

SPELLS AND SPELL CHANGES

Many spells have received major or minor changes to add more consistent world building and remove frustrating 'lose a turn' crowd control spells. These changes are in testing and are subject to change as the game progresses should things be over or under tuned.

CANTRIPS

ACID SPLASH

Conjuration cantrip

Major Elements: Earth, Water

Casting Time: 1 action

Range: 60 feet

Components: V or S

Duration: Instantaneous

Effects As Normal

BLADESONG

Evocation cantrip

Major Elements: Air

Casting Time: 1 action

Range: 60 feet

Components: S, M (an instrument which you are proficient with)

Duration: Instantaneous

You play a note on your instrument, turning the sound waves itself into a deadly blade. Make a ranged spell attack against a creature or object in range. On a hit the target takes 1d8 slashing damage. The blade dissipates when passing through or in a vacuum or silence effect.

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

Classes: Bard

BLADEWARD

Abjuration cantrip

Major Elements: Air, Mind

Casting Time: 1 action

Range: Touch

Components: S

Duration: 1 round

You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, the target has resistance against bludgeoning, piercing and slashing damage dealt by weapon attacks.

BLUSTERING GALE

Evocation cantrip

Major Elements: Air

Casting Time: 1 action

Range: Self (30-foot line)

Components: S, M (a paper fan)

Duration: Instantaneous

You create a powerful gust of 30 mile per hour wind in a 5 foot wide, 30 foot long line. A creature of your choice in the line that is Medium or smaller must making a Strength saving throw. On a failed save they are pushed 10 feet away from you and take 1d6 slashing damage.

Small exposed flames in the area, such as candles or torches are extinguished.

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

Classes: Druid, Sorcerer, Warlock

CHILL TOUCH

Necromancy cantrip

Major Elements: Void

Casting Time: 1 action

Range: 120 feet

Components: V

Duration: 1 round

Effects As Normal

CONTROL FLAMES

Transmutation cantrip

Major Elements: Fire

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous or 1 hour

Effects As Normal

CRACKLE OF LIGHTNING

Conjuration cantrip

Major Elements: Air, Fire

Casting Time: 1 action

Range: Self

Components: V, M (when casting the spell) S (when making a spell attack)

Duration: Up to 1 hour

You manipulate the electrical currents around you to conjure a mote of energy in your hand. To cast this spell you need at least one free hand. The mote crackles like lightning, shedding bright light in a 20 foot radius, and dim light for an additional 20 feet. The mote remains in your hand until the spell ends, or you dismiss it as a Bonus Action.

When you cast this spell, or as an Action on a subsequent turn you may make a melee spell attack against a creature within 5 feet of you. On a hit, the target takes 1d8 lightning damage and the spell ends. If you attempt to pick up an object before dismissing the

spell, the object takes 1d8 lightning damage and the spell ends.

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

Classes: Artificer, Druid

CREATE BONFIRE

Conjuration cantrip

Major Elements: Fire

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Effects As Normal

DANCING LIGHTS

Evocation cantrip

Major Elements: Fire, Air

Casting Time: 1 action

Range: 120 feet

Components: V or S, and M

Duration: Concentration, up to 1 minute

Effects As Normal

DISCOURAGING CURSE

Enchantment cantrip

Major Elements: Mind, Void

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: 1 minute

You invoke cursed words to discourage a creature. Choose a creature that can hear you within range, it must make a Charisma saving throw. On a failed save the creature takes 1d6 psychic damage, and you may choose one of the following stats Strength, Dexterity, Constitution, Intelligence, Wisdom or Charisma, the target has disadvantage on the first skill check it makes using that chosen stat before the spell ends.

A creature with an Intelligence score of 4 or less is immune to this spell.

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

Classes: Bard

DRUIDCRAFT

Transmutation cantrip

Major Elements: Earth, Air, Fire or Water

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Effects As Normal

ELDRITCH BLAST

Evocation cantrip

Major Elements: Void, Mind

Casting Time: 1 action

Range: 120 feet

Components: V or S

Duration: Instantaneous

Effects As Normal

FIREBOLT

Evocation cantrip

Major Elements: Fire

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Effects As Normal

FLICKER

Conjuration cantrip

Major Elements: Air, Void

Casting Time: 1 action

Range: Self

Components: V, S, M

Duration: 1 round

You call upon the powers of the other planes, causing your body to flicker unpredictably. Until the spell ends, creatures have disadvantage on attack rolls and grapple checks against you. At the start of your next turn, if you are not incapacitated, you may teleport up to 5 feet to a location you can see, that is not behind a barrier such as a door, gate, or wall. The spell then ends whether you choose to teleport or not.

Classes: Sorcerer, Warlock, Wizard

FLING

Transmutation cantrip

Major Elements: Air

Casting Time: 1 action

Range: 30 feet

Components: S, M

Duration: Instantaneous

You point at a non-magical object within range, that is no larger than 1 cubic feet total, and no heavier than 5 pounds. The object lifts into the air and floats gently in your direction, landing safely at your feet.

Alternatively, you can attempt to fling the object at a creature or object within 30 feet of the target object. The new target must make a Dexterity saving throw or take 1d4 bludgeoning damage. The thrown object then takes bludgeoning damage equal to the same amount. You may

choose to deal piercing or slashing damage if it is more appropriate for the object thrown, such as an arrow or dagger.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Classes: Sorcerer, Warlock, Wizard

FORMLESS BLADE

Evocation cantrip

Major Elements: Air, Void

Casting Time: 1 action

Range: 30 feet

Components: V or S, and M

Duration: Instantaneous

You conjure a barrage of phantasmal weapons that strike a creature or object within range. The target makes a Dexterity saving throw, taking 1d8 piercing damage on a failed save.

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

Classes: Artificer, Bard, Sorcerer, Wizard

FRIENDS

Enchantment cantrip

Major Elements: Mind

Casting Time: 1 action

Range: Self

Components: S, M

Duration: Concentration, up to 1 minute

Effects As Normal

FROSTBITE

Evocation cantrip

Major Elements: Water, Fire, Void

Casting Time: 1 action

Range: 60 feet

Components: V or S

Duration: Instantaneous

Effects As Normal

GUIDANCE

Divination cantrip

Major Elements: Mind

Casting Time: 1 action

Range: Touch

Components: V, S, M

Duration: Concentration, up to 1 minute

Effects As Normal

GUST

Transmutation cantrip

Major Elements: Air

Casting Time: 1 action

Range: 30 feet

Components: V or S, and M

Duration: Instantaneous

Effects As Normal

INFESTATION

Conjuration cantrip

Major Elements: Earth, Water

Casting Time: 1 action

Range: 30 feet

Components: V or S, and M

Duration: Instantaneous

Effects As Normal

LIGHT

Evocation cantrip

Major Elements: Light, Earth

Casting Time: 1 action

Range: Touch

Components: V, M

Duration: 1 hour

Effects As Normal

LIGHTNING LURE

Evocation cantrip

Major Elements: Fire, Air

Casting Time: 1 action

Range: Self (15-foot radius)

Components: S

Duration: Instantaneous

Effects As Normal

MAGE HAND

Conjuration cantrip

Major Elements: Mind, Order

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

Effects As Normal

MAGIC MARK

Illusion cantrip

Major Elements: Air, Water

Casting Time: 1 action

Range: Touch

Components: S, M

Duration: Up to 24 hours

You magically mark an object or solid surface with an illusory symbol or short sentence no longer than 10

words or 50 characters. The mark remains until you dispel it as an action, or until the spell ends.

You can have one object marked by this spell at a time. If you cast this spell again, the oldest casting of this spell ends.

Classes: Bard, Sorcerer, Wizard

MAGIC STONE

Transmutation cantrip

Major Elements: Earth
Casting Time: 1 bonus action
Range: Touch
Components: V, S
Duration: 1 minute

Effects To Be Changed

MENDING

Transmutation cantrip

Major Elements: Earth, Shadow
Casting Time: 1 minute
Range: Touch
Components: V, S, M
Duration: Instantaneous

Effects To Be Changed

MESSAGE

Transmutation cantrip

Major Elements: Air
Casting Time: 1 action
Range: 120 feet
Components: V, S, M
Duration: 1 round

Effects As Normal

MIND SLIVER

Enchantment cantrip

Major Elements: Mind
Casting Time: 1 action
Range: 60 feet
Components: V
Duration: 1 round

Effects As Normal

MINOR ILLUSION

Conjuration cantrip

Major Elements: Light, Water
Casting Time: 1 action
Range: 30 feet
Components: S, M
Duration: 1 minute

Effects As Normal

MOLD EARTH

Transmutation cantrip

Major Elements: Earth
Casting Time: 1 action
Range: 30 feet
Components: S
Duration: Instantaneous or 1 hour

Effects As Normal

POISON SPRAY

Conjuration cantrip

Major Elements: Earth, Air
Casting Time: 1 action
Range: 10 feet
Components: V, S
Duration: Instantaneous

Effects As Normal

PRESTIDIGITATION

Transmutation cantrip

Major Elements: Shadow
Casting Time: 1 bonus action
Range: 10 feet
Components: V, S
Duration: Up to 1 hour

Effects As Normal

PRIMAL SAVAGERY

Transmutation cantrip

Major Elements: Creation, Earth
Casting Time: 1 action
Range: Self
Components: S
Duration: Instantaneous

Effects As Normal

PRODUCE FLAME

Conjuration cantrip

Major Elements: Fire
Casting Time: 1 action
Range: Self
Components: V (to conjure the flame), S (to attack with the flame)
Duration: 10 minutes

Effects As Normal

RABBIT'S LEAP

Transmutation cantrip

Major Elements: Earth, Mind, Water
Casting Time: 1 action
Range: Self
Components: S, M
Duration: 1 Round

You alter your body, twisting your legs briefly to resemble a rabbit's legs. Until the spell ends you can

perform a standing long jump equal to 15 feet, and a standing high jump of 10 feet.

Classes: Artificer, Druid, Sorcerer, Warlock, Wizard

RAY OF FROST

Evocation cantrip

Major Elements: Air, Water

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

Effects As Normal

RESISTANCE

Abjuration cantrip

Major Elements: Mind

Casting Time: 1 action

Range: Touch

Components: V, S, M

Duration: Up to 1 minute

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

Alternatively, when the creature takes damage from a source, it may use its reaction to reduce the damage taken by 1d4. The spell then ends.

SACRED FLAME

Evocation cantrip

Major Elements: Fire, Creation

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

Effects As Normal

SAPPING STING

Necromancy cantrip

Major Elements: Void

Casting Time: 1 action

Range: 30 feet

Components: V or S

Duration: Instantaneous

Effects As Normal

SHAPE WATER

Transmutation cantrip

Major Elements: Water

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous or 1 hour

Effects As Normal

SHILLELAGH

Transmutation cantrip

Major Elements: Earth

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (mistletoe, a shamrock leaf, and a club, quarterstaff or similar weapon)

Duration: 1 minute

Effects As Normal

SHOCKING GRASP

Evocation cantrip

Major Elements: Fire, Air

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Effects As Normal

SOLEMN PRAYER

Divination cantrip

Major Elements: Light, Mind

Casting Time: 1 action

Range: 15 feet

Components: V

Duration: Concentration, up to 1 minute

One creature within range gains a blessing of protection. The next time that creature makes a saving throw before the spell ends, they may make the roll at advantage. The spell then ends.

