

Spells

Cleric Spells

Level 0 Spells

Create Water
Cure Minor Wounds
Detect Magic
Guidance
Lance of Faith
Light
Resistance

Level 1 Spells

Bless
Command
Cure Light Wounds
Detect Undead
Divine Favor
Inflict Light Wounds
Protection from Evil
Sanctuary
Shield of Faith

Level 2 Spells

Aid
Augury
Cure Moderate Wounds
Hold Person
Inflict Moderate Wounds
Lesser Restoration
Silence
Spiritual Weapon
Zone of Truth

Level 3 Spells

Create Food and Water
Cure Serious Wounds
Daylight
Dispel Magic
Inflict Serious Wounds
Prayer
Speak with Dead

Level 4 Spells

Cure Critical Wounds
Death Ward

Divination
Divine Power
Inflict Critical Wounds

Level 5 Spells

Commune
Flame Strike
Cure Wounds, Mass
Raise Dead
True Seeing

Wizard Spells

Level 0 Spells

Burning Hands
Detect Magic
Disguise Self
Light
Mage Armor
Mage Hand
Minor Illusion
Prestidigitation
Ray of Frost
Read Magic
Shocking Grasp

Level 1 Spells

Charm Person
Color Spray
Comprehend Languages
Feather Fall
Identify
Magic Missile
Shield
Sleep
Thunderwave

Level 2 Spells

Darkness
Invisibility
Knock
Levitate
Melf's Acid Arrow
Mirror Image
Phantasmal Force

Rope Trick
Scorching Ray
Spider Climb
Web

Level 3 Spells

Blink
Dispel Magic
Fireball
Fly
Haste
Hold Person
Lightning Bolt
Stinking Cloud
Water Breathing

Level 4 Spells

Dimension Door
Ice Storm
Polymorph
Stoneskin
Wall of Fire

Level 5 Spells

Cloudkill
Cone of Cold
Dominate Person
Hold Monster
Telekinesis

Spell Descriptions

The spells are presented in alphabetical order.

Aid

2nd-level enchantment

You awaken courage and resolve in your companions so that they can stand fast in the face of danger.

Effect: Choose up to three creatures within 10 feet of you that are not currently affected by this spell. Each creature's maximum and current hit points both increase by 5 for the next 8 hours.

Augury

2nd-level divination

Casting gem-inlaid sticks, dragon bones, or some other divining tool, you consult with spirits to learn whether an effort in the immediate future will be beneficial or harmful for you and your companions.

Requirement: To cast this spell, you must have specially marked sticks, bones, or similar tokens worth at least 25 gp, and you must spend at least 1 minute studying them to discern their meaning.

Effect: Describe a course of action that you might take within the next thirty minutes. You receive an omen about the results of that course:

- *Weal*, for good results
- *Woe*, for bad results
- *Weal and woe*, for both good and bad results
- *Nothing*, for results that are not especially good or bad

The spell does not identify any contributing circumstances that might change the outcome, such as the casting of additional spells, the loss or gain of a companion, and so on.

This spell contacts otherworldly entities for answers. The first time you cast it, you can receive a reliable answer based on the quality of your description. Further queries in a single day can provide false readings. Each time you cast this spell in the same day after the first, there is a 20 percent chance (1–5 on a d20

roll) that you will get a false reading. The DM makes this roll in secret.

Ritual: You can cast this spell as a ritual by spending at least 10 minutes chanting entreaties to spirits of fate and fortune and using special material components, such as incense, worth no less than 50 gp.

Bless

1st-level enchantment (word of power)

You bestow your blessing on your companions, giving them the heart to face their present trial.

Effect: Choose any number of creatures in a 20-foot-radius sphere within 50 feet of you. Each of those creatures gains a +1 bonus to attack rolls and saving throws. The bonus lasts until your concentration is broken, but for no longer than 1 minute.

Blink

3rd-level transmutation

This spell was developed by spellcasters attempting to replicate the ability of blink dogs to briefly vanish deep into the Ethereal Plane. Unlike those dogs, a spellcaster sometimes fails to blink back into this plane of existence when the spell ends.

Requirement: You must be on a plane other than the Ethereal Plane to cast this spell.

Effect: For the next minute, roll a d20 at the end of each of your turns. On a roll of 11 or higher, you vanish from your current plane of existence and appear deep in the Ethereal Plane. At the start of your next turn, you return in a space of your choice that is within 10 feet of the space where you vanished.

Unless you have magic that can reach across planes, you can affect and be affected only by things on the Ethereal Plane while you are absent.

Special: If you roll a 1 on the d20, roll again. If you roll another 1, you are lost in the Ethereal Plane for 2d6 hours. At the end of that time, you reappear as described above.

Burning Hands

0-level evocation

As you hold your hands with your thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips.

Effect: Each creature in a 15-foot cone originating from you must make a Dexterity saving throw. A creature takes 1d6 fire damage on a failed save, and half as much damage on a successful one.

The fire ignites unattended flammable objects in the area.

Charm Person

1st-level enchantment

This spell twists a creature's mind so that it sees you in the best possible light in the present circumstances. A hostile creature, for example, might not see you as a threat, while a bored shopkeeper might suddenly regard you with unfounded trust.

Effect: Choose a living humanoid within 25 feet of you. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails, it is charmed by you for 1 hour, or until you or your companions harm it.

A creature charmed by this spell remembers being charmed.

Cloudkill

5th-level conjuration

To master this spell, you must be familiar with one of a few nameless, reeking Abyssal layers where the very atmosphere is death to mortals and demons alike.

As you cast this spell, you hold the image of the toxic Abyssal layer in your mind while the words of your conjuration siphon from it a portion of what you behold. Noisome, yellow-green vapors roll across the ground, bringing death to creatures caught within.

Effect: You create a 20-foot-radius cloud of poisonous fog centered on a point you can see within 100 feet of you. The cloud's area is heavily obscured. It lasts until your

concentration is broken, but for no longer than 10 minutes.

When the cloud appears, each living creature in it must make a Constitution saving throw. A creature takes 3d10 poison damage on a failed save, and half as much damage on a successful one. Any living creature that enters the cloud or ends its turn there must also make this saving throw (no more than once per turn).

The cloud moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.

A moderate wind (at least 11 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 21 miles per hour) disperses it after 1 round.

Color Spray

1st-level illusion

This spell creates a dazzling array of flashing colors that daze and disorient onlookers. A creature exposed to its effects feels a sense of vertigo and a clash of emotions, as the illusion overwhelms its senses and confuses its mind.

