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& DRAGONS**

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**SPELL CARD**

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	<b>ABJURATION</b>
	<b>ENCHANTMENT</b>
	<b>CONJURATION</b>
	<b>ILLUSION</b>
	<b>TRANSMUTATION</b>
	<b>DIVINATION</b>
	<b>NECROMANCY</b>
	<b>EVOCATION</b>


 **ABI-DALZIM'S HORRID WILTING** **Lv 8**

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Range **150 ft**

Duration **Instant**

Casting Time **1 action**




*Enemies in the area have the moisture stolen from their flesh*

You draw the moisture from every creature in a 30-foot cube centered on a point you choose within range. Each creature in that area must make a Constitution saving throw. Constructs and undead aren't affected, and plants and water elementals make this saving throw with disadvantage. A creature takes 12d8 necrotic damage on a failed save, or half as much damage on a successful one.

Nonmagical plants in the area that aren't creatures, such as trees and shrubs, wither and die instantly.

XGE 150


 **ABSORB ELEMENTS** **Lv 1**

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Range **Self**

Duration **1 round**

Casting Time **Reaction**




*You absorb the power of an elemental attack and return the energy with your next strike*

React when you take acid, cold, fire, lightning, or thunder damage

The spell captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and the spell ends.

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

XGE 150


 **ACID SPLASH** **Lv 0**

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Range **60 ft**

Duration **Instant**

Casting Time **1 action**



*Goggles do nothing*

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).

PHB 211

 **AGANAZZAR'S SCORCHER** **Lv 2**

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Range **30 ft**

Duration **Instant**

Casting Time **1 action**




*First coined while defending a narrow bridge*

A line of roaring flame 30 feet long and 5 feet wide emanates from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 3d8 fire damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** 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.

EE 15

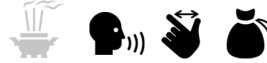
 **AID** **Lv 2**

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Range **30 ft**

Duration **8 hours**

Casting Time **1 action**




*Your allies grow stronger and healthier for a time*

Your spell bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, a target's hit points increase by an additional 5 for each slot level above 2nd.

PHB 211


 **ALARM** **Lv 1**

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Range **30 ft**

Duration **8 hours**

Casting Time **1 minute**



*An area is enchanted to alert you against unwanted intrusion*

Choose a door, a window, or an area within range that is no larger than a 20 foot cube. Until the spell ends, an alarm alerts you whenever a Tiny or larger creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible.

A mental alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping. An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet.

PHB 211

 **ALTER SELF** **Lv 2**

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Range **Self**

Duration **1 hour**

Casting Time **1 action**



*You shift your form to something more suitable*


When you cast the spell, choose one of the following options. While the spell lasts, you can end one option as an action to gain the benefits of a different one.

**Aquatic Adaptation.** You can breathe underwater and gain a swimming speed equal to your walking speed.

**Change Appearance.** You transform your appearance. You can't appear as a creature of a different size than you, and your basic shape stays the same.

**Natural Weapons.** You grow a natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate, and you are proficient with your unarmed strikes. The natural weapon is magic and you have a +1 bonus to the attack and damage rolls you make using it.

PHB 211


 **ANIMAL FRIENDSHIP** **Lv 1**

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Range **30 ft**

Duration **24 hours**

Casting Time **1 action**



*Looking into the eyes of a beast, you are able to befriend it*

This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spells ends.

**At Higher Levels.** If you cast this spell using a spell slot of 2nd level or higher, you can affect one additional beast 1 level above 1st.

PHB 212



## ANIMAL MESSENGER Lv 2

Range **30 ft** Wizard  
Bard |  
Duration **24 hours** Cleric  
Druid |  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger |  
Paladin



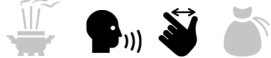
*The beasts around you can carry your words to a faraway place*

By means of this spell, you use an animal to deliver a message. Choose a Tiny beast you can see within range. You specify a location, which you must have visited, and a recipient who matches a general description. You also speak a message of up to twenty five words. The target beast travels for the duration toward the specified location, covering about 50 miles per 24 hours for a flying messenger, or 25 miles for other animals. When the messenger arrives, it delivers your message to the creature that you described. If the messenger doesn't reach its destination before the spell ends, the message is lost.

**At Higher Levels.** If you cast this spell using a spell slot of 3rd level or higher, the duration of the spell increases by 48 hours for each slot level above 2nd. *PHB 212\**

## ANIMATE OBJECTS Lv 5

Range **120 ft** Wizard  
Bard |  
Duration **1 minute** Cleric  
Druid  
Casting Time **1 action** Sorcerer |  
Warlock  
Ranger  
Paladin



*"You might think I'm alone, but you should watch that chair your sitting on"*

Objects come to life at your command. Choose a number (depending on size) of nonmagical objects within range that are not being worn or carried. Each target animates and becomes a creature under your control. Stats depend on size. As a bonus action, you can mentally command any or all creatures you made with this spell (within 500ft) with the same command. If you command an object to attack, it can make one melee attack against a creature within 5ft.

**At Higher Levels.** 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. *PHB 213\**

## ANTIPATHY/SYMPATHY Lv 8

Range **60 ft** Wizard  
Bard |  
Duration **10 days** Cleric  
Druid |  
Casting Time **1 hour** Sorcerer  
Warlock  
Ranger  
Paladin



*Your magics can bring things together, or keep them apart*

This spell attracts or repels creatures of your choice. You target a creature, object, or area then specify a kind of intelligent creature. You invest the target with an aura that either attracts or repels the specified creatures.

**Antipathy.** Creatures within 60ft save or are frightened.

**Sympathy.** Creatures within 60ft are drawn toward target. If an affected creature ends its turn farther than 60ft and can't see the target, they make Wisdom saving throw to break the effect. In addition, a creature affected by the spell is allowed another Wisdom saving throw every 24 hours while the spell persists. A creature that successfully saves against this effect is immune to it for 1 minute, after which time it can be affected again. *PHB 214\**

## ANIMAL SHAPES Lv 8

Range **30 ft** Wizard  
Bard |  
Duration **24 hours** Cleric  
Druid |  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

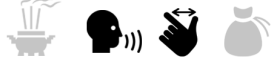


*Your allies shift their forms into ferocious beasts*

Your magic turns others into beasts. Choose any number of willing creatures that you can see within range. You transform each target into the form of a Large or smaller beast with a challenge rating of 4 or lower. On subsequent turns, you can use your action to transform affected creatures into new forms. A target's game statistics are replaced by the statistics of the chosen beast, though the target retains its alignment and Intelligence, Wisdom, and Charisma scores. The target assumes the hit points of its new form, and when it reverts to its normal form, it 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. The target can't activate, wield, or otherwise benefit from any of its equipment nor speak or cast spells. *PHB 212\**

## ANTILIFE SHELL Lv 5

Range **Self** Wizard  
Bard |  
Duration **1 hour** Cleric  
Druid |  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin



*Brings new meaning to "personal bubble"*

A shimmering barrier extends out from you in a 10 foot radius and moves with you, remaining centered on you and hedging out creatures other than undead and constructs. The barrier lasts for the duration.

The barrier prevents an affected creature from passing or reaching through. An affected creature can cast spells or make attacks with ranged or reach weapons through the barrier. If you move so that an affected creature is forced to pass through the barrier, the spell ends. *PHB 213*

## ANIMATE DEAD Lv 3

Range **10 ft** Wizard  
Bard |  
Duration **Instant** Cleric  
Druid |  
Casting Time **1 minute** Sorcerer  
Warlock  
Ranger  
Paladin



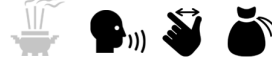
*"Every soldier they lose adds to our strength"*

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. 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. The creature is under your control for 24 hours.

**At Higher Levels.** 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. *PHB 212\**

## ANTIMAGIC FIELD Lv 8

Range **Self** Wizard  
Bard |  
Duration **1 hour** Cleric  
Druid |  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin



*"You have no power here"*

A 10 foot radius invisible sphere of antimagic surrounds you. This area is divorced from the magical energy that suffuses the multiverse. Within the sphere, spells can't be cast, summoned creatures disappear, and even magic items become mundane.

Until the spell ends, the sphere moves with you, centered on you. *Dispel magic* and similar spells have no effect on the sphere. Likewise, the spheres created by different *antimagic field* spells don't nullify each other. *PHB 213\**

## ARCANE EYE Lv 4

Range **30 ft** Wizard  
Bard |  
Duration **1 hour** Cleric  
Druid |  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

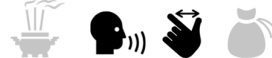


*"None can escape my sight"*

You create an invisible, magical eye within range that hovers in the air for the duration. You mentally receive visual information from the eye, which has normal vision and darkvision out to 30 feet. The eye can look in every direction. As an action, you can move the eye up to 30 feet in any direction. There is no limit to how far away from you the eye can move, but it can't enter another plane of existence. A solid barrier blocks the eye's movement, but the eye can pass through an opening as small as 1 inch in diameter. *PHB 214*

## ARCANE GATE Lv 6

Range **500 ft** Wizard  
Bard |  
Duration **10 minutes** Cleric  
Druid |  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin



*You magically link two points in the material plane*

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 10 feet diameter portal, opens over each point. The portals are glowing rings filled with mist. A ring is visible only from one side (your choice), which is the side that functions as a portal.

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. *PHB 214*

**ARCANE LOCK** Lv 2

Range **Touch** Wizard  
Bard  
Duration **Until dispelled** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*Your magics work to prevent unwanted intrusion*

You touch a closed door, window, gate, chest, or other entryway, and it becomes locked for the duration. You and the creatures you designate when you cast this spell can open the object normally. You can also set a password that, when spoken within 5 feet of the object, suppresses this spell for 1 minute. Otherwise, it is impassable until it is broken or the spell is dispelled or suppressed. Casting *knock* on the object suppresses arcane lock for 10 minutes.

While affected by this spell, the object is more difficult to break or force open; the DC to break it or pick any locks on it increases by 10.

PHB 215

**ARMOR OF AGATHYS** Lv 1

Range **Self** Wizard  
Bard  
Duration **1 hour** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*A cold frost coats your armor and protects you*

A protective magical force surrounds you, manifesting as a spectral frost that covers you and your gear. You gain 5 temporary hit points for the duration. If a creature hits you with a melee attack while you have these hit points, the creature takes 5 cold damage.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, both the temporary hit points and the cold damage increase by 5 for each slot

PHB 215

**ARMS OF HADAR** Lv 1

Range **Self** Wizard  
Bard  
Duration **Instant** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*You invoke the power of the Dark Hunger.*

Tendrils of dark energy erupt from you and batter all creatures within 10 feet of you. Each creature in that area must make a Strength saving throw. On a failed save, a target takes 2d6 necrotic damage and can't take reactions until its next turn. On a successful save, the creature takes half damage, but suffers no other effect.

**At Higher Levels.** 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.

PHB 215

**ASTRAL PROJECTION** Lv 9

Range **10 ft** Wizard  
Bard  
Duration **Special** Cleric  
Druid  
Casting Time **1 hour** Sorcerer  
Warlock  
Ranger  
Paladin

*You and your allies travel to the planes of higher existence*

You and up to eight willing creatures within range project your astral bodies into the Astral Plane. The material body you leave behind is unconscious and in a state of suspended animation; it doesn't need food or air and doesn't age. The spell ends for you and your companions when you use your action to dismiss it. When the spell ends, the affected creature returns to its physical body, and it awakens. A successful dispel magic spell used against an astral or physical body ends the spell for that creature. If a creature's original body or its astral form drops to 0 hit points, the spell ends for that creature. If the spell ends and the silver cord is intact, the cord pulls the creature's astral form back to its body, ending its state of suspended animation.

PHB 215\*

**AUGURY** Lv 2

Range **Self** Wizard  
Bard  
Duration **Instant** Cleric  
Druid  
Casting Time **1 minute** Sorcerer  
Warlock  
Ranger  
Paladin

*You ask the gods if this is a bad idea*

By casting gem inlaid sticks, rolling dragon bones, laying out ornate cards, or employing some other divining tool, you receive an omen from an otherworldly entity about the results of a specific course of action that you plan to take within the next 30 minutes. The GM chooses from the following possible omens: **Weal**, for good results; **Woe**, for bad results; **Weal and woe**, for both good and bad results; **Nothing**, for results that aren't especially good or bad

If you cast the spell two or more times before completing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random reading. The GM makes this roll in secret.

PHB 215\*

**AURA OF LIFE** Lv 4

Range **Self** Wizard  
Bard  
Duration **10 minutes** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*You emit an energy that helps allies resist the call of death*

Life-preserving energy radiates from you in an aura with a 30-foot radius.

Until the spell ends, the aura moves with you, centered on you. Each nonhostile creature in the aura (including you) has resistance to necrotic damage, and its hit point maximum can't be reduced. In addition, a nonhostile, living creature regains 1 hit point when it starts its turn in the arua with 0 hit points.

PHB 216

**AURA OF PURITY** Lv 4

Range **Self** Wizard  
Bard  
Duration **10 minutes** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*You emit an energy that cleanses poisons and other adverse effect*

Purifying energy radiates from you in an aura with a 30-foot radius.

Until the spell ends, the aura moves with you, centered on you. Each nonhostile creature in the aura (including you) can't become diseased, has resistance to poison damage, and has advantage on saving throws against effects that cause any of the following conditions: blinded, charmed, deafened, frightened, paralyzed, poisoned, and stunned.

PHB 216

**AURA OF VITALITY** Lv 3

Range **Self** Wizard  
Bard  
Duration **1 minute** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*Those around you feel invigorated*

Healing energy radiates from you in an aura with a 30-foot radius.

Until the spell ends, the aura moves with you, centered on you. You can use a bonus action to cause one creature in the aura (including you) to regain 2d6 hit points.

PHB 216

**AWAKEN** Lv 5

Range **Touch** Wizard  
Bard  
Duration **Instant** Cleric  
Druid  
Casting Time **8 hours** Sorcerer  
Warlock  
Ranger  
Paladin

*Your magics open the mind of the creature you touch*

After spending the casting time tracing magical pathways within a precious gemstone, you touch a Huge or smaller beast or plant. The target must have either no Intelligence score or an Intelligence of 3 or less. The target gains an Intelligence of 10 and the ability to speak one language you know. If the target is a plant, it gains the ability to move and it gains senses similar to a human's. Your GM chooses statistics appropriate.

The awakened beast or plant is charmed by you for 30 days or until you or your companions do anything harmful to it. When the charmed condition ends, the awakened creature chooses whether to remain friendly to you, based on how you treated it while it was charmed.

PHB 216\*

**BANE** Lv 1

Range 30 ft

Duration 1 minute

Casting Time 1 action

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

"I am the bane of your existence"

Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

**At Higher Levels.** 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.

PHB 216

**BANISHING SMITE** Lv 5

Range Self

Duration 1 minute

Casting Time Bonus

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

You blade glows with energy, and can banish creatures from this plane

The next time you hit a creature with a weapon attack before this spell ends, your weapon crackles with force, and the attack deals an extra 5d10 force damage to the target.

Additionally, if this attack reduces the target to 50 hit points or fewer, you banish it. If the target is native to a different plane of existence than the one you're on, the target disappears, returning to its home plane. Else the creature vanishes into a harmless demiplane, returning when the spell ends.

PHB 216

**BANISHMENT** Lv 4

Range 60 ft

Duration 1 minute

Casting Time 1 action

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

"Go back from whence you came"

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 to a harmless demiplane, incapacitated until the spell ends, at which point they return.

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 to its home plane. If the spell lasts the full minute, the target doesn't return.

**At Higher Levels.** 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.

PHB 217

**BARKSKIN** Lv 2

Range Touch

Duration 1 hour

Casting Time 1 action

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

"Moisturize me"

You touch a willing creature. Until the spell ends, the target's skin has a rough, bark like appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing.

PHB 217

**BEACON OF HOPE** Lv 3

Range 30 ft

Duration 1 minute

Casting Time 1 action

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

Divine energies infuses and inspires your allies

This spell bestows hope and vitality. Choose any number of creatures within range. For the duration, each target has advantage on Wisdom saving throws and death saving throws, and regains the maximum number of hit points possible from any healing.

PHB 217

**BEAST BOND** Lv 1

Range Touch

Duration 10 minutes

Casting Time 1 action

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

A druid's best friend

You establish a telepathic link with one beast you touch that is friendly to you or charmed by you. The spell fails if the beast's Intelligence is 4 or higher. Until the spell ends, the link is active while you and the beast are within line of sight of each other. Through the link, the beast can understand your telepathic messages to it, and it can telepathically communicate simple emotions and concepts back to you. While the link is active, the beast gains advantage on attack rolls against any creature within 5 feet of you that you can see.

EE 15

**BEAST SENSE** Lv 2

Range Touch

Duration 1 hour

Casting Time 1 action

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

The thoughts of an animal ring in your head

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.

You initially learn the surface thoughts of the creature. As an action, you can either shift your attention to another creature or attempt to probe deeper. If the latter, 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.

You can also use this spell to detect the presence of thinking creatures you can't see.

PHB 217\*

**BESTOW CURSE** Lv 3

Range Touch

Duration 1 minute

Casting Time 1 action

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

Dark powers taint the fates of your enemy

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. A remove curse spell ends this effect. At the GM's option, you may choose an alternative curse effect, but it should be no more powerful than those described in the spell description.

**At Higher Levels.** 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.

PHB 218

**BIGBY'S HAND** Lv 5

Range 120 ft

Duration 1 minute

Casting Time 1 action

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

It's always good to have a helping hand

You create a Large hand of shimmering, translucent force. The hand 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. It has a Strength of 26 (+8) and a Dexterity of 10 (+0). When you cast the spell and as a bonus action on your subsequent turns, you can move the hand up to 60ft and cause one of the following effects: **Clenched Fist**, **Forceful Hand**, **Grasping Hand**, **Interposing Hand**.

**At Higher Levels.** 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.

PHB 218\*



## BLADE BARRIER Lv 6

Range **90 ft** Wizard  
Bard  
Cleric  
Druid  
Duration **10 minutes** Sorcerer  
Warlock  
Ranger  
Paladin  
Casting Time **1 action**



*Good fences make good neighbours*

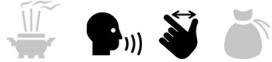
You create a vertical wall of whirling, razor sharp blades made of magical energy. The wall appears within range and lasts for the duration. You can make a straight wall up to 100 feet long, 20 feet high, and 5 feet thick, or a ringed wall up to 60 feet in diameter, 20 feet high, and 5 feet thick. The wall provides three quarters cover to creatures behind it, and its space is difficult terrain.

When a creature enters the wall's area for the first time on a turn or starts its turn there, the creature must make a Dexterity saving throw. On a failed save, the creature takes 6d10 slashing damage. On a successful save, the creature takes half as much damage.

PHB 218

## BLADE WARD Lv 0

Range **Self** Wizard  
Bard  
Cleric  
Druid  
Duration **1 round** Sorcerer  
Warlock  
Ranger  
Paladin  
Casting Time **1 action**



*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.

PHB 218

## BLESS Lv 1

Range **30 ft** Wizard  
Bard  
Cleric  
Druid  
Duration **1 minute** Sorcerer  
Warlock  
Ranger  
Paladin  
Casting Time **1 action**



*Your divine energy grants your allies a boon*

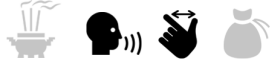
You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

**At Higher Levels.** 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.

PHB 219

## BLIGHT Lv 4

Range **30 ft** Wizard  
Bard  
Cleric  
Druid  
Duration **Instant** Sorcerer  
Warlock  
Ranger  
Paladin  
Casting Time **1 action**



*Waving your hand, an area is seeped of life*

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. This spell has no effect on undead or constructs. If you target a plant creature, it makes the saving throw with disadvantage, and the spell deals maximum damage to it. 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 Levels.** 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.

PHB 219

## BLINDING SMITE Lv 3

Range **Self** Wizard  
Bard  
Cleric  
Druid  
Duration **1 minute** Sorcerer  
Warlock  
Ranger  
Paladin  
Casting Time **Bonus**



*"Go for the eyes!"*

The next time you hit a creature with a melee weapon attack during this spell's duration, you weapon flares with a bright light, and the attack deals an extra 3d8 radiant damage to the target. Additionally, the target must succeed on a Constitution saving throw or be blinded until the spell ends.

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.

PHB 219

## BLINDNESS/DEAFNESS Lv 2

Range **30 ft** Wizard  
Bard  
Cleric  
Druid  
Duration **1 minute** Sorcerer  
Warlock  
Ranger  
Paladin  
Casting Time **1 action**



*The senses of a creature go dull*

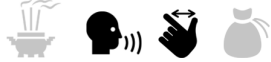
You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the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

**At Higher Levels.** 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.

PHB 219

## BLINK Lv 3

Range **Self** Wizard  
Bard  
Cleric  
Druid  
Duration **1 minute** Sorcerer  
Warlock  
Ranger  
Paladin  
Casting Time **1 action**



*You can step between the planes with ease*

Roll a d20 at the end of each of your turns for the duration, 11 or higher and you vanish and appear in the Ethereal Plane (the spell fails if you're already there). If you are on the Ethereal Plane at the start of your turn, you return to an unoccupied space of your choice within 10 feet of the space you vanished from. You can dismiss this spell as an action.

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.

PHB 219\*

## BLUR Lv 2

Range **Self** Wizard  
Bard  
Cleric  
Druid  
Duration **1 minute** Sorcerer  
Warlock  
Ranger  
Paladin  
Casting Time **1 action**



*The light around your body shimmers and bends*

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.

PHB 219

## BONES OF THE EARTH Lv 6

Range **120 ft** Wizard  
Bard  
Cleric  
Druid  
Duration **Instant** Sorcerer  
Warlock  
Ranger  
Paladin  
Casting Time **1 action**



*The area begins to rumble, and fingers of stone shoot up from the ground*

Conjure up to six 5ft x 30ft stone pillars (can be under a Medium or smaller creature). Each has AC 5 and 30 hp. When destroyed, a pillar creates a 10ft radius area of difficult terrain. Each 5ft portion requires 1 min to clear by hand. If created under a creature, they must succeed on a Dexterity saving throw or be lifted. If the pillar hits a ceiling or other obstacle, they take 6d6 bludgeoning damage and are restrained. They can use an action to make a Strength or Dexterity check against the spell's save DC. On a success, the creature is no longer restrained and must either move or fall off the pillar.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, you conjure two additional pillars for each slot level above 6th.

XGE 150\*



## BOOMING BLADE Lv 0

Range **5 ft** Wizard  
Bard  
Cleric  
Druid  
Duration **1 round** Sorcerer  
Warlock  
Ranger  
Paladin  
Casting Time **1 action**



*A thunderous strike pins your enemy down*

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and it becomes sheathed in booming energy until the start of your next turn. If the target willingly moves before then, it immediately takes 1d8 thunder damage, and the spell ends.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 thunder damage to the target, and the damage the target takes for moving increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

SCAG 142

## BRANDING SMITE Lv 2

Range **Self** Wizard  
Bard  
Cleric  
Druid  
Duration **1 minute** Sorcerer  
Warlock  
Ranger  
Paladin  
Casting Time **Bonus**



*For best results use an engraved hammer*

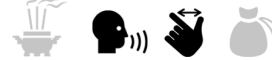
The next time you hit a creature with a weapon attack before this spell ends, the weapon gleams with astral radiance as you strike. The attack deals an extra 2d6 radiant damage to the target, which becomes visible if it's invisible, and the target sheds dim light in a 5-foot radius and can't become invisible until the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the extra damage increases by 1d6 for each slot level above 2nd.

PHB 219

## BURNING HANDS Lv 1

Range **Self** Wizard  
Bard  
Cleric  
Druid  
Duration **Instant** Sorcerer  
Warlock  
Ranger  
Paladin  
Casting Time **1 action**



*A cone of flames bursts from your palms*

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.

**At Higher Levels.** 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.

PHB 220

## CALL LIGHTNING Lv 3

Range **120 ft** Wizard  
Bard  
Cleric  
Druid  
Duration **10 minutes** Sorcerer  
Warlock  
Ranger  
Paladin  
Casting Time **1 action**



*You can't run from heaven*

A storm cloud appears in the shape of a cylinder that is 10 feet tall with a 60-foot radius, 100 feet directly above you. The spell fails if you can't see a point in the air where the storm cloud could appear. Choose a point you can see within range. Each creature within 5 feet of that point must make a Dexterity saving throw. A creature takes 3d10 lightning damage on a failed save, or half as much damage on a successful one. On each of your turns, you can use your action to call down lightning in this way again. If you are outdoors in stormy conditions when you cast this spell, the spell's damage increases by 1d10.

**At Higher Levels.** When you cast this spell using a spell slot of 4th or higher level, the damage increases by 1d10 for each slot level above 3rd.

PHB 220\*

## CALM EMOTIONS Lv 2

Range **60 ft** Wizard  
Bard  
Cleric  
Druid  
Duration **1 minute** Sorcerer  
Warlock  
Ranger  
Paladin  
Casting Time **1 action**



*The magical equivalent of a chill pill*

You attempt to suppress strong emotions in a group of people. Each humanoid in a 20-foot radius sphere centered on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects. You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime. Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again, unless the GM rules otherwise.

PHB 221

## CATAPULT Lv 1

Range **60 ft** Wizard  
Bard  
Cleric  
Druid  
Duration **Instant** Sorcerer  
Warlock  
Ranger  
Paladin  
Casting Time **1 action**



*Not as good as a trebuchet*

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. When the object strikes something, the object and what it strikes each take 3d8 bludgeoning damage.

**At Higher Levels.** 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.

XGE 150

## CATNAP Lv 3

Range **30 ft** Wizard  
Bard  
Cleric  
Druid  
Duration **10 minutes** Sorcerer  
Warlock  
Ranger  
Paladin  
Casting Time **1 action**



*A short rest in just 10 minutes*

You make a calming gesture, and up to three willing creatures of your choice that you can see within range fall unconscious for the spell's duration. The spell ends on a target early if it takes damage or someone uses an action to shake or slap it awake. If a target remains unconscious for the full duration, that target gains the benefit of a short rest, and it can't be affected by this spell again until it finishes a long rest.

