

Adhesive ^

| NAME | ATK | DAMAGE/TYPE | CP | SP | EP | GP | PP | Total: | Total: |
|------------------------|------|------------------|----|----|----|----|----|--------|--------|
| Moonbeam | | 2d10 Radiant | | | | | | | |
| Heat Metal | DC19 | 2d8 Fire | | | | | | | |
| Call Lightning | DC19 | 3d10 Lightning | | | | | | | |
| Blight | DC19 | 8d8 Necrotic | | | | | | | |
| Wall of Fire | DC19 | 5d8 Fire | | | | | | | |
| Ice Storm | DC19 | 2d6 Bludgeoni... | | | | | | | |
| Insect Plague | DC19 | 4d10 Piercing | | | | | | | |
| Mass Cure Wo... | | 3d8+5 Healing | | | | | | | |
| Heal | | 70 Healing | | | | | | | |
| Wall of Thorns | DC19 | 7d8 Piercing | | | | | | | |
| Sunbeam | DC19 | 6d8 Radiant | | | | | | | |
| Fire Storm | DC19 | 7d10 Fire | | | | | | | |
| Sunburst | DC19 | 12d6 Radiant | | | | | | | |
| Staff of the Wo... | +2 | 1d12+2 | | | | | | | |
| Spiked Bracers | +11 | 2d10+5 Piercing | | | | | | | |
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| ATTACKS & SPELLCASTING | | | | | | | | | |



WISDOM

SPELLCASTING ABILITY

19

SPELL SAVE DC

13

SPELL ATTACK BONUS

SPELLCASTING CLASS

0

CANTRIPS

Produce Flame

Resistance

Gust

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

Faerie Fire

Thunderwave

Command

Prepared Spells Above

Cure Wounds

Speak with Animals

Entangle

Detect Magic

Ice Knife

Guiding Hand

2

3

Dust Devil

Spike Growth

Moonbeam

Circle Spells Below

Mirror Image

Misty Step

Prepared Spells Above

Warding Wind

Heat Metal

Hold Person

Pass without Trace

Enhance Ability

Barkskin

Lesser Restoration

3

3

Conjure Animals

Erupting Earth

Tidal Wave

Circle Spells Below

Water Walk

Water Breathing Ritual

Prepared Spells Above

Wind Wall

Stinking Cloud

Call Lightning

Speak with Plants

4

3

Conjure Woodland Beings

Locate Creature

Stone Shape

Circle Spells Below

Control Water

Freedom of Movement

Prepared Spells Above

Polymorph

Blight

Hallucinatory Terrain

Grasping Vine

Wall of Fire

Guardian of Nature

Ice Storm

5

3

Wall of Stone

Geas

Circle Spells Below

Conjure Elemental

Srying

Prepared Spells Above

Greater Restoration

Antilife Shell

Tree Stride

Planar Binding

Contagion

Awaken

6

1

Investiture of Elements

Prepared Spells Above

Heal

Conjure Fey

Transport via Plants

Wall of Thorns

Find the Path

Heroes' Feast

Sunbeam

Wind Walk

7

1

Fire Storm

Prepared Spells Above

Mirage Arcane

Plane Shift

Regenerate

Reverse Gravity

8

1

Sunburst

Prepared Spells Above

Animal Shapes

Earthquake

Feeblemind

Control Weather

Antipathy Sympathy

9

1

Shapechange

Prepared Spells Above

Foresight

Storm of Vengeance

True Resurrection

- ☐ **Insect Plague**
- ☐ **Commune with Nature**
- ☐ **Mass Cure Wounds**
- ☐ **Reincarnate**

FEATURES & TRAITS

Wild Shape

Starting at 2nd Level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or Long Rest.

speed

2nd 1/4 No flying or swimming

4th 1/2 No flying

8th 1 Giant Eagle

Land's Stride

Starting at 6th level, moving through nonmagical Difficult Terrain costs you no extra Movement. You can also pass through nonmagical Plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on Saving Throws against Plants that are magically created or manipulated to impede Movement, such those created by the Entangle spell.

Ritual Casting

Ritual Casting

You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared. 10 min preparation

Water Walk, Speak with Animals

Wild Companion

Level 2: Wild Companion

At 2nd level, you learn to use your magic to create a powerful bond with a creature of the natural world.

With 8 hours of meditation, you call forth a beast from the wilderness to serve as your faithful companion. At the end of the 8 hours, your animal companion appears. The animal you select must be native to the locale you presently inhabit. Alternatively, you may spend 1 hour connecting with a friendly beast that you touch. You can have only one animal companion at a time.

Your druid level determines the beasts you can connect with, as shown in the Companion table.

Primal Strike

Primal Strike

Starting at 6th level, your attacks in beast form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Natural Recovery

regain spell slots in short res)

Nature's Ward

When you reach 10th level, you can't be Charmed or Frightened by Elementals or fey, and you are immune to poison and disease.

Nature's Sanctuary

When you reach 14th level, creatures of the natural world sense your connection to Nature and become hesitant to Attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against your druid spell save DC. On a failed save, the creature must choose a different target, or the Attack automatically misses. On a successful save, the creature is immune to this Effect for 24 hours.

The creature is aware of this Effect before it makes its Attack against you.

War Caster

You have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage.

You can perform the somatic components of spells even when you have weapons or a shield in one or both hands.

When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

Lucky

You have inexplicable luck that seems to kick in at just the right moment.

You have 3 luck points. Whenever you make an attack roll, ability check, or saving throw, you may spend 1 luck point to roll an additional d20. You can use this ability after the original roll, but before the outcome is revealed. You choose which of the d20s is used for the attack roll, ability check, or saving throw.

You can also spend one luck point when an attack roll is made against you. Roll a d20, and choose whether the attacker's roll uses their d20 roll or yours.

If multiple creatures use a luck point on the same roll, they cancel out, resulting in no additional dice.

You regain expended luck points when you finish a long rest.

Outstanding Leap

You may use Dexterity in place of any Strength check or Dexterity (Acrobatics) for any Strength (Athletics) in regards to Jumping. In addition, the distance you can travel by jumping is doubled.

Sticky Tongue.

You can interact, grab, catch or use Tiny or smaller objects with incredible precision using your tongue. In addition, the distance you can do this for can extend up to 5 feet, and is fast enough that it is invisible to most eyes.

Amphibian

Amphibian. You can breathe in water and air. Your swim speed is equal to your walking speed.

Glider

Used to the high treetops of the jungle canopy your subrace has adapted to falling better than your other anuran. When you fall you can glide down and take no damage from falling. While gliding you fall at a rate of up to 10 feet per round and can move up to 15 feet in any direction but upwards.

Robes of the Journeyman, Warmage Cloak

Improved upon the basic formula of the apprentices robes by traveling initiate, these robes were nicknamed after many of them saw use on battlefields across the plane.

- Your AC is now 11+Dex
- The cloak's many pockets count as a Component Pouch
- The caster can cast Expeditionary Retreat and Secret Chest 1/day

Expeditionary Retreat ^

Expeditionary Retreat (1/day)

This spell allows you to move at an incredible pace. When you cast this spell, and then as a Bonus Action on each of your turns until the spell ends, you can take the Dash action.

Secret Chest ^

You hide a chest, and all its contents, on the Ethereal Plane. You must touch the chest and the miniature replica that serves as a material component for the spell. The chest can contain up to 12 cubic feet of nonliving material (3 feet by 2 feet by 2 feet).

While the chest remains on the Ethereal Plane, you can use an action and touch the replica to recall the chest. It appears in an unoccupied space on the ground within 5 feet of you. You can send the chest back to the Ethereal Plane by using an action and touching both the chest and the replica.

Jumping Scale Armor of Goo

Your armor give you the ability to stick to objects extremely well.

An adhesive goo forms in your hands and feet and lets you climb walls, attach to surfaces, and glue things together.

- +1 AC
- You can cast the Jump Spell at Will as a Bonus Action
- User gains the Adhesive ability

Jump ^

You touch a creature. The creature's jump distance is sextuple until the spell ends.

...your long jump is 90 feet horizontally.

...your high jump is 45 feet off the ground.

...you can reach up and grab something 50 feet off the ground.

Adhesive ^

On command, the hands and feet of this armor's wearer become incredibly sticky, granting the user a climb speed of 20 feet.

