


Acid Splash

Conjuration cantrip

 1 action

 Instantaneous

 60 feet


 V, S


You hurl a bubble of acid. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Blade Ward

Abjuration cantrip

 1 action

 1 round


 Self

 V, S

You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.

Burning Hands

1st-level evocation

 1 action

 Instantaneous

 Self (15-foot cone)

 V, S

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.


Burning Hands

1st-level evocation

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

Charm Person

1st-level enchantment

 1 action

 1 hour

 30 feet

 V, S

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


Charm Person


1st-level enchantment


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

Chill Touch

Necromancy cantrip

 1 action

 1 round

 120 feet

 V, S


You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target.

If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Chromatic Orb

1st-level evocation

 1 action

 Instantaneous

 90 feet


 V, S, M (a diamond worth at least 50gp)

You hurl a 4-inch-diameter sphere of energy at a creature that you can see within range. You choose acid, cold, fire, lightning, poison, or thunder for the type of orb you create, and then make a ranged spell attack against the target. If the attack hits, the creature takes 3d8 of the type you chose.


At higher level: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.


Color Spray

1st-level illusion

 1 action

 1 round

 Self (15-foot cone)

 V, S, M (a pinch of powder or sand that is colored red, yellow, and blue)

A dazzling array of flashing, colored light springs from your hand. Roll 6d10; the total is how many hit points of creatures this spell can effect. Creatures in a 15-foot cone originating from you are affected in ascending order of their current hit points (ignoring unconscious creatures and creatures that can't see).

Starting with the creature that has the lowest current hit points, each creature affected by this spell is blinded until the spell ends. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Color Spray

1st-level illusion

At higher level: When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d10 for each slot level above 1st.

Comprehend Languages

1st-level divination (Ritual)

- 1 action
- 1 hour
- Self
- V, S, M (a pinch of soot and salt)

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text.

This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.

Dancing Lights

Evocation cantrip

- 1 action
- Concentration, up to 1 minute
- 120 feet
- V, S, M (a bit of phosphorus or wychwood, or a glowworm)

You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius. As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

Detect Magic

1st-level divination (Ritual)

- 1 action
- Concentration, up to 10 minutes
- Self
- V, S

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Disguise Self

1st-level illusion

- 1 action
- 1 hour
- Self
- V, S

You make yourself - including your clothing, armor, weapons, and other belongings on your person - look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

Disguise Self

1st-level illusion

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

Expeditious Retreat

1st-level transmutation

- 1 bonus action
- Concentration, up to 10 minutes
- Self
- V, S

This spell allows you to move at an incredible pace. When you cast this spell, and then as a bonus action on each of your turns until the spell ends, you can take the Dash action.

False Life

1st-level necromancy

- 1 action
- 1 hour
- Self
- V, S, M (a small amount of alcohol or distilled spirits)

Bolstering yourself with a necromantic facsimile of life, you gain 1d4 + 4 temporary hit points for the duration.

At higher level: When you cast this spell using a spell slot of 2nd level or higher, you gain 5 additional temporary hit points for each slot level above 1st.

Feather Fall

1st-level transmutation


- 1 reaction, which you take when you or a creature within 60 feet of you falls
- 1 minute
- 60 feet
- V, M (a small feather or a piece of down)

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.

Fire Bolt

Evocation cantrip

 1 action

 Instantaneous

 120 feet


 V, S


You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Fog Cloud

1st-level conjuration

 1 action

 Concentration, up to 1 hour

 120 feet


 V, S


You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

At higher level: When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.


Friends

Enchantment cantrip

 1 action

 Concentration, up to 1 minute


 Self

 S, M (a small amount of makeup applied to the face as this spell is cast)

For the duration, you have advantage on all Charisma checks directed at one creature of your choice that isn't hostile toward you. When the spell ends, the creature realizes that you have used magic to influence its mood and becomes hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the DM's discretion), depending on the nature of your interaction with it.


Jump

1st-level transmutation

 1 action

 1 minute


 Touch

 V, S, M (a grasshopper's hind leg)

You touch a creature. The creature's jump distance is tripled until the spell ends.


Light

Evocation cantrip

 1 action

 1 hour

 Touch

 V, M (a firefly or phosphorescent moss)

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

Mage Armor

1st-level abjuration

 1 action

 8 hours


 Touch


 V, S, M (a piece of cured leather)

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

Mage Hand

Conjuration cantrip

 1 action

 1 minute

 30 feet

 V, S

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.


Mage Hand


Conjuration cantrip

The hand can't attack, activate magic items, or carry more than 10 pounds.

Magic Missile

1st-level evocation

 1 action

 Instantaneous

 120 feet

 V, S


You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

At higher level: When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.


Mending

Transmutation cantrip

 1 minute

 Instantaneous

 Touch


 V, S, M (two lodestones)

This spell repairs a single break or tear in an object you touch, such as a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no longer than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

Message

Transmutation cantrip

 1 action

 1 round

 120 feet

 V, S, M (a short piece of copper wire)

You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear.

You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.


Minor Illusion

Illusion cantrip

 1 action

 1 minute

 30 feet

 S, M (a bit of fleece)

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

Minor Illusion


Illusion cantrip

If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it.

If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

Poison Spray

Conjuration cantrip

 1 action

 Instantaneous

 10 feet

 V, S


You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage.

This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

Prestidigitation

Transmutation cantrip

 1 action

 Up to 1 hour

 10 feet

 V, S

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.

Prestidigitation


Transmutation cantrip


- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Ray of Frost

Evocation cantrip

 1 action

 Instantaneous

 60 feet


 V, S


A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Ray of Sickness

1st-level necromancy

 1 action

 Instantaneous

 60 feet





 V, S

A ray of sickening greenish energy lashes out toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 poison damage and must make a Constitution saving throw. On a failed save, it is also poisoned until the end of your next turn.

At higher level: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Shield





1st-level abjuration

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|  | 1 reaction, which you take when you are hit by an attack or targeted by the magic missile spell |
|  | 1 round |
|  | Self |
|  | V, S |

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

Shocking Grasp

Evocation cantrip





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|  | 1 action |
|  | Instantaneous |
|  | Touch |
|  | V, S |

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Silent Image

1st-level illusion

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|  | 1 action |
|  | Concentration, up to 10 minutes |
|  | 60 feet |
|  | V, S, M (a bit of fleece) |

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot cube. The image appears at a spot within range and lasts for the duration. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects.

You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking.





Silent Image

1st-level illusion

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image.

Sleep

1st-level enchantment

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|  | 1 action |
|  | 1 minute |
|  | 90 feet |
|  | V, S, M (a pinch of fine sand, rose petals, or a cricket) |

This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Sleep

1st-level enchantment





Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Undead and creatures immune to being charmed aren't affected by this spell.

At higher level: When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

Thunderwave

1st-level evocation

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|  | 1 action |
|  | Instantaneous |
|  | Self (15-foot cube) |
|  | V, S |

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.





Thunderwave

1st-level evocation

At higher level: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

True Strike


Divination cantrip


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|  | 1 action |
|  | Concentration, up to 1 round |
|  | 30 feet |
|  | S |

You extend your hand and point a finger at a target in range. Your magic grants you a brief insight into the target's defenses. On your next turn, you gain advantage on your first attack roll against the target, provided that this spell hasn't ended.


Witch Bolt

1st-level evocation

 1 action

 Concentration, up to 1 minute

 30 feet

 V, S, M (a twig from a tree that has been struck by lightning)

A beam of crackling, blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against that creature. On a hit, the target takes 1d12 lightning damage, and on each of your turns for the duration, you can use your action to deal 1d12 lightning damage to the target automatically. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

Witch Bolt


1st-level evocation

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

Blindness/Deafness

2nd-level Necromancy

 1 action

 1 minute

 30 feet


 V


You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends.

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


Hold Person

2nd-level enchantment (ritual)

 1 action

 Concentration, up to 1 minute

 60 feet


 V, S, M (a small, straight piece of iron)

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

At higher level: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.


Banishment

4th-level abjuration

 1 action

 Concentration, up to 1 minute

 60 feet

 V, S, M (an item distasteful to the target)

You attempt to send one creature that you can see within range to another plane of existence. The target must succeed on a Charisma saving throw or be banished.

If the target is native to the plane of existence you're on, you banish the target to a harmless demiplane. While there, the target is incapacitated. The target remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

Banishment


4th-level abjuration


If the target is native to a different plane of existence than the one you're on, the target is banished with a faint popping noise, returning to its home plane. If the spell ends before 1 minute has passed, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Otherwise, the target doesn't return.

At higher level: When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.

Blight

4th-level necromancy

 1 action

 Instantaneous

 30 feet

 V, S

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

If you target a plant creature or a magical plant, it makes the saving throw with disadvantage, and the spell deals maximum damage to it.

Blight


4th-level necromancy


If you target a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make a saving throw; it simply withers and dies.

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

Blink

3rd-level transmutation

 1 action

 1 minute

 Self

 V, S

Roll a d20 at the end of each of your turns for the duration of the spell. On a roll of 11 or higher, you vanish from your current plane of existence and appear in the Ethereal Plane (the spell fails and the casting is wasted if you were already on that plane). At the start of your next turn, and when the spell ends if you are on the Ethereal Plane, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). You can dismiss this spell as an action.

Blink

3rd-level transmutation

While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of gray, and you can't see anything there more than 60 feet away. You can only affect and be affected by other creatures on the Ethereal Plane. Creatures that aren't there can't perceive you or interact with you, unless they have the ability to do so.