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

XGE 151

## CAUSE FEAR Lv 1

Range **60 ft** Wizard  
Bard  
Cleric  
Druid  
Duration **1 minute** Sorcerer  
Warlock  
Ranger  
Paladin  
Casting Time **1 action**



*You strike fear in the heart of an enemy*

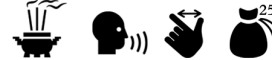
You awaken the sense of mortality in one creature you can see within range. A construct or an undead is immune to this effect. The target must succeed on a Wisdom saving throw or become frightened of you until the spell ends. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**At Higher Levels.** 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.

XGE 151

## CEREMONY Lv 1

Range **Touch** Wizard  
Bard  
Cleric  
Druid  
Duration **Instant** Sorcerer  
Warlock  
Ranger  
Paladin  
Casting Time **1 Hour**



*Somebody call for an ordained minister?*

Choose one of the following rites: **Atone**ment. DC 20 Wisdom (Insight) check to restore a target to its original alignment. **Bless Water.** Create one vial of holy water. **Coming of Age.** For 24 hours, whenever the target makes an ability check, it can roll a d4 and add the number rolled to the ability check. Usable once. **Dedication.** For 24 hours, whenever the target makes a saving throw, it can roll a d4 and add the number rolled to the save. Usable once. **Funeral Rite.** You touch one corpse, and for the next 7 days, the target can't become undead by any means short of a wish spell. **Wedding.** For 7 days, each target gains a +2 bonus to AC while they are within 30 feet of each other.

XGE 151\*

## CHAIN LIGHTNING Lv 6

Range **150 ft** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **Instant**

Casting Time **1 action**

*Countered only by a perfect delta split*

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.

**At Higher Levels.** 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.

PHB 221

## CHAOS BOLT Lv 1

Range **120 ft** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **Instant**

Casting Time **1 action**

*"I'm not sure exactly what this will do, but it's going to hurt"*

Make a ranged spell attack against the target. On a hit, the target takes 2d8 + 1d6 damage. Choose one of the d8s. The number rolled on that die determines damage type.

d8 | Damage Type  
1 | Acid 2 | Cold 3 | Fire 4 | Force  
5 | Lightning 6 | Poison 7 | Psychic 8 | Thunder

If you roll the same number on both d8s, make a new attack roll against a new target within 30ft of the last, and make a new damage roll. This effect can repeat, but a creature can be targeted only once per casting of this spell.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, each target takes 1d6 extra damage for each slot level above 1st.

XGE 151\*

## CHARM MONSTER Lv 4

Range **30 ft** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **1 hour**

Casting Time **1 action**

*Put the 'r' in friends*

You attempt to charm a creature you can see within range. It must make a Wisdom saving throw, and it 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 is friendly to you. When the spell ends, the creature knows it was charmed by you.

**At Higher Levels.** 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. The creatures must be within 30 feet of each other when you target them.

XGE 151

## CHARM PERSON Lv 1

Range **30 ft** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **1 hour**

Casting Time **1 action**

*It helps if you flash a smile too*

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.

**At Higher Levels.** 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.

PHB 221

## CHILL TOUCH Lv 0

Range **120 ft** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **1 round**

Casting Time **1 action**

*A skeletal hand saps the warmth from your enemies*

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.

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

PHB 221

## CHROMATIC ORB Lv 1

Range **90 ft** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **Instant**

Casting Time **1 action**

*Re-rolls socket colours*

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 damage of the type you chose.

**At Higher Levels.** 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.

PHB 221

## CIRCLE OF DEATH Lv 6

Range **150 ft** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **Instant**

Casting Time **1 action**

*A burst of dark energies radiate outward*

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 Levels.** 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.

PHB 221

## CIRCLE OF POWER Lv 5

Range **Self** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **10 minutes**

Casting Time **1 action**

*You emit an aura that weakens the strength of magics nearby*

Divine energy radiates from you, distorting and diffusing magical energy within 30 feet of you. Until the spell ends, the sphere moves with you, centered on you. For the duration, each friendly creature in the area (including you) has advantage on saving throws against spells and other magical effects.

Additionally, when an affected creature succeeds on a saving throw made against a spell or magical effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throws.

PHB 221

## CLAIRVOYANCE Lv 3

Range **1 mile** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **10 minutes**

Casting Time **10 minutes**

*You maintain a watchful presence over an area*

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.

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

PHB 222

**CLONE** Lv 8

Range **Touch**

Duration **Instant**

Casting Time **1 hour**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*There is a fine line between science and magic*

This spell grows an inert duplicate of a living creature as a safeguard against death. This clone forms inside a sealed vessel and grows to full size and maturity after 120 days; you can also choose to have the clone be a younger version of the same creature. It remains inert and endures indefinitely, as long as its vessel remains undisturbed.

At any time after the clone matures, if the original creature dies, its soul transfers to the clone, provided that the soul is free and willing to return.

PHB 222\*

**CLOUD OF DAGGERS** Lv 2

Range **60 ft**

Duration **1 minute**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*Pointed blades whirl in an area*

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 Levels.** 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.

PHB 222

**CLOUDKILL** Lv 5

Range **120 ft**

Duration **10 minutes**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*With a deep breath, you exhale a noxious gas that billows through an area*

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. The fog moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground.

**At Higher Levels.** 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.

PHB 222

**COLOR SPRAY** Lv 1

Range **Self**

Duration **1 round**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*A dazzling flash of colour blinds your enemies*

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 affect. Creatures in a 15 foot cone originating from you are affected. 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.

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

PHB 222

**COMMAND** Lv 1

Range **60 ft**

Duration **1 round**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*You can be very persuasive*

You speak a one word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands: Approach, Drop, Flee, Grovel, Halt.

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

PHB 223\*

**COMMUNE WITH NATURE** Lv 5

Range **Self**

Duration **Instant**

Casting Time **1 minute**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*You speak and the earth's response booms in your head*

You briefly become one with nature and gain knowledge of the surrounding territory. In the outdoors, the spell gives you knowledge of the land within 3 miles of you. In caves and other natural underground settings, the radius is limited to 300 feet. The spell doesn't function where nature has been replaced by construction, such as in dungeons and towns.

You instantly gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the area: terrain and bodies of water prevalent plants, minerals, animals, or peoples, powerful celestials, fey, fiends, elementals, or undead, influence from other planes of existence, and buildings

PHB 224\*

**COMMUNE** Lv 5

Range **Self**

Duration **1 minute**

Casting Time **1 minute**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*You speak to the gods and they answer in kind*

You contact your deity or a divine proxy and ask up to three questions that can be answered with a yes or no. You must ask your questions before the spell ends. You receive a correct answer for each question.

Divine beings aren't necessarily omniscient, so you might receive "unclear" as an answer if a question pertains to information that lies beyond the deity's knowledge. In a case where a one word answer could be misleading or contrary to the deity's interests, the GM might offer a short phrase as an answer instead.

If you cast the spell two or more times before finishing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get no answer. The GM makes this roll in secret.

PHB 223

**COMPELLED DUEL** Lv 1

Range **30 ft**

Duration **1 minute**

Casting Time **Bonus**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*Your mother was a murloc!*

You attempt to compel a creature into a duel. One creature that you can see within range must make a Wisdom saving throw. On a failed save, the creature is drawn to you, compelled by your divine demand. For the duration, it has disadvantage on attack rolls against creatures other than you, and must make a Wisdom saving throw each time it attempts to move to a space that is more than 30 feet away from you; if it succeeds on this saving throw, this spell doesn't restrict the target's movement for that turn. The spell ends if you attack any other creature, if you cast a spell that targets a hostile creature other than the target, if a creature friendly to you damages the target or casts a harmful spell on it, or if you end your turn more than 30 feet away from the target.

PHB 224

**COMPREHEND LANGUAGES** Lv 1

Range **Self**

Duration **1 hour**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*"Can you repeat that one more time?"*

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.

PHB 224



## COMPULSION Lv 4

Range **30 ft**  
 Duration **1 minute**  
 Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*Your very presence repels weak minded creatures*

Creatures of your choice that you can see within range and that can hear you must make a Wisdom saving throw. A target automatically succeeds on this saving throw if it can't be charmed. On a failed save, a target is affected by this spell. Until the spell ends, you can use a bonus action on each of your turns to designate a direction that is horizontal to you. Each affected target must use as much of its movement as possible to move in that direction on its next turn. It can take its action before it moves. After moving in this way, it can make another Wisdom saving to try to end the effect.

A target isn't compelled to move into an obviously deadly hazard, such as a fire or pit, but it will provoke opportunity attacks to move in the designated direction. **PHB 224**

## CONE OF COLD Lv 5

Range **Self**  
 Duration **Instant**  
 Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*Frigid energy bursts from your palms*

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 Levels.** 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.

**PHB 224**

## CONFUSION Lv 4

Range **90 ft**  
 Duration **1 minute**  
 Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*Your magics wreak havoc on the mind of your target*

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 be 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 behavior for that turn. 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 Levels.** 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 slot level above 4th.

**PHB 224\***

## CONJURE ANIMALS Lv 3

Range **60 ft**  
 Duration **1 hour**  
 Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*You summon an animal creature to assist you*

You summon fey spirits that take the form of beasts and appear in unoccupied spaces that you can see within range. The creatures cannot be a combined CR greater than 2.

Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you).

**At Higher Levels.** When you cast this spell using certain higher level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 5th-level slot, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.

**PHB 225\***

## CONJURE BARRAGE Lv 3

Range **Self**  
 Duration **Instant**  
 Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*One arrow becomes a hundred*

You throw a nonmagical weapon or fire a piece of nonmagical ammunition into the air to create a cone of identical weapons that shoot forward and then disappear. Each creature in a 60-foot cone must succeed on a Dexterity saving throw. A creature takes 3d8 damage on a failed save, or half as much damage on a successful one. The damage type is the same as that of the weapon or ammunition used as a component.

**PHB 225**

## CONJURE CELESTIAL Lv 7

Range **90 ft**  
 Duration **1 hour**  
 Casting Time **1 minute**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*The celestials hear your pleas and one comes down to assist you*

You summon a celestial of challenge rating 4 or lower. Roll initiative for the celestial, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the celestial, it defends itself from hostile creatures but otherwise takes no actions.

**At Higher Levels.** When you cast this spell using a 9th-level spell slot, you summon a celestial of challenge rating 5 or lower.

**PHB 225\***

## CONJURE ELEMENTAL Lv 5

Range **90 ft**  
 Duration **1 hour**  
 Casting Time **1 minute**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*An elemental appears and obeys your command*

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.

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 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.

**At Higher Levels.** 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.

**PHB 225\***

## CONJURE FEY Lv 6

Range **90 ft**  
 Duration **1 hour**  
 Casting Time **1 minute**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*A creature from the elven realm appears and obeys your command*

You summon a fey creature of challenge rating 6 or lower, or a fey spirit that takes the form of a beast of challenge rating 6 or lower. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment.

If your concentration is broken you lose control of the fey creature, it becomes hostile toward you and your companions, and it might attack. An uncontrolled fey creature can't be dismissed by you.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, the challenge rating increases by 1 for each slot level above 6th.

**PHB 226\***

## CONJURE MINOR ELEMENTALS Lv 4

Range **90 ft**  
 Duration **1 hour**  
 Casting Time **1 minute**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*Small elementals appear and act as you will*

You summon elementals that appear in unoccupied spaces that you can see within range. The CR of the creatures must be equal or less than 2. Roll initiative for the summoned creatures as a group, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you).

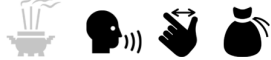
**At Higher Levels.** When you cast this spell using certain higher level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 6th-level slot and three times as many with an 8th-level slot.

**PHB 226\***



## CONJURE VOLLEY Lv 5

Range **150 ft** Wizard  
Bard  
Cleric  
Druid  
Duration **Instant** Sorcerer  
Warlock  
Casting Time **1 action** Ranger  
Paladin



*"One arrow is all I need"*

You fire a piece of nonmagical ammunition from a ranged weapon or throw a nonmagical weapon into the air and choose a point within range. Hundreds of duplicates of the ammunition or weapon fall in a volley from above and then disappear. Each creature in a 40-foot-radius, 20-foot-high cylinder centered on that point must make a Dexterity saving throw. A creature takes 8d8 damage on a failed save, or half as much damage on a successful one. The damage type is the same as that of the ammunition or weapon.

PHB 226

## CONJURE WOODLAND BEINGS Lv 4

Range **60 ft** Wizard  
Bard  
Cleric  
Druid  
Duration **1 hour** Sorcerer  
Warlock  
Casting Time **1 action** Ranger  
Paladin



*Fey creatures appear, ready to assist*

You summon fey creatures that appear in unoccupied spaces that you can see within range. The total CR for the creatures must be less than 2. A summoned creature disappears when it drops to 0 hit points or when the spell ends. Roll initiative for the summoned creatures as a group, which have their own turns. They obey any verbal commands that you issue to them (no action required by you).

**At Higher Levels.** When you cast this spell using certain higher level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 6th-level slot and three times as many with an 8th-level slot.

PHB 226\*

## CONTACT OTHER PLANE Lv 5

Range **Self** Wizard  
Bard  
Cleric  
Druid  
Duration **1 minute** Sorcerer  
Warlock  
Casting Time **1 minute** Ranger  
Paladin



*Focusing all your energies, your voice echos out to another plane of existence*

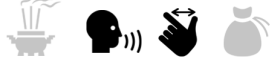
You mentally contact some mysterious entity from another plane. When you cast this spell, make a DC 15 Intelligence saving throw. On a failure, you take 6d6 psychic damage and are insane until you finish a long rest. While insane, you can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish. 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 GM answers each question with one word. If a one word answer would be misleading, the GM might instead offer a short phrase as an answer.

PHB 226\*

## CONTAGION Lv 5

Range **Touch** Wizard  
Bard  
Cleric  
Druid  
Duration **7 days** Sorcerer  
Warlock  
Casting Time **1 action** Ranger  
Paladin



*Brings new meaning to "bad touch"*

Your touch inflicts disease. Make a melee spell attack against a creature within your reach. On a hit, you afflict the creature with a disease of your choice from any of the ones described below.

At the end of each of the target's turns, it must make a Constitution saving throw. After failing three of these saving throws, the disease's effects last for the duration, and the creature stops making these saves. After succeeding on three of these saving throws, the creature recovers from the disease, and the spell ends.

PHB 227

## CONTINGENCY Lv 6

Range **Self** Wizard  
Bard  
Cleric  
Druid  
Duration **10 days** Sorcerer  
Warlock  
Casting Time **10 minutes** Ranger  
Paladin



*"Preparation is the key to success"*

Choose a spell of 5th level or lower that you can cast, that has a casting time of 1 action, and that can target you. You cast that spell -- called the contingent spell -- as part of casting contingency, expending spell slots for both, but the contingent spell doesn't come into effect. Instead, it takes effect when a certain circumstance occurs. You describe that circumstance when you cast the two spells. For example, a contingency cast with water breathing might stipulate that water breathing comes into effect when you are engulfed in water or a similar liquid.

PHB 227

## CONTINUAL FLAME Lv 2

Range **Touch** Wizard  
Bard  
Cleric  
Druid  
Duration **Until dispelled** Sorcerer  
Warlock  
Casting Time **1 action** Ranger  
Paladin



*A must for trips to the Underdark*

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A continual flame can be covered or hidden but not smothered or quenched.

PHB 227

## CONTROL FLAMES Lv 0

Range **60 ft** Wizard  
Bard  
Cleric  
Druid  
Duration **1 hour** Sorcerer  
Warlock  
Casting Time **1 action** Ranger  
Paladin



*"You're a god among insects, never let anyone tell you different"*

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.

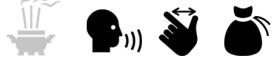
You double or halve the area of bright light and dim light cast by the flame, change its color, or both.

You cause simple shapes to appear within the flames and animate as you like.

EE 16\*

## CONTROL WATER Lv 4

Range **300 ft** Wizard  
Bard  
Cleric  
Druid  
Duration **10 minutes** Sorcerer  
Warlock  
Casting Time **1 action** Ranger  
Paladin



*The flows of water move as you will them to*

You control any freestanding water inside a cube up to 100ft on a side. You can choose one effect when you cast this spell. As an action, you can repeat the same effect or choose a different one.

**Flood.** You cause the water to rise 20ft, or a 20ft wave to move from one side to the other, carrying creatures and capsizing vehicles.

**Part Water.** You cause water in the area to move apart and create a trench.

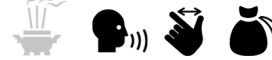
**Redirect Flow.** You cause flowing water in the area to move in a direction you choose.

**Whirlpool.** You cause a whirlpool to form in the center of the area. Requires a body of water at least 50 feet square and 25 feet deep.

PHB 227

## CONTROL WEATHER Lv 8

Range **Self** Wizard  
Bard  
Cleric  
Druid  
Duration **8 hours** Sorcerer  
Warlock  
Casting Time **10 minutes** Ranger  
Paladin



*The forces of nature shift and change*

You take control of the weather within 5 miles of you for the duration. You must be outdoors to cast this spell. Moving to a place where you don't have a clear path to the sky ends the spell early. When you cast the spell, you change the current weather conditions, which are determined by the GM based on the climate and season. You can change precipitation, temperature, and wind. It takes 1d4 x 10 minutes for the new conditions to take effect. When the spell ends, the weather gradually returns to normal. When you change the weather conditions, find a current condition on the tables and change its stage by one.

PHB 228\*

## CONTROL WINDS Lv 5

Range **300 ft**

Duration **1 hour**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*The winds billow and gust wherever you will*

You take control of the air in a 100-foot cube. Choose one of the following effects. You can use an action to switch, halt, or restart effects.

**Gusts.** Calm, moderate, or strong. If at least moderate, ranged attacks have disadvantage. If strong, any creature moving against the wind must spend 1 extra foot of movement for each foot moved.

**Downdraft.** Ranged attacks have disadvantage, fliers may be knocked prone

**Updraft.** Slows falls, increases jump height

EE 16\*

## CORDON OF ARROWS Lv 2

Range **5 ft**

Duration **8 hours**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*An unassuming arrow can be an effective guard*

You plant four pieces of nonmagical ammunition in the ground within range and lay magic upon them to protect an area. Whenever a creature other than you comes within 30 feet of the ammunition for the first time on a turn or ends its turn there, one piece of ammunition flies up to strike it. The creature must succeed on a Dexterity saving throw or take 1d6 piercing damage. The piece of ammunition is then destroyed. When you cast this spell, you can designate any creatures you choose, and the spell ignores them.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the amount of ammunition that can be affected increases by two for each slot level above 2nd.

PHB 228

## COUNTERSPELL Lv 3

Range **60 ft**

Duration **Instant**

Casting Time **Reaction**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*"Nopel!"*

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 Levels.** 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.

PHB 228

## CREATE BONFIRE Lv 0

Range **60 ft**

Duration **1 minute**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*With a snap of your fingers, a roaring flame bursts forth*

You create a bonfire on ground that you can see within range. Until the spell ends, the magic 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 moves into the bonfire's space for the first time on a turn or ends its turn there. The bonfire ignites flammable objects in its area that aren't being worn or carried.

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

XGE 152

## CREATE FOOD AND WATER Lv 3

Range **30 ft**

Duration **Instant**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*Somehow there's still world hunger*

You create 45 pounds of food and 30 gallons of water on the ground or in containers within range, enough to sustain up to fifteen humanoids or five steeds for 24 hours. The food is bland but nourishing, and spoils if uneaten after 24 hours. The water is clean and doesn't go bad.

PHB 229

## CREATE HOMUNCULUS Lv 6

Range **Touch**

Duration **Instant**

Casting Time **1 hour**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*"He may be an ugly little guy, but he's MY ugly little guy"*

While speaking an intricate incantation, you cut yourself, taking 2d4 piercing damage, and you then create a faithful homunculus (MM 188). It dies if you die. After a long rest, you can spend up to half your Hit Dice (add your Constitution modifier to each die). Your hit point maximum is reduced by the total, and the homunculus's hit point maximum and current hit points are both increased by it. This process can reduce you to no lower than 1 hit point, the effect ends when you finish your next long rest. You can have only one homunculus at a time.

XGE 152\*

## CREATE OR DESTROY WATER Lv 1

Range **30 ft**

Duration **Instant**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*If a druid says they can make water it's not just a crude joke*

You either create or destroy water.

**Create Water.** You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30 foot cube within range, extinguishing exposed flames in the area.

**Destroy Water.** You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30 foot cube within range.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot level above 1st.

PHB 229

## CREATE UNDEAD Lv 6

Range **10 ft**

Duration **Instant**

Casting Time **1 minute**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*With a snap of your fingers, former enemies become allies*

You can cast this spell only at night. Choose up to three corpses of Medium or Small humanoids within range. Each corpse becomes a ghoul under your control. (The GM has game statistics for these creatures).

As a bonus action on each of your turns, you can mentally command any creature you animated with this spell if the creature is within 120 feet of you. The creature is under your control for 24 hours.

**At Higher Levels.** When you cast this spell using a higher spell slot, the limit increases and creature types are expanded.

PHB 229\*

## CREATION Lv 5

Range **30 ft**

Duration **Special**

Casting Time **1 minute**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin


*Reaching into another plane, you create materials from nothing*

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.

**At Higher Levels.** 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.

PHB 229\*

## CROWN OF MADNESS Lv 2

Range **120 ft** Wizard | Bard |  
 Duration  **1 minute** Cleric | Druid |  
 Casting Time **1 action** Sorcerer | Warlock | Ranger | Paladin |

*Does being a king cause madness, or are madmen made king*

One humanoid of your choice that you can see within range must succumb to 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.

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. **PHB 229**

## CROWN OF STARS Lv 7

Range **Self** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin |

*Stars are way better than thorns*

Seven star-like motes of light appear and orbit your head until the spell ends. You can use a bonus action to send one of the motes streaking toward one creature or object within 120 feet of you. When you do so, make a ranged spell attack. On a hit, the target takes 4d12 radiant damage. Whether you hit or miss, the mote is expended. The spell ends early if you expend the last mote. If you have four or more motes remaining, they shed bright light in a 30-foot radius and dim light for an additional 30 feet. If you have one to three motes remaining, they shed dim light in a 30-foot radius.

**At Higher Levels.** When you cast this spell using a spell slot of 8th level or higher, the number of motes created increases by two for each slot level above 7th. **XGE 152**

## CRUSADER'S MANTLE Lv 3

Range **Self** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin |

*Allies around you are emboldened by your presence*

Holy power radiates from you in an aura with a 30-foot radius, awakening boldness in friendly creatures. Until the spell ends, the aura moves with you, centered on you.

While in the aura, each nonhostile creature in the aura (including you) deals an extra 1d4 radiant damage when it hits with a weapon attack.

**PHB 230**

## CURE WOUNDS Lv 1

Range **Touch** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin |

*A staple for any healer*

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

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

**PHB 230**

## DANCING LIGHTS Lv 0

Range **120 ft** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin |

*Great at parties!*

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. **PHB 230**

## DANSE MACABRE Lv 5

Range **60 ft** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin |

*Why make one zombie when you can make five?*

Up to five Small or Medium corpses you can see within range become a zombie or a skeleton (your choice), and gain a bonus to its attack and damage rolls equal to your spellcasting ability modifier.

You can use a bonus action to issue a single command to all such creatures in range. This can be a general command or specify their movement and action on their turn. Creatures will only defend themselves if issued no command. The creatures are under your control until the spell ends, after which they become inanimate once more.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, you animate up to two additional corpses for each slot level above 5th. **XGE 153\***

## DARKNESS Lv 2

Range **60 ft** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin |

*With a flourish an area is engulfed in shadow*

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. **PHB 230**

## DARKVISION Lv 2

Range **Touch** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin |

*Your target's pupils elongate and become catlike*

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.

**PHB 230**

## DAWN Lv 5

Range **60 ft** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin |

*It is better to light a candle than to curse the darkness*

The light of dawn shines down on a location you specify within range. Until the spell ends, a 30-foot-radius, 40-foot-high cylinder of bright light glimmers there. This light is sunlight. When the cylinder appears, each creature in it must make a Constitution saving throw, taking 4d10 radiant damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw whenever it ends its turn in the cylinder. If you're within 60 feet of the cylinder, you can move it up to 60 feet as a bonus action on your turn. **XGE 153**



**DAYLIGHT** Lv 3

Range **60 ft**

Duration **1 hour**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*With a snap of your fingers the entire dungeon is illuminated*

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.

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.

PHB 230

**DELAYED BLAST FIREBALL** Lv 7

Range **150 ft**

Duration **1 minute**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*"Just lead them to the left... I'll do the rest"*

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.

PHB 230

**DEMIPLANE** Lv 8

Range **60 ft**

Duration **1 hour**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*Your own personal safe space*

You create a shadowy door on a flat solid surface that you can see within range. The door is large enough to allow Medium creatures to pass through unhindered. When opened, the door leads to a demiplane that appears to be an empty room 30 feet in each dimension, made of wood or stone. When the spell ends, the door disappears, and any creatures or objects inside the demiplane remain trapped there, as the door also disappears from the other side. Each time you cast this spell, you can create a new demiplane, or have the shadowy door connect to a demiplane you created with a previous casting of this spell. Additionally, if you know the nature and contents of a demiplane created by a casting of this spell by another creature, you can have the shadowy door connect to its demiplane instead.

PHB 231

**DESTRUCTIVE WAVE** Lv 5

Range **Self**

Duration **Instant**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*The power of your god radiates out from you*

You strike the ground, creating a burst of divine energy that ripples outward from you. Each creature you choose within 30 feet of you must succeed on a Constitution saving throw or take 5d6 radiant or necrotic damage (your choice), and be knocked prone. A creature that succeeds on its saving throw takes half as much damage and isn't knocked prone.