SPELLS

Produce Flame

conjuration cantrip

Casting Time: 1 action

Range: Self

Target: Self or a creature within 30 feet of you

Components: V S

Duration: 10 minutes

Description:

A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again. You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage.

Resistance

abjuration cantrip

Casting Time: 1 action

Range: Touch

Target: One willing creature

Components: V S M

Duration: ConcentrationUp to 1 minute

Description:

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

Gust

transmutation cantrip

Casting Time: 1 action

Range: 30

Target: 10

Components: V S

Duration: Instantaneous

Description:

You seize the air and compel it to create one of the following effects at a point you can see within range:

- One Medium or smaller creature that you choose must succeed on a Strength saving throw or be pushed up to 5 feet away from you.
- You create a small blast of air capable of moving one object that is neither held nor carried and that weighs no more than 5 pounds. The object is pushed up to 10 feet away from you. It isn't pushed with enough force to cause damage.
- You create a harmless sensory affect using air, such as causing leaves to rustle, wind to slam shutters shut, or your clothing to ripple in a breeze.

Faerie Fire

evocation 1

Casting Time: 1 action

Range: 60 feet

Target: Each object in a 20-foot cube within range

Components: V

Duration: ConcentrationUp to 1 minute

Description:

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

Thunderwave

evocation 1

Casting Time: 1 action

Range: Self (15-foot cube)

Target: Self (15-foot cube)

Components: V S

Duration: Instantaneous

Description:

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

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

Command

enchantment 1

Casting Time: 1 action

Range: 60 feet

Target: A creature you can see within range

Components: V

Duration: 1 round

Description:

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your 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 doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

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

----- Prepared Spells Above -----

abjuration 1

Casting Time: 10

Range: 10

Target: 10

Components: V S M

Duration:

Description:

Cure Wounds

evocation 1

Casting Time: 1 action

Range: Touch

Target: A creature you touch

Components: V S

Duration: Instantaneous

Description:

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs. **At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the Healing increases by 1d8 for each slot level above 1st.

Speak with Animals

divination 1

Casting Time: 1 action

Range: Self

Target: Self

Components: V S

Duration: 10 minutes

Description:

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the GM's discretion.

Entangle

conjuration 1

Casting Time: 1 action

Range: 90 feet

Target: A point within range

Components: V S

Duration: ConcentrationUp to 1 minute

Description:

Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain. A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself. When the spell ends, the conjured plants wilt away.

Detect Magic

divination 1

Casting Time: 1 action

Range: Self

Target: Self

Components: V S

Duration: ConcentrationUp to 10 minutes

Description:

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Ice Knife

conjuration 1

Casting Time: 1 action

Range: 60 feet

Target: 10

Components: S M

Duration: Instantaneous

Description:

You create a shard of ice and fling it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of the point where the ice exploded must succeed on a Dexterity saving throw or take 2d6 cold damage. **At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by 1d6 for each slot level above 1st.

Guiding Hand

divination 1 (ritual)

Casting Time: 1 minute

Range: 5 feet

Target: 10

Components: V S

Duration: Concentration

Description:

Dust Devil

conjuration 2

Casting Time: 1 action

Range: 60 feet

Target: 10

Components: V S M

Duration: Concentrationup to 1 minute

Description:

Choose an unoccupied 5-foot cube of air that you can see within range. An elemental force that resembles a dust devil appears in the cube and lasts for the spell's duration.

Any creature that ends its turn within 5 feet of the dust devil must make a Strength saving throw. On a failed save, the creature takes 1d8 bludgeoning damage and is pushed 10 feet away. On a successful save, the creature takes half as much damage and isn't pushed.

As a bonus action, you can move the dust devil up to 30 feet in any direction. If the dust devil moves over sand, dust, loose dirt, or small gravel, it sucks up the material and forms a 10-foot-radius cloud of debris around itself that lasts until the start of your next turn. The cloud heavily obscures its area. **At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Spike Growth

transmutation 2

Casting Time: 1 action

Range: 150 feet

Target: A 20-foot radius centered on a point within range

Components: V S M

Duration: ConcentrationUp to 10 minutes

Description:

The ground in a 20-foot radius centered on a point within range twists and sprouts hard spikes and thorns. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels. The transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time the spell is cast must make a Wisdom (Perception) check against your spell save DC to recognize the terrain as hazardous before entering it.

Moonbeam

evocation 2

Casting Time: 1 action

Range: 120 feet

Target: A 5-foot-radius, 40-foot-high cylinder centered on a point within range

Components: V S M

Duration: ConcentrationUp to 1 minute

Description:

A silvery beam of pale light shines down in a 5-foot-radius, 40-foot-high cylinder centered on a point within range. Until the spell ends, dim light fills the cylinder. When a creature enters the spell's area for the first time on a turn or starts its turn there, it is engulfed in ghostly flames that cause searing pain, and it must make a Constitution saving throw. It takes 2d10 radiant damage on a failed save, or half as much damage on a successful one. A shapechanger makes its saving throw with disadvantage. If it fails, it also instantly reverts to its original form and can't assume a different form until it leaves the spell's light. On each of your turns after you cast this spell, you can use an action to move the beam 60 feet in any direction. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.

----- Circle Spells Below-----

abjuration 2

Casting Time: 10

Range: 10

Target: 10

Components: V S M

Duration:

Description:

Mirror Image

illusion 2

Casting Time: 1 action

Range: Self

Target: Self

Components: V S

Duration: 1 minute

Description:

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates. Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates. If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher. A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed. A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

Misty Step

conjuration 2

Casting Time: 1 bonus action

Range: Self

Target: Self

Components: V

Duration: Instantaneous

Description:

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

----- Prepared Spells Above -----

abjuration 2

Casting Time: 10

Range: 10

Target: 10

Components: V S M

Duration:

Description:

Warding Wind

evocation 2

Casting Time: 1 action

Range: self

Target: 10

Components: V

Duration: Concentration

Description:

A strong wind (20 miles per hour) blows around you in a 10-foot radius and moves with you, remaining centered on you. The wind lasts for the spell's duration.

The wind has the following effects:

- It deafens you and other creatures in its area.
- It extinguishes unprotected flames in its area that are torch-sized or smaller.
- The area is difficult terrain for creatures other than you.
- The attack rolls of ranged weapon attacks have disadvantage if they pass in or out of the wind.
- It hedges out vapor, gas, and fog that can be dispersed by strong wind.

Heat Metal

transmutation 2

Casting Time: 1 action

Range: 60 feet

Target: A manufactured metal object that you can see within range

Components: V S M

Duration: ConcentrationUp to 1 minute

Description:

Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d8 fire damage when you cast the spell. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again. If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

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

Hold Person

enchantment 2

Casting Time: 1 action

Range: 60 feet

Target: A humanoid that you can see within range

Components: V S M

Duration: ConcentrationUp to 1 minute

Description:

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

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

Pass without Trace

abjuration 2

Casting Time: 1 action

Range: Self

Target: Self

Components: V S M

Duration: ConcentrationUp to 1 hour

Description:

A veil of shadows and silence radiates from you, masking you and your companions from detection. For the duration, each creature you choose within 30 feet of you (including you) has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.

Enhance Ability

transmutation 2

Casting Time: 1 action

Range: Touch

Target: A creature

Components: V S M

Duration: ConcentrationUp to 1 hour

Description:

You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects; the target gains that effect until the spell ends. Bear's Endurance. The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the spell ends. Bull's Strength. The target has advantage on Strength checks, and his or her carrying capacity doubles. Cat's Grace. The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated. Eagle's Splendor. The target has advantage on Charisma checks. Fox's Cunning. The target has advantage on Intelligence checks. Owl's Wisdom. The target has advantage on Wisdom checks.

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

Barkskin

transmutation 2

Casting Time: 1 action

Range: Touch

Target: A willing creature

Components: V S M

Duration: ConcentrationUp to 1 hour

Description:

You touch a willing creature. Until the spell ends, the target's skin has a rough, bark-like appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing.

