6 psychic damage and move away (damage/lvl).	Player´s Handbook (BR+)	
<input type="checkbox"/>	Divine Favor	1	evocation	1 bonus action	Concentration	If a weapon attack hits, deals an extra 1d4 radiant damage.	Player´s Handbook (SRD)	
<input type="checkbox"/>	Earth Tremor	1	evocation	1 action		Creatures in a 10-foot radius must succeed on a Dex. save or take 1d6 bludgeoning damage and be knocked prone (damage/lvl).	Xanathar´s Guide to Everything	
<input type="checkbox"/>	Ensnaring Strike	1	conjuration	1 bonus action	Concentration	The target must succeed on a Str. save or be restrained and take 1d6 piercing damage (damage/lvl).	Player´s Handbook	
<input type="checkbox"/>	Entangle	1	conjuration	1 action	Concentration	Creatures in a 20-ft square (difficult terrain) must succeed on a Str. save or be restrained.	Player´s Handbook (SRD)	
<input type="checkbox"/>	Expeditious Retreat	1	transmutation	1 bonus action	Concentration	The caster can take the Dash action by using a bonus action.	Player´s Handbook (SRD)	
<input type="checkbox"/>	Faerie Fire	1	evocation	1 action	Concentration	Creatures in a 20-ft cube must succeed on a Dex. save or grant advantage against them to attackers.	Player´s Handbook (SRD)	
<input type="checkbox"/>	False Life	1	necromancy	1 action		The caster gains 1d4+4 temporary hit points (+5 hp/lvl).	Player´s Handbook (SRD)	
<input type="checkbox"/>	Feather Fall	1	transmutation	1 reaction		Up to 5 creatures fall at 60 feet per round and take no falling damage before the spell ends.	Player´s Handbook (SRD)	
<input type="checkbox"/>	Find Familiar	1	conjuration	1 hour	Ritual	Summon a small animal that obeys the caster and telepathically shares his senses with him.	Player´s Handbook (SRD)	
<input type="checkbox"/>	Fog Cloud	1	conjuration	1 action	Concentration	Makes an area heavily obscured in a 20-ft-radius sphere (+20 ft/lvl).	Player´s Handbook (SRD)	

<input type="checkbox"/> Goodberry	1	transmutation	1 action		Create up to 10 berries that restore 1 hp each and keep their power for 24 hours.	Player's Handbook (SRD)
<input type="checkbox"/> Grease	1	conjuration	1 action		Creatures in a 10-ft square (difficult terrain) must succeed on a Dex. save or fall prone.	Player's Handbook (SRD)
<input type="checkbox"/> Guiding Bolt	1	evocation	1 action		If the spell attack hits, deals 4d6 radiant damage (damage/lvl) and the next attack roll will have advantage.	Player's Handbook (SRD)
<input type="checkbox"/> Hail of Thorns	1	conjuration	1 bonus action	Concentration	Creatures in a 5-ft radius must succeed on a Dex. save or take 1d10 piercing damage (damage/lvl).	Player's Handbook
<input type="checkbox"/> Healing Word	1	evocation	1 bonus action		1 creature regains 1d4+Ability.Mod (+1d4 hp/lvl).	Player's Handbook (SRD)
<input type="checkbox"/> Hellish Rebuke	1	evocation	1 reaction		The target must succeed on a Dex. save or take 2d10 fire damage (damage/lvl).	Player's Handbook (SRD)
<input type="checkbox"/> Heroism	1	enchantment	1 action	Concentration	The target is immune to being frightened and gains temporary hp equal to its Ability.Mod each turns (+1 creature/lvl).	Player's Handbook (SRD)
<input type="checkbox"/> Hex	1	enchantment	1 bonus action	Concentration	If an attack hits, deals an extra 1d6 necrotic damage. Disadvantage on achosem ability check (duration/lvl).	Player's Handbook (BR+)
<input type="checkbox"/> Hunter's Mark	1	divination	1 bonus action	Concentration	The target take an extra 1d6 damage and caster has advantage on Wisdom (Perception/Survival) checks to find it (duration/lvl).	Player's Handbook (SRD)
<input type="checkbox"/> Ice Knife	1	conjuration	1 action		If the spell attack hits, deals 1d10 piercing damage + Dex. save or 2d6 cold damage (damage/lvl) within 5 ft.	Xanathar's Guide to Everything
<input type="checkbox"/> Identify	1	divination	1 minute	Ritual	The caster obtains properties of a magic item (attunement, charges) or knows if an item or a creature is affected by a spell.	Player's Handbook (SRD)
<input type="checkbox"/> Illusory Script	1	illusion	1 minute	Ritual	Write a secret message that can only be read by a designated target or a creature with truesight.	Player's Handbook (SRD)
<input type="checkbox"/> Inflict Wounds	1	necromancy	1 action		If the spell attack hits, deals 3d10 necrotic damage (damage/lvl).	Player's Handbook (SRD)
<input type="checkbox"/> Jump	1	transmutation	1 action		The target gets a jump distance multiplied by 3.	Player's Handbook (SRD)
<input type="checkbox"/> Longstrider	1	transmutation	1 action		The target gets a speed increased by 10 ft (+1 creature/lvl).	Player's Handbook (SRD)
<input type="checkbox"/> Mage Armor	1	abjuration	1 action		The target, willing and not wearing armor, gets an AC equal to 13+Dex.Mod.	Player's Handbook (SRD)
<input type="checkbox"/> Magic Missile	1	evocation	1 action		3 missiles deal automatically 1d4+1 force damage each to one or several creatures (+1 missile/lvl).	Player's Handbook (SRD)
<input type="checkbox"/> Protection from Evil and Good	1	abjuration	1 action	Concentration	The target is protected (disadvantage on attack rolls) against aberrations, celestials, elementals, fey, fiends, and undead.	Player's Handbook (SRD)
<input type="checkbox"/> Purify Food and Drink	1	transmutation	1 action	Ritual	Purified and rendered free of poison and disease nonmagical food and drink in a 5-ft-radius sphere.	Player's Handbook (SRD)
<input type="checkbox"/> Ray of Sickness	1	necromancy	1 action		If the attack hits, deals 2d8 poison damage (damage/lvl) and the target can be poisoned (Con. save).	Player's Handbook
<input type="checkbox"/> Resistance	1	abjuration	1 bonus action		The protected creature forces a Wis. save to his aggressor in case of	Player's Handbook

