

Broadrell Pradler

CHARACTER NAME

Wizard [School of Divination] (20)

CLASS & LEVEL

Human/Calishite

RACE

BACKGROUND

Neutral Good

ALIGNMENT

PLAYER NAME

815254

EXPERIENCE POINTS

STRENGTH

+1

13

DEXTERITY

+1

13

CONSTITUTION

+2

14

INTELLIGENCE

+5

20

WISDOM

+3

16

CHARISMA

+2

15

INSPIRATION

+6

PROFICIENCY BONUS

- ☐ +4 Strength
- ☐ +4 Dexterity
- ☐ +5 Constitution
- ☒ +14 Intelligence
- ☒ +12 Wisdom
- ☐ +5 Charisma

SAVING THROWS

- ☒ +8 Acrobatics (Dex)
- ☐ +4 Animal Handling (Wis)
- ☐ +6 Arcana (Int)
- ☐ +2 Athletics (Str)
- ☐ +3 Deception (Cha)
- ☐ +6 History (Int)
- ☒ +10 Insight (Wis)
- ☐ +3 Intimidation (Cha)
- ☒ +12 Investigation (Int)
- ☐ +4 Medicine (Wis)
- ☐ +6 Nature (Int)
- ☐ +4 Perception (Wis)
- ☐ +3 Performance (Cha)
- ☐ +3 Persuasion (Cha)
- ☐ +6 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ +4 Survival (Wis)

SKILLS

20

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum 122

CURRENT HIT POINTS

TEMPORARY HIT POINTS

20x(1d6+2)

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I always have a plan for what to do when things go wrong.

I judge people by their actions, not their words.

PERSONALITY TRAITS

The path to power and self-improvement is through knowledge.

IDEALS

Everything I do is for the common people.

BONDS

Most people scream and run when they see a demon. I stop and take notes on its anatomy.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Dagger +3

+10

1d4+4 piercing

Sling +3

+10

1d4+4 bludgeoning

Staff of Power

+9

1d6+3 bludgeoning

Number of Attacks: 1
Crossbow, light +3. +10,
1d8+4 piercing

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

Weapon Proficiencies:
Crossbow, light; Dagger;
Dart; Quarterstaff; Sling

Language Proficiencies:
Common; Draconic; Elvish;
Undercommon

OTHER PROFICIENCIES & LANGUAGES

CP 5000

SP 7500

GP 25000

PP 5000

TREASURE

Backpack
Bag of Sand
Bedroll
Book
Bracers Of Defense
Case, map or scroll
Clothes, common
Component pouch
Crossbow bolt x20
Hat Of Disguise
Mess kit
Portable Hole x2
Potion Of Supreme Healing x2
Pradlers Portable Room
Rations (1 day) x10
Ring Of Three Wishes
Robe Of The Archmagi
Rope, hempen
Sending Stones
Signet ring
Spell Scroll x10
Spellbook x2
Stone Of Good Luck
Luckstone
Tinderbox
Torch x10
Waterskin

EQUIPMENT



Broadrell Pradler

CHARACTER NAME

AGE

black

EYES

5' 10"

HEIGHT

White

SKIN

145

WEIGHT

White

HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Wand Of The War Mage 3 (1)
Gem (5000 GP) (5)
Scarab Of Protection (1)
Stone Of Controlling Earth
Elementals (1)
Carpet Of Flying (1)
Potion Of Superior Healing (4)
Gem (500 GP) (20)
Magnifying glass (1)
Hourglass (1)
Ring Of Spell Storing (4)
Gem (1000 GP) (10)
Ink pen (1)
Chest (3)
Ring Of Feather Falling (1)
Ring Of Invisibility (1)
Gem (50 GP) (100)
Parchment (10)
Sphere Of Annihilation (1)
Alchemist's Supplies (1)
Sealing wax (1)
Calligrapher's Supplies (1)
Ink (1)