Clairvoyance

3rd-level divination



10 minutes



Concentration, up to 10 minutes



1 mile



V, S, M (a focus worth at least 100gp, either a jeweled horn for hearing or a glass eye for seeing)

You create an invisible sensor within range in a location familiar to you (a place you have visited or seen before) or in an obvious location that is unfamiliar to you (such as behind a door, around a corner, or in a grove of trees). The sensor remains in place for the duration, and it can't be attacked or otherwise interacted with.

When you cast the spell, you choose seeing or hearing. You can use the chosen sense through the sensor as if you were in its space. As your action, you can switch between seeing and hearing.

Clairvoyance

3rd-level divination

A creature that can see the sensor (such as a creature benefiting from "see invisibility (lvl 2)" or truesight sees a luminous, intangible orb about the size of your fist.

Cloud of Daggers

2nd-level Conjuration



1 action



Concentration, up to 1 minute



60 feet



V, S, M (a sliver of glass)

You fill the air with spinning daggers in a cube 5 feet on each side, centered on a point you choose within range. A creature takes 4d4 slashing damage when it enters the spell's area for the first time on a turn or starts its turn there.

At higher level: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 2d4 for each slot level above 2nd.

Counterspell

3rd-level abjuration



1 reaction, which you take when you see a creature within 60 feet of you casting a spell.



Instantaneous



60 feet



S

You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

At higher level: When you cast this spell using a spell slot of 4th level or higher, the interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.

Daylight

3rd-level evocation



1 action



1 hour



60 feet



V, S

A 60-foot-radius sphere of light spreads out from a point you choose within range. The sphere is bright light and sheds dim light for an additional 60 feet.

If you chose a point on an object you are holding or one that isn't being worn or carried, the light shines from the object and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light.

Daylight

3rd-level evocation

If any of this spell's area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.

Dispel Magic

3rd-level abjuration



1 action



Instantaneous



120 feet



V, S

Choose one creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

At higher level: When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

Fear

3rd-level illusion



1 action



Concentration, up to 1 minute



Self (30-foot cone)




V, S, M (a white feather or the heart of a hen)


You project a phantasmal image of a creature's worst fears. Each creature in a 30-foot cone must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened for the duration.

While frightened by this spell, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.


Fireball

3rd-level evocation

 1 action

 Instantaneous

 150 feet

 V, S, M (a tiny ball of bat guano and sulfur)

A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.


Fireball

3rd-level evocation

At higher level: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.


Fly

3rd-level transmutation

 1 action

 Concentration, up to 10 minutes

 Touch


 V, S, M (a wing feather from any bird)

You touch a willing creature. The target gains a flying speed of 60 feet for the duration. When the spell ends, the target falls if it is still aloft, unless it can stop the fall.

At higher level: When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

Gaseous Form

3rd-level transmutation

 1 action

 Concentration, up to 1 hour

 Touch

 V, S, M (a bit of gauze and a wisp of smoke)

You transform a willing creature you touch, along with everything it's wearing and carrying, into a misty cloud for the duration. The spell ends if the creature drops to 0 hit points. An incorporeal creature isn't affected.

Gaseous Form

3rd-level transmutation


While in this form, the target's only method of movement is a flying speed of 10 feet. The target can enter and occupy the space of another creature. The target has resistance to nonmagical damage, and it has advantage on Strength, Dexterity, and Constitution saving throws. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when stunned or otherwise incapacitated.

While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The target can't attack or cast spells.

Haste

3rd-level transmutation

 1 action

 Concentration, up to 1 minute

 30 feet


 V, S, M (a shaving of licorice root)

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.


When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.


Hypnotic Pattern

3rd-level illusion

 1 action

 Concentration, up to 1 minute

 120 feet


 S, M (a glowing stick of incense or a crystal vial filled with phosphorescent material)


You create a twisting pattern of colors that weaves through the air inside a 30-foot cube within range. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0.

The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.


Major Image

3rd-level illusion

 1 action

 Concentration, up to 10 minutes

 120 feet

 V, S, M (a bit of fleece)

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot cube. The image appears at a spot that you can see within range and lasts for the duration. It seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature (like a troglodyte's stench).

Major Image

3rd-level illusion

As long as you are within range of the illusion, you can use your action to cause the image to move to any other spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to the creature.

Major Image

3rd-level illusion

At higher level: When you cast this spell using a spell slot of 6th level or higher, the spell lasts until dispelled, without requiring your concentration.

Alter Self

2nd-Level Transmutation

1 action

Concentration, up to 1 hour

Self

V, S

You assume a different form. When you cast the spell, choose one of the following options, the effects of which last for the duration of the spell. While the spell lasts, you can end one option as an action to gain the benefits of a different one.

Aquatic Adaptation:

Change Appearance:

Natural Weapons:

Protection from Energy

3rd-level abjuration

1 action

Concentration, up to 1 minute

Touch

V, S

For the duration, the willing creature you touch has resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.

Sleet Storm

3rd-level conjuration

1 action

Concentration, up to 1 minute

150 feet

V, S, M (a pinch of dust and a few drops of water)

Until the spell ends, freezing rain and sleet fall in a 20-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused.

The ground in the area is covered with slick ice, making it difficult terrain. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, it falls prone.

Sleet Storm

3rd-level conjuration

If a creature is concentrating in the spell's area, the creature must make a successful Constitution saving throw against your spell save DC or lose concentration.

Slow

3rd-level transmutation

1 action

Concentration, up to 1 minute

120 feet

V, S, M (a drop of molasses)

You alter time around up to six creatures of your choice in a 40-foot cube within range. Each target must succeed on a wisdom saving throw or be affected by this spell for the duration.

An affected target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

Slow

3rd-level transmutation

If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.

A creature affected by this spell makes another Wisdom saving throw at the end of its turn. On a successful save, the effect ends for it.

Stinking Cloud

3rd-level conjuration

1 action

Concentration, up to 1 minute

90 feet

V, S, M (a rotten egg or several skunk cabbage leaves)

You create a 20-foot-radius sphere of yellow, nauseating gas centered on a point within range. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for the duration.

Each creature that is completely within the cloud at the start of its turn must make a Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

Stinking Cloud

3rd-level conjuration

A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

Confusion

4th-level enchantment

- 1 action
- Concentration, up to 1 minute
- 90 feet
- V, S, M (three nut shells)

This spell assaults and twists creatures' minds, spawning delusions and provoking uncontrolled action. Each creature in a 10-foot radius sphere centered on a point you choose within range must succeed on a Wisdom saving throw when you cast this spell or by affected by it.

An affected target can't take reactions and must roll a d10 at the start of each of its turns to determine its behaviour for that turn.

Confusion

4th-level enchantment

- d10 Behavior**
 - The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.
 - 2-6 The creature doesn't move or take actions this turn. The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
 - 7-8
 - 9-10 The creature can act and move normally.

At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target

At higher level: When you cast this spell using a spell slot of 5th level or higher, the radius of the sphere increases by 5 feet for each spell slot above 4th.

Tongues

3rd-level divination

- 1 action
- 1 hour
- Touch
- V, M (a small clay model of a ziggurat)

This spell grants the creature you touch the ability to understand any spoken language it hears. Moreover, when the target speaks, any creature that knows at least one language and can hear the target understands what it says.

Blur

2nd-Level illusion

- 1 action
- Concentration, up to 1 minute
- Self
- V

Your body becomes blurred, shifting and wavering to all who can see you. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

Crown of Madness

2nd-Level enchantment

- 1 action
- Concentration, up to 1 minute
- 120 feet
- V, S

One humanoid of your choice that you can see within range must succeed on a Wisdom saving throw or become charmed by you for the duration.

While the target is charmed in this way, a twisted crown of jagged iron appears on its head, and a madness glows in its eyes.

Crown of Madness

2nd-Level enchantment

The charmed target must use its action before moving on each of its turns to make a melee attack against a creature other than itself that you mentally choose. The target can act normally on its turn if you choose no creature or if none are within its reach.

On your subsequent turns, you must use your action to maintain control over the target, or the spell ends. Also, the target can make a Wisdom saving throw at the end of each of its turns. On a success, the spell ends.

Darkness

2nd-Level evocation

- 1 action
- Concentration, up to 10 minutes
- 60 feet
- V, M (bat fur and a drop of pitch or piece of coal)

Magical darkness spreads from a point you choose within range to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

Darkvision

2nd-level transmutation

- 1 action
- 8 hours
- Touch
- V, S, M (either a pinch of dried carrot or an agate)

You touch a willing creature to grant it the ability to see in the dark. For the duration, that creature has darkvision out to a range of 60 feet.

Detect Thoughts

2nd-Level divination

- 1 action
- Concentration, up to 1 minute
- Self
- V, S, M (a copper piece)

For the duration, you can read the thoughts of certain creatures. When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected.

Detect Thoughts

2nd-Level divination

You initially learn the surface thoughts of the creature—what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the spell ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check; if it succeeds, the spell ends.

Detect Thoughts

2nd-Level divination

Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation. You can also use this spell to detect the presence of thinking creatures you can't see. When you cast the spell or as your action during the duration, you can search for thoughts within 30 feet of you. The spell can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language.

Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.

Dominate Monster

8th-level enchantment



1 action



Concentration, up to 1 hour



60 feet



V, S

You attempt to beguile a creature that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

Dominate Monster

8th-level enchantment

While the creature is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

Dominate Monster

8th-level enchantment

At higher level: When you cast this spell with a 9th-level spell slot, the duration is concentration, up to 8 hours.

Earthquake

8th-level evocation



1 action



Concentration, up to 1 minute



500 feet



V, S, M (a pinch of dirt, a piece of rock, and a lump of clay)

You create a seismic disturbance at a point on the ground that you can see within range. For the duration, an intense tremor rips through the ground in a 100-foot-radius circle centered on that point and shakes creatures and structures in contact with the ground in that area.