<input type="checkbox"/> Sanctuary	1	abjuration	1 bonus action		Save to his aggressor in case of attack or offensive spell to no longer be the target.	Player's Handbook (SRD)
<input type="checkbox"/> Searing Smite	1	evocation	1 bonus action	Concentration	If the attack hits, deals an extra 1d6 fire damage and ignite the target (damage/lvl).	Player's Handbook
<input type="checkbox"/> Shield	1	abjuration	1 reaction		In reaction, the caster gains a +5 bonus to AC and take no damage from the magic missile spell.	Player's Handbook (SRD)
<input type="checkbox"/> Shield of Faith	1	abjuration	1 bonus action	Concentration	The target gets a +2 bonus to AC.	Player's Handbook (SRD)
<input type="checkbox"/> Silent Image	1	illusion	1 action	Concentration	Create the image of an object or a creature (without sound and no larger than a 15-ft cube) and lets it move.	Player's Handbook (SRD)
<input type="checkbox"/> Sleep	1	enchantment	1 action		5d8 hp of creatures fall unconscious, starting with the creature with the lowest current hp (+2d8 hp/lvl).	Player's Handbook (SRD)
<input type="checkbox"/> Snare	1	abjuration	1 minute		Create a magic trap (Dex. save or the Small to Large size creature is hoisted into the air).	Xanathar's Guide to Everything
<input type="checkbox"/> Speak with Animals	1	divination	1 action	Ritual	The caster communicates with beasts that can share information or help.	Player's Handbook (SRD)
<input type="checkbox"/> Tasha's Caustic Brew	1	evocation	1 action	Concentration	Creatures in a 30 ft long 5 ft wide line must succeed on a Dex. save or take 2d4 acid damage each turn (+2d4/lvl).	Tasha's Cauldron of Everything
<input type="checkbox"/> Tasha's Hideous Laughter	1	enchantment	1 action	Concentration	The target must succeed on a Wis. save or falls into fits of laughter, fall prone and becoming incapacitated.	Player's Handbook (SRD)
<input type="checkbox"/> Tenser's Floating Disk	1	conjuration	1 action	Ritual	Create a floating 3-ft-diameter disk that can support up to 500 pounds and follows the caster.	Player's Handbook (SRD)
<input type="checkbox"/> Thunderous Smite	1	evocation	1 bonus action	Concentration	If the attack hits, deals an extra 2d6 thunder damage, and target must succeed on a Str. save or be pushed and knocked prone.	Player's Handbook
<input type="checkbox"/> Thunderwave	1	evocation	1 action		Creatures in a 15-ft cube must succeed on a Con. save or take 2d8 thunder damage (damage/lvl).	Player's Handbook (SRD)
<input type="checkbox"/> Unseen Servant	1	conjuration	1 action	Ritual	Create an invisible servant who performs simple tasks (bring something back, clean up, maintain a fire, serve at table, etc).	Player's Handbook (SRD)
<input type="checkbox"/> Witch Bolt	1	evocation	1 action	Concentration	If the spell attack hits, deals 1d12 lightning damage (damage/lvl) on each round.	Player's Handbook (BR+)
<input type="checkbox"/> Wrathful Smite	1	evocation	1 bonus action	Concentration	If the attack hits, deals an extra 1d6 psychic damage and the target must succeed on a Wis. save or be frightened.	Player's Handbook
<input type="checkbox"/> Zephyr Strike	1	transmutation	1 action bonus	Concentration	The caster's movement (+30 ft) doesn't provoke OA and he gets advantage to one attack roll that deals an extra 1d8 force.	Xanathar's Guide to Everything
<input type="checkbox"/> Aganazzar's Scorcher	2	evocation	1 action		Creatures on a 30-ft-long, 5-ft-wide line must succeed on a Dex. save or taker 3d8 fire damage (damage/lvl).	Xanathar's Guide to Everything
<input type="checkbox"/> Aid	2	abjuration	1 action		Up to 3 creatures increase their hp maximum and current hp by 5 (+5 hp/lvl).	Player's Handbook (SRD)
<input type="checkbox"/> Alter Self	2	transmutation	1 action	Concentration	Give a new form depending on the chosen option (Aquatic Adaptation, Change Appearance, or Natural Weapons).	Player's Handbook (SRD)

<input type="checkbox"/> Animal Messenger	2	enchantment	1 action		Ritual	A Tiny beast travels to deliver a 25 words message to a target (+48 h/lvl).	Player´s Handbook (SRD)
<input type="checkbox"/> Arcane Lock	2	abjuration	1 action			Lock an objet (door, window, chest, etc) and the caster can set a password to suppresses the spell for 1 minute.	Player´s Handbook (SRD)
<input type="checkbox"/> Augury	2	divination	1 minute		Ritual	The caster obtains an omen about the result of an action within the next 30 min (weal, woe, both or nothing).	Player´s Handbook (SRD)
<input type="checkbox"/> Barkskin	2	transmutation	1 action	Concentration		The target's AC can't be less than 16.	Player´s Handbook (SRD)
<input type="checkbox"/> Beast Sense	2	divination	1 action	Concentration	Ritual	The caster can see/hear/feel through the senses of a willing beast.	Player´s Handbook (BR+)
<input type="checkbox"/> Blindness/Deafness	2	necromancy	1 action			The target must succeed on a Con. save or become blinded or deafened (+1 creature/lvl).	Player´s Handbook (SRD)
<input type="checkbox"/> Blur	2	illusion	1 action	Concentration		The caster's body becomes blurred and creatures that attack him have disadvantage on attack rolls against him.	Player´s Handbook (SRD)
<input type="checkbox"/> Branding Smite	2	evocation	1 bonus action	Concentration		If a weapon attack hits, deals an extra 2d6 radiant damage and the target sheds dim light in 5-ft radius (damage/lvl).	Player´s Handbook (SRD)
<input type="checkbox"/> Calm Emotions	2	enchantment	1 action	Concentration		Creatures in a 20-foot-radius sphere must succeed on a Cha. save or no longer be charmed/frightened, or be indifferents.	Player´s Handbook (SRD)
<input type="checkbox"/> Cloud of Daggers	2	conjuration	1 action	Concentration		Creatures in a 5-ft cube take automatically 4d4 slashing damage (damage/lvl).	Player´s Handbook (BR+)
<input type="checkbox"/> Continual Flame	2	evocation	1 action			Create a flame that produces a light equivalent in brightness to a torch, but does not emit any heat.	Player´s Handbook (SRD)
<input type="checkbox"/> Cordon of Arrows	2	transmutation	1 action			4 ammunition deal 1d6 piercing damage if the target doesn't succeed on a Dex. save (nbr of ammunition/lvl).	Player´s Handbook (SRD)
<input type="checkbox"/> Crown of Madness	2	enchantment	1 action	Concentration		The target must succeed on a Wis. save or be charmed. It then can attack a target designated by the caster.	Player´s Handbook (SRD)
<input type="checkbox"/> Darkness	2	evocation	1 action	Concentration		Fill a 15-ft-radius sphere of magical darkness.	Player´s Handbook (SRD)
<input type="checkbox"/> Darkvision	2	transmutation	1 action			The target can see in the dark within 60 feet.	Player´s Handbook (SRD)
<input type="checkbox"/> Detect Thoughts	2	divination	1 action	Concentration		The caster detects the superficial thoughts of a creature within 30 ft, and the deepest if the target misses a Wis. save.	Player´s Handbook (SRD)
<input type="checkbox"/> Dragon's Breath	2	transmutation	1 bonus action	Concentration		Spew a 15-ft cone that deals 3d6 acid, cold, fire, lightning, or poison damage in case of failed Dex. save (damage/lvl).	Xanathar´s Guide to Everything
<input type="checkbox"/> Dust Devil	2	conjuration	1 action	Concentration		Creatures within 5 ft must succeed on a Str. save or take 1d8 bludgeoning damage (damage/lvl).	Xanathar´s Guide to Everything
<input type="checkbox"/> Earthbind	2	transmutation	1 action	Concentration		Target within 300 ft must succeed on a Str. save or its flying speed is reduced to 0 (descends at 60 ft/round).	Xanathar´s Guide to Everything