Effect: Each creature in a 15-foot cone originating from you must make a Wisdom saving throw, provided the creature can see. Choose blue, red, or yellow. Every creature that fails its saving throw suffers that color's effect until the end of its next turn.

Blue: The creature's speed is halved, and the creature has disadvantage on all attack rolls and checks.

Red: The creature must use its action to make a melee or ranged attack (its choice) against a randomly determined target within range.

Yellow: The creature is frightened. It must move as far away from you as possible before taking an action, but if moving would provoke an opportunity attack, it need not move.

Command

1st-level enchantment

You channel supernatural authority so that you can compel a creature into obedience. The

creature acts without thinking, doing what you command to the best of its ability.

Effect: Choose a living creature within 50 feet of you that can hear you. You speak a one-word command to it. If the target's hit point maximum is 30 or more, it must make a Wisdom saving throw. If the creature fails the saving throw or has a hit point maximum less than 30, it spends its next turn doing as it was commanded and nothing else.

Some typical commands and their effects follow. You might issue a command other than one of the ones described here. If you do so, the DM determines how the target behaves. If the target is prevented from following the command, the spell ends.

Approach: The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop: The target drops whatever it is holding and then ends its turn.

Flee: The target spends its turn moving away from you by the fastest available means.

Grovel: The target falls prone and then ends its turn.

Halt: The target does not move and takes no actions. A flying creature stays aloft, provided it is able to do so.

Commune

5th-level divination

You beseech a deity or a servant thereof for knowledge to aid you in making a decision.

Effect: You contact your deity, or a divine proxy, and ask up to three questions that can be answered with a yes or a no. You must ask your questions within 1 minute of casting this spell. You receive a correct answer for each question.

Divine beings of the Outer Planes are not 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 DM might offer a short phrase as answer instead.

Repeated uses of this spell in the same day make it harder for you to reach your deity.

Each time you cast this spell in the same day after the first, there is a 25 percent chance (1–5 on a d20 roll) that you will get no answer.

Comprehend Languages

1st-level divination

The world is home to countless languages and dialects, tongues that are beyond counting and whose meaning is lost on even the most erudite scholars. This spell makes the incomprehensible comprehensible.

Effect: For 1 hour, you understand the literal meaning of spoken language that you hear and of written language, provided you are touching the surface on which the words are written. It takes about 1 minute to read one page of text (about 250 words).

This spell does not decipher codes, and it does not allow you to read magical writing or inscriptions (such as those deciphered by the *read magic* spell). Certain magical wards might foil this spell by concealing text, trapping it, or making the text nonsensical.

Ritual: You can cast this spell as a ritual by spending at least 10 minutes reciting ancient words of forgotten languages while using special material components, including a pouch of salt worth no less than 25 gp and a pinch of soot taken from a hearth.

Cone of Cold

5th-level evocation

Incipient frostbite stings your fingertips as you open an ephemeral link to an Inner Plane where ice reigns supreme. Your spell summons a blast of elemental cold that fans out from you, flash-freezing everything it touches.

Effect: Each creature in a 60-foot cone originating from you must make a Constitution saving throw. A creature takes 4d6 cold damage on a failed save, and half as much damage on a successful one.

A creature killed by this spell becomes a frozen statue until it thaws.

Create Food and Water

3rd-level conjuration

Your prayers create nourishing food and clean water to sustain you and your companions.

Effect: You create food and water in sufficient quantities to sustain up to ten humanoids or five steeds for 1 day. The food is bland but nourishing, and spoils if uneaten after a day. The water is clean and does not go bad.

Ritual: You can cast this spell as a ritual by spending at least 10 minutes preparing special material components that include an ornate silver spoon worth no less than 1 gp and either a loaf of bread or a freshly caught fish (usually valued at no more than 1 sp).

Create Water

0-level conjuration

Water condenses in the air at a point you choose, falling like rain or filling a container such as a bucket or a skin.

Effect: You create enough wholesome, drinkable water to sustain one Small or Medium humanoid for a day (about 2 gallons). You can create the water in any empty container within 25 feet that will contain the liquid or as rain falling across an area three times as large. The water lasts until consumed, until it evaporates normally, or for 1 day.

Cure Critical Wounds

4th-level conjuration (word of power)

Your magic imbues an injured creature with powerful healing energy, potent enough to heal even grievous wounds.

Effect: Choose a living creature within 50 feet of you. It regains 4d8 + 15 hit points.

Cure Light Wounds

1st-level conjuration (word of power)

You channel magical energy into an injured creature to mend wounds and ease suffering.

Effect: Choose a living creature within 50 feet of you. It regains 1d8 + 4 hit points.

Cure Minor Wounds

0-level conjuration (word of power)

Your healing magic pulls a creature away from the brink of death.

Effect: Choose a living creature within 50 feet of you that has 3 hit points or fewer. It regains 1 hit point.

Cure Moderate Wounds

2nd-level conjuration (word of power)

Channeling divine energy through your magic restores health and vitality.

Effect: Choose a living creature within 50 feet of you. It regains 2d8 + 4 hit points.

Cure Serious Wounds

3rd-level conjuration (word of power)

Healing energy flows through your touch and can mend the most serious wounds.

Effect: Choose a living creature within 50 feet of you. It regains 4d8 + 4 hit points.

Cure Wounds, Mass

5th-level conjuration (word of power)

You unleash healing energy to aid the injured and mend their wounds.

Effect: Choose a point you can see within 50 feet of you. Any number of living creatures of your choice within 25 feet of that point regain 1d8 + 4 hit points.

Darkness

2nd-level evocation

Learning the *darkness* spell requires a knowledge of lightless voids so extreme that evoking their image leaches all light from an area. Some creatures, such as drow, are naturally familiar with such places, and the study of them and their environs also serves those who would master this spell.

The object you touch blooms like a night flower, darkening the air all around it until no light can pierce the area of gloom.

Effect: You touch an unattended object or an object you are holding. A 15-foot radius sphere centered on the object is filled with darkness until your concentration is broken,

but for no longer than 10 minutes. Not even darkvision can see through this darkness, and no natural light can illuminate it.

Covering the object with a solid object, such as a bowl or a helm, suppresses the darkness.

If this spell's area overlaps with an area of light created by a spell of this spell's level or lower, the light is dispelled.

Daylight

3rd-level evocation

The object you touch becomes like the sun, filling the air with brilliant light.

Effect: You touch an object. For 1 hour, it sheds bright light in a 120-foot-radius sphere and dim light for an additional 120 feet.

Covering the object with a solid object, such as a bowl or a helm, blocks the glow.

If this spell's area overlaps with an area of darkness created by a spell of this spell's level or lower, the darkness is dispelled.

