

Spells

Cleric Spells

Cantrips

Cure Minor Wounds
Guidance
Lance of Faith
Light
Resistance

Level 1 Spells

Bless
Cause Fear
Command
Create Water
Cure Light Wounds
Detect Magic
Detect Undead
Divine Favor
Inflict Light Wounds
Protection from Evil
Sanctuary
Shield of Faith

Level 2 Spells

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

Level 3 Spells

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

Level 4 Spells

Cure Critical Wounds

Death Ward
Divination
Divine Power
Inflict Critical Wounds

Level 5 Spells

Commune
Dispel Evil
Flame Strike
Cure Wounds, Mass
Raise Dead
True Seeing

Level 6 Spells

Banishment
Blade Barrier
Greater Dispel Magic
Harm
Heal
Planar Ally

Level 7 Spells

Destruction
Greater Restoration
Holy Word
Improved Mass Cure Wounds
Plane Shift
Regenerate
Resurrection

Level 8 Spells

Antimagic Field
Earthquake
Fire Storm
Holy Aura

Level 9 Spells

Astral Projection
Gate
Mass Heal
True Resurrection

Wizard Spells

Cantrips

Chill Touch
Light
Mage Armor
Mage Hand
Minor Illusion
Prestidigitation
Ray of Frost
Read Magic
Shocking Grasp

Level 1 Spells

Burning Hands
Cause Fear
Charm Person
Color Spray
Comprehend Languages
Detect Magic
Disguise Self
Feather Fall
Identify
Magic Missile
Shield
Sleep
Thunderwave

Level 2 Spells

Darkness
Invisibility
Knock
Levitate
Melf's Acid Arrow
Mirror Image
Phantasmal Force
Rope Trick
Scorching Ray
Spider Climb
Web

Level 3 Spells

Blink
Dispel Magic
Fireball

Fly	Gate
Haste	Meteor Swarm
Hold Person	Power Word Kill
Lightning Bolt	Time Stop
Stinking Cloud	Wish
Water Breathing	

Level 4 Spells

Dimension Door
Ice Storm
Polymorph
Stoneskin
Wall of Fire

Level 5 Spells

Cloudkill
Cone of Cold
Dominate Person
Hold Monster
Passwall
Telekinesis
Teleport

Level 6 Spells

Banishment
Chain Lightning
Disintegrate
Flesh to Stone
Greater Dispel Magic
Mass Suggestion
Move Earth
Sunbeam

Level 7 Spells

Finger of Death
Greater Teleport
Mass Invisibility
Plane Shift
Prismatic Spray

Level 8 Spells

Antimagic Field
Clone
Otto's Irresistible Dance
Sunburst
Trap the Soul

Level 9 Spells

Astral Projection

Spell Descriptions

The spells are presented in alphabetical order.

Aid

2nd-level enchantment

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

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

Antimagic Field

8th-level abjuration

With this invisible field, you sever your immediate surroundings from magic. Spells fizzle out, summoned creatures disappear, and even magic items become mundane when they come in contact with the suppressing field. Although you are safe from hostile magic used against you, the magic on which you depend is also beyond your reach while the field holds.

Effect: A 10-foot-radius invisible cloud of antimagic surrounds you. The cloud moves with you, centered on you. The cloud lasts until your concentration is broken, but for no longer than 1 hour.

Magical effects, except those created by an artifact or a deity, are suppressed in the cloud and cannot reach into it. While an effect is suppressed, it does not function, but the time it spends suppressed counts against its duration, if any. The cloud has no effect on an object (other than a magic item) that was created by magic.

Targeted Effects: Spells and other magical effects, such as *magic missile* and *charm person*, that target a creature or an object in the cloud have no effect on that target.

Areas of Magic: The area of another spell or magical effect, such as *fireball*, cannot extend into the cloud, and if the cloud overlaps an area of magic, the part of that area that is covered by the cloud is suppressed. For example, the flames created by a *wall of fire* are suppressed within the cloud, potentially creating a gap in the fire.

Magic on Creatures and Objects: Any magical effect on a creature or an object in the cloud is suppressed while the creature or object is in it.

Magic Items: Magic items' properties and powers are suppressed in the cloud. For example, a *+1 long sword* in the cloud functions as an ordinary long sword rather than as a magic weapon.

A magic weapon's properties and powers are suppressed whether it is used against a target in the cloud or by an attacker there. The exception is when a magic weapon or piece of magic ammunition fully leaves the cloud. For example, if you fire a magic arrow out of the cloud, the arrow's magic ceases to be suppressed as soon as it exits.

Magical Travel: Teleportation fails to work in the cloud, whether the area in the cloud is the destination or the departure point for such magical travel. A portal to another world or plane of existence, as well as an opening to an extradimensional space, temporarily closes while in the cloud.

Summoned Creatures: Creatures summoned by magic within the cloud temporarily wink out of existence. They instantly reappear once the cloud moves away from the space they occupied.

Dispel Magic: Spells and magical effects such as *dispel magic* and *greater dispel magic* have no effect on the cloud. Likewise, the clouds created by multiple *antimagic fields* have no effect on each other.

Astral Projection

9th-level necromancy

You loosen the body's hold on the soul to enter the infinite expanse of the Astral Plane. The body you leave behind rests inert in a state of suspended animation.

Requirement: For each creature you affect with this spell, you must provide a jacinth worth at least 1,000 gp and one ornately carved bar of silver worth at least 100 gp. To cast it, you must spend 1 hour in meditation or prayer. At the end of this time, as part of your action to cast the spell, you give a silver bar to each creature that would accompany you (keeping one for yourself).

The spell then consumes the gemstone and each silver bar.

Effect: You and up to eight willing creatures project astral bodies into the Astral Plane. The material body you leave behind is unconscious and in a state of suspended animation; it does not need food or air and does not age.

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

Your astral form can freely travel through the Astral Plane and can pass through portals there leading to any other plane. If you enter a new plane, your astral form disappears, and you gain a physical body appropriate to the plane you visit. Your game statistics do not change, and the new body is acclimated to its plane. If you return to the Astral Plane, the body created for the plane you visited disappears, and your astral body reappears.

The spell ends for you and your companions when you use your action to end it. The spell might also end prematurely for you or one of your companions.

- A successful *dispel magic* or *greater dispel magic* used against an astral or physical body ends the spell for that creature.
- If a creature's astral body is reduced to 0 hit points or fewer, the spell ends for that creature.

When the spell ends, the affected creature returns to its physical body, and it awakens.

If you are returned to your body against your will, your companions remain in their astral forms and must find their own way back to their bodies, usually by dropping to 0 hit points or fewer.

Augury

2nd-level divination

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

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

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

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

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

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

Ritual: You can cast this spell as a ritual by spending at least 10 minutes chanting entreaties to spirits of fate and fortune and using special material components, such as incense.

Banishment

6th-level abjuration

You choose an otherworldly creature and compel it to return to its own plane. Should it fail to resist your will, it disappears with a faint pop.

Effect: Choose one celestial, elemental, or fiend within 50 feet of you. That creature must make a Charisma saving throw. On a failed save, the creature instantly returns to its plane of

origin. If the creature succeeds on the saving throw, it instead has disadvantage on any attacks it makes against you before the end of its next turn.

Special: You can increase the saving throw DC by presenting items the creature hates, fears, or otherwise opposes, as ruled by the DM. For each such item you present, the DM may increase the DC by 1 or more.

Ritual: You can cast this spell as a ritual. The creature you would send back to its plane must be restrained while you spend 10 minutes inscribing a hermetic circle around it, using substances anathema to its nature. The substances could include holy water, the blood of a fiend or an innocent, silver shavings, and the like.

Blade Barrier

6th-level evocation

As you cast this spell, a terrific noise arises as a wall of whirling, razor-sharp blades made of magical force comes into being. The blades scrape and squeal as they dance around the point you designate.

Effect: You create a vertical wall of whirling blades within 100 feet of you. You can choose to make the wall up to 100 feet long, 20 feet high, and 5 feet thick, or a circle with up to a 30-foot radius and up to 20 feet high and 5 feet thick. The wall lasts until your concentration is broken, but for no longer than 10 minutes. The wall grants three-quarters cover to creatures behind it, and its space counts as difficult terrain.