Classes: Cleric

SPARE THE DYING

Necromancy cantrip

Major Elements: Creation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Effects As Normal

STATIC BOLT

Evocation cantrip

Major Elements: Air, Fire

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

Crackling energy builds between your finger tips, before striking a target within range. Make a ranged spell attack against a creature or metal object that isn't worn or carried that is within range. On a hit the target takes 1d10 lightning damage. If the target is made of metal, or wearing metal armour you make the attack at advantage.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Classes: Sorcerer, Wizard

SWORD BURST

Conjuration cantrip

Major Elements: Creation, Earth, Fire

Casting Time: 1 action

Range: Self (5-foot radius)

Components: S

Duration: Instantaneous

Effects As Normal

THAUMATURGY

Transmutation cantrip

Major Elements: Air, Earth, Fire or Water

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Up to 1 minute

Effects As Normal

THORN WHIP

Transmutation cantrip

Major Elements: Earth, Water

Casting Time: 1 action

Range: 30 feet

Components: S, M (the stem of a plant with thorns)

Duration: Instantaneous

Effects As Normal

THUNDERCLAP

Evocation cantrip

Major Elements: Earth, Water

Casting Time: 1 action

Range: 5 feet

Components: S

Duration: Instantaneous

Effects As Normal

TOLL THE DEAD

Necromancy cantrip

Major Elements: Destruction, Void

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Effects As Normal

TRUE STRIKE

Divination cantrip

Major Elements: Mind

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 round

You touch a willing creature and imbue it with insight into its opponents weaknesses. The next attack roll the creature makes before the spell ends gains a +10 bonus to hit.

VICIOUS MOCKERY

Enchantment cantrip

Major Elements: Mind

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

Effects As Normal

WORD OF RADIANCE

Evocation cantrip

Major Elements: Light

Casting Time: 1 action

Range: 5 feet

Components: V, M

Duration: Instantaneous

Effects As Normal

1ST LEVEL SPELLS

ABSORB ELEMENTS

Abjuration 1st level

Major Elements: Void

Casting Time: 1 reaction, which you take when you take acid, cold, fire, lightning, or thunder damage

Range: Self

Components: S

Duration: 1 round

Effects As Normal

ALARM

Abjuration 1st level (ritual)

Major Elements: Air

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M

Duration: 8 hours

Effects As Normal

ANIMAL FRIENDSHIP

Enchantment 1st level

Major Elements: Mind

Casting Time: 1 action

Range: 30 feet

Components: V or S, and M

Duration: 24 hours

Effects As Normal

ARMOUR OF AGATHYS

Abjuration 1st level

Major Elements: Fire, Water

Casting Time: 1 action

Range: Self

Components: V, S, M

Duration: 1 hour

Effects As Normal

ARMS OF HADAR

Conjuration 1st level

Major Elements: Void

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V or S, and M (the mummified finger of a demon)

Duration: Instantaneous

Effects As Normal

BADBERRY

Transmutation 1st level

Major Elements: Earth, Water

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a willing, non-creature plant, causing it to rapidly form 2d6 berries. As an action, a creature can consume up to five berries, or feed another willing or unconscious creature up to five berries. A creature takes 1 poison damage for each berry they consume. The berries remain potent for 24 hours before turning to dust, even if they have or haven't been picked.

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

BANE

Enchantment 1st level

Major Elements: Mind

Casting Time: 1 action

Range: 30 feet

Components: V, M

Duration: Concentration, up to 1 minute

Effects As Normal

BATTLE STANDARD

Enchantment 1st level

Major Elements: Fire, Light

Casting Time: 1 action

Range: 30 feet

Components: S, M

Duration: Concentration, up to 1 minute

Choose up to 2 creatures within range to be affected by your performance. Once per turn, for the duration of the spell, whenever the chosen creatures make an attack roll, or damage roll they may add 1d4 to the result.

If one of these creatures misses an attack roll, you may use your reaction to allow the creature to reroll the attack, using the new result. Doing so immediately ends the spell, and the creature may not add 1d4 to the new roll.

Creatures with a Charisma or Intelligence score less than 4 are unaffected by the spell.

At Higher Levels. When you cast this spell with a spell slot of 2nd level or higher, you may target one additional creature within range.

Classes. Bard, Cleric, Paladin

BEAST BOND

Divination 1st level

Major Elements: Mind

Casting Time: 1 action

Range: Touch

Components: V, S, M

Duration: Concentration, up to 10 minutes

Effects As Normal

BLESS

Enchantment 1st level

Major Elements: Mind

Casting Time: 1 action

Range: 30 feet

Components: V or S, and M

Duration: Concentration, up to 10 minutes

Effects As Normal

BULL FORM

Transmutation 1st level

Major Elements: Earth, Shadow

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You bestow yourself with bull like abilities. Until the spell ends, you gain the following benefits.

- Your movement speed increases by 10 feet
- You grow a pair of large horns which are natural melee weapons for you, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d6 + your Strength modifier, instead of bludgeoning damage normal for an unarmed strike.
- When you move at least 20 feet on your turn you may use a bonus action to make a melee weapon attack with your horns

Classes. Artificer, Bard, Cleric, Druid

BURNING HANDS

Evocation 1st level

Major Elements: Fire
Casting Time: 1 action
Range: Self (15-foot cone)
Components: S
Duration: Instantaneous

Effects As Normal

CATAPULT

Transmutation 1st level

Major Elements: Void
Casting Time: 1 action
Range: 60 feet
Components: S
Duration: Instantaneous

Effects As Normal

CAUSE FEAR

Necromancy 1st level

Major Elements: Mind, Void
Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Concentration, up to 1 minute

Effects As Normal

CEREMONY

Abjuration 1st level (ritual)

Major Elements: Light
Casting Time: 1 hour
Range: Touch
Components: V, S, M (25 gp worth of arcane reagents)
Duration: Instantaneous

Effects To Be Reworked

CHAMELEON SKIN

Transmutation 1st level

Major Elements: Shadow
Casting Time: 1 action
Range: Touch
Components: S, M (chameleon scales which the spell consumes)
Duration: Concentration, up to 10 minutes

You touch a creature, coating it in a protective magical barrier which shifts in hue to match their surroundings. They have advantage on Stealth (Dexterity) checks, and creatures have disadvantage on Perception (Wisdom) checks to spot them.

Classes. Artificer, Druid

CHAOS BOLT

Evocation 1st level

Major Elements: Chaos
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

Effects As Normal

CHARM PERSON

Enchantment 1st level

Major Elements: Fire
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 and does not know you have cast magic on them. When the spell ends, the creature knows it was charmed by you, unless it failed the saving throw by 5 or more.

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.

CHROMATIC ORB

Evocation 1st level

Major Elements: Air, Earth, Fire, or Water
Casting Time: 1 action
Range: 90 feet
Components: V, S, M
Duration: Instantaneous

Effects As Normal

COLOUR SPRAY

Illusion 1st level

Major Elements: Chaos, Light
Casting Time: 1 action
Range: Self (15-foot cone)
Components: V, S, M
Duration: 1 round

Effects As Normal

COMMAND

Enchantment 1st level

Major Elements: Mind
Casting Time: 1 action

Range: 60 feet
Components: V
Duration: 1 round

Effects As Normal

COMPELLED DUEL

Enchantment 1st level
Major Elements: Mind
Casting Time: 1 action
Range: 30 feet
Components: V
Duration: Concentration, up to 1 minute

Effects As Normal

CREATE OR DESTROY WATER

Transmutation 1st level
Major Elements: Water
Casting Time: 1 action
Range: 30 feet
Components: V, S, M
Duration: Instantaneous

Effects Under Consideration

CURE WOUNDS

Necromancy 1st level
Major Elements: Creation
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

Effects As Normal

DARKVISION

Transmutation 1st level
Major Elements: Shadow
Casting Time: 1 action
Range: Touch
Components: V, S, M
Duration: 8 hours

Effects As Normal

DETECT EVIL AND GOOD

Divination 1st level
Major Elements: Mind
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

Effects As Normal

DETECT MAGIC

Divination 1st level
Major Elements: Mind
Casting Time: 1 action

Range: Self
Components: V, S, M (a looking glass worth at least 25 gp)
Duration: Concentration, up to 10 minutes

Effects As Normal

DETECT POISON AND DISEASE

Divination 1st level (ritual)
Major Elements: Earth, Mind
Casting Time: 1 action
Range: Self
Components: V, S, M
Duration: Concentration, up to 10 minutes

Effects As Normal

DISSONANT WHISPERS

Enchantment 1st level
Major Elements: Mind
Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous

Effects As Normal

DIVINE FAVOUR

Evocation 1st level
Major Elements: Light
Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

Effects As Normal

EARTH TREMOR

Evocation 1st level
Major Elements: Earth
Casting Time: 1 action
Range: Self (10-foot radius)
Components: S
Duration: Instantaneous

You cause a tremor in the ground within range. Each creature other than you in that area must make a Dexterity saving throw. On a failed save, a creature takes 1d8 bludgeoning damage and is staggered until the end of your next turn. If the creature failed by 5 or more, they are also knocked prone. If the ground in that area is loose earth or stone, it becomes difficult terrain until cleared, with each 5-foot-diameter portion requiring at least 1 minute to clear by hand.

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

ENSNARING STRIKE

Conjuration 1st level

Major Elements: Earth, Water

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Effects As Normal

ENTANGLE

Conjuration 1st level

Major Elements: Earth, Water

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

Effects As Normal

EXPEDITIOUS RETREAT

Transmutation 1st level

Major Elements: Body

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minute

Effects As Normal

FAERIE FIRE

Transmutation 1st level

Major Elements: Light

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

Effects As Normal

FALSE LIFE

Necromancy 1st level

Major Elements: Void

Casting Time: 1 bonus action

Range: Self

Components: S

Duration: 1 hour

Effects As Normal

FEATHER FALL

Transmutation 1st level

Major Elements: Void

Casting Time: 1 reaction, which you take when you or a creature within range falls

Range: 60 feet

Components: S

Duration: 1 minute

Effects As Normal

FIND FAMILIAR

Conjuration 1st level

Major Elements: Chaos, Creation

Casting Time: 1 hour

Range: 10 feet

Components: V, S, M (10 gp of arcane reagents)

Duration: Instantaneous

Effects As Normal

FOG CLOUD

Conjuration 1st level (ritual)

Major Elements: Light

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 hour

Effects As Normal

FROG FORM

Transmutation 1st level

Major Elements: Shadow, Water

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You bestow yourself with frog like abilities. Until the spell ends, you gain the following benefits.

- You have a swim speed of 30 feet
- Your long jump and high jump distances are tripled
- You gain a 20 foot climb speed

Classes. Artificer, Bard, Cleric, Druid

FROST FINGERS

Evocation 1st level

Major Elements: Water

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: Instantaneous

Effects As Normal

GIFT OF ALACRITY

Divination 1st level

Major Elements: Mind

Casting Time: 1 minute

Range: Touch

Components: V

Duration: 8 hours

Effects As Normal

GOODBERRY

Transmutation 1st level

Major Elements: Earth, Water

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You touch a willing, non-creature plant, causing it to rapidly form 10 berries. As an action, a creature can consume up to ten berries, or feed another willing or unconscious creature up to ten berries. A creature regains 1 hit point for each berry they consume. The berries remain potent for 24 hours before turning to dust, even if they have or haven't been picked.

At Higher Levels. When you cast this spell with a spell slot of 2nd level or higher, the number of berries created increases by 10 for each slot level above 1st.