Death Ward

4th-level abjuration

You call upon the power of the gods to weave a shield of fate around a creature. Through a twist of luck, random chance, or even divine intervention, you assure that the creature will cheat death at least once this day.

Effect: You touch a living creature. During the next 8 hours, the first time the creature would be reduced to 0 hit points or fewer by damage, the creature is instead reduced to 1 hit point, and this spell ends. Or the first time the creature is subjected to an effect that would kill it outright without dealing damage, that effect is negated against the creature, and this spell ends.

Detect Magic

0-level divination

Upon casting *detect magic*, you immediately perceive an aura around any objects, areas, or creatures affected or created by magic. Studying the auras can give you clues to the nature of the magic.

Effect: You detect the presence of any magic in a 30-foot cone originating from you for 1

minute. You can ignore the presence of magic that you are already aware of. If the magic you sense belongs to a school of magic, you learn what that school is.

This spell does not reveal invisible creatures or magic that conceals spells, objects, or creatures.

On each of your turns, you can turn to detect magic in a new area as part of your movement. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Undead

1st-level divination

You alter your senses to perceive the aura of negative energy surrounding undead creatures. This spell reveals hidden undead as well as those disguised as living creatures by magical or mundane means.

Effect: You detect the presence of any undead creatures in a 30-foot cone originating from you for 1 minute. Undead cannot become hidden from you while in the area of your detection.

On each of your turns, you can turn to detect undead in a new area as part of your movement. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Dimension Door

4th-level conjuration

Your conjuration briefly creates two rounded doors of darkness hanging in space. One door appears next to you, and the other appears up to a hundred feet away. When you step into the nearer door, you emerge from the farther one, and they both disappear.

Effect: You teleport yourself from your current location to any other spot within 400 feet. You arrive at exactly the spot desired, whether by seeing it, by imagining it, or by stating direction, such as "200 feet straight downward" or "upward to the northwest at a 45-degree angle, 300 feet."

You can bring along objects as long as their weight doesn't exceed the maximum load you

can carry. You can also bring one willing creature of your size category or smaller carrying gear up to its maximum load. The creature must be in physical contact with you when you cast this spell.

If you 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 is expended but fails to teleport you.

Disguise Self

0-level illusion

Weaving strands of illusion magic, you fashion a new appearance for yourself.

Effect: You make yourself—including your clothing, armor, weapons, and equipment—look different for 1 hour or until you dismiss it as an action. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, forcing you to adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes fail to hold up to physical interaction. If you use this spell to add a hat to your outfit, objects pass through the hat and anyone touching it would feel nothing or would feel your head and hair. Anyone observing you can make a DC 15 Wisdom check to notice the disguise.

Dispel Magic

3rd-level abjuration

This spell can unravel and suppress magical effects from a variety of sources. Whether confronted by a blazing *wall of fire* or a fiend summoned from the deepest pits of the Nine Hells, you can use *dispel magic* to dismantle the effect.

Effect: Choose one creature, object, or spell effect within 100 feet of you.

Any spell of 2nd level or lower on the target ends. For each spell of a higher level on the target, make a check using your magic ability modifier. The DC equals 10 + the spell's level. On a successful check, the spell ends.

For magical effects that are not spells, the DC needed to end the effect is 10 + the number

of Hit Dice of the creature that created the effect.

Divination

4th-level divination

You burn incense and make a sacred offering appropriate to your religion to gain guidance about the future from your god or the god's servants.

Effect: Ask a single question concerning a specific goal, event, or activity to occur within one week. The DM offers a truthful reply. The reply might be a short phrase, a cryptic rhyme, or an omen.

The spell does not identify any circumstances that might change the outcome, such as the casting of additional spells, the loss or gain of a companion, and so on.

This spell contacts otherworldly entities for answers. The first time you cast it, you can receive a reliable answer based on your query. Further questions in a single day about any topic can provide false readings. Each time you cast this spell in the same day after the first, there is a 25 percent chance (1–5 on a d20 roll) that you will get a false reading. The DM makes this roll in secret.

Ritual: You can cast this spell as a ritual. To do so, you must burn sacred herbs worth no less than 500 gp in a bronze brazier for 1 hour.

Divine Favor

1st-level evocation (word of power)

Your divine patron answers your prayer and places a spiritual hand upon your soul as a mark of favor. For as long as this blessing remains, you fight with greater might.

Effect: You gain a +1 bonus to attack rolls and damage rolls until your concentration is broken, but for no longer than 1 minute.

Divine Power

4th-level evocation (word of power)

Intoning a prayer evokes your god's power through your weapon. When you strike, you do so with holy might.

Effect: You gain a +4 bonus to Strength checks. You gain the same bonus to attack rolls

and damage rolls involving a weapon that uses Strength. The bonus lasts until your concentration is broken, but for no longer than 1 minute.

Dominate Person

5th-level enchantment

Mastering this spell requires practice, usually by repeating its magical formula again and again in your mind while focusing your concentration. You build your willpower like a muscle so that you can overpower another creature's mind.

You focus all your attention on a nearby creature and forge a psychic conduit linking your minds. The words of your mental binding speed along the conduit, words of obligation and mental domination that seek to tie the target to your least whim.

Effect: Choose a living humanoid within 50 feet of you that you can see. The creature must succeed on a Charisma saving throw to avoid being charmed by you for the next hour.

For the duration, you have a telepathic link with the charmed creature, and you choose its actions and where it moves by commanding it telepathically. It cannot take reactions. If you give it no commands, it does nothing, other than the basics for survival.

The charmed creature can make a new saving throw against the spell if it takes damage or if you give it an order that is directly counter to its alignment. The spell instantly fails if you give the creature an obviously self-destructive order.

Your telepathic link extends across any distance on the same plane only. You do not gain sensory input from the link, but the creature can communicate simple concepts through it to you. As an action, you can gain an awareness of the creature's surroundings until the start of your next turn, as interpreted through the creature's senses.

Feather Fall

1st-level transmutation

You can turn a plunging free fall into a gentle descent.

Requirement: You can cast this spell only as a reaction when you or a creature within 50 feet of you falls.

Effect: The falling creature's rate of descent slows to 10 feet per round. The spell ends when the creature lands or has fallen 1,000 feet. If it lands before the spell ends, it takes no falling damage and can land on its feet.

Flame Strike

5th-level evocation

You call down a roaring column of divine fire that immolates your foes.

Effect: Each creature in a 10-foot-radius, 40-foot-high cylinder centered at a point within 50 feet of you must make a Dexterity saving throw. A creature takes 4d6 fire damage and 4d6 holy damage on a failed save, and half as much damage on a successful one.

