





Casting Time: 1 action Range: 30 feet Components: V, S, M (a morsel of food) Duration: 24 hours By means of this spell, you use an animal to deliver a message. Choose a Tiny beast you can see within range. such as a squirrel, a blue jay, or a bat. You specify a location, which you must have visited, and a recipient who matches a general description, such as "a man or woman dressed in the uniform of the town guard" or "a red-haired dwarf wearing a pointed hat." You also speak a message of up to twenty-five words. The target beast travels for the duration of the spell toward the specified location, covering about 50 miles per 24 hours for a flying messenger, or 25 miles for other animals. When the messenger arrives, it delivers your message to the creature that you described, replicating the sound of your voice. The messenger speaks only to a creature matching the description you gave. If the messenger doesn't reach its destination before the spell ends, the message is lost, and the beast makes its way back to where you cast this spell.

Spell

Animal Messenger

2nd-level enchantment (ritual)

At Higher Levels. If you cast this spell using a spell slot of 3rd

PH

PН Spell **Animal Shapes** 8th-level transmutation Casting Time: 1 action Range: 30 feet Components: V, S Duration: Concentration, up to 24 hours Your magic turns others into beasts. Choose any number of willing creatures that you can see within range. You transform each target into the form of a large or smaller beast with a challenge rating of 4 or lower. On subsequent turns, you can use your actions to transform affected

creatures into new forms. The transformation lasts for the duration for each target, or until the target drops to 0 hit points or dies. You can choo a different form for each target. A target's game statistics are replaced by the statistics of the chosen beast, though the target retains its alignment and Intelligence, Wisdom, and Charisma scores. The target assumes the hit points of its new form, and when it reverts to its normal form, it returns to the number of hit point it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form

to 0 hit points, it isn't knocked unconcious. The creature is

Spell **Animate Dead** 3rd-level necromancy Casting Time: 1 minute Range: 10 feet Components: V, S, M (a drop of blood, a piece of flesh, and a pinch of bone dust) Duration: Instantaneous This spell creates an undead servant. Choose a pile of bones or a corpse of a Medium or Small humanoid within range. Your spell imbues the target with a foul mimicry of life, raising it as an undead creature. The target becomes a skeleton if you chose bones or a zombie if you chose a corpse (the DM has the creature's game statistics). On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.



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defends itself against hostile creatures. Once given an order,

the creature continues to follow it until its task is complete. An animated object is a construct with AC, hit points,



through the barrier, the spell ends.



summoned creatures disappear, and even magic items become mundane. Until the spell ends, the sphere moves with you, centered on you.

Spells and other magical effects, except those created by an artifact or a deity, are suppressed in the sphere and can't protrude into it. A slot expended to cast a suppressed spell is consumed. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration.

- Targeted Effects. Spells and other magical effects, such as magic missile and charm person, that target a creature or an object in the sphere have no effect on that target.
- Areas of Magic. The area of another spell or magical effect, such as fireball, can't extend into the sphere. If the sphere

Spell Antipathy/Sympathy 8th-level enchantment Casting Time: 1 hour Range: 60 feet Components: V, S, M (either a lump of alum soaked in vinegar for the antipathy effect or a drop of honey for the sympathy effect) Duration: 10 days This spell attracts or repels creatures of your choice. You target something within range, either a Huge or smaller object or creature or an area that is no larger than a 200-foot cube. Then specify a kind of intelligent creature, such as red dragons, goblins, or vampires. You invest the target with an aura that either attracts or repels the specified creatures for the duration. Choose antipathy or sympathy as the aura's

> Antipathy. The enchantment causes creatures of the kind. you designated to feel an intense urge to leave the area and avoid the target. When such a creature can see the target or comes within 60 feet of it, the creature must succeed on a Wisdom saving throw or become frightened. The creature remains frightened while it can see the target or is within 60 feet of it. While frightened by the target, the creature must use its movement to move

Spell **Arcane Eye** 4th-level divination Casting Time: 1 action Range: 30 feet Components: V, S, M (a bit of bat fur) Duration: Concentration, up to 1 hour

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

Spell **Arcane Gate** 6th-level conjuration Casting Time: 1 action Range: 500 feet Components: V, S Duration: Concentration, up to 10 minutes ou create linked teleportation portals that remain open for the duration. Choose two points on the ground that you can see, one point within 10 feet of you and one point within 500

feet of you. A circular portal, 10 feet in diameter, opens over each point. If the portal would open in the space occupied by a creature, the spell fails, and the casting is lost The portals are two-dimensional glowing rings filled with mist, hovering inches from the ground and perpendicular to it at the points you choose. A ring is visible only from one side (your choice), which is the side that functions as a portal. Any creature or object entering the portal exits from

the other portal as if the two were adjacent to each other; passing through a portal from the nonportal side has no effect. The mist that fills each portal is opaque and blocks vision through it. On your turn, you can rotate the rings as a bonus action so that the active side faces in a different direction.

Spell **Arcane Lock** 2nd-level abjuration Casting Time: 1 action Range: Touch Components: V, S, M (gold dust worth at least 25 gp, which Duration: Until dispelled You touch a closed door, window, gate, chest, or other entryway, and it becomes locked for the duration.

You and the creatures you designate when you cast this spell can open the object normally. You can also set a password that, when spoken within 5 feet of the object, suppresses this spell for 1 minute. Otherwise, it is impassable until it is broken or the spell is dispelled or suppressed. Casting Knock on the object suppresses Arcane Lock for 10

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

PН Spell **Armor of Agathys** 1st-level abjuration Casting Time: 1 action Range: Self Components: V, S, M (a cup of water) Duration: 1 hour A protective magical force surrounds you, manifesting as a spectral frost that covers you and your gear. You gain 5 temporary hit points for the duration. If a creature hits you with a melee attack while you have these hit points, the creature takes 5 cold damage. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, both the temporary hit points and the cold damage increase by 5 for each slot.



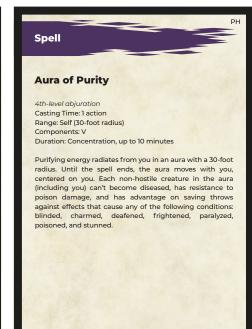


Your astral body resembles your mortal form in almost every way, replicating your game statistics and possessions. The principal difference is the addition of a silvery cord that extends from between your shoulder blades and trails behind you, fading to invisibility after 1 foot. This cord is your tether to your material body. As long as the tether remains intact, you can find your way home. If the cord is cut—something that can happen only when an effect specifically states that it does—your soul and body are separated, killing

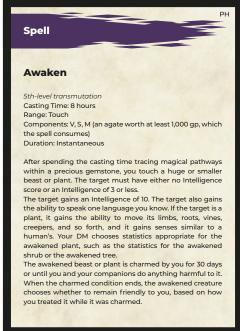


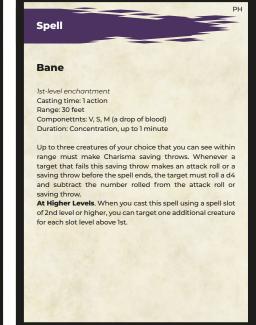
casting of additional spells or the loss or gain of a companion. If you cast the spell two or more times before completing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random reading. The DM makes this roll in secret.











Banishing Smite

Sth-level abjuration
Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

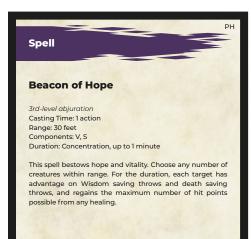
The next time you hit a creature with a weapon attack before this spell ends, your weapon crackles with force, and the attack deals an extra 5dl0 force damage to the target. Additionally, if this attack reduces the target to 50 hit points of fewer, you banish it. If the target is native to a different plane of existence than the on you're on, the target disappears, returning to its home plane. If the target is native to the plane you're on, the creature vanishes into a harmless demiplane. While there, the target is incapacitated. It remains there until the spell ends, at which point the

target reappears in the space it left or in the nearest

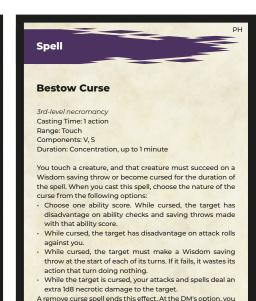
unoccupied space if that space is occupied.











may choose an alternative curse effect, but it should be no more powerful than those described above. The DM has



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

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

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

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

Spell **Blade Barrier** Casting Time: 1 action Range: 90 feet Components: V, S Duration: Concentration, up to 10 minutes You create a vertical wall of whirling, razor-sharp blades made of magical energy. The wall appears within range and lasts for the duration. You can make a straight wall up to 100 feet long, 20 feet high, and 5 feet thick, or a ringed wall up to 60 feet in diameter, 20 feet high, and 5 feet thick. The wall provides three-quarters cover to creatures behind it, and its space is difficult terrain. When a creature enters the wall's area for the first time on a turn or starts its turn there, the creature must make a Dexterity saving throw. On a failed save, the creature takes 6d10 slashing damage. On a successful save, the creature takes half as much damage.

Bless

Ist-level enchantment
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a sprinkling of holy water)
Duration: Concentration, up to 1 minute

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

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

with the hand's Strength contested by the Strength

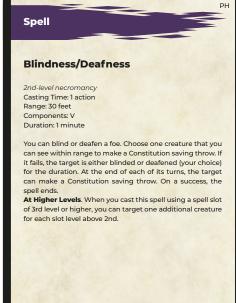
PH

Spell

Blight 4th-level necromancy Casting Time: 1 action Range: 30 feet Components: V. S. **Duration: Instantaneous** Necromantic energy washes over a creature of your choice that you can see within range, draining moisture and vitality from it. The target must make a Constitution saving throw. The target takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect on undead or constructs. If you target a plant creature or a magical plant, it makes the saving throw with disadvantage, and the spell deals maximum damage to it. If you target a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make a saving throw; it simply withers and dies. At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each

slot level above 4th.







Components: V are on the Ethereal Plane, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available

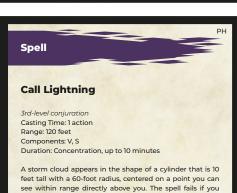
near). You can dismiss this spell as an action. While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of gray, and you can't see anything more than 60 feet away. You can only affect and be affected by other creatures on the Ethereal Plane. Creature that aren't there can't perceive you or interact with you, unless they have the ability to do so.

within that range, you appear in the nearest unoccupied

space (chosen at random if more that one space is equally







can't see a point in the air where the storm cloud could appear (for example, if you are in a room that can't accommodate the cloud). When you cast the spell, choose a point you can see under

the cloud. A bolt of lightning flashes down from the cloud to that point. Each creature within 5 feet of that point must make a Dexterity saving throw. A creature takes 3d10 lightning damage on a failed save, or half as much damage on a successful one. On each of your turns until the spell ends, you can use your action to call down lightning in this way again, targeting the same point or a different one.