The ground in the area becomes difficult terrain. Each creature on the ground that is concentrating must make a Constitution saving throw. On a failed save, the creature's concentration is broken.

Earthquake

8th-level evocation

When you cast this spell and at the end of each turn you spend concentrating on it, each creature on the ground in the area must make a Dexterity saving throw. On a failed save, the creature is knocked prone.

This spell can have additional effects depending on the terrain in the area, as determined by the GM.

Fissures: Fissures open throughout the spell's area at the start of your next turn after you cast the spell. A total of 1d6 such fissures open in locations chosen by the GM. Each is 1d10 × 10 feet deep, 10 feet wide, and extends from one edge of the spell's area to the opposite side. A creature standing on a spot where a fissure opens must succeed on a Dexterity saving throw or fall in. A creature that successfully saves moves with the fissure's edge as it opens.

A fissure that opens beneath a structure causes it to automatically collapse (see below).

Earthquake

8th-level evocation

Structures: The tremor deals 50 bludgeoning damage to any structure in contact with the ground in the area when you cast the spell and at the start of each of your turns until the spell ends. If a structure drops to 0 hit points, it collapses and potentially damages nearby creatures. A creature within half the distance of a structure's height must make a Dexterity saving throw. On a failed save, the creature takes 5d6 bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. The GM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much damage and doesn't fall prone or become buried.

Gate

9th-level conjuration



1 action



Concentration, up to 1 minute



60 feet



V, S, M (a diamond worth at least 5,000 gp)

You conjure a portal linking an unoccupied space you can see within range to a precise location on a different plane of existence. The portal is a circular opening, which you can make 5 to 20 feet in diameter. You can orient the portal in any direction you choose. The portal lasts for the duration.


The portal has a front and a back on each plane where it appears. Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported to the other plane, appearing in the unoccupied space nearest to the portal.


Gate 9th-level conjuration

Deities and other planar rulers can prevent portals created by this spell from opening in their presence or anywhere within their domains.

When you cast this spell, you can speak the name of a specific creature (a pseudonym, title or nickname doesn't work). If that creature is on a plane other than the one you are on, the portal opens in the named creature's immediate vicinity and draws the creature through it to the nearest unoccupied space on your side of the portal. You gain no special power over the creature, and it is free to act as the DM deems appropriate. It might leave, attack you or help you.

Incendiary Cloud 8th-level conjuration

 1 action

 Concentration, up to 1 minute

 150 feet

 V, S


A swirling cloud of smoke shot through with white-hot embers appears in a 20-foot-range. The cloud spreads around corners and is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.


When the cloud appears, each creature in it must make a Dexterity saving throw. A creature takes 10d8 fire damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there.

Incendiary Cloud 8th-level conjuration

The cloud moves 10 feet directly away from you in a direction that you choose at the start of each of your turns.

Meteor Swarm 9th-level evocation

 1 action

 Instantaneous

 1 mile


 V, S

Blazing orbs of fire plummet to the ground at four different points you can see within range. Each creature in a 40-foot-radius sphere centered on each point you choose must make a Dexterity saving throw. The sphere spreads around corners. A creature takes 20d6 fire damage and 20d6 bludgeoning damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one fiery burst is affected only once.

The spell damages objects in the area and ignites flammable objects that aren't being worn or carried.

Power Word Kill 9th-level enchantment

 1 action

 Instantaneous

 60 feet

 V

You utter a word of power that can compel one creature you can see within range to die instantly. If the creature you choose has 100 hit points or fewer, it dies. Otherwise, the spell has no effect.

Power Word Stun 8th-level enchantment

 1 action

 Instantaneous


 60 feet


 V

You speak a word of power that can overwhelm the mind of one creature you can see within range, leaving it dumbfounded. If the target has 150 hit points or fewer, it is stunned. Otherwise, the spell has no effect.

The stunned target must make a Constitution saving throw at the end of each of its turns. On a successful save, this stunning effect ends.

Sunburst 8th-level evocation

 1 action

 Instantaneous

 150 feet

 V, S, M (fire and a piece of sunstone)


Brilliant sunlight flashes in a 60-foot radius centered on a point you choose within range. Each creature in that light must make a Constitution saving throw. On a failed save, a creature takes 12d6 radiant damage and is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded by this spell. Undead and oozes have disadvantage on this saving throw.

A creature blinded by this spell makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.

Sunburst 8th-level evocation

This spell dispels any darkness in its area that was created by a spell.

Time Stop 9th-level transmutation

 1 action

 Instantaneous

 Self

 V


You briefly stop the flow of time for everyone but yourself. No time passes for other creatures, while you take 1d4 + 1 turns in a row, during which you can use actions and move as normal.

This spell ends if one of the actions you use during this period, or any effects that you create during this period, affects a creature other than you or an object being worn or carried by someone other than you. In addition, the spell ends if you move to a place more than 1,000 feet from the location where you cast it.

Wish

9th-level conjuration

 1 action

 Instantaneous

 Self

 V

Wish is the mightiest spell a mortal creature can cast. By simply speaking aloud, you can alter the very foundations of reality in accord with your desires.

The basic use of this spell is to duplicate any other spell of 8th level or lower. You don't need to meet any requirements in that spell, including costly components. The spell simply takes effect.

- You create one object of up to 25,000 gp in value that isn't a magic item. The object can be no more than 300 feet in any dimension, and it appears in an unoccupied space you can see on the ground.

Wish

9th-level conjuration

- You allow up to twenty creatures that you can see to regain all hit points, and you end all effects on them described in the greater restoration spell.
- You grant up to ten creatures that you can see resistance to a damage type you choose.
- You grant up to ten creatures you can see immunity to a single spell or other magical effect for 8 hours. For instance, you could make yourself and all your companions immune to a lich's life drain attack.
- You undo a single recent event by forcing a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a wish spell could undo an opponent's successful save, a foe's critical hit, or a friend's failed save. You can force the reroll to be made with advantage or disadvantage, and you can choose whether to use the reroll or the original roll.

Wish

9th-level conjuration

You might be able to achieve something beyond the scope of the above examples. State your wish to the DM as precisely as possible. The DM has great latitude in ruling what occurs in such an instance; the greater the wish, the greater the likelihood that something goes wrong. This spell might simply fail, the effect you desire might only be partly achieved, or you might suffer some unforeseen consequence as a result of how you worded the wish. For example, wishing that a villain were dead might propel you forward in time to a period when that villain is no longer alive, effectively removing you from the game. Similarly, wishing for a legendary magic item or artifact might instantly transport you to the presence of the item's current owner.


Wish


9th-level conjuration

The stress of casting this spell to produce any effect other than duplicating another spell weakens you. After enduring that stress, each time you cast a spell until you finish a long rest, you take 1d10 necrotic damage per level of that spell. This damage can't be reduced or prevented in any way. In addition, your Strength drops to 3 if it isn't 3 or lower already, for 2d4 days. For each of those days that you spend resting and doing nothing more than light activity, your remaining recovery time decreases by 2 days. Finally, there is a 33 percent chance that you are unable to cast wish ever again if you suffer this stress.


Delayed Blast Fireball

7th-level evocation

 1 action

 Concentration, up to 1 minute

 150 feet

 V, S, M (a tiny ball of bat guano and sulfur)

A beam of yellow light flashes from your pointing finger, then condenses to linger at a chosen point within range as a glowing bead for the duration. When the spell ends, either because your concentration is broken or because you decide to end it, the bead blossoms with a low roar into an explosion of flame that spreads around corners. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature takes fire damage equal to the total accumulated damage on a failed save, or half as much damage on a successful one.

Delayed Blast Fireball

7th-level evocation

The spell's base damage is 12d6. If at the end of your turn the bead has not yet detonated, the damage increases by 1d6.


If the glowing bead is touched before the interval has expired, the creature touching it must make a Dexterity saving throw. On a failed save, the spell ends immediately, causing the bead to erupt in flame. On a successful save, the creature can throw the bead up to 40 feet. When it strikes a creature or a solid object, the spell ends, and the bead explodes.


The fire damages objects in the area and ignites flammable objects that aren't being worn or carried.

At higher level: When you cast this spell using a spell slot of 8th level or higher, the base damage increases by 1d6 for each slot level above 7th.

Dimension Door

4th-level conjuration

 1 action

 Instantaneous

 500 feet

 V

You teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as "200 feet straight downward" or "upward to the northwest at a 45-degree angle, 300 feet."

You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell.

Dimension Door


4th-level conjuration

If you would arrive in a place already occupied by an object or a creature, you and any creature travelling with you each take 4d6 force damage, and the spell fails to teleport you.

Etherealness

7th-level transmutation

 1 action

 Up to 8 hours

 Self

 V, S

You step into the border regions of the Ethereal Plane, in the area where it overlaps with your current plane. You remain in the Border Ethereal for the duration or until you use your action to dismiss the spell. During this time, you can move in any direction. If you move up or down, every foot of movement costs an extra foot. You can see and hear the plane you originated from, but everything there looks gray, and you can't see anything more than 60 feet away.

Etherealness

7th-level transmutation

While on the Ethereal Plane, you can only affect and be affected by other creatures on that plane. Creatures that aren't on the Ethereal Plane can't perceive you and can't interact with you, unless a special ability or magic has given them the ability to do so.

You ignore all objects and effects that aren't on the Ethereal Plane, allowing you to move through objects you perceive on the plane you originated from.

When the spell ends, you immediately return to the plane you originated from in the spot you currently occupy. If you occupy the same spot as a solid object or creature when this happens, you are immediately shunted to the nearest unoccupied space that you can occupy and take force damage equal to twice the number of feet you are moved.