Fireball

3rd-level evocation

You hurl a spinning ball of fire with a pea-sized point of flame bright as the sun at its center. The ball streaks to its target and detonates with an explosion of flame and a low roar.

Effect: Choose a point within 50 feet of you. Each creature in a 20-foot-radius cloud centered on that point must make a Dexterity saving throw. A creature takes 5d6 fire damage on a failed save, and half as much damage on a successful one.

The fire ignites unattended flammable objects and damages objects in the area.

Fly

3rd-level conjuration

You extend a hand like a swooping wing toward the recipient of the spell. The creature you touch gains the ability to fly for a time.

Effect: You touch a willing creature. That creature gains a fly speed of 60 feet until your concentration is broken, but for no longer than 1 hour. When the spell ends, the creature falls at the start of its next turn if it is still aloft and has no means to stop the fall.

Guidance

0-level divination

You call upon the gods to guide you or your friend, granting a small but useful boost in competence, knowledge, or insight.

Effect: Choose an ability score, and touch one creature. For the next minute, or until you cast this spell again, that creature gains a +1 bonus to checks using the chosen ability.

Haste

3rd-level transmutation

Smoke pours from your blurring fingers as the mere act of casting this spell speeds your gestures to supernatural quickness. Your spell cracks a tiny imperfection in time's façade, allowing the target of your spell to move slightly faster than everything around it.

Rumors persist that the recipients of this spell age at an unnatural rate, though it is more likely that such stories are an attempt to discourage its use.

Effect: Choose a willing creature within 25 feet of you. That creature's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional, hasted action on each of its turns. These benefits last until your concentration is broken, but for no longer than 1 minute.

The hasted action can be used only for the following actions:

- cast an at-will spell
- make a single attack
- disengage
- hustle
- initiate a contest like a grab

When the spell ends, the creature loses its next turn, as a wave of lethargy sweeps over it.

Hold Monster

5th-level enchantment

This spell is of the same lineage as *hold person*. However, mastering *hold monster* requires much greater control and knowledge than the lesser spell because it can affect all living creatures, not just people.

Focusing on a rod of iron, you draw forth its properties and impose them on a creature you

can see. Until the creature breaks free, it becomes like the iron, stiff and inert, frozen in place.

Effect: Choose a living creature within 100 feet of you that you can see. The target must succeed on a Wisdom saving throw or be paralyzed until your concentration is broken, but for no longer than 1 minute. On its turn, a creature affected by this spell can take an action to make a Wisdom check against your spell save DC to end the spell.

Hold Person

2nd-level enchantment

Focusing on a small, straight piece of iron, you draw forth its properties and impose them on a creature you can see. Until the creature breaks free, it becomes like the iron, stiff and inert, frozen in place.

Effect: Choose a living humanoid within 100 feet of you that you can see. The target must succeed on a Wisdom saving throw or be paralyzed until your concentration is broken, but for no longer than 1 minute. On its turn, a creature affected by this spell can take an action to make a Wisdom check against your spell save DC to end the spell.

Ice Storm

4th-level evocation

You utter the words of this spell, cold and heavy in your mouth, describing a future where the world has ended and ice ceaselessly pummels the frozen landscape. As you finish, your breath steams as white as the hail of rock-hard ice that pounds down, pulverizing everything in reach of the brief storm.

Effect: Each creature in a 20-foot-radius, 40-foot-high cylinder centered on a point within 50 feet of you must make a Dexterity saving throw. A creature takes 2d6 bludgeoning damage and 3d6 cold damage on a failed save, and half as much damage on a successful one.

Until your next turn ends, hailstones turn the storm's area into difficult terrain.

Identify

1st-level divination

Discovering a magic item's effects is usually possible through trial and error. But to precisely catalog every facet of its lore and ability requires an academic approach refined by years of spellcraft.

You incant the magical phrases of revelation as you brush your fingers across an item, drawing up any magic that might be hidden within it. Upon casting *identify*, you discover the properties and pertinent lore of a magic item.

Effect: You learn the properties of a magic item you touch. If the item has any special lore associated with it, you learn that as well.

This spell reveals if an item has a secret, though not the nature of the secret.

Ritual: You can cast this spell as a ritual by spending at least 10 minutes intoning hierarchal questions to spirits of knowledge and lore, and scribing marks upon the object to be identified with special chalks worth no less than 10 gp.

Inflict Critical Wounds

4th-level necromancy

Your touch causes wounds to open all over your foe's body.

Effect: Make a magic attack to touch a living creature of your choice. The target takes 10d8 necrotic damage on a hit, and half as much damage on a miss.

If you target an undead creature, it instead regains 4d8 + 15 hit points.

Inflict Light Wounds

1st-level necromancy

Necromantic power wreathes your hand so that even a grazing touch can injure your foe.

Effect: Make a magic attack to touch a living creature of your choice. The target takes 3d8 necrotic damage on a hit, and half as much damage on a miss.

If you target an undead creature, it instead regains 1d8 + 4 hit points.

Inflict Moderate Wounds

2nd-level necromancy

The dark magic fueling this spell can inflict major injuries on the creature you touch.

Effect: Make a magic attack to touch a living creature of your choice. The target takes 5d8 necrotic damage on a hit, and half as much damage on a miss.

If you target an undead creature, it instead regains 2d8 + 4 hit points.

Inflict Serious Wounds

3rd-level necromancy

You touch a creature and cause grievous injuries to appear on its body.

Effect: Make a magic attack to touch a living creature of your choice. The target takes 8d8 necrotic damage on a hit, and half as much damage on a miss.

If you target an undead creature, it instead regains 4d8 + 4 hit points.

Invisibility

2nd-level illusion

You evoke invisibility with your words and gestures. The colors of the creature and its possessions you touch bleed away, rendering it first white, then translucent, and finally invisible.

Effect: You touch a willing Large or smaller creature. The creature becomes invisible for 1 hour, until it attacks or casts a spell that affects a creature other than itself, or until you cast this spell again.

Knock

2nd-level transmutation

You whisper arcane syllables into your closed fist, which takes on a golden glow. Then you raise your hand, performing three knocks in the air. With each pantomimed knock, a booming crack sounds from the locked door or object. When you finish, the final sound is that of a lock turning, a bar falling, or wood drying and shrinking in a stuck door.

Effect: Choose an object within 50 feet of you. 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 it from being accessed. In conjunction with a knocking sound audible within 300 feet of the object, the object is unlocked, unstuck, or unbarred if the DC required to open it is 20 or less. If the object has multiple locks, only one of them is unlocked.

