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Spell Descriptions

The spells are presented in alphabetical order.

Aid

3rd-level enchantment

The gods answer your call for aid with a newfound boldness to stand fast in the face of danger.

Effect: Choose up to three creatures within 10 feet of you, and roll a d8. For the next minute, the first time each of those creatures takes damage, reduce the damage by the amount you rolled.

Alarm

1st-level abjuration

Warding an area with an *alarm* spell gives you a mental or audible warning when an intruder draws near.

Requirement: You must cast the spell using a small silver bell as a focus, worth no less than 1 gp.

Effect: You ward an area no larger than a 20-foot-radius sphere centered on yourself. The spell alerts you with an audible or mental alarm of your choice when a creature enters the area, but only if that creature is at least Tiny and is not ethereal. You can also choose a password that, when spoken aloud, lets a creature enter the area without triggering the spell. The area remains warded for 8 hours.

If you chose a mental alarm, you experience a mental alert that immediately wakes you from nonmagical sleep. If you chose an audible alarm, the spell sounds a loud ringing that lasts for 1 round and automatically wakes any creatures sleeping nonmagically within 60 feet of the warded area's center.

Ritual: You can cast this spell as a ritual by spending at least 10 minutes preparing additional material components that include chalk, extra bells, and a silver cord, all worth no less than 25 gp.

Arc Lightning

2nd-level evocation

Crimson lightning leaps from your outstretched hand to strike a target, and then arcs toward a second target.

Effect: Choose a creature within 100 feet of you. That creature makes a Dexterity saving throw. It

takes 5d6 lightning damage on a failed save, and half as much damage on a successful one.

Then choose a creature within 20 feet of the first creature. The second creature makes a Dexterity saving throw. It takes 2d6 lightning damage on a failed save, and no damage on a successful one. If there is no creature within 20 feet of the first creature, the lightning harmlessly strikes the ground.

Augury

2nd-level divination

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

Requirement: You must have marked sticks, bones, or similar tokens worth at least 25 gp to cast this spell. You then throw them and spend at least 1 minute consulting them to discern their meaning.

Effect: Describe a possible course of action. You receive one of the following omens:

Weal: The action will probably bring good results.

Woe: The action will probably bring bad results.

Weal and Woe: The action will probably bring both good and bad results.

Nothing: The action is not likely to or will not bring good or bad results.

The spell can look no further than 30 minutes ahead and assesses the results based on the described action. The spell does not identify any contributing circumstances that might change the outcome, such as the casting of additional spells, the loss or gain of a companion, and so on.

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

Ritual: You can cast this spell as a ritual by spending at least 10 minutes preparing additional material components worth no less than 25 gp.

Bane

1st-level enchantment

You fill your enemies with fear and doubt until they tremble, certain their doom is at hand.

Effect: Choose any number of creatures in a 20-foot-radius sphere within 50 feet of you. Each of those creatures takes a -1 penalty to attack rolls for 1 minute.

Creatures with a hit point maximum of 40 or more are immune to this spell.

Battle Psalm

2nd-level enchantment

You sing the praises of your deity. Each ringing note of your *battle psalm* awakens new resolve in those who fight by your side, reminding them of the purpose that drew them to battle and the stakes should they fail.

Effect: Choose any number of creatures within 50 feet of you that can hear you. For 1 minute or until you cast another spell, when any of those creatures hits with a melee attack, the attack deals 3 extra holy damage.

When you cast this spell, you can make an attack or cast one of your minor spells as part of the same action.

Bless

1st-level enchantment

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 for 1 minute.

Bless Water

Minor transmutation

Holy water plays an important part in religious ceremonies and is a common ingredient for spells that clerics and some paladins cast. Even when not used in those ways, holy water burns fiends and undead as if it were acid.

Requirement: You must light incense worth no less than 25 gp before you can cast this spell. The incense is expended in the spell's casting.

Effect: You touch a container holding no more than 1 pint of water and cause it to become holy water.

Ritual: You can cast this spell as a ritual by spending at least 10 minutes praying and preparing additional material components, including a silver cord, worth no less than 25 gp.

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 makes a Dexterity saving throw. A creature takes 4d4 fire damage on a failed save, and half as much damage on a successful one.

The spell ignites unattended flammable objects in the area.

Cause Fear

1st-level necromancy

To everyone but the creature you choose to target, your eyes glow a moment with pale green light. To your target, your visage seems to undergo a horrifying alteration, becoming a supernatural image of dread made manifest.