PHB 231

**DETECT EVIL AND GOOD** Lv 1

Range **Self**

Duration **10 minutes**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*"The sanctity of this place has been fouled"*

For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated.

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.

PHB 231

**DETECT MAGIC** Lv 1

Range **Self**

Duration **10 minutes**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*You reach out with your mind, feeling for magical energies*

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.

PHB 231

**DETECT POISON AND DISEASE** Lv 1

Range **Self**

Duration **10 minutes**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*"I'd suggest you don't drink that"*

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case.

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.

PHB 231

**DETECT THOUGHTS** Lv 2

Range **Self**

Duration **1 minute**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*A creature's thoughts echo in your head*

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. You initially learn the surface thoughts of the creature. As an action, you can shift your attention to another creature 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.

You can also use this spell to detect the presence of thinking creatures you can't see.

PHB 231\*

**DIMENSION DOOR** Lv 4

Range **500 ft**

Duration **Instant**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*As seen in The Twilight Zone*

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. 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.

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

PHB 233\*



**DISGUISE SELF** Lv 1

Range **Self** Wizard  
Bard

Duration **1 hour** Cleric  
Druid

Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*With a small puff of smoke your visage is completely changed*

You make yourself look different until the spell ends or until you use your action to dismiss it. 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. The changes wrought by this spell fail to hold up to physical inspection.

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.

PHB 233\*

**DISINTEGRATE** Lv 6

Range **60 ft** Wizard  
Bard

Duration **Instant** Cleric  
Druid

Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*Your magic rips and tears at your target*

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*. 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. The creature can be restored to life only by means of a true resurrection or a wish spell. This spell automatically disintegrates a Large or smaller nonmagical object or a creation of magical force.

**At Higher Levels.** 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.

PHB 233\*

**DISPEL EVIL AND GOOD** Lv 5

Range **Self** Wizard  
Bard

Duration **1 minute** Cleric  
Druid

Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*You're surrounded in an energy that repels otherworldly beings*

Shimmering energy surrounds and protects you from fey, undead, and creatures originating from beyond the Material Plane. For the duration, celestials, elementals, fey, fiends, and undead have disadvantage on attack rolls against you. You can end the spell early by performing one of the following actions:

**Break Enchantment.** A creature you touch is longer charmed, frightened, or possessed by such creatures.

**Dismissal.** Make a melee spell attack against such a creature, on a hit they must succeed on a Charisma saving throw or be sent back to their home plane. Undead are sent to the Shadowfell and fey to the Feywild.

PHB 233\*

**DISPEL MAGIC** Lv 3

Range **120 ft** Wizard  
Bard

Duration **Instant** Cleric  
Druid

Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*With a wave of your hand, all magical energy is cleared from your target*

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 Levels.** 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.

PHB 234

**DISSONANT WHISPERS** Lv 1

Range **60 ft** Wizard  
Bard

Duration **Instant** Cleric  
Druid

Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*You whisper some really bad song lyrics*

You whisper a discordant melody that only one creature of your choice within range can hear, wracking it with terrible pain. The target must make a Wisdom saving throw. On a failed save, it takes 3d6 psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from you. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. On a successful save, the target takes half as much damage and doesn't have to move away. A deafened creature automatically succeeds on the save.

**At Higher Levels.** 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

PHB 234

**DIVINATION** Lv 4

Range **Self** Wizard  
Bard

Duration **Instant** Cleric  
Druid

Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*You implore the gods to give you some direction*

Your magic and an offering put you in contact with a god or a god's servants. You ask a single question concerning a specific goal, event, or activity to occur within 7 days. The GM offers a truthful reply. The reply might be a short phrase, a cryptic rhyme, or an omen.

The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

If you cast the spell two or more times before finishing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random reading. The GM makes this roll in secret.

PHB 234

**DIVINE FAVOR** Lv 1

Range **Self** Wizard  
Bard

Duration **1 minute** Cleric  
Druid

Casting Time **Bonus** Sorcerer  
Warlock  
Ranger  
Paladin

*Some prayers the gods do answer*

Your prayer empowers you with divine radiance. Until the spell ends, your weapon attacks deal an extra 1d4 radiant damage on a hit.

PHB 234

**DIVINE WORD** Lv 7

Range **30 ft** Wizard  
Bard

Duration **Instant** Cleric  
Druid

Casting Time **Bonus** Sorcerer  
Warlock  
Ranger  
Paladin

*Only the most devout can learn the language of the gods*

You utter a divine word, imbued with the power that shaped the world at the dawn of creation. Choose any number of creatures you can see within range. Each creature that can hear you must make a Charisma saving throw. On a failed save, a creature suffers an effect based on its current hit points:

< 50 hit points: deafened for 1 minute  
< 40 hit points: deafened and blinded for 10 minutes  
< 30 hit points: blinded, deafened, and stunned for 1 hour  
< 20 hit points: killed instantly

Regardless of its current hit points, a celestial, an elemental, a fey, or a fiend that fails its save is forced back to its plane of origin (if it isn't there already) and can't return to your current plane for 24 hours by any means short of a wish spell.

PHB 234

**DOMINATE BEAST** Lv 4

Range **60 ft** Wizard  
Bard

Duration **1 minute** Cleric  
Druid

Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin


*You reach out with your mind and take control of a nearby beast*

You attempt to beguile a beast. It must succeed on a Wisdom saving throw or be charmed. If you or your allies are fighting it, it has advantage. You have a telepathic link with the beast as long as you're both on the same plane which you can use to issue commands (no action required), which it does its best to obey. Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

**At Higher Levels.** 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.

PHB 234\*

## DOMINATE MONSTER Lv 8

Range **60 ft** Wizard | Bard | Cleric | Druid  
 Duration  **1 hour**  
 Casting Time **1 action** Sorcerer | Warlock | Ranger | Paladin


*Your magics force the mind of a creature to bend to your will*

You attempt to beguile a creature that you can see. It must succeed on a Wisdom saving throw or be charmed by you. If you or your allies fighting it, it has advantage. While the creature is charmed, you have a telepathic link with it as long as you are on the same plane which you can use to issue commands (no action required). Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

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

PHB 235\*

## DOMINATE PERSON Lv 5

Range **60 ft** Wizard | Bard | Cleric | Druid  
 Duration  **1 minute**  
 Casting Time **1 action** Sorcerer | Warlock | Ranger | Paladin


*You create a psychic link between you and your target and forcibly control their actions*

You attempt to beguile a humanoid that you can see. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or your allies are fighting it, it has advantage. While the target is charmed, you have a telepathic link with it as long as you are on the same plane which you can use to issue commands (no action required). Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

**At Higher Levels.** 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.

PHB 235\*

## DRAGON'S BREATH Lv 2

Range **Touch** Wizard | Bard | Cleric | Druid  
 Duration  **1 minute**  
 Casting Time **Bonus** Sorcerer | Warlock | Ranger | Paladin

*Spittin' hot fire.*

You touch one willing creature and imbue it with the power to spew magical energy from its mouth, provided it has one. Choose acid, cold, fire, lightning, or poison. Until the spell ends, the creature can use an action to exhale energy of the chosen type in a 15-foot cone. Each creature in that area must make a Dexterity saving throw, taking 3d6 damage of the chosen type on a failed save, or half as much damage on a successful one.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

XGE 154

## DRAWMIJ'S INSTANT SUMMONS Lv 6

Range **Touch** Wizard | Bard | Cleric | Druid  
 Duration **Until dispelled**  
 Casting Time **1 minute** Sorcerer | Warlock | Ranger | Paladin

*Always be prepared*

You touch an object weighing 10 pounds or less whose largest dimension is 6 feet or less. The spell leaves an invisible mark on its surface and invisibly inscribes the name of the item on the sapphire you use as the material component. At any time thereafter, you can use your action to speak the item's name and crush the sapphire. The item instantly appears in your hand regardless of physical or planar distances, and the spell ends. If another creature is holding or carrying the item, crushing the sapphire doesn't transport the item to you, but instead you learn who the creature possessing the object is and roughly where that creature is located at that moment.

*Dispelling magic* or a similar effect successfully applied to the sapphire ends this spell's effect.

PHB 235\*

## DREAM Lv 5

Range **Special** Wizard | Bard | Cleric | Druid  
 Duration **8 hours**  
 Casting Time **1 minute** Sorcerer | Warlock | Ranger | Paladin

*We have to go deeper*

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. You, or a willing creature you touch, enters a trance state, acting as a messenger. 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, the target can't gain 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.

PHB 236\*

## DRUID GROVE Lv 6

Range **Touch** Wizard | Bard | Cleric | Druid  
 Duration **24 hours**  
 Casting Time **10 minutes** Sorcerer | Warlock | Ranger | Paladin

*You use the power of nature to ward an area*

You invoke the spirits of nature to protect an area outdoors or underground. It can be between a 30ft and 90ft cube. The spell creates the following effects within the area. You can choose creatures to exclude, who discern these effects as pleasant and harmless. Does not effect structures. You can create **Solid Fog** or **Grasping Undergrowth** in 5ft areas. Which creates heavily obscuring fog that costs 3x movement or grasping vines (as entangle spell) respectively. As well, you create **Grove Guardians** by animating up to four trees (see awakened tree stats in MM). They fight until they drive off or slay intruders and obey your commands but can't leave the area. You also create one extra effect: A constant gust of wind in two locations; spike growth in one location; or wind wall in two locations.

XGE 154\*

## DRUIDCRAFT Lv 0

Range **30 ft** Wizard | Bard | Cleric | Druid  
 Duration **Instant**  
 Casting Time **1 action** Sorcerer | Warlock | Ranger | Paladin

*Prestidigitation for druids*

Whispering to the spirits of nature, you create one of the following effects within range:

You create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. This effect persists for 1 round.


You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.

You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5-foot cube.

You instantly light or snuff out a candle, a torch, or a small campfire.

PHB 236

## DUST DEVIL Lv 2

Range **60 ft** Wizard | Bard | Cleric | Druid  
 Duration  **1 minute**  
 Casting Time **1 action** Sorcerer | Warlock | Ranger | Paladin

*A small whirlwind rages in an area*

Choose an unoccupied 5-foot cube of air within range. An elemental force appears and lasts for the spell's duration. Any creature that ends its turn within 5 feet makes a Strength saving throw. 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. As a bonus action, you can move the dust devil up to 30 feet. If the dust devil moves over sand, loose dirt, etc., 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 Levels.** 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.

EE 17\*

## EARTH TREMOR Lv 1

Range **10 ft** Wizard | Bard | Cleric | Druid  
 Duration **Instant**  
 Casting Time **1 action** Sorcerer | Warlock | Ranger | Paladin

*With a stamp of your foot you send shockwaves through the ground*

You cause a tremor in the ground within range. 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, with each 5-foot-diameter portion requiring at least 1 minute to clear by hand.

**At Higher Levels.** 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.

XGE 155

**EARTHBIND** Lv 2

Range 300 ft

Duration 1 minute

Casting Time 1 action

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

"Where do ya think you're goin'?"

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.

EE 17

**EARTHQUAKE** Lv 8

Range 500 ft

Duration 1 minute

Casting Time 1 action

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Can level entire villages

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 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. 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. Creates **Fissures** and affects **Structures**.

PHB 236\*

**ELDRITCH BLAST** Lv 0

Range 120 ft

Duration Instant

Casting Time 1 action

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

A blast of dark energy

A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage.

The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

PHB 237

**ELEMENTAL BANE** Lv 4

Range 90 ft

Duration 1 minute

Casting Time 1 action

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

"Fire, ice, lightning... Pick your poison, I'll make sure it's a lethal dose"

Choose one creature you can see within range, and choose one of the following damage types: acid, cold, fire, lightning, or thunder.

The target must succeed on a Constitution saving throw or be affected by the spell for its duration. The first time each turn the affected target takes damage of the chosen type, the target takes an extra 2d6 damage of that type. Moreover, the target loses any resistance to that damage type until the spell ends.

**At Higher Levels.** 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. The creatures must be within 30 feet of each other when you target them.

EE 17

**ELEMENTAL WEAPON** Lv 3

Range Touch

Duration 1 hour

Casting Time 1 action

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

An ally's weapon is infused with elemental power

A nonmagical weapon you touch becomes a magic weapon.

Choose one of the following damage types: acid, cold, fire, lightning, or thunder. For the duration, the weapon has a +1 bonus to attack rolls and deals an extra 1d4 damage of the chosen type when it hits.

**At Higher Levels.** When you cast this spell using a spell slot of 5th or 6th level, the bonus to attack rolls increases to +2 and the extra damage increases to 2d4. When you use a spell slot of 7th level or higher, the bonus increases to +3 and the extra damage increases to 3d4.

PHB 237

**ENEMIES ABOUND** Lv 3

Range 120 ft

Duration 1 minute

Casting Time 1 action

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

A creature sees nothing but foes around them

You reach into the mind of one creature you can see and force it to make an Intelligence saving throw. A creature automatically succeeds if it is immune to being frightened. On a failed save, the target loses the ability to distinguish friend from foe, regarding all creatures it can see as enemies until the spell ends. Each time the target takes damage, it can repeat the saving throw, ending the effect on itself on a success. Whenever the affected creature chooses another creature as a target, it must choose the target at random from among the creatures it can see within range of the attack, spell, or other ability it's using. If an enemy provokes an opportunity attack from the affected creature, the creature must make that attack if it is able to.

XGE 155

**ENERVATION** Lv 5

Range 60 ft

Duration 1 minute

Casting Time 1 action

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Dark energies sap your foe's life while healing your wounds

The target makes a Dexterity saving throw. On a successful save, the target takes 2d8 necrotic damage, and the spell ends. On a failed save, the target takes 4d8 necrotic damage, and until the spell ends, you can use your action on each of your turns to automatically deal 4d8 necrotic damage to the target. The spell ends if you use your action to do anything else, if the target is ever outside the spell's range, or if the target has total cover from you. Whenever the spell deals damage to a target, you regain hit points equal to half the amount of necrotic damage done.

**At Higher Levels.** 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.

XGE 155\*

**ENHANCE ABILITY** Lv 2

Range Touch

Duration 1 hour

Casting Time 1 action

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

With a touch, an ally's abilities are sharpened

You touch a creature and bestow upon it a magical enhancement. Choose an effect; the target gains advantage on the listed ability check and any other effects.

**Bear's Endurance.** Con checks. 2d6 temporary hit points

**Bull's Strength.** Str checks. Carrying capacity doubles

**Cat's Grace.** Dex checks. Can fall 20ft with no damage

**Eagle's Splendor.** Cha checks

**Fox's Cunning.** Int checks

**Owl's Wisdom.** Wis checks

**At Higher Levels.** 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.

PHB 237\*

**ENLARGE/REDUCE** Lv 2

Range 30 ft

Duration 1 minute

Casting Time 1 action

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Unfortunately doesn't work on just a part of a creature

You cause a creature or an object to grow larger or smaller for the duration. Choose either a creature or an object that is neither worn nor carried; the target can make a Con saving throw. On a success, the spell has no effect.

**Enlarge.** The target's size doubles, and its weight is multiplied by eight. Its size increases by one category. Until the spell ends, they have advantage on Strength checks and saving throws. The target's weapons are enlarged and deal 1d4 extra damage.

**Reduce.** The target's size is halved, and its weight is reduced to one eighth. Its size decreases by one category. Until the spell ends, they have disadvantage on Strength checks and saving throws. The target's weapons shrink and deal 1d4 less damage.

PHB 237\*



**ENSNARING STRIKE** Lv 1

Range **Self** Wizard  
Bard

Duration **1 minute** Cleric  
Druid

Casting Time **Bonus** Sorcerer  
Warlock  
Ranger  
Paladin

*Your strikes root an enemy in place*

The next time you hit a creature with a weapon attack before this spell ends, a writhing mass of thorny vines appears and the target must succeed on a Strength saving throw or be restrained by the magical vines until the spell ends. A Large or larger creature has advantage on this saving throw. If the target succeeds, the vines shrivel away. While restrained, the target takes 1d6 piercing damage at the start of each of its turns. A creature restrained, or an adjacent creature can use its action to make a Strength check against your spell save DC. On a success, the target is freed.

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

PHB 237\*

**ENTANGLE** Lv 1

Range **90 ft** Wizard  
Bard

Duration **1 minute** Cleric  
Druid

Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*Vines erupt from the ground and hold an enemy*

Grasping weeds and vines sprout from the ground in a 20 foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain. A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself. When the spell ends, the conjured plants wilt away.

PHB 238

**ENTHRALL** Lv 2

Range **60 ft** Wizard  
Bard

Duration **1 minute** Cleric  
Druid

Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*Your words cause a creature to focus only on you*

You weave a distracting string of words, causing creatures of your choice that you can see within range and that can hear you to make a Wisdom saving throw. Any creature that can't be charmed succeeds on this saving throw automatically, and if you or your companions are fighting a creature, it has advantage on the save. On a failed save, the target has disadvantage on Wisdom (Perception) checks made to perceive any creature other than you until the spell ends or until the target can no longer hear you. The spell ends if you are incapacitated or can no longer speak.

PHB 238

**ERUPTING EARTH** Lv 3

Range **120 ft** Wizard  
Bard

Duration **Instant** Cleric  
Druid

Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*Sweeping upwards, you cause the earth in an area to burst upwards with incredible force*

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.

**At Higher Levels.** 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.

XGE 155

**ETHEREALNESS** Lv 7

Range **Self** Wizard  
Bard

Duration **8 hours** Cleric  
Druid

Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*Your magics allow you to walk the border between planes*

You step into the border regions of the Ethereal Plane. You can move in any direction but moving up or down costs double. You ignore all objects and effects that aren't on the Ethereal Plane. Creatures can't perceive or interact with you, unless a special ability or magic has allowed them. When the spell ends, you immediately return to your original plane. If you occupy the same spot as a solid object or creature when this happens, you are shunted to the nearest unoccupied space and take force damage equal to twice the number of feet you are moved.

**At Higher Levels.** 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.

PHB 238\*

**EVARD'S BLACK TENTACLES** Lv 4

Range **90 ft** Wizard  
Bard

Duration **1 minute** Cleric  
Druid

Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*Evard was into some interesting stuff*

Squirming, ebony tentacles fill a 20 foot square on ground that you can see within range. For the duration, these tentacles turn the ground in the area into difficult terrain. When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw or take 3d6 bludgeoning damage and be restrained by the tentacles until the spell ends. A creature that starts its turn in the area and is already restrained by the tentacles takes 3d6 bludgeoning damage.

A creature restrained by the tentacles can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself.

PHB 238

**EXPEDITIOUS RETREAT** Lv 1

Range **Self** Wizard  
Bard

Duration **10 minutes** Cleric  
Druid

Casting Time **Bonus** Sorcerer  
Warlock  
Ranger  
Paladin

*"Swift of thought, fleet of foot"*

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.

PHB 238

**EYEBITE** Lv 6

Range **Self** Wizard  
Bard

Duration **1 minute** Cleric  
Druid

Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*You feel infinite darkness swirling in your eye*

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: **Asleep**, **Panicked**, or **Sickened**.

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.

PHB 238\*

**FABRICATE** Lv 4

Range **120 ft** Wizard  
Bard

Duration **Instant** Cleric  
Druid

Casting Time **10 minutes** Sorcerer  
Warlock  
Ranger  
Paladin

*Apprentice mages question their tailoring training until they need new dress robes in a pinch*

Choose raw materials that you can see within range. You can fabricate a Large or smaller object (contained within a 10 foot cube, or eight connected 5 foot cubes), given a sufficient quantity of raw material. If you are working with metal, stone, or another mineral substance, however, the fabricated object can be no larger than Medium (contained within a single 5 foot cube).

Creatures or magic items can't be created or transmuted by this spell. You also can't use it to create items that ordinarily require a high degree of craftsmanship, such as jewelry, weapons, glass, or armor, unless you have proficiency with the type of artisan's tools used to craft such objects.

PHB 239\*




**FAERIE FIRE** Lv 1

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

Range **60 ft**

Duration **1 minute**

Casting Time **1 action**



*"You can't hide from me."*

Each object in a 20 foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10 foot radius.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

PHB 239

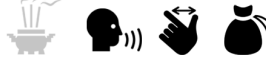
**FALSE LIFE** Lv 1

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

Range **Self**

Duration **1 hour**

Casting Time **1 action**



*Dark energies give you strength*

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

**At Higher Levels.** 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.

PHB 239

**FAR STEP** Lv 5

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

Range **Self**

Duration **1 minute**

Casting Time **Bonus**



*You move across the battlefield with a hop, skip, and a jump*

You teleport up to 60 ft to an unoccupied space you can see. On each of your turns before the spell ends, you can use a bonus action to teleport in this way again.

XGE 155


**FEAR** Lv 3

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

Range **Self**

Duration **1 minute**

Casting Time **1 action**



*"Give in to your fears"*

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.

PHB 239


**FEATHER FALL** Lv 1

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

Range **60 ft**

Duration **1 minute**

Casting Time **Reaction**



*Has saved the bacon of many overzealous adventurers*

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.

PHB 239


**FEEBLEMIND** Lv 8

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

Range **150 ft**

Duration **Instant**

Casting Time **1 action**



*Whats worse than losing your life? Losing your mind.*

You blast the mind of a creature that you can see within range, attempting to shatter its intellect and personality. The target takes 4d6 psychic damage and must make an Intelligence saving throw. On a failed save, the creature's Intelligence and Charisma scores become 1. The creature can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them.

At the end of every 30 days, the creature can repeat its saving throw against this spell. If it succeeds on its saving throw, the spell ends. The spell can also be ended by *greater restoration*, *heal*, or *wish*.

PHB 239


**FEIGN DEATH** Lv 3

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

Range **Touch**

Duration **1 hour**

Casting Time **1 action**



*Playing dead can sometimes be an effective strategy*

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.

PHB 240

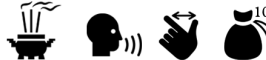
**FIND FAMILIAR** Lv 1

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

Range **10 ft**

Duration **Instant**

Casting Time **1 hour**



*A spirit acts as an extension of your essence*

You gain the service of a familiar that takes an animal form you choose. It rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal. While your familiar is within 100 feet of you, you can communicate with it telepathically. As an action, you can use your familiar's senses until the start of your next turn. You are deaf and blind during this time.

When you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

PHB 240\*


**FIND GREATER STEED** Lv 4

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

Range **30 ft**

Duration **Instant**

Casting Time **10 minutes**



*Summon a majestic mount, like a griffon... or a rhino*

You summon a spirit that appears in range. It can be a griffon, a pegasus, a peryton, a dire wolf, a rhinoceros, or a saber-toothed tiger (statistics in the MM). It is a celestial, a fey, or a fiend (your choice); has a minimum Intelligence of 6; and can understand one language you speak. You control the mount in combat. While within 1 mile, you can telepathically communicate. While mounted, you can make any spell you cast that targets only you also target the mount. The mount disappears at 0 hit points or when you dismiss it as an action. Casting this spell again re-summons it. You can't have more than one mount bonded (including w/ find steed). As an action, you can release a mount from its bond, causing it to disappear permanently. Whenever the mount disappears, it leaves behind any objects it was wearing or carrying.

XGE 156\*

**FIND STEED** Lv 2

Range **30 ft**

Duration **Instant**

Casting Time **10 minutes**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*You always have a trusty steed close by*

You summon a spirit that assumes the form of an unusually intelligent, strong, and loyal steed, creating a long lasting bond with it. The steed takes on a form that you choose: a warhorse, a pony, a camel, an elk, or a mastiff. (Your GM might allow other animals to be summoned as steeds) its Intelligence becomes 6, and it gains the ability to understand one language of your choice that you speak. While mounted on your steed, you can make any spell you cast that targets only you also target your steed.

While your steed is within 1 mile of you, you can communicate with it telepathically. You can't have more than one steed bonded by this spell at a time. As an action, you can release the steed from its bond at any time, causing it to disappear.

PHB 240\*

**FIND THE PATH** Lv 6

Range **Self**

Duration **24 hours**

Casting Time **1 minute**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*No matter the destination, you can find the road that leads there*

This spell allows you to find the shortest, most direct physical route to a specific fixed location that you are familiar with on the same plane of existence. If you name a destination on another plane of existence, a destination that moves (such as a mobile fortress), or a destination that isn't specific (such as "a green dragon's lair"), the spell fails. For the duration, as long as you are on the same plane of existence as the destination, you know how far it is and in what direction it lies. While you are traveling there, whenever you are presented with a choice of paths along the way, you automatically determine which path is the shortest and most direct route (but not necessarily the safest route) to the destination.

PHB 240

**FIND TRAPS** Lv 2

Range **120 ft**

Duration **Instant**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*Who needs a rogue?*

You sense the presence of any trap within range that is within line of sight. A trap, for the purpose of this spell, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator. Thus, the spell would sense an area affected by the alarm spell, a glyph of warding, or a mechanical pit trap, but it would not reveal a natural weakness in the floor, an unstable ceiling, or a hidden sinkhole.

This spell merely reveals that a trap is present. You don't learn the location of each trap, but you do learn the general nature of the danger posed by a trap you sense.

PHB 241

**FINGER OF DEATH** Lv 7

Range **60 ft**

Duration **Instant**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*"I've been to hell and back... and back to hell...and back"*

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.

PHB 241

**FIRE BOLT** Lv 0

Range **120 ft**

Duration **Instant**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*Works equally well on goblins, or steak*

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).

PHB 242

**FIRE SHIELD** Lv 4

Range **Self**

Duration **10 minutes**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*Flames act as your armour*

Thin and wispy flames wreath your body for the duration, shedding bright light in a 10 foot radius and dim light for an additional 10 feet. You can end the spell early by using an action to dismiss it.

The flames provide you with a warm shield or a chill shield, as you choose. The warm shield grants you resistance to cold damage, and the chill shield grants you resistance to fire damage.