If the object is affected by an *arcane lock* or *hold portal* spell, the locking magic is not dispelled, but is instead suppressed for 1 minute.

Ritual: You can cast this spell as a ritual by spending at least 1 minute scribing runes of opening upon the object with special ink worth no less than 25 gp. When you use *knock* as a ritual, you can open an object that requires a DC 15 or lower check to open, rather than DC 20.

Lance of Faith

0-level evocation

Your devotion reveals itself as a beam of light that shines from your holy symbol or weapon to burn a path through your foes.

Effect: Make a magic attack against one creature within 50 feet of you. On a hit, the target takes $1d8 + 4$ radiant damage.

Lesser Restoration

2nd-level conjuration

You restore a creature to its full ability by ending an effect that impairs it.

Effect: You touch a creature and choose one of the following effects.

Neutralize Poison: If the creature is suffering from any poisons, choose one of them and neutralize it.

Remove Disease: If the creature is suffering from any diseases, choose one of them and cure it.

Remove Paralysis: If the creature is subjected to any paralyzing effects, choose one of them and end it.

Levitate

2nd-level transmutation

As you cast this spell, you imagine shining wires that hang the subject of your *levitate* spell in the air. You finish this spell with a grand upward gesture, and a creature rises into the air as if being reeled up.

Effect: Choose a willing creature, or an object, weighing 500 pounds or less within 50 feet of you. The target rises vertically, up to 20 feet and remains suspended at that height for up to 10 minutes or until you end the spell as an action.

Each round as an action, or in place of your movement if you are the spell's target, you can change the target's altitude, moving it up to 20 feet up or down.

A creature being levitated can move only by pushing or pulling against a fixed object or surface in reach (such as a wall or a ceiling), which allows the creature to move at half speed at its current altitude. The creature could push against the ceiling to lower itself a distance equal to its limb length.

Light

0-level evocation

You cause an object you touch to shine with light for a time.

Effect: You touch an object. It sheds bright light in a 20-foot-radius sphere and dim light for an additional 20 feet. The light may be colored as you choose. The light lasts for 1 hour or until you cast this spell again.

Covering the object with a solid object, such as a bowl or a helm, blocks the glow.

Lightning Bolt

3rd-level evocation

You release a crackling stroke of lightning that leaves a thunderclap and eye-searing afterimages in its wake.

Effect: A line of lightning 120 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 $6d6$ lightning damage on a failed save, and half as much damage on a successful one.

This spell damages unattended objects in the line and sets fire to any of those objects that are flammable.

Mage Armor

0-level abjuration

While you incant this spell, your stylized gestures recall the motions of a knight donning armor. As you finish, a pulse of light reveals the extent and design of the magical protection plating your body before the armor fades to invisibility.

Effect: You don armor of invisible, tangible force that lasts for 1 hour, and your AC becomes 12 + your Dexterity modifier. You can dismiss the armor at any time.

Mage Hand

0-level conjuration

The spectral hand you create with this spell can manipulate objects, open doors, and carry small items for you. Many wizards use *mage hand* to retrieve components from their pouches while keeping their hands free.

Effect: A spectral, floating hand appears at a point you choose within 50 feet of you. The hand lasts for 1 minute or until you cast this spell again. The hand vanishes if it is ever more than 50 feet away from you.

While the hand is present, you can control it as an action. You can use the hand to manipulate an object, open a door or a container, stow or retrieve an item from an open container, or pour the contents from a vial. You can move the hand up to 30 feet each time you use it.

The hand cannot attack, use magic items, or carry more than 10 pounds.

Magic Missile

1st-level evocation

A spell famous for its reliability, *magic missile* produces one or more darts of magical force that unerringly strike their target. Those who have been struck by this spell and survived describe a piercing pain that seems to pass through the body and out the other side. This

spell leaves its victims bruised and can even break bones.

Many spellcasters alter the appearance of this spell when they cast it. A necromancer's *magic missile* might take the form of a skeletal hand, while a war wizard might create a glimmering, ghostly lance.

Effect: Choose a creature within 100 feet of you. The target takes 2d4 + 5 force damage.

Special: You can prepare and cast *magic missile* as a higher level spell. You produce a number of darts equal to the level at which you cast it. You can target different creatures with the darts or send more than one dart against a single creature.

Melf's Acid Arrow

2nd-level evocation

A shimmering arrow of green, glowing liquid streaks to your target and bursts in a spray of sizzling acid.

Effect: Make a magic attack against one creature within 100 feet of you. On a hit, the target takes 4d8 acid damage now and 2d8 acid damage at the end of its next turn. On a miss, it takes 2d8 acid damage.

Minor Illusion

0-level illusion

The fundamental building blocks of illusion-craft include this spell. To grasp *minor illusion*, the caster must learn a few mundane tricks of legerdemain, such as finding a card in a deck or changing a silk cloth from one color to another.

With an barely perceptible waggle of your fingers, you create a sound or an image that other creatures can sense.

Effect: You create a ghost sound or a silent image within 100 feet of you that lasts for 1 minute or until you freely dismiss it. A creature can determine that the sound or image is an illusion with a DC 15 Wisdom check.

Ghost Sound: You create a sound that originates from a point of your choice within range. The sound can have a volume that ranges 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 throughout the duration, or you can make discrete sounds at different points before the spell ends.

Silent Image: You create the image of an object, creature, or force at a spot within range. The illusion does not create sound or any other effect beyond its image. It can fill a cube up to 10 feet on each side. Any physical interaction with the image reveals it to be an image, as objects pass right through it.

You can use your action to cause the image to move. It can move to any spot within 100 feet of you. As it moves, you can alter its appearance to reflect its movement.

Mirror Image

2nd-level illusion

Two illusory duplicates step out of your body and take positions around you. When you move, the duplicates move with you, merging with and splitting from you to confuse your enemies about which one of you is the real one.

Effect: Two illusory duplicates of yourself appear in your space. The duplicates move with you and mimic your actions. They last for 1 minute or until you dismiss them as an action.

Each time a creature targets you with an attack or a harmful spell while a duplicate remains, that creature randomly determines whether it targets you or one of the duplicates. If you have two duplicates, the creature targets a duplicate if it rolls 1–4 on a d6. If you have one duplicate, the creature targets a duplicate if it rolls 1–3 on a d6.

A duplicate's AC equals 10 + your Dexterity modifier, and it uses your saving throws. If an attack hits the duplicate, or if the duplicate fails a saving throw against a damaging effect, the duplicate disappears.

