

**DUNGEONS
& DRAGONS**

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SPELL CARD

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ABI-DALZIM'S HORRID WILTING Lv 8

Range **150 ft**

Duration **Instant**

Casting Time **1 action**

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

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

Range **Self**

Duration **1 round**

Casting Time **Reaction**

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

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

BONES OF THE EARTH Lv 6

Range **120 ft**

Duration **Instant**

Casting Time **1 action**

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

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

Conjure up to six 5 ft x 30 ft 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 create two additional pillars for each slot level above 6th.

XGE 150*

CATAPULT Lv 1

Range **60 ft**

Duration **Instant**

Casting Time **1 action**

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

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**

Duration **10 minutes**

Casting Time **1 action**

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

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**

Duration **1 minute**

Casting Time **1 action**

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

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**

Duration **Instant**

Casting Time **1 Hour**

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

Somebody call for an ordained minister?

Choose one of the following rites: **Atonement.** 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*

CHAOS BOLT Lv 1

Range **120 ft**

Duration **Instant**

Casting Time **1 action**

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

"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**

Duration **1 hour**

Casting Time **1 action**

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

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

CREATE BONFIRE Lv 0

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

Duration **1 minute**

Casting Time **1 action**



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).

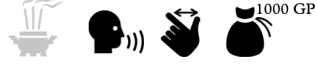
XGE 152

CREATE HOMUNCULUS Lv 6

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

Duration **Instant**

Casting Time **1 hour**



"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.

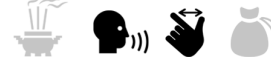
XGE 152*

CROWN OF STARS Lv 7

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

Duration **1 hour**

Casting Time **1 action**



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

DANSE MACABRE Lv 5

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

Duration **1 hour**

Casting Time **1 action**



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*

DAWN Lv 5

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

Duration **1 minute**

Casting Time **1 action**



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.

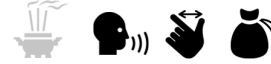
XGE 153

DRAGON'S BREATH Lv 2

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

Duration **1 minute**

Casting Time **Bonus**



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

DRUID GROVE Lv 6

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

Duration **24 hours**

Casting Time **10 minutes**



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*

EARTH TREMOR Lv 1

Range **10 ft** Wizard | Bard | Cleric | Druid | Sorcerer | Warlock | Ranger | Paladin

Duration **Instant**

Casting Time **1 action**



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.

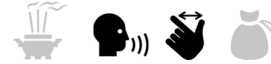
XGE 155

ENEMIES ABOUND Lv 3

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

Duration **1 minute**

Casting Time **1 action**



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*

ERUPTING EARTH Lv 3

Range **120 ft**

Duration **Instant**

Casting Time **1 action**

Wizard
Bard
Cleric
Druid
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

FAR STEP Lv 5

Range **Self**

Duration **1 minute**

Casting Time **Bonus**

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

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

FIND GREATER STEED Lv 4

Range **30 ft**

Duration **Instant**

Casting Time **10 minutes**

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

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*

GUARDIAN OF NATURE Lv 4

Range **Self**

Duration **1 minute**

Casting Time **Bonus**

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

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*

HEALING SPIRIT Lv 2

Range **60 ft**

Duration **1 minute**

Casting Time **Bonus**

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

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

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

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

ILLUSORY DRAGON Lv 8

Range **120 ft**

Duration **1 minute**

Casting Time **1 action**

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

"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*

IMMOLATION Lv 5

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



With a single word your enemy bursts into flames.

Flames wreath the 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

INFERNAL CALLING Lv 5

Range **90 ft** Wizard
Bard
Cleric
Druid
Duration **1 hour** Sorcerer
Warlock
Ranger
Paladin
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
Duration **Instant** Sorcerer
Warlock
Ranger
Paladin
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

INVESTITURE OF STONE Lv 6

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



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

INVULNERABILITY Lv 9

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



Untouchable.

You are immune to all damage until the spell ends.

XGE 160

LIPE TRANSFERENCE Lv 3

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

MADDENING DARKNESS Lv 8

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



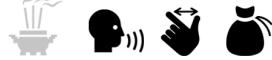
Are You Afraid of the Dark?

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

MASS POLYMORPH Lv 9

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



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*

MAXIMILIAN'S EARTHEN GRASP Lv 2

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



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*

MENTAL PRISON Lv 6

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

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*

MIGHTY FORTRESS Lv 8

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

A home away from home

A fortress of stone erupts from a 120 ft empty cube within range. Any creatures in the area are harmlessly lifted up. It has 4 turrets connected by 80ft 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 SPIKE Lv 2

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

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

NEGATIVE ENERGY FLOOD Lv 5

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

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

POWER WORD PAIN Lv 7

Range **60 ft** Wizard | Bard
Duration **Instant** Cleric
Druid
Casting Time **1 action** 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

PRIMAL SAVAGERY Lv 0

Range **Self** Wizard
Bard
Duration **Instant** Cleric
Druid |
Casting Time **1 action** 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

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

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

SCATTER Lv 6

Range **30 ft** Wizard | Bard
Duration **Instant** Cleric
Druid
Casting Time **1 Action** 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

SHADOW BLADE Lv 2

Range **Self**
 Duration **1 minute**
 Casting Time **Bonus**

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

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**

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

SKILL EMPOWERMENT Lv 5

Range **Touch**
 Duration **1 hour**
 Casting Time **1 action**

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

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

SNARE Lv 1

Range **Touch**
 Duration **8 hours**
 Casting Time **1 minute**

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

"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**

SOUL CAGE Lv 6

Range **60 ft**
 Duration **8 hours**
 Casting Time **Reaction**

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

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 somewhere the soul has been, on the current plane. Creatures with true sight see the sensor as the caged humanoid.

*XGE 165**

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

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**

SYNAPTIC STATIC Lv 5

Range **120 ft**
 Duration **Instant**
 Casting Time **1 action**

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

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

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: **celestial**s, **elemental**s, **fey**, **fiend**s, 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 TRANSFORMATION Lv 6

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



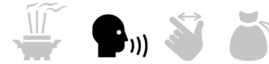
Some wizards moonlight as fighters

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***

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

TIDAL WAVE Lv 3

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



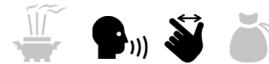
You can't hide from the tide

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

TINY SERVANT Lv 3

Range **Touch** Wizard
Bard
Duration **8 hours** 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
Duration **Instant** 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

TRANSMUTE ROCK Lv 5

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

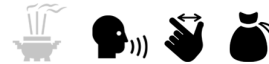


"Mud falls, everyone dies."

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 is 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***

VITRIOLIC SPHERE Lv 4

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



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 LIGHT Lv 5

Range **120 ft**
 Duration **10 minutes**
 Casting Time **1 action**

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

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**

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*

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**

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**

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*

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*