If you are outdoors in stormy conditions when you cast this spell, the spell gives you control over the existing storm instead of creating a new one. Under such conditions, the spell's damage increases by 1d10.

Spell Calm Emotions 2nd-level enchantment Casting Time: 1 action Range: 60 feet Components: V, S Duration: Concentration, up to 1 minute You attempt to suppress strong emotions in a group of people. Each humanoid in a 20-foot-radius sphere centered

on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects. You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime

Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again, unless the DM rules otherwise.

Spell **Chain Lightning** 6th-level evocation Casting Time: 1 action Range: 150 feet Components: V, S, M (a bit of fur; a piece of amber, glass, or a crystal rod; and three silver pins) Duration: Instantaneous You create a bolt of lightning that arcs toward a target of your choice that you can see within range. Three bolts then

leap from that target to as many as three other targets, each of which must be within 30 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts. A target must make a Dexterity saving throw. The target

takes 10d8 lightning damage on a failed save, or half as much on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, one additional bolt leaps from the first target to another target for each slot level above 6th.

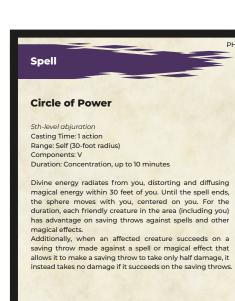
PH Spell **Charm Person** 1st-level enchantment Casting Time: 1 action Range: 30 feet Components: V. S Duration: 1 hour You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it

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













Components: V, S, M (a diamond worth at least 1000 gp and at least 1 cubic inch of flesh of the creature that is to be cloned, which the spell consumes. A vessel worth at least 2000 gp that has a sealable lid and is large enough to hold the creature being cloned, such as a huge urn, coffin, mud-filled cyst in the ground, or crystal container filled with salt water)

Duration: Instantaneous

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

At any time after the clone matures, if the original creature dies, its soul transfers to the clone, provided that the soul is free and willing to return. The clone is physically identical to the original and has the same personality, memories, and abilities, but none of the original's equipment. The original

Cloud of Daggers

2nd-level conjuration
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a sliver of glass)
Duration: Concentration, up to 1 minute

You fill the air with spinning daggers in a cube 5 feet on each side, centered on a point you choose within range. A creature takes 4d4 slashing damage when it enters the spell's area for the first time on a turn or starts its turn there. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 2d4 for each slot level above 2nd.

Cloudkill

Sth-level conjuration
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You create a 20-foot-radius sphere of poisonous, yellow-green fog centered on a point you choose within range. The fog spreads around corners. It lasts for the duration or until strong wind disperses the fog, ending the spell. Its area is heavily obscured.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 5d8 poison damage on a failed save, or half as much damage on a

breath or don't need to breathe.

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

successful one. Creatures are affected even if they hold their

land, even pouring down openings.

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.

Spell Color Spray Ist-level illusion Casting Time: 1 action

Ist-level illusion
Casting Time: 1 action
Range: Self (15-foot cone)
Components: V, S, M (a pinch of powder or sand that is
colored red, yellow, and blue)
Duration: 1 round

A dazzling array of flashing, colored light springs from your hand. Roll 6d10, the total is how many hit points of creatures this spell can effect. Creatures in a 15-foot cone originating from you are affected in ascending order of their current hit points (ignoring unconscious creatures and creatures that can't see).

Starting with the creature that has the lowest current hit points, each creature affected by this spell is blinded until the end of your next turn. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for the creature to be affected.

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



Halt. The target doesn't move and takes no actions.

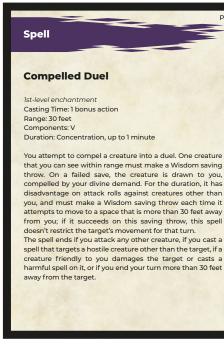


you contact your deity or a divine proxy and ask up to three questions that can be answered with a yes or no. You must ask your questions before the spell ends. You receive a correct answer for each question.

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

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

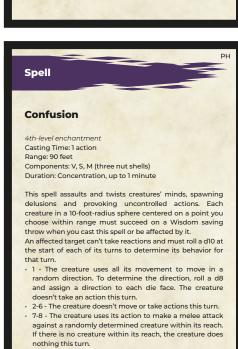


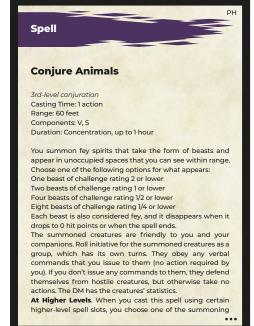




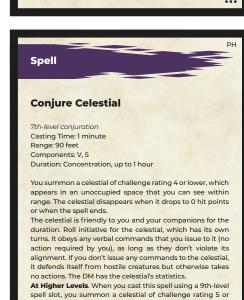












9-10 -The creature can act and move normally.



elemental of challenge rating 5 or lower appropriate to the area you chose appears in an unoccupied space within 10 feet of it. For example, a fire elemental emerges from a bonfire, and an earth elemental rises up from the ground. The elemental disappears when it drops to 0 hit points or when the spell ends.

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

If your concentration is broken, the elemental doesn't disappear. Instead, you lose control of the elemental, it

Spell **Conjure Fev** 6th-level conjuration Casting Time: 1 action Range: 90 feet Components: V, S Duration: Concentration, up to 1 hour You summon a fey creature of challenge rating 6 or lower, or a fey spirit that takes the form of a beast of challenge rating

6 or lower. It appears in an unoccupied space that you can see within range. The fey creature disappears when it drops to 0 hit points or when the spell ends.

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

If your concentration is broken, the fev creature doesn't disappear. Instead, you lose control of the fey creature, it becomes hostile toward you and your companions, and it might attack. An uncontrolled fey creature can't be dismissed by you, and it disappears 1 hour after you summoned it. The DM has the fey creature's statistics. Spell **Conjure Minor Elementals** 4th-level conjuration Casting Time: 1 minute Range: 90 feet Components: V, S Duration: Concentration, up to 1 hour You summon elementals that appear in unoccupied spaces that you can see within range. You choose one the following options for what appears:

One elemental of challenge rating 2 or lower

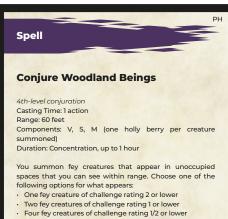
- Two elementals of challenge rating 1 or lower Four elementals of challenge rating 1/2 or lowe
- Eight elementals of challenge rating 1/4 or lower
- An elemental summoned by this spell disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The DM has the creatures' statistics.

At Higher Levels. When you cast this spell using certain higher-level spell slots, you choose one of the summoning



disappear. Each creature in a 40-foot-radius, 20-foot-high cylinder centered on that point must make a Dexterity saving throw. A creature takes 8d8 damage on a failed save. or half as much damage on a successful one. The damage type is the same as that of the ammunition or weapon.



Eight fev creatures of challenge rating 1/4 or lower

A summoned creature disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which have their own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend es from hostile creatures, but otherwise take no actions. The DM has the creatures' statistics.

Spell **Contact Other Plane** 5th-level divination (ritual) Casting Time: 1 minute Range: Self Components: V Duration: 1 minute You mentally contact a demigod, the spirit of a long-dead sage, or some other mysterious entity from another plane. Contacting this extraplanar intelligence can strain or even break your mind. When you cast this spell, make a DC 15 Intelligence saving throw. On a failure, you take 6d6 psychic damage and are insane until you finish a long rest. While insane, you can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish. A Greater Restoration spell cast on you ends this effect.

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

PH

PН Spell Contagion 5th-level necromancy Casting Time: 1 action Range: Touch Components: V. S Duration: 7 days Your touch inflicts disease. Make a melee spell attack against a creature within your reach. On a hit, the target is poisoned. At the end of each of the poisoned target's turns, the target must make a Constitution saving throw. If the target

succeeds on three of these saves, it is no longer poisoned, and the spell ends. If the target fails three of these saves, the target is no longer poisoned, but choose one of the disea below. The target is subjected to the chosen disease for the spell's duration

Since this spell induces a natural disease in its target, any effect that removes a disease or otherwise ameliorates a disease's effects apply to it.

- Blinding Sickness. Pain grips the creature's mind, and its eyes turn milky white. The creature has disadvantage on Wisdom checks and Wisdom saving throws and is blinded.
- Filth Fever. A raging fever sweeps through the creature's

PН Spell Contingency 6th-level evocation Casting Time: 10 minutes Range: Self Components: V, S, M (a statuette of yourself carved from ivory and decorated with gems worth at least 1,500 gp) Duration: 10 days Choose a spell of 5th level or lower that you can cast, that has a casting time of 1 action, and that can target you. You cast that spell-called the contingent spell-as part of casting contingency, expending spell slots for both, but the

contingent spell doesn't come into effect. Instead, it takes effect when a certain circumstance occurs. You describe that circumstance when you cast the two spells. For example, a contingency cast with water breathing might stipulate that water breathing comes into effect when you are engulfed in water or a similar liquid.

The contingent spell takes effect immediately after the circumstance is met for the first time, whether or not you want it to, and then contingency ends. The contingent spell takes effect only on you, even if it can

normally target others. You can use only one contingency spell at a time. If you cast this spell again, the effect of another contingency spell on you ends. Also, contingency Spell **Continual Flame** 2nd-level evocation Casting Time: 1 action Range: Touch Components: V, S, M (ruby dust worth 50 gp, which the spell consumes) Duration: Until dispelled A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A continual flame can be covered or hidden but not smothered or quenched.

If you are able to cast spells, you can't cast them or concentrate on them while raging.



Components: V, S, M (a drop of water and a pinch of dust) Duration: Concentration, up to 10 minutes

Until the spell ends, you control any freestanding water inside an area you choose that is a cube up to 100 feet on a side. You can choose from any of the following effects when you cast this spell. As an action on your turn, you can repeat

the same effect or choose a different one.

• Flood. You cause the water level of all standing water in the area to rise by as much as 20 feet. If the area includes a shore, the flooding water spills over onto dry land. If you choose an area in a large body of water, you instead create a 20-foot tall wave that travels from one side of the area to the other and then crashes down. Any Huge or smaller vehicles in the wave's path are carried with it to the other side. Any Huge or smaller vehicles struck by the wave have a 25 percent chance of capsizing. The water level remains elevated until the spell ends or you choose a different effect. If this effect produced a wave, the wave repeats on the start of your next turn while the flood effect

Spell **Control Weather** 8th-level transmutation Casting Time: 10 minutes Range: Self (5-mile radius) Components: V, S, M (burning incense and bits of earth and wood mixed in water) Duration: Concentration, Up to 8 hours You take control of the weather within 5 miles of you for the duration. You must be outdoors to cast this spell. Moving to

a place where you don't have a clear path to the sky ends the spell early.

When you cast the spell, you change the current weather conditions, which are determined by the DM based on the climate and season. You can change precipitation, temperature, and wind. It takes 1d4 x 10 minutes for the new conditions to take effect. Once they do so, you can change the conditions again. When the spell ends, the weather gradually returns to normal.