A creature is unaffected by this spell if it can't see or if it relies on senses other than sight, such as blindsight or tremorsense.

Phantasmal Force

2nd-level illusion

The magic of illusion, fear, and mental manipulation come together to create a

phantasm: an illusion so powerful that it takes root in its victim's mind.

A phantasm is visible only to those creatures affected by it. Onlookers might assume that an invisible creature is on the loose.

Effect: Choose a living creature that you can see within 50 feet of you. You create an illusory object, creature, or force of your choice that is visible only to that creature. The illusion lasts until your concentration is broken, but for no longer than 10 minutes.

The illusion includes sound, temperature, and other stimuli, though these are evident only to the creature. The illusion can occupy up to 500 cubic feet.

When the creature first tries to interact with the illusion, the creature can make a Wisdom saving throw to discern it as a phantasm. Otherwise, the creature must use an action to attempt to disbelieve and make another saving throw. On a successful save, the spell ends. On a failed save, the creature rationalizes any illogical events prompted by the phantasm. For instance, if the creature falls through a phantasmal bridge but clearly doesn't fall, the creature believes that it must have slipped instead and falls prone.

If the phantasm is an illusory creature, it can attack the chosen creature each round on your turn if you so choose. It automatically inflicts 2d4 psychic damage.

Polymorph

4th-level transmutation

Mastering *polymorph* demands knowledge of physiology and the sympathetic links that link all living creatures.

When you cast this spell, you hold clear in your mind the images of both the target of your magic and of the living creature whose form you wish to impart. Your words mold the creature's current form into the new shape.

Effect: Choose a living creature within 50 feet of you. If the target is willing, you transform it into another kind of living creature. The transformation lasts until your concentration is broken, but for no longer than 1 hour.

If the target is unwilling and has a hit point maximum of 150 or more, or if it is a shapechanger, it is unaffected. If the target is unwilling and has a hit point maximum of less than 150, it must make a Wisdom saving throw. If the creature fails the saving throw, it takes on the new form for 1 minute.

The new form can be any beast whose number of Hit Dice is equal to or less than that of the target creature. The target creature gains all the abilities and limitations of the new form, and loses all the abilities and limitations of its original form. But the creature retains its current hit points as well as its Intelligence, Wisdom, and Charisma scores.

The creature continues to wear or carry any gear in its new form if that form is physically capable of doing so. Otherwise, the gear melds into the new form and becomes nonfunctional.

Prayer

3rd-level conjuration (word of power)

You beseech the gods for special favor to aid yourself and your allies in your present trial.

Effect: Choose any number of creatures within 20 feet of you. Each creature gains a +1 bonus to AC, attack rolls, weapon damage rolls, ability checks, and saving throws. The effect lasts until your concentration is broken, but for no longer than 1 minute.

Prestidigitation

0-level transmutation

Magical study often means learning a little something about how to manipulate the underlying arcane principles in a trivial but often useful fashion.

You perform an amusing magical trick, such as creating a dancing wisp of light, freshening a wilting flower, making a coin invisible, or warming a cold drink.

Effect: You create one of the following magical effects within 10 feet of you:

- You color, clean, or soil an item no larger than a cubic foot for up to 1 hour.
- You chill, warm, or flavor up to 1 pound of nonliving material for up to 1 hour.

- You create an instantaneous sensory effect that is harmless, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantly light or snuff out a candle, a torch, or a small campfire.
- You make a small mark or symbol appear on an object or a surface for up to 1 hour.
- You produce out of nothingness a small trinket or illusory image that lasts until the end of your next turn.
- You make a small handheld item invisible until the end of your next turn.

Special: If you cast this spell multiple times, you can have no more than three of its effects active at a time.

Protection from Evil

1st-level abjuration

Carrying incense as you trace a circle in holy water around a creature, you ward your subject against evil spirits and influences.

Requirement: You must have holy water and incense, both of which are expended in the spell's casting.

Effect: You touch a creature. For 1 minute, that creature has unholy resistance, has advantage on saving throws against effects created by fiends and undead, and cannot be charmed or frightened by such creatures.

Raise Dead

5th-level conjuration

You recall the willing soul of the recently dead, restoring it to its body so it lives once more.

Requirement: Before you cast this spell, you must spend 1 hour in prayer over a specially prepared corpse. At the end of this time, as part of your action to cast the spell normally, you place a diamond worth no less than 500 gp on the dead creature's body. The spell then consumes the diamond.

Effect: You touch a creature dead no longer than 10 days. If the creature's soul is both free and willing, the creature returns to life with 1 hit point.

This spell also neutralizes any poisons and cures normal diseases afflicting the creature at

the time it died. This spell does not, however, remove magical diseases, curses, or similar effects, and if not first removed prior to casting the spell, they take effect when the creature returns to life.

This spell closes all mortal wounds, but it does not restore missing body parts. If the creature is missing 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 checks. At the end of each long rest, the penalty is reduced by 1 until it reaches 0, at which point the penalty ends.

Ray of Frost

0-level evocation

You fire a pale beam of blue-white energy that chills your enemy to the bone.

Effect: Make a magic attack against one creature within 100 feet of you. On a hit, the target takes 1d6 + 3 cold damage, and its speed is reduced by 10 feet until the end of your next turn.

Read Magic

0-level divination

Spellcasters are often jealous of their lore. To guard their arcane secrets, they might use secret alphabets and cyphers to record their spells. Magical writing also sometimes adorns enchanted objects, magic weapons, the sides of ancient towers, and so on, though the authors of these passages are usually lost to history.

When you cast this spell, incomprehensible magical symbols waver, change position, then suddenly become clear, allowing you to peruse the magical writing with ease.

Effect: Choose an object within 10 feet of you. You can decipher a discrete magical inscription on that object that would otherwise be unintelligible, including a spell from someone else's spellbook, a spell on a scroll, a line of mystical script on a magic weapon, and the like. This does not normally invoke the magic contained in the writing,

although it might do so in the case of a cursed scroll.

Once a particular magical inscription is deciphered by means of this spell, the inscription continues to be intelligible to you.

You can also identify the names of specific magic glyphs and symbols using *read magic*, though not their function.

Remove Curse

3rd-level abjuration

You unravel a curse's power, freeing a creature or object from its fell influence.

Effect: You touch one creature or object. All curses affecting the creature or object end, unless the object is a magic weapon, shield, or suit of armor. Such an item retains its curse, but the person wearing or holding the cursed item can remove or drop it.

Ritual: You can cast this spell as a ritual by spending at least 10 minutes incanting mystic phrases and burning incense worth at least 250 gp over the cursed creature or object.