TREASURE

CHARACTER BACKSTORY



Cleric

SPELLCASTING CLASS

Wisdom

SPELLCASTING ABILITY

19

SPELL SAVE DC

+13

SPELL ATTACK BONUS

0

CANTRIPS

Guidance

Spare the Dying

3

3

6

2

1

4

4

3

2

3

5

3

7

2

8

1

9

1

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

PREPARED

SPELL NAME

0

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Warlock

Charisma

SPELLCASTING ABILITY

18

SPELL SAVE DC

+12

SPELL ATTACK BONUS

SPELLCASTING CLASS

0

CANTRIPS

Eldritch Blast

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

14

PREPARED

SPELL NAME

23

33

43

53

62

72

81

91

SPILLS KNOWN

Wizard

SPELLCASTING
CLASS

Intelligence

SPELLCASTING
ABILITY

21

SPELL SAVE DC

+15

SPELL ATTACK
BONUS

0

CANTRIPS

Fire Bolt

Mage Hand

Stepping Stones

Sword Burst

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- ☐ Burning Hands
- ☐ Comprehend Languages
- ☐ Detect Magic
- ☐ Disguise Self
- ☐ Find Familiar
- ☐ Floating Disk
- ☐ Fog Cloud
- ☐ Grease
- ☐ Ice Knife
- ☐ Identify
- ☐ Magic Missile
- ☐ Protection from Evil and Good

2

3

- ☐ Alter Self
- ☐ Dragon's Breath
- ☐ Flaming Sphere
- ☐ Misty Step
- ☐ Rope Trick
- ☐ Spider Climb
- ☐ Web
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- ☐ Bestow Curse
- ☐ Catnap
- ☐ Counterspell
- ☐ Dispel Magic
- ☐ Fear
- ☐ Fireball
- ☐ Fly
- ☐ Gaseous Form
- ☐ Glyph of Warding
- ☐ Protection from Energy
- ☐ Sending
- ☐ Sleet Storm
- ☐

4

3

- ☐ Arcane Eye
- ☐ Black Tentacles
- ☐ Conjure Minor Elementals
- ☐ Dimension Door
- ☐ Fabricate
- ☐ Faithful Hound
- ☐ Hallucinatory Terrain
- ☐ Locate Creature
- ☐ Polymorph
- ☐ Private Sanctuary
- ☐ Resilient Sphere
- ☐ Secret Chest
- ☐ Stoneskin

5

3

- ☐ Arcane Hand
- ☐ Cloudkill
- ☐ Conjure Elemental
- ☐ Contact Other Plane
- ☐ Geas
- ☐ Hold Monster
- ☐ Passwall
- ☐ Scrying
- ☐ Telekinesis

6

2

- ☐ Arcane Gate
- ☐ Contingency
- ☐ Disintegrate
- ☐ Flesh to Stone
- ☐ Instant Summons
- ☐ Magic Jar
- ☐ Programmed Illusion
- ☐ True Seeing
- ☐

7

2

- ☐ Arcane Sword
- ☐ Crown of Stars
- ☐ Forcecage
- ☐ Magnificent Mansion
- ☐ Plane Shift
- ☐ Prismatic Spray
- ☐ Symbol
- ☐ Teleport
- ☐

8

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- ☐ Antimagic Field
- ☐ Clone
- ☐ Control Weather
- ☐ Demiplane
- ☐ Maze
- ☐ Mighty Fortress
- ☐

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- ☐ Astral Projection
- ☐ Foresight
- ☐ Gate
- ☐ Invulnerability
- ☐ Meteor Swarm
- ☐ Power Word Kill
- ☐ Time Stop

SPELLS KNOWN





Wizard

SPELLCASTING CLASS

Intelligence

SPELLCASTING ABILITY

21

SPELL SAVE DC

+15

SPELL ATTACK BONUS

0

CANTRIPS

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

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PREPARED

SPELL NAME

☐ Shield
 ☐ Unseen Servant
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☐ Stinking Cloud
 ☐ Tiny Hut
 ☐ Water Breathing
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☐ Teleportation Circle
 ☐ Transmute Rock
 ☐ Wall of Force
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☐ True Polymorph
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SPILLS KNOWN

-----Actions-----

Sending Stones. Cast sending to communicate with the holder of the other stone (use once/day).

-----Other Traits-----

Arcane Recovery. When you finish a short rest, regain spell slots totalling no more than 10, and each must be 5th level or lower. (use once/day).

Divination Savant. Beginning when you select this school at 2nd level, the gold and time you must spend to copy a divination spell into your spellbook is halved.