In addition, whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with flame. The attacker takes 2d8 fire damage from a warm shield, or 2d8 cold damage from a cold shield.

PHB 242

**FIRE STORM** Lv 7

Range **150 ft**

Duration **Instant**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*"Today is going to be a scorcher!"*

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.

PHB 242

**FIREBALL** Lv 3

Range **150 ft**

Duration **Instant**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*The second spell they learn at wizard school*

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.

**At Higher Levels.** 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.

PHB 241

**FLAME ARROWS** Lv 3

Range **Touch**

Duration **1 hour**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*"Archers, ignite!"*

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 Levels.** 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.

EE 18

## FLAME BLADE Lv 2

Range **Self** Wizard  
Bard  
Duration **10 minutes** Cleric  
Druid  
Casting Time **Bonus** Sorcerer  
Warlock  
Ranger  
Paladin

*The night is dark and full of terrors*

You evoke a fiery blade in your free hand. The blade is similar in size and shape to a scimitar, and it lasts for the duration. If you let go of the blade, it disappears, but you can evoke the blade again as a bonus action.

You can use your action to make a melee spell attack with the fiery blade. On a hit, the target takes 3d6 fire damage.

The flaming blade sheds bright light in a 10 foot radius and dim light for an additional 10 feet.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for every two slot levels above 2nd.

PHB 242

## FLAME STRIKE Lv 5

Range **60 ft** Wizard  
Bard  
Duration **Instant** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*The most common board clear*

A vertical column of divine fire roars down from the heavens in a location you specify. Each creature in a 10 foot radius, 40 foot high cylinder centered on a point within range must make a Dexterity saving throw. A creature takes 4d6 fire damage and 4d6 radiant damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the fire damage or the radiant damage (your choice) increases by 1d6 for each slot level above 5th.

PHB 242

## FLAMING SPHERE Lv 2

Range **60 ft** Wizard  
Bard  
Duration **1 minute** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*Great balls of fire!*

A 5 foot diameter sphere of fire appears lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage (save for 1/2). As a bonus action, you can move the sphere up to 30 feet. If you ram a creature they must make the saving throw and the sphere stops moving. When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20 foot radius and dim light for an additional 20 feet.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

PHB 242\*

## FLESH TO STONE Lv 6

Range **60 ft** Wizard  
Bard  
Duration **1 minute** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*The muscles and tissues of your target begin to harden and crack*

You attempt to turn a creature into stone. If the target's body is made of flesh, they must make a Constitution saving throw. On a failed save, it is restrained. On a successful save, the creature isn't affected. A creature restrained by this spell must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails three times, it is turned to stone and subjected to the petrified condition for the duration. If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state.

If you maintain your concentration on this spell for the entire possible duration, the creature is turned to stone until the effect is removed.

PHB 243\*

## FLY Lv 3

Range **Touch** Wizard  
Bard  
Duration **10 minutes** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*The trick is to throw yourself at the ground and miss*

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 Levels.** 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.

PHB 243

## FOG CLOUD Lv 1

Range **120 ft** Wizard  
Bard  
Duration **1 hour** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*A dense fog blankets the area*

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 Levels.** 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.

PHB 243

## FORBIDDANCE Lv 6

Range **Touch** Wizard  
Bard  
Duration **24 hours** Cleric  
Druid  
Casting Time **10 minutes** Sorcerer  
Warlock  
Ranger  
Paladin

*Your divine magic prevents unwanted guests*

You create a ward against magical travel that protects up to 40,000 square feet of floor space to a height of 30 feet above the floor. For the duration, creatures can't teleport into the area or use portals, and planar travel within the area is also prevented. Choose one or more of the following: celestials, elementals, fey, fiends, and undead. The first time the chosen creature enters the area, it takes 5d10 radiant or necrotic damage.

If you cast forbiddance every day for 30 days in the same location, the spell lasts until it is dispelled, and the material components are consumed on the last casting.

PHB 243\*

## FORCECAGE Lv 7

Range **100 ft** Wizard  
Bard  
Duration **1 hour** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*Traps even the most slippery foes*

An immobile, invisible, cube shaped prison composed of magical force springs into existence around an area you choose within range. The prison can be a cage or a solid box, as you choose. A prison in the shape of a cage can be up to 20 feet on a side and is made from 1/2 inch diameter bars spaced 1/2 inch apart. A prison in the shape of a box can be up to 10 feet on a side, creating a solid barrier that prevents any matter from passing through it and blocking any spells cast into or out from the area. When you cast the spell, any creature that is completely inside the cage's area is trapped. Creatures only partially within the area, or those too large to fit inside the area, are pushed away from the center of the area until they are completely outside the area.

PHB 243

## FORESIGHT Lv 9

Range **Touch** Wizard  
Bard  
Duration **8 hours** Cleric  
Druid  
Casting Time **1 minute** Sorcerer  
Warlock  
Ranger  
Paladin

*You touch an ally and their brain burns with a vision of the future*

You touch a willing creature and bestow a limited ability to see into the immediate future. For the duration, the target can't be surprised and has advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against the target for the duration.

This spell immediately ends if you cast it again before its duration ends.

PHB 244



## FREEDOM OF MOVEMENT Lv 4

Range **Touch** Wizard  
Bard  
Duration **1 hour** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*You cause an ally's movements to flow freely*

You touch a willing creature. For the duration, the target's movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce the target's speed nor cause the target to be paralyzed or restrained.

The target can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has it grappled. Finally, being underwater imposes no penalties on the target's movement or attacks.

PHB 244

## FRIENDS Lv 0

Range **Self** Wizard  
Bard  
Duration **1 minute** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*They'll be there for you!*

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 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.

PHB 244

## FROSTBITE Lv 0

Range **60 ft** Wizard  
Bard  
Duration **Instant** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*Chills to the bone*

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).

EE 18

## GASEOUS FORM Lv 3

Range **Touch** Wizard  
Bard  
Duration **1 hour** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*With a brush of your fingers an ally turns to mist*

You transform a willing creature you touch, along with everything it's wearing and carrying, into a misty cloud for the duration. 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 physical saving throws. The target can pass through small cracks, though it treats liquids as though they were solid surfaces.

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.

PHB 244\*

## GATE Lv 9

Range **60 ft** Wizard  
Bard  
Duration **1 minute** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*You link two points across planes of existence*

You conjure a portal linking a space to a precise location on a different plane of existence. The portal is a circular opening 5 to 20 feet in diameter oriented in any direction. Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported to the other plane. 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. If that creature is on different plane, the portal opens in the named creature's immediate vicinity and is pulled through it.

PHB 244\*

## GEAS Lv 5

Range **60 ft** Wizard  
Bard  
Duration **30 days** Cleric  
Druid  
Casting Time **1 minute** Sorcerer  
Warlock  
Ranger  
Paladin

*An obligation or prohibition magically imposed on a person.*

You place a magical command on a creature, forcing it to carry out some service or refrain from some action. It must succeed on a Wisdom saving throw or become charmed. While charmed, it takes 5d10 psychic damage when it acts counter to your instructions, but no more than once each day. 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. A *remove curse*, *greater restoration*, or *wish* spell ends the effect.

**At Higher Levels.** 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.

PHB 244\*

## GENTLE REPOSE Lv 2

Range **Touch** Wizard  
Bard  
Duration **10 days** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*Rest in peace*

You touch a corpse or other remains. For the duration, the target is protected from decay and can't become undead.

The spell also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this spell don't count against the time limit of spells such as *raise dead*.

PHB 245

## GIANT INSECT Lv 4

Range **30 ft** Wizard  
Bard  
Duration **10 minutes** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*The stuff of nightmares*

You transform up to ten centipedes, three spiders, five wasps, or one scorpion within range into giant versions of their natural forms for the duration. A centipede becomes a giant centipede, a spider becomes a giant spider, a wasp becomes a giant wasp, and a scorpion becomes a giant scorpion. Each creature obeys your verbal commands, and in combat, they act on your turn each round. The GM has the statistics for these creatures and resolves their actions and movement.

A creature remains in its giant size for the duration, until it drops to 0 hit points, or until you use an action to dismiss the effect on it. The GM might allow you to choose different targets.

PHB 245\*

## GLIBNESS Lv 8

Range **Self** Wizard  
Bard  
Duration **1 hour** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*Even the most skilled charmers need a little help sometimes*

Until the spell ends, when you make a Charisma check, you can replace the number you roll with a 15. Additionally, no matter what you say, magic that would determine if you are telling the truth indicates that you are being truthful.

PHB 245

## GLOBE OF INVULNERABILITY Lv 6

Range **Self** Wizard  
Bard  
Duration **1 minute** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*Spells lose their power around you*

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. The areas of such spells does not extend into the globe.

**At Higher Levels.** 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.

PHB 245

## GLYPH OF WARDING Lv 3

Range **Touch** Wizard  
Bard  
Duration **Until dispelled** Cleric  
Druid  
Casting Time **1 hour** Sorcerer  
Warlock  
Ranger  
Paladin

*"That patrol is in for a surprise!"*

When you cast this spell, you inscribe a glyph upon a surface or within an object that can be closed to conceal the glyph. The glyph requires a successful Intelligence (Investigation) check against your spell save DC to be found. You decide what triggers the glyph when you cast the spell. Choose an effect:

**Explosive Runes.** 5d8 elemental damage in a 20ft radius  
**Spell Glyph.** A prepared spell of 3rd level or lower. Spells with concentration last their duration only.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, explosive runes increases 1d8 per level, and spell glyph can store a spell of a level equal to the spell slot used

PHB 245\*

## GOODBERRY Lv 1

Range **Touch** Wizard  
Bard  
Duration **Instant** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*There are a surprisingly large number of fat druids*

Up to ten berries appear in your hand and are infused with magic for the duration. A creature can use its action to eat one berry. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day.

The berries lose their potency if they have not been consumed within 24 hours of the casting of this spell.

PHB 246

## GRASPING VINE Lv 4

Range **30 ft** Wizard  
Bard  
Duration **1 minute** Cleric  
Druid  
Casting Time **Bonus** Sorcerer  
Warlock  
Ranger  
Paladin

*A large, thick vine shoots up and swings at an enemy*

You conjure a vine that sprouts from the ground in an unoccupied space of your choice that you can see within range. When you cast this spell, you can direct the vine to lash out at a creature within 30 feet of it that you can see. That creature must succeed on a Dexterity saving throw or be pulled 20 feet directly toward the vine.

Until the spell ends, you can direct the vine to lash out at the same creature or another one as a bonus action on each of your turns.

PHB 246

## GREASE Lv 1

Range **60 ft** Wizard  
Bard  
Duration **1 minute** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*Starring Sir John Travolta*

Slick grease covers the ground in a 10 foot square centered on a point within range and turns it into difficult terrain for the duration.

When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.

PHB 246

## GREATER INVISIBILITY Lv 4

Range **Touch** Wizard  
Bard  
Duration **1 minute** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*Perfected by Cena the Battlemage*

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.

PHB 246

## GREATER RESTORATION Lv 5

Range **Touch** Wizard  
Bard  
Duration **Instant** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*"I told you not to put that on!"*

You imbue a creature you touch with positive energy to undo a debilitating effect. You can reduce the target's exhaustion level by one, or end one of the following effects on the target:

- One effect that charmed or petrified the target
- One curse, including the target's attunement to a cursed magic item
- Any reduction to one of the target's ability scores
- One effect reducing the target's hit point maximum

PHB 246

## GREEN-FLAME BLADE Lv 0

Range **5 ft** Wizard  
Bard  
Duration **Instant** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*You cut through hordes with verdant flame*

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and green fire leaps from the target to a different creature of your choice that you can see within 5 feet of it. The second creature takes fire damage equal to your spellcasting ability modifier.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 fire damage to the target, and the fire damage to the second creature increases to 1d8 + your spellcasting ability modifier. Both damage rolls increase by 1d8 at 11th level and 17th level.

SCAG 134

## GUARDIAN OF FAITH Lv 4

Range **30 ft** Wizard  
Bard  
Duration **8 hours** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin






*Your deity's power is made manifest*

A large spectral guardian appears and hovers for the duration in an unoccupied space of your choice that you can see within range. The guardian occupies that space and is indistinct except for a gleaming sword and shield emblazoned with the symbol of your deity.

Any creature hostile to you that moves to a space within 10 feet of the guardian for the first time on a turn must succeed on a Dexterity saving throw. The creature takes 20 radiant damage on a failed save, or half as much damage on a successful one. The guardian vanishes when it has dealt a total of 60 damage.

PHB 246

## GUARDIAN OF NATURE Lv 4

Range **Self** Wizard  
Bard  
Cleric  
Druid  
Duration  **1 minute** Sorcerer  
Warlock  
Ranger  
Paladin  
Casting Time **Bonus**    

*You transform into a powerful aspect of nature*





You choose between Primal Beast or Great Tree.

**Primal Beast.** Bestial fur covers your body, your facial features become feral, and you gain the following benefits: Your walking speed increases by 10 feet. You gain darkvision (120 feet). You make Strength-based attack rolls with advantage and your melee weapon attacks deal an extra 1d6 force damage on a hit.

**Great Tree.** Your skin appears barky, leaves sprout from your hair, and you gain the following benefits: 10 temporary HP. You have advantage on attacks rolls with Wisdom or Dexterity as well as Constitution saving throws. The ground within 15 feet of you is difficult terrain for your enemies.

XGE 157\*

## GUARDS AND WARDS Lv 6

Range **Touch** Wizard  
Bard  
Cleric  
Druid  
Duration **24 hours** Sorcerer  
Warlock  
Ranger  
Paladin  
Casting Time **10 minutes**     10gp

*A single skilled spellcaster can ready a fortress*






You create a ward that protects up to 2,500 square feet of floor space (an area 50 feet square, or one hundred 5 foot squares or twenty five 10 foot squares). The warded area can be up to 20 feet tall, and shaped as you desire.

*Guards and wards* creates a plethora of different effects which hinder enemies and prevent unwanted intrusion.

You can create a permanently guarded and warded structure by casting this spell there every day for one year.

PHB 248\*

## GUIDANCE Lv 0





Range **Touch** Wizard  
Bard  
Cleric  
Druid  
Duration  **1 minute** Sorcerer  
Warlock  
Ranger  
Paladin  
Casting Time **1 action**    

*A magical nudge in the right direction*

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

PHB 248

## GUIDING BOLT Lv 1

Range **120 ft** Wizard  
Bard  
Cleric  
Druid  
Duration **1 round** Sorcerer  
Warlock  
Ranger  
Paladin  
Casting Time **1 action**    






*A target marked by this spell usually doesn't last long*

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then.

**At Higher Levels.** 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.

PHB 248

## GUST OF WIND Lv 2

Range **Self** Wizard  
Bard  
Cleric  
Druid  
Duration  **1 minute** Sorcerer  
Warlock  
Ranger  
Paladin  
Casting Time **1 action**    





*Calls a powerful gale which blows away your enemies*

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. 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.

PHB 248

## GUST Lv 0

Range **30 ft** Wizard  
Bard  
Cleric  
Druid  
Duration **Instant** Sorcerer  
Warlock  
Ranger  
Paladin  
Casting Time **1 action**    

*Your breath grows into a strong wind that obeys your command*

You 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.

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.

EE 19

## HAIL OF THORNS Lv 1

Range **Self** Wizard  
Bard  
Cleric  
Druid  
Duration  **1 minute** Sorcerer  
Warlock  
Ranger  
Paladin  
Casting Time **Bonus**    





*Your ranged attacks pack a thorny punch*

The next time you hit a creature with a ranged weapon attack before the spell ends, this spell creates a rain of thorns that sprouts from your ranged weapon or ammunition. In addition to the normal effect of the attack, the target of the attack and each creature within 5 feet of it must make a Dexterity saving throw. A creature takes 1d10 piercing damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** If you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st (to a maximum of 6d10).

PHB 249

## HALLOW Lv 5

Range **Touch** Wizard  
Bard  
Cleric  
Druid  
Duration **Until dispelled** Sorcerer  
Warlock  
Ranger  
Paladin  
Casting Time **24 hours**     1000gp\*





*You fill the ground beneath you with your energies*

You touch a point and infuse an area around it with holy (or unholy) power. The area can have a radius up to 60 feet, and the spell fails if the radius includes an area already under the effect a hallow spell. The affected area is subject to the following effects.

First, celestials, elementals, fey, fiends, and undead can't enter the area, nor can such creatures charm, frighten, or possess creatures within it. Second, you can bind an extra effect to the area. Choose the effect from the following list, or choose an effect offered by the GM. **Courage, Darkness, Daylight, Energy Protection, Energy Vulnerability, Everlasting Rest., Extradimensional Interference, Fear, Silence, Tongues.**

PHB 249\*

## HALLUCINATORY TERRAIN Lv 4

Range **300 ft** Wizard  
Bard  
Cleric  
Druid  
Duration **24 hours** Sorcerer  
Warlock  
Ranger  
Paladin  
Casting Time **10 minutes**    

*First used by Road Runner to fool Wyle E. Coyote*

You make natural terrain in a 150ft cube look, sound, and smell like some other sort of natural terrain. Manufactured structures, equipment, and creatures within the area aren't changed in appearance. The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to see through the illusion. If the difference isn't obvious by touch, a creature carefully examining the illusion can attempt an Intelligence (Investigation) check against your spell save DC to disbelieve it. A creature who discerns the illusion for what it is, sees it as a vague image superimposed on the terrain.

PHB 249\*



**HARM** Lv 6

Range **60 ft** Wizard  
Bard

Duration **Instant** Cleric  
Druid

Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*"Your bones are brittle... Your flesh weak"*

You unleash a virulent disease on a creature that you can see within range. The target must make a Constitution saving throw. On a failed save, it takes 14d6 necrotic damage, or half as much damage on a successful save. The damage can't reduce the target's hit points below 1. If the target fails the saving throw, its hit point maximum is reduced for 1 hour by an amount equal to the necrotic damage it took. Any effect that removes a disease allows a creature's hit point maximum to return to normal before that time passes.

PHB 249

**HASTE** Lv 3

Range **30 ft** Wizard  
Bard  
Cleric  
Druid

Duration **1 minute** Sorcerer  
Warlock  
Ranger  
Paladin

Casting Time **1 action**

*Gotta go fast!*

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.

PHB 250

**HEAL** Lv 6

Range **60 ft** Wizard  
Bard  
Cleric  
Druid

Duration **Instant** Sorcerer  
Warlock  
Ranger  
Paladin

Casting Time **1 action**

*With one touch an ally feels their cuts sealing and their bones mending*

Choose a creature that you can see within range. A surge of positive energy washes through the creature, causing it to regain 70 hit points. This spell also ends blindness, deafness, and any diseases affecting the target. This spell has no effect on constructs or undead.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, the amount of healing increases by 10 for each slot level above 6th.

PHB 250

**HEALING SPIRIT** Lv 2

Range **60 ft** Wizard  
Bard  
Cleric  
Druid

Duration **1 minute** Sorcerer  
Warlock  
Ranger  
Paladin

Casting Time **Bonus**

*A nature spirit heals allies that pass through it*

You call forth a nature spirit to soothe the wounded. The intangible spirit appears in a space that is a 5-foot cube you can see within range. The spirit looks like a transparent beast or fey (your choice). Until the spell ends, whenever you or a creature you can see moves into the spirit's space for the first time on a turn or starts its turn there, you can cause the spirit to restore 1d6 hit points to that creature (no action required). The spirit can't heal constructs or undead. As a bonus action on your turn, you can move the spirit up to 30 ft to a space you can see.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the healing increases by 1d6 for each slot level above 2nd.

XGE 157

**HEALING WORD** Lv 1

Range **60 ft** Wizard  
Bard  
Cleric  
Druid

Duration **Instant** Sorcerer  
Warlock  
Ranger  
Paladin

Casting Time **Bonus**

*With a whisper, the wounds of your allies begin to mend*

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

PHB 250

**HEAT METAL** Lv 2

Range **60 ft** Wizard  
Bard  
Cleric  
Druid

Duration **1 minute** Sorcerer  
Warlock  
Ranger  
Paladin

Casting Time **1 action**

*You focus and the object glows with heat*

Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor. Any creature in physical contact with the object takes 2d8 fire damage when you cast the spell. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again.

If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

**At Higher Levels.** 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.

PHB 250

**HELLISH REBUKE** Lv 1

Range **60 ft** Wizard  
Bard  
Cleric  
Druid

Duration **Instant** Sorcerer  
Warlock  
Ranger  
Paladin

Casting Time **Reaction**

*Flames lash out at your attacker*

You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

PHB 250

**HEROES' FEAST** Lv 6

Range **30 ft** Wizard  
Bard  
Cleric  
Druid

Duration **Instant** Sorcerer  
Warlock  
Ranger  
Paladin

Casting Time **10 minutes**

*You conjure food so delicious and filling, your allies are incredibly invigorated*

You bring forth a great feast, including magnificent food and drink. The feast takes 1 hour to consume and disappears at the end of that time, and the beneficial effects don't set in until this hour is over. Up to twelve other creatures can partake of the feast.

A creature that partakes of the feast gains several benefits. The creature is cured of all diseases and poison, becomes immune to poison and being frightened, and makes all Wisdom saving throws with advantage. Its hit point maximum also increases by 2d10, and it gains the same number of hit points. These benefits last for 24 hours.

PHB 250

**HEROISM** Lv 1

Range **Touch** Wizard  
Bard  
Cleric  
Druid

Duration **1 minute** Sorcerer  
Warlock  
Ranger  
Paladin

Casting Time **1 action**

*Like alcohol without the dizziness*

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to being frightened and gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary hit points from this spell.

**At Higher Levels.** 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.

PHB 250

**HEX** Lv 1

Range 90 ft

Duration 1 hour

Casting Time Bonus

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*Your weaken a creature and make them vulnerable to further attacks*

You place a curse on a creature that you can see within range. Until the spell ends, you deal an extra 1d6 necrotic damage to the target when ever you hit it with an attack. Also, choose one ability when you cast the spell. The target has disadvantage on ability checks made with the chosen ability. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a turn of yours to curse a new creature. A remove curse cast on the target ends this spell early.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

PHB 251

**HOLD MONSTER** Lv 5

Range 90 ft

Duration 1 minute

Casting Time 1 action

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*You raise your hand and your target stops completely, unblinking.*

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 Levels.** 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.

PHB 251

**HOLD PERSON** Lv 2

Range 60 ft

Duration 1 minute

Casting Time 1 action

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*You bring your hand up and an enemy's muscles tense and hold*

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 Levels.** 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.

PHB 251

**HOLY AURA** Lv 8

Range Self

Duration 1 minute

Casting Time 1 action

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*You radiate with divine energy*

Divine light washes out from you and coalesces in a soft radiance in a 30 foot radius around you. Creatures of your choice in that radius when you cast this spell shed dim light in a 5 foot radius and have advantage on all saving throws, and other creatures have disadvantage on attack rolls against them until the spell ends.

In addition, when a fiend or an undead hits an affected creature with a melee attack, the aura flashes with brilliant light. The attacker must succeed on a Constitution saving throw or be blinded until the spell ends.

PHB 251

**HOLY WEAPON** Lv 5

Range Touch

Duration 1 hour

Casting Time Bonus

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*You turn a weapon into a vessel for the gods*

You imbue a weapon you touch with holy power. Until the spell ends, the weapon emits bright light in a 30-foot radius and dim light for an additional 30 feet. In addition, weapon attacks made with it deal an extra 2d8 radiant damage on a hit. If the weapon isn't already a magic weapon, it becomes one for the duration. As a bonus action on your turn, you can dismiss this spell and cause the weapon to emit a burst of radiance. Each creature of your choice that you can see within 30 feet of you must make a Constitution saving throw. On a failed save, a creature takes 4d8 radiant damage, and it is blinded for 1 minute. On a successful save, a creature takes half as much damage and isn't blinded. At the end of each of its turns, a blinded creature can make a Constitution saving throw, ending the effect on itself on a success.

XGE 157

**HUNGER OF HADAR** Lv 3

Range 150 ft

Duration 1 minute

Casting Time 1 action

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*He really was a hangry guy*

You open a gateway to the dark between the stars, a region infested with unknown horrors. A 20-foot-radius sphere of blackness and bitter cold appears, centered on a point with range and lasting for the duration. This void is filled with a cacophony of soft whispers and slurping noises that can be heard up to 30 feet away. No light, magical or otherwise, can illuminate the area, and creatures fully within the area are blinded.

The void creates a warp in the fabric of space, and the area is difficult terrain. Any creature that starts its turn in the area takes 2d6 cold damage. Any creature that ends its turn in the area must succeed on a Dexterity saving throw or take 2d6 acid damage as milky, otherworldly tentacles rub against it.

PHB 251

**HUNTER'S MARK** Lv 1

Range 90 ft

Duration 1 hour

Casting Time Bonus

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*Used to cost 0 mana*

You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

PHB 251

**HYPNOTIC PATTERN** Lv 3

Range 120 ft

Duration 1 minute

Casting Time 1 action

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*With a swirl of your wrist, your enemies are entranced*

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.

PHB 252

**ICE KNIFE** Lv 1

Range 60 ft

Duration Instant

Casting Time 1 action

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*Moisture congeals into your hand in the form of a razor sharp dagger*

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 it must succeed on a Dexterity saving throw or take 2d6 cold damage.

**At Higher Levels.** 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.

XGE 157

## ICE STORM Lv 4

Range **300 ft** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **Instant**

Casting Time **1 action**

*Hails of frigid ice shred through the area*

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.

**At Higher Levels.** 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.

PHB 252

## IDENTIFY Lv 1

Range **Touch** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **Instant**

Casting Time **1 minute**

*"Hello my friend, stay awhile and listen!"*

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it.