Resistance

0-level abjuration

You imbue a creature with divine energy that protects it from harm by twisting fate in a subtle, but perhaps lifesaving, way.

Effect: You touch one creature. For the next minute, or until you cast this spell again, that creature gains a +1 bonus to all saving throws.

Rope Trick

2nd-level transmutation

Your magic raises a length of rope into the air to a point you choose. The rope's upper end leads into an invisible extradimensional space, where the rope is affixed. The space can serve as a refuge for several creatures.

Requirement: You must have a length of rope no less than 50 feet long to cast this spell.

Effect: You create an invisible entrance within 50 feet of you that leads to an extradimensional space. The entrance lasts for 1 hour. The entrance is marked by a rope that dangles beneath it, which seems to be fixed in empty air. The extradimensional space can be

reached by creatures that climb up the rope all the way to the top, at which point they enter the space. The space holds as many as eight Medium or smaller creatures. A creature in the space can pull the rope up into the space, making the rope disappear.

Creatures in the extradimensional space are on another plane. Attacks and spells cannot cross through the entrance into the space, but those in the space 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.

Sanctuary

1st-level abjuration (word of power)

Clerics sometimes cast *sanctuary* on themselves to move to injured allies or to cast more challenging spells without the risk of interference from their opponents. The spell is also useful for keeping an important individual safe while a battle rages.

Effect: Choose a creature within 10 feet of you. For 1 minute, anyone who targets that creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failure, it must choose a new target or lose its action. This spell doesn't protect the chosen creature from spell effects, such as the explosion of a *fireball*, that don't target the creature directly.

If the chosen creature makes an attack or casts a spell that affects anything but itself, this spell ends.

Scorching Ray

2nd-level evocation

This spell creates a ray of searing fire and light to erupt from your hand. You can focus the beam to blast a single target, or split it into several lesser beams to carve through multiple enemies.

Effect: You create rays that deal a total of 20 fire damage. Choose up to five creatures within 100 feet of you and divide this automatic damage among them as you wish.

Shield

1st-level conjuration

You create an invisible, mobile disk of force that hovers near you to intercept attacks.

Effect: For 10 minutes, you have half cover and take no damage from *magic missile*.

Shield of Faith

1st-level abjuration (word of power)

You call out a prayer to protect an imperiled ally. A shimmering field surrounds and shields your target, helping to deflect attacks.

Effect: Choose a creature within 50 feet of you. That creature gains a +1 bonus to AC. The bonus lasts until your concentration is broken, but for no longer than 1 minute.

Shocking Grasp

0-level evocation

Lightning wreathes your hand and delivers a brutal shock to the creature you touch.

Effect: Make a magic attack to touch a creature of your choice. On a hit, the target takes 1d8 + 4 lightning damage and can't take reactions until its next turn.

Silence

2nd-level illusion

Upon completion of this spell, all sound is stopped in an area. No noise whatsoever issues from, passes through, or enters. Within the magical silence, spellcasters who depend on speaking to cast their spells are ineffective.

Effect: Choose a point you can see within 100 feet of you. No sound can be created within or pass through a 20-foot-radius sphere centered on that point. Creatures within the area are deafened.

The effect lasts until your concentration is broken, but for no longer than 10 minutes.

Ritual: You can cast this spell as a ritual by spending at least 10 minutes inscribing a ritual circle filled with magical runes and using special material components, including the dust of ground-up pearls worth no less than 50 gp.

Sleep

1st-level enchantment

The fine sand you fling into the air sparkles when this spell's magic takes hold. Creatures touched by the scintillating granules grow drowsy and might fall asleep.

Effect: Choose a point that you can see within 100 feet of you, roll 3d8, and add them up. The total is how many hit points of creatures this spell can affect within 20 feet of the point you chose.

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious for 1 minute or until it takes damage or someone uses an action to shake or slap the sleeper awake. 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 no more than the remaining total for that creature to be affected.

Speak with Dead

3rd-level necromancy

The rotting remains twitch and stir when the spirit you called returns to the corpse. For as long as your magic holds the spirit to its body, it must answer the questions you put to it.

Requirement: You can cast this spell only on a dead creature that still has a mouth, that has not been turned into an undead creature, and that has not been the target of this spell within the last seven days.

Effect: You touch a creature's corpse. For 10 minutes, 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. This spell does not return the creature's soul to its body—only its animating spirit. Thus, the corpse cannot learn new information, does not comprehend anything that has happened since it died, including questions put to it by this spell, nor can it speculate about future events.

Ritual: You can cast this spell as a ritual if you spend 10 minutes preparing the corpse to receive the spirit, a process involving intoning ritual phrases, burning incense, and the

painting of sigils with magical oils on the body, all worth no less than 100 gp.

Spider Climb

2nd-level transmutation

The gesticulations you make while casting this spell mimic that of a spider climbing an imaginary wall, conferring on a creature the ability to climb any surface

Effect: You touch a willing creature. That creature gains the ability to move up, down, or across vertical surfaces or even upside down along ceilings while leaving its hands free. The creature can move in this way at its normal speed and without needing to make a check, unless the surface it's traversing is exceedingly slippery. These benefits last until your concentration is broken, but for no longer than 10 minutes.

Spiritual Weapon

2nd-level evocation

Calling out for aid from your divine patron, you evoke magical force in the shape of a glowing weapon to smash your foes. The weapon created is typically a hammer, though it can take whatever form you choose.

Effect: You create a floating, spectral weapon within 50 feet of you that lasts for 1 minute or until you cast this spell again. Make a magic attack against a creature within 5 feet of the weapon. On a hit, the target takes 1d8 force damage.

Once during each of your turns, when you take an action, you can also move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

Stinking Cloud

3rd-level conjuration

A billowing mass of dense, yellow vapors writhes into being, smothering the area you choose in a poisonous cloud.

Effect: You create a 20-foot-radius cloud of poisonous gas centered on a point you can see within 100 feet of you. The cloud's area is lightly obscured, and it lasts until your

concentration is broken, but for no longer than 10 minutes.

When the cloud appears, each living creature in it must make a Constitution saving throw. A creature takes 2d10 poison damage on a failed save, and half as much damage on a successful one. Any living creature that enters the cloud or ends its turn there must also make this saving throw (no more than once per turn).

A moderate wind (at least 11 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 21 miles per hour) disperses it after 1 round.

Stoneskin

4th-level abjuration

You sprinkle diamond dust over a creature's body to protect it from harm as you incant the echoing words of this spell. For a time, the creature's flesh becomes as hard as stone.

Requirement: You must have 100 gp worth of diamond dust, which is consumed when you cast the spell.