Lesser Restoration

abjuration 2

Casting Time: 1 action

Range: Touch

Target: A creature

Components: V S

Duration: Instantaneous

Description:

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

Conjure Animals

conjuration 3

Casting Time: 1 action

Range: 60 feet

Target: Unoccupied spaces that you can see within range

Components: V S

Duration: ConcentrationUp to 1 hour

Description:

You summon fey spirits that take the form of beasts and appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears: One beast of challenge rating 2 or lower Two beasts of challenge rating 1 or lower Four beasts of challenge rating 1/2 or lower Eight beasts of challenge rating 1/4 or lower Each beast is also considered fey, and it disappears when it drops to 0 hit points or when the spell ends. The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The GM has the creatures' statistics.

At Higher Levels: When you cast this spell using certain higher-level Spell Slots, you choose one of the summoning options above, and more creatures appear - twice as many with a 5th-level slot, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.

Erupting Earth

transmutation 3

Casting Time: 1 action

Range: 120 feet

Target: 10

Components: V S M

Duration: instantaneous

Description:

Choose a point you can see on the ground within range. A fountain of churned earth and stone erupts in a 20-foot cube centered on that point. Each creature in that area must make a Dexterity saving throw. A creature takes 3d12 bludgeoning damage on a failed save, or half as much damage on a successful one. Additionally, the ground in that area becomes difficult terrain until cleared away. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d12 for each slot level above 2nd.

Tidal Wave

conjuration 3

Casting Time: 1 action

Range: 120 feet

Target: 10

Components: V S M

Duration: Instantaneous

Description:

You conjure up a wave of water that crashes down on an area within range. The area can be up to 30 feet long, up to 10 feet wide, and up to 10 feet tall. Each creature in that area must make a Dexterity saving throw. On a failure, a creature takes 4d8 bludgeoning damage and is knocked prone. On a success, a creature takes half as much damage and isn't knocked prone. The water then spreads out across the ground in all directions, extinguishing unprotected flames in its area and within 30 feet of it.

----- Circle Spells Below -----

abjuration 3

Casting Time: 10

Range: 10

Target: 10

Components: V S M

Duration:

Description:

Water Walk

transmutation 3

Casting Time: 1 action

Range: 30 feet

Target: Up to ten willing creatures you can see within range

Components: V S M

Duration: 1 hour

Description:

This spell grants the ability to move across any liquid surface—such as water, acid, mud, snow, quicksand, or lava—as if it were harmless solid ground (creatures crossing molten lava can still take damage from the heat). Up to ten willing creatures you can see within range gain this ability for the duration. If you target a creature submerged in a liquid, the spell carries the target to the surface of the liquid at a rate of 60 feet per round.

Water Breathing Ritual

transmutation 3 (ritual)

Casting Time: 1 Action

Range: 30 ft

Target: 10

Components: V S M

Duration: 24 hours

Description:

This spell grants up to ten willing creatures you can see within range the ability to breathe underwater until the spell ends. Affected creatures also retain their normal mode of respiration.

----- Prepared Spells Above -----

abjuration 3

Casting Time: 10

Range: 10

Target: 10

Components: V S M

Duration:

Description:

Wind Wall

evocation 3

Casting Time: 1 action

Range: 120 feet

Target: The ground at a point you choose within range

Components: V S M

Duration: ConcentrationUp to 1 minute

Description:

A wall of strong wind rises from the ground at a point you choose within range. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration. When the wall appears, each creature within its area must make a Strength saving throw. A creature takes 3d8 bludgeoning damage on a failed save, or half as much damage on a successful one. The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and automatically miss. (Boulders hurled by giants or siege engines, and similar projectiles, are unaffected.) Creatures in gaseous form can't pass through it.

Stinking Cloud

conjuration 3

Casting Time: 1 action

Range: 90 feet

Target: A 20-foot-radius sphere centered on a point within range

Components: V S M

Duration: ConcentrationUp to 1 minute

Description:

You create a 20-foot-radius sphere of yellow, nauseating gas centered on a point within range. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for the duration. Each creature that is completely within the cloud at the start of its turn must make a Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

Call Lightning

conjuration 3

Casting Time: 1 action

Range: 120 feet

Target: A point in the air where a storm cloud could appear 100 feet directly above you

Components: V S

Duration: ConcentrationUp to 10 minutes

Description:

A storm cloud appears in the shape of a cylinder that is 10 feet tall with a 60-foot radius, centered on a point you can see 100 feet directly above you. The spell fails if you can't see a point in the air where the storm cloud could appear (for example, if you are in a room that can't accommodate the cloud). When you cast the spell, choose a point you can see within range. A bolt of lightning flashes down from the cloud to that point. Each creature within 5 feet of that point must make a Dexterity saving throw. A creature takes 3d10 lightning damage on a failed save, or half as much damage on a successful one. On each of your turns until the spell ends, you can use your action to call down lightning in this way again, targeting the same point or a different one. If you are outdoors in stormy conditions when you cast this spell, the spell gives you control over the existing storm instead of creating a new one. Under such conditions, the spell's damage increases by 1d10.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher level, the damage increases by 1d10 for each slot level above 3rd.

Speak with Plants

transmutation 3

Casting Time: 1 action

Range: Self (30-foot radius)

Target: Plants within 30 feet of you

Components: V S

Duration: 10 minutes

Description:

You imbue plants within 30 feet of you with limited sentience and animation, giving them the ability to communicate with you and follow your simple commands. You can question plants about events in the spell's area within the past day, gaining information about creatures that have passed, weather, and other circumstances. You can also turn difficult terrain caused by plant growth (such as thickets and undergrowth) into ordinary terrain that lasts for the duration. Or you can turn ordinary terrain where plants are present into difficult terrain that lasts for the duration, causing vines and branches to hinder pursuers, for example. Plants might be able to perform other tasks on your behalf, at the GM's discretion. The spell doesn't enable plants to uproot themselves and move about, but they can freely move branches, tendrils, and stalks. If a plant creature is in the area, you can communicate with it as if you shared a common language, but you gain no magical ability to influence it. This spell can cause the plants created by the entangle spell to release a restrained creature.

Conjure Woodland Beings

conjuration 4

Casting Time: 1 action

Range: 60 feet

Target: Unoccupied spaces that you can see within range

Components: V S M

Duration: ConcentrationConcentration, Up to 1 hour

Description:

You summon fey creatures that appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears: One fey creature of challenge rating 2 or lower Two fey creatures of challenge rating 1 or lower Four fey creatures of challenge rating 1/2 or lower Eight fey creatures of challenge rating 1/4 or lower A summoned creature disappears when it drops to 0 hit points or when the spell ends. The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which have their own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The GM has the creatures' statistics. ***At Higher Levels:*** When you cast this spell using certain higher-level Spell Slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 6th-level slot and three times as many with an 8th-level slot.

Locate Creature

divination 4

Casting Time: 1 action

Range: Self

Target: Self

Components: V S M

Duration: ConcentrationUp to 1 hour

Description:

Describe or name a creature that is familiar to you. You sense the direction to the creature's location, as long as that creature is within 1,000 feet of you. If the creature is moving, you know the direction of its movement. The spell can locate a specific creature known to you, or the nearest creature of a specific kind (such as a human or a unicorn), so long as you have seen such a creature up close—within 30 feet—at least once. If the creature you described or named is in a different form, such as being under the effects of a polymorph spell, this spell doesn't locate the creature. This spell can't locate a creature if running water at least 10 feet wide blocks a direct path between you and the creature.

