


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.


Animate Dead

3rd-level necromancy

 1 minute

 Instantaneous

 10 feet

 V, S, M (a drop of blood, a piece of flesh, and a pinch of bone dust)

This spell creates an undead servant. Choose a pile of bones or a corpse of a Medium or Small humanoid within range. Your spell imbues the target with a foul mimicry of life, raising it as an undead creature. The target becomes a skeleton if you chose bones or a zombie if you chose a corpse (the DM has the creature's game statistics).

Animate Dead

3rd-level necromancy

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 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.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over up to four creatures you have animated with this spell, rather than animating a new one.


Animate Dead


3rd-level necromancy

At higher level: When you cast this spell using a spell slot of 4th level or higher, you animate or reassert control over two additional undead creatures for each slot level above 3rd. Each of the creatures must come from a different corpse or pile of bones.

Bestow Curse

3rd-level necromancy

 1 action

 Concentration, up to 1 minute

 Touch

 V, S

You touch a creature, and that creature must succeed on a Wisdom saving throw or become cursed for the duration of the spell. When you cast this spell, choose the nature of the curse from the following options:

- * Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score.
- * While cursed, the target has disadvantage on attack rolls against you.

Bestow Curse

3rd-level necromancy


- * While cursed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.
- * While the target is cursed, your attacks and spells deal an extra 1d8 necrotic damage to the target.


A remove curse spell ends this effect. At the DM's option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The DM has final say on such a curse's effect.

At higher level: If you cast this spell using a spell slot of 4th level or higher, the duration is concentration, up to 10 minutes. If you use a spell slot of 5th level or higher, the duration is 8 hours. If you use a spell slot of 7th level or higher, the duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled. Using a spell slot of 5th level or higher grants a duration that doesn't require concentration.

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.

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.

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.

Feign Death

3rd-level necromancy (ritual)

- 1 action
- 1 hour
- Touch
- V, S, M (a pinch of graveyard dirt)

You touch a willing creature and put it into a cataleptic state that is indistinguishable from death.

For the spell's duration, or until you use an action to touch the target and dismiss the spell, the target appears dead to all outward inspection and to spells used to determine the target's status. The target is blinded and incapacitated, and its speed drops to 0. The target has resistance to all damage except psychic damage. If the target is diseased or poisoned when you cast the spell, or becomes diseased or poisoned while under the spell's effect, the disease and poison have no effect until the spell ends.

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.

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.

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

Magic Circle

3rd-level abjuration

* 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. 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.

Phantom Steed

3rd-level illusion (ritual)

- 1 minute
- 1 hour
- 30 feet
- V, S

A large quasi-real, horselike creature appears on the ground in an unoccupied space of your choice within range. You decide the creature's appearance, but it is equipped with a saddle, bit, and bridle. Any of the equipment created by the spell vanishes in a puff of smoke if it is carried more than 10 feet away from the steed.

Phantom Steed

3rd-level illusion (ritual)

For the duration, you or a creature you choose can ride the steed. The creature uses the statistics for a riding horse, except it has a speed of 100 feet and can travel 10 miles in an hour, or 13 miles at a fast pace. When the spell ends, the steed gradually fades, giving the rider 1 minute to dismount. The spell ends if you use an action to dismiss it or if the steed takes any damage.

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.

Sending

3rd-level evocation

- 1 action
- 1 round
- Unlimited
- V, S, M (a short piece of fine copper wire)

You send a short message of twenty-five words or less to a creature with which you are familiar. The creature hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. The spell enables creatures with Intelligence scores of at least 1 to understand the meaning of your message.

You can send the message across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive.

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.

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.

Glyph of Warding 3rd-level abjuration

 1 hour

 Until dispelled or triggered

 Touch

 V, S, M, (incense and powdered diamond worth at least 200 gp, which the spell consumes)

When you cast this spell, you inscribe a glyph that later unleashes a magical effect. You inscribe it either on a surface (such as a table or a section of floor or wall) or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the glyph. The glyph can cover an area no larger than 10 feet in diameter. If the surface or object is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered.

The glyph is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC to be found.

Glyph of Warding 3rd-level abjuration

You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or standing on the glyph, removing another object covering the glyph, approaching within a certain distance of the glyph, or manipulating the object on which the glyph is inscribed. For glyphs inscribed within an object, the most common triggers include opening that object, approaching within a certain distance of the object, or seeing or reading the glyph. Once a glyph is triggered, this spell ends.

You can further refine the trigger so the spell activates only under certain circumstances or according to physical characteristics (such as height or weight), creature kind (for example, the ward could be set to affect aberrations or drow), or alignment. You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password.

Glyph of Warding 3rd-level abjuration

When you inscribe the glyph, choose "explosive runes" or a "spell glyph".

Explosive Runes: When triggered, the glyph erupts with magical energy in a 20-foot-radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the area must make a Dexterity saving throw. A creature takes 5d8 acid, cold, fire, lightning, or thunder damage on a failed saving throw (your choice when you create the glyph), or half as much damage on a successful one.

Glyph of Warding 3rd-level abjuration

Spell Glyph: You can store a prepared spell of 3rd level or lower in the glyph by casting it as part of creating the glyph. The spell must target a single creature or an area. The spell being stored has no immediate effect when cast in this way. When the glyph is triggered, the stored spell is cast. If the spell has a target, it targets the creature that triggered the glyph. If the spell affects an area, the area is centered on that creature. If the spell summons hostile creatures or creates harmful objects or traps, they appear as close as possible to the intruder and attack it. If the spell requires concentration, it lasts until the end of its full duration.


At higher level: When you cast this spell using a spell slot of 4th level or higher, the damage of an "explosive runes" glyph increases by 1d8 for each slot level above 3rd. If you create a "spell glyph", you can store any spell of up to the same level as the slot you use for the "glyph of warding".

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.

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.


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.

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.

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.

Flame Arrows

3rd-level transmutation



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.

Tidal Wave

3rd-level conjuration



1 action



Instantaneous



120 feet



V, S, M (a drop of water)

You conjure up a wave of water that crashes down on an area within range. The area can be up to 30 feet long, up to 10 feet wide, and up to 10 feet tall. Each creature in that area must make a Dexterity saving throw. On a failure, a creature takes 4d8 bludgeoning damage and is knocked prone. On a success, a creature takes half as much damage and isn't knocked prone. The water then spreads out across the ground in all directions, extinguishing unprotected flames in its area and within 30 feet of it.

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.

Wall of Sand

3rd-level evocation



1 action



Concentration, up to 10 minutes



90 feet



V, S, M (a handful of sand)

You conjure up a wall of swirling sand 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 10 feet thick, and it vanishes when the spell ends. It blocks line of sight but not movement. A creature is blinded while in the wall's space and must spend 3 feet of movement for every 1 foot it moves there.