Expert Divination . Beginning at 6th level, casting divination spells comes so easily to you that it expends only a fraction of your spellcasting efforts. When you cast a divination spell of 2nd level or higher using a spell slot, you regain one expended spell slot. The slot you regain must be of a level lower than the spell you cast and can ' t be higher than 5th level.

Greater Portent. Starting at 14th level, the visions in your dreams intensify and paint a more accurate picture in your mind of What is to come. You roll three d20 for your Portent feature, rather than two.

Magic Initiate. Choose a class: bard, cleric, druid, sorcerer, warlock, or wizard. You learn two cantrips of your choice from that class ' s spell list.

In addition, choose one 1st-level spell from that same list. You learn that spell and can cast it at its lowest level. Once you cast it, you must finish a long rest before you can cast it again.

Your spellcasting ability for these spells depends on the class you chose: Charisma for bard, sorcerer, or warlock; Wisdom for cleric or druid; or Intelligence for wizard.

Portent. Starting at 2nd level when you choose this school, glimpses of the future begin to press in on your awareness. When you finish a long rest, roll two d20 and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn. Each foretelling roll can be used only once. When you finish a long rest, you lose any unused foretelling rolls.

Signature Spells. Your signature spells are Counterspell and Dispel Magic, you always have them prepared and can cast them once without expending a slot.

Spell Mastery. Cast Detect Magic and Misty Step at lowest level without expending a slot if you have them prepared.

Spell Sniper. When you cast a spell that requires you to make an attack roll, the spell ' s range is doubled. Your ranged spell attacks ignore half cover and three-quarters cover.

You learn one cantrip that requires an attack roll. Choose the cantrip from the bard, cleric, druid, sorcerer, warlock, or wizard spell list. Your spellcasting ability for this cantrip depends on the spell list you chose from: Charisma for bard, sorcerer, or warlock; Wisdom for cleric or druid; or Intelligence for wizard.

The Third Eye. Starting at 10th level, you can use your action to increase your powers of perception. When you do so, choose one of the following benefits, which lasts until you are incapacitated or you take a short or long rest. You can ' t use the feature again until you finish a rest.

Darkvision: You gain darkvision out to a range of 60 feet, as described in chapter 8.

Ethereal Sight: You can see into the Ethereal Plane within 60 feet of you.

Greater Comprehension: You can read any language.

See Invisibility: You can see invisible creatures and objects within 10 feet of you that are within line of sight.

Guidance Cleric Cantrip Divination DC 19 Spell Mod +13 1 Act. Touch V,S Conc, 1 min You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.	Spare the Dying Cleric Cantrip Necromancy DC 19 Spell Mod +13 1 Act. Touch V,S Inst You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.	Eldritch Blast Warlock Cantrip Evocation DC 18 Spell Mod +12 1 Act. 120 ft V,S Inst A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage. The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.
Fire Bolt Wizard Cantrip Evocation DC 21 Spell Mod +15 1 Act. 120 ft V,S Inst You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).	Mage Hand Wizard Cantrip Conjuration DC 21 Spell Mod +15 1 Act. 30 ft V,S 1 min A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.	Stepping Stones Wizard Cantrip Evocation DC 21 Spell Mod +15 1 Hand 0 V,S 1 Rnd per 4 leve This cantrip creates 4 disks of force approximately 1 foot in diameter. They can be placed anywhere within 20 feet of each other, and last approximately 1 round per 4 levels of the wizard. Combat of any sort will destroy these very useful disks, so there are not used in combat. The disks cannot inflict any damage to anything due to the low level of energy used to create them.
Sword Burst Wizard Cantrip Conjuration DC 21 Spell Mod +15 1 Act. 5 ft V,S Inst You create a momentary circle of spectral blades that sweep around you. Each creature within range, other than you, must succeed on a Dexterity saving throw or take 1d6 force damage. This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).	Arcane Sword Wizard Level 7 Evocation DC 21 Spell Mod +15 1 Act. 60 ft V,S,M Conc, 1 min A miniature platinum sword with a grip and pommel of copper and zinc, worth 250 gp You create a sword-shaped plane of force that hovers within range. It lasts for the duration. When the sword appears, you make a melee spell attack against a target of your choice within 5 feet of the sword. On a hit, the target takes 3d10 force damage. Until the spell ends, you can use a bonus action on each of your turns to move the sword up to 20 feet to a spot you can see and repeat this attack against the same target or a different one.	Crown of Stars Wizard Level 7 Evocation DC 21 Spell Mod +15 1 Act. Self V,S 1 hr Seven star-like motes of light appear and orbit your head until the spell ends. You can use a bonus action to send one of the motes streaking toward one creature or object within 120 feet of you. When you do so, make a ranged spell attack. On a hit, the target takes 4d12 radiant damage. Whether you hit or miss, the mote is expended. The spell ends early if you expend the last mote. If you have four or more motes remaining, they shed bright light in a 30-foot radius and dim light for an additional 30 feet. If you have one to three motes remaining, they shed dim light in a 30-foot radius. At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the number of motes created increases by two for each slot level above 7th.