GREASE

Conjuration 1st level
Major Elements: Earth
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 minute

Effects As Normal

GUIDING BOLT

Evocation 1st level
Major Elements: Light
Casting Time: 1 action
Range: 120 feet
Components: V, M (a holy symbol)
Duration: Instantaneous

Effects As Normal

HAIL OF THORNS

Conjuration 1st level
Major Elements: Air, Earth
Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Instantaneous

Effects As Normal

HEALING WORD

Necromancy 1st level
Major Elements: Light
Casting Time: 1 bonus action
Range: 60 feet
Components: V
Duration: Instantaneous

Effects As Normal

HELLISH REBUKE

Evocation 1st level

Major Elements: Fire
Casting Time: 1 reaction, which you take in response to being damaged by a creature within range
Range: 60 feet
Components: V
Duration: Instantaneous

Effects As Normal

HEROISM

Enchantment 1st level
Major Elements: Light
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minutes

Effects As Normal

HEX

Enchantment 1st level
Major Elements: Mind
Casting Time: 1 action
Range: 90 feet
Components: V or S, and M
Duration: Concentration, up to 1 hour

Effects As Normal

HUNTER'S MARK

Divination 1st level
Major Elements: Air, Mind
Casting Time: 1 bonus action
Range: 90 feet
Components: S
Duration: Concentration, up to 1 hour

Effects As Normal

ICE KNIFE

Conjuration 1st level
Major Elements: Water
Casting Time: 1 action
Range: 60 feet
Components: S, M (a holy symbol)
Duration: Instantaneous

Effects As Normal

ILLUSORY SCRIPT

Illusion 1st level
Major Elements: Earth, Water
Casting Time: 1 minute
Range: Touch
Components: S, M (ink worth 10 gp which the spell consumes)
Duration: 10 days

Effects As Normal

INFLECT WOUNDS

Necromancy 1st level

Major Elements: Destruction

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Effects As Normal

JUMP

Transmutation 1st level

Major Elements: Shadow

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a holy symbol)

Duration: 10 minutes

Effects As Normal

LONGSTRIDER

Transmutation 1st level

Major Elements: Shadow

Casting Time: 1 action

Range: Touch

Components: V, S, M (a holy symbol)

Duration: 1 hour

Effects As Normal

MAGE ARMOUR

Abjuration 1st level

Major Elements: Light

Casting Time: 1 action

Range: Touch

Components: V, S, M

Duration: 8 hours

Effects As Normal

MAGIC MISSILE

Evocation 1st level

Major Elements: Chaos, Light

Casting Time: 1 action

Range: 120 feet

Components: V or S

Duration: Instantaneous

Effects As Normal

MAGNIFY GRAVITY

Transmutation 1st level

Major Elements: Void

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Effects As Normal

PROTECTION FROM EVIL AND GOOD

Abjuration 1st level

Major Elements: Light

Casting Time: 1 action

Range: Touch

Components: V, S, M (a holy symbol)

Duration: Instantaneous

Effects As Normal

RAY OF SICKNESS

Necromancy 1st level

Major Elements: Earth, Shadow

Casting Time: 1 action

Range: 60 feet

Components: V or S

Duration: Instantaneous

A ray of sickening greenish energy lashes out toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d6 poison damage and is poisoned until the end of your next turn.

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

SANCTUARY

Abjuration 1st level

Major Elements: Light

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S, M

Duration: 1 minute

Effects As Normal

SCREECH OF THE BANSHEE

Evocation 1st level

Major Elements: Air

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V

Duration: Instantaneous

You release a vicious, ear piercing screech, which is audible from as far away as 300 feet. Each creature in a 15-foot cone must make a Constitution saving throw. A creature takes 2d8 thunder damage on a failed save or half as much damage on a successful one. On a failed save, the creature is also staggered and deafened until the end of your next turn.

Any nonmagical objects made of crystal, glass or similar substance, that isn't being worn or carried also takes the damage if it's in the spell's area.

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

Classes. Warlock, Wizard

SEARING SMITE

Evocation 1st level

Major Elements: Fire

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Effects As Normal

SHIELD

Abjuration 1st level

Major Elements: Light

Casting Time: 1 reaction, which you take when you are hit by an attack or targeted by the magic missile spell

Range: Self

Components: S

Duration: 1 round

Effects As Normal

SHIELD OF FAITH

Abjuration 1st level

Major Elements: Light

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a holy symbol)

Duration: Concentration, up to 10 minutes

Effects As Normal

SILENT IMAGE

Illusion 1st level

Major Elements: Shadow, Water

Casting Time: 1 action

Range: 60 feet

Components: V, S, M

Duration: Concentration, up to 10 minutes

Effects As Normal

SILVERY BARBS

Enchantment 1st level

Major Elements: --

Casting Time: --

Range: --

Components: --

Duration: --

HA! Get the fuck out

SLEEP

Enchantment 1st level

Major Elements: Light

Casting Time: 1 action

Range: 90 feet

Components: S, M

Duration: 1 minute

Effects As Normal

SNARE

Abjuration 1st level

Major Elements: Shadow

Casting Time: 1 minute

Range: Touch

Components: S, M

Duration: 8 hour

Effects As Normal

SONG OF WELLNESS

Necromancy 1st level

Major Elements: Air, Life

Casting Time: 1 minute

Range: 10 feet

Components: V

Duration: 8 hours

You embolden your allies with protective energies. One creature of your choice within range that can hear you each gain 1d4 + your spellcasting modifier temporary hit points. Temporary hit points remaining vanish when the spell ends. A creature must share at least one language with you to be affected by this spell.

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

Classes. Bard, Cleric

SPEAK WITH ANIMALS

Divination 1st level

Major Elements: Mind

Casting Time: 1 action

Range: Self

Components: V, S, M

Duration: 10 minutes

Effects As Normal

TASHA'S CAUSTIC BREW

Evocation 1st level

Major Elements: Earth

Casting Time: 1 action

Range: Self (30-foot line)

Components: V, S, M

Duration: Concentration, up to 1 minute

Effects As Normal

TASHA'S HIDEOUS LAUGHTER

Enchantment 1st level

Major Elements: Mind

Casting Time: 1 action

Range: 30 feet

Components: V, M

Duration: Concentration, up to 1 minute

Effects As Normal

TENSER'S FLOATING DISK

Conjuration 1st level (ritual)

Major Elements: Earth
Casting Time: 1 action
Range: 30 feet
Components: V, S, M
Duration: 1 hour

Effects As Normal

THUNDEROUS SMITE

Evocation 1st level

Major Elements: Air, Fire
Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minutes

Effects As Normal

THUNDERWAVE

Evocation 1st level

Major Elements: Air, Fire
Casting Time: 1 action
Range: Self (15-foot cube)
Components: V, S
Duration: Instantaneous

Effects As Normal

UNSEEN SERVANT

Conjuration 1st level (ritual)

Major Elements: Shadow
Casting Time: 1 action
Range: 60 feet
Components: V, S, M
Duration: 1 hour

Effects As Normal

WITCH BOLT

Evocation 1st level

Major Elements: Chaos
Casting Time: 1 action
Range: 30 feet
Components: V, S, M
Duration: Concentration, up to 1 minute

Effects As Normal

WRATHFUL SMITE

Evocation 1st level

Major Elements: Void
Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

Effects As Normal

ZEPHYRUS STRIKE

Transmutation 1st level

Major Elements: Air
Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

Effects As Normal

2ND LEVEL SPELLS

AGANAZZAR'S SCORCHER

Evocation 2nd level

Major Elements: Fire
Casting Time: 1 action
Range: 30 feet
Components: V, M
Duration: Instantaneous

Effects As Normal

AID

Abjuration 2nd level

Major Elements: Life
Casting Time: 1 action
Range: 30 feet
Components: V, S, M
Duration: 8 hours

Your spell bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 10 for the duration.

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

ANIMAL MESSENGER

Enchantment 2nd level (ritual)

Major Elements: Mind
Casting Time: 1 action
Range: 30 feet
Components: V, S, M
Duration: 24 hours

Effects As Normal

ARCANE SEAL (ARCANE LOCK)

Abjuration 2nd level

Major Elements: Mind
Casting Time: 1 action
Range: Touch
Components: V, S, M (silver dust or salt worth at least 10 gp, which the spell consumes)
Duration: Until Dispelled

You touch a doorway, window, gate, chest, or other entryway, and create a barrier to prevent entry. Entryway

can include any space no larger than 20 feet on a side that is traversed to enter a location or space, such as a torii gate, archway, or the lid of a box. You and creatures, or creature types, that you designate when you cast the spell can pass through or open the object as normal. You can also set a password that, when spoken within 5 feet of the barrier, suppresses this spell for 1 minute.

Otherwise, any creature that attempts to pass through the barrier must make a Charisma saving throw, on a failure the creature cannot pass through the barrier and cannot attempt to pass through the barrier again for 12 hours.

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 your spellcasting ability modifier + your proficiency bonus.

AUGURY

Divination 2nd level (ritual)

Major Elements: Shadow, Mind

Casting Time: 1 minute

Range: Self

Components: V, S, M

Duration: Instantaneous

By casting gem-inlaid sticks, rolling bones, laying out ornate cards or employing some other divining tool, you receive an omen from an otherworldly entity about the results of a specific course of action that you plan to take within the next 60 minutes. The DM chooses from the following possible omens:

- Weal, for good results
- Woe, for bad results
- Weal and woe, for both good and bad results
- Nothing, for results that aren't especially good or bad

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

If you cast the spell two or more times before 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.

BARKSKIN

Transmutation 2nd level

Major Elements: Earth, Water

Casting Time: 1 action

Range: Touch

Components: V, S, M

Duration: 8 hours

Effects As Normal

BEAST SENSE

Divination 2nd level (ritual)

Major Elements: Mind

Casting Time: 1 action

Range: Touch

Components: S

Duration: Concentration, up to 1 hour

Effects As Normal

BLINDNESS/DEAFNESS/MUTE

Necromancy 2nd level

Major Elements: Mind

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

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

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

BLUR

Illusion 2nd level

Major Elements: Shadow, Water

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Effects As Normal

BRANDING SMITE

Evocation 2nd level

Major Elements: Light

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Effects As Normal

CALM EMOTIONS

Enchantment 2nd level

Major Elements: Mind

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Effects As Normal

CLOUD OF DAGGERS

Conjuration 2nd level (ritual)

Major Elements: Shadow

Casting Time: 1 action

Range: 60 feet

Components: S, M

Duration: Concentration, up to 1 minute

Effects As Normal

COMPREHEND LANGUAGES

Divination 2nd level (ritual)

Major Elements: Mind

Casting Time: 1 action

Range: Self

Components: V, S, M

Duration: 1 hour

Effects As Normal

CONTINUAL FLAME

Evocation 2nd level

Major Elements: Light

Casting Time: 1 action

Range: Touch

Components: V, S, M (*ignis lux* worth 50 gp, which the spell consumes)

Duration: Until dispelled

Effects As Normal

CORDON OF ARROWS

Transmutation 2nd level (ritual)

Major Elements: Air

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (six or more arrows, bolts or daggers)

Duration: 8 hours

You plant up to six pieces of nonmagical ammunition or weapons with the light and thrown properties, 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 10 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. Make a spell attack roll against the creature, on a hit the creature takes 1d6 + your spellcasting ability modifier piercing damage. The piece of ammunition is then destroyed, a weapon loses this magical effect and has a 50 percent chance of being destroyed. The spell ends when no ammunition remains or when you cast this spell again.

When you cast this spell, you can designate any creature 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 three for each slot above 2nd.

CROWN OF MADNESS

Enchantment 2nd level

Major Elements: Mind

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Effects As Normal

DARKNESS

Evocation 2nd level

Major Elements: Shadow

Casting Time: 1 action

Range: 60 feet

Components: V, M

Duration: Concentration, up to 10 minutes

Effects As Normal

DISGUISE SELF

Illusion 2nd level

Major Elements: Shadow

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 8 hours

Effects As Normal

DRAGON'S BREATH

Transmutation 2nd level

Major Elements: Air, Earth, Fire or Water

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M

Duration: Concentration, up to 1 minute

Effects As Normal

DUST DEVIL

Conjuration 2nd level

Major Elements: Air, Earth

Casting Time: 1 action

Range: 60 feet

Components: V or S, and M

Duration: Concentration, up to 1 minute

Effects As Normal

EARTHBIND

Transmutation 2nd level

Major Elements: Air, Earth

Casting Time: 1 action

Range: 300 feet

Components: V

Duration: Concentration, up to 1 minute

Choose one creature you can see within range. Yellow strips of magical energy loop around the creature, dragging it to the ground. The target must succeed on a

Strength saving throw, or its flying speed (if any) is reduced to 0 feet for the spell's duration. An airborne creature affected by this spell safely descends at 60 feet per round until it reaches the ground or the spell ends. Additionally, the creature's jump height and jump distance are reduced by half, and they cannot Dash as an action.

ENHANCE ABILITY

Transmutation 2nd level

Major Elements: Body, Mind

Casting Time: 1 action

Range: Touch

Components: V, S, M

Duration: Concentration, up to 1 hour

Effects As Normal

ENLARGE/REDUCE

Transmutation 2nd level

Major Elements: Shadow

Casting Time: 1 action

Range: 30 feet

Components: V, S, M

Duration: Concentration, up to 1minute

Effects likely to be codified further

ENTHRALL

Enchantment 2nd level

Major Elements: Air, Earth

Casting Time: 1 action

Range: 60 feet

Components: V or S

Duration: 1 minute

Effects As Normal

FEIGN DEATH

Necromancy 2nd level (ritual)

Major Elements: Destruction, Life

Casting Time: 1 action

Range: Touch

Components: V, S, M

Duration: 1 hour

You touch a willing creature and put it into a cataleptic state that is indistinguishable from death.