This spell has no effect if you cast it while you are on the Ethereal Plane or a plane that doesn't border it, such as one of the Outer Planes.


Etherealness

7th-level transmutation

At higher level: When you cast this spell using a spell slot of 8th level or higher, you can target up to three willing creatures (including you) for each slot level above 7th. The creatures must be within 10 feet of you when you cast the spell.

Finger of Death

7th-level necromancy

 1 action

 Instantaneous

 60 feet


 V, S


You send negative energy coursing through a creature that you can see within range, causing it searing pain. The target must make a Constitution saving throw. It takes 7d8 + 30 necrotic damage on a failed save, or half as much damage on a successful one.

A humanoid killed by this spell rises at the start of your next turn as a zombie that is permanently under your command, following your verbal orders to the best of its ability.

Fire Storm

7th-level evocation

 1 action

 Instantaneous

 150 feet


 V, S

A storm made up of sheets of roaring flame appears in a location you choose within range. The area of the storm consists of up to ten 10-foot-cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. Each creature in the area must make a Dexterity saving throw. It takes 7d10 fire damage on a failed save, or half as much damage on a successful one.


The fire damages objects in the area and ignites flammable objects that aren't being worn or carried. If you choose, plant life in the area is unaffected by this spell.

Prismatic Spray

7th-level evocation

 1 action

 Instantaneous

 Self (60-foot cone)

 V, S

Eight multicolored rays of light flash from your hand. Each ray is a different color and has a different power and purpose. Each creature in a 60-foot cone must make a Dexterity saving throw. For each target, roll a d8 to determine which color ray affects it.

- **Red:** The target takes 10d6 fire damage on a failed save, or half as much damage on a successful one.
- **Orange:** The target takes 10d6 acid damage on a failed save, or half as much damage on a successful one.

Prismatic Spray

7th-level evocation

- **Yellow:** The target takes 10d6 lightning damage on a failed save, or half as much damage on a successful one.
- **Green:** The target takes 10d6 poison damage on a failed save, or half as much damage on a successful one.
- **Blue:** The target takes 10d6 cold damage on a failed save, or half as much damage on a successful one.
- **Indigo:** On a failed save, the target is restrained. It must then make a Constitution saving throw at the end of each of its turns. If it successfully saves three times, the spell ends. If it fails its save three times, it permanently turns to stone and is subjected to the petrified condition. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.


Prismatic Spray


7th-level evocation

- **Violet:** On a failed save, the target is blinded. It must then make a Wisdom saving throw at the start of your next turn. A successful save ends the blindness. If it fails that save, the creature is transported to another plane of existence of the GM's choosing and is no longer blinded. (Typically, a creature that is on a plane that isn't its home plane is banished home, while other creatures are usually cast into the Astral or Ethereal planes.)
- **Special:** The target is struck by two rays. Roll twice more, rerolling any 8.

Plane Shift

7th-level conjuration

 1 action

 Instantaneous

 Touch

 V, S, M (a forked, metal rod worth at least 250 gp, attuned to a particular plane of existence)

You and up to eight willing creatures who link hands in a circle are transported to a different plane of existence. You can specify a target destination in general terms, such as the City of Brass on the Elemental Plane of Fire or the palace of Dispaten on the second level of the Nine Hells, and you appear in or near that destination. If you are trying to reach the City of Brass, for example, you might arrive in its Street of Steel, before its Gate of Ashes, or looking at the city from across the Sea of Fire, at the DM's discretion.

Plane Shift

7th-level conjuration

Alternatively, if you know the sigil sequence of a teleportation circle on another plane of existence, this spell can take you to that circle. If the teleportation circle is too small to hold all the creatures you transported, they appear in the closest unoccupied spaces next to the circle.

You can use this spell to banish an unwilling creature to another plane. Choose a creature within your reach and make a melee spell attack against it. On a hit, the creature must make a Charisma saving throw. If the creature fails this save, it is transported to a random location on the plane of existence you specify. A creature so transported must find its own way back to your current plane of existence.

Reverse Gravity

7th-level transmutation



1 action



Concentration, up to 1 minute



100 feet



V, S, M (a lodestone and iron filings)

This spell reverses gravity in a 50-foot-radius, 100-foot high cylinder centered on a point within range. All creatures and objects that aren't somehow anchored to the ground in the area fall upward and reach the top of the area when you cast this spell. A creature can make a Dexterity saving throw to grab onto a fixed object it can reach, thus avoiding the fall.

Reverse Gravity

7th-level transmutation

If some solid object (such as a ceiling) is encountered in this fall, falling objects and creature strike it just as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, for the duration.

At the end of the duration, affected objects and creatures fall back down.

Teleport

7th-level conjuration



1 action



Instantaneous



10 feet



V

This spell instantly transports you and up to eight willing creatures of your choice that you can see within range, or a single object that you can see within range, to a destination you select. If you target an object, it must be able to fit entirely inside a 10-foot cube, and it can't be held or carried by an unwilling creature.

The destination you choose must be known to you, and it must be on the same plane of existence as you. Your familiarity with the destination determines whether you arrive there successfully. The GM rolls d100 and consults the table.

Teleport

7th-level conjuration

| Familiarity | Mishap | Similar Area | Off Target | On Target |
|--------------------|--------|--------------|------------|-----------|
| Permanent circle - | - | - | - | 01-100 |
| Associated object | - | - | - | 01-100 |
| Very familiar | 01-05 | 06-13 | 14-24 | 25-100 |
| Seen casually | 01-33 | 34-43 | 44-53 | 54-100 |
| Viewed once | 01-43 | 44-53 | 54-73 | 74-100 |
| Description | 01-43 | 44-53 | 54-73 | 74-100 |
| False destination | 01-50 | 51-100 | - | - |

Familiarity: "Permanent circle" means a permanent teleportation circle whose sigil sequence you know. "Associated object" means that you possess an object taken from the desired destination within the last six months, such as a book from a wizard's library, bed linen from a royal suite, or a chunk of marble from a lich's secret tomb. "Very familiar" is a place you have been very often, a place you have carefully studied, or a place you can see when you cast the spell.

Teleport

7th-level conjuration

"Seen casually" is someplace you have seen more than once but with which you aren't very familiar. "Viewed once" is a place you have seen once, possibly using magic. "Description" is a place whose location and appearance you know through someone else's description, perhaps from a map. "False destination" is a place that doesn't exist. Perhaps you tried to scry an enemy's sanctum but instead viewed an illusion, or you are attempting to teleport to a familiar location that no longer exists.

On Target: You and your group (or the target object) appear where you want to.

Teleport

7th-level conjuration

Off Target: You and your group (or the target object) appear a random distance away from the destination in a random direction. Distance off target is $1d10 \times 1d10$ percent of the distance that was to be traveled. For example, if you tried to travel 120 miles, landed off target, and rolled a 5 and 3 on the two d10s, then you would be off target by 15 percent, or 18 miles. The GM determines the direction off target randomly by rolling a d8 and designating 1 as north, 2 as northeast, 3 as east, and so on around the points of the compass. If you were teleporting to a coastal city and wound up 18 miles out at sea, you could be in trouble.

Similar Area: You and your group (or the target object) wind up in a different area that's visually or thematically similar to the target area. If you are heading for your home laboratory, for example, you might wind up in another wizard's laboratory or in an alchemical supply shop that has many of the same tools and implements as your laboratory. Generally, you appear in the closest similar place, but since the spell has no range limit, you could conceivably wind up anywhere on the plane.

Teleport

7th-level conjuration

Mishap: The spell's unpredictable magic results in a difficult journey. Each teleporting creature (or the target object) takes 3d10 force damage, and the GM rerolls on the table to see where you wind up (multiple mishaps can occur, dealing damage each time).

Suggestion

2nd-level enchantment



1 action



Concentration, up to 8 hours



30 feet



V, M (a snake's tongue and either a bit of honeycomb or a drop of sweet oil)

You suggest a course of activity (limited to a sentence or two) and magically influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the spell.

Suggestion

2nd-level enchantment

The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a knight give her warhorse to the first beggar she meets. If the condition isn't met before the spell expires, the activity isn't performed.

If you or any of your companions damage the target, the spell ends.

Invisibility

2nd-level illusion



1 action



Concentration, up to 1 hour



Touch



V, S, M (an eyelash encased in gum arabic)

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

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

Animate Objects

5th level transmutation



1 action



Concentration, up to 1 minute



120 feet



V, S

Objects come to life at your command. Choose up to ten nonmagical objects within range that are not being worn or carried. Medium targets count as two objects, Large targets count as four objects, Huge targets count as eight objects. You can't animate any object larger than Huge. Each target animates and becomes a creature under your control until the spell ends or until reduced to 0 hit points.

Animate Objects

5th level transmutation

As a bonus action, you can mentally command any creature you made with this spell if the creature is within 500 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

| Size | HP | AC | Str | Dex | Attack |
|--------|----|----|-----|-----|----------------------------|
| Tiny | 20 | 18 | 4 | 18 | +8 to hit, 1d4 + 4 damage |
| Small | 25 | 16 | 6 | 14 | +6 to hit, 1d8 + 2 damage |
| Medium | 40 | 13 | 10 | 12 | +5 to hit, 2d6 + 1 damage |
| Large | 50 | 10 | 14 | 10 | +6 to hit, 2d10 + 2 damage |
| Huge | 80 | 10 | 18 | 6 | +8 to hit, 2d12 + 4 damage |

Animate Objects

5th level transmutation

An animated object is a construct with AC, hit points, attacks, Strength, and Dexterity determined by its size. Its Constitution is 10 and its Intelligence and Wisdom are 3, and its Charisma is 1. Its speed is 30 feet; if the object lacks legs or other appendages it can use for locomotion, it instead has a flying speed of 30 feet and can hover. If the object is securely attached to a surface or a larger object, such as a chain bolted to a wall, its speed is 0. It has blindsight with a radius of 30 feet and is blind beyond that distance. When the animated object drops to 0 hit points, it reverts to its original object form, and any remaining damage carries over to its original object form.