<input type="checkbox"/> Enhance Ability	2	transmutation	1 action	Concentration		The target gains advantage on ability checks for one predefined ability, and other bonuses in such cases (+1 creature/lvl).	Player's Handbook (SRD)
<input type="checkbox"/> Enlarge/Reduce	2	transmutation	1 action	Concentration		Double or halve the size of a creature (Con. save) or an object.	Player's Handbook (SRD)
<input type="checkbox"/> Enthrall	2	enchantment	1 action			Targets must succeed on a Wis. save or have disadvantage on Wisdom (Perception) checks to perceive others creatures.	Player's Handbook (SRD)
<input type="checkbox"/> Find Steed	2	conjuration	10 minutes			Summon a spirit that assumes the form a steed (horse, elk, etc) telepathically linked to the caster.	Player's Handbook (SRD)
<input type="checkbox"/> Find Traps	2	divination	1 action			The caster senses the presence of any trap in a 120-fr radius, but the spell don't give their location.	Player's Handbook (SRD)
<input type="checkbox"/> Flame Blade	2	evocation	1 bonus action	Concentration		If the spell attack hits, deals 3d6 fire damage (damage/lvl). Shed bright light in 10 ft and dim light in additional 10 ft.	Player's Handbook (SRD)
<input type="checkbox"/> Flaming Sphere	2	conjuration	1 action	Concentration		Creatures within 5 ft from a 5-ft-diameter sphere must succeed on a Dex. save or take 2d6 fire damage (damage/lvl).	Player's Handbook (SRD)
<input type="checkbox"/> Gentle Repose	2	necromancy	1 action		Ritual	Protect a corpse from decay or to become undead.	Player's Handbook (SRD)
<input type="checkbox"/> Gust of Wind	2	evocation	1 action	Concentration		Creatures on a 60-ft-long, 10-ft-wide line mus succeed on a Str. save or be pushed 15 ft away.	Player's Handbook (SRD)
<input type="checkbox"/> Healing Spirit	2	conjuration	1 bonus action	Concentration		Creatures in touch with the spirit gain 1d6 hp (+1d6 hp/lvl).	Xanathar's Guide to Everything
<input type="checkbox"/> Heat Metal	2	transmutation	1 action	Concentration		Creatures in physical contact with the metal object take 2d8 fire damage (damage/lvl).	Player's Handbook (SRD)
<input type="checkbox"/> Hold Person	2	enchantment	1 action	Concentration		The target must succeed on a Wis. save or be paralyzed (+1 creature/lvl).	Player's Handbook (SRD)
<input type="checkbox"/> Invisibility	2	illusion	1 action	Concentration		The target becomes invisible during 1 hour or until she attacks or casts a spell (+1 creature/lvl).	Player's Handbook (SRD)
<input type="checkbox"/> Knock	2	transmutation	1 action			Unlock or unbar 1 object (door, chest, padlock, set of manacles, etc) or suppressed the arcane lock spell for 10 minutes.	Player's Handbook (SRD)
<input type="checkbox"/> Lesser Restoration	2	abjuration	1 action			End one disease or one condition (blinded, deafened, paralyzed, or poisoned) on 1 creature.	Player's Handbook (SRD)
<input type="checkbox"/> Levitate	2	transmutation	1 action	Concentration		1 creature or object that weighs up to 500 pounds rises vertically up to 20 ft then remains suspended.	Player's Handbook (SRD)
<input type="checkbox"/> Locate Animals or Plants	2	divination	1 action		Ritual	Give the direction and distance to a kind of beast or plant within 5 miles.	Player's Handbook (SRD)
<input type="checkbox"/> Locate Object	2	divination	1 action	Concentration		The caster senses the direction to the location of an objet you are familiar with, within a 1000 ft radius.	Player's Handbook (SRD)
<input type="checkbox"/> Magic Mouth	2	illusion	1 minute		Ritual	Creates a magical mouth that will repeat a message of up to 25 words when a trigger condition is met.	Player's Handbook (SRD)
<input type="checkbox"/> Magic Weapon	2	transmutation	1 bonus action	Concentration		Turn a weapon into a +1 magic weapon for attack rolls and damage rolls (+2 or +3 bonus/lvl).	Player's Handbook (SRD)
						The target must succeed on a Str.	Xanathar's

<input type="checkbox"/>	Maximilian's Earthen Grasp	2	transmutation	1 action	Concentration	The target must succeed on a St. save or take 2d6 bludgeoning damage and be restrained.	Xanathar's Guide to Everything
<input type="checkbox"/>	Melf's Acid Arrow	2	evocation	1 action		If the spell attack hits, deals 4d4 acid damage, then 2d4 acid damage on the next round (damage/lvl).	Player's Handbook (SRD)
<input type="checkbox"/>	Mind Spike	2	divination	1 action	Concentration	The target must succeed on a Wis. save or take 3d8 psychic damage (damage/lvl).	Xanathar's Guide to Everything
<input type="checkbox"/>	Mirror Image	2	illusion	1 action		Create 3 illusory duplicates of the caster, each of them having a CA equal to 10 + Dex.Mod and being destroyed if they are hit.	Player's Handbook (SRD)
<input type="checkbox"/>	Misty Step	2	conjuration	1 bonus action		The caster is teleported up to 30 feet.	Player's Handbook (SRD)
<input type="checkbox"/>	Moonbeam	2	evocation	1 action	Concentration	Creatures in a 5-ft-radius, 40-ft-high cylinder must succeed on a Con. save or take 2d10 radiant damage (damage/lvl).	Player's Handbook (SRD)
<input type="checkbox"/>	Nathair's Mischief	2	illusion	1 action	Concentration	Fill a 20-ft cube with a magic effect. The random effect can be charmed, blinded, incapacitated or difficult terrain.	Fizban's Treasury of Dragons
<input type="checkbox"/>	Nystul's Magic Aura	2	illusion	1 action		Reveal false information about a creature or an object that would be the target of a divination spell.	Player's Handbook (SRD)
<input type="checkbox"/>	Pass without Trace	2	abjuration	1 action	Concentration	The caster and his allies within 30 ft get a +10 bonus to Dexterity (Discretion) checks and leave behind no tracks or traces.	Player's Handbook (SRD)
<input type="checkbox"/>	Phantasmal Force	2	illusion	1 action	Concentration	The target must succeed on an Int. save or perceive as real an object or creature created by the caster (with sound).	Player's Handbook (BR+)
<input type="checkbox"/>	Prayer of Healing	2	evocation	10 minutes		Up to 6 creatures regain 2d8+Ability.Mod (+1d8 hp/lvl).	Player's Handbook (SRD)
<input type="checkbox"/>	Protection from Poison	2	abjuration	1 action		Neutralize 1 poison in one creature, give advantage on saving throws against being poisoned, and resistance to poison damage.	Player's Handbook (SRD)
<input type="checkbox"/>	Pyrotechnics	2	transmutation	1 action		Target flame within 60-ft and make them explode (Con. save or blinded) or spread smoke (heavily obscured).	Xanathar's Guide to Everything
<input type="checkbox"/>	Ray of Enfeeblement	2	necromancy	1 action	Concentration	If the spell attack hits, the target deals only half damage with a weapon attack that use Strength (Con. save).	Player's Handbook (SRD)
<input type="checkbox"/>	Rime's Binding Ice	2	evocation	1 action		Creatures in a 30-ft cone must succeed on a Con. save or take 3d8 cold damage and its speed reduced to 0 (damage/lvl).	Fizban's Treasury of Dragons
<input type="checkbox"/>	Rope Trick	2	transmutation	1 action		Vertically raise a rope that lead to an extradimensional space that can hold 8 Medium creatures.	Player's Handbook (SRD)
<input type="checkbox"/>	Scorching Ray	2	evocation	1 action		If the spell attacks hit, 3 rays deal 2d6 fire damage each (+1 ray/lvl).	Player's Handbook (SRD)
<input type="checkbox"/>	See Invisibility	2	divination	1 action		The caster sees invisible creatures and objects, and into the Ethereal Plane.	Player's Handbook (SRD)
<input type="checkbox"/>	Shadow Blade	2	illusion	1 bonus action	Concentration	Create a weapon that deals 2d8 psychic damage with the finesse, light, and thrown properties (damage/lvl).	Xanathar's Guide to Everything
<input type="checkbox"/>	Shatter	2	evocation	1 action		Creatures in a 10-ft-radius sphere must succeed on a Con. save or take	Player's Handbook