Effect: Choose any number of creatures within 20 feet of you. Each of those creatures must succeed on a Wisdom saving throw or be frightened for 1 minute. While a creature is frightened by this spell, it must use the move on its turn to move away from you. If an affected creature takes damage, it is no longer frightened.

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 the trust of an old friend.

Effect: Choose a living humanoid within 50 feet of you. If the target's hit point maximum is 25 or more, it makes a Wisdom saving throw. If it fails the saving throw or has a hit point maximum less than 25, it is charmed for 1 hour or until you or any of your companions harm it.

A creature charmed by this spell remembers being charmed.

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 makes 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.

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 grovels for its entire turn.

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

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. *Comprehend languages* makes the incomprehensible comprehensible.

Effect: For 1 hour, you understand the literal meaning of spoken language you hear and of written language as long as 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 or reveal messages concealed in otherwise normal text. 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 preparing additional material components worth no less than 25 gp.

Consecrate

2nd-level abjuration

You sprinkle silver dust and holy water over an area, infusing it with sacred magic. Undead and fiends find the magic painful and thus avoid entering consecrated areas.

Requirement: You need a vial of holy water to cast this spell. The holy water is expended in the spell's casting.

Effect: You touch the ground or a fixed object and create a 20-foot-radius sphere centered there. For 8 hours, undead cannot be created in that area. Undead and fiends that enter the area or start their turns there take 1d10 holy damage (a creature can take this damage only once per turn). If the affected area contains an altar, shrine, or permanent fixture dedicated to your deity or pantheon, the damage increases to 2d10.

Ritual: You can cast this spell as a ritual by spending at least 1 hour praying and preparing additional material components, including 5 pounds of powdered silver worth no less than 25 gp.

Continual Light

2nd-level evocation

Although more expensive to cast than purchasing a torch or a lantern, *continual light* offers a lasting light source that shines in any environment, including underwater. Many casters place *continual light* on coins and other small objects so that, when they need to, they can drop such an item into a pouch and contain its illumination.

Requirement: You must sprinkle ruby dust worth no less than 50 gp on an object that will carry the light. The ruby dust is expended in the spell's casting.

Effect: You touch an object and cause it to shed bright light in a 20-foot-radius sphere and shadows in a 40-foot-radius sphere. The light may be colored as you choose. It lasts until the object bearing the light is destroyed.

Counterspell

2nd-level abjuration

You create a directed inversion of a spell being cast, negating its effects before they can come into existence.

Requirement: You can cast this spell only as a reaction in response to a creature casting a spell within 50 feet of you.

Effect: Choose a spell that is being cast. If it is a 1st-level spell, it has no effect. If it is a 2nd- or 3rd-level spell, you engage in a contest with the caster, opposing your magic ability check against the caster's. If you win, the caster's spell has no effect. If that spell is 4th level or higher, this spell fails but is not expended.

On your next turn, you cannot take an action.

Create Food and Water

3rd-level conjuration

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

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

Ritual: You can cast this spell as a ritual by spending at least 10 minutes praying and preparing additional material components that include a silver spoon worth no less than 1 gp.

Crusader's Strike

1st-level evocation

Your prayer evokes the fury of your patron deity and binds it to the weapon you wield. Each time you strike with this weapon, the ground quakes and the air shudders around your foe, as your god's wrath finds release.

Effect: Make a melee weapon attack against a creature within your reach. The attack deals 2d6 extra holy damage on a hit and 1d6 extra holy damage on a miss. An evil caster may deal unholy damage instead.

Cure Light Wounds

1st-level conjuration

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

Effect: You touch a living creature. It regains 1d8 + 4 hit points.

Cure Moderate Wounds

2nd-level conjuration

Channeling divine energy through your touch restores health and vitality.

Effect: You touch a living creature. It regains 2d8 + 4 hit points.

Cure Serious Wounds

3rd-level conjuration

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

Effect: You touch a living creature. It regains 4d8 + 4 hit points.

Daylight

3rd-level evocation

The object you touch becomes like the sun, filling the air with brilliant light. Covering the object with a solid object, such as a bowl or a helm, blocks the glow.

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

This spell counters and dispels any spells of its level or lower that create darkness or reduce light's intensity.

Death's Door

Minor abjuration

The rune that *death's door* creates on a creature's body prevents that creature from slipping closer to the grave.

Effect: You touch a dying creature. It is stabilized.

Detect Magic

Minor divination

Upon casting *detect magic*, you immediately perceive any objects, areas, or creatures affected or created by magic as having a flickering aura. 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. 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.

Dispel Magic

3rd-level abjuration

This spell can unravel and suppress magic 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 and destroy almost any magical effect.