If you command an object to attack, it can make a single melee attack against a creature within 5 feet of it. It makes a slam attack with an attack bonus and bludgeoning damage determined by its size. The DM might rule that a specific object inflicts slashing or piercing damage based on its form.

Animate Objects

5th level transmutation

At higher level: If you cast this spell using a spell slot of 6th level or higher, you can animate two additional objects for each slot level above 5th.

Arcane Gate

6th-level conjuration



1 action



Concentration, up to 10 minutes



500 feet



V, S

You create linked teleportation portals that remain open for the duration. Choose two points on the ground that you can see, one point within 10 feet of you and one point within 500 feet of you. A circular portal, 10 feet in diameter, opens over each point. If the portal would open in the space occupied by a creature, the spell fails, and the casting is lost.

The portals are two-dimensional glowing rings filled with mist, hovering inches from the ground and perpendicular to it at the points you choose. A ring is visible only from one side (your choice), which is the side that functions as a portal.

Arcane Gate

6th-level conjuration

Any creature or object entering the portal exits from the other portal as if the two were adjacent to each other; passing through a portal from the nonportal side has no effect. The mist that fills each portal is opaque and blocks vision through it. On your turn, you can rotate the rings as a bonus action so that the active side faces in a different direction.

Chain Lightning

6th-level evocation



1 action



Instantaneous



150 feet



V, S, M (a bit of fur; a piece of amber, glass or a crystal rod; and three silver pins)

You create a bolt of lightning that arcs toward a target of your choice that you can see within range. Three bolts then leap from that target to as many as three other targets, each of which must be within 30 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts.

A target must make a Dexterity saving throw. The target takes 10d8 lightning damage on a failed save, or half as much damage on a successful one.

Chain Lightning


6th-level evocation

At higher level: When you cast this spell using a spell slot of 7th level or higher, one additional bolt leaps from the first target to another target for each slot level above 6th.


Circle of Death

6th-level necromancy

 1 action

 Instantaneous

 150 feet


 V, S, M (the powder of a crushed black pearl worth at least 500 gp)


A sphere of negative energy ripples out in a 60-foot-radius sphere from a point within range. Each creature in that area must make a Constitution saving throw. A target takes 8d6 necrotic damage on a failed save, or half as much damage on a successful one.

At higher level: When you cast this spell using a spell slot of 7th level or higher, the damage increases by 2d6 for each slot level above 6th.

Cloudkill

5th-level conjuration

 1 action

 Concentration, up to 10 minutes

 120 feet

 V, S

You create a 20-foot-radius sphere of poisonous, yellow-green fog centered on a point you choose within range. The fog spreads around corners. It lasts for the duration or until strong wind disperses the fog, ending the spell. Its area is heavily obscured.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 5d8 poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe.

Cloudkill


5th-level conjuration


The fog moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.


At higher level: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.


Cone of Cold

5th-level evocation

 1 action

 Instantaneous

 Self (60-foot cone)

 V, S, M (a small crystal or a glass cone)


A blast of cold air erupts from your hands. Each creature in a 60-foot cone must make a Constitution saving throw. A creature takes 8d8 cold damage on a failed save, or half as much damage on a successful one.


A creature killed by this spell becomes a frozen statue until it thaws.

At higher level: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.


Creation

5th-level illusion

 1 minute

 Special

 30 feet

 V, S, M (a tiny piece of matter of the same type of the item you plan to create)

You pull wisps of shadow material from the Shadowfell to create a nonliving object of vegetable matter within range: soft goods, rope, wood, or something similar. You can also use this spell to create mineral objects such as stone, crystal, or metal. The object created must be no larger than a 5-foot cube, and the object must be of a form and material that you have seen before.

The duration depends on the object's material. If the object is composed of multiple materials, use the shortest duration.

Creation

5th-level illusion


| Material | Duration |
|-----------------------|------------|
| Vegetable matter | 1 day |
| Stone or crystal | 12 hours |
| Precious metals | 1 hour |
| Gems | 10 minutes |
| Adamantine or mithral | 1 minute |


Using any material created by this spell as another spell's material component causes that spell to fail.

At higher level: When you cast this spell using a spell slot of 6th level or higher, the cube increases by 5 feet for each slot level above 5th.

Disintegrate

6th-level transmutation

 1 action

 Instantaneous

 60 feet

 V, S, M (a lodestone and a pinch of dust)

A thin green ray springs from your pointing finger to a target that you can see within range. The target can be a creature, an object, or a creation of magical force, such as the wall created by "wall of force (lvl 5)".

A creature targeted by this spell must make a Dexterity saving throw. On a failed save, the target takes 10d6 + 40 force damage. If this damage reduces the target to 0 hit points, it is disintegrated.

Disintegrate

6th-level transmutation


A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a "true resurrection (lvl 9)" or a "wish (lvl 9)" spell.


This spell automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this spell disintegrates a 10-foot-cube portion of it. A magic item is unaffected by this spell.

At higher level: When you cast this spell using a spell slot of 7th level or higher, the damage increases by 3d6 for each slot level above 6th.

Dominate Beast

4th-level enchantment

 1 action

 Concentration, up to 1 minute

 60 feet

 V, S

You attempt to beguile a beast that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

Dominate Beast

4th-level enchantment

While the beast is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature", "Run over there", or "Fetch that object". If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

Dominate Beast

4th-level enchantment

At higher level: When you cast this spell with a 5th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 6th-level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 7th level or higher, the duration is concentration, up to 8 hours.

Dominate Person

5th-level enchantment



1 action



Concentration, up to 1 minute



60 feet



V, S

You attempt to beguile a humanoid that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

Dominate Person

5th-level enchantment

While the target is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature", "Run over there", or "Fetch that object". If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

Dominate Person

5th-level enchantment

At higher level: When you cast this spell using a 6th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 7th-level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 8th level or higher, the duration is concentration, up to 8 hours.

Enhance Ability

2nd-level transmutation



1 action



Concentration, up to 1 hour



Touch



V, S, M (fur or a feather from a beast)

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

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

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

Enhance Ability

2nd-level transmutation

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

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

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

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

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

Enlarge/Reduce

2nd-level transmutation



1 action



Concentration, up to 1 minute



30 feet



V, S, M (a pinch of powdered iron)

You cause a creature or an object you can see within range to grow larger or smaller for the duration. Choose either a creature or an object that is neither worn nor carried. If the target is unwilling, it can make a Constitution saving throw. On a success, the spell has no effect.

If the target is a creature, everything it is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once.

Enlarge/Reduce


2nd-level transmutation


Enlarge: The target's size doubles in all dimensions, and its weight is multiplied by eight. This growth increases its size by one category-- from Medium to Large, for example. If there isn't enough room for the target to double its size, the creature or object attains the maximum possible size in the space available. Until the spell ends, the target also has advantage on Strength checks and Strength saving throws. The target's weapons also grow to match its new size. While these weapons are enlarged, the target's attacks with them deal 1d4 extra damage.

Reduce: The target's size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category--from Medium to Small, for example. Until the spell ends, the target also has disadvantage on Strength checks and Strength saving throws. The target's weapons also shrink to match its new size. While these weapons are reduced, the target's attacks with them deal 1d4 less damage (this can't reduce the damage below 1).

Eyebite

6th-level necromancy

 1 action

 Concentration, up to 1 minute

 Self

 V, S

For the spell's duration, your eyes become an inky void imbued with dread power. One creature of your choice within 60 feet of you that you can see must succeed on a Wisdom saving throw or be affected by one of the following effects of your choice for the duration. On each of your turns until the spell ends, you can use your action to target another creature but can't target a creature again if it has succeeded on a saving throw against this casting of eyebite.

Eyebite

6th-level necromancy

Asleep: The target falls unconscious. It wakes up if it takes any damage or if another creature uses its action to shake the sleeper awake.


Panicked: The target is frightened of you. On each of its turns, the frightened creature must take the Dash action and move away from you by the safest and shortest available route, unless there is nowhere to move. If the target moves to a place at least 60 feet away from you where it can no longer see you, this effect ends.

Sickened: The target has disadvantage on attack rolls and ability checks. At the end of each of its turns, it can make another Wisdom saving throw. If it succeeds, the effect ends.


Globe of Invulnerability

6th-level abjuration

 1 action

 Concentration, up to 1 minute

 Self

 V, S, M (a glass or crystal bead that shatters when the spell ends)

An immobile, faintly shimmering barrier springs into existence in a 10-foot radius around you and remains for the duration.

Any spell of 5th level or lower cast from outside the barrier can't affect creatures or objects within it, even if the spell is cast using a higher level spell slot. Such a spell can target creatures and objects within the barrier, but the spell has no effect on them. Similarly, the area within the barrier is excluded from the areas affected by such spells.

Globe of Invulnerability

6th-level abjuration

At higher level: When you cast this spell using a spell slot of 7th level or higher, the barrier blocks spells of one level higher for each slot level above 6th.

Greater Invisibility

4th-level illusion

 1 action

 Concentration, up to 1 minute

 Touch


 V, S

You or a creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person.


Gust of Wind

2nd-level evocation

 1 action

 Concentration, up to 1 minute

 Self (60-foot line)

 V, S, M (a legume seed)

A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line.

Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

Gust of Wind


2nd-level evocation

The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.


Hold Monster

5th-level enchantment

 1 action

 Concentration, up to 1 minute

 90 feet


 V, S, M (a small, straight piece of iron)

Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. This spell has no effect on undead. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.