<input type="checkbox"/> Shatter	2	evocation	1 action			Must succeed on a Con. save or take 3d8 thunder damage (damage/lvl).	Player's Handbook (SRD)
<input type="checkbox"/> Silence	2	illusion	1 action	Concentration	Ritual	Block all sounds within a 20-ft-radius sphere.	Player's Handbook (SRD)
<input type="checkbox"/> Skywrite	2	transmutation	1 action	Concentration	Ritual	Create up to 10 words in the clouds.	Xanathar's Guide to Everything
<input type="checkbox"/> Snilloc's Snowball Swarm	2	evocation	1 action			Creatures in a 5-ft-radius sphere must succeed on a Dex. save or take 3d6 cold damage (damage/lvl).	Xanathar's Guide to Everything
<input type="checkbox"/> Spider Climb	2	transmutation	1 action	Concentration		The target can move along vertical surfaces while leaving its hands free and gains climbing speed.	Player's Handbook (SRD)
<input type="checkbox"/> Spike Growth	2	transmutation	1 action	Concentration		Creatures in a 20-ft radius (difficult terrain) take 2d4 piercing damage for every 5 ft of movement.	Player's Handbook (SRD)
<input type="checkbox"/> Spiritual Weapon	2	evocation	1 bonus action			If the spell attack hits, deals 1d8+Ability.Mod force damage (damage/lvl). A bonus action allows another attack.	Player's Handbook (SRD)
<input type="checkbox"/> Suggestion	2	enchantment	1 action	Concentration		The target must succeed on a Wis. save or follow the suggestion given by the caster in one or two sentences.	Player's Handbook (SRD)
<input type="checkbox"/> Summon Beast	2	conjuration	1 action	Concentration		Summon 1 bestial spirit (air, land, or water), friendly (stat block/your lvl).	Tasha's Cauldron of Everything
<input type="checkbox"/> Tasha's Mind Whip	2	enchantment	1 action			Target must succeed on an Int. save or take 3d6 psychic damage and choose to move or take an action next turn (+1 creature/lvl).	Tasha's Cauldron of Everything
<input type="checkbox"/> Warding Bond	2	abjuration	1 action			The target gains +1 on AC, +1 on saving throws and resistance to all damage, but the caster shares damage.	Player's Handbook (SRD)
<input type="checkbox"/> Warding Wind	2	evocation	1 action	Concentration		Create strong wind (20 miles/h) in a 10-ft radius (deafen, extinguish flames, hedge out gas, difficult terrain, etc).	Xanathar's Guide to Everything
<input type="checkbox"/> Web	2	conjuration	1 action	Concentration		Create a 20-ft cube filled by thick, sticky webs (difficult terrain) that can restrain creature (Dex. save).	Player's Handbook (SRD)
<input type="checkbox"/> Zone of Truth	2	enchantment	1 action			Creatures within a 15-ft-radius sphere must succeed on a Cha. save or can not lie.	Player's Handbook (SRD)
<input type="checkbox"/> Animate Dead	3	necromancy	1 minute			Create a skeleton from bones or a zombie from a corpse, who is under the caster control (+2 creatures/lvl).	Player's Handbook (SRD)
<input type="checkbox"/> Ashardalon's Stride	3	transmutation	1 bonus action	Concentration		The caster gets an +20 ft explosive speed and deals 1d6 fire damage within 5 feet during his move (speed and damage/lvl).	Fizban's Treasury of Dragons
<input type="checkbox"/> Aura of Vitality	3	evocation	1 action	Concentration		One target in a 30-ft radius regains 2d6 hp.	Player's Handbook
<input type="checkbox"/> Beacon of Hope	3	abjuration	1 action	Concentration		Targets gain advantage on Wis. saving throws and death saving throws, and regain the maximum number of hp from healing.	Player's Handbook (SRD)
<input type="checkbox"/> Bestow Curse	3	necromancy	1 action	Concentration		The target must succeed on a Wis. save or suffer an effect as a disadvantage to a check or lose an action (duration/lvl).	Player's Handbook (SRD)
<input type="checkbox"/> Blinding Smite	3	evocation	1 bonus action	Concentration		If the attack hits, deals an extra 3d8 radiant damage and the target must succeed on a Con. save or be blinded.	Player's Handbook


<input type="checkbox"/> Blink	3	transmutation	1 action		The caster has 50% of chance to switch to the Ethereal Plane, then returns to the space he vanished from on the next turn.	Player´s Handbook (SRD)
<input type="checkbox"/> Call Lightning	3	conjuration	1 action	Concentration	Creatures in a 5-ft radius must succeed on a Dex. save or take 3d10 lightning damage (damage/lvl) on each turn.	Player´s Handbook (SRD)
<input type="checkbox"/> Catnap	3	enchantment	1 action		3 willing creatures fall unconscious and gain the benefice of a short rest (+1 creature/lvl).	Xanathar´s Guide to Everything
<input type="checkbox"/> Clairvoyance	3	divination	10 minutes	Concentration	Create an invisible sensor in a familiar location within 1 mile, allowing to see or to hear (to choose, can switch).	Player´s Handbook (SRD)
<input type="checkbox"/> Conjure Animals	3	conjuration	1 action	Concentration	Summon from 1 beast of CR 2 to 8 beasts of CR 1/4, friendly (nbr of creatures/lvl).	Player´s Handbook (SRD)
<input type="checkbox"/> Conjure Barrage	3	conjuration	1 action		Creatures in a 60-ft cone must succeed on a Dex. save or take 3d8 damage from the weapon/ammunition used.	Player´s Handbook
<input type="checkbox"/> Counterspell	3	abjuration	1 reaction		In reaction, fail a spell of 3rd level or lower. Ability check if the spell is 4th level or higher (threshold/lvl).	Player´s Handbook (SRD)
<input type="checkbox"/> Create Food and Water	3	conjuration	1 action		Create 45 pounds of food and 30 gallons of water, enough to sustain 15 humanoids for 24 hours.	Player´s Handbook (SRD)
<input type="checkbox"/> Crusader's Mantle	3	evocation	1 action	Concentration	Friendly creatures in a 30-ft radius deal an extra 1d4 radiant damage when they hit with a weapon attack.	Player´s Handbook
<input type="checkbox"/> Daylight	3	evocation	1 action		Create a sphere that sheds bright light in a 60-ft radius and dim light in an additional 60-ft radius.	Player´s Handbook (SRD)
<input type="checkbox"/> Dispel Magic	3	abjuration	1 action		End spells of 3rd level 3 or lower on a target. Ability check for each spell of 4th level or higher (threshold/lvl).	Player´s Handbook (SRD)
<input type="checkbox"/> Elemental Weapon	3	transmutation	1 action	Concentration	A weapon becomes magical with a +1 bonus to attack rolls and deal an extra 1d4 damage of a chosen type (bonus/lvl).	Player´s Handbook
<input type="checkbox"/> Enemies Abound	3	enchantment	1 action	Concentration	The target must succeed on an Int. save or not be able to distinguish friend from foe ; all are ennemis for it.	Xanathar´s Guide to Everything
<input type="checkbox"/> Erupting Earth	3	transmutation	1 action		Creatures in a 20-foot cube (difficult terrain) must succeed on a Dex. save or take 3d12 bludgeoning damage (damage/lvl).	Xanathar´s Guide to Everything
<input type="checkbox"/> Fear	3	illusion	1 action	Concentration	Creatures in a 30-ft cone must succeed on a Wis. save or drop whatever they are holding, become frightened and move away.	Player´s Handbook (SRD)
<input type="checkbox"/> Feign Death	3	necromancy	1 action	Ritual	The willing target appears dead to all outward inspection.	Player´s Handbook
<input type="checkbox"/> Fireball	3	evocation	1 action		Creatures in a 20-ft radius must succeed on a Dex. save or take 8d6 fire damage (damage/lvl).	Player´s Handbook (SRD)
<input type="checkbox"/> Flame Arrows	3	transmutation	1 action	Concentration	12 arrows/bolts deal an extra 1d6 fire damage (+2 ammunition/lvl).	Xanathar´s Guide to Everything
<input type="checkbox"/> Fly	3	transmutation	1 action	Concentration	The target gets a flying speed of 60 ft (+1 creature/lvl).	Player´s Handbook (SRD)
<input type="checkbox"/> Gaseous Form	3	transmutation	1 action	Concentration	The target turns into a cloud, gets a flying speed of 10 ft, and can pass through small holes.	Player´s Handbook (SRD)