If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

PHB 252

## ILLUSORY DRAGON Lv 8

Range **120 ft** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **1 minute**

Casting Time **1 action**

*"I call him Puff, the magic dragon"*

Create a Huge shadowy dragon in an unoccupied space within range. Any enemies within its sight must make a Wisdom saving throw or become frightened for 1 minute. If they end their turn in a location where they can't see it they can repeat the saving throw. As a bonus action you can move it up to 60ft, at any point causing a 60ft cone attack. Each creature in the cone must make an Intelligence saving throw, taking 7d6 damage (half damage on a save). The damage type is chosen when you create the illusion. The illusion is tangible but attacks miss it, it succeeds on all saving throws, and is immune to damage and conditions. A creature that uses an action to examine the dragon can make Intelligence (Investigation) check against your spell save DC. Success gives advantage against its breath attacks.

XGE 157\*

## ILLUSORY SCRIPT Lv 1

Range **Touch** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **10 days**

Casting Time **1 minute**

*Commonly used to pass notes in class*

You write on parchment, paper, or some other suitable writing material and imbue it with a potent illusion that lasts for the duration. To you and any creatures you designate when you cast the spell, the writing appears normal, written in your hand, and conveys whatever meaning you intended when you wrote the text. To all others, the writing appears as if it were written in an unknown or magical script that is unintelligible. Alternatively, you can cause the writing to appear to be an entirely different message, written in a different hand and language, though the language must be one you know. Should the spell be dispelled, the original script and the illusion both disappear. A creature with truesight can read the hidden message.

PHB 252

## IMMOLATION Lv 5

Range **90 ft** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **1 minute**

Casting Time **1 action**

*With a single word your enemy bursts into flames.*

Flames wreath one creature you can see within range. The target must make a Dexterity saving throw. It takes 8d6 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 4d6 fire damage on a failed save, and the spell ends on a successful one. These magical flames can't be extinguished by nonmagical means.

If damage from this spell kills a target, the target is turned to ash.

XGE 158

## IMPRISONMENT Lv 9

Range **30 ft** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **Until dispelled**

Casting Time **1 minute**

*No matter your flavour of prison, you're covered*

You create a magical restraint to hold a creature that you can see within range. The target must succeed on a Wisdom saving throw or be bound by the spell; if it succeeds, it is immune to this spell if you cast it again. While affected by this spell, the creature doesn't need to breathe, eat, or drink, and it doesn't age. Divination spells can't locate or perceive the target.

When you cast the spell, you choose one of the following forms: **Burial, Chaining, Hedged Prison, Minimus Containment, Slumber.** A *dispel magic* spell can end the spell only if it is cast as a 9th level spell, targeting either the prison or the special component used to create it.

PHB 252\*

## INCENDIARY CLOUD Lv 8

Range **150 ft** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **1 minute**

Casting Time **1 action**

*A cloud of raging embers billows and scorches enemies in its path*

A swirling cloud of smoke shot through with white hot embers appears in a 20 foot radius sphere centered on a point within 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.

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

PHB 253

## INFERNAL CALLING Lv 5

Range **90 ft** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **1 hour**

Casting Time **1 minute**

*You've got a devil on speed-dial*

Summon a devil (CR 6 or less). It is under the DM's control and acts according to its nature. You can try to command it. It obeys it matches its desires, especially if it makes you more evil. Else, make a Charisma (Deception, Intimidation, or Persuasion) check contested by its Wisdom (Insight) check, advantage if you say the devil's true name. If you fail, the devil becomes immune to your commands (but may still carry them out). If concentration ends before the duration, it acts as it wants for 3d6 Minutes before disappearing. If you possess a devil's talisman, you can summon and command it with no checks required.

**At Higher Levels.** When you cast this spell with a spell slot of 6th level or higher, the CR increases by 1 for each slot level above 5th.

XGE 158\*

## INFESTATION Lv 0

Range **30 ft** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **Instant**

Casting Time **1 action**

*You conjure a swarm of bugs to surround and attack your target*

You cause a cloud of mites, fleas, and other parasites to appear momentarily on one creature you can see within range. The target must succeed on a Constitution saving throw, or it takes 1d6 poison damage and moves 5 ft in a random direction if it can move and its speed is at least 5 ft. Roll a d4 for the direction: 1, north; 2, south; 3, east; or 4, west. This movement doesn't provoke opportunity attacks, and if the direction rolled is blocked, the target doesn't move.

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

XGE 158



## INFLICT WOUNDS Lv 1

Range **Touch** Wizard  
Bard  
Duration **Instant** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin



*With a touch, wounds open up on an enemy*

Make a melee spell attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

PHB 253

## INSECT PLAGUE Lv 5

Range **300 ft** Wizard  
Bard  
Duration **10 minutes** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin



*Unpleasant for everyone involved*

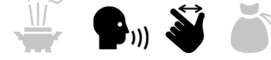
Swarming, biting locusts fill a 20-foot radius sphere centered on a point you choose within range. The sphere spreads around corners. The sphere remains for the duration, and its area is lightly obscured. The sphere's area is difficult terrain. When the area appears, each creature in it must make a Constitution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

**At Higher Levels.** 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.

PHB 254

## INVESTITURE OF FLAME Lv 6

Range **Self** Wizard  
Bard  
Duration **10 minutes** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin



*Flames race across your body*

Flames surround your body, shedding bright light for 30ft and dim light another 30ft 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 and have resistance to cold.

Any creature that moves within 5 feet of you for the first time on a turn or ends its turn there takes 1d10 fire.

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.

EE 19\*

## INVESTITURE OF ICE Lv 6

Range **Self** Wizard  
Bard  
Duration **10 minutes** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin



*Ice rimes your body*

Until the spell ends you gain the following benefits:

You are immune to cold and have resistance to fire.

You can move across difficult terrain created by ice or snow without spending extra movement.

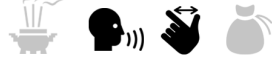
The ground in a 10-foot radius around you is icy and is difficult terrain for creatures other than you.

You can use your action to create a 15ft cone of freezing wind 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.

EE 19\*

## INVESTITURE OF STONE Lv 6

Range **Self** Wizard  
Bard  
Duration **10 minutes** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin



*You become one with the earth*

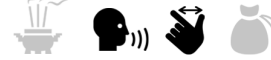
Until the spell ends, bits of rock spread across your body, and you gain the following benefits: You have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons. You can use your action to create a small earthquake on the ground in a 15-foot radius centered on you. Other creatures on that ground must succeed on a Dexterity saving throw or be knocked prone.

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.

XGE 159

## INVESTITURE OF WIND Lv 6

Range **Self** Wizard  
Bard  
Duration **10 minutes** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin



*Wind whirls around you*

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

Ranged weapon attacks against you have disadvantage.

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.

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.

EE 20\*

## INVISIBILITY Lv 2

Range **Touch** Wizard  
Bard  
Duration **1 hour** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin



*One touch and an ally vanishes from sight*

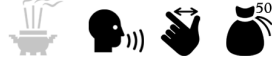
A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

**At Higher Levels.** 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.

PHB 254

## INVULNERABILITY Lv 9

Range **Self** Wizard  
Bard  
Duration **10 minutes** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin



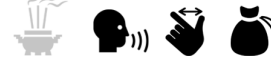
*Untouchable.*

You are immune to all damage until the spell ends.

XGE 160

## JUMP Lv 1

Range **Touch** Wizard  
Bard  
Duration **1 minute** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin



*Many athletes were banned for using performance-enhancing spells*

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

PHB 254

**KNOCK** Lv 2

Range **60 ft** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **Instant**

Casting Time **1 action**

Originally called “pick”, but that didn’t have the same sound to it

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, that spell is suppressed for 10 minutes, during which time the target can be opened and shut normally. When you cast the spell, a loud knock, audible from as far away as 300 feet, emanates from the target object.

PHB 254

**LEGEND LORE** Lv 5

Range **Self** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **Instant**

Casting Time **10 minutes**

Your mind fills with histories long forgotten

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 more information you already have about the thing, the more precise and detailed the information you receive is.

PHB 254\*

**LEOMUND’S SECRET CHEST** Lv 4

Range **Touch** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **Instant**

Casting Time **1 action**

Where Leomund kept his skeletons

You hide a chest, and all its contents, on the Ethereal Plane. The chest can contain up to 12 cubic feet of nonliving material (3 feet by 2 feet by 2 feet). While the chest remains on the Ethereal Plane, you can use an action and touch the replica to recall the chest. It appears in an unoccupied space on the ground within 5 feet of you. You can send the chest back to the Ethereal Plane by using an action and touching both the chest and the replica.

After 60 days, there is a cumulative 5 percent chance per day that the spell’s effect ends. This effect ends if you cast this spell again, if the smaller replica chest is destroyed, or if you choose to end the spell as an action. If the spell ends and the larger chest is on the Ethereal Plane, it is irretrievably lost.

PHB 254\*

**LEOMUND’S TINY HUT** Lv 3

Range **Self** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **8 hours**

Casting Time **1 minute**

Cramped but effective

A 10 foot radius immobile dome of force springs into existence around and above you and remains stationary for the duration. The spell ends if you leave its area. Nine creatures of Medium size or smaller can fit inside the dome with you. Creatures and objects within the dome when you cast this spell can move through it freely. All other creatures and objects are barred from passing through it. Spells and other magical effects can’t extend through the dome or be cast through it. The atmosphere inside the space is comfortable and dry, regardless of the weather outside.

Until the spell ends, you can command the interior to become dimly lit or dark. The dome is opaque from the outside, of any color you choose, but it is transparent from the inside.

PHB 255\*

**LESSER RESTORATION** Lv 2

Range **Touch** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **Instant**

Casting Time **1 action**

An ally’s ailments are cured

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

PHB 255

**LEVITATE** Lv 2

Range **60 ft** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **10 minutes**

Casting Time **1 action**

Your target begins to float off the ground

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. 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.

PHB 255

**LIFE TRANSFERENCE** Lv 3

Range **30 ft** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **Instant**

Casting Time **1 action**

Harm yourself to heal another

You sacrifice some of your health to mend another creature’s injuries. You take 4d8 necrotic damage, and one creature of your choice that you can see within range regains a number of hit points equal to twice the necrotic damage you take.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

XGE 160

**LIGHT** Lv 0

Range **Touch** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **1 Hour**

Casting Time **1 action**

Let there be light!

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.

PHB 255

**LIGHTNING ARROW** Lv 3

Range **Self** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **1 minute**

Casting Time **Bonus**

Your projectiles turn to lightning as they leave your weapon

The next time you make a ranged weapon attack during the spell’s duration, the weapon’s ammunition, or the weapon itself if it’s a thrown weapon, transforms into a bolt of lightning. Make the attack roll as normal. The target takes 4d8 lightning damage on a hit, or half as much damage on a miss, instead of the weapon’s normal damage. Whether you hit or miss, each creature within 10 feet of the target must make a Dexterity saving throw. Each of these creatures takes 2d8 lightning damage on a failed save, or half as much damage on a successful one. The piece of ammunition or weapon then returns to its normal form.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage for both effects of the spell increases by 1d8 for each slot level above 3rd.

PHB 255

## LIGHTNING BOLT Lv 3

Range **Self** Wizard  
Bard  
Duration **Instant** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin



*A powerful blast of electricity courses from your fingers*

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.

**At Higher Levels.** 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.

PHB 255

## LIGHTNING LURE Lv 0

Range **15 ft** Wizard  
Bard  
Duration **Instant** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin



*Ride the lightning.*

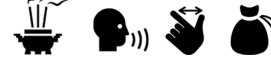
You create a lash of lightning energy that strikes at one creature of your choice that you can see within range. The target must succeed on a Strength saving throw or be pulled up to 10 feet in a straight line toward you and then take 1d8 lightning damage if it is within 5 feet of you.

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

SCAG 143

## LOCATE ANIMALS OR PLANTS Lv 2

Range **Self** Wizard  
Bard  
Duration **Instant** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin



*Even the rarest herb can be found with ease*

Describe or name a specific kind of beast or plant. Concentrating on the voice of nature in your surroundings, you learn the direction and distance to the closest creature or plant of that kind within 5 miles, if any are present.

PHB 256

## LOCATE CREATURE Lv 4

Range **Self** Wizard  
Bard  
Duration **1 hour** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin



*You focus on a creature and your magics guide you to them*

Describe or name a creature that is familiar to you. You sense the direction to the creature's location, as long as that creature is within 1,000 feet of you. If the creature is moving, you know the direction of its movement.

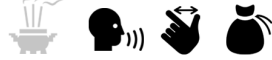
The spell can locate a specific creature known to you, or the nearest creature of a specific kind (such as a human or a unicorn), so long as you have seen such a creature up close -- within 30 feet -- at least once. If the creature you described or named is in a different form, such as being under the effects of a polymorph spell, this spell doesn't locate the creature.

This spell can't locate a creature if running water at least 10 feet wide blocks a direct path between you and the creature.

PHB 256

## LOCATE OBJECT Lv 2

Range **Self** Wizard  
Bard  
Duration **10 minutes** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin



*Great for finding the remote*

Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement.

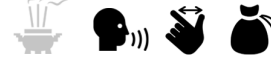
The spell can locate a specific object known to you, as long as you have seen it up close -- within 30 feet -- at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon.

This spell can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.

PHB 256

## LONGSTRIDER Lv 1

Range **Touch** Wizard  
Bard  
Duration **1 hour** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin



*Swiftly, now!*

You touch a creature. The target's speed increases by 10 feet until the spell ends.

**At Higher Levels.** 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.

PHB 256

## MADDENING DARKNESS Lv 8

Range **150 ft** Wizard  
Bard  
Duration **10 minutes** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin



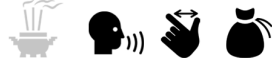
*Are You Afraid of the Dark?*

Magical darkness spreads from a point you choose within range to fill a 60-foot-radius sphere until the spell ends. The darkness spreads around corners. A creature with darkvision can't see through this darkness. Nonmagical light, as well as light created by spells of 8th level or lower, can't illuminate the area. Shrieks, gibbering, and mad laughter can be heard within the sphere. Whenever a creature starts its turn in the sphere, it must make a Wisdom saving throw, taking 8d8 psychic damage on a failed save, or half as much damage on a successful one.

XGE 160

## MAELSTROM Lv 5

Range **120 ft** Wizard  
Bard  
Duration **1 minute** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin



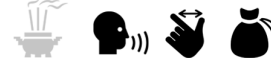
*Great for farming creep waves*

A mass of 5-foot-deep water appears and swirls in a 30-foot radius centered on a point you can see within range. The point must be on ground or in a body of water. Until the spell ends, that area is difficult terrain, and any creature that starts its turn there must succeed on a Strength saving throw or take 6d6 bludgeoning damage and be pulled 10 feet toward the center.

EE 20

## MAGE ARMOR Lv 1

Range **Touch** Wizard  
Bard  
Duration **8 hours** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin



*Robes can be as mithril, in the right hands*

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.

PHB 256



**MAGE HAND** Lv 0

Range **30 ft**

Duration **1 minute**

Casting Time **1 action**

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

*With a snap, a spectral hand appears*

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.

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

PHB 256

**MAGIC CIRCLE** Lv 3

Range **10 ft**

Duration **1 hour**

Casting Time **1 minute**

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

*Your magic protects an area from otherworldly creatures*

You create a 10-foot radius, 20-foot tall cylinder of magical energy centered on a point on the ground. Choose one or more of the following types of creatures: celestials, elementals, fey, fiends, or undead. The creature can't willingly enter the cylinder by nonmagical means, has disadvantage on attack rolls and targets within can't be charmed, frightened, or possessed by them. 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 Levels.** 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.

PHB 256\*

**MAGIC JAR** Lv 6

Range **Self**

Duration **Until dispelled**

Casting Time **1 minute**

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

*More sophisticated than a magic box*

Your soul enters the container you used for the material component. You can attempt to possess any humanoid within 100 feet of you that you can see. The target must make a Charisma saving throw. On a failure, your soul switches place with the creature's. On a success, the target resists your efforts, and you can't attempt to possess it again for 24 hours.

You can use an action to swap back if the container is within 100 feet of you. If the host body dies you must make a Charisma saving throw against your own spellcasting DC. On a success, you return to the container if it is within 100 feet of you. Otherwise, you die.

When the spell ends, the container is destroyed.

PHB 257\*

**MAGIC MISSILE** Lv 1

Range **120 ft**

Duration **Instant**

Casting Time **1 action**

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

*The first spell they teach at wizard school*

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 Levels.** 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.

PHB 257

**MAGIC MOUTH** Lv 2

Range **30 ft**

Duration **Until dispelled**

Casting Time **1 minute**

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

*If walls could talk...*

You implant a message within an object that is uttered when a trigger condition is met. The message must be 25 words or less. When the specified circumstance occurs, a magical mouth appears on the object and recites the message in your voice and at the same volume you spoke. When you cast this spell, you can have the spell end after it delivers its message, or it can remain and repeat its message whenever the trigger occurs.

The triggering circumstance can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the object. For example, you could instruct the mouth to speak when any creature moves within 30 feet of the object or when a silver bell rings within 30 feet of it.

PHB 257\*

**MAGIC STONE** Lv 0

Range **Touch**

Duration **1 minute**

Casting Time **Bonus**

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

*Let he who is without sin, et cetera et cetera...*

You touch one to three pebbles and imbue them with magic. You or someone else can make a ranged spell attack with one of the pebbles by throwing it or hurling it with a sling. If thrown, it has a range of 60 feet. If someone else attacks with the pebble, that attacker adds your spellcasting ability modifier, not the attacker's, to the attack roll. On a hit, the target takes bludgeoning damage equal to 1d6 + your spellcasting ability modifier. Hit or miss, the spell then ends on the stone. If you cast this spell again, the spell ends early on any pebbles still affected by it.

EE 20

**MAGIC WEAPON** Lv 2

Range **Touch**

Duration **1 hour**

Casting Time **Bonus**

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

*A quick enchantment for the warrior on a budget*

You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you use a spell slot of 6th level or higher, the bonus increases to +3.

PHB 257

**MAJOR IMAGE** Lv 3

Range **120 ft**

Duration **10 minutes**

Casting Time **1 action**

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

*"Just take care of the body, I'll fool the guards"*

You create a visible phenomenon no larger than a 20-foot cube. It seems completely real, including sounds, smells, and temperature. As long as you are within range of the illusion, you can use your action to cause it to move to any other spot within range. Physical interaction with the image reveals it to be an illusion. 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.

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

PHB 258\*

**MASS CURE WOUNDS** Lv 5

Range **60 ft**

Duration **Instant**

Casting Time **1 action**

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

*With a wave of your hands those around you are healed*

A wave of healing energy washes out from a point of your choice within range. Choose up to six creatures in a 30-foot radius sphere centered on that point. Each target regains hit points equal to 3d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

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

PHB 258

**MASS HEAL** Lv 9

Range **60 ft** Wizard  
Bard

Duration **Instant** Cleric  
Druid

Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*Can restore the strength of entire battalions*

A flood of healing energy flows from you into injured creatures around you. You restore up to 700 hit points, divided as you choose among any number of creatures that you can see within range. Creatures healed by this spell are also cured of all diseases and any effect making them blinded or deafened. This spell has no effect on undead or constructs.

PHB 258

**MASS HEALING WORD** Lv 3

Range **60 ft** Wizard  
Bard

Duration **Instant** Cleric  
Druid

Casting Time **Bonus** Sorcerer  
Warlock  
Ranger  
Paladin

*Allies who hear you are reinvigorated*

As you call out words of restoration, up to six creatures of your choice that you can see within range regain hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the healing increases by 1d4 for each slot level above 3rd.

PHB 258

**MASS POLYMORPH** Lv 9

Range **120 ft** Wizard  
Bard

Duration **1 hour** Cleric  
Druid

Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*Wizards throw the best costume parties*

Transform up to ten creatures that you can see within range (Wisdom saving throw negates). Each target assumes a beast form of your choice, whose CR is equal to or less than the target's (or half the target's level).

The target retains its hit points, alignment, and personality. Each target gains temporary HP equal to the hit points of its new form. A target reverts to its normal form when this temporary HP is lost. Affected targets can't speak, cast spells, or use items.

XGE 160\*

**MASS SUGGESTION** Lv 6

Range **60 ft** Wizard  
Bard

Duration **24 hours** Cleric  
Druid

Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*You decide to go full Kilgrave*

You suggest a course of activity (limited to a sentence or two) and magically influence up to twelve creatures. The suggestion must be worded in such a manner as to sound reasonable. Each target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described. If you or any of your companions damage a creature affected by this spell, the spell ends for that creature.

**At Higher Levels.** 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.

PHB 258\*

**MAXIMILIAN'S EARTHEN GRASP** Lv 2

Range **30 ft** Wizard  
Bard

Duration **1 minute** Cleric  
Druid

Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*Icy grasp doesn't work too well in a desert, so Maximilian had to improvise*

A Medium hand made from compacted soil rises in a space and reaches for one creature you can see within 5 feet of it. The target must make a Strength saving throw. On a failed save, the target takes 2d6 bludgeoning damage and is restrained for the spell's duration. As an action, you can cause the hand to crush the restrained target, who must make a Strength saving throw. It takes 2d6 bludgeoning damage on a failed save, or half as much damage on a successful one. To break out, the restrained target can make a Strength check against your spell save DC. On a success, the target escapes and is no longer restrained by the hand. As an action, you can cause the hand to reach for a different creature or to move to a different unoccupied space within range. The hand releases a restrained target if you do either.

XGE 161\*

**MAZE** Lv 8

Range **60 ft** Wizard  
Bard

Duration **10 minutes** Cleric  
Druid

Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*What's the point of having a prisoner if you can't have fun with them?*

You banish a creature that you can see within range into a labyrinthine demiplane. The target remains there for the duration or until it escapes the maze.

The target can use its action to attempt to escape. When it does so, it makes a DC 20 Intelligence check. If it succeeds, it escapes, and the spell ends (a minotaur or goristro demon automatically succeeds).

When the spell ends, the target reappears in the space it left or, if that space is occupied, in the nearest unoccupied space.

PHB 258

**MELD INTO STONE** Lv 3

Range **Touch** Wizard  
Bard

Duration **8 hours** Cleric  
Druid

Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*Anybody can hide behind a brick wall, but not many can hide inside one*

You step into a stone object, melding yourself into it. While merged with the stone, you can't see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside it are made with disadvantage. You can cast spells on yourself or use your movement to leave the stone where you entered it, you otherwise can't move. Minor physical damage to the stone doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals 6d6 bludgeoning damage to you. The stone's complete destruction (or transmutation into a different substance) expels you and deals 50 bludgeoning damage to you. If expelled, you fall prone in an unoccupied space closest to where you first entered.

PHB 259\*

**MELF'S ACID ARROW** Lv 2

Range **90 ft** Wizard  
Bard

Duration **Instant** Cleric  
Druid

Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*Goggles do nothing*

A shimmering green arrow streaks toward a target within range and bursts in a spray of acid. Make a ranged spell attack against the target. On a hit, the target takes 4d4 acid damage immediately and 2d4 acid damage at the end of its next turn. On a miss, the arrow splashes the target with acid for half as much of the initial damage and no damage at the end of its next turn.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage (both initial and later) increases by 1d4 for each slot level above 2nd.

PHB 259

**MELF'S MINUTE METEORS** Lv 3

Range **Self** Wizard  
Bard

Duration **10 minutes** Cleric  
Druid

Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*Melf had a fondness for alliteration*

You create six tiny meteors in your space. They float in the air and orbit you for the spell's duration. When you cast the spell and as a bonus action on each of your turns thereafter you can expend one or two of the meteors, sending them streaking toward a point or points you choose within 120 feet of you. Each creature within 5 feet of the point where the meteor explodes must make a Dexterity saving throw. A creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the number of meteors created increases by two for each slot level above 3rd.

EE 20\*

**MENDING** Lv 0

Range **Touch** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **Instant**

Casting Time **1 minute**

*Magical duct tape*

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger 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.

PHB 259

**MENTAL PRISON** Lv 6

Range **60 ft** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **1 minute**

Casting Time **1 action**

*A creature's mind is now a steel trap*

One creature you can see within range must make an Intelligence saving throw. The target succeeds automatically if it is immune to being charmed. On a successful save, the target takes 5d10 psychic damage, and the spell ends. On a failed save, the target takes 5d10 psychic damage, and you make the area immediately around the target's space appear dangerous to it in some way (surrounded by fire, floating razors, hideous maws). Whatever form the illusion takes, the target can't see or hear anything beyond it and is restrained for the spell's duration. If the target is moved out of the illusion, makes a melee attack through it, or reaches any part of its body through it, the target takes 10d10 psychic damage, and the spell ends.

XGE 161\*

**MESSAGE** Lv 0

Range **120 ft** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **1 round**

Casting Time **1 action**

*Your voice booms silently in the mind of a creature*

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.

PHB 259

**METEOR SWARM** Lv 9

Range **1 mile** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **Instant**

Casting Time **1 action**

*Calls down the full fury of all the Heavens*

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.

PHB 259

**MIGHTY FORTRESS** Lv 8

Range **1 mile** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **Instant**

Casting Time **1 minute**

*A home away from home*

A fortress of stone erupts from a 120-foot empty cube within range. Any creatures in the area are harmlessly lifted up. It has 4 turrets connected by 80-foot long walls enclosing a keep. The keep is furnished and decorated however you like, with food to serve a nine-course banquet for up to 100 people each day. Objects created by this spell crumble to dust if removed from the fortress. A staff of one hundred invisible servants obeys commands from creatures you choose. The walls, turrets, and keep are all made of stone that can be damaged. After 7 days or when you cast this spell somewhere else, the fortress harmlessly crumbles and sinks back into the ground, leaving any creatures that were inside it safely on the ground. Casting this spell on the same spot once every 7 days for a year makes the fortress permanent.

XGE 161\*

**MIND BLANK** Lv 8

Range **Touch** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **24 hours**

Casting Time **1 action**

*An ally's mind is completely shielded from intrusion*

Until the spell ends, one willing creature you touch is immune to psychic damage, any effect that would sense its emotions or read its thoughts, divination spells, and the charmed condition. The spell even foils wish spells and spells or effects of similar power used to affect the target's mind or to gain information about the target.