Stone Shape

transmutation 4

Casting Time: 1 action

Range: Touch

Target: A stone object of Medium size or smaller or a section of stone no more than 5 feet in any dimension

Components: V S M

Duration: Instantaneous

Description:

You touch a stone object of Medium size or smaller or a section of stone no more than 5 feet in any dimension and form it into any shape that suits your purpose. So, for example, you could shape a large rock into a weapon, idol, or coffer, or make a small passage through a wall, as long as the wall is less than 5 feet thick. You could also shape a stone door or its frame to seal the door shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

----- Circle Spells Below-----

abjuration 4

Casting Time: 10

Range: 10

Target: 10

Components: V S M

Duration:

Description:

Control Water

transmutation 4

Casting Time: 1 action

Range: 300 feet

Target: Any freestanding water inside an area you choose that is a cube up to 100 feet on a side

Components: V S M

Duration: ConcentrationUp to 10 minutes

Description:

Until the spell ends, you control any freestanding water inside an area you choose that is a cube up to 100 feet on a side. You can choose from any of the following effects when you cast this spell. As an action on your turn, you can repeat the same effect or choose a different one. Flood. You cause the water level of all standing water in the area to rise by as much as 20 feet. If the area includes a shore, the flooding water spills over onto dry land. If you choose an area in a large body of water, you instead create a 20-foot tall wave that travels from one side of the area to the other and then crashes down. Any Huge or smaller vehicles in the wave’s path are carried with it to the other side. Any Huge or smaller vehicles struck by the wave have a 25 percent chance of capsizing. The water level remains elevated until the spell ends or you choose a different effect. If this effect produced a wave, the wave repeats on the start of your next turn while the flood effect lasts. Part Water. You cause water in the area to move apart and create a trench. The trench extends across the spell’s area, and the separated water forms a wall to either side. The trench remains until the spell ends or you choose a different effect. The water then slowly fills in the trench over the course of the next round until the normal water level is restored. Redirect Flow. You cause flowing water in the area to move in a direction you choose, even if the water has to flow over obstacles, up walls, or in other unlikely directions. The water in the area moves as you direct it, but once it moves beyond the spell’s area, it resumes its flow based on the terrain conditions. The water continues to move in the direction you chose until the spell ends or you choose a different effect. Whirlpool. This effect requires a body of water at least 50 feet square and 25 feet deep. You cause a whirlpool to form in the center of the area. The whirlpool forms a vortex that is 5 feet wide at the base, up to 50 feet wide at the top, and 25 feet tall. Any creature or object in the water and within 25 feet of the vortex is pulled 10 feet toward it. A creature can swim away from the vortex by making a Strength (Athletics) check against your spell save DC. When a creature enters the vortex for the first time on a turn or starts its turn there, it must make a Strength saving throw. On a failed save, the creature takes 2d8 bludgeoning damage and is caught in the vortex until the spell ends. On a successful save, the creature takes half damage, and

Freedom of Movement

abjuration 4

Casting Time: 1 action

Range: Touch

Target: A willing creature

Components: V S M

Duration: 1 hour

Description:

You touch a willing creature. For the duration, the target’s movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce the target’s speed nor cause the target to be paralyzed or restrained. The target can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has it grappled. Finally, being underwater imposes no penalties on the target’s movement or attacks.

----- Prepared Spells Above -----

abjuration 4

Casting Time: 10

Range: 10

Target: 10

Components: V S M

Duration:

Description:

Polymorph

transmutation 4

Casting Time: 1 action

Range: 60 feet

Target: A creature that you can see within range

Components: V S M

Duration: ConcentrationConcentration, Up to 1 hour

Description:

This spell transforms a creature that you can see within range into a new form. An unwilling creature must make a Wisdom saving throw to avoid the effect. The spell has no effect on a shapechanger or a creature with 0 hit points. The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast whose challenge rating is equal to or less than the target’s (or the target’s level, if it doesn’t have a challenge rating). The target’s game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality. The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn’t reduce the creature’s normal form to 0 hit points, it isn’t knocked unconscious. The creature is limited in the actions it can perform by the nature of its new form, and it can’t speak, cast spells, or take any other action that requires hands or speech. The target’s gear melds into the new form. The creature can’t activate, use, wield, or otherwise benefit from any of its equipment.

Blight
isn't caught in the vortex. A creature caught in the necromancy 4
vortex can use its action to try to swim away from the vortex as described above, but has disadvantage
Casting Time: 1 action
Range: 30 feet
on the Strength (Athletics) check to do so. The first
Target: A creature of your choice that you can see time each turn that an object enters the vortex, the within range.
object takes 2d8 bludgeoning damage; this damage
Components: V S
occurs each round it remains in the vortex.
Duration: Instantaneous

Description:

Necromantic energy washes over a creature of your choice that you can see within range, draining moisture and vitality from it. The target must make a Constitution saving throw. The target takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect on undead or constructs. If you target a plant creature or a magical plant, it makes the saving throw with disadvantage, and the spell deals maximum damage to it. If you target a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make a saving throw; it simply withers and dies.

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

Hallucinatory Terrain

illusion 4

Casting Time: 10 minutes

Range: 300 feet

Target: 150-foot cube in range

Components: V S M

Duration: 24 hours

Description:

You make natural terrain in a 150-foot cube in range look, sound, and smell like some other sort of natural terrain. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Manufactured structures, equipment, and creatures within the area aren't changed in appearance. The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to see through the illusion. If the difference isn't obvious by touch, a creature carefully examining the illusion can attempt an Intelligence (Investigation) check against your spell save DC to disbelieve it. A creature who discerns the illusion for what it is, sees it as a vague image superimposed on the terrain.

Grasping Vine

conjuraction 4

Casting Time: 1 bonus action

Range: 30 ft

Target: 10

Components: V S

Duration: Concentration up to 1 minute

Description:

You conjure a vine that sprouts from the ground in an unoccupied space of your choice that you can see within range. When you cast this spell, you can direct the vine to lash out at a creature within 30 feet of it that you can see. That creature must succeed on a Dexterity saving throw or be pulled 20 feet directly toward the vine.

Until the spell ends, you can direct the vine to lash out at the same creature or another one as a bonus action on each of your turns.

Wall of Fire

evocation 4

Casting Time: 1 action

Range: 120 feet

Target: A solid surface within range

Components: V S M

Duration: Concentration Up to 1 minute

Description:

You create a wall of fire on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts for the duration. When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 fire damage, or half as much damage on a successful save. One side of the wall, selected by you when you cast this spell, deals 5d8 fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

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

Guardian of Nature

transmutation 4

Casting Time: 1 bonus action

Range: Self

Target: 10

Components: V

Duration: up to 1 minute

Description:

A nature spirit answers your call and transforms you into a powerful guardian. The transformation lasts until the spell ends. You choose one of the following forms to assume: Primal Beast or Great Tree.

Primal Beast. Bestial fur covers your body, your facial features become feral, and you gain the following benefits:

- Your walking speed increases by 10 feet.
- You gain darkvision with a range of 120 feet.
- You make Strength-based attack rolls with advantage.
- Your melee weapon attacks deal an extra 1d6 force damage on a hit.

Great Tree. Your skin appears barky, leaves sprout from your hair, and you gain the following benefits:

- You gain 10 temporary hit points.
- You make Constitution saving throws with advantage.
- You make Dexterity- and Wisdom-based attack rolls with advantage.
- While you are on the ground, the ground within 15 feet of you is difficult terrain for your enemies.

Ice Storm

evocation 4

Casting Time: 1 action

Range: 300 feet

Target: A 20-foot radius, 40-foot-high cylinder centered on a point within range

Components: V S M

Duration: Instantaneous

Description:

A hail of rock-hard ice pounds to the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 2d8 bludgeoning damage and 4d6 cold damage on a failed save, or half as much damage on a successful one. Hailstones turn the storm's area of effect into difficult terrain until the end of your next turn.

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

Wall of Stone

evocation 5

Casting Time: 1 action

Range: 120 feet

Target: A point you choose within range

Components: V S M

Duration: Concentration Up to 10 minutes

Description:

A nonmagical wall of solid stone springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with at least one other panel.

Alternatively, you can create 10-foot-by-20-foot panels that are only 3 inches thick. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall. The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall doesn't need to be vertical or rest on any firm foundation. It must, however, merge with and be solidly supported by existing stone. Thus, you can use this spell to bridge a chasm or create a ramp. If you create a span greater than 20 feet in length, you must halve the size of each panel to create supports. You can crudely shape the wall to create crenellations, battlements, and so on. The wall is an object made of stone that can be damaged and thus breached. Each panel has AC 15 and 30 hit points per inch of thickness. Reducing a panel to 0 hit points destroys it and might cause connected panels to collapse at the GM's discretion. If you maintain your concentration on this spell for its whole duration, the wall becomes permanent and can't be dispelled. Otherwise, the wall disappears when the spell ends.