For the spell's duration, or until you use an action to touch the target and dismiss the spell, the target appears dead to all outward inspection and to spells used to determine the target's status. The target is blinded and incapacitated, and its speed drops to 0. The target has resistance to all damage except psychic damage. If the target is diseased or poisoned when you cast the spell, or becomes diseased or poisoned while under the spell's effect, the disease and poison have no effect until the spell ends. Additionally, the target does not need to drink or eat to survive for the duration of the spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration is 8 hours. If you use a spell slot of 4th level, the duration is 24 hours. If you use a spell slot of 5th level or higher, the duration is 7 days.

FIND STEED

Conjuration 2nd level

Major Elements: Shadow

Casting Time: 10 minutes

Range: 30 feet

Components: V, S, M (a carved figurine or likeness of the steed)

Duration: Instantaneous

Effects As Normal

FIND TRAPS

Divination 2nd level

Major Elements: Air, Earth

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Effects As Normal

FLAME BLADE

Conjuration 2nd level

Major Elements: Fire

Casting Time: 1 bonus action

Range: Self

Components: V, S, M

Duration: Concentration, up to 10 minutes

Effects as Normal

FLAMING SPHERE

Conjuration 2nd level

Major Elements: Air, Earth

Casting Time: 1 action

Range: 60 feet

Components: V or S, and M

Duration: Concentration, up to 1 minute

Effects As Normal

FORTUNE'S FAVOR

Divination 2nd level

Major Elements: Air, Earth

Casting Time: 1 minute

Range: Touch

Components: V, S, M

Duration: 1 hour

Effects As Normal

GENTLE REPOSE

Necromancy 2nd level

Major Elements: Life
Casting Time: 1 action
Range: Touch
Components: V, S, M
Duration: 10 days

Effects As Normal

GUST OF WIND

Evocation 2nd level

Major Elements: Air
Casting Time: 1 action
Range: Self (60-foot line)
Components: S, M
Duration: Concentration, up to 1 minute

Effects As Normal

HEALING SPIRIT

Conjuration/Necromancy 2nd level

Major Elements: Earth, Light
Casting Time: 1 bonus action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You call forth a nature spirit to soothe the wounded. The intangible spirit appears in a space that is a 5-foot cube you can see within range. The spirit looks like a transparent beast or fey (your choice).

Until the spell ends, whenever you or a creature you can see moves into the spirit's space for the first time on a turn or starts its turn there, you can cause the spirit to restore 1d6 hit points to that creature (no action required). The spirit can't heal constructs or undead. The spirit can heal a number of times equal to two times your spellcasting ability modifier (minimum of twice). After healing that number of times, the spirit disappears.

As a bonus action on your turn, you can move the spirit up to 30 feet to a space you can see that is still within range.

HEAT METAL

Transmutation 2nd level

Major Elements: Fire
Casting Time: 1 action
Range: 60 feet
Components: V, S, M
Duration: Concentration, up to 1 minute

Effects As Normal

HOLD PERSON

Enchantment 2nd level

Major Elements: Lightning, Mind
Casting Time: 1 action

Range: 60 feet
Components: V, S, M
Duration: Concentration, up to 1 minute

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make a Wisdom saving throw. On a success, the spell ends on the target.

When you cast this spell, and as a bonus action at the start of your turn you may empower the spell forcing each creature targeted by this spell must make their next saving throw to resist this spell at disadvantage. When you do this, you can take no further actions, you are restrained and any attack that hits you is a critical hit if the attacker is within 5 feet of you, until the start of your next turn.

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

KINETIC JAUNT

Transmutation 2nd level

Major Elements: Void
Casting Time: 1 bonus action
Range: Self
Components: S
Duration: Concentration, up to 1 minute

Effects As Normal

LESSER RESTORATION

Abjuration 2nd level

Major Elements: Life, Light
Casting Time: 1 action
Range: Touch
Components: V, S, M (*aqua vitae* worth 25gp which the spell consumes)
Duration: Instantaneous

Effects As Normal

LEVITATE

Transmutation 2nd level

Major Elements: Air
Casting Time: 1 action
Range: 60 feet
Components: V, S, M
Duration: Concentration, up to 10 minute

Effects As Normal

LOCATE ANIMALS OR PLANTS

Divination 2nd level (ritual)

Major Elements: Earth, Mind

Casting Time: 1 action
Range: Self
Components: V, S, M
Duration: Instantaneous

Effects As Normal

LOCATE OBJECT

Divination 2nd level
Major Elements: Mind
Casting Time: 1 action
Range: Self
Components: V, S, M
Duration: Concentration, up to 10 minutes

Effects As Normal

MAGIC MOUTH

Illusion 2nd level (ritual)
Major Elements: Air
Casting Time: 1 minute
Range: 30 feet
Components: V, S, M (jade dust worth at least 10 gp, which the spell consumes)
Duration: Until dispelled

Effects As Normal

MAGIC WEAPON

Transmutation 2nd level
Major Elements: Metal
Casting Time: 1 bonus action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 hour

Effects As Normal

MAXIMILIAN'S EARTHEN GRASP

Transmutation 2nd level
Major Elements: Earth
Casting Time: 1 action
Range: 30 feet
Components: S, M
Duration: Concentration, up to 1 minute

Effects As Normal

MELF'S ACID ARROW

Evocation 2nd level
Major Elements: Earth, Water
Casting Time: 1 action
Range: 90 feet
Components: V, S, M
Duration: Instantaneous

A shimmering green arrow streaks towards 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 4d4 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.

MIND SPIKE

Divination 2nd level
Major Elements: Mind
Casting Time: 1 action
Range: 60 feet
Components: S
Duration: Concentration, up to 1 hour

Effects As Normal

MIRROR IMAGE

Illusion 2nd level
Major Elements: Air, Water
Casting Time: 1 action
Range: Self
Components: V
Duration: 1 minute

Effects As Normal

MISTY STEP

Conjuration 2nd level
Major Elements: Void
Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Instantaneous

Effects As Normal

MOONBEAM

Evocation 2nd level
Major Elements: Light
Casting Time: 1 action
Range: 120 feet
Components: V, S, M
Duration: Concentration, up to 1 minute

Effects As Normal

NATHAIR'S MISCHIEF

Illusion 2nd level
Major Elements: Light
Casting Time: 1 action
Range: 60 feet
Components: S, M
Duration: Concentration, up to 1 minute

Effects As Normal

NYSTUL'S MAGIC AURA

Illusion 2nd level

Major Elements: Chaos
Casting Time: 1 action
Range: Touch
Components: V, S, M
Duration: 24 hours

Effects As Normal

PASS WITHOUT TRACE

Abjuration 2nd level

Major Elements: Shadow
Casting Time: 1 action
Range: Self
Components: V, S, M
Duration: Concentration, up to 1 hour

Effects As Normal

PHANTASMAL FORCE

Illusion 2nd level

Major Elements: Chaos, Mind
Casting Time: 1 action
Range: 60 feet
Components: V, S, M
Duration: Concentration, up to 1 minute

Effects As Normal

PHANTOM STEED

Illusion 2nd level (ritual)

Major Elements: Shadow
Casting Time: 1 minute
Range: 30 feet
Components: V, S
Duration: 8 hours

Effects As Normal

PRAYER OF HEALING

Necromancy 2nd level

Major Elements: Life
Casting Time: 10 minutes
Range: 30 feet
Components: V
Duration: Instantaneous

Effects As Normal

PROTECTION FROM POISON AND DISEASE

Abjuration 2nd level

Major Elements: Earth, Life, Water
Casting Time: 1 action
Range: Touch
Components: V, S, M (*aqua vitae* worth 10 gp, which the spell consumes if the target is afflicted by a poison or disease)
Duration: 24 hours

You touch a creature. If it is poisoned or diseased, you suppress the poison or disease until the spell ends. If

more than one poison or disease afflicts the target, you suppress one poison or disease that you know is present, or you neutralize one at random.

For the duration, the target has advantage on saving throws against being poisoned, or diseased and has resistance to poison damage and damage dealt by diseases.

PURIFY FOOD AND DRINK

Transmutation 2nd level (ritual)

Major Elements: Earth, Water
Casting Time: 1 minute
Range: 10 feet
Components: V, S, M
Duration: Instantaneous

Effects As Normal

PYROTECHNICS

Transmutation 2nd level

Major Elements: Chaos
Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous

Effects As Normal

RAY OF ENFEEBLEMENT

Necromancy 2nd level

Major Elements: Chaos, Shadow
Casting Time: 1 action
Range: 60 feet
Components: S
Duration: Concentration, up to 1 minute

A black beam of enervating energy springs from your finger towards a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d6 necrotic damage and deals only half damage with weapon attacks that use Strength or Dexterity until the spell ends.

At the end of each of the target's turns, it can make a Constitution saving throw against the spell. On a success, the spell ends.

RIME'S BINDING ICE

Evocation 2nd level

Major Elements: Air, Water
Casting Time: 1 action
Range: Self (30-foot cone)
Components: S, M
Duration: Instantaneous

Effects As Normal

ROPE TRICK

Transmutation/Conjuration 2nd level

Major Elements: Shadow
Casting Time: 1 action
Range: Touch
Components: V, S, M
Duration: 1 hour

Effects As Normal

SCORCHING RAY

Evocation 2nd level
Major Elements: Fire
Casting Time: 1 action
Range: 120 feet
Components: S
Duration: Instantaneous

Effects As Normal

SEE INVISIBILITY

Divination 2nd level
Major Elements: Chaos
Casting Time: 1 action
Range: Self
Components: V, S, M
Duration: 1 hour

Effects As Normal

SHADOW BLADE

Illusion 2nd level
Major Elements: Shadow, Water
Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You weave together threads of shadow to create a sword of solidified gloom in your hand. This magic sword lasts until the spell ends. It counts as a simple melee weapon with which you are proficient. It deals 2d6 psychic damage on a hit and has the finesse, light, and thrown properties (range 20/60). In addition, when you use the sword to attack a target that is in dim light or darkness, you make the attack roll with advantage.

If you drop the weapon or throw it, it dissipates at the end of the turn. Thereafter, while the spell persists, you can use a bonus action to cause the sword to reappear in your hand.

At Higher Levels. When you cast this spell using a 3rd- or 4th-level spell slot, the damage is 3d6. When cast with a spell slot of 5th level or higher, the damage increases to 4d6.

SHATTER

Evocation 2nd level
Major Elements: Air, Chaos
Casting Time: 1 action
Range: 60 feet

Components: V, M
Duration: Instantaneous

Effects As Normal

SILENCE

Illusion 2nd level (ritual)
Major Elements: Air, Chaos
Casting Time: 1 action
Range: 120 feet
Components: S, M (a bell)
Duration: Concentration, up to 10 minutes

Effects As Normal

SKYWRITE

Transmutation 2nd level (ritual)
Major Elements: Air, Water
Casting Time: 1 action
Range: Sight
Components: V, S
Duration: Concentration, up to 1 hour

Effects As Normal

SNILLOC'S SNOWBALL SWARM

Evocation 2nd level
Major Elements: Water
Casting Time: 1 action
Range: 90 feet
Components: V, S, M
Duration: Instantaneous

A flurry of magic snowballs erupts from a point you choose within range. Each creature in a 10-foot-radius sphere centred on that point must make a Dexterity saving throw. A creature takes 3d6 cold damage on a failed save, or half as much damage on a successful one.