Effect: You touch a willing creature. For the next hour, the target has resistance to bludgeoning, piercing, and slashing damage.

Telekinesis

5th-level transmutation

When casting this spell, you utter a few syllables designed to focus your mind as a fulcrum, and harden your will as a lever. Along the lever, you extend a powerful telekinetic grip you can use to pick up creatures or objects and move them about.

Effect: You gain the ability to telekinetically manipulate creatures and objects until your concentration is broken, but for no longer than 10 minutes.

Creature: As your action, you can choose a creature within 50 feet of you that is no more than two size categories larger than you. Make a check with your magic ability opposed by the creature's Constitution check.

If you win the contest, you move the creature up to 30 feet in any direction. Until the start of your next turn, the creature is restrained in your telekinetic grip.

Each round as your action, you can attempt to maintain your telekinetic grip on the creature. If the creature is being held in the air without contact with the ground or another surface capable of supporting the creature, you automatically maintain your grip, and you can move the creature up to 30 more feet in any direction, as long as you don't move it to a position farther than 50 feet from you.

If the creature in your telekinetic grip can get purchase on an immovable surface or it is size Large or larger, you must engage it in another contest. If the creature wins the contest, the spell ends. If you choose not to maintain your telekinetic grip as your action, the spell also ends. Either way, if the creature was being held above the ground, it falls.

Object: You can also use an action and select an object within 50 feet of you to manipulate. The spell works the same as if you had targeted creature, except as follows.

You automatically affect an unattended object weighing 300 pounds or less.

If the object is held, worn, or otherwise tended by a creature, you must make a check with your magic ability opposed by that creature's Strength check.

You can also exert fine control on objects with your telekinetic grip: manipulating an object, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

Thunderwave

1st-level evocation

You evoke a whip-crack of thunder, creating a wave of energy that can sweep aside creatures and objects it contacts.

Thunderwave is a popular spell among battle wizards. In the crush and grind of melee, it is a key weapon in breaking enemy lines and turning a tightly fought battle into a rout.

Effect: Each creature in a 15-foot cone originating from you must make a Dexterity saving throw. If a creature fails, it takes 2d6 thunder damage and is pushed 15 feet away from you. If it succeeds, it takes half as much damage and is not pushed.

In addition, unsecured objects that weigh less than 50 pounds are automatically pushed 15 feet by the spell's effect, and the spell emits a thunderous boom audible within 300 feet of it.

Special: You can prepare and cast this spell as a higher level spell. Increase its damage by 1d6 and the distance it pushes targets and unattended objects by 5 feet for each level above 1st.

True Seeing

5th-level divination

A creature affected by this spell sees with perfect clarity, able to pierce darkness, illusions, and even transmutations to perceive things as they truly are.

Effect: You touch a creature. For 1 hour, the creature can see things as they actually are out to a range of 120 feet. The creature sees in normal and magical darkness, notices secret doors hidden by magic, sees invisible creatures, automatically detects and succeeds on saving throws against visual illusions, and perceives the true forms of creatures affected by transmutation spells. Furthermore, the target can see into the Ethereal Plane.

Ritual: You can cast this spell as a ritual if you spend 10 minutes creating an ointment from mushroom powder, saffron, fat, and other ingredients worth at least 250 gp. You apply the ointment to the creature's forehead.

Wall of Fire

4th-level evocation

When you evoke *wall of fire*, you visualize the Elemental Plane of Fire. The blazing plane's ground is ever-shifting plates of compressed flame, the air a continual firestorm, and its seas and rivers boiling magma.

With a rippling wave of your hand, you draw up from the ground a vertical sheet of flame, which burns as hot as that blazing plane.

Effect: You create a wall of fire within 100 feet of you on a solid surface. You choose to make the wall 30 feet long, 10 feet high, and 1 foot wide or a circle that has a 10-foot radius and is 20 feet high. The wall lasts until your concentration is broken, but for no more than

1 minute. The wall heavily obscures creatures behind it.

One side of the wall, selected by you when you cast this spell, deals 2d8 fire damage to each creature within 10 feet of that side. The wall deals this damage when it appears, and a creature takes the damage when it ends its turn within 10 feet of the wall's damaging side. The other side of the wall deals no damage.

A creature can pass through the wall, but if it does so, it takes 4d8 fire damage (no more than once per turn). A creature is also subject to this damage if it ends its turn in the wall.

If you create the wall on top of a creature, that creature must succeed on a Dexterity saving throw or take damage as if it passed through the wall. On a success, the creature can move 5 feet so that it is not in the fire.

Water Breathing

3rd-level transmutation

Those who live on dry land instinctively fear the deeps. Mastering this spell requires that the caster face and overcome these fears.

When you cast this spell, the suggestion of gills appears on each affected creature's neck. Each gains the ability to breathe underwater for extended periods.

Effect: Choose up to 10 willing creatures within 50 feet of you. In addition to retaining its normal mode of respiration, each creature can also now breathe water as if it were a fish. This benefit lasts for 24 hours.

Web

2nd-level conjuration

You conjure a mass of thick webbing that chokes a corridor, a chamber, a small grove of trees, or anyplace where the web can be anchored. Creatures in the area are stuck fast.

Effect: Choose a point you can see within 50 feet of you. A 20-foot-radius cloud centered on that point fills with sticky webs. The webs last until your concentration is broken, but for no longer than 10 minutes.

If the webs are not anchored between two solid masses or layered across a floor, wall, or ceiling, the conjured web collapses on itself and disappears at the start of your next turn.

Webs layered over a flat surface have a depth of 5 feet.

Each creature that starts its turn in the webs or that enters the webs for the first time during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free.

A creature restrained by the webs can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained.

The webs lightly obscure any creature caught in them.

The webs' strands are flammable. Once lit, webs burn away at the rate of one 5-foot cube per round. Any creature that starts its turn in the burning webs takes 2d4 fire damage.

Zone of Truth

2nd-level enchantment

You create a magical zone that guards against deception. Creatures affected by the zone's magic cannot knowingly speak a lie.

Effect: Choose a point you can see within 50 feet of you. A 15-foot-radius invisible cloud of magical power appears centered on that point. It lasts for 1 minute. Any creature in the area or that enters it must make a Charisma saving throw. A creature that fails cannot speak a deliberate lie while in the area. An affected creature is aware of the spell and may thus avoid answering questions to which it would normally respond with a lie, or may be evasive as long as it remains within the boundaries of the truth.

Ritual: You can cast this spell as a ritual by spending at least 10 minutes using special material components that include 10 gp of powdered silver sprinkled around the area.