

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.

Animate Objects

5th level transmutation

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

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.

Animate Objects

5th level transmutation

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 Hand

5th-level evocation



1 action



Concentration, up to 1 minute



120 feet



V, S, M (An eggshell and a snakeskin glove)

You create a Large hand of shimmering, translucent force in an unoccupied space that you can see within range. The hand lasts for the spell's duration, and it moves at your command, mimicking the movements of your own hand.

The hand is an object that has AC 20 and hit points equal to your hit point maximum. If it drops to 0 hit points, the spell ends.

Arcane Hand

5th-level evocation

It has a Strength of 26 (+8) and a Dexterity of 10 (+0). The hand doesn't fill its space.

When you cast the spell and as a bonus action on your subsequent turns, you can move the hand up to 60 feet and then cause one of the following effects with it.

Clenched Fist: The hand strikes one creature or object within 5 feet of it. Make a melee spell attack for the hand using your game statistics. On a hit, the target takes 4d8 force damage.

Forceful Hand The hand attempts to push a creature within 5 feet of it in a direction you choose.

Arcane Hand

5th-level evocation

Make a check with the hand's Strength contested by the Strength (Athletics) check of the target. If the target is Medium or smaller, you have advantage on the check. If you succeed, the hand pushes the target up to 5 feet plus a number of feet equal to five times your spellcasting ability modifier. The hand moves with the target to remain within 5 feet of it.

Grasping Hand: The hand attempts to grapple a Huge or smaller creature within 5 feet of it. You use the hand's Strength score to resolve the grapple. If the target is Medium or smaller, you have advantage on the check. While the hand is grappling the target, you can use a bonus action to have the hand crush it.

Arcane Hand

5th-level evocation

When you do so, the target takes bludgeoning damage equal to 2d6 + your spellcasting ability modifier.

Interposing Hand: The hand interposes itself between you and a creature you choose until you give the hand a different command. The hand moves to stay between you and the target, providing you with half cover against the target. The target can't move through the hand's space if its Strength score is less than or equal to the hand's Strength score. If its Strength score is higher than the hand's Strength score, the target can move toward you through the hand's space, but that space is difficult terrain for the target.





Arcane Hand

5th-level evocation

At higher level: When you cast this spell using a spell slot of 6th level or higher, the damage from the clenched fist option increases by 2d8 and the damage from the grasping hand increases by 2d6 for each slot level above 5th.

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.

Cloudkill

5th-level conjuration





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.

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.





Cone of Cold

5th-level evocation

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.

Conjure Elemental

5th-level conjuration

-  1 minute
-  Concentration, up to 1 hour
-  90 feet
-  V, S, M (burning incense for air, soft clay for earth, sulfur and phosphorus for fire, or water and sand for water)

You call forth an elemental servant. Choose an area of air, earth, fire, or water that fills a 10-foot cube within range. An elemental of challenge rating 5 or lower appropriate to the area you chose appears in an unoccupied space within 10 feet of it. For example, a fire elemental emerges from a bonfire, and an earth elemental rises up from the ground. The elemental disappears when it drops to 0 hit points or when the spell ends.

Conjure Elemental

5th-level conjuration

The elemental is friendly to you and your companions for the duration. Roll initiative for the elemental, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no actions.

If your concentration is broken, the elemental doesn't disappear. Instead, you lose control of the elemental, it becomes hostile toward you and your companions, and it might attack. An uncontrolled elemental can't be dismissed by you, and it disappears 1 hour after you summoned it.

Conjure Elemental


5th-level conjuration

The DM has the elemental's statistics.

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

Contact Other Plane

5th-level divination (ritual)

-  1 minute
-  1 minute
-  Self
-  V

You mentally contact a demigod, the spirit of a long-dead sage, or some other mysterious entity from another plane. Contacting this extraplanar intelligence can strain or even break your mind. When you cast this spell, make a DC 15 Intelligence saving throw. On a failure, you take 6d6 psychic damage and are insane until you finish a long rest. While insane, you can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish.

Contact Other Plane

5th-level divination (ritual)

A greater restoration spell cast on you ends this effect.

On a successful save, you can ask the entity up to five questions. You must ask your questions before the spell ends. The DM answers each question with one word, such as "yes," "no," "maybe," "never," "irrelevant," or "unclear" (if the entity doesn't know the answer to the question). If a one-word answer would be misleading, the DM might instead offer a short phrase as an answer.