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

SPIDER CLIMB

Transmutation 2nd level
Major Elements: Life, Shadow
Casting Time: 1 action
Range: Touch
Components: V, S, M
Duration: Concentration, up to 1 hour

Effects As Normal

SPIDER'S WEB

Conjuration 2nd level
Major Elements: Air, Shadow
Casting Time: 1 action
Range: 60 feet
Components: V, S, M

Duration: Concentration, up to 1 minute

You cast a ball of spider web at a creature or point you can see within range. When you target a point, the ball erupts at the point, filling a 10 foot cube with web. The webbing must connect to walls, a floor, ceiling or other solid structure, if it does not the spell fails. Creatures in the cube must succeed on a Dexterity saving throw, on a failed save they are immobilized. Any creature that starts it's turn in the web, or enters the web for the first time on a turn must make a Strength saving throw or be immobilized. A creature can use it's action to free itself or another creature from the web. The web is considered difficult terrain.

When you target a creature with this spell, the target must make a Dexterity saving throw. On a failed save, the creature is restrained and encased in webbing. The creature or another creature within 5 feet of the target can use its action to make an Athletics (Strength) check against your spell save DC. If it succeeds, the target is no longer restrained.

The webs have an AC of 10 plus your proficiency bonus, and every five foot cube of web has 10 hit points. The webs are flammable. Any webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

SPIKE GROWTH

Transmutation 2nd level

Major Elements: Earth, Life

Casting Time: 1 action

Range: 150 feet

Components: V, S, M

Duration: Concentration, up to 10 minutes

Effects As Normal

SPIRITUAL WEAPON

Evocation 2nd level

Major Elements: Light

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: 1 minute

Effects As Normal

SUGGESTION

Enchantment 2nd level

Major Elements: Mind

Casting Time: 1 action

Range: 30 feet

Components: V, M

Duration: Concentration, up to 8 hours

Effects As Normal

SUMMON BEAST

Conjuration 2nd level

Major Elements: Life, Shadow

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a gilded acorn worth at least 200 gp)

Duration: Concentration, up to 1 hour

Effects As Normal

TASHA'S MIND WHIP

Enchantment 2nd level

Major Elements: Mind

Casting Time: 1 action

Range: 90 feet

Components: V

Duration: 1 round

Effects As Normal

VORTEX WARP

Conjuration 2nd level

Major Elements: Space

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

Effects As Normal

WALL OF SWORDS

Conjuration 2nd level

Major Elements: Earth, Shadow

Casting Time: 1 action

Range: 60 feet

Components: V, S, M

Duration: Concentration, up to 1 minute

You form a 10 feet by 10 feet wall segment made of floating swords. The wall is 3 feet thick. The wall can be formed in any unoccupied location within range. The walls heavily obscure anything behind them.

A creature can move through the wall, moving 1 foot for every 4 feet of movement. When a creature starts their turn in the wall, or enters it for the first time on a turn, you may make a melee spell attack against the creature. On a hit, the target takes 1d10 slashing damage.

When you cast the spell, an on each subsequent turn you may use your action to make a melee spell attack against any number of creatures within 5 feet of the wall. On a hit, the creature takes 1d10 slashing damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you may create one additional wall segment for each spell slot used above 2nd. Each additional wall segment is 10 feet by 10 feet and must be formed connected to another wall segment on at least one face.

Classes. Artificer, Wizard

WARDING BOND

Abjuration 2nd level

Major Elements: Life

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pair of platinum rings worth at least 50 gp each, which you and the target must wear for the duration)

Duration: 1 hour

Effects As Normal

WARDING WIND

Evocation 2nd level

Major Elements: Air

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 10 minutes

Effects As Normal

WEB

Conjuration 2nd level

Major Elements: Shadow

Casting Time: 1 action

Range: 60 feet

Components: V, S, M

Duration: Concentration, up to 1 hour

Effects As Normal

WITHER AND BLOOM

Transmutation 2nd level

Major Elements: Life

Casting Time: 1 action

Range: 60 feet

Components: V, S, M

Duration: Instantaneous

Effects As Normal

WRISTPOCKET

Conjuration 2nd level (ritual)

Major Elements: Shadow

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 1 hour

Effects As Normal

Classes. Warlock, Wizard

ZONE OF TRUTH

Enchantment 2nd level (ritual)

Major Elements: Mind

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You create a magical zone that guards against deception in a 15-foot-radius sphere centred on a point of your choice within range. Creature's in the area have disadvantage on deception (Charisma) checks.

3RD LEVEL SPELLS

ALTER SELF

Transmutation 3rd level (ritual)

Major Elements: Body

Casting Time: 1 action

Range: Self

Components: V, S, M

Duration: Concentration, up to 1 hour

Effects As Normal

ANIMATE DEAD

Necromancy 3rd level

Major Elements: Body, Death

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M

Duration: Instantaneous

Effects As Normal

ASHARDALON'S STRIDE

Transmutation 3rd level

Major Elements: Fire

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Effects As Normal

AURA OF VITALITY

Necromancy 3rd level

Major Elements: Life

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V

Duration: Concentration, up to 1 minute

Effects As Normal

BEACON OF HOPE

Abjuration 3rd level

Major Elements: Life

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Effects As Normal

BESTOW CURSE

Necromancy 3rd level

Major Elements: Chaos

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Might change

BLINDING SMITE

Evocation 3rd level

Major Elements: Light

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Effects As Normal

BLINK

Conjuration 3rd level

Major Elements: Chaos

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

Effects As Normal

CALL LIGHTNING

Conjuration/Evocation 3rd level

Major Elements: Air, Fire

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Effects As Normal

CATNAP

Enchantment 3rd level

Major Elements: Mind

Casting Time: 1 action

Range: 30 feet

Components: S, M

Duration: 10 minutes

Effects As Normal

CLAIRVOYANCE

Divination 3rd level

Major Elements: Chaos, Mind

Casting Time: 10 minutes

Range: 1 mile

Components: V, S, M (a focus worth at least 100 gp)

Duration: Concentration, up to 10 minutes

Effects As Normal

CONJURE ANIMALS

Conjuration 3rd level

Major Elements: Earth, Life, Shadow

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

Effects As Normal

CONJURE BARRAGE

Conjuration 3rd level

Major Elements: Air, Earth

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S, M (one piece of ammunition or a thrown weapon)

Duration: Instantaneous

Effects As Normal

COUNTERSPELL

Abjuration 3rd level

Major Elements: Chaos

Casting Time: 1 reaction, which you take when you see a creature within 60 feet of you casting a spell

Range: 60 feet

Components: V, S, M

Duration: Instantaneous

To be overhauled

1st level	Move the target by 5 feet
	One creature has advantage on their saving throw
	One creature receives half the healing

CRUSADER'S MANTLE

Evocation 3rd level

Major Elements: Light

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V

Duration: Concentration, up to 1 minute

Effects As Normal

DAYLIGHT

Evocation 3rd level

Major Elements: Light
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 hour

Effects As Normal

DETECT THOUGHTS

Divination 3rd level

Major Elements: Mind
Casting Time: 1 action
Range: Self
Components: V, S, M
Duration: Concentration, up to 10 minutes

Effects As Normal

DISPEL MAGIC

Abjuration 3rd level

Major Elements: Chaos, Destruction
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

Choose one creature, object, or magical effect within range. You attempt to end the effect of one spell on the target, choose a spell effect that you know is affecting the creature. If the spell or effect is of 3rd level or lower it ends. For a spell or effect of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + spell's level. On a successful check the spell ends.

If the target is under the effect of multiple spells, or you don't choose a specific effect, one effect is targeted at random.

ELEMENTAL WEAPON

Transmutation 3rd level

Major Elements: Air, Earth, Fire or Water
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 hour

Effects As Normal

ENEMIES ABOUND

Enchantment 3rd level

Major Elements: Chaos, Shadow
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

Effects As Normal

ERUPTING EARTH

Transmutation 3rd level

Major Elements: Earth
Casting Time: 1 action
Range: 120 feet
Components: V, S, M
Duration: Instantaneous

Effects As Normal

FEAR

Enchantment/Illusion 3rd level

Major Elements: Chaos, Mind
Casting Time: 1 action
Range: Self (30-foot cone)
Components: V, S, M
Duration: Concentration, up to 1 minute

Effects As Normal

FIREBALL

Evocation 3rd level

Major Elements: Fire
Casting Time: 1 action
Range: 150 feet
Components: V, S, M
Duration: Instantaneous

Effects As Normal

FLAME ARROWS

Transmutation 3rd level

Major Elements: Fire
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 hour

Effects As Normal

FLY

Transmutation 3rd level

Major Elements: Air
Casting Time: 1 action
Range: Touch
Components: V, S, M
Duration: Concentration, up to 10 minutes

Effects As Normal

GASEOUS FORM

Transmutation 3rd level

Major Elements: Air, Water
Casting Time: 1 action
Range: Touch
Components: V, S, M
Duration: Concentration, up to 1 hour

Effects As Normal

GLYPH OF WARDING

Abjuration 3rd level

Major Elements: Chaos

Casting Time: 1 action

Range: Touch

Components: V, S, M (incense and powered diamond worth at least 100 gp, which the spell consumes)

Duration: Until dispelled or triggered

Effects As Normal, might nerf and reduce level and have casting at higher levels increase it to standard level

GRASPING VINE

Conjuration 3rd level

Major Elements: Earth, Life

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Effects As Normal

HASTE

Transmutation 3rd level

Major Elements: Fire

Casting Time: 1 action

Range: 30 feet

Components: V, S, M

Duration: Concentration, up to 1 minute

Effects As Normal

HUNGER OF HADAR

Evocation 3rd level

Major Elements: Chaos, Shadow

Casting Time: 1 action

Range: 150 feet

Components: V, S, M

Duration: Concentration, up to 1 minute

Effects As Normal

HYPNOTIC PATTERN

Illusion 3rd level

Major Elements: Light, Mind

Casting Time: 1 action

Range: 90 feet

Components: V, S, M

Duration: Concentration, up to 1 minute

Effects As Normal

INTELLECT FORTRESS

Abjuration 3rd level

Major Elements: Mind

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 hour

Effects As Normal

LEOMUND'S TINY HUT

Abjuration 3rd level (ritual)

Major Elements: Air

Casting Time: 1 minute

Range: Self (10-foot-radius hemisphere)

Components: V, S, M

Duration: 8 hours

Effects As Normal

LIFE TRANSFERENCE

Necromancy 3rd level

Major Elements: Chaos, Destruction, Life

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Effects As Normal

LIGHTNING ARROW

Transmutation 3rd level

Major Elements: Lightning

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Effects As Normal

LIGHTNING BOLT

Evocation 3rd level

Major Elements: Lightning

Casting Time: 1 action

Range: Self (100-foot line)

Components: S, M

Duration: Instantaneous

Effects As Normal

MAGIC CIRCLE

Abjuration 3rd level

Major Elements: Chaos

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (holy water or powdered silver and iron worth at least 100 gp, which the spell consumes)

Duration: 1 hour

I want to make this good

MAJOR IMAGE

Illusion 3rd level

Major Elements: Water

Casting Time: 1 action

Range: 120 feet

Components: V, S, M

Duration: Concentration, up to 10 minutes

Effects As Normal

MASS HEALING WORD

Necromancy 3rd level

Major Elements: Life
Casting Time: 1 bonus action
Range: 60 feet
Components: V
Duration: Instantaneous

Effects As Normal

MELD INTO STONE

Transmutation 3rd level

Major Elements: Earth
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 8 hours

Effects As Normal

MELF'S MINUTE METEORS

Evocation 3rd level

Major Elements: Earth, Fire
Casting Time: 1 action
Range: Self
Components: V, M
Duration: Concentration, up to 10 minutes

Effects As Normal

NONDETECTION

Abjuration 3rd level

Major Elements: Shadow
Casting Time: 1 action
Range: Touch
Components: V, S, M
Duration: 24 hours

Effects As Normal

PLANT GROWTH

Abjuration 3rd level

Major Elements: Earth, Life, Water
Casting Time: 1 action or 8 hours
Range: 150 feet
Components: V, S, M (a statuette worth 200 gp, which the spell consumes when cast at the 8 hour duration)
Duration: Instantaneous

Effects As Normal

PRISMATIC MANTLE

Abjuration 3rd level

Major Elements: Air, Chaos, Earth, Fire, Water
Casting Time: 1 minute
Range: Touch
Components: V, S, M (an opal)
Duration: 1 hour

You touch a willing creature, coating it in a protective prismatic light. The creature sheds dim light in a 5-foot

radius while the spell is active. The creature gains resistance to acid, cold, fire, lightning, and thunder. Once a creature takes damage from one of these elements they lose resistance to that element from this spell.