The wall deals 6d10 slashing damage to each creature within its area. It deals this damage when it appears, when a creature passes through the wall (no more than once per turn), and whenever a creature ends its turn inside the wall. When a creature would take damage from the wall, it can make a Dexterity saving throw to take half damage instead.

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

Bless

1st-level enchantment (word of power)

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

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

Blink

3rd-level transmutation

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

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

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

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

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

Burning Hands

1st-level evocation

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

Effect: Each creature in a 15-foot cone originating from you must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, and half as much damage on a successful one.

The fire ignites unattended flammable objects in the area.

Special: When you cast this spell using a spell slot of a level higher than 1st, the damage increases by 1d6 for each level above 1st.

Cause Fear

1st-level enchantment

Your eyes flow with pale green light, and your visage seems to undergo a horrifying alteration, becoming a supernatural image of dread made manifest.

Effect: Each creature you choose within 10 feet of you must succeed on a Wisdom saving throw or be frightened until your concentration is broken, but for no longer than 1 minute. On its turn, a creature affected by this spell can take an action to make a Wisdom check against your spell save DC to end the spell.

Chain Lightning

6th-level evocation

Arcs of lightning flash from your blazing eyes as you cast this spell. When you release its magic, a bolt of lightning leaps from you to strike a creature, and then splits into three bolts that arc toward others.

Effect: You create a bolt of lightning that strikes a target you choose within 100 feet of you. Three bolts then leap from that target to up to three others. Divide the bolts among the targets as you wish. A target can be a creature or an unattended object, and it can be struck by no more than two of the bolts.

For each bolt that strikes a target, that target must make a Dexterity saving throw. The target takes 10d6 lightning damage on a failed save, and half as much damage on a successful one.

Charm Person

1st-level enchantment

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

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

A creature charmed by this spell remembers being charmed.

Chill Touch

Necromancy cantrip

Your hand glows with blue energy that disrupts the life force of living creatures.

Effect: Make a magic attack to touch a creature of your choice. On a hit, the target takes 1d10 necrotic damage and cannot regain hit points until the start of your next turn.

Special: If your caster level is 7th or higher, the damage is 2d10. If your caster level is 11th or higher, the damage is 3d10. If your caster level is 16th or higher, the damage is 4d10.

Clone

8th-level necromancy

The best safeguard against the unthinkable is a copy of your physical body, ready to take your place should you be disintegrated by a trap, destroyed by a demon prince, or ground to powder beneath the heel of a titan.

Casting the *clone* spell is best done someplace out of the way, where the duplicate can mature for several months without being disturbed.

Requirement: You must have a crystal vessel, with a sealable lid, that is large enough to hold a Medium creature; a quantity of seawater sufficient to fill the container; a piece of flesh or a lock of hair from the target creature; and knowledge of the target creature's true name. (You forgo this last requirement if the target is yourself.) The vessel must be worth at least 2,000 gp.

Before casting this spell, you must spend 1 hour incanting mystic phrases and monitoring the initial growth of the components. At the end of this time, as part of your action to cast the spell, you must crush a diamond worth no less than 1,000 gp and sprinkle the powder into the mixture. The spell consumes the gemstone when it takes effect.

Effect: An inert duplicate of the target, known as a clone, forms inside the sealed crystal vessel and matures after 120 days. A duplicate can be grown while the original still lives, or when the original soul is unavailable, but the resulting body is soulless, inert flesh. An inert clone endures indefinitely, as long as its crystal jar remains undisturbed.

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

If the original's physical remains are restored to life after a clone is activated, the clone becomes a new individual. The clone starts with the memories and abilities of the original creature, but its personality diverges immediately. There is a 75 percent chance that the new individual is antagonistic toward the original; its most pressing goal becomes to destroy the original, to take the original's place, and perhaps even to corrupt or undo anything the original accomplished.

Cloudkill

5th-level conjuration

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

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

Effect: You create a 20-foot-radius cloud of poisonous fog centered on a point you can see within 100 feet of you. The cloud's area is heavily obscured. It lasts until your concentration is broken, but for no longer than 10 minutes.

When the cloud appears, each living creature in it must make a Constitution saving throw. A creature takes 6d8 poison damage on a failed

save, and half as much damage on a successful one. Any living creature that enters the cloud or ends its turn there must also make this saving throw (no more than once per turn).

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

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

Special: When you cast this spell using a spell slot of a level higher than 5th, the damage increases by 1d8 for each level above 5th.

Color Spray

1st-level illusion

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

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

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

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

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

Command

1st-level enchantment

You channel supernatural authority so that you can compel a creature into obedience. The creature acts without thinking, doing what you command to the best of its ability.

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

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

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

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

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

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

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

Commune

5th-level divination

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

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

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

Repeated uses of this spell in the same day make it harder for you to reach your deity. Each time you cast this spell in the same day after the first, there is a 25 percent chance (1–5 on a d20 roll) that you will get no answer.

Comprehend Languages

1st-level divination

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

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

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

Ritual: You can cast this spell as a ritual by spending at least 10 minutes reciting ancient words of forgotten languages while using special material components, including a pouch of salt and a pinch of soot taken from a hearth.

Cone of Cold

5th-level evocation

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

Effect: Each creature in a 60-foot cone originating from you must make a Constitution saving throw. A creature takes 6d8 cold damage on a failed save, and half as much damage on a successful one.

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

Special: When you cast this spell using a spell slot of a level higher than 5th, the damage increases by 1d8 for each level above 5th.

Create Food and Water

3rd-level conjuration

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

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

Create Water

1st-level Conjuration

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

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

Cure Critical Wounds

4th-level conjuration (word of power)

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

Effect: Choose a living creature within 50 feet of you. It regains 4d8 + 8 hit points.

Cure Light Wounds

1st-level conjuration (word of power)

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

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

Cure Minor Wounds

Conjuration cantrip (word of power)

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

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

Cure Moderate Wounds

2nd-level conjuration (word of power)

Channeling divine energy through your magic restores health and vitality.

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

Cure Serious Wounds

3rd-level conjuration (word of power)

Healing energy flows through you to mend the most serious wounds.

Effect: Choose a living creature within 50 feet of you. It regains 3d8 + 8 hit points.

Cure Wounds, Improved Mass

7th-level conjuration

You flood creatures with positive energy to heal their injuries and restore them to health.

Effect: Choose a point you can see within 50 feet of you. Any number of living creatures of your choice within 25 feet of that point regain 3d8 + 8 hit points.

Cure Wounds, Mass

5th-level conjuration (word of power)

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

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

Darkness

2nd-level evocation

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

Effect: You touch an unattended object or an object you are holding. A 15-foot radius sphere centered on the object is filled with darkness until your concentration is broken, but for no longer than 10 minutes. Not even darkvision can see through this darkness, and no natural light can illuminate it.

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

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

Daylight

3rd-level evocation

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

Effect: You touch an object. For 1 hour, it sheds bright light in a 120-foot-radius sphere and dim light in a 240-foot-radius sphere.

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

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

Death Ward

4th-level abjuration

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

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

Destruction

7th-level necromancy

Your voice booms like thunder as you intone this potent spell. Each syllable causes the target creature's body to shudder and twist as its essential nature unravels. A creature that succumbs to this spell's destructive power is erased completely, leaving behind only a heap of clothing and equipment.

Requirement: To cast this spell, you must have a silver holy symbol worth at least 500 gp, marked with verses of anathema.

Effect: Choose a creature within 50 feet of you that you can see. The target must make a Constitution saving throw. The target takes 15d6 necrotic damage on a failed save, or half as much damage on a successful one. If this damage drops the target to 0 hit points or fewer, it dies, and the spell consumes its remains utterly, leaving behind only clothing and other possessions. A creature killed by this spell cannot be restored to life by any means short of a *true resurrection* or *wish* spell.