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.

Control Winds

5th-level transmutation

On a failed save, the creature is knocked prone.

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.

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.

Creation

5th-level illusion

If the object is composed of multiple materials, use the shortest duration.

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.

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.

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.

Dominate Person

5th-level enchantment

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.

Dominate Person

5th-level enchantment

If the saving throw succeeds, the spell ends.

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.

Dream

5th-level illusion



1 minute



8 hours



Special



V, S, M (a handful of sand, a dab of ink, and a writing quill plucked from a sleeping bird)

This spell shapes a creature's dreams. Choose a creature known to you as the target of this spell. The target must be on the same plane of existence as you. Creatures that don't sleep, such as elves, can't be contacted by this spell. You, or a willing creature you touch, enters a trance state, acting as a messenger. While in the trance, the messenger is aware of his or her surroundings, but can't take actions or move.

Dream

5th-level illusion

If the target is asleep, the messenger appears in the target's dreams and can converse with the target as long as it remains asleep, through the duration of the spell. The messenger can also shape the environment of the dream, creating landscapes, objects, and other images. The messenger can emerge from the trance at any time, ending the effect of the spell early. The target recalls the dream perfectly upon waking. If the target is awake when you cast the spell, the messenger knows it, and can either end the trance (and the spell) or wait for the target to fall asleep, at which point the messenger appears in the target's dreams.

Dream

5th-level illusion

You can make the messenger appear monstrous and terrifying to the target. If you do, the messenger can deliver a message of no more than ten words and then the target must make a Wisdom saving throw. On a failed save, echoes of the phantasmal monstrosity spawn a nightmare that lasts the duration of the target's sleep and prevents the target from gaining any benefit from that rest. In addition, when the target wakes up, it takes 3d6 psychic damage.

If you have a body part, lock of hair, clipping from a nail, or similar portion of the target's body, the target makes its saving throw with disadvantage.

Faithful Hound

5th-level conjuration



1 action



8 hours



30 feet



V, S, M (A tiny silver whistle, a piece of bone, and a thread)

You conjure a phantom watchdog in an unoccupied space that you can see within range, where it remains for the duration, until you dismiss it as an action, or until you move more than 100 feet away from it.

The hound is invisible to all creatures except you and can't be harmed.

Faithful Hound

5th-level conjuration

When a Small or larger creature comes within 30 feet of it without first speaking the password that you specify when you cast this spell, the hound starts barking loudly. The hound sees invisible creatures and can see into the Ethereal Plane. It ignores illusions.

At the start of each of your turns, the hound attempts to bite one creature within 5 feet of it that is hostile to you. The hound's attack bonus is equal to your spellcasting ability modifier + your proficiency bonus. On a hit, it deals 4d8 piercing damage.

Geas

5th-level enchantment



1 minute



30 days



60 feet



V

You place a magical command on a creature that you can see within range, forcing it to carry out some service or refrain from some action or course of activity as you decide. If the creature can understand you, it must succeed on a Wisdom saving throw or become charmed by you for the duration. While the creature is charmed by you, it takes 5d10 psychic damage each time it acts in a manner directly counter to your instructions, but no more than once each day.

Geas

5th-level enchantment

A creature that can't understand you is unaffected by the spell.

You can issue any command you choose, short of an activity that would result in certain death. Should you issue a suicidal command, the spell ends.

You can end the spell early by using an action to dismiss it. A "remove curse (lvl 3)", "greater restoration (lvl 5)", or "wish (lvl 9)" spell also ends it.

Geas

5th-level enchantment

At higher level: When you cast this spell using a spell slot of 7th or 8th level, the duration is 1 year. When you cast this spell using a spell slot of 9th level, the spell lasts until it is ended by one of the spells mentioned above.

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.





Hold Monster

5th-level enchantment

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.

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.

Immolation





5th-level evocation

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.

Legend Lore

5th-level divination

-  10 minutes
-  Instantaneous
-  Self
-  V, S, M (incense worth at least 250 gp, which the spell consumes, and four ivory strips worth at least 50 gp each)

Name or describe a person, place, or object. The spell brings to your mind a brief summary of the significant lore about the thing you named. The lore might consist of current tales, forgotten stories, or even secret lore that has never been widely known. If the thing you named isn't of legendary importance, you gain no information. The more information you already have about the thing, the more precise and detailed the information you receive is.