PROTECTION FROM ENERGY

Abjuration 3rd level

Major Elements: Air, Earth, Fire or Water
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 8 hours

Effects As Normal

PULSE WAVE

Evocation 3rd level

Major Elements: Shadow
Casting Time: 1 action
Range: Self (30-foot cone)
Components: V, S
Duration: Instantaneous

Effects As Normal

Classes. Wizard

REMOVE CURSE

Abjuration 3rd level

Major Elements: Light
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

Effects As Normal Probably

SENDING

Evocation 3rd level

Major Elements: Air
Casting Time: 1 action
Range: Unlimited
Components: V, S, M
Duration: 1 round

Effects As Normal

SHARKFORM

Transmutation 3rd level

Major Elements: Life, Water
Casting Time: 1 action
Range: Touch
Components: V, S, M (a shark's fin)
Duration: Concentration, up to 1 minute

You touch a willing creature, bestowing it with shark like abilities. Until the spell ends, the creature gains the following benefits:

- The creature gains a swim speed of 50 feet
- The creature can breathe underwater

- While underwater, the creature has advantage on melee attack rolls against any creature that doesn't have all of its hit points.

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

Classes. Artificer, Bard, Druid, Ranger, Wizard

SLEET STORM

Conjuration 3rd level

Major Elements: Air, Water

Casting Time: 1 action

Range: 150 feet

Components: V, S, M

Duration: Concentration, up to 1 minute

Effects As Normal

SLOW

Transmutation 3rd level

Major Elements: Earth

Casting Time: 1 action

Range: 120 feet

Components: V, M

Duration: Concentration, up to 1 minute

Effects As Normal

SPEAK WITH DEAD

Necromancy 3rd level

Major Elements: Life, Shadow

Casting Time: 1 action

Range: 10 feet

Components: V, S, M

Duration: 10 minutes

Effects As Normal

SPEAK WITH PLANTS

Transmutation 3rd level

Major Elements: Earth, Life

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M

Duration: 10 minutes

Effects As Normal

SPIDERFORM

Transmutation 3rd level

Major Elements: Life, Shadow

Casting Time: 1 action

Range: Touch

Components: V, S, M (a spider's abdomen)

Duration: Concentration, up to 1 minute

You touch a willing creature, bestowing it with spider like abilities. Until the spell ends, the creature gains the following benefits:

- The creature gains a climb speed of 25 feet
- The creature may cast the *web* spell using your spell save DC. Once they use this ability it can't be used again during this casting of Spiderform
- The creature can move up, down and across vertical surfaces and upside down along ceilings, while leaving its hands free.
- The creature may walk across webs and web like surfaces as if they were solid, if they are large enough to support the creature. They also suffer no adverse effects from webbing, such as the webs created by the *web* spell.

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

Classes. Artificer, Bard, Druid, Ranger, Wizard

SPIRIT GUARDIANS

Conjuration 3rd level

Major Elements: Life, Shadow

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, S, M (a holy symbol)

Duration: Concentration, up to 10 minutes

Effects As Normal

SPIRIT SHROUD

Necromancy 3rd level

Major Elements: Life, Shadow

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Effects As Normal

STINKING CLOUD

Conjuration 3rd level

Major Elements: Air, Earth

Casting Time: 1 action

Range: 90 feet

Components: V, S, M

Duration: Concentration, up to 1 minute

Effects As Normal

SUMMON FEY

Conjuration 3rd level

Major Elements: Air, Earth, Life

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a gilded flower worth at least 300 gp)
Duration: Concentration, up to 1 hour

Effects As Normal

SUMMON LESSER DEMONS

Conjuration 3rd level

Major Elements: Chaos, Shadow
Casting Time: 1 action
Range: 60 feet
Components: V, S, M
Duration: Concentration, up to 1 hour

Effects As Normal

SUMMON SHADOWSPAWN

Conjuration 3rd level

Major Elements: Shadow
Casting Time: 1 action
Range: 90 feet
Components: V, S, M (tears inside a gem worth at least 300 gp)
Duration: Concentration, up to 1 hour

Effects As Normal

SUMMON UNDEAD

Conjuration 3rd level

Major Elements: Life, Shadow
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

Effects As Normal

THUNDERSTEP

Conjuration 3rd level

Major Elements: Air, Chaos, Fire
Casting Time: 1 action
Range: 90 feet
Components: V
Duration: Instantaneous

Effects As Normal

TIDAL WAVE

Conjuration 3rd level

Major Elements: Water
Casting Time: 1 action
Range: 120 feet
Components: V, S, M
Duration: Instantaneous

Effects As Normal

TINY SERVANT

Transmutation 3rd level (ritual)

Major Elements: Earth, Life

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: 8 hours

You touch one Tiny, nonmagical object that isn't attached to another object or surface and isn't being carried by another creature. The target animates and sprouts little arms and legs, becoming a creature under your control until the spell ends, the creature drops to 0 hit points or you cast this spell again. See the stat block for its statistics.

As a bonus action, you can mentally command the creature if it is within 120 feet of you. (If you control multiple creatures with this spell, 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 simple, general command, such as to fetch a key, stand watch, or stack some books. If you issue no commands, the servant does nothing other than defend itself against hostile creatures. Once given an order, the servant continues to follow that order until its task is complete.

When the creature drops to 0 hit points, it reverts to its original form, and any remaining damage carries over to that form.

At Higher Levels. When you cast this spell using a slot of 4th level or higher, you can animate two additional objects for each slot level above 3rd.

TONGUES

Divination 3rd level

Major Elements: Air, Mind
Casting Time: 1 action
Range: Touch
Components: V, M
Duration: 1 hour

Effects As Normal

VAMPIRIC TOUCH

Necromancy 3rd level

Major Elements: Creation, Destruction, Life
Casting Time: 1 action
Range: Self
Components: S
Duration: Concentration, up to 1 minute

Effects As Normal

WALL OF SAND

Conjuration 3rd level

Major Elements: Air, Earth
Casting Time: 1 action
Range: 90 feet
Components: V, M

Duration: Concentration, up to 10 minutes

Effects As Normal

Classes. Druid, Sorcerer, Wizard

WALL OF WATER

Conjuration 3rd level

Major Elements: Water

Casting Time: 1 action

Range: 60 feet

Components: V, S, M

Duration: Concentration, up to 10 minutes

Effects As Normal

WATER BREATHING

Transmutation 3rd level (ritual)

Major Elements: Air, Water

Casting Time: 1 action

Range: 30 feet

Components: V, S, M

Duration: 24 hours

Effects As Normal

WATER WALK

Transmutation 3rd level (ritual)

Major Elements: Water

Casting Time: 1 action

Range: 30 feet

Components: V, S, M

Duration: 1 hour

Effects As Normal

WIND WALL

Conjuration 3rd level

Major Elements: Air

Casting Time: 1 action

Range: 120 feet

Components: V, S, M

Duration: Concentration, up to 1 minute

Effects As Normal

4TH LEVEL SPELLS

ARCANE EYE

Divination 4th level

Major Elements: Body, Mind

Casting Time: 1 action

Range: 30 feet

Components: V, S, M

Duration: Concentration, up to 1 hour

Effects As Normal

AURA OF LIFE

Abjuration 4th level

Major Elements: Life

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V

Duration: Concentration, up to 10 minutes

Effects As Normal

AURA OF PURITY

Abjuration 4th level

Major Elements: Life

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V

Duration: Concentration, up to 10 minutes

Effects As Normal

BANISHMENT

Abjuration 4th level

Major Elements: Chaos

Casting Time: 1 action

Range: 60 feet

Components: V, S, M

Duration: Concentration, up to 1 minute

Effects As Normal

BLIGHT

Necromancy 4th level

Major Elements: Earth, Life

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

Effects As Normal

CHARM MONSTER

Enchantment 4th level

Major Elements: Mind

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

Effects As Normal

COMPULSION

Enchantment 4th level

Major Elements: Mind

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Concentration, up to 1 minute

Effects As Normal

CONFUSION

Enchantment 4th level

Major Elements: Mind

Casting Time: 1 action

Range: 90 feet

Components: V, S, M

Duration: Concentration, up to 1 minute

Effects As Normal

CONJURE MINOR ELEMENTALS

Conjuration 4th level

Major Elements: Air, Earth, Fire or Water; Life

Casting Time: 1 minute

Range: 90 feet

Components: V, S, M

Duration: Concentration, up to 1 hour

Effects As Normal

CONJURE WOODLAND BEINGS

Conjuration 4th level

Major Elements: Life

Casting Time: 1 action

Range: 60 feet

Components: V, S, M

Duration: Concentration, up to 1 hour

Effects As Normal

CONTROL WATER

Transmutation 4th level

Major Elements: Water

Casting Time: 1 action

Range: 300 feet

Components: V, S, M

Duration: Concentration, up to 10 minutes

Effects As Normal

DEATH WARD

Abjuration 4th level

Major Elements: Life

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 8 hours

Effects As Normal

DIMENSION DOOR

Conjuration 4th level

Major Elements: Chaos

Casting Time: 1 action

Range: 1 mile

Components: V

Duration: Instantaneous

Effects As Normal

DIVINATION

Divination 4th level (ritual)

Major Elements: Chaos, Mind

Casting Time: 1 action

Range: Self

Components: V, S, M (a sacrificial offering worth at least 25 gp, which the spell consumes)

Duration: Instantaneous

Effects As Normal

DOMINATE BEAST

Enchantment 4th level

Major Elements: Mind

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Effects As Normal

ELEMENTAL BANE

Transmutation 4th level

Major Elements: Air, Earth, Fire or Water; Destruction

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

Effects As Normal

EVARD'S BLACK TENTACLES

Conjuration 4th level

Major Elements: Shadow, Water

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

Effects As Normal

FABRICATE

Transmutation 4th level

Major Elements: Shadow

Casting Time: 10 minutes

Range: 120 feet

Components: V, S

Duration: 24 hours

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 Huge or smaller object (contained within a 15-foot cube, or twenty-seven connected 5-foot cubes), given a sufficient quantity of raw materials. If you are working with stone, or similar substance, however, the fabricated object can be no larger than Large (contained within a 10-foot cube, or eight connected 5-foot cubes). If you are working with metal,

or another mineral substance, however, the fabricated object can be no larger than Medium (contained within a single 5-foot cube). The quality of the objects made by the spell is commensurate with the quality of the raw materials.

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 jewellery, weapons, glass or armour.

Object created by this spell revert to their original parts when the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th- or 6th- level, the duration of the spell increases to 7 days. When you use a spell slot of 7th level, the duration of the spell is 30 days. When you use a spell slot of 8th level, the duration of the spell is 1 year. When you use a spell slot of 9th level, the duration is until dispelled.