Detect Magic

1st-level divination

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

Effect: You detect the presence of any magic in a 30-foot cone originating from you for 1 minute. You can ignore the presence of magic that you are already aware of. If the magic you sense belongs to a school of magic, you learn what that school is.

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

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

Detect Undead

1st-level divination

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

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

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

Dimension Door

4th-level conjuration

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

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

You can bring along objects as long as their weight doesn’t exceed the maximum load you can carry. You can also bring one willing creature of your size category or smaller carrying gear up to its maximum load. The creature must be in physical contact with you when you cast this spell.

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

Disguise Self

1st-level illusion

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

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

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

Disintegrate

6th-level transmutation

As you cast this spell, a thin green ray springs from your pointing finger. Where it strikes, matter falls to dust.

Effect: Choose a target within 50 feet of you. The target can be a creature, an unattended object other than a magic item, or an unattended

creation of magical force, such as the wall created by the *wall of force* spell.

If the target is a creature, it must make a Dexterity saving throw. On a failed save, the ray strikes the target. If the target has 60 hit points or fewer, it is automatically disintegrated. Otherwise, the target takes 16d6 force damage. If this damage reduces the target to 0 hit points or fewer, it is disintegrated.

A disintegrated creature and all its possessions are reduced to a pile of fine gray dust. The disintegrated creature killed can be restored to life only with a *true resurrection* or *wish* spell.

If the target is a Large or smaller object, it is automatically disintegrated. If the object is Huge or larger, this spell instead disintegrates a 10-foot-cube portion of the object.

Dispel Magic

3rd-level abjuration

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

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

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

For magical effects that are not spells, the DC needed to end the effect is 10 + the number of Hit Dice of the creature that created the effect.

Dispel Magic, Greater

6th-level abjuration

Your words and gestures cause magical effects to unravel and melt away.

Effect: Choose a creature, object, or magical effect within 100 feet of you. Any spell of 4th level or lower on the target ends. For each spell of a higher level on the target, make a check using your magic ability modifier. The DC equals 10 + the spell’s level. On a successful check, the spell ends.

For magical effects that are not spells, the DC needed to end the effect equals 10 + half the number of Hit Dice of the creature that created the effect.

Divination

4th-level divination

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

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

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

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

Ritual: You can cast this spell as a ritual. To do so, you must burn sacred herbs in a bronze brazier for 1 hour.

Divine Favor

1st-level evocation (word of power)

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

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

Divine Power

4th-level evocation (word of power)

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

Effect: You gain a +4 bonus to Strength checks. You gain the same bonus to attack rolls and damage rolls involving a weapon that uses Strength. The bonus lasts until your concentration is broken, but for no longer than 1 minute.

Dominate Person

5th-level enchantment

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

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

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

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

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

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

Earthquake

7th-level evocation

As you complete the incantation, the rock underfoot buckles and shakes, creatures tumble into fissures, and structures collapse.

Effect: Choose a point on the ground within 500 feet of you that you can see. An intense tremor rips through the ground in a 100-foot radius centered on that point and shakes creatures and structures in contact with the ground in the area. The tremor lasts until your concentration is broken, but for no longer than 1 minute.

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

When you cast the spell and at the end of each turn you spend concentrating on it, each creature on the difficult terrain must make a Dexterity saving throw. On a failed save, the creature falls prone, and if it has 50 hit points or fewer, it cannot take actions until it leaves the area or the spell ends.

This spell has additional effects depending on the terrain in the area.

Locations with Ceilings: If the spell's area touches or includes a vertical surface, such as a wall or a column, that connects to a ceiling, debris falls from the ceiling in the area. At the start of each of your turns after you cast the spell and until it ends, each creature under the ceiling, including flying creatures, must make a Dexterity saving throw. On a failed save, a creature takes 5d6 bludgeoning damage and falls prone; if the creature is already prone, it is buried in rubble (see below). On a successful save, the creature just takes half this damage.

Cliffs: If the spell's area touches or includes a vertical surface, such as a cliff, that does not have a ceiling, the surface crumbles into a landslide. The landslide pushes out from the affected surface horizontally as far as it falls vertically; for example, if the affected area of a cliff is 100 feet tall, the landslide spreads out 100 feet from the cliff's base. The landslide begins at the start of your turn after you cast the spell.

Each creature in the landslide's path must make a Dexterity saving throw. On a failed save, it takes 5d6 bludgeoning damage and falls prone; if already prone, it is buried in rubble. On a successful save, the creature just takes half this damage, and the landslide pushes it to the nearest space of the slide's leading edge.

Open Ground: Fissures open throughout the spell's area at the start of your turn after you cast the spell. Each Medium or smaller creature on the ground in the spell's area must make a Dexterity saving throw. On a failed save, the creature falls 1d10 × 10 feet into a fissure, taking falling damage as normal. The DC to climb out is the same as the spell save DC. The fissures close when the spell ends and kill any creatures still inside them.

Any pools of liquid in the area drain into the fissures at the DM's discretion.

Structures: The tremor deals 50 bludgeoning damage to any structure in contact with the ground when you cast the spell and at the start of each of your turns until the spell ends. If a structure drops to 0 hit points or fewer, it collapses. Each creature inside a collapsed structure made of wood, stone, or a similar hard material must make a Dexterity saving throw. On a failed save, the creature takes 5d6 bludgeoning damage, falls prone, and becomes buried in rubble. On a successful save, it just takes half this damage.

Buried in Rubble: A creature buried in rubble cannot move and might not be able to see or hear beyond the rubble. For each full minute the creature spends buried, it takes 2d6 bludgeoning damage. A buried creature can use its action to make a Strength check to try to dig out of the rubble. The DM sets the DC based on the material: DC 15 is appropriate for a mixture of earth and stone. The creature digs itself free after 1d6 successful checks. Other creatures can help dig, provided they know the buried creature's approximate location. Each minute per creature clearing away rubble reduces the number of checks the buried creature needs to make by one.

Feather Fall

1st-level transmutation

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

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

Effect: The falling creature's rate of descent slows to 10 feet per round. The spell ends when

the creature lands or has fallen 1,000 feet. If it lands before the spell ends, it takes no falling damage and can land on its feet.

Finger of Death

7th-level necromancy

When you cast this spell, you forge a link to the Negative Energy Plane and point your finger at a creature. Pain like liquid fire runs through its body, bringing terrible death.

Effect: Choose a living creature within 50 feet of you. If the creature has 40 hit points or fewer, it dies. Otherwise, it must make a Wisdom saving throw. The creature takes 12d8 necrotic damage on a failed save, or half as much damage on a successful one.

A creature killed by this spell rises at the start of your next turn as a zombie under your command.

Fire Storm

7th-level evocation

Sheets of roaring flame race across the area, spreading out in all directions and consuming creatures in their path. The flames respond to your commands, and you can direct them to flow around creatures you choose.

Effect: Choose a point within 100 feet of you. A 100-foot cube of flame appears centered on that point. Choose any number of creatures in the spell's area. Each target must make a Dexterity saving throw. A target takes 7d10 fire damage on a failed save, or half that much damage on a successful one.

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

Fireball

3rd-level evocation

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

Effect: Choose a point within 50 feet of you. Each creature in a 20-foot-radius cloud centered on that point must make a Dexterity saving throw. A creature takes 6d6 fire damage on a

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

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

Special: When you cast this spell using a spell slot of a level higher than 3rd, the damage increases by 1d6 for each level above 3rd.

Flame Strike

5th-level evocation

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

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

Special: When you cast this spell using a spell slot of a level higher than 5th, the fire or the radiant damage (your choice) increases by 1d6 for each level above 5th.

Flesh to Stone

6th-level transmutation

As you cast this spell, your motions become slower and slower, and a noise of crashing boulders echoes around your target. The creature stiffens and becomes as hard as stone.

Effect: Choose one living creature within 50 feet of you that you can see. If the target's body is made of flesh or similar tissue, it must make a Constitution saving throw. On a failed save, the creature is restrained. On a successful one, the creature is not affected and your action is wasted, but you retain the spell.

A creature restrained by this spell must make another Constitution saving throw at the start of your next turn. On a successful save, the creature breaks free of the spell. On a failed save, the creature turns to stone and remains that way until your concentration is broken, but for no longer than 1 minute.