When you change the weather conditions, find a current condition on the following tables and change its stage by one, up or down. When changing the wind, you can change Spell **Cordon of Arrows** 2nd-level transmutation Casting Time: 1 action Range: 5 feet Components: V, S, M (four or more arrows or bolts) Duration: 8 hours You plant four pieces of nonmagical ammunition – arrows or crossbow bolts - in the ground within range and lay magic upon them to protect an area. Until the spell ends, whenever a creature other than you comes within 30 feet of the ammunition for the first time on a turn or ends its turn there, one piece of ammunition flies up to strike it. The

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

destroyed. The spell ends when no ammunition remains.

creature must succeed on a Dexterity saving throw or take 1d6 piercing damage. The piece of ammunition is then

When you cast this spell, you can designate any creatures

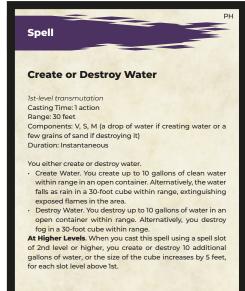
Spell Counterspell Casting Time: 1 reaction, which you take when you see a creature within 60 feet of you casting a spell Range: 60 feet Duration: Instantaneous You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the ature's spell fails and has no effect.

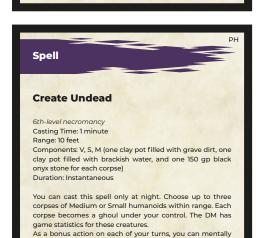
At Higher Levels. When you cast this spell using a spell slot

level is less than or equal to the level of the spell slot you

level or higher, the interrupted spell has no effect if its







command any creature you animated with this spell if the creature is within 120 feet of you (if you control multiple

creatures, you can command any or all of them at the same

time, issuing the same command to each one). You decide

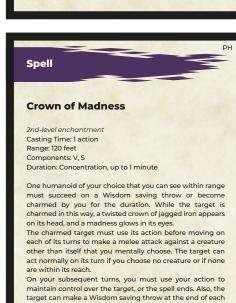
what action the creature will take and where it will move during its next turn, or you can issue a general command,

such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against

hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

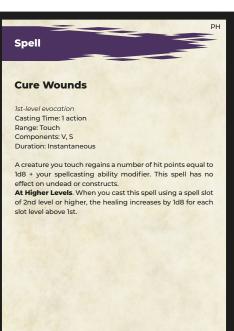
The creature is under your control for 24 hours, after which it

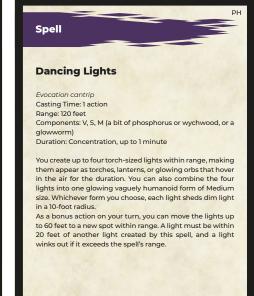


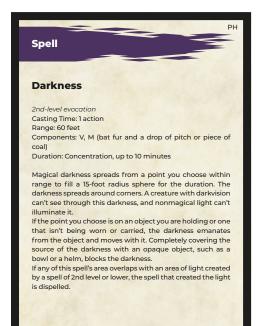


of its turns. On a success, the spell ends.













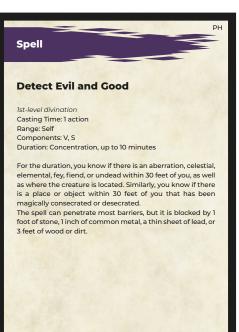




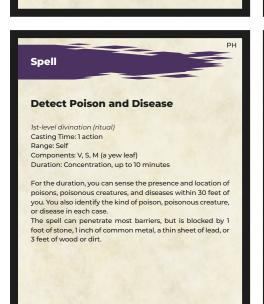
creature or a solid object, the spell ends, and the bead

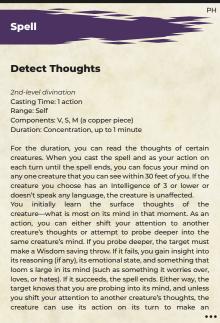


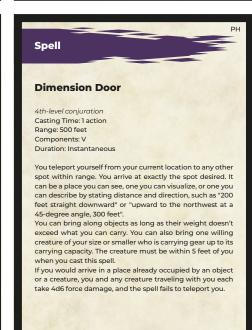


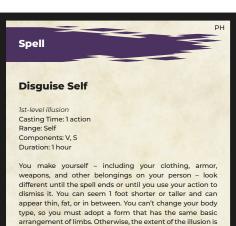












up to you. The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair. To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

PН Spell **Disintegrate** 6th-level transmutation Casting Time: 1 action Range: 60 feet Components: V, S, M (a lodestone and a pinch of dust) **Duration: Instantaneous** A thin green ray springs from your pointing finger to a target that you can see within range. The target can be a creature, an object, or a creation of magical force, such as the wall created by wall of force. A creature targeted by this spell must make a Dexterity saving throw. On a failed save, the target takes 10d6 + 40 force damage. The target is disintegrated if this damage leaves it with 0 hit points. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a true resurrection or a wish spell. This spell automatically disintegrates a Large or smaller

nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this spell

disintegrates a 10-foot-cube portion of it. A magic item is

unaffected by this spell.

PH Spell **Dispel Evil and Good** 5th-level abjuration Casting Time: 1 action Range: Self Components: V, S, M (holy water or powdered silver and iron) Duration: Concentration, up to 1 minute Shimmering energy surrounds and protects you from fey, undead, and creatures originating from beyond the Material Plane. For the duration, celestials, elementals, fey, fiends, and undead have disadvantage on attack rolls against you. You can end the spell early by using either of the following special functions.

Break Enchantment. As your action, you touch a creature

Dismissal. As your action, make a melee spell attack against a celestial, an elemental, a fey, a fiend, or an

you can reach that is charmed, frightened, or possessed by a celestial, an elemental, a fey, a fiend, or an undead. The creature you touch is no longer charmed, frightened, or possessed by such creatures.

undead you can reach. On a hit, you attempt to drive the creature back to its home plane. The creature must succeed on a Charisma saving throw or be sent back to its home plane (if it isn't there already). If they are already on their home plane, undead are sent to the Shadowfell, and

At Higher Levels. When you cast this spell using a spell slot







cally succeeds on the save.

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

DM offers a truthful reply. The reply might be a short phrase, a cryptic rhyme, or an omen.

The spell doesn't take into account any possible

circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

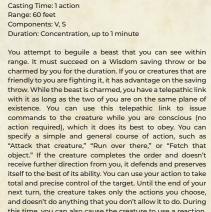
If you cast this spell two or more times before finishing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random reading. The DM makes this roll in secret.

Spell

Dominate Beast 4th-level enchantmen





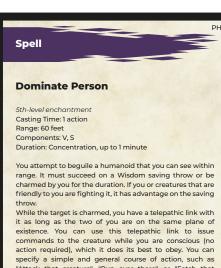




range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw

While the creature is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't eive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that



"Attack that creature", "Run over there", or "Fetch that object". If the creature completes the order and doesn't receive further direction from you, it defends and preserve itself to the best of its ability. You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes

only the actions you choose, and doesn't do anything that

this time, you can also cause the creature to use a reaction, PH Spell **Drawmij's Instant Summons** 6th-level conjuration (ritual) Casting Time: 1 minute Range: Touch Components: V, S, M (a sapphire worth 1,000 gp) Duration: Until dispelled You touch an object weighing 10 pounds or less whose longest dimension is 6 feet or less. The spell leaves an invisible mark on its surface and invisibly inscribes the name of the item on the sapphire you use as the material component. Each time you cast this spell, you must use a different sapphire. At any time thereafter, you can use your action to speak the item's name and crush the sapphire. The item instantly

appears in your hand regardless of physical or planar distances, and the spell ends. If another creature is holding or carrying the item, crushing the sapphire doesn't transport the item to you, but instead you learn who the creature possessing the object is and roughly where that

creature is located at that moment.
Dispel Magic or a similar effect successfully applied to the sapphire ends this spell's effect.





campfire.



You create a seismic disturbance at a point on the ground that you can see within range. For the duration, an intense tremor rips through the ground in a 100-foot-radius circle centered on that point and shakes creatures and structures in contact with the ground in that area.

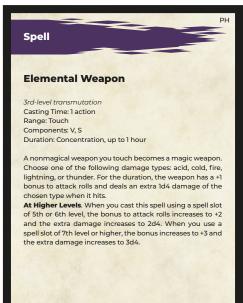
The ground in the area becomes difficult terrain. Each creature on the ground that is concentrating must make a Constitution saving throw. On a failed save, the creature's concentration is broken.

When you cast this spell and at the end of each turn you spend concentrating on it, each creature on the ground in the area must make a Dexterity saving throw. On a failed save, the creature is knocked prone.

This spell can have additional effects depending on the terrain in the area, as determined by the DM.

 Fissures. Fissures open throughout the spell's area at the start of your next turn after you cast the spell. A total of 1d6





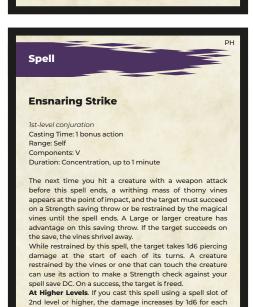
Spell **Enhance Ability** 2nd-level transmutation Casting Time: 1 action Range: Touch Components: V, S, M (fur or a feather from a beast) Duration: Concentration, up to 1 hour You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects: the target gains the effect until the spell ends. Bear's Endurance. The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the spell ends. Bull's Strength. The target has advantage on Strength checks, and their carrying capacity doubles. Cat's Grace. The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated. Eagle's Splendor. The target has advantage on Charisma Fox's Cunning. The target has advantage on Intelligence checks.
Owl's Wisdom. The target has advantage on Wisdom At Higher Levels. When you cast this spell using a spell slot



You cause a creature or an object you can see within range to grow larger or smaller for the duration. Choose either a creature or an object that is neither worn nor carried. If the target is unwilling, it can make a Constitution saving throw. On a success, the spell has no effect.

If the target is a creature, everything it is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once.

Enlarge. The target's size doubles in all dimensions, and its weight is multiplied by eight. This growth increases its size by one category – from Medium to Large, for example. If there isn't enough room for the target to double its size, the creature or object attains the maximum possible size in the space available. Until the spell ends, the target also has advantage on Strength checks and Strength saving throws. The target's weapons also grow to match its new size. While these weapons are enlarged, the target's attack with them deal 1d4 extra damage.