Geas

enchantment 5

Casting Time: 1 minute

Range: 60 feet

Target: A creature that you can see within range

Components: V

Duration: 30 days

Description:

You place a magical command on a creature that you can see within range, forcing it to carry out some service or refrain from some action or course of activity as you decide. If the creature can understand you, it must succeed on a Wisdom saving throw or become charmed by you for the duration. While the creature is charmed by you, it takes 5d10 psychic damage each time it acts in a manner directly counter to your instructions, but no more than once each day. A creature that can't understand you is unaffected by the spell. You can issue any command you choose, short of an activity that would result in certain death. Should you issue a suicidal command, the spell ends. You can end the spell early by using an action to dismiss it. A remove curse, greater restoration, or wish spell also ends it.

At Higher Levels: When you cast this spell using a spell slot of 7th or 8th level, the Duration is 1 year. When you cast this spell using a spell slot of 9th level, the spell lasts until it is ended by one of the Spells mentioned above.

----- Circle Spells Below -----

abjuration 5

Casting Time: 10

Range: 10

Target: 10

Components: V S M

Duration:

Description:

Conjure Elemental

conjuration 5

Casting Time: 1 minute

Range: 90 feet

Target: A 10-foot cube within range

Components: V S M

Duration: Concentration Up to 1 hour

Description:

You call forth an elemental servant. Choose an area of air, earth, fire, or water that fills a 10-foot cube within range. An elemental of challenge rating 5 or lower appropriate to the area you chose appears in an unoccupied space within 10 feet of it. For example, a fire elemental emerges from a bonfire, and an earth elemental rises up from the ground. The elemental disappears when it drops to 0 hit points or when the spell ends. The elemental is friendly to you and your companions for the duration. Roll initiative for the elemental, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no actions. If your concentration is broken, the elemental doesn't disappear. Instead, you lose control of the elemental, it becomes hostile toward you and your companions, and it might attack. An uncontrolled elemental can't be dismissed by you, and it disappears 1 hour after you summoned it. The GM has the elemental's statistics.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the Challenge rating increases by 1 for each slot level above 5th.

Scrying

divination 5

Casting Time: 10 minutes

Range: Self

Target: A particular creature you choose that is on the same plane of existence as you

Components: V S M

Duration: ConcentrationUp to 10 minutes

Description:

You can see and hear a particular creature you choose that is on the same plane of existence as you. The target must make a Wisdom saving throw, which is modified by how well you know the target and the sort of physical connection you have to it. If a target knows you're casting this spell, it can fail the saving throw voluntarily if it wants to be observed. Knowledge Save Modifier Secondhand (you have heard of the target) +5 Firsthand (you have met the target) +0 Familiar (you know the target well) –5 Connection Save Modifier Likeness or picture –2 Possession or garment –4 Body part, lock of hair, bit of nail, or the like –10 On a successful save, the target isn't affected, and you can't use this spell against it again for 24 hours. On a failed save, the spell creates an invisible sensor within 10 feet of the target. You can see and hear through the sensor as if you were there. The sensor moves with the target, remaining within 10 feet of it for the duration. A creature that can see invisible objects sees the sensor as a luminous orb about the size of your fist. Instead of targeting a creature, you can choose a location you have seen before as the target of this spell. When you do, the sensor appears at that location and doesn't move.

----- Prepared Spells Above -----

abjuration 5

Casting Time: 10

Range: 10

Target: 10

Components: V S M

Duration:

Description:

Greater Restoration

abjuration 5

Casting Time: 1 action

Range: Touch

Target: A creature you touch

Components: V S M

Duration: Instantaneous

Description:

You imbue a creature you touch with positive energy to undo a debilitating effect. You can reduce the target's exhaustion level by one, or end one of the following effects on the target: One effect that charmed or petrified the target One curse, including the target's attunement to a cursed magic item Any reduction to one of the target's ability scores One effect reducing the target's hit point maximum

Antilife Shell

abjuration 5

Casting Time: 1 action

Range: Self (10-foot radius)

Target: Self (10-foot radius)

Components: V S

Duration: ConcentrationUp to 1 hour

Description:

A shimmering barrier extends out from you in a 10-foot radius and moves with you, remaining centered on you and hedging out creatures other than undead and constructs. The barrier lasts for the duration. The barrier prevents an affected creature from passing or reaching through. An affected creature can cast spells or make attacks with ranged or reach weapons through the barrier. If you move so that an affected creature is forced to pass through the barrier, the spell ends.

Tree Stride

conjuration 5

Casting Time: 1 action

Range: Self

Target: Self

Components: V S

Duration: ConcentrationUp to 1 minute

Description:

You gain the ability to enter a tree and move from inside it to inside another tree of the same kind within 500 feet. Both trees must be living and at least the same size as you. You must use 5 feet of movement to enter a tree. You instantly know the location of all other trees of the same kind within 500 feet and, as part of the move used to enter the tree, can either pass into one of those trees or step out of the tree you're in. You appear in a spot of your choice within 5 feet of the destination tree, using another 5 feet of movement. If you have no movement left, you appear within 5 feet of the tree you entered. You can use this transportation ability once per round for the duration. You must end each turn outside a tree.

Planar Binding

abjuration 5

Casting Time: 1 hour

Range: 60 feet

Target: A celestial, elemental, fey or fiend

Components: V S M

Duration: 24 hours

Description:

With this spell, you attempt to bind a celestial, an elemental, a fey, or a fiend to your service. The creature must be within range for the entire casting of the spell. (Typically, the creature is first summoned into the center of an inverted magic circle in order to keep it trapped while this spell is cast.) At the completion of the casting, the target must make a Charisma saving throw. On a failed save, it is bound to serve you for the duration. If the creature was summoned or created by another spell, that spell's duration is extended to match the duration of this spell. A bound creature must follow your instructions to the best of its ability. You might command the creature to accompany you on an adventure, to guard a location, or to deliver a message. The creature obeys the letter of your instructions, but if the creature is hostile to you, it strives to twist your words to achieve its own objectives. If the creature carries out your instructions completely before the spell ends, it travels to you to report this fact if you are on the same plane of existence. If you are on a different plane of existence, it returns to the place where you bound it and remains there until the spell ends.

At Higher Levels: When you cast this spell using a spell slot of a higher level, the Duration increases to 10 days with a 6th-level slot, to 30 days with a 7th-level slot, to 180 days with an 8th-level slot, and to a year and a day with a 9th-level spell slot.

Contagion

necromancy 5

Casting Time: 1 action

Range: Touch

Target: A creature within your reach

Components: V S

Duration: 7 days

Description:

Your touch inflicts disease. Make a melee spell attack against a creature within your reach. On a hit, you afflict the creature with a disease of your choice from any of the ones described below. At the end of each of the target's turns, it must make a Constitution saving throw. After failing three of these saving throws, the disease's effects last for the duration, and the creature stops making these saves. After succeeding on three of these saving throws, the creature recovers from the disease, and the spell ends. Since this spell induces a natural disease in its target, any effect that removes a disease or otherwise ameliorates a disease's effects apply to it. Blinding Sickness. Pain grips the creature's mind, and its eyes turn milky white. The creature has disadvantage on Wisdom checks and Wisdom saving throws and is blinded. Filth Fever. A raging fever sweeps through the creature's body. The creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength. Flesh Rot. The creature's flesh decays. The creature has disadvantage on Charisma checks and vulnerability to all damage. Mindfire. The creature's mind becomes feverish. The creature has disadvantage on Intelligence checks and Intelligence saving throws, and the creature behaves as if under the effects of the confusion spell during combat. Seizure. The creature is overcome with shaking. The creature has disadvantage on Dexterity checks, Dexterity saving throws, and attack rolls that use Dexterity. Slimy Doom. The creature begins to bleed uncontrollably. The creature has disadvantage on Constitution checks and Constitution saving throws. In addition, whenever the creature takes damage, it is stunned until the end of its next turn.

Awaken

transmutation 5

Casting Time: 8 hours

Range: Touch

Target: A Huge or smaller beast or plant with either no Intelligence score or an Intelligence of 3 or less

Components: V S M

Duration: Instantaneous

Description:

After spending the casting time tracing magical pathways within a precious gemstone, you touch a Huge or smaller beast or plant. The target must have either no Intelligence score or an Intelligence of 3 or less. The target gains an Intelligence of 10. The target also gains the ability to speak one language you know. If the target is a plant, it gains the ability to move its limbs, roots, vines, creepers, and so forth, and it gains senses similar to a human's. Your GM chooses statistics appropriate for the awakened plant, such as the statistics for the awakened shrub or the awakened tree. The awakened beast or plant is charmed by you for 30 days or until you or your companions do anything harmful to it. When the charmed condition ends, the awakened creature chooses whether to remain friendly to you, based on how you treated it while it was charmed.