FIND GREATER STEED

Conjuration 4th level

Major Elements: Air, Earth, Fire or Water; Life

Casting Time: 10 minutes

Range: 30 feet

Components: V, S

Duration: Instantaneous

Effects As Normal

FIRE SHIELD

Evocation 4th level

Major Elements: Fire, Water

Casting Time: 1 action

Range: Self

Components: S

Duration: 10 minutes

Effects As Normal

FREEDOM OF MOVEMENT

Abjuration 4th level

Major Elements: Water

Casting Time: 1 action

Range: Touch

Components: S, M

Duration: 1 hour

Effects As Normal

GIANT INSECT

Transmutation 4th level

Major Elements: Chaos, Life

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 hour

Effects As Normal

Classes. Druid, Ranger

GRAVITY SINKHOLE

Evocation 4th level

Major Elements: Chaos

Casting Time: 1 action

Range: 120 feet

Components: V, S, M

Duration: Instantaneous

Effects As Normal

GREATER INVISIBILITY

Illusion 4th level

Major Elements: Water

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Effects As Normal

GUARDIAN OF FAITH

Conjuration 4th level

Major Elements: Light

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: 8 hour

Effects As Normal, probably

GUARDIAN OF NATURE

Transmutation 4th level

Major Elements: Earth

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Effects As Normal

HALLUCINATORY TERRAIN

Illusion 4th level

Major Elements: Chaos, Shadow, Water

Casting Time: 10 minutes

Range: 300 feet

Components: V, S, M

Duration: 24 hours

Effects As Normal

ICE STORM

Evocation 4th level

Major Elements: Air, Water

Casting Time: 1 action

Range: 300 feet

Components: V, S, M

Duration: Instantaneous

Effects As Normal

LEOMUND'S SECRET CHEST

Conjuration 4th level

Major Elements: Chaos, Shadow

Casting Time: 1 action

Range: Touch

Components: V, S, M

Duration: Instantaneous

Overhaul, too expensive, too risky, with little situational benefit

LOCATE CREATURE

Divination 4th level

Major Elements: Mind

Casting Time: 1 action

Range: Self

Components: V, S, M

Duration: Concentration, up to 1 hour

Effects As Normal

MORDENKAINEN'S FAITHFUL HOUND

Conjuration 4th level

Major Elements: Shadow

Casting Time: 1 action

Range: 30 feet

Components: V, S, M

Duration: 8 hours

Effects As Normal

MORDENKAINEN'S PRIVATE SANCTUM

Abjuration 4th level

Major Elements: Shadow

Casting Time: 10 minutes

Range: 120 feet

Components: V, S, M

Duration: 7 days

You make an area within range magically secure. The area is a cube that can be as small as 5 feet to as large as 100 feet on each side. The spell lasts for the duration or until you use an action to dismiss it.

When you cast the spell, you decide what sort of security the spell provides, choosing any or all of the following properties:

- Sound can't pass through the barrier at the edge of the warded area.
- The barrier of the warded area appears dark and foggy, preventing vision (including darkvision) through it.
- Sensors created by divination spells can't appear inside the protected area or pass through the barrier at its perimeter.
- Creatures in the area can't be targeted by divination spells.

- Nothing can teleport into or out of the warded area.
- Planar travel is blocked within the warded area.

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

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can increase the size of the cube by 100 feet for each slot level beyond 4th. Thus you could protect a cube that can be up to 200 feet on one side by using a spell slot of 5th level.

OTILUKE'S RESILIENT SPHERE

Evocation 4th level

Major Elements: Air, Chaos

Casting Time: 1 action

Range: 30 feet

Components: V, S, M

Duration: Concentration, up to 1 minute

Effects As Normal

PHANTASMAL KILLER

Illusion 4th level

Major Elements: Mind, Shadow

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Effects As Normal

POLYMORPH

Transmutation 4th level

Major Elements: Life

Casting Time: 1 action

Range: 30 feet

Components: V, S, M

Duration: Concentration, up to 1 hour

This spell transforms a creature that you can see within range into a new form. An unwilling creature must make a Wisdom saving throw to avoid the effect. The spell has no effect on a shapechanger or a creature with 0 hit points.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast that you have seen, whose challenge rating is equal to or less than the target's (or half 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 its alignment and personality.

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 points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, take legendary action, use legendary resistances or take any action that requires hands or speech.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

RAULOTHIM'S PSYCHIC LANCE

Enchantment 4th level

Major Elements: Mind
Casting Time: 1 action
Range: 120 feet
Components: V
Duration: Instantaneous

Effects As Normal

SHADOW OF MOIL

Necromancy 4th level

Major Elements: Shadow
Casting Time: 1 action
Range: Self
Components: V or S; M (an undead eyeball encased in a gem worth at least 150 gp)
Duration: Concentration, up to 1 minute

Effects As Normal

SICKENING RADIANCE

Illusion 4th level

Major Elements: Light
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 10 minutes

Effects As Normal

STAGGERING SMITE

Evocation 4th level

Major Elements: Air
Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

Effects As Normal

STONE SHAPE

Transmutation 4th level

Major Elements: Earth
Casting Time: 1 action
Range: Touch
Components: V, S, M
Duration: Instantaneous

Effects As Normal

STONESKIN

Abjuration 4th level

Major Elements: Earth
Casting Time: 1 action
Range: Touch
Components: V, S, M (a diamond worth 100 gp)
Duration: Concentration, up to 1 hour

Effects As Normal

STORM SPHERE

Evocation 4th level

Major Elements: Air, Water
Casting Time: 1 action
Range: 150 feet
Components: V, S
Duration: Concentration, up to 1 minute

Effects As Normal

SUMMON ABERRATION

Conjuration 4th level

Major Elements: Chaos, Mind, Shadow
Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a pickled tentacle or eyeball in a platinum-inlaid vial worth at least 400 gp)
Duration: Concentration, up to 1 hour

Effects As Normal

SUMMON CONSTRUCT

Conjuration 4th level

Major Elements: Chaos, Earth, Shadow
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

Effects As Normal

SUMMON ELEMENTAL

Conjuration 4th level

Major Elements: Air, Earth, Fire, or Water; Chaos, Shadow
Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a pickled tentacle or eyeball in a platinum-inlaid vial worth at least 400 gp)
Duration: Concentration, up to 1 hour

Effects As Normal

SUMMON GREATER DEMON

Conjuration 4th level

Major Elements: Chaos, Destruction, Shadow
Casting Time: 1 action
Range: 60 feet
Components: V, S, M
Duration: Concentration, up to 1 hour

Effects As Normal

VITRIOLIC SPHERE

Evocation 4th level

Major Elements: Earth
Casting Time: 1 action
Range: 150 feet
Components: V, S, M
Duration: Instantaneous

Effects As Normal

WALL OF FIRE

Conjuration 4th level

Major Elements: Fire
Casting Time: 1 action
Range: 120 feet
Components: V, S, M
Duration: Concentration, up to 1 minute

Effects As Normal

WATERY SPHERE

Conjuration 4th level

Major Elements: Water
Casting Time: 1 action
Range: 90 feet
Components: V, S, M
Duration: Concentration, up to 1 minute

Effects As Normal

5TH LEVEL SPELLS

ANIMATE OBJECTS

Transmutation 5th level

Major Elements: Earth, Life
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

Going to make some tweaks

ANTILIFE SHELL

Abjuration 5th level

Major Elements: Life
Casting Time: 1 action
Range: Self (10-foot radius)
Components: V, S
Duration: Concentration, up to 1 hour

Effects As Normal

ARCANE GATE

Conjuration 5th level

Major Elements: Chaos
Casting Time: 1 action

Range: 500 feet
Components: V, S
Duration: Concentration, up to 10 minutes

Effects As Normal

AWAKEN

Transmutation 5th level

Major Elements: Life
Casting Time: 8 hours
Range: Touch
Components: V, S, M (an agate worth at least 1,000 gp, which the spell consumes)
Duration: Instantaneous

Effects As Normal

BANISHING SMITE

Abjuration 5th level

Major Elements: Chaos
Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

Effects As Normal

BIGBY'S HAND

Evocation 5th level

Major Elements: Shadow
Casting Time: 1 action
Range: 120 feet
Components: V, S, M
Duration: Concentration, up to 1 minute

Effects As Normal

BONES OF THE EARTH

Transmutation 5th level

Major Elements: Earth
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You cause up to six pillars of stone to burst from places on the ground that you can see within range. Each pillar is a cylinder that has a diameter of 5 feet and a height of up to 30 feet. The ground where a pillar appears must be wide enough for its diameter, and you can target the ground under a creature if that creature is Medium or smaller. Each pillar has AC 5 and 30 hit points. When reduced to 0 hit points, a pillar crumbles into rubble, which creates an area of difficult terrain with a 10 foot radius that lasts until the rubble is cleared. Each 5-foot-diameter portion of the area requires at least 1 minute to clear by hand.

You can combine four pillars into a single large pillar. This pillar is a cylinder that has a diameter of 10 feet and a height of up to 30 feet. The ground where the pillar

appears must be wide enough for its diameter, and you can target the ground under a creature if that creature is Large or smaller. This pillar has AC 5 and 100 hit points. When reduced to 0 hit point, a pillar crumbles into rubble, which creates an area of difficult terrain with a 15-foot radius that lasts until the rubble is cleared. Each 5-foot-diameter portion of the area requires at least 1 minute to clear by hand.

If a pillar is created under a creature, that creature must succeed on a Dexterity saving throw or be lifted by the pillar. A creature can choose to fail the save.

If a pillar is prevented from reaching its full height because of a ceiling or other obstacle, a creature on that pillar takes 6d6 bludgeoning damage and is restrained, pinched between the pillar and the obstacle. The restrained creature can use an action to make a Strength or Dexterity check (the creature's choice) against the spell's save DC. On a success, the creature is no longer restrained and must either move off the pillar or fall of it.

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

CIRCLE OF POWER

Abjuration 5th level

Major Elements: Light

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V

Duration: Concentration, up to 10 minutes

Effects As Normal

CLOUDKILL

Conjuration 5th level

Major Elements: Life

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Effects As Normal

COMMUNE

Divination 5th level (ritual)

Major Elements: Mind

Casting Time: 1 minute

Range: Self

Components: V, S, M

Duration: 1 minute

Effects As Normal

COMMUNE WITH NATURE

Divination 5th level (ritual)

Major Elements: Mind

Casting Time: 1 minute

Range: Self

Components: V, S

Duration: Instantaneous

Effects As Normal

CONE OF COLD

Evocation 5th level (ritual)

Major Elements: Air, Water

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S, M

Duration: Instantaneous

Effects As Normal

CONJURE ELEMENTAL

Conjuration 5th level

Major Elements: Mind

Casting Time: 1 minute

Range: 90 feet

Components: V, S, M

Duration: Concentration, up to 1 hour

Effects As Normal

CONJURE VOLLEY

Conjuration 5th level

Major Elements: Chaos

Casting Time: 1 action

Range: 150 feet

Components: V, S, M

Duration: Instantaneous

Effects As Normal

CONTACT OTHER PLANE

Divination 5th level (ritual)

Major Elements: Chaos, Mind

Casting Time: 1 minute

Range: Self

Components: V

Duration: 1 minute

Effects As Normal

CONTAGION

Necromancy 5th level

Major Elements: Destruction

Casting Time: 1 action

Range: Touch

Components: S, M

Duration: 7 days

Effects As Normal

CONTROL WINDS

Transmutation 5th level

Major Elements: Air

Casting Time: 1 action
Range: 300 feet
Components: V, S
Duration: Concentration, up to 1 hour

Effects As Normal

CREATION

Illusion 5th level

Major Elements: Chaos, Shadow
Casting Time: 1 minute
Range: 30 feet
Components: V, S, M
Duration: Special

Needs buff for the love of god

DANSE MACABRE

Necromancy 5th level

Major Elements: Chaos, Shadow
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 hour

Effects As Normal

DAWN

Evocation 5th level

Major Elements: Light
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a sunburst pendant worth at least 100 gp)
Duration: Concentration, up to 1 minute

Effects As Normal

DESTRUCTIVE WAVE

Evocation 5th level

Major Elements: Light or Shadow; Air
Casting Time: 1 action
Range: Self (30-foot radius)
Components: V
Duration: Instantaneous

Effects As Normal

DISPEL EVIL AND GOOD

Abjuration 5th level

Major Elements: Chaos, Light
Casting Time: 1 action
Range: Self
Components: V, S, M
Duration: Concentration, up to 1 minute

Effects As Normal

DOMINATE PERSON

Enchantment 5th level

Major Elements: Mind
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

Effects As Normal

DREAM

Illusion 5th level

Major Elements: Light, Mind, Water
Casting Time: 1 minute
Range: Special
Components: V, S, M
Duration: 8 hours

Effects As Normal

ENERVATION

Necromancy 5th level

Major Elements: Destruction
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

Effects As Normal

FAR STEP

Conjuration 5th level

Major Elements: Chaos
Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

Effects As Normal

FLAME STRIKE

Evocation 5th level

Major Elements: Fire
Casting Time: 1 action
Range: 60 feet
Components: V, S, M
Duration: Instantaneous

Effects As Normal

GEAS

Enchantment 5th level

Major Elements: Mind
Casting Time: 1 minute
Range: 60 feet
Components: V
Duration: 30 days

Buff

GREATER RESTORATION

Abjuration 5th level

Major Elements: Life, Light
Casting Time: 1 action
Range: Touch
Components: V, S, M (diamond dust worth at least 100 gp, which the spell consumes)
Duration: Instantaneous

Effects As Normal

HALLOW

Evocation/Abjuration 5th level
Major Elements: Light
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

Effects As Normal

HOLD MONSTER

Enchantment 5th level
Major Elements: Mind
Casting Time: 1 action
Range: 90 feet
Components: V, S, M
Duration: Concentration, up to 1 minute

Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. This spell has no effect on undead. At the end of each of its turns, the target can make a Wisdom saving throw. On a success, the spell ends on the target.