A creature turned to stone by this spell is stunned and resistant to all damage. If it is physically broken or damaged while in this state, the creature has similar damage or deformities on reverting to its original state.

If you maintain your concentration on this spell for 1 minute, the creature is permanently turned to stone and dies.

Fly

3rd-level conjuration

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

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

Gate

9th-level conjuration

A shuddering pinhole appears at a point in space you choose and then rapidly yawns wide to become a portal to another plane of existence. The interdimensional connection lets you and others instantly travel from one plane to another.

Requirement: To cast this spell, you must have a large diamond worth at least 5,000 gp. Casting the spell consumes the diamond.

Effect: Choose a point within 100 feet of you. You conjure a portal linked to a precise location on a plane of existence other than the one you are on. You determine the portal's shape, size, and orientation when you cast the spell. The portal can be a circular hoop or a disk from 5 to 20 feet in diameter. You can orient the portal in any direction you choose. The portal lasts until your concentration is broken, but for no longer than 1 minute.

The portal has a front and a back on each plane where it appears; it is not visible from the back. Travel through the portal is possible only by moving through its front. Anything moving through the front of the portal is instantly shunted to the nearest unoccupied space to the portal on the other plane.

When you cast this spell, you can also speak a creature's true name you have learned. If that creature is on a plane other than the one you are on, the portal opens at the named creature's immediate vicinity and draws the creature through it to the nearest unoccupied space on

your side of the portal. Uttering a creature's true name in this way gives you no power over the creature, and it is free to act in whatever manner the Dungeon Master deems appropriate. It might leave (possibly through the same portal), attack you, or help you.

Deities and other planar rulers can usually prevent *gates* from opening in their presence or anywhere within their personal demesnes.

Guidance

Divination cantrip

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

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

Harm

6th-level necromancy

You unleash a virulent disease imbued with negative energy to run rampant in a creature's body. The sickness leaves the creature with significant injuries and an inability to withstand further wounds.

Effect: Choose a living creature within 50 feet of you. Roll 13d6.

If the target has fewer hit points than the total you rolled, its hit point maximum becomes 1 for 1 hour, and if the target has more than 1 hit point, its current hit points drop to 1.

If the target's hit points are equal to or greater than the total you rolled, it must make a Constitution saving throw. It takes necrotic damage equal to the total you rolled on a failed save, and half as much damage on a successful one. This damage cannot reduce the target hit points below 1.

Haste

3rd-level transmutation

Smoke pours from your blurring fingers as the mere act of casting this spell speeds your gestures to supernatural quickness. Your spell cracks a tiny imperfection in time's façade,

allowing the target of your spell to move slightly faster than everything around it.

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

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

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

- cast a cantrip
- make a single attack
- disengage
- hustle
- initiate a contest, such as a grapple

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

Heal

6th-level conjuration

A surge of positive energy washes away injury and sickness to restore a living creature to health and vitality.

Effect: Choose a living creature within 50 feet of you. The creature regains 50 hit points. This spell also ends blindness, deafness, and any diseases affecting the target.

Heal, Mass

9th-level conjuration

A flood of healing energy flows from you and into injured creatures around you to restore health to those who need it most.

Effect: You restore up to 500 hit points divided as you choose among any number of living creatures within 20 feet of you.

Hold Monster

5th-level enchantment

This spell is of the same lineage as *hold person*. However, mastering *hold monster* requires much

greater control and knowledge than the lesser spell because it can affect all living creatures, not just people.

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

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

Hold Person

2nd-level enchantment

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

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

Holy Aura

8th-level abjuration

Divine radiance shines around you and creatures you choose, a sign of your god's favor and protection. The aura dims to a soft, persistent glow that shields you all from evil. Should an evil creature strike you or your companions, the light flares with sudden, blinding intensity.

Requirement: To cast this spell, you must have a tiny reliquary worth at least 1,000 gp that contains a sacred relic, such as a scrap of cloth from a saint's robe or a piece of parchment from a holy text.

Effect: You and up to eight willing creatures within 20 feet of you each emit dim light in a 5-foot radius. This light lasts until your

concentration is broken, but for no longer than 1 minute.

A creature under this spell's protection has advantage on all saving throws, and other creatures have disadvantage on attack rolls against it. In addition, when a fiend or an undead creature hits a protected creature with a melee attack, the attacker must succeed on a Constitution saving throw to avoid being blinded until the spell ends.

Holy Word

7th-level evocation (word of power)

Legend holds the gods formed the world and the creatures living in it by speaking words of creation. This spell gives you the means to speak a divine word aloud, the sound of which drives off otherworldly creatures and overpowers your enemies.

Effect: Each celestial, elemental, and fiend you choose within 20 feet of you and that can hear you must make a Charisma saving throw. On a failed save, the creature is forced back to its plane of origin and cannot return to your current plane for 24 hours by any means short of a *wish* spell.

In addition, choose any number of creatures that can hear you and are within 20 feet of you. Each one must make a Charisma saving throw. On a failed save, the creature suffers an effect based on its current hit point total:

- 50 hit points or fewer—deafened for 1 minute
- 40 hit points or fewer—deafened and blinded for 10 minutes
- 30 hit points or fewer—blinded, deafened, and stunned for 1 hour
- 20 hit points or fewer—death

Ice Storm

4th-level evocation

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

Effect: Each creature in a 20-foot-radius, 40-foot-high cylinder centered on a point within 50 feet of you must make a Dexterity saving throw. A creature takes 2d8 bludgeoning damage and 4d6 cold damage on a failed save, and half as much damage on a successful one.

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

Special: When you cast this spell using a spell slot of a level higher than 4th, the bludgeoning damage increases by 1d8 for each level above 4th.

Identify

1st-level divination

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

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

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

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

Ritual: You can cast this spell as a ritual by spending at least 10 minutes intoning hierarchal questions to spirits of knowledge and lore, and scribing marks upon the object to be identified with special chalks.

Inflict Critical Wounds

4th-level necromancy

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

Effect: Make a magic attack to touch a living creature of your choice. The target takes 7d8 necrotic damage on a hit, and half as much damage on a miss.

If you target an undead creature, it instead regains 4d8 + 8 hit points.

Inflict Light Wounds

1st-level necromancy

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

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

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

Inflict Moderate Wounds

2nd-level necromancy

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

Effect: Make a magic attack to touch a living creature of your choice. The target takes 4d8 necrotic damage on a hit, and half as much damage on a miss.

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

Inflict Serious Wounds

3rd-level necromancy

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

Effect: Make a magic attack to touch a living creature of your choice. The target takes 6d8 necrotic damage on a hit, and half as much damage on a miss.

If you target an undead creature, it instead regains 3d8 + 8 hit points.

Invisibility

2nd-level illusion

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

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

Invisibility, Mass

7th-level illusion

You weave a potent illusion to make several creatures you choose disappear from view. The illusion is fragile, however. Should even one affected creature take a hostile action, the spell's power fails. Furthermore, if any member of the group strays too far from the others, that creature is no longer invisible.

Effect: Choose one creature within 100 feet of you. That creature and any creatures you choose within 20 feet of it become invisible. The creatures remain invisible until your concentration is broken, but for no longer than 10 minutes.

If any creature affected by this spell attacks or casts a spell that affects a creature other than itself, the effect immediately ends for all creatures affected by the spell. Furthermore, the spell ends for any affected creature that starts its turn more than 30 feet from any other creature affected by this spell.

Knock

2nd-level transmutation

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

Effect: Choose an object within 50 feet of you. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access. In conjunction with a knocking sound audible within 300 feet of the object, the object is unlocked, unstuck, or unbarred if the DC required to open it is 20 or less. If the object has multiple locks, only one of them is unlocked.

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

Ritual: You can cast this spell as a ritual by spending at least 1 minute scribing runes of opening upon the object with special ink. When

you use *knock* as a ritual, you can open an object that requires a DC 15 or lower check to open, rather than DC 20.