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

Any spell effect of 2nd level or lower on the target ends. For each spell effect 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 effect ends.

This spell does not affect magic items.

Divine Favor

1st-level evocation

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 strike with greater might and are better able to complete tasks and escape danger.

Effect: You gain a +2 bonus to checks and attack rolls for 1 minute.

When you cast this spell, you can make an attack or cast one of your minor spells as part of the same action.

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.

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 makes a Dexterity saving throw. A creature takes 5d6 fire 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.

Flaming Sphere

2nd-level evocation

You call into existence a burning globe of fire. Once it gets rolling, the flaming sphere obeys your will, spinning and bouncing to reach creatures and obstacles.

Effect: Choose a point within 100 feet of you. A 5-foot-diameter flaming sphere appears there. Each creature within 5 feet of the sphere when it appears makes a Dexterity saving throw. A creature takes 4d6 fire damage on a failed save, and half as much damage on a successful one.

The flaming sphere lasts for 1 minute. When you take an action on your turn, you can also move the sphere up to 30 feet in any direction. If the sphere touches a creature, the sphere stops moving, and the creature makes a Dexterity saving throw. That creature takes 2d6 fire damage on a failed save, and half as much damage on a successful one.

The flaming sphere can roll over barriers less than 4 feet tall, such as furniture and low walls. It ignites unattended flammable objects it touches, and it sheds bright light in a 50-foot-radius sphere.

The flaming sphere dissipates if it moves more than 100 feet from you.

Ghost Sound

Minor illusion

You can create a sound as quiet as a ghostly whisper or as loud as someone screaming in terror.

Effect: You create a sound within 100 feet of you. The sound lasts until your next turn. You can produce as much noise as about a dozen humans talking normally or one human screaming loudly. You determine whether the sound rises, falls, recedes, approaches, or remains in a fixed place

while it lasts, and whether it changes character. You can use this spell to produce intelligible speech.

Gentle Repose

2nd-level necromancy

You sprinkle salt over a corpse or mortal remains and, if the deceased has eyes, place a copper coin over each as you speak the incantation. Your magic preserves the dead against rot, corruption, and necromantic animation.

Effect: You touch a dead creature. Its remains do not decay for 10 days, and it cannot be turned into an undead creature during that time.

This spell also extends the time limit on raising creatures from the dead so that the days under the spell's influence do not count against the time limit.

Ghoul Touch

2nd-level necromancy

A flickering corona of sickly green light envelops your hands. Even a grazing touch from you can paralyze a creature.

Effect: Make a magical attack against a living creature within your reach. If you hit, the target's speed is reduced to 0 for 1 minute. If the target's hit point maximum is less than 40, it is instead paralyzed for 1 minute. As an action, a creature affected by this spell can make a Constitution check against your spell save DC to end the spell's effect.

On a miss, your hand retains this spell's magic, and you can attempt additional attacks with your *ghoul touch* on later turns, until you make a successful attack or until 1 minute passes.

If you choose, a creature paralyzed by this spell exudes a carrion stench in a 10-foot-radius cloud while the paralysis lasts. Living creatures other than you in the cloud have disadvantage on checks.

Grease

1st-level conjuration

You conjure an oily slick that you can use to slow approaching foes, evade pursuit, or help escape from restraints.

Effect: Choose a 10-foot-radius sphere area, an object, or a creature within 100 feet of you.

If you cast the spell on an area, grease covers every surface in the area. Each creature in the area

must succeed on a Dexterity saving throw or fall prone. For 1 minute, any creature that enters the area or begins a move there makes a Dexterity saving throw. If it fails, it falls prone and loses the rest of its move.

If you cast the spell on an object, such as a rope, a ladder, or a weapon, it becomes slippery for 1 minute. A creature that attempts to use the object makes a Dexterity saving throw. If it fails, the creature loses its grip on the object.

If you cast the spell on a creature, for the next minute that creature has advantage on checks made to escape restraints or a grab or to squeeze through a tight space.

Healing Word

1st-level conjuration

You whisper a brief word of healing for a creature in need. As a shimmering light dapples the creature's wounds, you launch into action.

Effect: Choose a creature within 50 feet of you that can hear you. The creature regains 1d6 hit points.

When you cast this spell, you can make an attack or cast one of your minor spells as part of the same action.

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. Its speed drops to 0 for 1 minute. If the target's hit point maximum is less than 50, it must succeed on a Wisdom saving throw or be paralyzed for 1 minute. As an action, a creature affected by this spell can make a Wisdom check against your spell save DC to end the paralysis.

