





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.





Counterspell

3rd-level abjuration

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.

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.





Dispel Magic

3rd-level abjuration

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.





Fear

3rd-level illusion

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.

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.

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.


Hypnotic Pattern

3rd-level illusion

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.


Magic Circle

3rd-level abjuration

 1 minute

 1 hour

 10 feet

 V, S, M (holy water or powdered silver and iron worth at least 100 gp, which the spell consumes)

You create a 10-foot-radius, 20-foot-tall cylinder of magical energy centered on a point on the ground that you can see within range. Glowing runes appear wherever the cylinder intersects with the floor or other surface.

* The creature can't willingly enter the cylinder by nonmagical means. If the creature tries to use teleportation or interplanar travel to do so, it must first succeed on a Charisma saving throw.

Magic Circle

3rd-level abjuration

* The creature has disadvantage on attack rolls against targets within the cylinder.


* Targets within the cylinder can't be charmed, frightened, or possessed by the creature.


When you cast this spell, you can elect to cause its magic to operate in the reverse direction, preventing a creature of the specified type from leaving the cylinder and protecting targets outside it.


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


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.

Major Image


3rd-level illusion

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.

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.

Remove Curse

3rd-level abjuration

 1 action

 Instantaneous


 Touch

 V, S

At your touch, all curses affecting one creature or object end. If the object is a cursed magical item, its curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded.


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.

Vampiric Touch

3rd-level necromancy

 1 action

 Concentration, up to 1 minute

 Self

 V, S

The touch of your shadow-wreathed hand can siphon life force from others to heal your wounds. Make a melee spell attack against a creature within your reach. On a hit, the target takes 3d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. Until the spell ends, you can make the attack again on each of your turns as an action.

Vampiric Touch

3rd-level necromancy

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.