Legend Lore

5th-level divination

The information you learn is accurate but might be couched in figurative language. For example, if you have a mysterious magic axe on hand, the spell might yield this information: "Woe to the evildoer whose hand touches the axe, for even the haft slices the hand of the evil ones. Only a true Child of Stone, lover and beloved of Moradin, may awaken the true powers of the axe, and only with the sacred word Rudnogg on the lips."

Mislead

5th-level illusion

-  1 action
-  Concentration, up to 1 hour
-  Self
-  S

You become invisible at the same time that an illusory double of you appears where you are standing. The double lasts for the duration, but the invisibility ends if you attack or cast a spell.

You can use your action to move your illusory double up to twice your speed and make it gesture, speak, and behave in whatever way you choose.





Mislead

5th-level illusion

You can see through its eyes and hear through its ears as if you were located where it is. On each of your turns as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surrounding.

Modify Memory

5th-level enchantment

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

You attempt to reshape another creature's memories. One creature that you can see must make a Wisdom saving throw. If you are fighting the creature, it has advantage on the saving throw. On a failed save, the target becomes charmed by you for the duration. The charmed target is incapacitated and unaware of its surroundings, though it can still hear you.

Modify Memory

5th-level enchantment

If it takes any damage or is targeted by another spell, this spell ends, and none of the target's memories are modified.

While this charm lasts, you can affect the target's memory of an event that it experienced within the last 24 hours and that lasted no more than 10 minutes. You can permanently eliminate all memory of the event, allow the target to recall the event with perfect clarity and exacting detail, change its memory of the details of the event, or create a memory of some other event.

You must speak to the target to describe how its memories are affected, and it must be able to understand your language for the modified memories to take root.

Modify Memory

5th-level enchantment

Its mind fills in any gaps in the details of your description. If the spell ends before you have finished describing the modified memories, the creature's memory isn't altered. Otherwise, the modified memories take hold when the spell ends.

A modified memory doesn't necessarily affect how a creature behaves, particularly if the memory contradicts the creature's natural inclinations, alignment, or beliefs. An illogical modified memory, such as implanting a memory of how much the creature enjoyed dousing itself in acid, is dismissed, perhaps as a bad dream. The DM might deem a modified memory too nonsensical to affect a creature in a significant manner.

Modify Memory


5th-level enchantment

A "remove curse (lvl 3)" or "greater restoration (lvl 5)" spell cast on the target restores the creature's true memory.

At higher level: If you cast this spell using a spell slot of 6th level or higher, you can alter the target's memories of an event that took place up to 7 days ago (6th level), 30 days ago (7th level), 1 year ago (8th level), or any time in the creature's past (9th level).


Passwall

5th-level transmutation

 1 action

 1 hour

 30 feet

 V, S, M (a pinch of sesame seeds)

A passage appears at a point of your choice that you can see on a wooden, plaster, or stone surface (such as a wall, a ceiling, or a floor) within range, and lasts for the duration. You choose the opening's dimensions: up to 5 feet wide, 8 feet tall, and 20 feet deep. The passage creates no instability in a structure surrounding it.

Passwall

5th-level transmutation

When the opening disappears, any creatures or objects still in the passage created by the spell are safely ejected to an unoccupied space nearest to the surface on which you cast the spell.


Planar Binding

5th-level abjuration

 1 hour

 24 hours

 60 feet

 V, S, M (a jewel worth at least 1,000 gp, which the spell consumes)

With this spell, you attempt to bind a celestial, an elemental, a fey, or a fiend to your service. The creature must be within range for the entire casting of the spell. (Typically, the creature is first summoned into the center of an inverted magic circle in order to keep it trapped while this spell is cast.) At the completion of the casting, the target must make a Charisma saving throw. On a failed save, it is bound to serve you for the duration.

Planar Binding

5th-level abjuration

If the creature was summoned or created by another spell, that spell's duration is extended to match the duration of this spell.

A bound creature must follow your instructions to the best of its ability. You might command the creature to accompany you on an adventure, to guard a location, or to deliver a message. The creature obeys the letter of your instructions, but if the creature is hostile to you, it strives to twist your words to achieve its own objectives. If the creature carries out your instructions completely before the spell ends, it travels to you to report this fact if you are on the same plane of existence. If you are on a different plane of existence, it returns to the place where you bound it and remains there until the spell ends.