Insect Plague

conjuration 5

Casting Time: 1 action

Range: 300 feet

Target: A 20-foot-radius sphere centered on a point you choose within range

Components: V S M

Duration: ConcentrationUp to 10 minutes

Description:

Swarming, biting locusts fill a 20-foot-radius sphere centered on a point you choose within range. The sphere spreads around corners. The sphere remains for the duration, and its area is lightly obscured. The sphere's area is difficult terrain. When the area appears, each creature in it must make a Constitution saving throw. A creature takes 4d10 piercing damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 for each slot level above 5th.

Commune with Nature

divination 5

Casting Time: 1 minute

Range: Self

Target: Self

Components: V S

Duration: Instantaneous

Description:

You briefly become one with nature and gain knowledge of the surrounding territory. In the outdoors, the spell gives you knowledge of the land within 3 miles of you. In caves and other natural underground settings, the radius is limited to 300 feet. The spell doesn't function where nature has been replaced by construction, such as in dungeons and towns. You instantly gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the area: terrain and bodies of water prevalent plants, minerals, animals, or peoples powerful celestials, fey, fiends, elementals, or undead influence from other planes of existence buildings For example, you could determine the location of powerful undead in the area, the location of major sources of safe drinking water, and the location of any nearby towns.

Mass Cure Wounds

evocation 5

Casting Time: 1 action

Range: 60 feet

Target: A point of your choice within range

Components: V S

Duration: Instantaneous

Description:

A wave of healing energy washes out from a point of your choice within range. Choose up to six creatures in a 30-foot-radius sphere centered on that point. Each target regains hit points equal to 3d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the Healing increases by 1d8 for each slot level above 5th.

Reincarnate

transmutation 5

Casting Time: 1 hour

Range: Touch

Target: A dead humanoid or a piece of a dead humanoid

Components: V S M

Duration: Instantaneous

Description:

You touch a dead humanoid or a piece of a dead humanoid. Provided that the creature has been dead no longer than 10 days, the spell forms a new adult body for it and then calls the soul to enter that body. If the target's soul isn't free or willing to do so, the spell fails. The magic fashions a new body for the creature to inhabit, which likely causes the creature's race to change. The GM rolls a d100 and consults the following table to determine what form the creature takes when restored to life, or the GM chooses a form. d100 Race 01–04 Dragonborn 05–13 Dwarf, hill 14–21 Dwarf, mountain 22–25 Elf, dark 26–34 Elf, high 35–42 Elf, wood 43–46 Gnome, forest 47–52 Gnome, rock 53–56 Half-elf 57–60 Half-orc 61–68 Halfling, lightfoot 69–76 Halfling, stout 77–96 Human 97–00 Tiefling The reincarnated creature recalls its former life and experiences. It retains the capabilities it had in its original form, except it exchanges its original race for the new one and changes its racial traits accordingly.

Investiture of Elements

transmutation 6

Casting Time: 1 action

Range: Self

Target: 10

Components: V S

Duration: Concentration up to 10 minutes

Description:

-----FIRE-----

Flames race across your body, shedding bright light in a 30-foot radius and dim light for an additional 30 feet for the spell's duration. The flames don't harm you. Until the spell ends, you gain the following benefits:

- You are immune to fire damage and have resistance to cold damage.
- Any creature that moves within 5 feet of you for the first time on a turn or ends its turn there takes 1d10 fire damage.
- You can use your action to create a line of fire 15 feet long and 5 feet wide extending from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 4d8 fire damage on a failed save, or half as much damage on a successful one.

-----ICE-----

Until the spell ends, ice rimes your body, and you gain the following benefits:

- You are immune to cold damage and have resistance to fire damage.
- You can move across difficult terrain created by ice or snow without spending extra movement.
- The ground in a 10-foot radius around you is icy and is difficult terrain for creatures other than you. The radius moves with you.
- You can use your action to create a 15-foot cone of freezing wind extending from your outstretched hand in a direction you choose. Each creature in the cone must make a Constitution saving throw. A creature takes 4d6 cold damage on a failed save, or half as much damage on a successful one. A creature that fails its save against this effect has its speed halved until the start of your next turn.

----STONE----

Until the spell ends, bits of rock spread across your body, and you gain the following benefits:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.
- You can use your action to create a small earthquake on the ground in a 15-foot radius centered on you. Other creatures on that ground must succeed on a Dexterity saving throw or be knocked prone.
- You can move across difficult terrain made of

----- Prepared Spells Above -----

abjuration 6

Casting Time: 10

Range: 10

Target: 10

Components: V S M

Duration:

Description:

Heal

evocation 6

Casting Time: 1 action

Range: 60 feet

Target: A creature that you can see within range

Components: V S

Duration: Instantaneous

Description:

Choose a creature that you can see within range. A surge of positive energy washes through the creature, causing it to regain 70 hit points. This spell also ends blindness, deafness, and any diseases affecting the target. This spell has no effect on constructs or undead.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, the amount of Healing increases by 10 for each slot level above 6th.

Conjure Fey

conjuration 6

Casting Time: 1 minute

Range: 90 feet

Target: An unoccupied space that you can see within range

Components: V S

Duration: ConcentrationUp to 1 hour

Description:

You summon a fey creature of challenge rating 6 or lower, or a fey spirit that takes the form of a beast of challenge rating 6 or lower. It appears in an unoccupied space that you can see within range.

The fey creature disappears when it drops to 0 hit points or when the spell ends. The fey creature is friendly to you and your companions for the duration. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the fey creature, it defends itself from hostile creatures but otherwise takes no actions. If your concentration is broken, the fey creature doesn't disappear. Instead, you lose control of the fey creature, it becomes hostile toward you and your companions, and it might attack. An uncontrolled fey creature can't be dismissed by you, and it disappears 1 hour after you summoned it. The GM has the fey creature's statistics.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, the Challenge rating increases by 1 for each slot level above 6th.

Transport via Plants

conjuration 6

Casting Time: 1 action

Range: 10 feet

Target: A Large or larger inanimate plant and another plant, at any distance, on the same plane of existence

Components: V S

Duration: 1 round

Description:

This spell creates a magical link between a Large or larger inanimate plant within range and another plant, at any distance, on the same plane of existence. You must have seen or touched the destination plant at least once before. For the duration, any creature can step into the target plant and exit from the destination plant by using 5 feet of movement.

Wall of Thorns

earth or stone without spending extra movement.

conjuration 6

Casting Time: 1 action

Range: 120 feet

Components: V S M

Duration: ConcentrationUp to 10 minutes

Description:

You create a wall of tough, pliable, tangled brush bristling with needle-sharp thorns. The wall appears within range on a solid surface and lasts for the duration. You choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick or a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick. The wall blocks line of sight. When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 7d8 piercing damage, or half as much damage on a successful save. A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. Furthermore, the first time a creature enters the wall on a turn or ends its turn there, the creature must make a Dexterity saving throw. It takes 7d8 slashing damage on a failed save, or half as much damage on a successful one. If a creature is also pushed up to 10 feet away from the center of the cube.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, both types of damage increase by 1d8 for each slot level above 6th.

Find the Path

divination 6

Casting Time: 1 minute

Range: Self

Target: See text

Components: V S M

Duration: ConcentrationUp to 1 day

Description:

This spell allows you to find the shortest, most direct physical route to a specific fixed location that you are familiar with on the same plane of existence. If you name a destination on another plane of existence, a destination that moves (such as a mobile fortress), or a destination that isn't specific (such as "a green dragon's lair"), the spell fails. For the duration, as long as you are on the same plane of existence as the destination, you know how far it is and in what direction it lies. While you are traveling there, whenever you are presented with a choice of paths along the way, you automatically determine which path is the shortest and most direct route (but not necessarily the safest route) to the destination.