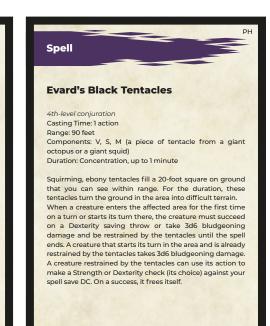


slot level above 1st.













turns, the frightened creature must take the Dash action and move away from you by the safest and shortest available route, unless there is nowhere to move. If the target moves to a place at least 60 feet away from you where it can no longer see you, this effect ends Sickened. The target has disadvantage on attack rolls and Spell **Fabricate** 4th-level transmutation Casting Time: 10 minutes Range: 120 feet Components: V, S **Duration: Instantaneous** You convert raw materials into products of the same material. For example, you can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, and clothes from flax or wool. Choose raw materials that you can see within range. You can fabricate a Large or smaller object (contained within a 10-foot cube, or eight connected 5-foot cubes), given a sufficient quantity of raw material. If you are working with metal, stone, or another mineral substance, however, the fabricated object can be no larger than Medium (contained within a single 5-foot cube). The quality of objects made by the spell is commensurate with the quality of the raw Creatures or magic items can't be created or transmuted by this spell. You also can't use it to create items that ordinarily require a high degree of craftsmanship, such as jewelry,

weapons, glass, or armor, unless you have proficiency with

the type of artisan's tools used to craft such objects.

PН Spell **Faerie Fire** 1st-level evocation Casting Time: 1 action Range: 60 feet Components: V Duration: Concentration, up to 1 minute Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

















PН Spell **Find Traps** 2nd-level divination Casting Time: 1 action Range: 120 feet Components: V. S. **Duration: Instantaneous** You sense the presence of any trap within range that is within line of sight. A trap, for the purpose of this spell, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator. Thus, the spell would sense an area affected by the alarm spell, a glyph of warding, or a mechanical pit trap, but it would not reveal a natural weakness in the floor, an unstable ceiling, or a hidden sinkhole This spell merely reveals that a trap is present. You don't learn the location of each trap, but you do learn the general nature of the danger posed by a trap you sense.

















of 3rd level or higher, the damage increases by 1d6 for each

slot level above 2nd.



successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind. If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state. If you maintain your concentration on this spell for the entire possible duration, the creature is turned to stone until the

effect is removed.







When a chosen creature enters the spell's area for the first

time on a turn or starts its turn there, the creature takes 5d10

radiant or necrotic damage (your choice when you cast this



within the area, or those too large to fit inside the area, are

pushed away from the center of the area until they are

A creature inside the cage can't leave it by nonmagical means. If the creature tries to use teleportation or

completely outside the area.

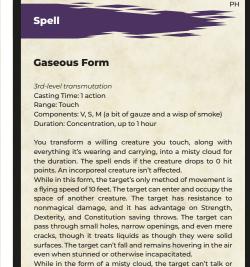


When you cast this spell, you can designate a password. A creature that speaks the password as it enters the area takes Spell Freedom of Movement 4th-level abjuration Casting Time: 1 action Range: Touch Components: V, S, M (a leather strap, bound around the arm or a similar appendage) Duration: 1 hour You touch a willing creature. For the duration, the target's movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce the target's speed nor cause the target to be paralyzed or restrained. The target can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacle

or a creature that has it grappled. Finally, being underwater

imposes no penalties on the target's movement or attacks





manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted

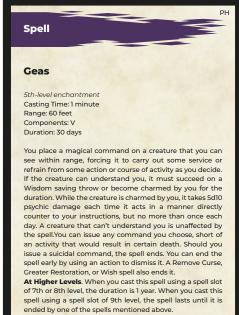
with. The target can't attack or cast spells.

PН Spell Gate 9th-level conjuration Casting Time: 1 action Range: 60 feet Components: V, S, M (a diamond worth at least 5,000 gp) Duration: Concentration, up to 1 minute You conjure a portal linking an unoccupied space you can see within range to a precise location on a different plane of existence. The portal is a circular opening, which you can make 5 to 20 feet in diameter. You can orient the portal in any direction you choose. The portal lasts for the duration. The portal has a front and a back on each plane where it appears. Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported to the other plane, appearing in the unoccupied space nearest to the portal.

space nearest to the portal.

Deities and other planar rulers can prevent portals created by this spell from opening in their presence or anywhere within their domains.

When you cast this spell, you can speak the name of a specific creature (a pseudonym, title, or nickname doesn't work). If that creature is on a plane other than the one you are on, the portal opens in the named creature's immediate vicinity and draws the creature through it to the nearest



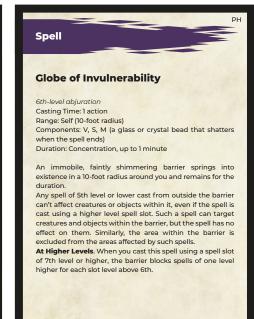
Gentle Repose

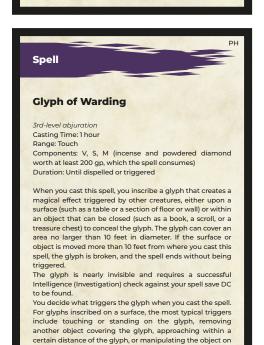
2nd-level necromancy (ritual)
Casting Time: 1 action
Range: Touch
Components: V, S, M (a pinch of salt and one copper piece
placed on each of the corpse's eyes, which must remain
there for the duration)
Duration: 10 days

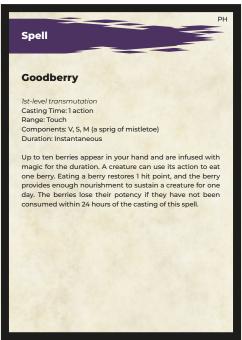
You touch a corpse or other remains. For the duration, the
target is protected from decay and can't become undead.
The spell also effectively extends the time limit on raising
the target from the dead, since days spent under the
influence of this spell don't count against the time limit of
spells such as raise dead.











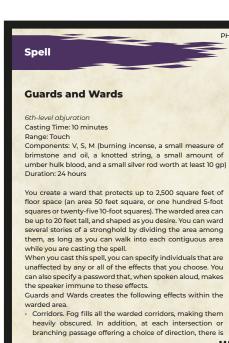






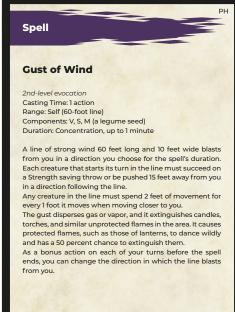


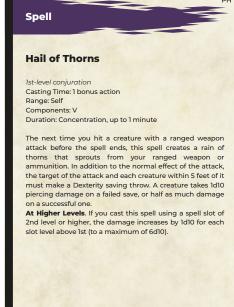












PН Spell Hallow 5th-level evocation Casting Time: 24 hours Range: Touch Components: V, S, M (herbs, oils, and incense worth at least 1,000 gp, which the spell consumes) Duration: Until dispelled You touch a point and infuse an area around it with holy (or unholy) power. The area can have a radius up to 60 feet, and the spell fails if the radius includes an area already under the effect a hallow spell. The affected area is subject to the following effects. First, celestials, elementals, fey, fiends, and undead can't enter the area, nor can such creatures charm, frighten, or possess creatures within it. Any creature charmed,

frightened, or possessed by such a creature is no longer

charmed, frightened, or possessed upon entering the area.

You can exclude one or more of those types of creatures

Second, you can bind an extra effect to the area. Choose the effect from the following list, or choose an effect offered by the DM. Some of these effects apply to creatures in the area; you can designate whether the effect applies to all

creatures, creatures that follow a specific deity or leader, or

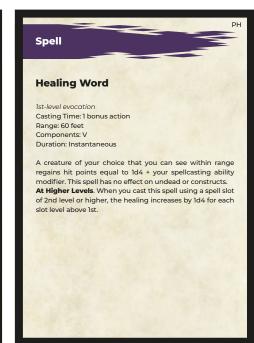
from this effect.













Hellish Rebuke

Ist-level evocation
Casting Time: 1 reaction, which you take when you are damaged by a creature within 60 feet of you that you can see
Range: 60 feet
Components: V, S
Duration: Instantaneous

You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one.
At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

Spell

Spell Heroes' Feast 6th-level conjuration Casting Time: 10 minutes Range: 30 feet Components: V, S, M (a gem-encrusted bowl worth at least 1,000 gp, which the spell consumes) Duration: Instantaneous You bring forth a great feast, including magnificent food and drink. The feast takes I hour to consume and disappears at the end of that time, and the beneficial effects don't set in until this hour is over. Up to twelve creatures can partake of the feast. A creature that partakes of the feast gains several benefits. The creature is cured of all diseases and poison, becomes immune to poison and being frightened, and makes all Wisdom saving throws with advantage. Its hit point maximum also increases by 2d10, and it gains the same number of hit points. These benefits last for 24 hours.

doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it

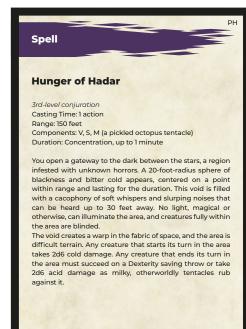




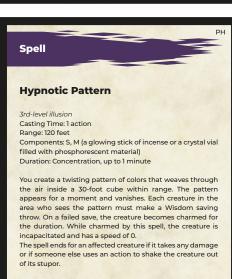














Identify

Ist-level divination (ritual)
Casting Time: 1 minute
Range: Touch
Components: V, S, M (a pearl worth at least 100 gp and an owl feather)
Duration: Instantaneous

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

If you instead touch a creature throughout the casting, you

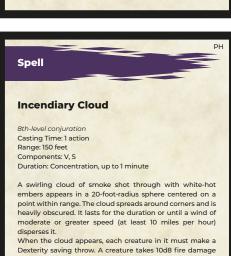
by a spell, you learn which spell created it.

learn what spells, if any, are currently affecting it.

PН Spell **Imprisonment** 9th-level abjuration Casting Time: 1 minute Range: 30 feet Components: V, S, M (a vellum depiction or a carved statuette in the likeness of the target, and a special component that varies according to the version of the spell you choose, worth at least 500 gp per Hit Die of the target) Duration: Until dispelled You create a magical restraint to hold a creature that you can see within range. The target must succeed on a Wisdom saving throw or be bound by the spell; if it succeeds, it is immune to this spell if you cast it again. While affected by this spell, the creature doesn't need to breathe, eat, or drink, and it doesn't age. Divination spells can't locate or perceive the target. During the casting of the spell, in any of its versions, you can specify a condition that will cause the spell to end and release the target. The condition can be as specific or as elaborate as you choose, but the DM must agree that the condition is reasonable and has a likelihood of coming to pass. The conditions can be based on a creature's name,

identity, or deity but otherwise must be based on observable actions or qualities and not based on intangibles

such as level, class, or hit points.



on a failed save, or half as much damage on a successful one.

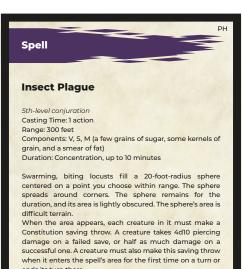
A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn

The cloud moves 10 feet directly away from you in a

direction that you choose at the start of each of your turns.

there





At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 for each

slot level above 5th.