PHB 259

**MIND SPIKE** Lv 2

Range **60 ft** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **1 hour**

Casting Time **1 action**

*You pierce an enemy's mind and can feel its presence, wherever they are*

You reach into the mind of one creature you can see within range. The target must make a Wisdom saving throw, taking 3d8 psychic damage on a failed save, or half as much damage on a successful one. On a failed save, you also always know the target's location until the spell ends, but only while the two of you are on the same plane of existence. While you have this knowledge, the target can't become hidden from you, and if it's invisible, it gains no benefit from that condition against you.

**At Higher Levels.** 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.

XGE 162

**MINOR ILLUSION** Lv 0

Range **30 ft** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **1 minute**

Casting Time **1 action**

*Creates a small distortion in reality*

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.

PHB 260

**MIRAGE ARCANUM** Lv 7

Range **Sight** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **10 days**

Casting Time **10 minutes**

*The power of your magic bends the surroundings to your will*

You make terrain in an area up to 1 mile square look, sound, smell, and even feel like some other sort of terrain. The terrain's general shape remains the same, however. Similarly, you can alter the appearance of structures, or add them where none are present. The illusion includes audible, visual, tactile, and olfactory elements, so it can turn clear ground into difficult terrain (or vice versa) or otherwise impede movement through the area. Any piece of the illusory terrain (such as a rock or stick) that is removed from the spell's area disappears immediately. Creatures with truesight can see through the illusion to the terrain's true form; however, all other elements of the illusion remain, so while the creature is aware of the illusion's presence, the creature can still physically interact with the illusion.

PHB 260\*



**MIRROR IMAGE** Lv 2

Range **Self**

Duration **1 minute**

Casting Time **1 action**

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

*Duplicate images of yourself confuse attacking enemies*

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. 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. 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. Countered by spells that see illusions, such as truesight.

PHB 260\*

**MISLEAD** Lv 5

Range **Self**

Duration **1 hour**

Casting Time **1 action**

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

*A decoy!*

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.

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 surroundings.

PHB 260

**MISTY STEP** Lv 2

Range **Self**

Duration **Instant**

Casting Time **Bonus**

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

*With a puff of mist you instantly appear somewhere else*

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

PHB 260

**MODIFY MEMORY** Lv 5

Range **30 ft**

Duration **1 minute**

Casting Time **1 action**

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

*Great way to mulligan a bad date*

You attempt to reshape another creature's memories. Your target must make a Wisdom saving throw. If you are fighting the creature, it has advantage. On a failed save, the target becomes charmed and incapacitated, though it can hear you. If the spell ends or it takes damage, the spell ends and its memories are unaffected. While this lasts, you can affect the target's memory of an event the last 24 hours lasting no more than 10 minutes. A *remove curse* or *greater restoration* spell cast on the target restores the creature's true memory.

**At Higher Levels.** 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).

PHB 261\*

**MOLD EARTH** Lv 0

Range **30 ft**

Duration **1 hour**

Casting Time **1 action**

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

*A flick of your wrist and the earth begins to move*

You choose a portion of dirt or stone 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 and deposit it up to 5 feet away. This movement doesn't cause damage. Or, 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. Or, if the dirt or stone is on the ground, you cause it to become difficult terrain or normal terrain if it is difficult already. 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.

EE 21\*

**MOONBEAM** Lv 2

Range **120 ft**

Duration **1 minute**

Casting Time **1 action**

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

*Not to be confused with sunbeam*

A silvery beam of pale light shines down in a 5ft wide, 40ft high cylinder centered on a point. When a creature enters the spell's area for the first time on a turn or starts its turn there, it is engulfed in ghostly flames and must make a Constitution saving throw. It takes 2d10 radiant damage on a failed save, or half damage on a successful one. A shapechanger makes its saving throw with disadvantage. If it fails, it also instantly reverts to its original form and can't assume a different form until it leaves the spell's light. On each of your turns after you cast this spell, you can use an action to move the beam up to 60 feet in any direction.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.

PHB 261\*

**MORDENKAINEN'S FAITHFUL HOUND** Lv 4

Range **30 ft**

Duration **8 hours**

Casting Time **1 action**

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

*A very good boy*

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 100ft away from it. The hound is invisible to all creatures except you and can't be harmed. When a Small or larger creature comes within 30ft 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 5ft 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.

PHB 261

**MORDENKAINEN'S MAGNIFICENT MANSION** Lv 7

Range **300 ft**

Duration **24 hours**

Casting Time **1 minute**

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

*Mordenkainen lived in style*

You conjure an extradimensional dwelling that lasts for the duration. You and any creature you designate when you cast the spell can enter the portal while it's open. You can open or close the portal if you are within 30ft of it. Beyond the portal is a magnificent foyer with numerous chambers beyond. You can create any floor plan you like, but the space can't exceed 50 cubes, each cube being 10ft on each side. The place is furnished and decorated as you choose. It contains sufficient food to serve a nine course banquet for up to 100 people. A staff of 100 near transparent servants attends all who enter. Anything created by this spell dissipates into smoke if removed from the mansion. When the spell ends, any creatures inside the extradimensional space are expelled into the open spaces nearest to the entrance.

PHB 261\*

**MORDENKAINEN'S PRIVATE SANCTUM** Lv 4

Range **120 ft**

Duration **24 hours**

Casting Time **10 minutes**

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

*You prevent an area from being seen or entered by magical means*

You make an area within range magically secure. The area is a cube that can be as small as 5 feet to as large as 100 feet on each side. When you cast the spell, you decide what sort of security the spell provides. This includes protection from teleportation, planar travel, and scrying.

Casting this spell on the same spot every day for a year makes this effect permanent.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, you can increase the size of the cube by 100 feet for each slot level beyond 4th.





PHB 262\*

## MORDENKAINEN'S SWORD Lv 7

Range **60 ft** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **1 minute**

Casting Time **1 action**

*"I never fight alone"*

You create a sword shaped plane of force that hovers within range. It lasts for the duration.

When the sword appears, you make a melee spell attack against a target of your choice within 5 feet of the sword. On a hit, the target takes 3d10 force damage. Until the spell ends, you can use a bonus action on each of your turns to move the sword up to 20 feet to a spot you can see and repeat this attack against the same target or a different one.





PHB 262

## MOVE EARTH Lv 6

Range **120 ft** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **2 hours**

Casting Time **1 action**

*The earths in the area shift and move into forms of your choosing*

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. The extent of any such changes can't exceed half the area's largest dimension. 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. 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.





PHB 263\*

## NEGATIVE ENERGY FLOOD Lv 5

Range **60 ft** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **Instant**

Casting Time **1 action**

*What's better than making an enemy dead? Making them undead*

You send ribbons of negative energy at one creature you can see within range. Unless the target is undead, it must make a Constitution saving throw, taking 5d12 necrotic damage on a failed save, or half as much damage on a successful one. A target killed by this damage rises up as a zombie at the start of your next turn. The zombie pursues whatever creature it can see that is closest to it. Statistics for the zombie are in the Monster Manual. If you target an undead with this spell, the target doesn't make a saving throw. Instead, roll 5d12. The target gains half the total as temporary hit points.





XGE 163

## NONDETECTION Lv 3

Range **Touch** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **8 hours**

Casting Time **1 action**

*Another Mage Cena specialty*

For the duration, you hide a target that you touch from divination magic. The target can be a willing creature or a place or an object no larger than 10 feet in any dimension. The target can't be targeted by any divination magic or perceived through magical scrying sensors.





PHB 263

## NYSTUL'S MAGIC AURA Lv 2

Range **Touch** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **24 hours**

Casting Time **1 action**

*Scrying magicians think they're infallible, often to their own demise*

You place an illusion on a creature or an object you touch so that divination spells reveal false information about it. When you cast the spell, choose one or both of the following effects. If you cast this spell on the same creature or object every day for 30 days, placing the same effect on it each time, the illusion lasts until it is dispelled.

**False Aura.** You change the way the target appears to spells and magical effects.

**Mask.** You change the way the target appears to spells and magical effects that detect creature types.





PHB 263\*

## OTILUKE'S FREEZING SPHERE Lv 6

Range **300 ft** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **Instant**

Casting Time **1 action**

*An orb of frigid energies*

A frigid globe of cold energy streaks to a point, where it explodes in a 60ft sphere. Each creature within the area must make a Constitution saving throw. On a failed save, a creature takes 10d6 cold damage. On a successful save, it takes half as much damage. If the globe strikes a body of water or a liquid that is principally water it freezes the liquid, possibly trapping creatures. You can refrain from firing the globe after completing the spell. A small globe about the size of a sling stone, cool to the touch, appears in your hand. At any time, you or a creature you give the globe to can throw the globe or hurl it with a sling.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d6 for each slot level above 6th.





PHB 263\*

## OTILUKE'S RESILIENT SPHERE Lv 4

Range **30 ft** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **1 minute**

Casting Time **1 action**

*Good for trapping enemies or protecting friends*

A sphere of shimmering force encloses a creature or object of Large size or smaller within range. An unwilling creature must make a Dexterity saving throw. On a failed save, the creature is enclosed for the duration. Nothing can pass through the barrier, in or out, though a creature in the sphere can breathe there. The sphere is immune to all damage. The sphere is weightless and just large enough to contain the creature or object inside. An enclosed creature can use its action to push against the sphere's walls and thus roll the sphere at up to half the creature's speed. Similarly, the globe can be picked up and moved by other creatures. A *disintegrate* spell targeting the globe destroys it without harming anything inside it.





PHB 264\*

## OTTO'S IRRESISTIBLE DANCE Lv 6

Range **30 ft** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **1 minute**

Casting Time **1 action**

*Otto had some fancy footwork*

Choose one creature that you can see within range. The target begins a comic dance in place: shuffling, tapping its feet, and capering for the duration. Creatures that can't be charmed are immune to this spell.

A dancing creature must use all its movement to dance without leaving its space and has disadvantage on Dexterity saving throws and attack rolls. While the target is affected by this spell, other creatures have advantage on attack rolls against it. As an action, a dancing creature makes a Wisdom saving throw to regain control of itself. On a successful save, the spell ends.

PHB 264

## PASS WITHOUT TRACE Lv 2

Range **Self** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **1 hour**

Casting Time **1 action**

*With the aid of your magics, allies move with catlike stealth*

A veil of shadows and silence radiates from you, masking you and your companions from detection. For the duration, each creature you choose within 30 feet of you (including you) has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.

PHB 264

**PASSWALL** Lv 5

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Range **30 ft**

Duration **1 hour**

Casting Time **1 action**

*Less effective on firewalls*

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.

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.

PHB 264

**PHANTOM STEED** Lv 3

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Range **30 ft**

Duration **1 hour**

Casting Time **1 minute**

*Ghost Rider*

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.

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.

PHB 265

**PLANE SHIFT** Lv 7

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Range **Touch**

Duration **Instant**

Casting Time **1 action**

*Focusing, you enable transportation to other planes*

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 and you appear in or near that destination at the GM's discretion. Alternatively, if you know the sigil sequence of a teleportation circle on another plane of existence, this spell can take you to that 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.

PHB 266\*

**PHANTASMAL FORCE** Lv 2

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Range **60 ft**

Duration **1 minute**

Casting Time **1 action**

*You warp an enemies mind to see things only real to them*

You craft an illusion that takes root in the mind of a creature. The target must make an Intelligence saving throw. On a failed save, you create a visible phenomenon of your choice that is no larger than a 10ft cube and that is perceivable only to the target. The phantasm includes sound, temperature, and other stimuli. 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 it treats the phantasm as if it were real. Each round on your turn, the phantasm can deal 1d6 psychic damage to the target if it is within 5ft, provided that the illusion is of a creature or hazard that could logically deal damage.

PHB 264\*

**PLANAR ALLY** Lv 6

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Range **60 ft**

Duration **Instant**

Casting Time **10 minutes**

*A being not of this world comes to your aid*

You beseech an otherworldly entity for aid. The being must be known to you: a god, a primordial, a demon prince, or some other being of cosmic power. That entity sends a celestial, an elemental, or a fiend loyal to it to aid you, making the creature appear in an unoccupied space within range. If you know a specific creature's name, you can speak that name when you cast this spell to request that creature, though you might get a different creature anyway (GM's choice). When the creature appears you can ask the creature to perform a service in exchange for payment, but it isn't obliged to do so. If you are unable to agree on a price for the creature's service, the creature immediately returns to its home plane. A creature enlisted to join your group counts as a member of it, receiving a full share of experience points awarded.

PHB 265\*

**PLANT GROWTH** Lv 3

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Range **150 ft**

Duration **Instant**

Casting Time **Special**

*The flora in the area grows with natural magic*

This spell channels vitality into plants within a specific area. There are two possible uses for the spell, granting either immediate or long term benefits.

If you cast this spell using 1 action, choose a point within range. All normal plants in a 100 foot radius centered on that point become thick and overgrown. A creature moving through the area must spend 4 feet of movement for every 1 foot it moves. You can exclude one or more areas of any size within the spell's area from being affected.

If you cast this spell over 8 hours, you enrich the land. All plants in a half mile radius centered on a point within range become enriched for 1 year. The plants yield twice the normal amount of food when harvested.

PHB 266

**PHANTASMAL KILLER** Lv 4

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Range **120 ft**

Duration **1 minute**

Casting Time **1 action**

*Your enemies fears fill and poison their mind*

You tap into the nightmares of a creature you can see within range and create an illusory manifestation of its deepest fears, visible only to that creature. The target must make a Wisdom saving throw. On a failed save, the target becomes frightened for the duration. At the end of each of the target's turns before the spell ends, the target must succeed on a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

PHB 265

**PLANAR BINDING** Lv 5

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Range **60 ft**

Duration **24 hours**

Casting Time **1 hour**

*Many a binder has been caught off guard when the spell wears off*

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.

**At Higher Levels.** 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.

PHB 265

**POISON SPRAY** Lv 0

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Range **10 ft**

Duration **Instant**

Casting Time **1 action**

*The somatic component of this spell has been much refined*

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).

PHB 266



**POLYMORPH** Lv 4

Range **60 ft**

Duration **1 hour**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*"The bigger they are... the cuter they are as a bunny"*

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. The spell has no effect on a shapechanger or a creature with 0 hit points. The new form can be any beast whose CR is equal to or less than the target's CR or level.

The target assumes the hit points of its new form. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. The creature can't speak, cast spells, or use items.

PHB 266\*

**POWER WORD HEAL** Lv 9

Range **Touch**

Duration **Instant**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*With a single word an ally on the brink of death is restored to perfect form*

A wave of healing energy washes over the creature you touch. The target regains all its hit points. If the creature is charmed, frightened, paralyzed, or stunned, the condition ends. If the creature is prone, it can use its reaction to stand up. This spell has no effect on undead or constructs.

PHB 266

**POWER WORD KILL** Lv 9

Range **60 ft**

Duration **Instant**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*With a single word an enemy's mind tears itself asunder*

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.

PHB 266

**POWER WORD PAIN** Lv 7

Range **60 ft**

Duration **Instant**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*A single foe is wracked with excruciating pain*

You speak a word of power that causes waves of intense pain to assail one creature you can see within range. If the target has 100 hit points or fewer, it is subject to crippling pain. Otherwise, the spell has no effect on it. A target is also unaffected if it is immune to being charmed. While the target is affected by crippling pain, any speed it has can be no higher than 10 feet. The target also has disadvantage on attack rolls, ability checks, and saving throws, other than Constitution saving throws. Finally, if the target tries to cast a spell, it must first succeed on a Constitution saving throw, or the casting fails and the spell is wasted.

A target suffering this pain can make a Constitution saving throw at the end of each of its turns. On a successful save, the pain ends.

XGE 163

**POWER WORD STUN** Lv 8

Range **60 ft**

Duration **Instant**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*You speak one word an an enemy's mind overloads and shuts down*

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.

PHB 267

**PRAYER OF HEALING** Lv 2

Range **30 ft**

Duration **Instant**

Casting Time **10 minutes**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*You implore your god to mend your party's wounds*

Up to six creatures of your choice that you can see within range each regain hit points equal to 2d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

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

PHB 267

**PRESTIDIGITATION** Lv 0

Range **10 ft**

Duration **1 hour**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*Has a hundred and one uses*

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.

You instantaneously light or snuff a small fire.

You instantaneously clean or soil a small object.

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.

PHB 267\*

**PRIMAL SAVAGERY** Lv 0

Range **Self**

Duration **Instant**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*Unleash the beast.*

You channel primal magic to cause your teeth or fingernails to sharpen, ready to deliver a corrosive attack. Make a melee spell attack against one creature within 5 feet of you. On a hit, the target takes 1d10 acid damage. After you make the attack, your teeth or fingernails return to normal.

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

XGE 163

**PRIMORDIAL WARD** Lv 6

Range **Self**

Duration **1 minute**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*This magical shield glimmers with the colours of the rainbow*

You have resistance to acid, cold, fire, lightning, and thunder damage for the spell's duration.

When you take damage of one of those types, you can use your reaction to gain immunity to that type of damage, including against the triggering damage. If you do so, the resistances end, and you have the immunity until the end of your next turn, at which time the spell ends.

EE 21

## PRISMATIC SPRAY Lv 7

Range **Self** Wizard  
Bard  
Duration **Instant** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin



*Attempts to weaponize the rainbow have been found to be devastatingly effective*

Eight multicolored rays of light flash from your hand. Each creature in a 60 foot cone must make a Dexterity saving throw. For each target, roll a d8:

- Red:** 10d6 fire damage
- Orange:** 10d6 acid damage
- Yellow:** 10d6 lightning damage
- Green:** 10d6 poison damage
- Blue:** 10d6 cold damage
- Indigo:** Restrained and petrified after failing 3 saves
- Violet:** Blinded and transports creature to another plane on failed save
- Special:** The target is struck by two rays. Roll twice more, rerolling any 8.

PHB 267\*

## PRISMATIC WALL Lv 9

Range **60 ft** Wizard  
Bard  
Duration **10 minutes** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin



*Seven bands of brilliant colour burst across the area*

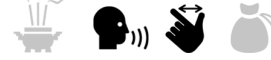
Multicoloured planes of light make a wall up to 90ft long, 30ft. high or a 30ft diameter sphere. The wall sheds bright light 100ft. Creatures within 20ft. Can save or are blinded. Creatures passing through each wall Dex save to avoid the effects (1/2 dmg). Each must be destroyed by specific means, and blocks certain types of attack, all listed below.

- Red** 10d6 fire, 25 cold, blocks nonmagical ranged  
**Orange** 10d6 acid, strong wind, blocks magical ranged  
**Yellow** 10d6 lightning, 60 force damage destroys  
**Green** 10d6 poison, *passwall* type spell destroys  
**Blue** 10d6 cold, 25 fire damage destroys  
**Indigo** restrained>petrified, *daylight* spell, blocks spells  
**Violet** blinded>banished, *dispel magic* spell

PHB 267\*

## PRODUCE FLAME Lv 0

Range **Self** Wizard  
Bard  
Duration **10 minutes** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin



*A flame glows from your open palm*

A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10 foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again.

You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage.

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

PHB 269

## PROGRAMMED ILLUSION Lv 6

Range **120 ft** Wizard  
Bard  
Duration **Until dispelled** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin



*"See, looks just like you! Except this one listens to me"*

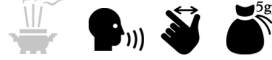
You create an illusion of some visible phenomenon within range that activates when a specific condition occurs. It must be no larger than a 30 foot cube, and you decide when you cast the spell how the illusion behaves and what sounds it makes. This scripted performance can last up to 5 minutes. Once finished, it disappears and remains dormant for 10 minutes. After which it can be activated again. The triggering condition must be based on visual or audible conditions that occur within 30 feet of the area.

Physical interaction with the image reveals it to be an illusion. 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.

PHB 269

## PROJECT IMAGE Lv 7

Range **500 miles** Wizard  
Bard  
Duration **24 hours** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin



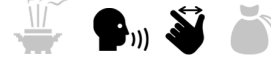
*You manifest an image of yourself somewhere else*

You create an illusory copy of yourself. The copy can appear at any location within range that you have seen before. The illusion looks and sounds like you but is intangible. If the illusion takes any damage, it disappears. You can use your action to move this illusion up to twice your speed, and make it behave in whatever way you choose. You can see through its eyes and hear through its ears. As a bonus action, you can switch from using its senses to using your own, or back again. Physical interaction with the image reveals it to be an illusion. 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.

PHB 270\*

## PROTECTION FROM ENERGY Lv 3

Range **Touch** Wizard  
Bard  
Duration **1 hour** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin



*An ally gains protection from the elements.*

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

PHB 270

## PROTECTION FROM EVIL AND GOOD Lv 1

Range **Touch** Wizard  
Bard  
Duration **10 minutes** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin



*An ally is armored against otherworldly creatures*

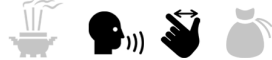
Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead.

The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already, they have advantage on any new saving throw against the relevant effect.

PHB 270

## PROTECTION FROM POISON Lv 2

Range **Touch** Wizard  
Bard  
Duration **1 hour** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin



*Your touch cleanses the blood of your target*

You touch a creature. If it is poisoned, you neutralize the poison. If more than one poison afflicts the target, you neutralize one poison that you know is present, or you neutralize one at random.

For the duration, the target has advantage on saving throws against being poisoned, and it has resistance to poison damage.

PHB 270

## PSYCHIC SCREAM Lv 9

Range **90 ft** Wizard  
Bard  
Duration **Instant** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin



*You cause an unbearably piercing scream in the minds of your foes*

You unleash the power of your mind to blast the intellect of up to ten creatures of your choice that you can see within range. Creatures that have an Intelligence score of 2 or lower are unaffected. Each target must make an Intelligence saving throw. On a failed save, a target takes 14d6 psychic damage and is stunned. On a successful save, a target takes half as much damage and isn't stunned. If a target is killed by this damage, its head explodes, assuming it has one. A stunned target can make an Intelligence saving throw at the end of each of its turns. On a successful save, the stunning effect ends.

XGE 163

## PURIFY FOOD AND DRINK Lv 1

Range **10 ft** Wizard  
Bard  
Duration **Instant** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin



*Unfortunately has no effect on bad cooking*

All nonmagical food and drink within a 5 foot radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

PHB 270

## PYROTECHNICS Lv 2

Range **60 ft** Wizard  
Bard  
Duration **Instant** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin



*You use the power of fire to create a magical display*

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.

**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.

XGE 163

## RAISE DEAD Lv 5

Range **Touch** Wizard  
Bard  
Duration **Instant** Cleric  
Druid  
Casting Time **1 hour** Sorcerer  
Warlock  
Ranger  
Paladin



*Discount Resurrection*

You return a dead creature you touch to life, provided that it has been dead no longer than 10 days. If the creature's soul is both willing and at liberty to rejoin the body, the creature returns to life with 1 hit point. This spell doesn't remove magical diseases, curses, or similar effects.

This spell closes all mortal wounds, but it doesn't restore missing body parts. If the creature is lacking body parts or organs integral for its survival -- its head, for instance -- the spell automatically fails.

Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.

PHB 270\*

## RARY'S TELEPATHIC BOND Lv 5

Range **30 ft** Wizard  
Bard  
Duration **1 hour** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin



*"Split, but not seperate"*

You forge a telepathic link among up to eight willing creatures of your choice within range, psychically linking each creature to all the others for the duration. Creatures with Intelligence scores of 2 or less aren't affected by this spell.

Until the spell ends, the targets can communicate telepathically through the bond whether or not they have a common language. The communication is possible over any distance, though it can't extend to other planes of existence.

PHB 270

## RAY OF ENFEEBLEMENT Lv 2

Range **60 ft** Wizard  
Bard  
Duration **1 minute** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin



*The dark beam saps energy from your enemy*

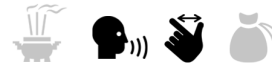
A black beam of enervating energy springs from your finger toward a creature within range. Make a ranged spell attack against the target. On a hit, the target deals only half damage with weapon attacks that use Strength until the spell ends.

At the end of each of the target's turns, it can make a Constitution saving throw against the spell. On a success, the spell ends.

PHB 271

## RAY OF FROST Lv 0

Range **60 ft** Wizard  
Bard  
Duration **Instant** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin



*A beam of cold energy*

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).

PHB 271

## RAY OF SICKNESS Lv 1

Range **60 ft** Wizard  
Bard  
Duration **Instant** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin



*Usually follows a long night out*

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 Levels.** 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.

PHB 271

## REGENERATE Lv 7

Range **Touch** Wizard  
Bard  
Duration **1 hour** Cleric  
Druid  
Casting Time **1 minute** Sorcerer  
Warlock  
Ranger  
Paladin



*With a touch, a creature's body begins to mend itself*

You touch a creature and stimulate its natural healing ability. The target regains 4d8 + 15 hit points. For the duration of the spell, the target regains 1 hit point at the start of each of its turns (10 hit points each minute).

The target's severed body members (fingers, legs, tails, and so on), if any, are restored after 2 minutes. If you have the severed part and hold it to the stump, the spell instantaneously causes the limb to knit to the stump.

PHB 271

## REINCARNATE Lv 5

Range **Touch** Wizard  
Bard  
Duration **Instant** Cleric  
Druid  
Casting Time **1 hour** Sorcerer  
Warlock  
Ranger  
Paladin



*A second life is much better than no life*

You touch a dead humanoid or a piece of a dead humanoid. Provided that the creature has been dead no longer than 10 days, the spell forms a new adult body for it and then calls the soul to enter that body. If the target's soul isn't free or willing to do so, the spell fails.

The magic fashions a new body for the creature to inhabit, which likely causes the creature's race to change. The GM rolls a d100 and consults the table to determine what form the creature takes when restored to life, or the GM chooses a form.

The reincarnated creature recalls its former life and experiences. It retains the capabilities it had in its original form, except it exchanges its original race for the new one and changes its racial traits accordingly.