Heroes' Feast

conjuration 6

Casting Time: 10 minutes

Range: 30 feet

Target: See text

Components: V S M

Duration: Instantaneous

Description:

You bring forth a great feast, including magnificent food and drink. The feast takes 1 hour to consume and disappears at the end of that time, and the beneficial effects don't set in until this hour is over. Up to twelve other creatures can partake of the feast. A creature that partakes of the feast gains several benefits. The creature is cured of all diseases and poison, becomes immune to poison and being frightened, and makes all Wisdom saving throws with advantage. Its hit point maximum also increases by 2d10, and it gains the same number of hit points. These benefits last for 24 hours.

Sunbeam

evocation 6

Casting Time: 1 action

Range: Self (60-foot line)

Target: Each creature in a 5-foot-wide, 60-foot-long line

Components: V S M

Duration: ConcentrationUp to 1 minute

Description:

A beam of brilliant light flashes out from your hand in a 5-foot-wide, 60-foot-long line. Each creature in the line must make a Constitution saving throw. On a failed save, a creature takes 6d8 radiant damage and is blinded until your next turn. On a successful save, it takes half as much damage and isn't blinded by this spell. Undead and oozes have disadvantage on this saving throw. You can create a new line of radiance as your action on any turn until the spell ends. For the duration, a mote of brilliant radiance shines in your hand. It sheds bright light in a 30-foot radius and dim light for an additional 30 feet. This light is sunlight.

Wind Walk

transmutation 6

Casting Time: 1 minute

Range: 30 feet

Target: You and up to ten willing creatures you can see within range

Components: V S M

Duration: 8 hours

Description:

You and up to ten willing creatures you can see within range assume a gaseous form for the duration, appearing as wisps of cloud. While in this cloud form, a creature has a flying speed of 300 feet and has resistance to damage from nonmagical weapons. The only actions a creature can take in this form are the Dash action or to revert to its normal form. Reverting takes 1 minute, during which time a creature is incapacitated and can't move. Until the spell ends, a creature can revert to cloud form, which also requires the 1-minute transformation. If a creature is in cloud form and flying when the effect ends, the creature descends 60 feet per round for 1 minute until it lands, which it does safely. If it can't land after 1 minute, the creature falls the remaining distance.

Fire Storm

Evocation 7

Casting Time: 1 action

Range: 150 feet

Target: A location you choose within range

Components: V S

Duration: Instantaneous

Description:

A storm made up of sheets of roaring flame appears in a location you choose within range. The area of the storm consists of up to ten 10-foot cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. Each creature in the area must make a Dexterity saving throw. It takes 7d10 fire damage on a failed save, or half as much damage on a successful one. The fire damages objects in the area and ignites flammable objects that aren't being worn or carried. If you choose, plant life in the area is unaffected by this spell.

----- Prepared Spells Above -----

abjuration 7

Casting Time: 10

Range: 10

Target: 10

Components: V S M

Duration:

Description:

Mirage Arcane

Illusion 7

Casting Time: 10 minutes

Range: Sight

Target: Terrain in an area up to 1 mile square

Components: V S

Duration: 10 days

Description:

You make terrain in an area up to 1 mile square look, sound, smell, and even feel like some other sort of terrain. The terrain's general shape remains the same, however. Open fields or a road could be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Similarly, you can alter the appearance of structures, or add them where none are present. The spell doesn't disguise, conceal, or add creatures. The illusion includes audible, visual, tactile, and olfactory elements, so it can turn clear ground into difficult terrain (or vice versa) or otherwise impede movement through the area. Any piece of the illusory terrain (such as a rock or stick) that is removed from the spell's area disappears immediately. Creatures with truesight can see through the illusion to the terrain's true form; however, all other elements of the illusion remain, so while the creature is aware of the illusion's presence, the creature can still physically interact with the illusion.

Plane Shift

Conjuration 7

Casting Time: 1 action

Range: Touch

Target: You and up to eight willing creatures who link hands in a circle

Components: V S M

Duration: Instantaneous

Description:

You and up to eight willing creatures who link hands in a circle are transported to a different plane of existence. You can specify a target destination in general terms, such as the City of Brass on the Elemental Plane of Fire or the palace of Dispat on the second level of the Nine Hells, and you appear in or near that destination. If you are trying to reach the City of Brass, for example, you might arrive in its Street of Steel, before its Gate of Ashes, or looking at the city from across the Sea of Fire, at the GM's discretion. Alternatively, if you know the sigil sequence of a teleportation circle on another plane of existence, this spell can take you to that circle. If the teleportation circle is too small to hold all the creatures you transported, they appear in the closest unoccupied spaces next to the circle. You can use this spell to banish an unwilling creature to another plane. Choose a creature within your reach and make a melee spell attack against it. On a hit, the creature must make a Charisma saving throw. If the creature fails this save, it is transported to a random location on the plane of existence you specify. A creature so transported must find its own way back to your current plane of existence.

Regenerate

Transmutation 7

Casting Time: 1 minute

Range: Touch

Target: A creature

Components: V S M

Duration: 1 hour

Description:

You touch a creature and stimulate its natural healing ability. The target regains 4d8 + 15 hit points. For the duration of the spell, the target regains 1 hit point at the start of each of its turns (10 hit points each minute). The target's severed body members (fingers, legs, tails, and so on), if any, are restored after 2 minutes. If you have the severed part and hold it to the stump, the spell instantaneously causes the limb to knit to the stump.

Reverse Gravity

Transmutation 7

Casting Time: 1 action

Range: 100 feet

Target: A 50-foot-radius, 100-foot high cylinder centered on a point within range

Components: V S M

Duration: ConcentrationUp to 1 minute

Description:

This spell reverses gravity in a 50-foot-radius, 100-foot high cylinder centered on a point within range. All creatures and objects that aren't somehow anchored to the ground in the area fall upward and reach the top of the area when you cast this spell. A creature can make a Dexterity saving throw to grab onto a fixed object it can reach, thus avoiding the fall. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it just as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, for the duration. At the end of the duration, affected objects and creatures fall back down.

Sunburst

evocation 8

Casting Time: 1 action

Range: 150 feet

Target: A 60-foot radius centered on a point you choose within range

Components: V S M

Duration: Instantaneous

Description:

Brilliant sunlight flashes in a 60-foot radius centered on a point you choose within range. Each creature in that light must make a Constitution saving throw. On a failed save, a creature takes 12d6 radiant damage and is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded by this spell. Undead and oozes have disadvantage on this saving throw. A creature blinded by this spell makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded. This spell dispels any darkness in its area that was created by a spell.

----- Prepared Spells Above -----

abjuration 8

Casting Time: 10

Range: 10

Target: 10

Components:

Duration:

Description:

Animal Shapes

transmutation 8

Casting Time: 1 action

Range: 30 feet

Target: Any number of willing creatures that you can see within range

Components: V S

Duration: ConcentrationUp to 24 hours

Description:

Your magic turns others into beasts. Choose any number of willing creatures that you can see within range. You transform each target into the form of a Large or smaller beast with a challenge rating of 4 or lower. On subsequent turns, you can use your action to transform affected creatures into new forms. The transformation lasts for the duration for each target, or until the target drops to 0 hit points or dies. You can choose a different form for each target. A target's game statistics are replaced by the statistics of the chosen beast, though the target retains its alignment and Intelligence, Wisdom, and Charisma scores. The target assumes the hit points of its new form, and when it reverts to its normal form, it returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious. The creature is limited in the actions it can perform by the nature of its new form, and it can't speak or cast spells. The target's gear melds into the new form. The target can't activate, wield, or otherwise benefit from any of its equipment.

Earthquake

evocation 8

Casting Time: 1 action

Range: 500 feet

Target: A point on the ground that you can see within range

Components: V S M

Duration: ConcentrationUp to 1 minute

Description:

You create a seismic disturbance at a point on the ground that you can see within range. For the duration, an intense tremor rips through the ground in a 100-foot-radius circle centered on that point and shakes creatures and structures in contact with the ground in that area. The ground in the area becomes difficult terrain. Each creature on the ground that is concentrating must make a Constitution saving throw. On a failed save, the creature's concentration is broken. When you cast this spell and at the end of each turn you spend concentrating on it, each creature on the ground in the area must make a Dexterity saving throw. On a failed save, the creature is knocked prone. This spell can have additional effects depending on the terrain in the area, as determined by the GM.