Planar Binding


5th-level abjuration

At higher level: When you cast this spell using a spell slot of a higher level, the duration increases to 10 days with a 6th-level slot, to 30 days with a 7th-level slot, to 180 days with an 8th-level slot, and to a year and a day with a 9th-level spell slot.


Scrying

5th-level divination

 10 minutes

 Concentration, up to 10 minutes

 Self

 V, S, M (a focus worth at least 1,000 gp, such as a crystal ball, a silver mirror, or a font filled with holy water)

You can see and hear a particular creature you choose that is on the same plane of existence as you. The target must make a Wisdom saving throw, which is modified by how well you know the target and the sort of physical connection you have to it. If a target knows you're casting this spell, it can fail the saving throw voluntarily if it wants to be observed.

Scrying

5th-level divination

Knowledge	Save Modifier
Secondhand (you have heard of the target)	+5
Firsthand (you have met the target)	0
Familiar (you know the target well)	-5

Connection	Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, or the like	-10

Scrying

5th-level divination

On a successful save, the target isn't affected, and you can't use this spell against it again for 24 hours. On a failed save, the spell creates an invisible sensor within 10 feet of the target. You can see and hear through the sensor as if you were there. The sensor moves with the target, remaining within 10 feet of it for the duration. A creature that can see invisible objects sees the sensor as a luminous orb about the size of your fist.

Instead of targeting a creature, you can choose a location you have seen before as the target of this spell. When you do, the sensor appears at that location and doesn't move.

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.

The spell disguises physical appearance as well as clothing, armor, weapons, and equipment.

Seeming

5th-level illusion

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.





Seeming

5th-level illusion

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.

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.

Telekinesis

5th-level transmutation





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.

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 with 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.

Teleportation Circle

5th-level conjuration

You need not use the circle to teleport when you cast the spell in this way.

Transmute Rock

5th-level transmutation



1 action



Instantaneous



120 feet



V, S, M (clay and water)

You choose an area of stone or mud that you can see that fits within a 40-foot cube and is within range, and choose one of the following effects.

Transmute Rock to Mud: Nonmagical rock of any sort in the area becomes an equal volume of thick, flowing mud that remains for the spell's duration.

The ground in the spell's area becomes muddy enough that creatures can sink into it.

Transmute Rock

5th-level transmutation

Each foot that a creature moves through the mud costs 4 feet of movement, and any creature on the ground when you cast the spell must make a Strength saving throw. A creature must also make the saving throw when it moves into the area for the first time on a turn or ends its turn there. On a failed save, a creature sinks into the mud and is restrained, though it can use an action to end the restrained condition on itself by pulling itself free of the mud.

If you cast the spell on a ceiling, the mud falls. Any creature under the mud when it falls must make a Dexterity saving throw. A creature takes 4d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

Transmute Rock

5th-level transmutation

Transmute Mud to Rock. Nonmagical mud or quicksand in the area no more than 10 feet deep transforms into soft stone for the spell's duration. Any creature in the mud when it transforms must make a Dexterity saving throw. On a successful save, a creature is shunted safely to the surface in an unoccupied space. On a failed save, a creature becomes restrained by the rock. A restrained creature, or another creature within reach, can use an action to try to break the rock by succeeding on a DC 20 Strength check or by dealing damage to it. The rock has AC 15 and 25 hit points, and it is immune to poison and psychic damage.

Wall of Force

5th-level evocation



1 action



Concentration, up to 10 minutes



120 feet



V, S, M (a pinch of powder made by crushing a clear gemstone)

An invisible wall of force springs into existence at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is 1/4 inch thick.

Wall of Force

5th-level evocation

It lasts for the duration. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side).

Nothing can physically pass through the wall. It is immune to all damage and can't be dispelled by "dispel magic (lvl 3)". A "disintegrate (lvl 6)" spell destroys the wall instantly, however. The wall also extends into the Ethereal Plane, blocking ethereal travel through the wall.

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.

Wall of Stone

5th-level evocation

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.

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.

Wall of Stone

5th-level evocation

Otherwise, the wall disappears when the spell ends.