Lance of Faith

Evocation cantrip

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

Effect: Make a magic attack against one creature within 50 feet of you. On a hit, the target takes 2d6 radiant damage.

Special: If your caster level is 7th or higher, the damage is 4d6. If your caster level is 11th or higher, the damage is 6d6. If your caster level is 16th or higher, the damage is 8d6.

Lesser Restoration

2nd-level conjuration

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

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

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

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

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

Levitate

2nd-level transmutation

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

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

Each round as an action, or in place of your movement if you are the spell's target, you can

change the target's altitude, moving it up to 20 feet up or down.

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

Light

Evocation cantrip

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

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

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

Lightning Bolt

3rd-level evocation

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

Effect: A line of lightning 120 feet long and 5 feet wide emanates from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 6d6 lightning damage on a failed save, and half as much damage on a successful one.

The lightning ignites unattended flammable objects and damages objects in the line.

Special: When you cast this spell using a spell slot of a level higher than 3rd, the damage increases by 1d6 for each level above 3rd.

Mage Armor

Abjuration cantrip

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

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

Mage Hand

Conjuration cantrip

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

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

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

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

Magic Missile

1st-level evocation

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

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

Effect: You create two darts of magical force. For each dart, choose a creature within 100 feet of you. The target takes 1d4 + 2 force damage.

Special: When you cast this spell using a spell slot of a level higher than 1st, the spell creates two more darts for each level above 1st.

Melf's Acid Arrow

2nd-level evocation

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

Effect: Make a magic attack against one creature within 100 feet of you. On a hit, the target takes 3d8 acid damage now and 1d8 acid damage at the end of its next turn. On a miss, it takes 2d8 acid damage.

Special: When you cast this spell using a spell slot of a level higher than 2nd, the initial damage and the damage on a miss both increase by 1d8 for each level above 2nd.

Meteor Swarm

9th-level evocation

As you finish casting this spell, blazing balls of fire hurtle across the sky. They strike the ground, like spears from heaven, with a deafening roar that fades to distant thunder.

Effect: Choose four points you can see within 1 mile of you. Each creature in a 40-foot-radius cloud centered on each point you chose must make a Dexterity saving throw. A creature takes 6d6 fire damage and 6d6 bludgeoning damage on a failed save, and half as much damage on a successful one.

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

Minor Illusion

Illusion cantrip

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

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

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

Ghost Sound: You create a sound that originates from a point of your choice within

range. The sound can have a volume that ranges from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues throughout the duration, or you can make discrete sounds at different points before the spell ends.

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

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

Mirror Image

2nd-level illusion

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

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

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

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

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

Move Earth

6th-level transmutation

Upon completing the incantation, you cause wavelike crests and troughs to appear and creep across the ground. Trees, structures, rock formations, and other surface features are mostly unaffected, except for changes in elevation and relative topography.

Effect: You can move earth to reshape the terrain until your concentration is broken, but for no longer than 2 hours.

When you cast this spell and again for every 10 minutes you spend concentrating on it, choose an area of terrain no larger than a 40-foot-by-40-foot square within 100 feet of you. You can reshape earth, sand, or clay in the area in any manner you choose. You can increase or decrease the area's elevation, create or fill in a trench, raise or lower a wall, or even form a pillar. Such changes cannot exceed half the area's largest dimension. So, if you affect a 40-foot square, you can create a pillar up to 20 feet high, raise or lower the square's elevation by up to 20 feet, dig a trench up to 20 feet deep, and so on.

You can choose the same area of terrain multiple times to make more drastic changes.

The terrain's transformation occurs slowly. Creatures in the area cannot usually be trapped or injured by the ground's movement.

This spell cannot directly affect natural stone or stone construction. Rocks and structures shift to accommodate the new terrain. If the way you shape the terrain would make a structure unstable, it might collapse at the DM's discretion.

Similarly, this spell does not directly affect plant growth. The moved earth carries any plants along with it.

Ritual: You can cast this spell as a ritual by spending 1 hour preparing special material components that include a small bag of mixed soil infused with special minerals and an expertly crafted iron blade.

Otto's Irresistible Dance

8th-level enchantment

The archmage Otto was a member of the Circle of Eight, a lover of fine food and music, and if his

eponymous *irresistible dance* spell is any indication, something of practical joker.

When you cast this spell, your hand motions mimic that of a cavorting fool as you command a creature to begin a comic dance: shuffling, foot tapping, and capering.

Effect: Choose one living creature within 20 feet of you that you can see. The target must make a Wisdom saving throw. On a successful save, the creature is not affected and your action is wasted, but you retain the spell. On a failed save, the target must dance in place until your concentration is broken, but for no longer than 1 minute.

A dancing creature must use all its movement to dance in place (remaining in the same space) and has disadvantage on all saving throws; all creatures attacking the dancer have advantage on their attack rolls. The only action the dancing creature can take is to make a Wisdom check against the spell's save DC to regain control of itself. On a successful check, the spell ends.

Special: If you know and use the target's true name when you cast this spell, the enchantment instead lasts for 10 days, or until you release the creature as an action or it dies of exhaustion.

Using True Names

Any time you use a spell that requires a creature's true name, that name evolves to something new afterward, rendering your knowledge of the creature's previous true name inaccurate.

Passwall

5th-level transmutation

With a word and a gesture, you open a space in a wall to grant you passage.

Effect: Choose a point on a wooden, plaster, or stone surface (such as a wall, a ceiling, or a floor) within 30 feet of you. A passage appears at that point. You choose the opening's dimensions: up to 5 feet wide, 8 feet tall, and 20 feet deep. The opening lasts for 1 hour. It magically creates no instability in a structure surrounding it.

When the opening disappears, any creatures or objects still in the passage are safely ejected to an unoccupied space nearest to the surface on which you cast the spell.

Special: Casting this spell multiple times lets you create a deeper passage.

Phantasmal Force

2nd-level illusion

The magic of illusion, fear, and mental manipulation come together to create a phantasm: an illusion so powerful that it takes root in its victim's mind.

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

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

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

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

If the phantasm is an illusory creature, it can attack the chosen creature each round on your turn if you so choose. It automatically deals 1d6 psychic damage.

Planar Ally

6th-level conjuration

You beseech your deity or planar patron to send an ally to aid you in your endeavors. When the potential ally appears, light, music, smoke, and other phenomena might accompany it as appropriate for its kind. The spell's power only calls the otherworldly creature; you must offer suitable payment in exchange for its aid.

Requirement: Before casting this spell, you must spend 10 minutes assembling appropriate offerings and making prayers to a planar power.

Effect: Choose an otherworldly entity known to you, such as a god, an archfey, a primordial, or some other being of cosmic power. That entity causes a celestial, an elemental, or a fiend loyal to it to appear in an unoccupied space within 50 feet of you. If you know a creature's true name, you can instead speak it when you cast this spell to call that specific creature. In that case, the creature can be of any type.

When the creature appears, it acts normally. You may ask the creature to perform a service in exchange for payment. The requested task could range from the simple (fly us across the chasm, help us fight a battle) to the complex (spy on our enemies, protect us during our foray into the dungeon). You must be able to communicate with the creature to bargain for its services. The bargaining takes at least 1 minute.

Payment can take a variety of forms. A celestial might require a sizable donation of gold or magic items to an allied temple, while a fiend might demand a living sacrifice or a direct gift of treasure. Some creatures might exchange their service for a favor from you.

After the creature completes the task, or when the duration of service expires, the creature returns to its home plane after reporting back to you, if appropriate to the task and if possible.

Some general guidelines about payments for tasks follow. The DM can adjust these payments based on the circumstances under which you cast the spell. If the task is strongly aligned with the creature's ethos, the payment might be halved or even waived.

- 100 gp per minute for a task taking up to 10 minutes
- 1,000 gp per hour for a task taking up to 1 day
- 10,000 gp per day for a long-term task, taking up to 10 days

Nonhazardous tasks typically require only half the suggested payment, while especially dangerous tasks may require a greater gift. Creatures rarely accept tasks that seem suicidal.

A creature enlisted to join your group counts as a full member of your adventuring party,

receiving a full share of the experience points awarded.