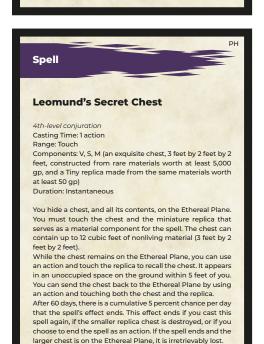




Stone, lover and beloved of Moradin, may awaken the true powers of the axe, and only with the sacred word Rudnogg

on the lips.

PН

















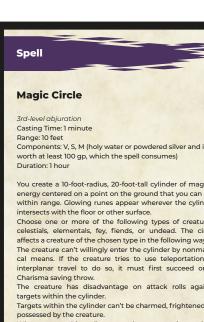


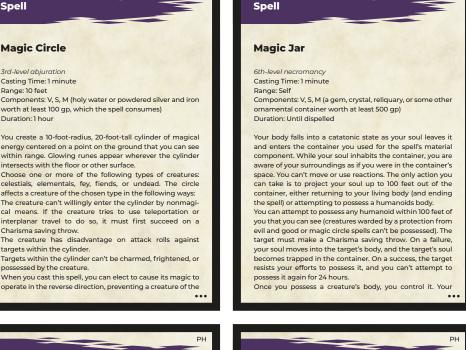




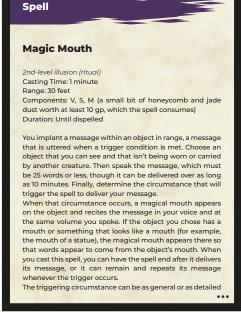








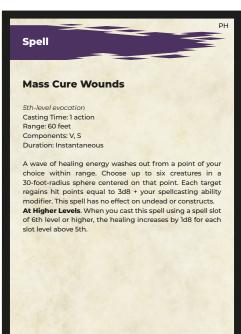






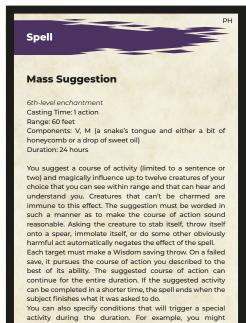


conversation, for example.













While merged with the stone, you can't see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the stone. You can use your

ends the spell. You otherwise can't move. Minor physical damage to the stone doesn't harm you, but its partial destruction or a change in its shape (to the extent

movement to leave the stone where you entered it, which

Spell Melf's Acid Arrow Casting Time: 1 action Range: 90 feet Components: V, S, M (powdered rhubarb leaf and an adder's Duration: Instantaneous A shimmering green arrow streaks toward a target within range and bursts in a spray of acid. Make a ranged spell attack against the target. On a hit, the target takes 4d4 acid damage immediately and 2d4 acid damage at the end of its

next turn. On a miss, the arrow splashes the target with acid for half as much of the initial damage and no damage at the end of its next turn. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage (both initial and later)

increases by 1d4 for each slot level above 2nd.

Spell Mendina Transmutation cantrip Casting Time: 1 minute Range: Touch Components: V, S, M (two lodestones) **Duration: Instantaneous** This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than I foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object

that you no longer fit within it) expels you and deals 6d6 bludgeoning damage to you. The stone's complete destruction (or transmutation into a different substance)









If you create an image of an object—such as a chair, muddy

footprints, or a small chest-it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through

If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your

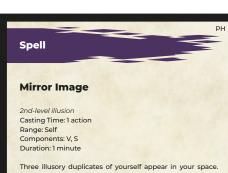
Spell Mirage Arcane 7th-level illusion Casting Time: 10 minutes Range: Sight Components: V, S Duration: 10 days You make terrain in an area up to 1 mile square look, sound,

smell, and even feel like some other sort of terrain. The terrain's general shape remains the same, however. Open fields or a road could be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road.

Similarly, you can alter the appearance of structures, or add them where none are present. The spell doesn't disguise, conceal, or add creatures.

The illusion includes audible, visual, tactile, and olfactory elements, so it can turn clear ground into difficult terrain (or vice versa) or otherwise impede movement through the area. Any piece of the illusory terrain (such as a rock or stick) that is removed from the spell's area disappears immediately.

Creatures with truesight can see through the illusion to the



Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates.

Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates.

If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher.

A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed.

A creature is unaffected by this spell if it can't see, if it relies



lasts for the duration, but the invisibility ends if you attack or cast a spell.

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

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





You attempt to reshape another creature's memories. One creature that you can see must make a Wisdom saving throw. If you are fighting the creature, it has advantage on the saving throw. On a failed save, the target becomes charmed by you for the duration. The charmed target is incapacitated and unaware of its surroundings, though it can still hear you. If it takes any damage or is targeted by another spell, this spell ends, and none of the target's memories are modified.

Duration: Concentration, up to 1 minute

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

You must speak to the target to describe how its memories are affected, and it must be able to understand your

PH Spell Moonbeam 2nd-level evocation

Casting Time: 1 action Range: 120 feet Components: V, S, M (several seeds of any moonseed plant and a piece of opalescent feldspar) Duration: Concentration, up to 1 minute

A silvery beam of pale light shines down in a 5-foot radius 40-foot-high cylinder centered on a point within range. Until the spell ends, dim light fills the cylinder.

When a creature enters the spell's area for the first time on a turn or starts its turn there, it is engulfed in ghostly flames that cause searing pain, and it must make a Constitution saving throw. It takes 2d10 radiant damage on a failed save, or half as much damage on a successful one.

A shapechanger makes its saving throw with disadvantage. If it fails, it also instantly reverts to its original form and can't assume a different form until it leaves the spell's light. On each of your turns after you cast this spell, you can use an

action to move the beam up to 60 feet in any direction. **At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.

PН Spell Mordenkainen's Faithful Hound 4th-level conjuration Casting Time: 1 action Range: 30 feet Components: V, S, M (a tiny silver whistle, a piece of bone, and a thread) Duration: 8 hours

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

The hound is invisible to all creatures except you and can't be harmed. When a Small or larger creature comes within 30 feet of it without first speaking the password that you specify when you cast this spell, the hound starts barking loudly. The hound sees invisible creatures and can see into the Ethereal Plane. It ignores illusions.

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

Spell **Mordenkainen's Magnificent Mansion**

7th-level conjuration

Casting Time: 1 minute Range: 300 feet

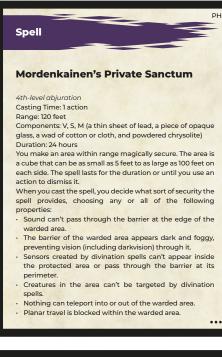
Components: V, S, M (a miniature portal carved from ivory, a small piece of polished marble, and a tiny silver spoon, each item worth at least 5 gp)

Duration: 24 hours

You conjure an extradimensional dwelling in range that lasts for the duration. You choose where its one entrance is located. The entrance shimmers faintly and is 5 feet wide and 10 feet tall. You and any creature you designate when you cast the spell can enter the extradimensional dwelling as long as the portal remains open. You can open or close the portal if you are within 30 feet of it. While closed, the portal is invisible

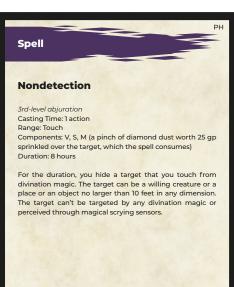
Beyond the portal is a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and

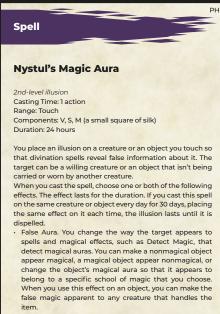
You can create any floor plan you like, but the space can't exceed 50 cubes, each cube being 10 feet on each side. The place is furnished and decorated as you choose. It contains sufficient food to serve a nine-course banquet for up to 100 people. A staff of 100 near-transparent servants attends all

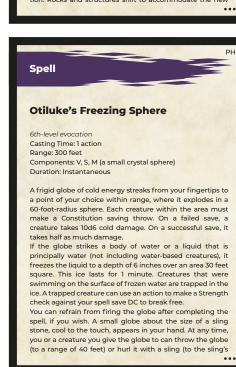














the sphere can breathe there. The sphere is immune to all

damage, and a creature or object inside can't be damaged

by attacks or effects originating from outside, nor can a

The sphere is weightless and just large enough to contain the creature or object inside. An enclosed creature can use its action to push against the sphere's walls and thus roll the sphere at up to half the creature's speed. Similarly, the globe can be picked up and moved by other creatures.

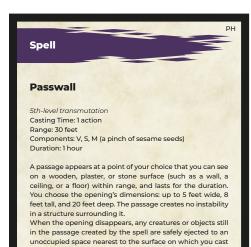
A Disintegrate spell targeting the globe destroys it without

creature inside the sphere damage anything outside it.

harming anything inside it.



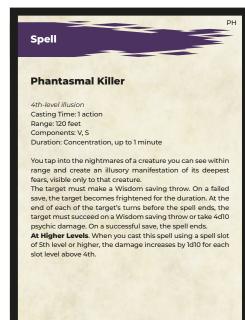






phantasm is an illusion, and the spell ends.

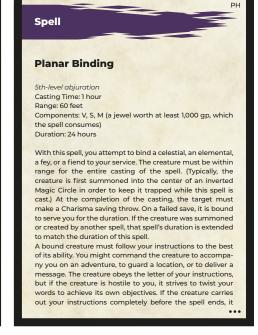
While a target is affected by the spell, the target treats the phantasm as if it were real. The target rationalizes any illigical outcomes from interacting with the phantasm. For example, a target attempting to walk across a phantasmal bridge that spans a chasm falls once it steps onto the bridge.







Payment can take a variety of forms. A celestial might





tion circle on another plane of existence, this spell can take you to that circle. If the teleportation circle is too small to

hold all the creatures you transported, they appear in the

You can use this spell to banish an unwilling creature to another plane. Choose a creature within your reach and make a melee spell attack against it. On a hit, the creature

closest unoccupied spaces next to the circle







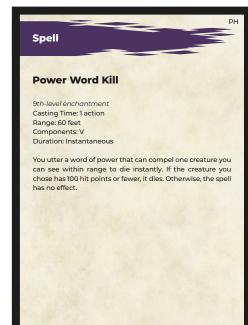
automatically succeeds on this saving throw. The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit

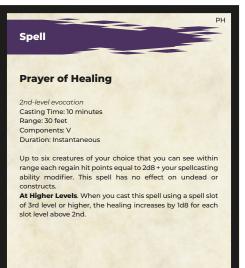
its alignment and personality.

damage doesn't reduce the creature's normal form to 0 h points, it isn't knocked unconscious.











If you cast this spell multiple times, you can have up to three



4 - Green - The target takes 10d6 poison damage on a failed save, or half as much damage on a successful one.

5 - Blue - The target takes 10d6 cold damage on a failed

6 - Indigo - On a failed save, the target is restrained. It must then make a Constitution saving throw at the end of

each of its turns. If it successfully saves three times, the

save, or half as much damage on a successful one.