<input type="checkbox"/>	Glyph of Warding	3	abjuration	1 hour		A glyph on an object deals 5d8 damage in a 20-ft radius (damage/lvl) or casts a 3rd level spell (lvl/lvl) when triggered.	Player´s Handbook (SRD)
<input type="checkbox"/>	Haste	3	transmutation	1 action	Concentration	Target's speed is doubled. It also gains a +2 bonus to AC, advantage to Dex. saves and 1 additional action.	Player´s Handbook (SRD)
<input type="checkbox"/>	Hunger of Hadar	3	conjunction	1 action	Concentration	Creatures in a 20-ft-radius sphere take 2d6 cold damage et must succeed on a Dex. save or take 2d6 acid damage.	Player´s Handbook (SRD)
<input type="checkbox"/>	Hypnotic Pattern	3	illusion	1 action	Concentration	Creatures in a 30-ft cube must succeed on a Wis. save or be charmed and incapacitated, with a speed of 0.	Player´s Handbook (SRD)
<input type="checkbox"/>	Intellect Fortress	3	abjuration	1 action	Concentration	A willing creature has resistance to psychic damage and advantage on Int., Wis. and Cha. saving throws (+1 creature/lvl).	Tasha´s Cauldron of Everything
<input type="checkbox"/>	Leomund's Tiny Hut	3	evocation	1 minute	Ritual	Create a 10-ft-radius dome that can shelter and protect 9 Medium creatures with the caster.	Player´s Handbook (SRD)
<input type="checkbox"/>	Life Transference	3	necromancy	1 action		The caster takes 4d8 necrotic damage and another creature gains twice the amount (+1d8 hp/lvl).	Xanathar´s Guide to Everything
<input type="checkbox"/>	Lightning Arrow	3	transmutation	1 bonus action	Concentration	If the attack hits, deals 4d8 Iightning damage. Creatures within 10 ft must succeed on a Dex. save or take 2d8 lightning damage.	Player´s Handbook (SRD)
<input type="checkbox"/>	Lightning Bolt	3	evocation	1 action		Creatures on a 100-ft-long, 5-ft-wide line must succeed on a Dex. save or take 8d6 lightning damage (damage/lvl).	Player´s Handbook (SRD)
<input type="checkbox"/>	Magic Circle	3	abjuration	1 minute		Create a 10-ft-radius, 20-ft-tall cylinder that protect from celestials, elementals, fey, fiends, and/or undead (+1 h/lvl).	Player´s Handbook (SRD)
<input type="checkbox"/>	Major Image	3	illusion	1 action	Concentration	Create the image of an animated object or creature, with sounds and smells (without concentration/lvl).	Player´s Handbook (SRD)
<input type="checkbox"/>	Mass Healing Word	3	evocation	1 bonus action		Up to 6 creatures regain 1d4+Ability.Mod (+1d4 hp/lvl).	Player´s Handbook (SRD)
<input type="checkbox"/>	Meld into Stone	3	transmutation	1 action	Ritual	The caster can penetrate the stone.	Player´s Handbook (SRD)
<input type="checkbox"/>	Melf's Minute Meteors	3	evocation	1 action	Concentration	Creatures within 5 ft must succeed on a Dex.save or take 2d6 fire damage for each of the 6 meteors (+2 meteors/lvl).	Xanathar´s Guide to Everything
<input type="checkbox"/>	Nondetection	3	abjuration	1 action		Protect a creature or an object from any divination magic or magical scrying.	Player´s Handbook (SRD)
<input type="checkbox"/>	Phantom Steed	3	illusion	1 minute	Ritual	Create a quasi-real Large horselike creature and everything to mount it.	Player´s Handbook (SRD)
<input type="checkbox"/>	Plant Growth	3	transmutation	1 action or 8 hours		Plants in the area grow vigorously, or over a year the plants produce twice the normal amount of food.	Player´s Handbook (SRD)
<input type="checkbox"/>	Protection from Energy	3	abjuration	1 action	Concentration	The target gains resistance to one damage type (acid, cold, fire, lightning, or thunder).	Player´s Handbook (SRD)
<input type="checkbox"/>	Remove Curse	3	abjuration	1 action		End all curses affecting one creature or object.	Player´s Handbook (SRD)

<input type="checkbox"/> Revivify	3	necromancy	1 action		Take back to 1 hp a creature that has died within the last minute (except of old age).	Player´s Handbook (SRD)
<input type="checkbox"/> Sending	3	evocation	1 action		Send a 25-words message to a creature you are familiar with, regardless of the distance or the plan. It can answer it.	Player´s Handbook (SRD)
<input type="checkbox"/> Sleet Storm	3	conjuration	1 action	Concentration	Creatures in a 20-ft-radius, 20-ft-tall cylinder (heavily obscured) must succeed on a Dex. save or fall prone.	Player´s Handbook (SRD)
<input type="checkbox"/> Slow	3	transmutation	1 action	Concentration	Up to 6 targets must succeed on a Wis. save, or have their speed and actions reduced and -2 to CA and Dex. saves.	Player´s Handbook (SRD)
<input type="checkbox"/> Speak with Dead	3	necromancy	1 action		Allow a corpse that still has a mouth and is not an undead to answer 5 questions to the caster.	Player´s Handbook (SRD)
<input type="checkbox"/> Speak with Plants	3	transmutation	1 action		The caster can communicate with plants within 30 ft, and turns difficult terrain into ordinary terrain or vice versa.	Player´s Handbook (SRD)
<input type="checkbox"/> Spirit Guardians	3	conjuration	1 action	Concentration	Targets in a 15-ft radius must succeed on a Wis. save or take 3d8 radiant or necrotic damage (damage/lvl).	Player´s Handbook (SRD)
<input type="checkbox"/> Spirit Shroud	3	necromancy	1 bonus action	Concentration	If the attack hits, deals an extra 1d8 radiant, necrotic, or cold damage. Target can't regain hp this turn (damage/lvl).	Tasha´s Cauldron of Everything
<input type="checkbox"/> Stinking Cloud	3	conjuration	1 action	Concentration	Creatures in a 20-ft-radius sphere must succeed on a Con. save or spend their action that turn retching and reeling.	Player´s Handbook (SRD)
<input type="checkbox"/> Summon Fey	3	conjuration	1 action	Concentration	Summon 1 fey spirit (fuming, mirthful, or tricky), friendly (stat block/your lvl).	Tasha´s Cauldron of Everything
<input type="checkbox"/> Summon Lesser Demons	3	conjuration	1 action	Concentration	Summon 2 demons of CR 1 to 8 demons of CR 1/4, unfriendly (nbr of creatures/lvl).	Xanathar´s Guide to Everything
<input type="checkbox"/> Summon Shadowspawn	3	conjuration	1 action	Concentration	Summon 1 shadowy spirit (fury, despair, or fear), friendly (stat block/your lvl).	Tasha´s Cauldron of Everything
<input type="checkbox"/> Summon Undead	3	necromancy	1 action	Concentration	Summon 1 undead spirit (ghostly, putrid, or skeletal), friendly (stat block/your lvl).	Tasha´s Cauldron of Everything
<input type="checkbox"/> Thunder Step	3	conjuration	1 action		The caster teleports and creatures within 10 ft must succeed on a Con. save or take 3d10 thunder damage.	Xanathar´s Guide to Everything
<input type="checkbox"/> Tidal Wave	3	conjuration	1 action		Creatures in an 30 x 10 x 10 ft area must succeed on Dex. save or take 4d8 bludgeoning damage and be knocked prone.	Xanathar´s Guide to Everything
<input type="checkbox"/> Tiny Servant	3	transmutation	1 minute		Transform one Tiny object into a creature with arms and legs under the caster control (+2 objects/lvl).	Xanathar´s Guide to Everything
<input type="checkbox"/> Tongues	3	divination	1 action		The target understands and speaks any spoken language it hears.	Player´s Handbook (SRD)
<input type="checkbox"/> Vampiric Touch	3	necromancy	1 action	Concentration	If the spell attack hits, deals 3d6 necrotic damage (damage/lvl) and the caster regains 50% of his hp.	Player´s Handbook (SRD)
<input type="checkbox"/> Wall of Sand	3	evocation	1 action	Concentration	Create a 30-ft-long, 10-ft-high, 10-ft-thick sand wall that blocks line of sight (blinded) but not movement.	Xanathar´s Guide to Everything
<input type="checkbox"/> Wall of Water	3	evocation	1 action	Concentration	Create a 30-ft-long, 10-ft-high, 1-ft-thick wall of water that gives	Xanathar´s Guide to