Inflict Light Wounds

1st-level necromancy

Necromantic power wreathes your hand so that even a grazing touch can cause wounds to appear all over your foe's body.

Effect: Make a magical attack against a living creature within your reach. 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 magical attack against a living creature within your reach. The target takes 5d8 necrotic damage on a hit, and half as much damage on a miss.

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

Inflict Serious Wounds

3rd-level necromancy

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

Effect: Make a magical attack against a living creature within your reach. The target takes 8d8 necrotic damage on a hit, and half as much damage on a miss.

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

Light

Minor evocation

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

Effect: You touch an object. It sheds bright light in a 20-foot-radius sphere and shadows in a 40-foot-radius sphere. The light may be colored as you choose. The light lasts for 1 hour or until you cast this spell again.

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 makes a Dexterity saving throw. A creature takes 6d6 lightning damage on a failed save, and half as much damage on a successful one.

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

Mage Hand

Minor conjuration

The spectral hand you create with *mage hand* 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 remains 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

Minor evocation

A spell made famous by wizards for its reliability, *magic missile* unerringly strikes its target.

Effect: Choose a creature within 100 feet of you. The target takes 1d4 + 1 force damage.

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

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 last for 1 minute.

Each time a hostile creature targets you with an attack or a 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 has your Armor Class and 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.

Prayer

3rd-level conjuration

You beseech the gods for special favor to aid yourself and your allies in your present trial, while bringing disfavor to your foes.

Effect: Choose any number of creatures within 20 feet of you. For 1 minute, each creature gains a +2 bonus to AC and saving throws, provided it is not under the effect of *bless*.

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, safeguarding it from any wickedness that would stain the soul or injure the flesh.

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

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

Radiant Lance

Minor evocation

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

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

Ray of Enfeeblement

1st-level necromancy

You aim a coruscating ray at a nearby creature. Swirling green mist streams from the flesh of the affected creature, carrying away its strength.

Effect: Make a magical attack against one creature within 50 feet of you. On a hit, the target takes $4d6$ necrotic damage, and if its hit point maximum is less than 25, the damage of its melee attacks is minimized for 1 minute. On a miss, the target takes $2d6$ necrotic damage.

Ray of Frost

Minor evocation

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

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

Remove Affliction

3rd-level conjuration

You bestow miraculous healing on the afflicted. You enable the blind to see, the deaf to hear, the sick to become healthy, and the lame to walk again.

Effect: You touch a living creature. Choose a disease or one of the following conditions affecting that creature: blinded, deafened, intoxicated, paralyzed, or stunned. That disease or condition ends on the creature.

Ritual: You can cast this spell as a ritual by spending at least 10 minutes preparing additional material components worth no less than 50 gp.

Resistance

2nd-level abjuration

The rune you inscribe on your target represents one of the fundamental forms of elemental energy. So long as the symbol remains, your target can resist this deadly force.

Effect: You touch a willing creature and choose a damage type: acid, cold, fire, lightning, or thunder. The creature gains resistance against that damage type for 1 hour.

Ritual: You can cast this spell as a ritual by spending at least 10 minutes preparing additional material components worth no less than 25 gp.

Righteous Brand

3rd-level evocation

You imbue your weapon with divine power so that it shines with supernatural light. When you strike a foe with this weapon, you leave behind a gleaming rune that flares painfully whenever you strike that enemy again.

Effect: You imbue a melee weapon you are holding with magic and make a melee attack with it. The first time you hit a creature with that weapon within the next minute, the creature takes 2d6 extra holy or unholy damage (your choice). For 1 minute thereafter, the creature takes this extra damage again the first time you hit it on each of your turns.

Rope Trick

2nd-level transmutation

You ensorcel a length of rope so that one end rises into the air to a point you choose. The rope's upper end leads into an invisible extradimensional space, where the rope is actually affixed. The space can serve as a refuge for several creatures.

Requirement: You must have a length of rope no more 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 to 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

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 the battle rages to all sides.

Effect: You touch a willing creature. For 1 minute, any creature that attacks it must first make a Wisdom saving throw. If it fails, it must choose a new target for its attack or lose its action. If it succeeds, it can attack and is no longer subject to this spell's effects.

If the touched creature makes an attack or casts a spell that can deal damage, this spell ends.

Searing Light

1st-level evocation

Focusing holy power like a ray of the sun, you project a blast of light from your open palm.

Effect: Make a magical attack against a creature within 100 feet of you. The target takes 3d8 radiant damage on a hit, and half as much damage on a miss. The damage increases to 3d12 damage against an undead creature.