PHB 271\*



**REMOVE CURSE** Lv 3

Range **Touch**

Duration **Instant**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*You draw the evil magics out of your target*

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

PHB 271

**RESISTANCE** Lv 0

Range **Touch**

Duration **1 minute**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*An allies resilience is strengthened*

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one saving throw of its choice. It can roll the die before or after making the saving throw. The spell then ends.

PHB 272

**RESURRECTION** Lv 7

Range **Touch**

Duration **Instant**

Casting Time **1 hour**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*Discount True Resurrection*

You touch a dead creature that has been dead for no more than a century, that didn't die of old age, and that isn't undead. If its soul is free and willing, the target returns to life with all its hit points. This spell doesn't, remove magical diseases, curses, and the like. This spell closes all mortal wounds and restores any missing body parts.

The target takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.

After casting this spell to restore life to a creature that has been dead for one year or longer, you can't cast spells, and you have disadvantage on all attack rolls, ability checks, and saving throws until after a long rest

PHB 272\*

**REVERSE GRAVITY** Lv 7

Range **100 ft**

Duration **1 minute**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*"I don't need a cliff to make something fall"*

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. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures 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.

PHB 272

**REVIVIFY** Lv 3

Range **Touch**

Duration **Instant**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*Discount Raise Dead*

You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

PHB 272

**ROPE TRICK** Lv 2

Range **Touch**

Duration **1 hour**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*For when there's nowhere else to hide*

You touch a length of rope that is up to 60 feet long. One end of the rope then rises into the air until the whole rope hangs perpendicular to the ground. At the upper end of the rope, an invisible entrance opens to an extradimensional space that lasts until the spell ends. The extradimensional space can be reached by climbing to the top of the rope. The space can hold as many as eight Medium or smaller creatures. The rope can be pulled into the space, making the rope disappear from view outside the space.

Attacks and spells can't cross through the entrance into or out of the extradimensional space, but those inside can see out of it as if through a 3 foot by 5 foot window centered on the rope. Anything inside the extradimensional space drops out when the spell ends.

PHB 272

**SACRED FLAME** Lv 0

Range **60 ft**

Duration **Instant**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*Purifying radiance of the gods*

Flame like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw.

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

PHB 272

**SANCTUARY** Lv 1

Range **30 ft**

Duration **1 minute**

Casting Time **Bonus**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*An ally is protected from harm*

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball.

If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.

PHB 272

**SCATTER** Lv 6

Range **30 ft**

Duration **Instant**

Casting Time **1 Action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*You disperse your targets as if they were dust in the breeze*

The air quivers around up to five creatures of your choice that you can see within range. An unwilling creature must succeed on a Wisdom saving throw to resist this spell. You teleport each affected target to an unoccupied space that you can see within 120 ft of you. That space must be on the ground or on a floor.

XGE 164

## SCORCHING RAY Lv 2

Range **120 ft** Wizard | Bard  
 Duration **Instant** Cleric  
 Casting Time **1 action** Druid | Sorcerer | Warlock  
 Warlock  
 Ranger  
 Paladin

*Magic Missile's fiery cousin*

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 Levels.** 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.

PHB 273

## SCRYING Lv 5

Range **Self** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin  
 Duration **10 minutes**  
 Casting Time **10 minutes**

*Allows you to monitor your enemies... or your friends*

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.

On a successful save 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. 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.

PHB 273\*

## SEARING SMITE Lv 1

Range **Self** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin  
 Duration **1 minute**  
 Casting Time **Bonus**

*Not for use with wood weapons*

The next time you hit a creature with a melee weapon attack during the spell's duration, your weapon flares with white-hot intensity, and the attack deals an extra 1d6 fire damage to the target and causes the target to ignite in flames. At the start of each of its turns until the spell ends, the target must make a Constitution saving throw. On a failed save, it takes 1d6 fire damage. On a successful save, the spells ends. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as the target being submerged in water), the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the initial extra damage dealt by the attack increases by 1d6 for each slot

PHB 274

## SEE INVISIBILITY Lv 2

Range **Self** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin  
 Duration **1 hour**  
 Casting Time **1 action**

*The first known counter to Mage Cena's exploits*

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.

PHB 274

## SEEMING Lv 5

Range **30 ft** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin  
 Duration **8 hours**  
 Casting Time **1 action**

*With a wave, the band of dwarves is now a band of goblins*

This spell allows you to change the appearance of any number of creatures that you can see within range. You give each target a new, illusory appearance. An unwilling target can make a Charisma saving throw to avoid the effect. 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 changes wrought by this spell fail to hold up to physical inspection.

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.

PHB 274\*

## SENDING Lv 3

Range **Unlimited** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin  
 Duration **1 round**  
 Casting Time **1 action**

*"A single message can destroy an empire"*

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.

PHB 274

## SEQUESTER Lv 7

Range **Touch** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin  
 Duration **Until dispelled**  
 Casting Time **1 action**

*Your magics seal a target away in suspended animation*

By means of this spell, a willing creature or an object can be hidden away, safe from detection for the duration. When you cast the spell and touch the target, it becomes invisible and can't be targeted by divination spells or perceived through scrying sensors created by divination spells. If the target is a creature, it falls into a state of suspended animation. Time ceases to flow for it, and it doesn't grow older.

You can set a condition for the spell to end early. The condition can be anything you choose, but it must occur or be visible within 1 mile of the target. Examples include "after 1,000 years" or "when the tarrasque awakens." This spell also ends if the target takes any damage.

PHB 274

## SHADOW BLADE Lv 2

Range **Self** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin  
 Duration **1 minute**  
 Casting Time **Bonus**

*The shadows coalesce into a weapon of pure blackness*

You weave together threads of shadow to create a sword of solidified gloom in your hand. It counts as a simple melee weapon with which you are proficient. It deals 2d8 psychic damage on a hit and has the finesse, light, and thrown properties (range 20/60). When attacking with it, you have advantage against targets in dim light or darkness. If you drop the weapon or throw it, it dissipates at the end of the turn. Thereafter, while the spell persists, you can use a bonus action to cause the sword to reappear in your hand.

**At Higher Levels.** When you cast this spell using a 3rd- or 4th-level spell slot, the damage increases to 3d8. When you cast it using a 5th- or 6th-level spell slot, the damage increases to 4d8. When you cast it using a spell slot of 7th level or higher, the damage increases to 5d8.

XGE 164\*

## SHAPE WATER Lv 0

Range **30 ft** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin  
 Duration **1 hour**  
 Casting Time **1 action**

*With a sweep of your arm the waters move to your will*

You choose an area of water that you can see within range and that fits within a 5-foot cube. You instantaneously move or otherwise change the flow of the water as you direct, up to 5 feet in any direction. You cause the water to form into simple shapes and animate at your direction. This change lasts for 1 hour. 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 freezes 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.

EE 21\*

## SHAPECHANGE Lv 9

Range **Self**  
 Duration **1 hour**  
 Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*You shift your form into a creature of your choosing*

You assume the form of a different creature for the duration. The new form can be of any creature with a challenge rating equal to your level or lower and you must have seen the sort of creature at least once. Your game statistics are replaced by the statistics of the chosen creature, but retain your alignment and mental abilities. You also retain all of your skill and saving throw proficiencies. You assume the hit points and Hit Dice of the new form. You retain the benefit of any features from your class, race, or other source and can use them, provided that your new form is physically capable of doing so. The GM determines whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size.

PHB 274\*

## SHATTER Lv 2

Range **60 ft**  
 Duration **Instant**  
 Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*"Turn it up to 11!"*

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.

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

**At Higher Levels.** 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.

PHB 275

## SHIELD OF FAITH Lv 1

Range **60 ft**  
 Duration **10 minutes**  
 Casting Time **Bonus**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*An ally is protected with your divine power*

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

PHB 275

## SHIELD Lv 1

Range **Self**  
 Duration **1 round**  
 Casting Time **Reaction**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*A magical shield springs into existence to protect you*

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*.

PHB 275

## SHILLELAGH Lv 0

Range **Touch**  
 Duration **1 minute**  
 Casting Time **Bonus**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*You got the magic stick*

The wood of a club or quarterstaff you are holding is imbued with nature's power. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes a d8. The weapon also becomes magical, if it isn't already. The spell ends if you cast it again or if you let go of the weapon.

PHB 275

## SHOCKING GRASP Lv 0

Range **Touch**  
 Duration **Instant**  
 Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*Impress your friends! Fool your enemies!*

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).

PHB 275

## SICKENING RADIANCE Lv 4

Range **120 ft**  
 Duration **10 minutes**  
 Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*You conjure a sickening green light that seems to infuse into your enemies*

Dim, greenish light spreads within a 30-foot-radius sphere centered on a point you choose within range. The light spreads around corners, and it lasts until the spell ends. When a creature moves into the spell's area for the first time on a turn or starts its turn there, that creature must succeed on a Constitution saving throw or take 4d10 radiant damage, and it suffers one level of exhaustion and emits a dim, greenish light in a 5-foot radius. This light makes it impossible for the creature to benefit from being invisible.

The light and any levels of exhaustion caused by this spell go away when the spell ends.

XGE 164

## SILENCE Lv 2

Range **120 ft**  
 Duration **10 minutes**  
 Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*The sound of silence*

For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

PHB 275

## SILENT IMAGE Lv 1

Range **60 ft**  
 Duration **10 minutes**  
 Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*"A perfect copy... almost"*

You create the image of some visible phenomenon that is no larger than a 15ft cube. The image is purely visual. You can use your action to cause the image to move to any spot within range.

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.

PHB 276\*







**SIMULACRUM** Lv 7

Range **Touch** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **Until dispelled**

Casting Time **12 hours**

    1500gp\*

*Laboring over alchemical magics, you create an almost indistinguishable clone of a creature*

You shape an illusory duplicate of one beast or humanoid that is within range for the entire casting time of the spell. It appears to be the same as the original, but it has half the creature's hit point maximum and is formed without any equipment. The simulacrum is friendly to you and creatures you designate. It obeys your spoken commands. If the simulacrum is damaged, you can repair it in an alchemical laboratory, using rare herbs and minerals worth 100gp per hit point it regains. The simulacrum lasts until it drops to 0 hit points, at which point it reverts to snow and melts instantly.

If you cast this spell again, any currently active duplicates you created with this spell are instantly destroyed.

PHB 276\*

**SKILL EMPOWERMENT** Lv 5

Range **Touch** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **1 hour**

Casting Time **1 action**

*Sometimes magic can make up for talent*

Your magic deepens a creature's understanding of its own talent. You touch one willing creature and give it expertise in one skill of your choice; until the spell ends, the creature doubles its proficiency bonus for ability checks it makes that use the chosen skill. You must choose a skill in which the target is proficient and that isn't already benefiting from an effect, such as Expertise, that doubles its proficiency bonus.





XGE 165

**SKYWRITE** Lv 2

Range **Sight** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **1 hour**

Casting Time **1 action**

*Commonly used for marriage proposals*

You cause up to ten words to form in a part of the sky you can see. The words appear to be made of cloud and remain in place for the spell's duration. The words dissipate when the spell ends. A strong wind can disperse the clouds and end the spell early.

EE 22

**SLEEP** Lv 1

Range **90 ft** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **1 minute**

Casting Time **1 action**

*You compel creatures in an area to fall into a deep slumber*

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 are affected. 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.

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

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

PHB 276\*

**SLEET STORM** Lv 3

Range **150 ft** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **1 minute**

Casting Time **1 action**

*Guaranteed to stop even the most tenacious mailman*

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.

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.





PHB 276

**SLOW** Lv 3

Range **120 ft** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **1 minute**

Casting Time **1 action**

*Time's pendulum slows for the creatures in the area*

You alter time around up to six creatures of your choice in a 40-foot cube within range. Each must succeed on a Wisdom saving throw or be affected. Its speed is halved and it takes a -2 penalty to AC and Dexterity saving throws, and can't use reactions. On its turn, it can use either an action or a bonus action, not both. It can't make more than one melee or ranged attack during its turn. 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.

PHB 277\*

**SNARE** Lv 1

Range **Touch** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **8 hours**

Casting Time **1 minute**

*"This one's a classic"*

You use the rope to create a 5ft circle on the ground that becomes a magic trap. It requires a successful Intelligence (Investigation) check against your spell save DC to be discerned. The trap triggers when a Small, Medium, or Large creature moves onto the ground in the spell's radius. They must succeed on a Dexterity saving throw or be magically hoisted into the air, hanging upside down 3ft above the ground. They can make a Dexterity saving throw at the end of each of its turns, to end the effect.

Alternatively, the creature or someone else who can reach it can use an action to make an Intelligence (Arcana) check against your spell save DC. On a success, the restrained effect ends. After the trap is triggered, the spell ends when no creature is restrained by it.





XGE 165\*

**SNILLOC'S SNOWBALL SWARM** Lv 2

Range **90 ft** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **Instant**

Casting Time **1 action**

*Snilloc would always take snowball fights a little too far*

A flurry of magic snowballs erupts from a point you choose within range. Each creature in a 5-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature takes 3d6 cold damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.





EE 22

**SOUL CAGE** Lv 6

Range **60 ft** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **8 hours**

Casting Time **Reaction**

    100 GP

*A soul is a terrible thing to waste*

This spell snatches the soul of a humanoid as it dies. You can use a trapped soul up to six times. While trapped, the soul can't be revived.

**Steal Life.** Bonus action, regain 2d8 hit points.

**Query Soul.** Ask a question. The soul must answer truthfully to the best of its ability, but the answer is no longer than a sentence or two and may be cryptic.

**Borrow Experience.** Bonus action, advantage on your next attack roll, ability check, or saving throw. Effect ends on the start of your next turn.

**Eyes of the Dead.** 1 action, 10 min. (concentration). Create an invisible sensor someplace the soul has been, on the current plane. Creatures with true sight see the sensor as the caged humanoid.

XGE 165\*

## SPARE THE DYING Lv 0

Range **Touch** Wizard  
Bard  
Duration **Instant** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*“Who needs a healer’s kit?”*

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

PHB 277

## SPEAK WITH ANIMALS Lv 1

Range **Self** Wizard  
Bard  
Duration **10 minutes** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*Your words come out in chirps or roars*

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the GM’s discretion.

PHB 277

## SPEAK WITH DEAD Lv 3

Range **10 ft** Wizard  
Bard  
Duration **10 minutes** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*Dead men do tell tales*

You grant the semblance of life and intelligence to a corpse of your choice within range, allowing it to answer the questions you pose. The corpse must still have a mouth and can’t be undead.

Until the spell ends, you can ask the corpse up to five questions. The corpse knows only what it knew in life. Answers are usually brief, cryptic, or repetitive, and the corpse is under no compulsion to offer a truthful answer. This spell doesn’t return the creature’s soul to its body, only its animating spirit. Thus, the corpse can’t learn new information, doesn’t comprehend anything that has happened since it died, and can’t speculate about future events.

PHB 277\*

## SPEAK WITH PLANTS Lv 3

Range **Self** Wizard  
Bard  
Duration **10 minutes** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*The plants around you move to your will*

You imbue plants within 30 feet of you with limited sentience and animation, giving them the ability to communicate with you and follow your simple commands. You can also turn difficult terrain caused by plant growth into ordinary terrain. Or you can turn ordinary terrain where plants are present into difficult terrain that lasts for the duration. Plants might be able to perform other tasks on your behalf, at the GM’s discretion. The spell doesn’t enable plants to uproot themselves and move about. If a plant creature is in the area, you can communicate with it as if you shared a common language, but you gain no magical ability to influence it. This spell can cause the plants created by the *entangle* spell to release a restrained creature.

PHB 277\*

## SPIDER CLIMB Lv 2

Range **Touch** Wizard  
Bard  
Duration **1 hour** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*“You can put that climber’s kit away”*

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.

PHB 277

## SPIKE GROWTH Lv 2

Range **150 ft** Wizard  
Bard  
Duration **10 minutes** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*Raising your hands with fingers upward, spikes begin to shoot from the ground*

The ground in a 20 foot radius centered on a point within range twists and sprouts hard spikes and thorns. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels.

The transformation of the ground is camouflaged to look natural. Any creature that can’t see the area at the time the spell is cast must make a Wisdom (Perception) check against your spell save DC to recognize the terrain as hazardous before entering it.

PHB 277

## SPIRIT GUARDIANS Lv 3

Range **Self** Wizard  
Bard  
Duration **10 minutes** Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*Spirits move in an area, burning creatures with their energies*

You call forth spirits to protect you. They flit around you to a distance of 15ft for the duration. When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. An affected creature’s speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Wisdom saving throw. On a failed save, the creature takes 3d8 radiant damage (if you are good or neutral) or 3d8 necrotic damage (if you are evil). On a successful save, the creature takes half as much damage.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

PHB 278\*

## SPIRITUAL WEAPON Lv 2

Range **60 ft** Wizard  
Bard  
Duration **1 minute** Cleric  
Druid  
Casting Time **Bonus** Sorcerer  
Warlock  
Ranger  
Paladin

*Your faith is the only weapon you need*

You create a floating, spectral weapon that lasts for the duration or until you cast this spell again. When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes force damage equal to 1d8 + your spellcasting modifier. As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it. The weapon can take whatever form you choose.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for every two slot levels above 2nd.

PHB 278\*

## STAGGERING SMITE Lv 4

Range **Self** Wizard  
Bard  
Duration **1 minute** Cleric  
Druid  
Casting Time **Bonus** Sorcerer  
Warlock  
Ranger  
Paladin

*Your strikes rend the mind as well as the body*

The next time you hit a creature with a melee weapon attack during this spell’s duration, your weapon pierces both body and mind, and the attack deals an extra 4d6 psychic damage to the target. The target must make a Wisdom saving throw. On a failed save, it has disadvantage on attack rolls and ability checks, and can’t take reactions, until the end of its next turn.

PHB 278

## STEEL WIND STRIKE Lv 5

Range **30 ft**  
 Duration **Instant**  
 Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*"May I cut in?"*

You flourish the weapon used in the casting and then vanish to strike like the wind. Choose up to five creatures you can see within range. Make a melee spell attack against each target. On a hit, a target takes 6d10 force damage.

You can then teleport to an unoccupied space you can see within 5 ft of one of the targets you hit or missed.

XGE 166

## STINKING CLOUD Lv 3

Range **90 ft**  
 Duration **1 minute**  
 Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*He who smelt it, dealt it*

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.

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.

PHB 278

## STONE SHAPE Lv 4

Range **Touch**  
 Duration **Instant**  
 Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*Your magics mold hard stone as if it were clay*

You touch a stone object of Medium size or smaller or a section of stone no more than 5 feet in any dimension and form it into any shape that suits your purpose. So, for example, you could shape a large rock into a weapon, idol, or coffer, or make a small passage through a wall, as long as the wall is less than 5 feet thick. You could also shape a stone door or its frame to seal the door shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

PHB 278

## STONESKIN Lv 4

Range **Touch**  
 Duration **1 hour**  
 Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*"I said moisturise me!"*

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.

PHB 278

## STORM OF VENGEANCE Lv 9

Range **Sight**  
 Duration **1 minute**  
 Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*The full wrath of the heavens*

A churning storm cloud forms, centered on a point you can see and spreading to a radius of 360 feet. Lightning flashes in the area, thunder booms, and strong winds roar. Each creature under the cloud (no more than 5,000 feet beneath the cloud) when it appears must make a Constitution saving throw.

On a failed save, a creature takes 2d6 thunder damage and becomes deafened for 5 minutes. Each round you maintain concentration on this spell, the storm produces additional effects on your turn.

PHB 279\*

## STORM SPHERE Lv 4

Range **150 ft**  
 Duration **1 minute**  
 Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*Like lightning in a bottle*

A 20ft radius sphere of whirling air springs into existence. 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. Creatures within 30 feet of the sphere have disadvantage on Wisdom (Perception) checks to listen. You can use a bonus action to cause a bolt of lightning to leap from the sphere to a creature within 60ft. Make a ranged spell attack, with advantage if the target is in the sphere. On a hit, the target takes 4d6 lightning damage.

**At Higher Levels.** 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.

EE 22\*

## SUGGESTION Lv 2

Range **30 ft**  
 Duration **8 hours**  
 Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*Cue ♪. ♪. Abrams BWONG*

You suggest a course of activity (limited to a sentence or two) and magically influence a creature 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, an obviously harmful act ends the spell. The target must make a Wisdom saving throw to resist the effect. 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.

PHB 279\*

## SUMMON GREATER DEMON Lv 4

Range **60 ft**  
 Duration **1 hour**  
 Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*You summon a powerful demon, and attempt to control it*

Summon a demon (your choice, CR ≤ 5). It acts on its own turn. You can give it commands (no action required). By default it attacks creatures that have attacked it. At the end of its turns, it makes a Cha saving throw (disadvantage if you speak its true name) to break your control. If it does, it pursues and attacks the nearest non-demons. If concentration ends before the duration, an uncontrolled demon remains for 1d6 rounds. You can form a circle on the ground large enough to encompass your space that the demon can't cross, harm, or target anyone inside of (while the spell lasts). This consumes the material component.

**At Higher Levels.** When you cast this spell with a spell slot of 5th level or higher, the challenge rating increases by 1 for each slot level above 4th.

XGE 166\*

## SUMMON LESSER DEMONS Lv 3

Range **60 ft**  
 Duration **1 hour**  
 Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*You call chaotic demons from the Abyss*

You summon demons from the chaos of the Abyss. Roll a d6: 1–2 Two demons (CR ≤ 1); 3–4 Four demons (CR ≤ 1/2); 5–6 Eight demons (CR ≤ 1/4). The DM chooses the demons, and you choose where they appear. They are hostile to all creatures. Roll initiative for them as a group. The demons pursue and attack the nearest non-demons to the best of their ability. As part of the casting you can form a circle on the ground large enough to encompass your space. The demons can't cross the circle, harm it, or target anyone within it. This consumes the material component.

**At Higher Levels.** When you cast this spell using a spell slot of 6th or 7th level, you summon twice as many demons. If you cast it using a spell slot of 8th or 9th level, you summon three times as many demons.

XGE 167\*



**SUNBEAM** Lv 6

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Range **Self**

Duration **1 minute**

Casting Time **1 action**

*Not to be confused with moonbeam*

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. 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.

PHB 279

**SUNBURST** Lv 8

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Range **150 ft**

Duration **Instant**

Casting Time **1 action**

*Sunglasses wont help*

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.

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

PHB 279

**SWIFT QUIVER** Lv 5

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Range **Touch**

Duration **1 minute**

Casting Time **Bonus**

*Arrows flow from your quiver faster than the eye can see*

You transmute your quiver so it produces an endless supply of nonmagical ammunition, which seems to leap into your hand when you reach for it.

On each of your turns until the spell ends, you can use a bonus action to make two attacks with a weapon that uses ammunition from the quiver. Each time you make such a ranged attack, your quiver magically replaces the piece of ammunition you used with a similar piece of nonmagical ammunition. Any pieces of ammunition created by this spell disintegrate when the spell ends. If the quiver leaves your possession, the spell ends.

PHB 279

**SWORD BURST** Lv 0

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Range **5 ft**

Duration **Instant**

Casting Time **1 action**

*A ring of swords protects your personal space*

You create a momentary circle of spectral blades that sweep around you. Each creature within range, other than you, must succeed on a Dexterity saving throw or take 1d6 force damage.

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

SCAG 143

**SYMBOL** Lv 7

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Range **Touch**

Duration **Until dispelled**

Casting Time **1 minute**

*It's amazing how much power can be held in a few strokes*

When you cast this spell, you inscribe a harmful glyph either on a surface or within an object that can be closed to conceal the glyph (no more than 10ft diameter). The glyph is nearly invisible, requiring an Intelligence (Investigation) check against your spell save DC to find it. You decide what triggers the glyph when you cast the spell.

When you inscribe the glyph, choose one of the following options: **Death, Discord, Fear, Hopelessness, Insanity, Sleep, Stunning**. the glyph glows, filling a 60 foot radius sphere with dim light for 10 minutes. The first time creatures enter the sphere on it's turn, the effect is triggered

PHB 280\*

**SYNAPTIC STATIC** Lv 5

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Range **120 ft**

Duration **Instant**

Casting Time **1 action**

*Fry a few brains*

You choose a point within range and cause psychic energy to explode there. Each creature in a 20-foot-radius sphere centered on that point must make an Intelligence saving throw. A creature with an Intelligence score of 2 or lower can't be affected by this spell. A target takes 8d6 psychic damage on a failed save, or half as much damage on a successful one. After a failed save, a target has muddled thoughts for 1 minute. During that time, it rolls a d6 and subtracts the number rolled from all its attack rolls and ability checks, as well as its Constitution saving throws to maintain concentration. The target can make an Intelligence saving throw at the end of each of its turns, ending the effect on itself on a success.

XGE 167

**TASHA'S HIDEOUS LAUGHTER** Lv 1

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Range **30 ft**

Duration **1 minute**

Casting Time **1 action**

*I don't get it, it's not that funny? Is it?*

A creature of your choice that you can see within range perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. The target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected.

At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.

PHB 280

**TELEKINESIS** Lv 5

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Range **60 ft**

Duration **10 minutes**

Casting Time **1 action**

*"Up... and down. Up... and down. I could do this all day!"*

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. The creature must be Huge or smaller and you must succeed on a contest between your spellcasting ability and their Strength check to move them or an object they are holding. You can move an unattended object that weighs less than 1000lbs. You can move your target up to 30ft but not outside the range of the spell.

PHB 280\*

**TELEPATHY** Lv 8

Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Range **Unlimited**

Duration **24 hours**

Casting Time **1 action**

*You and your ally are of one mind*

You create a telepathic link between yourself and a willing creature with which you are familiar. The creature can be anywhere on the same plane of existence as you. The spell ends if you or the target are no longer on the same plane.

Until the spell ends, you and the target can instantaneously share words, images, sounds, and other sensory messages with one another through the link, and the target recognizes you as the creature it is communicating with. The spell enables a creature with an Intelligence score of at least 1 to understand the meaning of your words and take in the scope of any sensory messages you send to it.