<input type="checkbox"/> Wall of Water	3	evocation	1 action	Concentration		disadvantage on ranged attacks and halved fire damage.	Player's Handbook (SRD)
<input type="checkbox"/> Water Breathing	3	transmutation	1 action		Ritual	Up to 10 creatures gets the ability to breathe underwater.	Player's Handbook (SRD)
<input type="checkbox"/> Water Walk	3	transmutation	1 action		Ritual	Up to 10 creatures can move on a liquid surface (water, acid, mud, lava, etc) as if it were harmless solid ground.	Player's Handbook (SRD)
<input type="checkbox"/> Wind Wall	3	evocation	1 action	Concentration		Create a 50-ft-long, 15-ft-high, 1-ft-thick wall of wind. Small flying creatures can't pass. Arrows and bolts are deflected.	Player's Handbook (SRD)
<input type="checkbox"/> Arcane Eye	4	divination	1 action	Concentration		Create an invisible eye with darkvision that sends the caster the mental image of what it sees.	Player's Handbook (SRD)
<input type="checkbox"/> Aura of Life	4	abjuration	1 action	Concentration		Creatures in a 30-ft radius gain resistance to necrotic damage and regain 1 hp when at 0 hp.	Player's Handbook
<input type="checkbox"/> Aura of Purity	4	abjuration	1 action	Concentration		Creatures in a 30-ft radius can not become diseased, gain resistance to poison, and get advantage to various saving throws.	Player's Handbook
<input type="checkbox"/> Banishment	4	abjuration	1 action	Concentration		The target must succeed on a Cha. save or be banished to a harmless demiplane (+1 creature/lvl).	Player's Handbook (SRD)
<input type="checkbox"/> Blight	4	necromancy	1 action			The target must succeed on a Con. save or take 8d8 necrotic damage (damage/lvl).	Player's Handbook (SRD)
<input type="checkbox"/> Charm Monster	4	enchantment	1 action			The target must succeed on a Wis. save or be charmed by the caster (duration/lvl).	Xanathar's Guide to Everything
<input type="checkbox"/> Compulsion	4	enchantment	1 action	Concentration		Targets within 30 ft must succeed on a Wis. save or move in a specified direction.	Player's Handbook (SRD)
<input type="checkbox"/> Confusion	4	enchantment	1 action	Concentration		Creatures in a 10-ft-radius sphere must succeed on a Wis. save or can't take actions normally (+ 5-ft-radius/lvl).	Player's Handbook (SRD)
<input type="checkbox"/> Conjure Minor Elementals	4	conjuration	1 minute	Concentration		Summon from 1 elemental of CR 2 to 8 elemental of CR 1/4, friendly (nbr of creatures/lvl).	Player's Handbook (SRD)
<input type="checkbox"/> Conjure Woodland Beings	4	conjuration	1 action	Concentration		Summon from 1 fey of CR 2 to 8 fey of CR 1/4, friendly (nbr of creatures/lvl).	Player's Handbook (SRD)
<input type="checkbox"/> Control Water	4	transmutation	1 action	Concentration		Control the water in a 100-ft cube (cause a flood, part the water, redirect the flow, create a whirlpool).	Player's Handbook (SRD)
<input type="checkbox"/> Death Ward	4	abjuration	1 action			When the target drops to 0 hp for the first time, it automatically returns to 1 hp.	Player's Handbook (SRD)
<input type="checkbox"/> Dimension Door	4	conjuration	1 action			The caster and another creature of the same size are teleported to a maximum of 500 feet.	Player's Handbook (SRD)
<input type="checkbox"/> Divination	4	divination	1 action		Ritual	The caster gets a truthful reply to 1 question about an event to occur within 7 days.	Player's Handbook (SRD)
<input type="checkbox"/> Dominate Beast	4	enchantment	1 action	Concentration		A beast within 60 ft must succeed on a Wis. save or be charmed and obey the launcher (duration/lvl).	Player's Handbook (SRD)
<input type="checkbox"/> Elemental Bane	4	transmutation	1 action	Concentration		The target must succeed on a Con. save or suffer an extra 2d6 damage of a specific type (+1 target/lvl).	Xanathar's Guide to Everything
<input type="checkbox"/> Evard's Black Tentacles	4	conjuration	1 action	Concentration		Creatures in a 20-ft square must succeed on a Dex. save or take 3d6 bludgeoning damage and be	Player's Handbook

<input type="checkbox"/> Chromatic Orb	4	transmutation	10 minutes		Deal 10d6 fire, cold, acid, or lightning damage and be restrained.	(SRD)
<input type="checkbox"/> Fabricate	4	transmutation	10 minutes		Convert raw materials into Large or smaller simples objects of the same material.	Player´s Handbook (SRD)
<input type="checkbox"/> Find Greater Steed	4	conjuration	10 minutes		Summon a spirit that assumes the form a steed (griffon, pegasus, etc) telepathically linked to the caster.	Xanathar´s Guide to Everything
<input type="checkbox"/> Fire Shield	4	evocation	1 action		The caster gains resistance to cold or fire damage, and deals 2d8 damage to attackers who hit him within 5 ft.	Player´s Handbook (SRD)
<input type="checkbox"/> Freedom of Movement	4	abjuration	1 action		Target's movement is unaffected by difficult terrain, spells or water.	Player´s Handbook (SRD)
<input type="checkbox"/> Giant Insect	4	transmutation	1 action	Concentration	Transform insects (from 10 centipedes to 1 scorpion) into giant creatures that obey the caster's orders.	Player´s Handbook (SRD)
<input type="checkbox"/> Grasping Vine	4	conjuration	1 bonus action	Concentration	The target must succeed on a Dex. save or be pulled 20 ft toward the vine.	Player´s Handbook
<input type="checkbox"/> Greater Invisibility	4	illusion	1 action	Concentration	The target becomes invisible for 1 minute.	Player´s Handbook (SRD)
<input type="checkbox"/> Guardian of Faith	4	conjuration	1 action		Hostiles creatures within a 10-ft radius of the created guardian must succeed on a Dex. save or take 20 radiant damage.	Player´s Handbook (SRD)
<input type="checkbox"/> Guardian of Nature	4	transmutation	1 bonus action	Concentration	Transform the caster into a Primal Beast (+10 ft, darkvision, ...) or a Great Tree (+10 hp, advantage to some rolls, ...).	Xanathar´s Guide to Everything
<input type="checkbox"/> Hallucinatory Terrain	4	illusion	10 minutes		Make a natural terrain looks like another type (for example a road becomes a swamp or a crevasse).	Player´s Handbook (SRD)
<input type="checkbox"/> Ice Storm	4	evocation	1 action		Creatures in a 20-ft-radius, 40-ft-high cylinder must succeed on a Dex. save or take 2d8 bludgeoning damage and 4d6 cold damage.	Player´s Handbook (SRD)
<input type="checkbox"/> Leomund's Secret Chest	4	conjuration	1 action		Hide a chest (3 x 2 x 2 ft) and its contents in the Ethereal Plane.	Player´s Handbook (SRD)
<input type="checkbox"/> Locate Creature	4	divination	1 action	Concentration	The caster senses the direction in which a familiar creature is within a 1000-ft radius.	Player´s Handbook (SRD)
<input type="checkbox"/> Mordenkainen's Faithful Hound	4	conjuration	1 action		Summon an invisible watchdog that barks when a creature approaches and attacks it (4d8 piercing damage).	Player´s Handbook (SRD)
<input type="checkbox"/> Mordenkainen's Private Sanctum	4	abjuration	10 minutes		Create a secure cube up to 100 ft on each side. The type of protection is to choose (+100 ft on each side/lvl).	Player´s Handbook (SRD)
<input type="checkbox"/> Otiluke's Resilient Sphere	4	evocation	1 action	Concentration	The Large size or smaller target must succeedd on a Dex. save or be enclosed for the spell duration.	Player´s Handbook (SRD)
<input type="checkbox"/> Phantasmal Killer	4	illusion	1 action	Concentration	The target must succeed on a Wis. save or be frightened then take 4d10 psychic damage (damage/lvl) on each of it's turn.	Player´s Handbook (SRD)
<input type="checkbox"/> Polymorph	4	transmutation	1 action	Concentration	Transform a target into a new beast form whose CR/level is equal to or less than the target's CR/level.	Player´s Handbook (SRD)
<input type="checkbox"/> Raulothim's Psychic Lance	4	enchantment	1 action		The target must succeed on a Int. save or take 7d6 psychic damage and be incapacitated (damage/lvl).	Fizban´s Treasury of Dragons
<input type="checkbox"/> Shadow of Moil	4	necromancy	1 action	Concentration	Tha caster gains resistance to radiant damage and deals 2d8 necrotic	Xanathar´s Guide to