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

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 has half cover for 1 minute.

Shocking Grasp

Minor evocation

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

Effect: Make a magical attack against a creature within 5 feet of you. On a hit, the target takes 1d8 + 4 lightning damage and can't take reactions until its next turn.

Silence

2nd-level illusion

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

Effect: Choose a point you can see within 100 feet of you. For 10 minutes, no sound can be created within a 20-foot-radius sphere centered on that point. Creatures within the area are deafened.

Ritual: You can cast this spell as a ritual by spending at least 10 minutes preparing additional material components worth no less than 5 gp.

Sleep

1st-level enchantment

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

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

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

Speak with Dead

3rd-level necromancy

The rotting remains twitch and stir when the spirit you called returns to the corpse. For as long as

your magic holds the spirit to its body, it must answer the questions you put to it.

Requirement: You can cast this spell only on a mostly intact dead creature that has not been turned into an undead creature and that has not been the target of a *speak with dead* spell within the last 10 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 prayer, incense burning, and the painting of sigils with blessed oils on the body, all worth no less than 25 gp.

Spiritual Hammer

1st-level evocation

Calling out for aid from your divine patron, you evoke magical force in the shape of a glowing hammer that smashes your foes.

Effect: You create a floating, spectral hammer within 50 feet of you that lasts for 1 minute. Make a magical attack against a creature within 5 feet of the hammer. On a hit, the target takes 1d8 force damage. This attack is not subject to spell disruption.

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

Stinking Cloud

3rd-level conjuration

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

Effect: You create a 20-foot-radius cloud of poisonous gas centered on a point you can see within 100 feet of you. The cloud's area is lightly obscured, and it lasts for 10 minutes.

Each creature within the cloud when it appears or that starts its turn in the cloud makes a Constitution saving throw. A creature takes 2d10

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

A wind of 11 miles per hour or more disperses the cloud after 4 rounds. A wind of 21 miles per hour or more disperses the cloud after 1 round.

Suggestion

3rd-level enchantment

You weave a spell of enchantment with your words. If you choose those words wisely, your suggestion sounds like the most reasonable thing in the world to the target of your spell.

Effect: Choose a living creature within 50 feet of you that can hear and understand you. If the creature's hit point maximum is 50 or less, the creature is charmed for 1 minute and makes a Wisdom saving throw. If it fails, you choose an action for it to take and how it will move on its next turn. On its next turn, it does as you suggested.

Sunburst

2nd-level evocation

This spell causes a globe of searing heat and radiance to explode silently.

Effect: You create a 10-foot-radius sphere of bright light centered on a point you can see within 50 feet of you. The sphere lasts until the end of your next turn.

Each creature within the sphere when it appears or that enters the sphere for the first time makes a Constitution saving throw. If it fails, it takes 1d8 radiant damage and is blinded until your next turn ends. If it succeeds, it takes half as much damage and is not blinded.

For 1 minute, bright light shines from the spell's point of origin in a 20-foot-radius sphere, and it casts shadows in a 40-foot-radius sphere.

Thunder Wave

1st-level evocation

You evoke a whip-crack of thunder that rattles the bones of affected creatures and knocks them stumbling back.

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

Turn Undead

1st-level necromancy

Forcefully presenting your holy symbol and a firm denunciation causes undead who hear you to fall back, recoiling in horror from your presence.

Requirement: You must have a holy symbol to cast this spell.

Effect: Each undead creature within 20 feet of you that can see or hear you makes a Wisdom saving throw, unless its hit point maximum is greater than 25. On a failed save, the creature cannot attack, cast spells, or willingly move closer to you until the end of your next turn or until it is attacked. While one or more creatures are under this effect, you can use your action to extend the spell's effects for another round.

If you move within 5 feet of a creature under this spell's effect, the creature must move at least 5 feet away from you during its next turn. If there's no safe place for the creature to move when you approach, it cannot move at all.

Vampiric Touch

3rd-level necromancy

Ribbons of twisting darkness wrap your hands in hungry power. With a touch, you can suck the life from another creature.

Effect: Make a magical attack against a living creature within 5 feet of you. On a hit, it takes 2d6 necrotic damage and you regain half as many hit points. Undead hit by this spell instead regain 4d6 + 4 hit points.

For 1 minute, you may use your action to repeat this attack.

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. 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 on your next turn. Webs layered over a flat surface have a depth of 5 feet.

Each creature that starts its turn within the webs or that enters the webs makes a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs.

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.

Playtest