At higher level: When you cast this spell using a spell slot of 6th level or higher, you can target one additional creature for each slot level above 5th. The creatures must be within 30 feet of each other when you target them.

Ice Storm

4th-level evocation

 1 action

 Instantaneous

 300 feet

 V, S, M (a pinch of dust and a few drops of water)

A hail of rock-hard ice pounds to the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 2d8 bludgeoning damage and 4d6 cold damage on a failed save, or half as much damage on a successful one.

Hailstones turn the storm's area of effect into difficult terrain until the end of your next turn.

Ice Storm

4th-level evocation

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



1 action



Concentration, up to 10 minutes



300 feet



V, S, M (a few grains of sugar, some kernels of grain, and a smear of fat)

Swarming, biting locusts fill a 20-foot-radius sphere centered on a point you choose within range. The sphere spreads around corners. The sphere remains for the duration, and its area is lightly obscured. The sphere's area is difficult terrain.

When the area appears, each creature in it must make a Constitution saving throw. A creature takes 4d10 piercing damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there.

Insect Plague

5th-level conjuration

Insect Plague

5th-level conjuration

At higher level: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 for each slot level above 5th.

Knock

2nd-level transmutation



1 action



Instantaneous



60 feet



V

Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access.

A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked.

If you choose a target that is held shut with "arcane lock (lvl 2)", that spell is suppressed for 10 minutes, during which time the target can be opened and shut normally.

Knock

2nd-level transmutation

When you cast the spell, a loud knock, audible from as far away as 300 feet, emanates from the target object.

Levitate

2nd-level transmutation



1 action



Concentration, up to 10 minutes



60 feet



V, S, M (either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end)

One creature or object of your choice that you can see within range rises vertically, up to 20 feet, and remains suspended there for the duration. The spell can levitate a target that weighs up to 500 pounds. An unwilling creature that succeeds on a Constitution saving throw is unaffected.

Levitate

2nd-level transmutation

The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the spell's range.

When the spell ends, the target floats gently to the ground if it is still aloft.

Lightning Bolt

3rd-level evocation



1 action



Instantaneous



Self (100-foot line)



V, S, M (a bit of fur and a rod of amber, crystal, or glass)

A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one.

The lightning ignites flammable objects in the area that aren't being worn or carried.


Lightning Bolt

3rd-level evocation

At higher level: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.


Mass Suggestion

6th-level enchantment

 1 action

 24 hours

 60 feet

 V, M (a snake's tongue and either a bit of honeycomb or a drop of sweet oil)

You suggest a course of activity (limited to a sentence or two) and magically influence up to twelve creatures of your choice that you can see within range and that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act automatically negates the effect of the spell.

Mass Suggestion

6th-level enchantment

Each target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a group of soldiers give all their money to the first beggar they meet. If the condition isn't met before the spell ends, the activity isn't performed.


If you or any of your companions damage a creature affected by this spell, the spell ends for that creature.

At higher level: When you cast this spell using a 7th-level spell slot, the duration is 10 days. When you use an 8th-level spell slot, the duration is 30 days. When you use a 9th-level spell slot, the duration is a year and a day.

Mirror Image

2nd-level illusion

 1 action

 1 minute

 Self

 V, S

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates.

Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates.

Mirror Image

2nd-level illusion


If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher.

A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed.

A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

Misty Step

2nd-level conjuration

 1 bonus action

 Instantaneous

 Self


 V

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.


Move Earth

6th-level transmutation

 1 action

 Concentration, up to 2 hours

 120 feet

 V, S, M (an iron blade and a small bag containing a mixture of soils - clay, loam, and sand)

Choose an area of terrain no larger than 40 feet on a side within range. You can reshape dirt, sand, or clay in the area in any manner you choose for the duration. You can raise or lower the area's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such changes can't exceed half the area's largest dimension. So, if you affect a 40-foot square, you can create a pillar up to 20 feet high, raise or lower the square's elevation by up to 20 feet, dig a trench up to 20 feet deep, and so on. It takes 10 minutes for these changes to complete.

At the end of every 10 minutes you spend concentrating on the spell, you can choose a new area of terrain to affect.

Move Earth


6th-level transmutation

Because the terrain's transformation occurs slowly, creatures in the area can't usually be trapped or injured by the ground's movement. This spell can't manipulate natural stone or stone construction. Rocks and structures shift to accommodate the new terrain. If the way you shape the terrain would make a structure unstable, it might collapse.

Similarly, this spell doesn't directly affect plant growth. The moved earth carries any plants along with it.


Phantasmal Force

2nd-level illusion

 1 action

 Concentration, up to 1 minute

 60 feet

 V, S, M (a bit of fleece)

You craft an illusion that takes root in the mind of a creature that you can see within range. The target must make an Intelligence saving throw. On a failed save, you create a phantasmal object, creature, or other visible phenomenon of your choice that is no larger than a 10-foot cube and that is perceivable only to the target for the duration. This spell has no effect on undead or constructs.

The phantasm includes sound, temperature, and other stimuli, also evident only to the creature.

Phantasmal Force

2nd-level illusion

The target can use its action to examine the phantasm with an Intelligence (Investigation) check against your spell save DC. If the check succeeds, the target realizes that the phantasm is an illusion, and the spell ends.

While a target is affected by the spell, the target treats the phantasm as if it were real. The target rationalizes any illogical outcomes from interacting with the phantasm. For example, a target attempting to walk across a phantasmal bridge that spans a chasm falls once it steps onto the bridge. If the target survives the fall, it still believes that the bridge exists and comes up with some other explanation for its fall—it was pushed, it slipped, or a strong wind might have knocked it off.

Phantasmal Force

2nd-level illusion

An affected target is so convinced of the phantasm's reality that it can even take damage from the illusion. A phantasm created to appear as a creature can attack the target. Similarly, a phantasm created to appear as fire, a pool of acid, or lava can burn the target. Each round on your turn, the phantasm can deal 1d6 psychic damage to the target if it is in the phantasm's area or within 5 feet of the phantasm, provided that the illusion is of a creature or hazard that could logically deal damage, such as by attacking. The target perceives the damage as a type appropriate to the illusion.



1 action



Concentration, up to 1 hour



60 feet



V, S, M (a caterpillar cocoon)

This spell transforms a creature that you can see within range into a new form. An unwilling creature must make a Wisdom saving throw to avoid the effect. A shapechanger automatically succeeds on this saving throw.

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

Polymorph

4th-level transmutation

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form.

As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

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

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

Scorching Ray

2nd-level evocation



1 action



Instantaneous



120 feet



V, S

You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several.

Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage.

At higher level: When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.

Seeming

5th-level illusion



1 action



8 hours



30 feet



V, S

This spell allows you to change the appearance of any number of creatures that you can see within range. You give each target you choose a new, illusory appearance. An unwilling target can make a Charisma saving throw, and if it succeeds, it is unaffected by this spell.

Seeming

5th-level illusion

The spell disguises physical appearance as well as clothing, armor, weapons, and equipment. You can make each creature seem 1 foot shorter or taller and appear thin, fat, or in between. You can't change a target's body type, so you must choose a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The spell lasts for the duration, unless you use your action to dismiss it sooner.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to a creature's outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel the creature's head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

A creature can use its action to inspect a target and make an Intelligence (Investigation) check against your spell save DC. If it succeeds, it becomes aware that the target is disguised.

See Invisibility

2nd-level divination



1 action



1 hour



Self



V, S, M (a pinch of tale and a small sprinkling of powdered silver)

For the duration, you see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.

Shatter

2nd-level evocation



1 action



Instantaneous



60 feet



V, S, M (a chip of mica)

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

Shatter

2nd-level evocation

At higher level: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Spider Climb

2nd-level transmutation

- 1 action
- Concentration, up to 1 hour
- Touch
- V, S, M (a drop of bitumen and a spider)

Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target also gains a climbing speed equal to its walking speed.

Sunbeam

6th-level evocation

- 1 action
- Concentration, up to 1 minute
- Self (60-foot line)
- V, S, M (a magnifying glass)

A beam of brilliant light flashes out from your hand in a 5-foot-wide, 60-foot-long line. Each creature in the line must make a Constitution saving throw. On a failed save, a creature takes 6d8 radiant damage and is blinded until your next turn. On a successful save, it takes half as much damage and isn't blinded by this spell. Undead and oozes have disadvantage on this saving throw.

You can create a new line of radiance as your action on any turn until the spell ends.

Sunbeam

6th-level evocation

For the duration, a mote of brilliant radiance shines in your hand. It sheds bright light in a 30-foot radius and dim light for an additional 30 feet. This light is sunlight.

Stoneskin

4th-level abjuration

- 1 action
- Concentration, up to 1 hour
- Touch
- V, S, M (diamond dust worth 100 gp, which the spell consumes)

This spell turns the flesh of a willing creature you touch as hard as stone. Until the spell ends, the target has resistance to nonmagical bludgeoning, piercing, and slashing damage.

Telekinesis

5th-level transmutation

- 1 action
- Concentration, up to 10 minutes
- 60 feet
- V, S

You gain the ability to move or manipulate creatures or objects by thought. When you cast the spell, and as your action each round for the duration, you can exert your will on one creature or object that you can see within range, causing the appropriate effect below. You can affect the same target round after round, or choose a new one at any time. If you switch targets, the prior target is no longer affected by the spell.

Telekinesis

5th-level transmutation

Creature: You can try to move a Huge or smaller creature. Make an ability check with your spellcasting ability contested by the creature's Strength check. If you win the contest, you move the creature up to 30 feet in any direction, including upward but not beyond the range of this spell. Until the end of your next turn, the creature is restrained in your telekinetic grip. A creature lifted upward is suspended in mid-air.