РΗ Spell **Prismatic Wall** 9th-level abjuration Casting Time: 1 action Range: 60 feet Components: V, S Duration: 10 minutes A shimmering, multicolored plane of light forms a vertical opaque wall - up to 90 feet long, 30 feet high, and 1 inch thick - centered on a point you can see within range. Alternatively, you can shape the wall into a sphere up to 30 feet in diameter centered on a point you choose within range. The wall remains in place for the duration. If you position the wall so that it passes through a space occupied by a creature, the spell fails, and your action and the spell slot are wasted. The wall sheds bright light out to a range of 100 feet and dim light for an additional 100 feet. You and creatures you

slot are wasted.
The wall sheds bright light out to a range of 100 feet and dim light for an additional 100 feet. You and creatures you designate at the time you cast the spell can pass through and remain near the wall without harm. If another creature that can see the wall moves to within 20 feet of it or starts its turn there, the creature must succeed on a Constitution saving throw or become blinded for 1 minute.
The wall consists of seven layers, each with a different color.

The wall consists of seven layers, each with a different color. When a creature attempts to reach into or pass through the

PH Spell **Produce Flame** Conjuration cantrip Casting Time: 1 action Range: Self Components: V, S Duration: 10 minutes A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again. You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage At Higher Levels. This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).



you could create an illusion of yourself to appear and warn

off others who attempt to open a trapped door, or you could

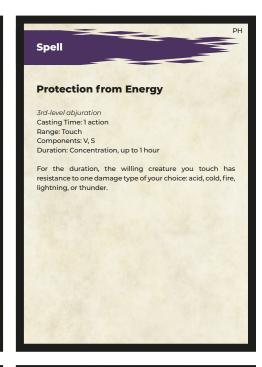


again. While you are using its senses, you are blinded and

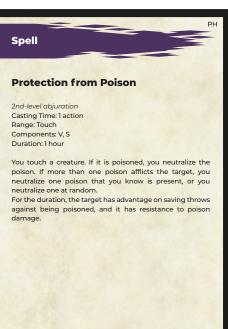
Physical interaction with the image reveals it to be an

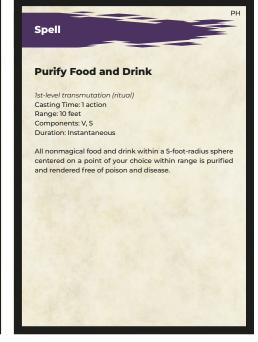
illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is

deafened in regard to your own surroundings.









РН Spell **Raise Dead** 5th-level necromancy Casting Time: 1 hour Range: Touch Components: V, S, M (a diamond worth at least 500 gp, which the spell consumes) Duration: Instantaneous You return a dead creature you touch to life, provided that it has been dead no longer than 10 days. If the creature's soul is both willing and at liberty to rejoin the body, the creature returns to life with 1 hit point. This spell also neutralizes any poison and cures nonmagical diseases that affected the creature at the time it died. This spell doesn't, however, remove magical diseases, curses, or similar effects; if these aren't first removed prior to casting the spell, they take effect when the creature returns to life. The spell can't return an undead creature to life. This spell closes all mortal

wounds, but it doesn't restore missing body parts. If the creature is lacking body parts or organs integral for its survival – its head, for instance – the spell automatically fails. Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the

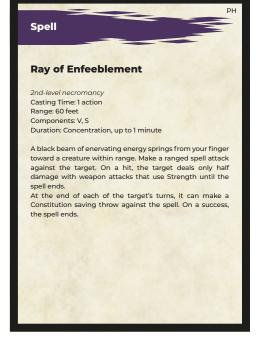
penalty is reduced by 1 until it disappears.

Rary's Telepathic Bond

Sth-level divination (ritual)
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (pieces of eggshell from two different kinds of creatures)
Duration: 1 hour

You forge a telepathic link among up to eight willing creatures of your choice within range, psychically linking each creature to all the others for the duration. Creatures with Intelligence scores of 2 or less aren't affected by this spell.

Until the spell ends, the targets can communicate telepathically through the bond whether or not they have a common language. The communication is possible over any distance, though it can't extend to other planes of existence.

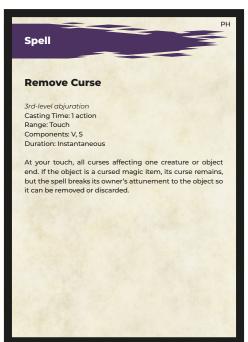














РН Spell **Reverse Gravity** 7th-level transmutation Casting Time: 1 action Range: 100 feet Components: V, S, M (a lodestone and iron filings) Duration: Concentration, up to 1 minute This spell reverses gravity in a 50-foot-radius, 100-foot high cylinder centered on a point within range. All creatures and objects that aren't somehow anchored to the ground in the area fall upward and reach the top of the area when you cast this spell. A creature can make a Dexterity saving throw to grab onto a fixed object it can reach, thus avoiding the fall. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it just as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, for the duration. At the end of the duration, affected objects and creatures fall back down.



Rope Trick

2nd-level transmutation
Casting Time: 1 action
Range: Touch
Components: V, S, M (powdered corn extract and a twisted loop of parchment)
Duration: 1 hour

You touch a length of rope that is up to 60 feet long. One end of the rope then rises into the air until the whole rope hangs

of the rope then rises into the air until the whole rope hangs perpendicular to the ground. At the upper end of the rope, an invisible entrance opens to an extradimensional space that lasts until the spell ends.

The extradimensional space can be reached by climbing to

The extradimensional space can be reached by climbing to the top of the rope. The space can hold as many as eight Medium or smaller creatures. The rope can be pulled into the space, making the rope disappear from view outside the space.

Attacks and spells can't cross through the entrance into or out of the extradimensional space, but those inside can see out of it as if through a 3-foot-by-5-foot window centered on the rope.

Anything inside the extradimensional space drops out when the spell ends.



Spell Sanctuary 1st-level abjuration Casting Time: 1 bonus action Range: 30 feet Components: V, S, M (a small silver mirror) Duration: 1 minute You ward a creature within range against attack, Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball. the warded creature makes an attack, casts a spell that affects an enemy, or deals damage to another creature, this



table.

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Spell Scrying 5th-level divination Casting Time: 10 minutes Range: Self Components: V, S, M (a focus worth at least 1,000 gp, such as a crystal ball, a silver mirror, or a font filled with holy water) Duration: Concentration, up to 10 minutes You can see and hear a particular creature you choose that is on the same plane of existence as you. The target must make a Wisdom saving throw, which is modified by how well you know the target and the sort of physical connection you have to it. If a target knows you're casting this spell, it can fail the saving throw voluntarily if it wants to be observed.

- Secondhand (you have heard of the target) +5
- Firsthand (you have met the target) +0
- Familiar (you know the target well) -5
- Likeness or picture -2

Spell

Seeming

5th-level illusion

Range: 30 feet

Components: V, S

Duration: 8 hours

dismiss it sooner.

Body part, lock of hair, bit of nail, or the like -10

The changes wrought by this spell fail to hold up to physical

inspections. For example, if you use this spell to add a hat to a creature's outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel the creature's head and hair. If you use this spell to appear Spell **Searing Smite** Casting Time: 1 bonus action Range: Self Components: V Duration: Concentration, up to 1 minute The next time you hit a creature with a melee weapon attack during the spell's duration, your weapon flares with white-hot intensity, and the attack deals an extra 1d6 fire damage to the target and causes the target to ignite in flames. At the start of each of its turns until the spell ends, the target must make a Constitution saving throw. On a failed save, it takes 1d6 fire damage. On a successful save, the spells ends. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as the target being submerged in water), the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial extra damage dealt by the

PH

attack increases by 1d6 for each slot above 1st.

Spell See Invisibility 2nd-level divination Casting Time: 1 action Range: Self Components: V, S, M (a pinch of talc and a small sprinkling of powdered silver) Duration: 1 hour For the duration, you see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and

On a successful save, the target isn't affected, and you can't PH





1,000 years" or "when the tarrasque awakes." This spells also

ends if the target takes any damage.





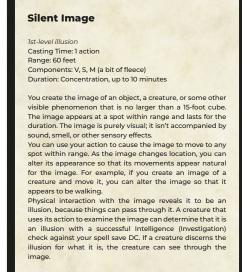












Spell

PH



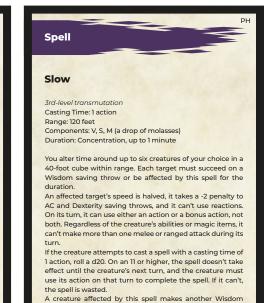
You shape an illusory duplicate of one beast or humanoid that is within range for the entire casting time of the spell. The duplicate is a creature, partially real and formed from ice or snow, and it can take actions and otherwise be affected as a normal creature. It appears to be the same as the original, but it has half the creature's hit point maximum and is formed without any equipment. Otherwise, the illusion uses all the statistics of the creature it duplicates, except that it is a construct.

The simulacrum is friendly to you and creatures you designate. It obeys your spoken commands, moving and acting in accordance with your wishes and acting on your turn in combat. The simulacrum lacks the ability to learn or

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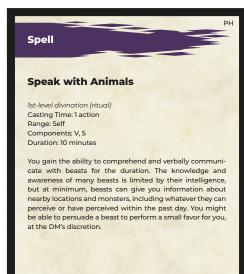


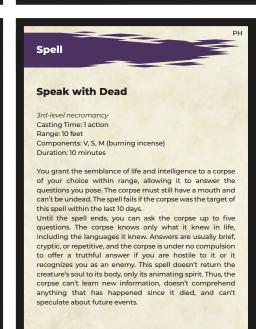


saving throw at the end of each of its turns. On a successful

save, the effect ends for it.



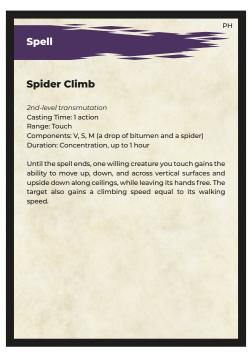






If a plant creature is in the area, you can communicate with it as if you share a common language, but you gain no

move branches, tendrils, and stalks,















two slot levels above the 2nd.

detail isn't possible.

Spell

Suggestion

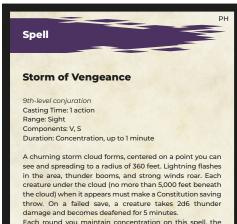
2nd-level enchantment

honeycomb or a drop of sweet oil)

Casting Time: 1 action

Range: 30 feet





throw. The creature takes 10d6 lightning damage on a

Duration: Concentration, up to 8 hours You suggest a course of activity (limited to a sentence or two) and magically influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, Each round you maintain concentration on this spell, the storm produces different effects on your turn. throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the spell. Storm of Vengeance After Round 1 2 - Acidic rain falls from the cloud. Each creature and object under the cloud takes 1d6 acid damage. 3 - You call six bolts of lightning from the cloud to strike six creatures or objects of your choice beneath the cloud. A given creature or object can't be struck by more than one bolt. A struck creature must make a Dexterity saving

The target must make a Wisdom saving throw. On a failed save, it purses the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a knight give her warhorse to the first beggar

Components: V, M (a snake's tongue and either a bit of









(Investigation) check against your spell save DC to find it. You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or stepping on the glyph, removing another object covering it, approaching within a certain distance of it, or manipulating the object that holds it. For

Spell Tasha's Hideous Laughter 1st-level enchantmen Casting Time: 1 action Range: 30 feet Components: V, S, M (tiny tarts and a feather that is waved in Duration: Concentration, up to 1 minute A creature of your choice that you can see within range perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. The target must succeed on a sdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected. At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.