 Shadow of Moil	4	abjuration	1 action	Concentration	Damage to creatures that hit him with an attack.	Player's Guide to Everything
<input type="checkbox"/> Sickening Radiance	4	evocation	1 action	Concentration	Creatures in a 30-ft radius must succeed on a Con. save or take 4d10 radiant damage and one level of exhaustion.	Xanathar's Guide to Everything
<input type="checkbox"/> Staggering Smite	4	evocation	1 bonus action	Concentration	If the attack hits, deals an extra 4d6 psychic damage and the target must succeed on a Wis. save or have a disadvantage.	Player's Handbook
<input type="checkbox"/> Stone Shape	4	transmutation	1 action		Give a stone no more than 5 ft in any dimension any shape, or create an opening in it.	Player's Handbook (SRD)
<input type="checkbox"/> Stoneskin	4	abjuration	1 action	Concentration	The target gets resistance to nonmagical bludgeoning, piercing, and slashing damage.	Player's Handbook (SRD)
<input type="checkbox"/> Storm Sphere	4	evocation	1 action	Concentration	Creatures in a 20-ft-radius sphere must succeed on a Str. save or take 2d6 bludgeoning damage (damage/lvl).	Xanathar's Guide to Everything
<input type="checkbox"/> Summon Aberration	4	conjuration	1 action	Concentration	Summon 1 aberrant spirit (beholderkin, slaad, or star spawn), friendly (stat block/your lvl).	Tasha's Cauldron of Everything
<input type="checkbox"/> Summon Construct	4	conjuration	1 action	Concentration	Summon 1 spirit of a construct (clay, metal, or stone), friendly (stat block/your lvl).	Tasha's Cauldron of Everything
<input type="checkbox"/> Summon Elemental	4	conjuration	1 action	Concentration	Summon 1 elemental spirit (air, earth, fire, or water), friendly (stat block/your lvl).	Tasha's Cauldron of Everything
<input type="checkbox"/> Summon Greater Demon	4	conjuration	1 action	Concentration	Summon 1 demon of CR 5, friendly (CR +1/lvl).	Xanathar's Guide to Everything
<input type="checkbox"/> Vitriolic Sphere	4	evocation	1 action		Creatures within 20-ft must succeed on a Dex. save or take 10d4 acid damage (damage/lvl) then 5d4 acid damage on its turn.	Xanathar's Guide to Everything
<input type="checkbox"/> Wall of Fire	4	evocation	1 action	Concentration	Create a 60 x 20 x 1 ft wall of fire. Creatures inside or within 10ft of one side of the wall take 5d8 fire damage (damage/lvl).	Player's Handbook (SRD)
<input type="checkbox"/> Watery Sphere	4	conjuration	1 action	Concentration	Up to 4 Medium creatures or 1 Large creature in a 10-ft radius must succeed on a Str. save or be restrained.	Xanathar's Guide to Everything
<input type="checkbox"/> Animate Objects	5	transmutation	1 action	Concentration	Animate up to 10 non-magic objects and control their actions up to 500 ft (+2 items/lvl).	Player's Handbook (SRD)
<input type="checkbox"/> Antilife Shell	5	abjuration	1 action	Concentration	Prevent creatures other than undead and constructs from entering in a 10-ft radius.	Player's Handbook (SRD)
<input type="checkbox"/> Awaken	5	transmutation	8 hours		Give a beast or plant (Intelligence 3 or less) the ability to speak and senses similar to a human's for 30 days.	Player's Handbook (SRD)
<input type="checkbox"/> Banishing Smite	5	abjuration	1 action bonus	Concentration	If the weapon attack hits, deal an extra 5d10 force damage. Target reduced to 50 hp or fewer this way are banished.	Player's Handbook
<input type="checkbox"/> Bigby's Hand	5	evocation	1 action	Concentration	Create a Large hand with a Strength of 26 that can strike (4d8 force damage), push, grapple, or protect (damage/lvl).	Player's Handbook (SRD)
<input type="checkbox"/> Circle of Power	5	abjuration	1 action	Concentration	Friendly creatures in a 30-ft radius have advantage on saving throws against spells and other magical effects.	Player's Handbook

<input type="checkbox"/> Cloudkill	5	conjuration	1 action	Concentration		Creatures in a 20-ft-radius sphere must succeed on a Con. save or take 5d8 poison damage (damage/lvl).	Player's Handbook (SRD)
<input type="checkbox"/> Commune	5	divination	1 minute		Ritual	Allow to obtain from a divine entity the answers (yes or no) to 3 questions.	Player's Handbook (SRD)
<input type="checkbox"/> Commune with Nature	5	divination	1 minute		Ritual	The caster gets 3 informations about the surrounding territory. Doesn't function in dungeons or towns.	Player's Handbook (SRD)
<input type="checkbox"/> Cone of Cold	5	evocation	1 action			Creatures in a 60-ft cone must succeed on a Con. save or take 8d8 cold damage (damage/lvl).	Player's Handbook (SRD)
<input type="checkbox"/> Conjure Elemental	5	conjuration	1 minute	Concentration		Summon 1 elemental of CR 5, friendly (CR +1/lvl).	Player's Handbook (SRD)
<input type="checkbox"/> Conjure Volley	5	conjuration	1 action			Creatures in a 40-ft-radius, 20-ft-high cylinder must succeed on a Dex. save or take 8d8 damage from the weapon/ammunition used.	Player's Handbook
<input type="checkbox"/> Contact Other Plane	5	divination	1 minute		Ritual	Contact an extraplanar entity to ask it 5 questions if an Int. save is successful. Otherwise, 6d6 psychic damage.	Player's Handbook (SRD)
<input type="checkbox"/> Contagion	5	necromancy	1 action			If the spell attack hits, target is afflicted with a disease to choose from 6 proposed.	Player's Handbook (SRD)
<input type="checkbox"/> Control Winds	5	transmutation	1 action	Concentration		Controls air in a 100-ft cube and produce an effect (Gusts, Downdraft or Updraft).	Xanathar's Guide to Everything
<input type="checkbox"/> Creation	5	illusion	1 minute			Create a non-living object made of vegetable matter or mineral and no larger than a 5-ft cube (+5 ft/lvl).	Player's Handbook (SRD)
<input type="checkbox"/> Danse Macabre	5	necromancy	1 action	Concentration		Up to 5 Small or Medium corpses become zombie or skeleton under the caster control (+2 corpses/lvl).	Xanathar's Guide to Everything
<input type="checkbox"/> Dawn	5	evocation	1 action	Concentration		Creatures in a 30-ft-radius, 40-ft-high cylinder must succeed on a Con. save or take 4d10 radiant damage.	Xanathar's Guide to Everything
<input type="checkbox"/> Destructive Wave	5	evocation	1 action			Targets in a 30-ft radius must succeed on a Con. save or take 5d6 thunder damage and 5d6 radiant or necrotic damage.	Player's Handbook
<input type="checkbox"/> Dispel Evil and Good	5	abjuration	1 action	Concentration		End a condition (charmed, frightened, or possessed) or bannish a creature to its home plane (Cha. save).	Player's Handbook (SRD)
<input type="checkbox"/> Dominate Person	5	enchantment	1 action	Concentration		One humanoid must succeed on a Wis. save or be charmed and obey the caster (duration/lvl).	Player's Handbook (SRD)
<input type="checkbox"/> Dream	5	illusion	1 minute			Shape the dreams of a sleeping creature who can take 3d6 psychic damage if it fails on a Wis. save.	Player's Handbook (SRD)
<input type="checkbox"/> Enervation	5	necromancy	1 action	Concentration		The target must succeed on a Dex. save or take 4d8 necrotic damage each turn (+1d8/lvl).	Xanathar's Guide to Everything
<input type="checkbox"/> Far Step	5	conjuration	1 bonus action	Concentration		Teleport the caster up to 60 ft on each round with a bonus action.	Xanathar's Guide to Everything
<input type="checkbox"/> Flame Strike	5	evocation	1 action			Creatures in a 10-ft-radius, 40-ft-high cylinder must succeed on a Dex. save or take 4d6 fire and 4d6 radiant (damage/lvl).	Player's Handbook (SRD)
<input type="checkbox"/> Geas	5	enchantment	1 minute			The target must succeed on a Wis. save or be charmed and take 5d10 psychic if it doesn't obey (duration/lvl).	Player's Handbook (SRD)
						End one condition (charmed or	