On subsequent rounds, you can use your action to attempt to maintain your telekinetic grip on the creature by repeating the contest.

Object: You can try to move an object that weighs up to 1,000 pounds. If the object isn't being worn or carried, you automatically move it up to 30 feet in any direction, but not beyond the range of this spell.

Telekinesis

5th-level transmutation

If the object is worn or carried by a creature, you must make an ability check with your spellcasting ability contested by that creature's Strength check. If you succeed, you pull the object away from that creature and can move it up to 30 feet in any direction but not beyond the range of this spell.

You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

Teleportation Circle

5th-level conjuration

- 1 minute
- 1 round
- 10 feet
- V, M (rare chalks and inks infused with precious gems worth 50 gp, which the spell consumes)

As you cast the spell, you draw a 10-foot-diameter circle on the ground inscribed with sigils that link your location to a permanent teleportation circle of your choice, whose sigil sequence you know and that is on the same plane of existence as you. A shimmering portal opens within the circle you drew and remains open until the end of your next turn. Any creature that enters the portal instantly appears within 5 feet of the destination circle or in the nearest unoccupied space if that space is occupied.

Teleportation Circle


5th-level conjuration

Many major temples, guilds, and other important places have permanent teleportation circles inscribed somewhere within their confines. Each such circle includes a unique sigil sequence - a string of magical runes arranged in a particular pattern. When you first gain the ability to cast this spell, you learn the sigil sequences for two destinations on the Material Plane, determined by the DM. You can learn additional sigil sequences during your adventures. You can commit a new sigil sequence to memory after studying it for 1 minute.

You can create a permanent teleportation circle by casting this spell in the same location every day for one year. You need not use the circle to teleport when you cast the spell in this way.


True Seeing

6th-level divination

 1 action

 1 hour


 Touch


 V, S, M (an ointment for the eyes that costs 25 gp, is made from mushroom powder, saffron, and fat, and is consumed by the spell)

This spell gives the willing creature you touch the ability to see things as they actually are. For the duration, the creature has truesight, notices secret doors hidden by magic, and can see into the Ethereal Plane, all out to a range of 120 feet.

Wall of Fire

4th-level evocation

 1 action

 Concentration, up to 1 minute

 120 feet

 V, S, M (a small piece of phosphorus)

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

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 fire damage, or half as much damage on a successful save.

Wall of Fire


4th-level evocation


One side of the wall, selected by you when you cast this spell, deals 5d8 fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

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

Wall of Stone

5th-level evocation

 1 action

 Concentration, up to 10 minutes

 120 feet

 V, S, M (a small block of granite)

A nonmagical wall of solid stone springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with at least one other panel. Alternatively, you can create 10-foot-by-20-foot panels that are only 3 inches thick.

Wall of Stone

5th-level evocation

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall.

The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall doesn't need to be vertical or rest on any firm foundation. It must, however, merge with and be solidly supported by existing stone. Thus, you can use this spell to bridge a chasm or create a ramp.

If you create a span greater than 20 feet in length, you must halve the size of each panel to create supports. You can crudely shape the wall to create crenellations, battlements, and so on.

Wall of Stone


5th-level evocation

The wall is an object made of stone that can be damaged and thus breached. Each panel has AC 15 and 30 hit points per inch of thickness. Reducing a panel to 0 hit points destroys it and might cause connected panels to collapse at the DM's discretion.


If you maintain your concentration on this spell for its whole duration, the wall becomes permanent and can't be dispelled. Otherwise, the wall disappears when the spell ends.

Water Breathing

3rd-level transmutation (ritual)

 1 action

 24 hours


 30 feet

 V, S, M (a short reed or piece of straw)

This spell grants up to ten willing creatures you can see within range the ability to breathe underwater until the spell ends. Affected creatures also retain their normal mode of respiration.


Water Walk

3rd-level transmutation (ritual)

 1 action

 1 hour

 30 feet

 V, S, M (a piece of cork)


This spell grants the ability to move across any liquid surface—such as water, acid, mud, snow, quicksand, or lava—as if it were harmless solid ground (creatures crossing molten lava can still take damage from the heat). Up to ten willing creatures you can see within range gain this ability for the duration.

If you target a creature submerged in a liquid, the spell carries the target to the surface of the liquid at a rate of 60 feet per round.


Web

2nd-level conjuration

 1 action

 Concentration, up to 1 hour

 60 feet

 V, S, M (a bit of spiderweb)

You conjure a mass of thick, sticky webbing at a point of your choice within range. The webs fill a 20-foot cube from that point for the duration. The webs are difficult terrain and lightly obscure their area.

If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet.

Web

2nd-level conjuration


Each creature that starts its turn in the webs or that enters them during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free.

A creature restrained by the webs can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained.


The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

Earth Tremor

1st-level evocation

 1 action

 Instantaneous

 Self (10-foot radius)


 V, S

You cause a tremor in the ground in a 10-foot radius. Each creature other than you in that area must make a Dexterity saving throw. On a failed save, a creature takes 1d6 bludgeoning damage and is knocked prone. If the ground in that area is loose earth or stone, it becomes difficult terrain until cleared.

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

Pyrotechnics

2nd-level transmutation

 1 action

 Instantaneous

 60 feet

 V, S

Choose an area of nonmagical flame that you can see and that fits within a 5-foot cube within range. You can extinguish the fire in that area, and you create either fireworks or smoke when you do so.

Fireworks: The target explodes with a dazzling display of colors. Each creature within 10 feet of the target must succeed on a Constitution saving throw or become blinded until the end of your next turn.


Pyrotechnics

2nd-level transmutation


Smoke: Thick black smoke spreads out from the target in a 20-foot radius, moving around corners. The area of the smoke is heavily obscured. The smoke persists for 1 minute or until a strong wind disperses it.

Thunderclap

Evocation cantrip

 1 action

 Instantaneous

 Self (5-foot radius)

 S

You create a burst of thunderous sound, which can be heard 100 feet away. Each creature other than you within 5 feet of you must make a Constitution saving throw. On a failed save, the creature takes 1d6 thunder damage.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Warding Wind

2nd level evocation

 1 action

 Concentration, up to 10 minutes

 Self

 V

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

- It deafens you and other creatures in its area.
- It extinguishes unprotected flames in its area that are torch-sized or smaller.
- The area is difficult terrain for creatures other than you.


Warding Wind


2nd level evocation

- The attack rolls of ranged weapon attacks have disadvantage if they pass in or out of the wind.
- It hedges out vapor, gas, and fog that can be dispersed by strong wind.

Control Flames

Transmutation cantrip

 1 action

 Instantaneous or 1 hour (see below)

 60 feet

 S

You choose nonmagical flame that you can see within range and that fits within a 5-foot cube. You affect it in one of the following ways:

- You instantaneously expand the flame 5 feet in one direction, provided that wood or other fuel is present in the new location.
- You instantaneously extinguish the flames within the cube.

Control Flames


Transmutation cantrip


- You double or halve the area of bright light and dim light cast by the flame, change its color, or both. The change lasts for 1 hour.
- You cause simple shapes—such as the vague form of a creature, an inanimate object, or a location—to appear within the flames and animate as you like. The shapes last for 1 hour.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Create Bonfire

Conjuration cantrip

 1 action

 Concentration, up to 1 minute

 60 feet


 V, S

You create a bonfire on ground that you can see within range. Until the spell ends, the bonfire fills a 5-foot cube. Any creature in the bonfire's space when you cast the spell must succeed on a Dexterity saving throw or take 1d8 fire damage. A creature must also make the saving throw when it enters the bonfire's space for the first time on a turn or ends its turn there.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Frostbite

Evocation cantrip

 1 action

 Instantaneous

 60 feet

 V, S

You cause numbing frost to form on one creature that you can see within range. The target must make a Constitution saving throw. On a failed save, the target takes 1d6 cold damage, and it has disadvantage on the next weapon attack roll it makes before the end of its next turn.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Gust

Transmutation cantrip

 1 action

 Instantaneous

 30 feet

 V, S

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

- One Medium or smaller creature that you choose must succeed on a Strength saving throw or be pushed up to 5 feet away from you.
- You create a small blast of air capable of moving one object that is neither held nor carried and that weighs no more than 5 pounds. The object is pushed up to 10 feet away from you. It isn't pushed with enough force to cause damage.

Gust


Transmutation cantrip

- You create a harmless sensory affect using air, such as causing leaves to rustle, wind to slam shutters shut, or your clothing to ripple in a breeze.

Mold Earth

Transmutation cantrip

 1 action

 Instantaneous or 1 hour (see below)

 30 feet

 S

You choose a portion of dirt or stone that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways:

- If you target an area of loose earth, you can instantaneously excavate it, move it along the ground, and deposit it up to 5 feet away. This movement doesn't have enough force to cause damage.
- You cause shapes, colors, or both to appear on the dirt or stone, spelling out words, creating images, or shaping patterns. The changes last for 1 hour.

Mold Earth


Transmutation cantrip


- If the dirt or stone you target is on the ground, you cause it to become difficult terrain. Alternatively, you can cause the ground to become normal terrain if it is already difficult terrain. This change lasts for 1 hour.

If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Shape Water

Transmutation cantrip

 1 action

 Instantaneous or 1 hour (see below)

 30 feet

 S

You choose an area of water that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways:

- You instantaneously move or otherwise change the flow of the water as you direct, up to 5 feet in any direction. This movement doesn't have enough force to cause damage.
- You cause the water to form into simple shapes and animate at your direction. This change lasts for 1 hour.

Shape Water

Transmutation cantrip

- You change the water's color or opacity. The water must be changed in the same way throughout. This change lasts for 1 hour.
- You freeze the water, provided that there are no creatures in it. The water unfreezes in 1 hour.