When you cast this spell, and as a bonus action at the start of your turn you may empower the spell forcing each creature targeted by this spell must make their next saving throw to resist this spell at disadvantage. When you do this, you can take no further actions, you are restrained and any attack that hits you is a critical hit if the attacker is within 5 feet of you, until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can target one additional creature for each slot level above 5th. The creatures must be within 30 feet of each other when you target them.

HOLY WEAPON

Evocation 5th level
Major Elements: Light
Casting Time: 1 bonus action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 hour

Effects As Normal

IMMOLATION

Evocation 5th level
Major Elements: Fire
Casting Time: 1 action
Range: 90 feet
Components: V
Duration: Concentration, up to 1 minute

Effects As Normal

INFERNAL CALLING

Conjuration 5th level
Major Elements: Chaos
Casting Time: 1 minute
Range: 90 feet
Components: V, S, M (a ruby worth at least 999 gp)
Duration: Concentration, up to 1 hour

Effects As Normal

INSECT PLAGUE

Conjuration 5th level
Major Elements: Light
Casting Time: 1 action
Range: 300 feet
Components: V, S, M
Duration: Concentration, up to 10 minutes

Effects As Normal

LEGEND LORE

Divination 5th level
Major Elements: Mind
Casting Time: 10 minutes
Range: Self
Components: V, S, M (incense worth at least 250 gp, which the spell consumes, and four ivory strips worth at least 50 gp each)
Duration: Instantaneous

Effects As Normal

MAELSTROM

Evocation 5th level
Major Elements: Water
Casting Time: 1 action
Range: 120 feet
Components: V, S, M
Duration: Concentration, up to 1 minute

Effects As Normal

MASS CURE WOUNDS

Necromancy 5th level
Major Elements: Life
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

Effects As Normal

MISLEAD

Illusion 5th level

Major Elements: Light, Water

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 1 hour

Effects As Normal

MODIFY MEMORY

Enchantment 5th level

Major Elements: Mind

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Effects As Normal

NEGATIVE ENERGY FLOOD

Necromancy 5th level

Major Elements: Destruction

Casting Time: 1 action

Range: 60 feet

Components: V, M

Duration: Instantaneous

Effects As Normal

PASSWALL

Transmutation 5th level

Major Elements: Chaos, Earth

Casting Time: 1 action

Range: 30 feet

Components: V, S, M

Duration: 1 hour

Effects As Normal

PLANAR BINDING

Abjuration 5th level

Major Elements: Light

Casting Time: 1 hour

Range: 60 feet

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

Duration: 7 days

Buff?

RARY'S TELEPATHIC BOND

Divination 5th level (ritual)

Major Elements: Mind

Casting Time: 1 action

Range: 30 feet

Components: V, S, M

Duration: 1 hour

Effects As Normal

SCRYING

Divination 5th level

Major Elements: Light, Mind

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

Effects As Normal

SEEMING

Illusion 5th level

Major Elements: Light, Water

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 8 hours

Effects As Normal

SKILL EMPOWERMENT

Transmutation 5th level

Major Elements: Mind

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

Effects As Normal

STEEL WIND STRIKE

Conjuration 5th level

Major Elements: Air, Chaos

Casting Time: 1 action

Range: 30 feet

Components: S, M

Duration: Instantaneous

Effects As Normal

SUMMON CELESTIAL

Conjuration 5th level

Major Elements: Chaos, Light

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a golden reliquary worth at least 500 gp)

Duration: Concentration, up to 1 hour

Effects As Normal

SUMMON CELESTIAL

Conjuration 5th level

Major Elements: Air, Earth, Fire or Water; and Chaos

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (an object with the image of a dragon engraved on it, worth at least 500 gp)

Duration: Concentration, up to 1 hour

Effects As Normal

SWIFT QUIVER

Transmutation 5th level

Major Elements: Shadow

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M

Duration: Concentration, up to 1 minute

Effects As Normal

SYNAPTIC STATIC

Enchantment 5th level

Major Elements: Destruction, Mind

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Effects As Normal

TELEKINESIS

Transmutation 5th level

Major Elements: Chaos

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 10 minutes

Effects As Normal

TELEPORTATION CIRCLE

Conjuration 5th level

Major Elements: Chaos

Casting Time: 1 minute

Range: 10 feet

Components: V, M (rare chalks and inks infused with precious gems worth 50 gp, which the spell consumes)

Duration: 1 round

As you cast the spell, you draw a 10-foot-diameter circle on the ground inscribed with sigils that link your location to a permanent teleportation circle of your choice whose sigil sequence you know and that is on the same plane of existence as you. A shimmering portal opens within the circle you drew and remains open until the end of your next turn. Any creature that enters the portal instantly appears within 5 feet of the destination circle or in the nearest unoccupied space if that space is occupied.

Many major temples, guilds, and other important places have permanent teleportation circles inscribed somewhere within their confines. Each such circle includes a unique sigil sequence—a string of magical runes arranged in a particular pattern. When you first gain the ability to cast this spell, you learn the sigil sequences for two destinations on the Material Plane, determined by the DM. You can learn additional sigil sequences during your adventures. You can commit a

new sigil sequence to memory after studying it for 1 minute.

You can create a permanent teleportation circle by casting this spell in the same location once every seven days for one year. You need not use the circle to teleport when you cast the spell in this way.

TRANSMUTE ROCK

Transmutation 5th level

Major Elements: Earth

Casting Time: 1 action

Range: 120 feet

Components: V, S, M

Duration: Until Dispelled

Effects As Normal

TREE STRIDE

Conjuration 5th level

Major Elements: Chaos, Earth

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Effects As Normal

WALL OF LIGHT

Evocation 5th level

Major Elements: Light

Casting Time: 1 action

Range: 120 feet

Components: V, S, M

Duration: Concentration, up to 10 minutes

Effects As Normal

WALL OF STONE

Evocation 5th level

Major Elements: Earth

Casting Time: 1 action

Range: 120 feet

Components: V, S, M

Duration: Concentration, up to 10 minutes

Effects As Normal

WRATH OF NATURE

Evocation 5th level

Major Elements: Earth, Life, Water

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Effects As Normal

CLASS ADDENDUM

Several classes have been modified to better fit with the low magic setting and the attempted reduction of power creep.

MONK

Stunning strike has been adjusted.

STUNNING STRIKE

Stunning Strike now reads.

Starting at 5th level, you can interfere with the flow of ki in an opponent's body. When you hit another creature with a melee weapon attack, you can spend 1 ki to attempt a staggering strike. The target must succeed on a Constitution saving throw or be staggered or stupefied (your choice when you make the attack) until the end of your next turn.

Additionally, when you hit a creature with a melee weapon, you can spend 2 ki to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

RACE ADDENDUM

Racial feature addendum to fit things.

SHIFTER (SWIFTSTRIDE)

Ability Scores: +2 to a stat, +1 to another stat

Size: Medium

Speed: 35 ft.

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Shifting. As a bonus action, you can assume a more bestial appearance. This transformation lasts for 1 minute, until you die, or until you revert to your normal appearance as a bonus action. When you shift, you gain temporary hit points equal to your level + your Constitution modifier (minimum of 1 temporary hit point). You also gain additional benefits that depend on your shifter subrace, described below.

Once you shift, you can't do so again until you finish a short or long rest.

Graceful. You have proficiency in your choice of two of the following; *Acrobatics*, *Perception*, and *Stealth*

Shifting Feature. While shifted, your walking speed increases by 10 feet. Additionally, you can move up to 10 feet as a reaction when a creature ends its movement within 5 feet of you. This reactive movement doesn't provoke opportunity attacks.

Shifting. You can use an action to shift between a bestial appearance, or your normal appearance. This transformation lasts until you use another action to shift your appearance. You return to your normal appearance when you drop to 0 hit points. People recognize you in either form.

STATUS EFFECTS

Blinded.

- A blinded creature can't see and automatically any ability check that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- Creatures with blindsight or tremorsense are unaffected by the blinded condition within their blindsight and tremorsense range.

Charmed.

- A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.
- The charmer has advantage on any ability check to interact socially with the creature.

Dazed.

- The creature can take an action or bonus action on its turn, but not both.
- The creature can't take reactions.
- The creature can't use somatic components or perform skills that require fine motor skills.
- Attack rolls made with Dexterity are made at disadvantage.

Deafened.

- A deafened creature can't hear and automatically fails any ability check that requires hearing.

Frightened.

- A frightened creature has disadvantage on attack rolls and ability checks while the source of its fear is within line of sight.
- The source of its fear has advantage on saving throws against effects produced by the frightened creature.
- When the creature becomes frightened roll a d6, on a 1-4 the creature gains the effects of flight. 5-6 the creature gains the effects of Fight until it's fear ends.

Flight.

- The creature must use its movement to move away from the source of its fear. It does not willingly move through obviously dangerous terrain or obstacles.
- The creature cannot willingly approach the source of its fear.

Fight.

- The creature must use its action to kill or otherwise remove the source of its fear.

Grappled.

- The creature is *immobilized*.
- The condition ends if the grappler is incapacitated.
- The condition also ends if an effect removes the grappled creature from the reach of the grappler or the

grappling effect, such as when a creature is hurled away by a spell effect.

Immobilized.

- The creature's movement speed becomes 0, and it can't benefit from any bonus to its speed.

Incapacitated.

- An incapacitated creature can't take actions or reactions

Invisible.

- An invisible creature is impossible to see without the aid of magic or a special sight. For the purposes of hiding the creature is considered heavily obscured. The creature's location may be detected by any noise or tracks they make.
- Attack rolls against the creature has disadvantage, and the creature's attack rolls have advantage.

Mute.

- The creature can't speak
- If the creature attempts to cast spells or abilities that require speech they automatically fail

Paralyzed.

- A paralyzed creature is *incapacitated* and can't move or speak.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

Petrified.

- A petrified creature is transformed into a solid inanimate substance (usually stone). Its weight is increased by a factor of ten, and it ceases aging.
- The creature is *deafened*, *incapacitated*, *mute*, and *immobilized*. It is unaware of its surroundings.
- Attack rolls against the creature have advantage.
- The creature automatically fails Strength and Dexterity saving throws.
- The creature has resistance to all damage.
- The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

Poisoned.

- A poisoned creature has disadvantage on attack rolls and ability checks.

Prone.

- A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
- The creature has disadvantage on attack rolls.

- An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

Restrained.

- The creature is *immobilized*.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saving throws.
- The creature cannot perform somatic components

Staggered.

- The creature's movement speed is halved.
- The creature can't take the Dash action.
- The creature has disadvantage on Strength saving throws, and ability checks to resist being shoved or knocked prone.

Stunned.

- A stunned creature is *incapacitated*, *immobilized*, and can only speak falteringly.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.

Stupefied.

- The creature can't use verbal components, and can only speak falteringly.
- The creature has disadvantage on attack rolls that use Dexterity.

Tethered.

- A tethered creature can't move away from the tetherer. It can continue to move around the tetherer maintaining the distance as it does. The creature can move towards the tetherer.
- The condition ends if the tetherer is incapacitated.
- The condition also ends if an effect removes the tethered creature from the reach of the tetherer or the tethering effect, such as when a creature is hurled away by a spell effect.

Unconscious.

- An unconscious creature is *incapacitated*, *immobilized*, *mute* and unaware of its surroundings.
- The creature drops whatever it's holding and falls prone.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage. Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.