<input type="checkbox"/>	Greater Restoration	5	abjuration	1 action		End one condition (charmed or petrified), one curse, any ability scores or hp reduction, or one exhaustion level.	Player´s Handbook (SRD)
<input type="checkbox"/>	Hallow	5	evocation	24 hours		Prevent celestials, elementals, fey, fiends, and undead to enter a 60-ft-radius area and protect/handicap the targets.	Player´s Handbook (SRD)
<input type="checkbox"/>	Hold Monster	5	enchantment	1 action	Concentration	Target must succeed on a Wis. save or be paralyzed (+1 creature/lvl).	Player´s Handbook (SRD)
<input type="checkbox"/>	Holy Weapon	5	evocation	1 bonus action	Concentration	The touched weapon shines, deals an extra 2d8 radiant damage, and can burst on a 30-ft radius (Save or 4d8 radiant).	Xanathar´s Guide to Everything
<input type="checkbox"/>	Immolation	5	evocation	1 action	Concentration	The target within 90 ft must succeed on a Dex. save or take 8d6 fire damage and 4d6 fire damage thereafter.	Xanathar´s Guide to Everything
<input type="checkbox"/>	Infernal Calling	5	conjuration	1 minute	Concentration	Summon 1 devil CR 6 unfriendly (CR +1/lvl).	Xanathar´s Guide to Everything
<input type="checkbox"/>	Insect Plague	5	conjuration	1 action	Concentration	Creatures in a 20-ft-radius sphere must succeed on a Con. save or take 4d10 piercing damage (damage/lvl).	Player´s Handbook (SRD)
<input type="checkbox"/>	Legend Lore	5	divination	10 minutes		The caster obtains information about a person, place, or object. The lore consist of tales or stories.	Player´s Handbook (SRD)
<input type="checkbox"/>	Maelstrom	5	evocation	1 action	Concentration	Creatures in a 30-ft radius must succeed on a Str. save or take 6d6 bludgeoning damage and be pulled towards the center.	Xanathar´s Guide to Everything
<input type="checkbox"/>	Mass Cure Wounds	5	evocation	1 action		Up to 6 creatures regain 3d8+Spell.Ability.Mod (+1d8 hp/lvl).	Player´s Handbook (SRD)
<input type="checkbox"/>	Mislead	5	illusion	1 action	Concentration	The caster becomes invisible and creates a double that moves, acts and speaks. The caster can see and hear through this double.	Player´s Handbook (SRD)
<input type="checkbox"/>	Modify Memory	5	enchantment	1 action	Concentration	The target must succeed on a Wis. save or be charmed and its memory altered (seniority of memories/lvl).	Player´s Handbook (SRD)
<input type="checkbox"/>	Negative Energy Flood	5	necromancy	1 action		The target must succeed on a Con. save or take 5d12 necrotic damage. Killed that way, the target rises as a zombi.	Xanathar´s Guide to Everything
<input type="checkbox"/>	Passwall	5	transmutation	1 action		Open a 5-ft wide, 8-ft tall, 20-ft deep passage through stone, wood or plaster.	Player´s Handbook (SRD)
<input type="checkbox"/>	Planar Binding	5	abjuration	1 hour		The target (celestial, elemental, fey, or fiend) must succeed on a Cha. save or serve the caster (duration/lvl).	Player´s Handbook (SRD)
<input type="checkbox"/>	Raise Dead	5	necromancy	1 hour		Take back to life (1 hp) a creature died for no longer than 10 days. Doesn't restore missing body parts.	Player´s Handbook (SRD)
<input type="checkbox"/>	Rary's Telepathic Bond	5	divination	1 action	Ritual	Create a telepathic link between up to 8 people in a 30-ft radius for 1 hour.	Player´s Handbook (SRD)
<input type="checkbox"/>	Reincarnate	5	transmutation	1 hour		Reincarnate the soul of an humanoid died for no longer than 10 days. The race of the new body is determined at random.	Player´s Handbook (SRD)
<input type="checkbox"/>	Scrying	5	divination	10 minutes	Concentration	Allow you to see and hear a specific creature (can also target a location) on the same plane (Wis. save).	Player´s Handbook (SRD)
<input type="checkbox"/>	Sequester	5	abjuration	1 hour	Concentration	Change physical appearance as well as the target's name and voice. The target must succeed on a Wis. save or be sequestered for the duration.	Player´s Handbook (SRD)

<input type="checkbox"/> Seeming	5	illusion	1 action		Change physical appearance as well as clothing and equipment of targets (saving throw for unwilling).	Player´s Handbook (SRD)
<input type="checkbox"/> Skill Empowerment	5	transmutation	1 action	Concentration	The target doubles its proficiency bonus for one skill.	Xanathar´s Guide to Everything
<input type="checkbox"/> Steel Wind Strike	5	conjuration	1 action		If the spell attack hits, deals 6d10 force damage to 5 creatures, then the caster teleports.	Xanathar´s Guide to Everything
<input type="checkbox"/> Summon Celestial	5	conjuration	1 action	Concentration	Summon 1 celestial spirit (avenger or defender), friendly (stat block/your lvl).	Tasha´s Cauldron of Everything
<input type="checkbox"/> Summon Draconic Spirit	5	conjuration	1 action	Concentration	Summon 1 draconic spirit (chromatic, gem, or metallic), friendly (stat/lvl).	Fizban´s Treasury of Dragons
<input type="checkbox"/> Swift Quiver	5	transmutation	1 bonus action	Concentration	Make a quiver to produce an endless supply of nonmagical ammunition, allowing 2 attacks per round with a bonus action.	Player´s Handbook
<input type="checkbox"/> Synaptic Static	5	enchantment	1 action		Creatures in a 20-ft radius must succeed on an Int. save or take 8d6 psychic damage.	Xanathar´s Guide to Everything
<input type="checkbox"/> Telekinesis	5	transmutation	1 action	Concentration	Move a creature (Huge or smaller) or object (up to 1,000 pounds) by thought in case of successful contest.	Player´s Handbook (SRD)
<input type="checkbox"/> Teleportation Circle	5	conjuration	1 minute		Create a circle that allows anyone to be teleported to another teleportation circle known to the caster.	Player´s Handbook (SRD)
<input type="checkbox"/> Transmute Rock	5	transmutation	1 action		Transform a 40-ft cube of rock into mud or of mud into rock.	Xanathar´s Guide to Everything
<input type="checkbox"/> Tree Stride	5	conjuration	1 action	Concentration	The caster can move from one tree to another tree of the same kind (500 ft max between both) using 5 ft.	Player´s Handbook (SRD)
<input type="checkbox"/> Wall of Force	5	evocation	1 action	Concentration	Create a physically insurmountable wall of force (ten 10-ft panels) immune to all types of damage.	Player´s Handbook (SRD)
<input type="checkbox"/> Wall of Light	5	evocation	1 action	Concentration	Create a 60-ft-long, 10-ft-high, 5-ft-thick wall of light that can deal 4d8 radiant damage to one target (damage/lvl).	Xanathar´s Guide to Everything
<input type="checkbox"/> Wall of Stone	5	evocation	1 action	Concentration	Create a nonmagical wall of stone (ten 10-ft panels) that can be damaged.	Player´s Handbook (SRD)
<input type="checkbox"/> Wrath of Nature	5	evocation	1 action	Concentration	Animate trees, rocks, and grasses in a 60 x 60 x 60 ft cube.	Xanathar´s Guide to Everything