Spell **Telekinesis** Casting Time: 1 action Range: 60 feet Components: V, S Duration: Concentration, up to 10 minutes You gain the ability to move or manipulate creatures or objects by thought. When you cast the spell, and as your action each round for the duration, you can exert your will on one creature or object that you can see within range, causing the appropriate effect below. You can affect the same target round after round, or choose a new one at any time. If you switch targets, the prior target is no longer affected by the spell. You can try to move a Huge or smaller creature. Make an ability check with your spellcasting ability contested by the creature's Strength check. If you win the contest, you move the creature up to 30 feet in any direction, including upward but not beyond the range of this spell. Until the end of your next turn, the creature is restrained in your telekinetic grip. A creature lifted upward is suspended in

Telepathy

8th-level evocation
Casting Time: 1 action
Range: Unlimited
Components: V, S, M (a pair of linked silver rings)
Duration: 24 hours

You create a telepathic link between yourself and a willing creature with which you are familiar. The creature can be anywhere on the same plane of existence as you. The spell ends if you or the target are no longer on the same plane.
Until the spell ends, you and the target can instantaneously share words, images, sounds, and other sensory messages with one another through the link, and the target recognizes you as the creature it is communicating with. The spell enables a creature with an Intelligence score of at least 1 to understand the meaning of your words and take in the scope of any sensory messages you send to it.

Teleport

Teleport

Th-level conjuration
Casting Time: 1 action
Range: 10 feet
Components: V
Duration: Instantaneous

This spell instantly transports you and up to eight willing creatures of your choice that you can see within range, or a single object that you can see within range, to a destination you select. If you target an object, it must be able to fit entirely inside a 10-foot cube, and it can't be held or carried by an unwilling creature.
The destination you choose must be known to you, and it

The destination you choose must be known to you, and it must be on the same plane of existence as you. Your familiarity with the destination determines whether you arrive there successfully. The DM rolls d100 and consults the table.

"Permanent circle" means a permanent Teleportation Circle whose sigil sequence you know.

"Associated object" means that you possess an object taken from the desired destination within the last six months, such as a book from a wizard's library, bed linen from a royal suite, or a chunk of marble from a lich's secret tomb.

"Very familiar" is a place you have been very often, a place



within their confines. Each such circle includes a unique sigil

sequence - a string of magical runes arranged in a particular

pattern. When you first gain the ability to cast this spell, you learn the sigil sequences for two destinations on the

Material Plane, determined by the DM. You can learn



spell ends, and everything on the disk falls to the ground. The disk is immobile while you are within 20 feet of it. If you move more than 20 feet away from it, the disk follows you so that it remains within 20 feet of you. It can move across uneven terrain, up or down stairs, slopes, and the like, but it can't cross an elevation change of 10 feet or more. For example, the disk can't move across a 10-foot-deep pit, nor could it leave such a pit if it were created at the bottom. If you move more than 100 feet from the disk (typically because it can't move around an obstacle to follow you), the spell ends.

If you are able to cast spells, you can't cast them or concentrate on them while raging.



You alter the appearance of your eyes for 1 minute.

If you cast this spell multiple times, you can have up to three
of its 1-minute effects active at a time, and you can dismiss

to fly open or slam shut.

such an effect as an action.









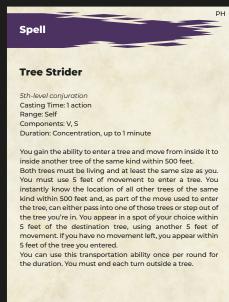


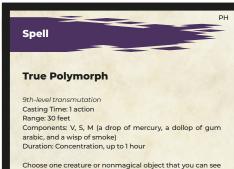
thunderous boom audible out to 300 feet.

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

from you by the spell's effect, and the spell emits a







Choose one creature or nonmagical object that you can see within range. You transform the creature into a different creature, the creature into a nonmagical object, or the object into a creature (the object must be neither worn nor carried by another creature). The transformation lasts for the duration, or until the target drops to 0 hit points or dies. If you concentrate on this spell for the full duration, the transformation becomes permanent.

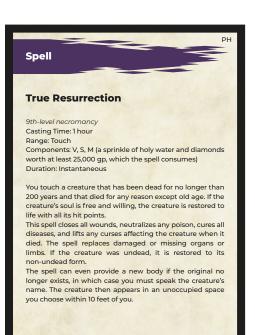
Shapechangers aren't affected by this spell. An unwilling

Shapechangers aren't affected by this spell. An unwilling creature can make a Wisdom saving throw, and if it succeeds, it isn't affected by this spell.

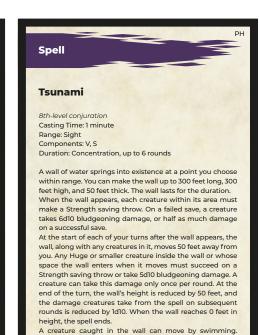
This spell can't affect a target that has 0 hit points.

Creature into Creature.

 If you turn a creature into another kind of creature, the new form can be any kind you choose whose challenge rating is equal to or less than the target's (or its level, if the target doesn't have a challenge rating). The target's game







Spell Unseen Servant 1st-level conjuration (ritual) Casting Time: 1 action Range: 60 feet Components: V, S, M (a piece of string and a bit of wood) This spell creates an invisible, mindless, shapeless, Medium force that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, and a Strength of 2, and it can't attack. If it drops to 0 hit points, the spell ends. Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires,

serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next If you command the servant to perform a task that would move it more than 60 feet away from you, the spell ends

Spell Vampiric Touch Casting Time: 1 action Range: Self Components: V, S Duration: Concentration, up to 1 minute The touch of your shadow-wreathed hand can siphon force from others to heal your wounds. Make a melee spell attack against a creature within your reach. On a hit, the target takes 3d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. Until the spell ends, you can make the attack again on each of your turns At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Spell Vicious Mockery Casting Time: 1 action Range: 60 feet Components: V You unleash a string of insults laced with subtle enchantments at a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn. At Higher Levels. This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4),

ΡН Spell Wall of Fire 4th-level evocation Casting Time: 1 action Range: 120 feet Components: V, S, M (a small piece of phosphorus) Duration: Concentration, up to 1 minute You create a wall of fire on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and I foot thick. The wall is opaque and lasts for the duration.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 fire damage, or half as much damage on a successful save

One side of the wall, selected by you when you cast this spell, deals 5d8 fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

PH Spell Wall of Force 5th-level evocation Casting Time: 1 action Range: 120 feet Components: V, S, M (a pinch of powder made by crushing a clear gemstone) Duration: Concentration, up to 10 minutes An invisible wall of force springs into existence at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is 1/4 inch thick. It lasts for the duration. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side).

Nothing can physically pass through the wall. It is immune to all damage and can't be dispelled by dispel magic. A

disintegrate spell destroys the wall instantly, however. The wall also extends into the Ethereal Plane, blocking ethereal

travel through the wall.

6th-level evocation Casting Time: 1 action Range: 120 feet Components: V, S, M (a small piece of quartz) Duration: Concentration, up to 10 minutes You create a wall of ice on a solid surface within range. You can form it into a hemispherical dome or a sphere with radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-square panels. Each panel must be contiguous with another panel. In any form, the wall is I foot thick and lasts for the duration. If the wall cuts through a creature's space when it appears, the creature within its area is pushed to one side of the wall

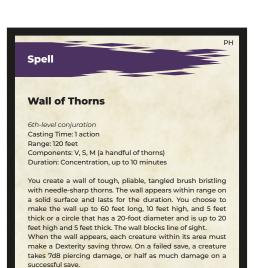
The wall is an object that can be damaged and thus breached. It has AC 12 and 30 hit points per 10-foot section, and it is vulnerable to fire damage. Reducing a 10-foot section of wall to 0 hit points destroys it and leaves behind a sheet of frigid air in he space the wall occupied. A creature moving through the sheet of frigid air for the first time on a turn must make a Constitution saving throw. The creature

and must make a Dexterity saving throw. On a failed save, the creature takes 10d6 cold damage, or half as much damage on a successful save.

Spell

Wall of Ice





A creature can move through the wall, albeit slowly and

painfully. For every 1 foot a creature moves through the wall,

it must spend 4 feet of movement. Furthermore, the first

time a creature enters the wall on a turn or ends its turn

there, the creature must make a Dexterity saving throw. It

takes 7d8 slashing damage on a failed save, or half as much

At Higher Levels. When you cast this spell using a spell slot

on a successful save

Spell

duration) Duration: 1 hour This spell wards a willing creature you touch and creates a mystic connection between you and the target until the spell ends. While the target is within 60 feet of you, it gains a +1 bonus to AC and saving throws, and it has resistance to all damage. Also, each time it takes damage, you take the same amount of damage The spell ends if you drop to 0 hit points or if you and the target become separated by more than 60 feet. It also ends if the spell is cast again on either of the connected creatures.

You can also dismiss the spell as an action.

Components: V, S, M (a pair of platinum rings worth at least

50 gp each, which you and target must wear for the

Spell

Warding Bond

2nd-level abjuration

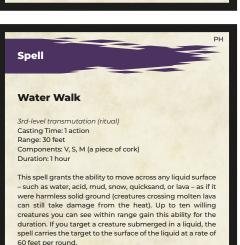
Range: Touch

Casting Time: 1 action

the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall. The wall can have any shape you desire, though it can't occupy the same space as a creature or object, the wall doesn't need to be vertical or resting on any firm foundation.

It must, however, merge with and be solidly supported by existing stone. Thus you can use this spell to bridge a chasm

Spell Water Breathing 3rd-level transmutation (ritual) Casting Time: 1 action Range: 30 feet Components: V, S, M (a short reed or piece of straw) is spell grants up to ten willing creatures you can see within range the ability to breathe underwater until the spell ends. Affected creatures also retain their normal mode of respiration.







The illusion calls on the creature's deepest fears, manifest-

ing its worst nightmares as an implacable threat. At the end of each of the frightened creature's turns, it must succeed

on a Wisdom saving throw or take 4d10 psychic damage. On

a successful save, the spell ends for that creature.

Wind Wall 3rd-level evocation Casting Time: 1 action Range: 120 feet Components: V, S, M (a tiny fan and a feather of exotic origin) Duration: Concentration, up to 1 minute A wall of strong wind rises from the ground at a point you choose within range. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration. When the wall appears, each creature within its area must make a Strength saving throw. A creature takes 3d8 bludgeoning damage on a failed save, or half as much damage on a successful one. The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected

upward and automatically miss. (Boulders hurled by giants

or siege engines, and similar projectiles, are unaffected.)