PHB 281

**TELEPORT** Lv 7

Range **10 ft** Wizard  
Bard

Duration **Instant** Cleric  
Druid

Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*While sometimes unreliable, there really is no better way to travel*

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 mishap table.

PHB 281\*

**TELEPORTATION CIRCLE** Lv 5

Range **10 ft** Wizard  
Bard

Duration **1 round** Cleric  
Druid

Casting Time **1 minute** Sorcerer  
Warlock  
Ranger  
Paladin

*Fast travel made easy!*

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.

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.

PHB 282\*

**TEMPLE OF THE GODS** Lv 7

Range **120 ft** Wizard  
Bard

Duration **24 hours** Cleric  
Druid

Casting Time **1 hour** Sorcerer  
Warlock  
Ranger  
Paladin

*You conjure a fitting place to worship your god*

You cause a temple to shimmer into existence on the ground within an unoccupied 120 ft cube. The interior is enclosed, with one door and as many windows as you wish. Only the creatures you choose can open or close the door. You decide how much light is inside the temple. The temple opposes types of creatures you choose when you cast this spell. Choose one or more of the following: **celestials, elementals, fey, fiends, or undead**. If a creature of the chosen type attempts to enter the temple, they must make a Charisma saving throw. On a failed save, it can't enter the temple for 24 Hours. Even if the creature can enter the temple, the magic there hinders it; whenever it makes an attack roll, an ability check, or a saving throw inside the temple, it must roll a d4 and subtract the number from the d20 roll.

XGE 167\*

**TENSER'S FLOATING DISK** Lv 1

Range **30 ft** Wizard  
Bard

Duration **1 hour** Cleric  
Druid

Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*Tenser's magical pack mule*

This spell creates a circular, horizontal plane of force, 3ft in diameter and 1in thick, that floats 3ft above the ground. The disk can hold up to 500lbs. If more weight is placed on it, the spell ends. The disk is immobile while you are within 20ft of it. If you move more than 20ft away from it, the disk follows you so that it remains within 20ft of you. It can move across uneven terrain, up or down stairs, slopes and the like, but it can't cross an elevation change of 10ft or more. If you move more than 100ft from the disk the spell ends.

PHB 282\*

**TENSER'S TRANSFORMATION** Lv 6

Range **Self** Wizard  
Bard

Duration **10 minutes** Cleric  
Druid

Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*Some wizards moonlight as fighters*

You endow yourself with endurance and martial prowess fueled by magic. You can't cast spells, and you gain the following benefits: 50 temporary HP (lost when the spell ends). Advantage on attack rolls made with simple and martial weapons and your weapon attacks deal an extra 2d12 force damage. Proficiency with all armor, shields, simple and martial weapons as well as Strength and Constitution saving throws. You may attack twice, instead of once, when you take the Attack action (does not stack with similar features).

When the spell ends, you must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion.

XGE 168\*

**THAUMATURGY** Lv 0

Range **30 ft** Wizard  
Bard

Duration **1 minute** Cleric  
Druid

Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*Prestidigitation for Clerics*

You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range:  
Your voice booms up to three times as loud as normal.  
You cause flames to flicker, brighten, dim, or change color.  
You cause harmless tremors in the ground for 1 minute.  
You create an instantaneous sound that originates from a point of your choice within range.  
You instantaneously cause an unlocked door or window to fly open or slam shut.  
You alter the appearance of your eyes for 1 minute.  
If you cast this spell multiple times, you can have up to three of its 1 minute effects active at a time.

PHB 282\*

**THORN WHIP** Lv 0

Range **30 ft** Wizard  
Bard

Duration **Instant** Cleric  
Druid

Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*Has some "unconventional" uses*

You create a long, vine-like whip covered in thorns that lashes out at your command toward a creature in range. Make a melee spell attack against the target. If the attack hits, the creature takes 1d6 piercing damage, and if the creature is Large or smaller, you pull the creature up to 10 feet closer to you.

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

PHB 282

**THUNDER STEP** Lv 3

Range **90 ft** Wizard  
Bard

Duration **Instant** Cleric  
Druid

Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*You teleport away with great subtlety*

You teleport yourself to an unoccupied space you can see within range with a thunderous boom. Each creature within 10 ft of the space you left must make a Constitution saving throw or take 3d10 thunder damage (half damage on save). The thunder can be heard from up to 300 ft away. You can also teleport one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 ft of you when you cast this spell, and there must be an unoccupied space within 5 ft of your destination space for the creature to appear in; otherwise, the creature is left behind.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

XGE 168\*

**THUNDERCLAP** Lv 0

Range **5 ft** Wizard  
Bard

Duration **Instant** Cleric  
Druid

Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*Thunderous applause!*

You create a burst of thunderous sound that can be heard up to 100 feet away. Each creature within range, other than you, must succeed on a Constitution saving throw or take 1d6 thunder damage.

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

XGE 168

**THUNDEROUS SMITE** Lv 1

Range **Self** Wizard  
Bard  
Cleric  
Druid  
Casting Time **Bonus** Sorcerer  
Warlock  
Ranger  
Paladin

*Your weapon booms with power on every strike*

The first time you hit with a melee weapon attack during this spell's duration, your weapon rings with thunder that is audible within 300 feet of you, and the attack deals an extra 2d6 thunder damage to the target. Additionally, if the target is a creature, it must succeed on a Strength saving throw or be pushed 10 feet away from you and knocked prone.

PHB 282

**THUNDERWAVE** Lv 1

Range **Self** Wizard  
Bard  
Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*A blast of force that reels your enemies*

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.

**At Higher Levels.** 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.

PHB 282

**TIDAL WAVE** Lv 3

Range **120 ft** Wizard  
Bard  
Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*You can't hide from the tide*

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 failed save, a creature takes 4d8 bludgeoning damage and is knocked prone. On a successful save, 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, and then it vanishes.

XGE 168

**TIME STOP** Lv 9

Range **Self** Wizard  
Bard  
Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*The sands of time flow only for you*

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.

PHB 283

**TINY SERVANT** Lv 3

Range **Touch** Wizard  
Bard  
Cleric  
Druid  
Casting Time **1 minute** Sorcerer  
Warlock  
Ranger  
Paladin

*Be our guest!*

You touch one Tiny, nonmagical object that isn't attached to another object or a surface and isn't being carried by another creature. The target animates and sprouts little arms and legs, becoming a creature you control (see stat block). As a bonus action, you can mentally command the creature if it is within 120 feet of you. You decide what action the creature will take during its turn, or you can issue a simple, general command. Once given an order, the servant continues to follow that order until its task is complete.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you can animate two additional objects for each slot level above 3rd.

XGE 168\*

**TOLL THE DEAD** Lv 0

Range **60 ft** Wizard  
Bard  
Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*Ding-dong, the witch is dead!*

You point at one creature you can see within range, and the sound of a dolorous bell fills the air around it for a moment. The target must succeed on a Wisdom saving throw or take 1d8 necrotic damage. If the target is missing any of its hit points, it instead takes 1d12 necrotic damage.

The spell's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).

XGE 169

**TONGUES** Lv 3

Range **Touch** Wizard  
Bard  
Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*Your target hears and speaks all languages as if it were their mother tongue*

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.

PHB 283

**TRANSMUTE ROCK** Lv 5

Range **120 ft** Wizard  
Bard  
Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*"Mud falls, everyone dies."*

You transmute an area of stone or mud within a 40ft cube. Choose one: **Transmute Rock to Mud.** Nonmagical rock becomes thick mud. Each foot of movement costs 4. Any creature on the ground makes a Strength saving throw or be restrained. Any creature that enters or ends its turn there must also do so. An action can end the restrained effect. If casted on a ceiling, the mud falls and any creature underneath makes a Dexterity saving throw else take 4d8 bludgeoning (half on save). **Transmute Mud to Rock.** Nonmagical mud or quicksand no more than 10 ft deep transforms into soft stone. Any creature in the mud when it transforms must make a Dexterity saving throw or become restrained by the rock. They can use an action to try to break free with a Strength check (DC 20) or by dealing 25 damage to the rock.

XGE 169\*

**TRANSPORT VIA PLANTS** Lv 6

Range **10 ft** Wizard  
Bard  
Cleric  
Druid  
Casting Time **1 action** Sorcerer  
Warlock  
Ranger  
Paladin

*The flora allows movement over vast distances*

This spell creates a magical link between a Large or larger inanimate plant within range and another plant, at any distance, on the same plane of existence. You must have seen or touched the destination plant at least once before. For the duration, any creature can step into the target plant and exit from the destination plant by using 5 feet of movement.

PHB 283



**TREE STRIDE** Lv 5

Range **Self**

Duration **1 minute**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*Natural magics allow you to use the trees as dimensional gateways*

You gain the ability to enter a tree and move from inside it to inside another tree of the same kind within 500 feet. Both trees must be living and at least the same size as you. You must use 5 feet of movement to enter a tree. You instantly know the location of all other trees of the same kind within 500 feet and, as part of the move used to enter the tree, can either pass into one of those trees or step out of the tree you're in. You appear in a spot of your choice within 5 feet of the destination tree, using another 5 feet of movement. If you have no movement left, you appear within 5 feet of the tree you entered.

You can use this transportation ability once per round for the duration. You must end each turn outside a tree.

PHB 283

**TRUE POLYMORPH** Lv 9

Range **30 ft**

Duration **1 hour**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*I never metamorphosis I didn't like*

You transform an object or a creature. If you concentrate on this spell for the full duration, the transformation lasts until it is dispelled. The new form can be any kind you choose whose CR is equal to or less than the target's CR or level. The target can't speak, cast spells, or use items. You can turn an object into any kind of creature, as long as the creature's size is no larger than the object's size and the creature's challenge rating is 9 or lower. The creature is friendly to you and your companions. It acts on each of your turns. If the spell becomes permanent, you no longer control the creature. It might remain friendly to you, depending on how you have treated it. If you turn a creature into an object, it transforms along with whatever it is wearing and carrying into that form

PHB 283\*

**TRUE RESURRECTION** Lv 9

Range **Touch**

Duration **Instant**

Casting Time **1 hour**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*Discount Wish*

You touch a creature that has been dead for no longer than 200 years and that died for any reason except old age. If the creature's soul is free and willing, the creature is restored to life with all its hit points.

This spell closes all wounds, neutralizes any poison, cures all diseases, and lifts any curses affecting the creature when it died. The spell replaces damaged or missing organs and limbs. If the creature was undead, it is restored to its non-undead form.

PHB 284

**TRUE SEEING** Lv 6

Range **Touch**

Duration **1 hour**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*An ally's eye burns blue and pierces all forms of concealment*

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.

PHB 284

**TRUE STRIKE** Lv 0

Range **30 ft**

Duration **1 round**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*An ally gets a glimpse of the enemy's weakness*

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.

PHB 284

**TSUNAMI** Lv 8

Range **Sight**

Duration **6 rounds**

Casting Time **1 minute**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*"Your high ground better be very, very high"*

You make a wall of water up to 300ft long, 300ft high, and 50ft thick. Each creature within its area takes 6d10 bludgeoning damage (Str save for 1/2). At the end of each turn, the wall becomes 50ft shorter and its damage reduces by 1d10. At the start of your subsequent turns - it and any creatures in it move 50ft away from you. Huge or smaller creatures inside, or whose space it enters are damaged by the spell (Str save for 1/2).

A creature caught in the wall can move by swimming. Because of the force of the wave, though, the creature must make a successful Strength (Athletics) check against your spell save DC in order to move at all. If it fails the check, it can't move. A creature that moves out of the area falls to the ground.

PHB 284\*

**UNSEEN SERVANT** Lv 1

Range **60 ft**

Duration **1 hour**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*The butler did it*

This spell creates an invisible, mindless, shapeless force that performs simple tasks at your command. It has AC 10, 1 hit point, and a Strength of 2, and it can't attack. If it drops to 0 hit points, the spell ends. Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command. If you command the servant to perform a task that would move it more than 60 feet away from you, the spell ends.

PHB 284\*

**VAMPIRIC TOUCH** Lv 3

Range **Self**

Duration **1 minute**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*Absorbing the strength of an enemy, your wounds begin to seal*

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 Levels.** 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.

PHB 285

**VICIOUS MOCKERY** Lv 0

Range **60 ft**

Duration **Instant**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*Words can hurt sometimes too*

You unleash a string of insults laced with subtle enchantments at a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

PHB 285

## VITRIOLIC SPHERE Lv 4

Range **150 ft** Wizard  
Bard  
Cleric  
Druid  
Duration **Instant** Sorcerer  
Warlock  
Ranger  
Paladin  
Casting Time **1 action**



*The sphere also insults your enemies*

You point at a location within range, and a glowing 1-foot diameter ball of emerald acid streaks there and explodes in a 20-foot radius sphere. Each creature in that area must make a Dexterity saving throw. On a failed save, a creature takes 10d4 acid damage and another 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 Levels.** 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.

XGE 170

## WALL OF FIRE Lv 4

Range **120 ft** Wizard  
Bard  
Cleric  
Druid  
Duration **1 minute** Sorcerer  
Warlock  
Ranger  
Paladin  
Casting Time **1 action**



*A classic defense against kobold invasions*

You create a wall of fire up to 60ft x 20ft x 1ft or a ring 20ft x 20ft x 1ft. 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.

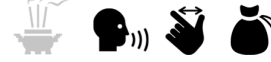
One side of the wall deals 5d8 fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

**At Higher Levels.** 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.

PHB 285\*

## WALL OF FORCE Lv 5

Range **120 ft** Wizard  
Bard  
Cleric  
Druid  
Duration **10 minutes** Sorcerer  
Warlock  
Ranger  
Paladin  
Casting Time **1 action**



*"That cavalry unit is in for a big surprise!"*

An invisible wall of force springs into existence. The wall appears in any orientation you choose. It can be free floating or resting on a solid surface. You can form it into a dome or sphere 10ft wide, or you can shape a flat surface made up of ten 10ft x 10ft panels. Each panel must be contiguous. In any form, the wall is 1/4 inch thick. 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*. A *disintegrate* spell destroys the wall instantly, however. The wall also extends into the Ethereal Plane, blocking ethereal travel through the wall.

PHB 285\*

## WALL OF ICE Lv 6

Range **120 ft** Wizard  
Bard  
Cleric  
Druid  
Duration **10 minutes** Sorcerer  
Warlock  
Ranger  
Paladin  
Casting Time **1 action**



*Keeps White Walkers at bay.*

You create a wall of ice on a solid surface into a dome or sphere 10ft wide, or a flat surface of 10ft panels. The wall is 1ft thick. If it cuts through a creature's space, they must make a Dex save. On a failure, the creature takes 10d6 cold damage (save for 1/2). It has AC 12 and 30hp per section, and is vulnerable to fire damage. Destroying a section leaves frigid air in the space. A creature moving through this must make a Con save. They take 5d6 cold damage on failure, or half as much damage on success.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, the damage the wall deals when it appears increases by 2d6, and the damage from passing through the sheet of frigid air increases by 1d6, for each slot level above 6th.

PHB 285\*

## WALL OF LIGHT Lv 5

Range **120 ft** Wizard  
Bard  
Cleric  
Druid  
Duration **10 minutes** Sorcerer  
Warlock  
Ranger  
Paladin  
Casting Time **1 action**



*A flash brightens and solidifies into a gleaming barrier*

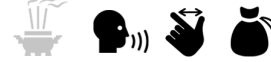
A wall of light appears of up to 60ft long, 10ft high, and 5ft thick. It's passable but blocks line of sight. It sheds bright light for 120ft and dim light another 120ft. Each creature the area must make a Con saving throw or take 4d8 radiant damage and be blinded for 1 minute (half damage, no blind on a save). A creature can repeat this saving throw at the end of its turn to end the blindness. A creature that ends its turn in the area takes 4d8 radiant damage. You can use an action to make a ranged spell attack against a creature you can see within 60ft of the wall, the target takes 4d8 radiant damage and the wall loses 10ft (on hit or miss).

**At Higher Levels.** 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.

XGE 170\*

## WALL OF SAND Lv 3

Range **90 ft** Wizard  
Bard  
Cleric  
Druid  
Duration **10 minutes** Sorcerer  
Warlock  
Ranger  
Paladin  
Casting Time **1 action**



*Course, rough, irritating.. and it gets everywhere*

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.

EE 23

## WALL OF STONE Lv 5

Range **120 ft** Wizard  
Bard  
Cleric  
Druid  
Duration **10 minutes** Sorcerer  
Warlock  
Ranger  
Paladin  
Casting Time **1 action**



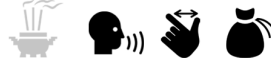
*"Good 'ol rock... nothing beats rock"*

A nonmagical wall of solid stone springs into existence. It is made of ten 10ft x 10ft x 6in or 10ft x 20ft x 3in panels. The panels must be contiguous. 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. Each panel has AC 15 and 30 hit points per inch of thickness. 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. If a creature would be trapped by the wall they can make a Dexterity saving throw in order to use their reaction to move. You can create bridges, crenellations, etc. but the structures obey the laws of physics.

PHB 287\*

## WALL OF THORNS Lv 6

Range **120 ft** Wizard  
Bard  
Cleric  
Druid  
Duration **10 minutes** Sorcerer  
Warlock  
Ranger  
Paladin  
Casting Time **1 action**



*You use natural magics to weave a barrier of sharp thorns*

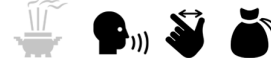
You create a wall of tough, pliable, tangled brush bristling with needle sharp thorns. You choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick or a circle that has a 20 foot diameter and is up to 20 feet high and 5 feet thick. The wall blocks line of sight. When the wall appears, each creature within its area must make a Dexterity saving throw. Taking 7d8 piercing damage, or half damage on a successful save. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. The first time a creature enters the wall on a turn or ends its turn there, the creature must make the same saving throw.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, both types of damage increase by 1d8 for each slot level above 6th.

PHB 287\*

## WALL OF WATER Lv 3

Range **60 ft** Wizard  
Bard  
Cleric  
Druid  
Duration **10 minutes** Sorcerer  
Warlock  
Ranger  
Paladin  
Casting Time **1 action**



*"Do you think those archers can swim?"*

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. 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.

EE 23

## WARDING BOND Lv 2

Range **Touch**  
 Duration **1 hour**  
 Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*"This is gonna hurt me as much as it hurts you"*

This spell wards a willing creature you touch and creates a mystic connection between you and the target until the spell ends. While the target is within 60 feet of you, it gains a +1 bonus to AC and saving throws, and it has resistance to all damage. Also, each time it takes damage, you take the same amount of damage.

The spell ends if you drop to 0 hit points or if you and the target become separated by more than 60 feet. It also ends if the spell is cast again on either of the connected creatures. You can also dismiss the spell as an action.

PHB 287

## WARDING WIND Lv 2

Range **Self**  
 Duration **10 minutes**  
 Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*A gust of wind shields you from attacks*

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 and has the following effects:

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.

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.

XGE 170

## WATER BREATHING Lv 3

Range **30 ft**  
 Duration **24 hours**  
 Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*"Get ready for a long swim"*

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.

PHB 287

## WATER WALK Lv 3

Range **30 ft**  
 Duration **1 hour**  
 Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*The liquid surface beneath your feet ripples but holds firm*

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.

PHB 287

## WATERY SPHERE Lv 4

Range **90 ft**  
 Duration **1 minute**  
 Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*Great balls of water!*

You conjure a 5 ft-radius sphere of water. It can hover but no more than 10 ft. Any creature in its space must make a Strength saving throw to be ejected to the nearest space of the creature's choice. A Huge or larger creature succeeds automatically. On a failed save, a creature is restrained and moves with the sphere. At the end of each of its turns, it can repeat the saving throw to end the effect. The sphere can restrain four Medium creatures or one Large creature. If it restrains a creature that causes it to exceed this, a random creature falls out of the sphere and lands prone within 5 ft. As an action, you can move the sphere up to 30 ft in a straight line. If it moves over a drop-off, it safely descends. When the spell ends, any creature restrained by the sphere is knocked prone in the space where it falls. The water then vanishes.

XGE 170\*

## WEBS Lv 2

Range **60 ft**  
 Duration **1 hour**  
 Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*Webs burst forth from the tips of your fingers*

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 or layered on a surface, the conjured web collapses on itself, and the spell ends at the start of your next turn. Each creature that enters the web must make a Dexterity saving throw. On a failed save, the creature is restrained until it breaks free. A creature restrained by the webs can use its action to make a Strength check against your spell save DC to break free. 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.

PHB 287\*

## WEIRD Lv 9

Range **120 ft**  
 Duration **1 minute**  
 Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*An enemy's darkest terrors are made manifest*

Drawing on the deepest fears of a group of creatures, you create illusory creatures in their minds, visible only to them. Each creature in a 30 foot radius sphere centered on a point of your choice within range must make a Wisdom saving throw. On a failed save, a creature becomes frightened for the duration. The illusion calls on the creature's deepest fears, manifesting its worst nightmares as an implacable threat. At the end of each of the frightened creature's turns, it must succeed on a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the spell ends for that creature.

PHB 288

## WHIRLWIND Lv 7

Range **300 ft**  
 Duration **1 minute**  
 Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*Devastating against cows*

A whirlwind howls down to a point within range (30ft tall, 10ft wide). You can use your action to move it 30ft along the ground. It sucks up any Medium or smaller objects that aren't secured, worn, or carried. A creature must make a Dexterity saving throw each turn it enters the whirlwind's space or take 10d6 bludgeoning damage (half damage on save). In addition, if a Large or smaller creature fails the save, they must succeed on a Strength saving throw or become restrained in the whirlwind. When a creature starts its turn thusly it is pulled 5 feet higher, unless at the top. They move with the whirlwind and fall when it ends. They can use an action to make a Strength or Dexterity check against your spell DC to no longer be restrained. If successful, they are hurled 3d6 X 10 ft away from it in a random direction.

XGE 171\*

## WIND WALK Lv 6

Range **30 ft**  
 Duration **8 hours**  
 Casting Time **1 minute**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*With a flourish, you and your allies shift into vapor*

You and up to ten willing creatures you can see within range assume a gaseous form for the duration, appearing as wisps of cloud. While in this cloud form, a creature has a flying speed of 300 feet and has resistance to damage from nonmagical weapons. The only actions a creature can take in this form are the Dash action or to revert to its normal form. Reverting takes 1 minute, during which time a creature is incapacitated and can't move. Until the spell ends, a creature can revert to cloud form, which also requires the 1 minute transformation. If a creature is in cloud form and flying when the effect ends, the creature descends 60 feet per round for 1 minute until it lands, which it does safely. If it can't land after 1 minute, the creature falls the remaining distance.

PHB 288



**WIND WALL** Lv 3

Range **120 ft**

Duration **1 minute**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*With a wave of your arm a gust of wind billows through an area*

A wall of strong wind rises from the ground. You can make the wall up to 50ft long, 15ft high, and 1ft thick. You can shape the wall in any way as long as it makes a continuous path along the ground. When the wall appears, each creature within its area must make a Strength saving throw. A creature takes 3d8 bludgeoning damage on a failed save, or half as much damage on a successful one. The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward as are ordinary projectiles. (Boulders hurled by giants or siege engines, and similar projectiles, are unaffected.) Creatures in gaseous form cannot pass through the wall.

PHB 288\*

**WISH** Lv 9

Range **Self**

Duration **Instant**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*The most powerful mages bend reality with a few words*

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.

The stress of casting this spell to produce any effect other than duplicating another spell weakens you. You take damage for casting spells and your Strength drops to 3 for 2d4 days. Finally, there is a 33 percent chance that you are unable to cast wish ever again if you suffer this stress.

PHB 288\*

**WITCH BOLT** Lv 1

Range **30 ft**

Duration **1 minute**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*Which bolt? This bolt!*

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.

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

PHB 289

**WORD OF RADIANCE** Lv 0

Range **5 ft**

Duration **Instant**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*With a whisper, burning radiance erupts forth harming creatures nearby*

You utter a divine word, and burning radiance erupts from you. Each creature of your choice that you can see within range must succeed on a Constitution saving throw or take 1d6 radiant damage.

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

XGE 171

**WORD OF RECALL** Lv 6

Range **5 ft**

Duration **Instant**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*Discretion is the better part of valor*

You and up to five willing creatures within 5 feet of you instantly teleport to a previously designated sanctuary. You and any creatures that teleport with you appear in the nearest unoccupied space to the spot you designated when you prepared your sanctuary (see below). If you cast this spell without first preparing a sanctuary, the spell has no effect.

You must designate a sanctuary by casting this spell within a location, such as a temple, dedicated to or strongly linked to your deity. If you attempt to cast the spell in this manner in an area that isn't dedicated to your deity, the spell has no effect.

PHB 289

**WRATHFUL SMITE** Lv 1

Range **Self**

Duration **1 minute**

Casting Time **Bonus**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*Enemies can't help but flee your righteous fury*

The next time you hit with a melee weapon attack during this spell's duration, your attack deals an extra 1d6 psychic damage. Additionally, if the target is a creature, it must make a Wisdom saving throw or be frightened of you until the spell ends. As an action, the creature can make a Wisdom check against your spell save DC to steel its resolve and end this spell.

PHB 289

**ZEPHYR STRIKE** Lv 1

Range **Self**

Duration **1 minute**

Casting Time **Bonus**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*Become a leaf on the wind*

You move like the wind. Until the spell ends, your movement doesn't provoke opportunity attacks.

Once before the spell ends, you can give yourself advantage on one weapon attack roll on your turn. That attack deals an extra 1d8 force damage on a hit. Whether you hit or miss, your walking speed increases by 30 feet until the end of that turn.

XGE 171

**ZONE OF TRUTH** Lv 2

Range **60 ft**

Duration **10 minutes**

Casting Time **1 action**

Wizard  
Bard  
Cleric  
Druid  
Sorcerer  
Warlock  
Ranger  
Paladin

*You compel creatures in the area to tell only the truth*

You create a magical zone that guards against deception in a 15 foot radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw.

An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

PHB 289