Ritual: You may cast this spell as a ritual. To do so, you must spend at least 1 hour inscribing a hermetic circle using materials the creature might favor: powdered silver for celestials, powdered gemstones for earth elementals, blood and burning dung for fiends, and so on.

Plane Shift

7th-level conjuration

Infusing a tuning fork with magic and striking it to create a tone keyed to a particular plane, you create instantaneous passage from one plane of existence to another. You can use this spell to transport yourself and willing companions, or banish a creature you touch. The spell can bridge any distance, allowing travel even to an entirely different reality.

Requirement: To cast this spell, you must have a small, forked metal rod worth at least 250 gp, inscribed with a sigil sequence attuned to a permanent teleportation circle on any plane of existence, an alternate dimension, or a different reality. Rods keyed to certain planes or dimensions might be difficult to come by, as the Dungeon Master decides.

Effect: You and up to eight willing creatures who link hands in a circle are instantly shunted to an unoccupied space within the teleportation circle whose forked rod you used when you cast this spell. If the space is too small to hold all the creatures you transported, they appear in the closest unoccupied spaces next to the circle.

You can use this spell to banish an unwilling creature to another plane. Choose a creature you can touch. That creature must make a Dexterity saving throw. On a failed saving throw, you touch the creature, which must then make a Charisma saving throw. If the creature fails this save, it is immediately shunted to an unoccupied space within the permanent circle whose forked rod you used when you cast this spell. A creature so transported must find its own way back to your current plane of existence.

Polymorph

4th-level transmutation

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

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

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

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

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

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

Power Word Kill

9th-level enchantment

You speak aloud a single-syllable word of power that can compel a creature to die instantly.

Effect: Choose one creature within 50 feet of you that can hear you. If the creature has 50 hit points or fewer, it dies.

Special: If you know and speak the creature's true name as part of the spell's casting, that creature dies if it has 100 hit points or fewer.

Prayer

3rd-level conjuration (word of power)

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

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

Prestidigitation

Transmutation cantrip

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

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

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

- You color, clean, or soil an item no larger than a cubic foot for up to 1 hour.
- You chill, warm, or flavor up to 1 pound of nonliving material for up to 1 hour.
- You create an instantaneous sensory effect that is harmless, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantly light or snuff out a candle, a torch, or a small campfire.
- You make a small mark or symbol appear on an object or a surface for up to 1 hour.
- You produce out of nothingness a small trinket or illusory image that lasts until the end of your next turn.
- You make a small handheld item invisible until the end of your next turn.

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

Prismatic Spray

7th-level evocation

When you cast this spell, you tear a hole in reality's weave and direct the resulting spray of wild energy at foes. With a final slashing motion, you release a blast of warring colors that burn, freeze, or otherwise harm creatures caught within.

Effect: Each creature in a 15-foot cone originating from you must make a Dexterity saving throw. For each target, roll a d8 to determine which color affects it.

1. *Red:* The target takes 10d6 fire damage on a failed save, or half that much damage on a successful one.

2. *Orange:* The target takes 10d6 acid damage on a failed save, or half that much damage on a successful one.

3. *Yellow:* The target takes 10d6 lightning damage on a failed save, or half that much damage on a successful one.

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

5. *Blue:* The target takes 10d6 cold damage on a failed save, or half that much damage on a successful save.

6. *Indigo:* On a failed save, the target is restrained. At the start of your next turn, the target must make a Constitution saving throw. If it fails that save, the creature turns to stone. A creature turned to stone by this spell is stunned and gains resistance to all damage. If it is physically broken or damaged while in this state, the creature has similar damage or deformities on reverting to its original state.

7. *Violet:* On a failed save, the target is blinded. At the start of your next turn, the target must make a Wisdom saving throw; a successful save ends the blindness. If it fails that save, the creature is instantly transported to another plane of the DM's choosing.

8. *White:* On a failed save, the target is blinded for 1 minute. Additionally, roll the d8 again until you get a result other than 8, and apply that effect to the target as well.

Protection from Evil

1st-level abjuration

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

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

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

Raise Dead

5th-level conjuration

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

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

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

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

This spell closes all mortal wounds, but it does not restore missing body parts. If the creature is missing body parts or organs integral for its survival—its head, for instance—the spell automatically fails.

Coming back from the dead is an ordeal. The target takes a –4 penalty to all attack rolls, saving throws, and checks. At the end of each long rest, the penalty is reduced by 1 until it reaches 0, at which point the penalty ends.

Ray of Frost

Evocation cantrip

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

Effect: Make a magic attack against one creature within 100 feet of you. On a hit, the target takes 1d10 cold damage, and its speed is reduced by 10 feet until the end of your next turn.

Special: If your caster level is 7th or higher, the damage is 2d10. If your caster level is 11th or higher, the damage is 3d10. If your caster level is 16th or higher, the damage is 4d10.

Read Magic

Divination cantrip

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

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

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

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

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

Regenerate

7th-level transmutation

Your magic stimulates a creature's natural healing ability so that wounds close, broken bones knit, and severed extremities regrow.

Requirement: Before you cast this spell, you must spend 1 minute in prayer or meditation over the spell's target.

Effect: You touch a creature. The target regains 4d8 + 15 hit points. The spell restores any missing body parts after 2 minutes. If you have the severed extremity and hold it to the stump, the spell causes the limb to immediately knit to the stump.

After each full minute for the next hour after you cast this spell, the target regains 1 hit point.

Ritual: You can cast this spell as a ritual. You must spend at least 1 hour boiling the heart of a troll in the bile of a purple worm. The target must then eat the heart.

Remove Curse

3rd-level abjuration

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

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

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

Resistance

Abjuration cantrip

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

Effect: You touch one creature. Until the start of your next turn, that creature gains a +1 bonus to all saving throws.

Restoration, Greater

7th-level conjuration

You imbue a creature you touch with positive energy to restore it to its normal state. Any effect that would warp its mind or body, or diminish its abilities, ends.

Requirement: Casting this spell requires diamond dust worth at least 100 gp, which is consumed in the casting.

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

Break Enchantment: You end one charm effect on the target.

Lift Curse: You end one curse on the target. This benefit also breaks attunement to one cursed item.

Restore Ability: You restore any of the target's reduced ability scores to their normal values.

Restore Maximum Hit Points: You end any effect that would reduce the target's hit point maximum.

Stone to Flesh: You restore a creature turned to stone or some other inorganic material back to its original form.

Lesser Restoration: Choose and apply one effect of the *lesser restoration* spell to the target.

Ritual: You can cast this spell as a ritual. You must spend 1 hour preparing a special ointment made from diamond dust and mystic herbs. When you finish, you must paint the target's body with the ointment until the substance covers the creature completely.

Resurrection

7th-level conjuration

You channel positive energy into the deceased to restore it to life. The creature shudders, gasps for air, and rises, shaking off all effects of being dead.

Requirement: Before you cast this spell, you must spend 1 hour in prayer or meditation over a specially prepared corpse. At the end of this time, as part of your action to cast the spell, you place a diamond worth no less than 1,000 gp on the dead creature's body. The spell consumes the gemstone when it takes effect.

Effect: You touch a dead creature, which must have died sometime within the last 100 years, did not die as a result of old age, and is not undead. If its soul is free and willing, the target returns to life with all of its hit points.

This spell neutralizes any poisons and cures normal diseases afflicting the creature when it died. It does not, however, remove magical diseases, curses, and the like; if such effects are

not removed prior to casting the spell, they afflict the target on its return to life.

This spell closes all mortal wounds and restores any missing body parts.

Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and checks. At the end of each long rest, the penalty is reduced by 1 until it reaches 0, at which point it ends.

Special: Casting this spell to restore life to a creature dead for one year or longer taxes you greatly. Until you complete a long rest, you cannot cast spells again, and you make all attacks, checks, and saving throws with disadvantage.