If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.


Ice Knife

1st-level conjuration

 1 action

 Instantaneous

 60 feet


 S, M (a drop of water or piece of ice)


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

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

Earthbind

2nd-level transmutation

 1 action

 Concentration, up to 1 minute


 300 feet

 V

Choose one creature you can see within range. Yellow strips of magical energy loop around the creature. The target must succeed on a Strength saving throw or its flying speed (if any) is reduced to 0 feet for the spell's duration. An airborne creature affected by this spell descends at 60 feet per round until it reaches the ground or the spell ends.


Dust Devil

2nd-level conjuration

 1 action

 Concentration, up to 1 minute

 60 feet

 V, S, M (a pinch of dust)

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

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

Dust Devil


2nd-level conjuration


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

At higher level: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Catapult

1st-level transmutation

 1 action

 Instantaneous

 150 feet

 S

Choose one object weighing 1 to 5 pounds within range that isn't being worn or carried. The object flies in a straight line up to 90 feet in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. If the object would strike a creature, that creature must make a Dexterity saving throw. On a failed save, the object strikes the target and stops moving. In either case, both the object and the creature or solid surface take 3d8 bludgeoning damage.

Catapult


1st-level transmutation

At higher level: When you cast this spell using a spell slot of 2nd level or higher, the maximum weight of objects that you can target with this spell increases by 5 pounds, and the damage increases by 1d8, for each slot level above 1st.

Control Winds

5th-level transmutation

 1 action

 Concentration, up to 1 hour

 300 feet

 V, S

You take control of the air in a 100-foot cube that you can see within range. Choose one of the following effects when you cast the spell. The effect lasts for the spell's duration, unless you use your action on a later turn to switch to a different effect. You can also use your action to temporarily halt the effect or to restart one you've halted.

Control Winds

5th-level transmutation

Gusts: A wind picks up within the cube, continually blowing in a horizontal direction you designate. You choose the intensity of the wind: calm, moderate, or strong. If the wind is moderate or strong, ranged weapon attacks that enter or leave the cube or pass through it have disadvantage on their attack rolls. If the wind is strong, any creature moving against the wind must spend 1 extra foot of movement for each foot moved.

Downdraft: You cause a sustained blast of strong wind to blow downward from the top of the cube. Ranged weapon attacks that pass through the cube or that are made against targets within it have disadvantage on their attack rolls. A creature must make a Strength saving throw if it flies into the cube for the first time on a turn or starts its turn there flying. On a failed save, the creature is knocked prone.


Control Winds


5th-level transmutation


Updraft: You cause a sustained updraft within the cube, rising upward from the cube's bottom side. Creatures that end a fall within the cube take only half damage from the fall. When a creature in the cube makes a vertical jump, the creature can jump up to 10 feet higher than normal.

Erupting Earth

3rd-level transmutation

 1 action

 Instantaneous

 120 feet

 V, S, M (a piece of obsidian)

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

Erupting Earth

3rd-level transmutation

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



1 action



Concentration, up to 1 hour



Touch



V, S

You touch a quiver containing arrows or bolts. When a target is hit by a ranged weapon attack using a piece of ammunition drawn from the quiver, the target takes an extra 1d6 fire damage. The spell's magic ends on the piece of ammunition when it hits or misses, and the spell ends when twelve pieces of ammunition have been drawn from the quiver.

At higher level: When you cast this spell using a spell slot of 4th level or higher, the number of pieces of ammunition you can affect with this spell increases by two for each slot level above 3rd.

Flame Arrows

3rd-level transmutation



1 action



Concentration, up to 10 minutes



Self



V, S

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

- You are immune to fire damage and have resistance to cold damage.
- Any creature that moves within 5 feet of you for the first time on a turn or ends its turn there takes 1d10 fire damage.

Investiture of Flame

6th-level transmutation

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6th-level transmutation

- You can use your action to create a line of fire 15 feet long and 5 feet wide extending from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 4d8 fire damage on a failed save, or half as much damage on a successful one.

Investiture of Ice

6th-level transmutation



1 action



Concentration, up to 10 minutes



Self



V, S

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

- You are immune to cold damage and have resistance to fire damage.
- You can move across difficult terrain created by ice or snow without spending extra movement.
- The ground in a 10-foot radius around you is icy and is difficult terrain for creatures other than you. The radius moves with you.

Investiture of Ice

6th-level transmutation

- You can use your action to create a 15-foot cone of freezing wind extending from your outstretched hand in a direction you choose. Each creature in the cone must make a Constitution saving throw. A creature takes 4d6 cold damage on a failed save, or half as much damage on a successful one. A creature that fails its save against this effect has its speed halved until the start of your next turn.

Investiture of Stone

6th-level transmutation



1 action



Concentration, up to 10 minutes



Self



V, S

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

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

Investiture of Stone

6th-level transmutation

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

Investiture of Wind

6th-level transmutation



1 action



Concentration, up to 10 minutes



Self



V, S

Until the spell ends, wind whirls around you, and you gain the following benefits:

- Ranged weapon attacks made against you have disadvantage on the attack roll.
- You gain a flying speed of 60 feet. If you are still flying when the spell ends, you fall, unless you can somehow prevent it.

Investiture of Wind

6th-level transmutation

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

Wall of Water

3rd-level evocation

- 1 action
- Concentration, up to 10 minutes
- 60 feet
- V, S, M (a drop of water)

You conjure up a wall of water on the ground at a point you can see within range. You can make the wall up to 30 feet long, 10 feet high, and 1 foot thick, or you can make a ringed wall up to 20 feet in diameter 20 feet high, and 1 foot thick. The wall vanishes when the spell ends. The wall's space is difficult terrain.

Wall of Water

3rd-level evocation

Any ranged weapon attack that enters the wall's space has disadvantage on the attack roll, and fire damage is halved if the fire effect passes through the wall to reach its target. Spells that deal cold damage that pass through the wall cause the area of the wall they pass through to freeze solid (at least a 5-foot square section is frozen). Each 5-foot-square frozen section has AC 5 and 15 hit points. Reducing a frozen section to 0 hit points destroys it. When a section is destroyed, the wall's water doesn't fill it.

Watery Sphere

4th-level conjuration

- 1 action
- Concentration, up to 1 minute
- 90 feet
- V, S, M (a droplet of water)

You conjure up a sphere of water with a 10-foot radius on a point you can see within range. The sphere can hover in the air, but no more than 10 feet off the ground. The sphere remains for the spell's duration.

Any creature in the sphere's space must make a Strength saving throw. On a successful save, a creature is ejected from that space to the nearest unoccupied space outside it. A Huge or larger creature succeeds on the saving throw automatically. On a failed save, a creature is restrained by the sphere and is engulfed by the water. At the end of each of its turns, a restrained target can repeat the saving throw.

Watery Sphere

4th-level conjuration

The sphere can restrain a maximum of four Medium or smaller creatures or one Large creature. If the sphere restrains a creature in excess of these numbers, a random creature that was already restrained by the sphere falls out of it and lands prone in a space within 5 feet of it.

As an action, you can move the sphere up to 30 feet in a straight line. If it moves over a pit, cliff, or other drop, it safely descends until it is hovering 10 feet over ground. Any creature restrained by the sphere moves with it. You can ram the sphere into creatures, forcing them to make the saving throw, but no more than once per turn.

When the spell ends, the sphere falls to the ground and extinguishes all normal flames within 30 feet of it. Any creature restrained by the sphere is knocked prone in the space where it falls.

Immolation

5th-level evocation

- 1 action
- Concentration, up to 1 minute
- 90 feet
- V

Flames wreath one creature you can see within range. The target must make a Dexterity saving throw. It takes 7d6 fire damage on a failed save, or half as much damage on a successful one. On a failed save, the target also burns for the spell's duration. The burning target sheds bright light in a 30-foot radius and dim light for an additional 30 feet. At the end of each of its turns, the target repeats the saving throw. It takes 3d6 fire damage on a failed save, and the spell ends on a successful one. These magical flames can't be extinguished through nonmagical means.

If damage from this spell reduces a target to 0 hit points, the target is turned to ash.

Storm Sphere

4th-level evocation

- 1 action
- Concentration, up to 1 minute
- 150 feet
- V, S

A 20-foot-radius sphere of whirling air springs into existence centered on a point you choose within range. The sphere remains for the spell's duration. Each creature in the sphere when it appears or that ends its turn there must succeed on a Strength saving throw or take 2d6 bludgeoning damage. The sphere's space is difficult terrain.

Storm Sphere

4th-level evocation

Until the spell ends, you can use a bonus action on each of your turns to cause a bolt of lightning to leap from the center of the sphere toward one creature you choose within 60 feet of the center. Make a ranged spell attack. You have advantage on the attack roll if the target is in the sphere. On a hit, the target takes 4d6 lightning damage.

Creatures within 30 feet of the sphere have disadvantage on Wisdom (Perception) checks made to listen.

At higher level: When you cast this spell using a spell slot of 5th level or higher, the damage increases for each of its effects by 1d6 for each slot level above 4th.

Vitriolic Sphere

4th-level evocation

- 1 action
- Instantaneous
- 150 feet
- V, S, M (a drop of giant slug bile)

You point at a place within range, and a glowing 1-foot ball of emerald acid streaks there and explodes in a 20-foot radius. Each creature in that area must make a Dexterity saving throw. On a failed save, a creature takes 10d4 acid damage and 5d4 acid damage at the end of its next turn. On a successful save, a creature takes half the initial damage and no damage at the end of its next turn.

At higher level: When you cast this spell using a spell slot of 5th level or higher, the initial damage increases by 2d4 for each slot level above 4th.