Creatures in gaseous form can't pass through it.



creature that starts its turn in the fire.

РΗ

a magic item. The object can be no more than 300 feet in any dimension, and it appears in an unoccupied space you can see on the ground. You allow up to twenty creatures that you can see to

to fire burns away in 1 round, dealing 2d4 fire damage to any

regain all hit points, and you end all effects on them described in the greater restoration spell.

You grant up to ten creatures that you can see resistance to a damage type you choose.

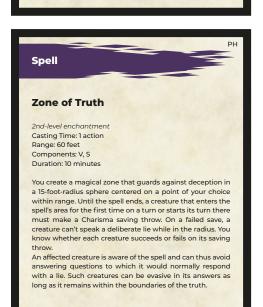


of 2nd level or higher, the initial damage increases by 1d12 for

each slot level above 1st.











TCOE Spell Dream of the Blue Veil 7th-level conjuration Casting Time: 10 minutes Range: 20 feet Components: V, S, M (a magic item or a willing creature from the destination world) Duration: 6 hours You and up to eight willing creatures within range fall unconscious for the spells' duration and experience visions of another world on the Material Plane, such as Oerth, Toril, Krynn, or Eberron. If the spell reaches its full duration, the visions conclude with each of you encountering and pulling back a mysterious blue curtain. The spell then ends with you mentally and physically transported to the world that was in the visions. To cast this spell, you must have a magic item that originated on the world you wish to reach, and you must be aware of the world's existence, even if you don't know the world's name. Your destination in the other world is a safe

location within 1 mile of where the magic item was created. Alternatively, you can cast the spell if one of the affected creatures was born on the other world, which causes your destination to be a safe location within 1 mile of where that

creature was born.

Green-Flame Blade

Evocation cantrip
Casting Time: 1 action
Range: Self (5-foot radius)
Components: S, M (a melee weapon worth at least 1 sp)
Duration: Instantaneous

You brandish the weapon used in the spell's casting and make a melee attack with it against one creature within 5 feet of you. On a hit, the target suffers the weapon attack's normal effects, and you can cause green fire to leap from the target to a different creature of your choice that you can see within 5 feet of it. The second creature takes fire damage equal to your spellcasting ability modifier.

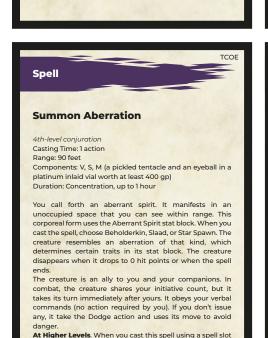
At Higher Levels. At 5th level, the melee attack deals an extra 1d8 fire damage to the target on a hit, and the fire damage to the second creature increases to 1d8 + your spellcasting ability modifier. Both damage rolls increase by 1d8 at 11th level (2d8 and 2d8) and 17th level (3d8 and 3d8).



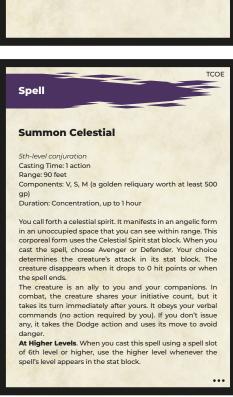












TCOE Spell **Summon Construct** 4th-level conjuration Casting Time: 1 action Range: 90 feet Components: V, S, M (an ornate stone and metal lockbox worth at least 400 gp) Duration: Concentration, up to 1 hour You call forth the spirit of a construct. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Construct Spirit stat block. When you cast the spell, choose a material: Clay, Metal, or Stone. The creature resembles a golem or a modron (your choice) made of the chosen material, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends. The creature is an ally to you and your companions. In

combat, the creature shares your initiative count, but it

takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue

any, it takes the Dodge action and uses its move to avoid

At Higher Levels. When you cast this spell using a spell slot

of 4th level or higher, use the higher level wherever the

spell's level appears in the stat block.

danger.

of 5th level or higher, use the higher level wherever the

spell's level appears on the stat block.

TCOE Spell Summon Elemental 4th-level conjuration Casting Time: 1 action Range: 90 feet Components: V, S, M (air, a pebble, ash, and water inside a gold-inlaid vial worth at least 400 gp) Duration: Concentration, up to 1 hou You call forth an elemental spirit. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Elemental Spirit stat block. When you cast the spell, choose an element: Air, Earth, Fire, or Water. The creature resembles a bipedal form wreathed in the chosen element, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends. The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it

You call forth a fey spirit. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Fey Spirit stat block. When you cast the spell, choose a mood. Furning, Mirthful, or Tricksy. The creature resembles a fey creature of your choice marked by the chosen mood, which determines one of the traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

Components: V, S, M (a gilded flower worth at least 300 gp)

Spell

Summon Fey

3rd-level conjuration

Casting Time: 1 action Range: 90 feet

Duration: Concentration, up to 1 hour

TCOE

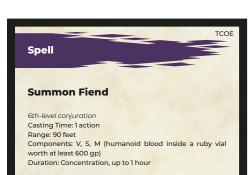
The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, use the higher level wherever the spell's level appears in the stat block.

takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger At Higher Levels. When you cast this spell using a spell slot

of 5th level or higher, use the higher level wherever the

spell's level appears in the stat block.



You call forth a fiendish spirit. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Fiendish Spirit stat block. When you cast the spell, choose Demon, Devil, or Yugoloth. The creature resembles a fiend of the chosen type, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, use the higher level wherever the spell's level appears in the stat block.

Spell Summon Shadowspawn 3rd-level conjuration Casting Time: 1 action Range: 90 feet Components: V, S, M (tears inside a crystal vial worth at least 300 gp) Duration: Concentration, up to 1 hour You call forth a shadowy spirit. It manifests in an unoccupied

space that you can see within range. This corporeal form uses the Shadow Spirit stat block. When you cast the spell, choose an emotion: Fury, Despair, or Fear. The creature resembles a misshapen biped marked by the chosen emotion, which determines certain traits in its stat block. The creature disappears when it drop to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after your. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and it uses its move to avoid danger.

At Higher Levels. When you cast the spell using a spell slot of 4th level or higher, use the higher level wherever the spell's level appears on the stat block.

Spell **Summon Undead**

3rd-level necromancy Casting Time: 1 action Range: 90 feet Components: V, S, M (a gilded skull worth at least 300 gp) Duration: Concentration, up to 1 hour

You call forth an undead spirit. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Undead Spirit stat block. When you cast the spell. choose the creature's form: Ghostly, Putrid, or Skeletal. The spirit resembles an undead creature with the chosen form, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, use the higher level wherever the spell's level appears in the stat block.

TCOE

FTOD

Spell

Sword Burst

Casting Time: 1 action Range: Self (5-foot radius) Components: V

You create a momentary circle of spectral blades that sweep around you. All other creatures within 5 feet of you must succeed on a Dexterity saving throw or take 1d6 force damage.

At Higher Levels. This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6). Spell Tasha's Caustic Brew

Casting Time: 1 action Range: Self (30-foot line) Components: V, S, M (a bit of rotten food) Duration: Concentration, up to 1 minute

A stream of acid emanates from you in a line 30 feet long and 5 feet wide in a direction you choose. Each creature in the line must succeed on a Dexterity saving throw or be covered in acid for the spell's duration or until a creature uses its action to scrape or wash the acid off itself or another creature. A creature covered in the acid takes 2d4 acid damage at start of each of its turns.

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

Spell

Tasha's Mind Whip

2nd-level enchantmen Casting Time: 1 action Range: 90 feet Components: V Duration: 1 round

You psychically lash out at one creature you can see within range. The target must make an Intelligence saving throw. On a failed save, the target takes 3d6 psychic damage, and it can't take a reaction until the end of its next turn. Moreover, on its next turn, it must choose whether it gets a move, an action, or a bonus action; it gets only one of the three. On a successful save, the target takes half as much damage and suffers none of the spell's other effects.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd. The creatures must be within 30 feet of each other when you target them.

TCOE

Spell

Tasha's Otherworldly Guise

6th-level transmutation Casting Time: 1 bonus action Range: Self

Components: V, S, M (an object engraved with a symbol of the Outer Planes, worth at least 500 gp) Duration: Concentration, up to 1 minute

Uttering an incantation, you draw on the magic of the Lower Planes or Upper Planes (your choice) to transform yourself.

You gain the following benefits until the spell ends: You are immune to fire and poison damage (Lower Planes) or radiant and necrotic damage (Upper Planes).

You are immune to the poisoned condition (Lower Planes)

- or the charmed condition (Upper Planes).
- Spectral wings appear on your back, giving you a flying speed of 40 feet.
- You have a +2 bonus to AC.
- All your weapon attacks are magical, and when you make a weapon attack, you can use your spell casting ability modifier instead of Strength or Dexterity for the attack and damage rolls.
- You can attack twice, instead of once, when you take the Attack action on your turn. You ignore this benefit if you already have a feature, like Extra Attack, that lets you

FTOD Spell **Nathair's Mischief** 2nd-level Illusion Casting Time: 1 Action Range: 60ft

You fill a 20-foot cube you can see within range with fey and draconic magic. Roll on the Mischievous Surge table to determine the magical effect produced, and roll again at the start of each of your turns until the spell ends. You can move the cube up to 10 feet before you roll.

Components: S, M (a piece of crust from an apple pie)

Duration: Concentration, up to 1 minute

- 1 The smell of apple pie fills the air, and each creature in the cube must succeed on a Wisdom saving throw or become charmed by you until the start of your next turn.
- 2 Bouquets of flowers appear all around, and each creature in the cube must succeed on a Dexterity saving throw or be blinded until the start of your next turn as the flowers spray water in their faces.
- 3 Each creature in the cube must succeed on a Wisdom saving throw or begin giggling until the start of your next turn. A giggling creature is incapacitated and uses all its movement to move in a random direction.
- 4 Drops of molasses appear and hover in the cube,

Spell

Rime's Binding Ice

2nd-level Evocation Casting Time: 1 Action Range: Self (30-foot cone) Components: S, M (a vial of meltwater) **Duration: Instantaneous**

A burst of cold energy emanates from you in a 30-foot cone. Each creature in that area must make a Constitution saving throw. On a failed save, a creature takes 3d8 cold damage and is hindered by ice formations for 1 minute, or until it or another creature within reach of it uses an action to break away the ice. A creature hindered by ice has its speed reduced to 0. On a successful save, a creature takes half as much damage and isn't hindered by ice.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, increase the cold damage by 1d8 for each slot level above 2nd.







In save, the creature takes half as much damage in tincapacitated.

ther Levels. When you cast this spell using a spell slot evel or higher, the damage increases by 1d6 for each all above 4th.

In creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, use the higher level wherever the spell's level appears in the stat block.

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