Rope Trick

2nd-level transmutation

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

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

Effect: You create an invisible entrance within 50 feet of you that leads to an extradimensional space. The entrance lasts for 1 hour. The entrance is marked by a rope that dangles beneath it, which seems to be fixed in empty air. The extradimensional space can be reached by creatures that climb up the rope all the way to the top, at which point they enter the space. The space holds as many as eight Medium or smaller creatures. A creature in the space can pull the rope up into the space, making the rope disappear.

Creatures in the extradimensional space are on another plane. Attacks and spells cannot cross through the entrance into the space, but those in the space can see out of it as if through a 3-foot-by-5-foot window centered on the rope.

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

Sanctuary

1st-level abjuration (word of power)

Clerics sometimes cast *sanctuary* on themselves to move to injured allies or to cast more challenging spells without the risk of

interference from their opponents. The spell is also useful for keeping an important individual safe while a battle rages.

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

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

Scorching Ray

2nd-level evocation

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

Effect: You create rays that deal a total of 15 fire damage. Choose up to five creatures within 100 feet of you and divide this automatic damage among them as you wish.

Special: When you cast this spell using a spell slot of a level higher than 2nd, the damage increases by 5 for each level above 2nd.

Shield

1st-level conjuration

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

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

Shield of Faith

1st-level abjuration (word of power)

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

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

Shocking Grasp

Evocation cantrip

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

Effect: Make a magic attack to touch a creature of your choice. On a hit, the target takes 1d10 lightning damage and can't take reactions until its next turn.

Special: If your caster level is 7th or higher, the damage is 2d10. If your caster level is 11th or higher, the damage is 3d10. If your caster level is 16th or higher, the damage is 4d10.

Silence

2nd-level illusion

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

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

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

Ritual: You can cast this spell as a ritual by spending at least 10 minutes inscribing a ritual circle filled with magical runes and using special material components, including the dust of ground-up pearls.

Sleep

1st-level enchantment

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

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

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious for 1 minute or until it

takes damage or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be no more than the remaining total for that creature to be affected.

Special: When you cast this spell using a spell slot of a level higher than 1st, roll an additional d8 for each level above 1st to determine which creatures fall asleep.

Sound Burst

2nd-level evocation

You blast an area with a tremendous cacophony, potentially deafening creatures in the area.

Effect: Choose a point within 50 feet of you. Each creature in a 10-foot-radius cloud centered on that point must make a Constitution saving throw. A creature takes 4d6 thunder damage on a failed save, and half as much damage on a successful one. A creature that fails this save is also deafened for 1 minute.

Special: When you cast this spell using a spell slot of a level higher than 2nd, the damage increases by 1d6 for each level above 2nd.

Speak with Dead

3rd-level necromancy

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

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

Effect: You touch a creature's corpse. For 10 minutes, you can ask the corpse up to five questions. The corpse knows only what it knew in life. Answers are usually brief, cryptic, or repetitive. This spell does not return the creature's soul to its body—only its animating spirit. Thus, the corpse cannot learn new information, does not comprehend anything that has happened since it died, including questions put to it by this spell, nor can it speculate about future events.

Ritual: You can cast this spell as a ritual if you spend 10 minutes preparing the corpse to receive the spirit, a process involving intoning ritual phrases, burning incense, and the painting of sigils with magical oils on the body.

Spider Climb

2nd-level transmutation

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

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

Spiritual Weapon

2nd-level evocation

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

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

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

Special: When you cast this spell using a spell slot of a level higher than 2nd, the damage increases by 1 for each level above 2nd.

Stinking Cloud

3rd-level conjuration

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

Effect: You create a 20-foot-radius cloud of poisonous gas centered on a point you can see within 100 feet of you. The cloud's area is lightly obscured, and it lasts until your concentration is broken, but for no longer than 10 minutes.

When the cloud appears, each living creature in it must make a Constitution saving throw. A creature takes 5d6 poison damage on a failed save, and half as much damage on a successful one. Any living creature that enters the cloud or ends its turn there must also make this saving throw (no more than once per turn).

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

Special: When you cast this spell using a spell slot of a level higher than 3rd, the damage increases by 1d6 for each level above 3rd.

Stoneskin

4th-level abjuration

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

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

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

Suggestion, Mass

6th-level enchantment

The magic suffusing your words makes your suggestion sound like the most reasonable thing in the world. You can use this spell to convince suspicious guards to let you pass without question, cause enemies to believe they are choking, or otherwise influence creatures.

Effect: Choose up to six creatures within 30 feet of you that can hear and understand you.

Each target must make a Wisdom saving throw. If it fails, it becomes charmed by you until you attack it, or until your concentration is broken, but for no longer than 1 minute.

You can use your action to suggest a course of action to creatures charmed by this spell provided they can hear and understand you. Each time you do so, a creature charmed by this spell must make a Wisdom saving throw. On a failed save, you decide what action the creature will take and how it will move, and, on its next turn, it does as you suggested.

Any suggested course of activity that is obviously suicidal causes the spell to end for each creature affected by this spell.

Sunbeam

6th-level evocation

A mote of brilliant light appears in the palm of your hand and looses a dazzling beam of pure sunlight. For as long as the light shines, you can fire beams from your hand to blind and incinerate creatures you strike.

Effect: You create bright light in a 30-foot-radius and dim light in a 60-foot radius centered on your hand. This light is sunlight. The light lasts until your concentration is broken, but for no longer than 1 minute.

When you cast the spell, and as your action on each turn until the spell ends, you create a 5-foot-wide, 60-foot long line of radiance. Each creature in the line must make a Constitution saving throw. A creature takes 8d6 radiant damage and becomes blinded for 1 minute on a failed save, or takes just half as much damage with a successful one.

Undead, oozes, fungi, and molds always fail this saving throw.

Sunburst

8th-level evocation

At your command, brilliant, blinding light bursts from a point you choose, washing the area with its purifying rays. The light's sudden appearance and great intensity incinerate creatures in its presence and blind any survivors.

Effect: Choose a point within 100 feet of you. Sunlight flashes in a 40-foot-radius cloud centered on that point. Each creature in the

cloud must make a Constitution saving throw. A creature takes 12d6 radiant damage and becomes blinded for 1 minute on a failed save, or takes just half as much damage on a successful one.

Undead, oozes, fungi, and mold always fail this saving throw.

This spell ends darkness created by spells of 9th level or lower.

Telekinesis

5th-level transmutation

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

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

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

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

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

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

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

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

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

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

Teleport

5th-level conjuration

Most major temples, important wizards' guilds, and large cities have permanent teleportation circles, each with a unique set of magic sigils etched or inlaid into the ground. This spell transports you and your companions to a permanent teleportation circle on the same plane. You must know the circle's exact sequence of sigils.

Effect: You touch up to five willing creatures. You and each creature you touched are instantly shunted to an unoccupied space within the permanent circle whose sequence you chose when you cast this spell. The circle must be on the same plane where you cast the spell. If the space is too small to hold all the creatures you teleported, they appear in the closest unoccupied spaces next to the circle.

Ritual: You may cast this spell as a ritual. You must spend 1 hour inscribing a circle. The required components include minerals native to the plane, such as amethyst, diamond, quartz, and so on. Upon completion of the ritual, the physical representation of the circle flares and burns away to ash.

You can create a new permanent circle that you can use as an endpoint for other *teleport* spells by casting this spell as a ritual every day for one year in the same location. You need not use the circle to teleport when you cast the spell in this way.

Special: When you learn this spell, you also learn two sigil sequences chosen by the Dungeon Master. You can commit a new sigil sequence to memory after studying it for about a minute.

Teleport, Greater

7th-level conjuration

Permanent teleportation circles are safe end points for *teleport* spells. However, those who master and cast *greater teleport* fling caution to the wind and attempt to teleport to any location.

As you cast this spell, you envision the location where you want to appear, attempting to imagine it clearly in your mind. When you finish the spell, the air around you seems to take fire as you and your chosen companions are instantly whisked elsewhere.

Effect: You touch up to five willing creatures. You and each creature you touched are instantly shunted from your current location to a destination that is known to you and is on the same plane as you. Your familiarity with the destination determines whether you arrive there successfully. Roll d% and consult the table.