Fissures. Fissures open throughout the spell's area at the start of your next turn after you cast the spell. A total of 1d6 such fissures open in locations chosen by the GM. Each is 1d10 × 10 feet deep, 10 feet wide, and extends from one edge of the spell's area to the opposite side. A creature standing on a spot where a fissure opens must succeed on a Dexterity saving throw or fall in. A creature that successfully saves moves with the fissure's edge as it opens. A fissure that opens beneath a structure causes it to automatically collapse (see below).

Structures. The tremor deals 50 bludgeoning damage to any structure in contact with the ground in the area 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, it collapses and potentially damages nearby creatures. A creature within half the distance of a structure's height must make a Dexterity saving throw. On a failed save, the creature takes 5d6 bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. The GM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much damage and doesn't fall prone or become buried.

Feeblemind

enchantment 8

Casting Time: 1 action

Range: 150 feet

Target: A creature that you can see within range

Components: V S M

Duration: Instantaneous

Description:

You blast the mind of a creature that you can see within range, attempting to shatter its intellect and personality. The target takes 4d6 psychic damage and must make an Intelligence saving throw. On a failed save, the creature’s Intelligence and Charisma scores become 1. The creature can’t cast spells, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them. At the end of every 30 days, the creature can repeat its saving throw against this spell. If it succeeds on its saving throw, the spell ends. The spell can also be ended by greater restoration, heal, or wish.

Control Weather

transmutation 8

Casting Time: 10 minutes

Range: Self (5-mile radius)

Target: The weather within 5 miles of you

Components: V S M

Duration: ConcentrationUp to 8 hours

Description:

You take control of the weather within 5 miles of you for the duration. You must be outdoors to cast this spell. Moving to a place where you don’t have a clear path to the sky ends the spell early. When you cast the spell, you change the current weather conditions, which are determined by the GM based on the climate and season. You can change precipitation, temperature, and wind. It takes 1d4 × 10 minutes for the new conditions to take effect. Once they do so, you can change the conditions again. When the spell ends, the weather gradually returns to normal. When you change the weather conditions, find a current condition on the following tables and change its stage by one, up or down. When changing the wind, you can change its direction. Precipitation Stage Condition 1 Clear 2 Light clouds 3 Overcast or ground fog 4 Rain, hail, or snow 5 Torrential rain, driving hail, or blizzard Temperature Stage Condition 1 Unbearable heat 2 Hot 3 Warm 4 Cool 5 Cold 6 Arctic cold Wind Stage Condition 1 Calm 2 Moderate wind 3 Strong wind 4 Gale 5 Storm

Antipathy Sympathy

enchantment 8

Casting Time: 1 hour

Range: 60 ft

Target:

Components: V S M

Duration: 10 days

Description:

This spell attracts or repels creatures of your choice. You target something within range, either a Huge or smaller object or creature or an area that is no larger than a 200-foot cube. Then specify a kind of intelligent creature, such as red dragons, goblins, or vampires. You invest the target with an aura that either attracts or repels the specified creatures for the duration. Choose antipathy or sympathy as the aura's effect. Antipathy: The enchantment causes creatures of the kind you designated to feel an intense urge to leave the area and avoid the target. When such a creature can see the target or comes within 60 feet of it, the creature must succeed on a Wisdom saving throw or become frightened. The creature remains frightened while it can see the target or is within 60 feet of it. While frightened by the target, the creature must use its movement to move to the nearest safe spot from which it can't see the target. If the creature moves more than 60 feet from the target and can't see it, the creature is no longer frightened, but the creature becomes frightened again if it regains sight of the target or moves within 60 feet of it. Sympathy: The enchantment causes the specified creatures to feel an intense urge to approach the target while within 60 feet of it or able to see it. When such a creature can see the target or comes within 60 feet of it, the creature must succeed on a Wisdom saving throw or use its movement on each of its turns to enter the area or move within reach of the target. When the creature has done so, it can't willingly move away from the target. If the target damages or otherwise harms an affected creature, the affected creature can make a Wisdom saving throw to end the effect, as described below. Ending the Effect: If an affected creature ends its turn while not within 60 feet of the target or able to see it, the creature makes a Wisdom saving throw. ON a successful save, the creature is no longer affected by the target and recognizes the feeling of repugnance or attraction as magical. In addition, a creature affected by the spells is allowed another Wisdom saving throw every 24 hours while the spell persists. A creature that successfully saves against this effect is immune to it for 1 minute, after which time it can be affected again.

Shapechange

transmutation 9

Casting Time: 1 action

Range: Self

Target: Self

Components: V S M

Duration: ConcentrationUp to 1 hour

Description:

You assume the form of a different creature for the duration. The new form can be of any creature with a challenge rating equal to your level or lower. The creature can’t be a construct or an undead, and you must have seen the sort of creature at least once. You transform into an average example of that creature, one without any class levels or the Spellcasting trait. Your game statistics are replaced by the statistics of the chosen creature, though you retain your alignment and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus listed in its statistics is higher than yours, use the creature’s bonus in place of yours. You can’t use any legendary actions or lair actions of the new form. You assume the hit points and Hit Dice of the new form. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn’t reduce your normal form to 0 hit points, you aren’t knocked unconscious. You retain the benefit of any features from your class, race, or other source and can use them, provided that your new form is physically capable of doing so. You can’t use any special senses you have (for example, darkvision) unless your new form also has that sense. You can only speak if the creature can normally speak. When you transform, you choose whether your equipment falls to the ground, merges into the new form, or is worn by it. Worn equipment functions as normal. The GM determines whether it is practical for the new form to wear a piece of equipment, based on the creature’s shape and size. Your equipment doesn’t change shape or size to match the new form, and any equipment that the new form can’t wear must either fall to the ground or merge into your new form. Equipment that merges has no effect in that state. During this spell’s duration, you can use your action to assume a different form following the same restrictions and rules for the original form, with one exception: if your new form has more hit points than your current one, your hit points remain at their current value.

----- Prepared Spells Above -----

abjuration 9

Casting Time: 10

Range: 10

Target: 10

Components:

Duration:

Description:

Foresight

divination 9

Casting Time: 1 minute

Range: Touch

Target: A willing creature

Components: V S M

Duration: 8 hours

Description:

You touch a willing creature and bestow a limited ability to see into the immediate future. For the duration, the target can't be surprised and has advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against the target for the duration. This spell immediately ends if you cast it again before its duration ends.

Storm of Vengeance

conjuration 9

Casting Time: 1 action

Range: Sight

Target: A point you can see

Components: V S

Duration: ConcentrationUp to 1 minute

Description:

A churning storm cloud forms, centered on a point you can see and spreading to a radius of 360 feet. Lightning flashes in the area, thunder booms, and strong winds roar. Each creature under the cloud (no more than 5,000 feet beneath the cloud) when it appears must make a Constitution saving throw. On a failed save, a creature takes 2d6 thunder damage and becomes deafened for 5 minutes. Each round you maintain concentration on this spell, the storm produces additional effects on your turn. Round 2. Acidic rain falls from the cloud. Each creature and object under the cloud takes 1d6 acid damage. Round 3. You call six bolts of lightning from the cloud to strike six creatures or objects of your choice beneath the cloud. A given creature or object can't be struck by more than one bolt. A struck creature must make a Dexterity saving throw. The creature takes 10d6 lightning damage on a failed save, or half as much damage on a successful one. Round 4. Hailstones rain down from the cloud. Each creature under the cloud takes 2d6 bludgeoning damage. Round 5–10. Gusts and freezing rain assail the area under the cloud. The area becomes difficult terrain and is heavily obscured. Each creature there takes 1d6 cold damage. Ranged weapon attacks in the area are impossible. The wind and rain count as a severe distraction for the purposes of maintaining concentration on spells. Finally, gusts of strong wind (ranging from 20 to 50 miles per hour) automatically disperse fog, mists, and similar phenomena in the area, whether mundane or magical.

True Resurrection

necromancy 9

Casting Time: 1 hour

Range: Touch

Target: A creature that has been dead for no longer than 200 years and that died for any reason except old age

Components: V S M

Duration: Instantaneous

Description:

You touch 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 all its hit points. This spell closes all wounds, neutralizes any poison, cures all diseases, and lifts any curses affecting the creature when it died. The spell replaces damaged or missing organs and limbs. The spell can even provide a new body if the original no longer exists, in which case you must speak the creature's name. The creature then appears in an unoccupied space you choose within 10 feet of you.