On Familiarity	Off Target	Similar Target Area	Mishap
Permanent circle	100	—	—
Very familiar	01–96	97–99 100	—
Studied carefully	01–76	77–87 88–95	96–100
Seen casually	01–46	47–56 57–66	67–100
Viewed once, or description	01–26	27–46 47–56	57–100
False destination	(1d20+80)	—	81–92 93–100
Associated object	100	—	—

Familiarity: “Permanent circle” means a permanent teleportation circle whose sigil sequence you know. “Very familiar” is a place you have been very often and where you feel at home. “Studied carefully” is a location you know well, because you have been there often or you have used other means to study the place. “Seen casually” is someplace you have seen more than once but with which you are not very familiar. “Viewed once” is a place you have seen once, possibly using magic. “Description” is a place whose location and appearance you know through someone else’s description, perhaps from a map.

“False destination” is a place that doesn’t exist. Perhaps you tried to scry an enemy’s sanctum

but instead viewed an illusion, or you are attempting to teleport to a familiar location that no longer exists. When traveling to a false destination, roll 1d20 + 80 rather than d%, since there is no real destination for you to arrive at or be off target from.

“Associated object” means that you possess an object taken from the desired destination within the last six months, such as a book from a wizard’s library, a sheet from a royal suite, a chunk of marble from a lich’s secret tomb, or some other object linked to the location.

On Target: You appear where you want to.

Off Target: You appear safely a random distance away from the destination in a random direction. Distance off target is d% of the distance that was to be traveled. The DM determines the direction off target randomly by rolling a d8. On a 1, north; 2, northeast; 3, east; 4, southeast; 5, south; 6, southwest; 7, west; 8, northwest.

Similar Area: You wind up in an area that’s visually or thematically similar to the target area. Generally, you appear in the closest similar place, but since the spell has no range limit, you could conceivably wind up anywhere on the plane.

Mishap: You and anyone else teleporting with you are assaulted by the spell’s magic. You each take 1d10 force damage, and you reroll on the table to see where you wind up. For these rerolls, roll 1d20 + 80 instead of d%. Each time this result comes up, you take another 1d10 force damage and reroll.

Ritual: You may cast this spell as a ritual. You must spend 8 hours inscribing a circle on the ground. The required components include minerals native to the plane, such as amethyst, diamond, quartz, and so on. Upon completion of the ritual, the physical representation of the circle flares and burns away to ash.

Thunderwave

1st-level evocation

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

Thunderwave is a popular spell among battle wizards. In the crush and grind of melee, it is a

key weapon in breaking enemy lines and turning a tightly fought battle into a rout.

Effect: Each creature in a 15-foot cone originating from you must make a Dexterity saving throw. If a creature fails, it takes 2d8 thunder damage and is pushed 15 feet away from you. If it succeeds, it takes half as much damage and is not pushed.

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

Special: When you cast this spell using a spell slot of a level higher than 1st, the damage increases by 1d8 and the distance of the push increases by 5 feet for each level above 1st.

Time Stop

9th-level transmutation

White-hot sparks spray from your blurring fingers, eroding the fabric of space and time. While the spell persists, you can take several actions as, all around you, everything else stands frozen in time.

Effect: You stop time for yourself for up to 10 rounds, during which you can act and move as normal. This spell ends immediately if you take any action during those rounds that affects a creature other than yourself (this includes casting spells that summon other creatures) or that affects an attended object other than your own equipment, if your concentration is broken, or if you move more than 1,000 feet from where you first cast this spell.

Trap the Soul

8th-level conjuration

You ensnare a creature's essence and trap it inside a gem.

Requirement: To cast this spell, you must have a gemstone worth at least 1,000 gp for each Hit Die of the creature you would trap. If the gemstone is not valuable enough, it shatters when you cast the spell.

Effect: Choose a creature within 50 feet of you. The target must make a Wisdom saving throw. On a failed save, you force the target's soul into the gemstone. While its soul is so trapped, the

target's body and all the equipment it is carrying cease to exist.

The gem holds the target indefinitely or until the gem is broken, at which point the target's body re-forms in an unoccupied space nearest to the gem exactly as it was when this spell was cast on it.

You, and you alone, can communicate telepathically with the trapped soul. Other creatures inspecting the gemstone see a tiny figure inside it.

Special: If you speak the target's true name when you cast the spell, the target has disadvantage on the saving throw.

True Resurrection

9th-level conjuration

You beseech the powers of the cosmos to intercede on behalf of a creature you believe to have been wrongly slain, restoring life to the dead creature.

Requirement: Before you cast this spell, you must first cast the *commune* spell and explain to the being contacted why the dead creature should be restored to life. You then make an offering of treasure—usually diamonds—worth at least 25,000 gp, which is consumed when you cast this spell.

Effect: You speak the name of a creature that has been dead for no longer than 200 years and that died for any reason except old age. If the creature's soul is free and willing, the creature is restored to life with maximum hit points. This spell closes all wounds, neutralizes any poison, cures all diseases, and lifts any curses affecting the creature when it died. It replaces damaged or missing organs and limbs and can even provide a new body if the original no longer exists (in which case the creature appears in an unoccupied space you choose within 30 feet of you).

True Seeing

5th-level divination

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

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

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

Wall of Fire

4th-level evocation

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

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

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

One side of the wall, selected by you when you cast this spell, deals 3d8 fire damage to each creature within 10 feet of that side. The wall deals this damage when it appears, when a creature passes through the wall (no more than once per turn), and when a creature ends its turn inside the wall or within 10 feet of the wall's damaging side. The other side of the wall deals no damage.

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

Special: When you cast this spell using a spell slot of a level higher than 4th, the damage increases by 1d8 for each level above 4th.

Water Breathing

3rd-level transmutation

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

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

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

Web

2nd-level conjuration

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

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

If the webs are not anchored between two solid masses or layered across a floor, wall, or ceiling, the conjured web collapses on itself and disappears at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet.

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

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

The webs lightly obscure any creature caught in them.

The webs' strands are flammable. Once lit, webs burn away at the rate of one 5-foot cube

per round. Any creature that starts its turn in the burning webs takes 2d4 fire damage.

Wish

9th-level conjuration

Your arcane knowledge has advanced so much that you're able to glimpse the foundations of reality itself. You've come to understand that every spell evokes just a minuscule fraction of that ultimate formula.

Wish is the mightiest spell a mortal creature can cast. By simply speaking aloud, you can alter reality in accord with your desires.

Effect: The simplest use of this spell is to duplicate any other spell of 8th level or lower. You do not need to meet that spell's requirements. The spell simply takes effect.

Alternatively, you can achieve any one of the following effects.

- Create one object of up to 25,000 gp in value that is not a magic item.
- Create one common, uncommon, or rare magic item.
- Allow up to twenty creatures to regain all hit points and end all effects on them described in the *greater restoration* spell.
- Grant up to ten creatures immunity to a damage type, magical effect, or other effect for 8 hours. For instance, you could make yourself and all your companions immune to a lich's life drain attack.
- Undo a single recent event by forcing a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a *wish* could undo an opponent's successful save, a foe's successful critical hit, a friend's failed save, and so on. You must accept the result of the reroll, even if it is worse than the original roll.

At the DM's discretion, you might be able wish for something beyond the scope of the above examples. State your wish as precisely as possible. Your DM has a lot of room for discretion in ruling what occurs in such an instance; the greater the wish, the greater the likelihood that something goes wrong. The *wish*

simply fails, the effect you desire is only partly achieved, or you suffer some unforeseen consequence as a result of a poorly worded instruction. For example, wishing that a villain were dead might propel you forward in time to a period when that villain is no longer alive, effectively removing you from the game. Similarly, wishing for a legendary magic item or artifact might instantly transport you to the presence of the item's current owner.

Special: The stress of casting this spell to produce any effect other than duplicating another spell weakens you. Until the end of your next long rest, you lose the ability to cast spells. In addition, your Strength drops to 3, if it is not 3 or lower already, for a period of 2d4 days. For each day you spend resting and doing nothing more than light activity, you reduce this recovery time by two days.

Zone of Truth

2nd-level enchantment

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

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

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