Forcecage

Wizard Level 7 Evocation DC 21 Spell Mod +15

1 Act. **100 ft** **V,S,M** **1 hr**

Ruby dust worth 1,500 gp

An immobile, invisible, cube-shaped prison composed of magical force springs into existence around an area you choose within range. The prison can be a cage or a solid box, as you choose. A prison in the shape of a cage can be up to 20 feet on a side and is made from 1/2-inch diameter bars spaced 1/2 inch apart. A prison in the shape of a box can be up to 10 feet on a side, creating a solid barrier that prevents any matter from passing through it and blocking any spells cast into or out from the area. When you cast the spell, any creature that is completely inside the cage's area is trapped. Creatures only partially within the area, or those too large to fit inside the area, are pushed away from the center of the area until they are completely outside the area. A creature inside the cage can't leave it by nonmagical means. If the creature tries to use

Magnificent Mansion

Wizard Level 7 Conjuratun DC 21 Spell Mod +15

1 min **300 ft** **V,S,M** **24 hrs**

A miniature portal carved from ivory, a small piece of polished marble, and a tiny silver spoon, each item worth at least 5 gp

You conjure an extradimensional dwelling in range that lasts for the duration. You choose where its one entrance is located. The entrance shimmers faintly and is 5 feet wide and 10 feet tall. You and any creature you designate when you cast the spell can enter the extradimensional dwelling as long as the portal remains open. You can open or close the portal if you are within 30 feet of it. While closed, the portal is invisible. Beyond the portal is a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm. You can create any floor plan you like, but the space can't exceed 50 cubes, each cube being 10 feet on each side. The place is furnished and decorated as you choose. It contains sufficient food to serve a nine-course banquet for up to 100 people. A staff of 100 near-transparent servants attends all who

Plane Shift

Wizard Level 7 Conjuratun DC 21 Spell Mod +15

1 Act. **Touch** **V,S,M** **Inst**

A forked, metal rod worth at least 250 gp, attuned to a particular plane of existence

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 Dispaten 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

Prismatic Spray

Wizard Level 7 Evocation DC 21 Spell Mod +15

1 Act. **Self** **V,S** **Inst**

Eight multicolored rays of light flash from your hand. Each ray is a different color and has a different power and purpose. Each creature in a 60-foot cone must make a Dexterity saving throw. For each target, roll a d8 to determine which color ray affects it. 1. Red. The target takes 10d6 fire damage on a failed save, or half as much damage on a successful one. 2. Orange. The target takes 10d6 acid damage on a failed save, or half as much damage on a successful one. 3. Yellow. The target takes 10d6 lightning damage on a failed save, or half as much damage on a successful one. 4. Green. The target takes 10d6 poison damage on a failed save, or half as much damage on a successful one. 5. Blue. The target takes 10d6 cold damage on a failed save, or half as much damage on a successful one. 6. Indigo. On a failed save, the target is

Symbol

Wizard Level 7 Abjuration DC 21 Spell Mod +15

1 min **Touch** **V,S,M** **Until dispelled**

Mercury, phosphorus, and powdered diamond and opal with a total value of at least 1,000 gp, which the spell consumes

When you cast this spell, you inscribe a harmful glyph either on a surface (such as a section of floor, a wall, or a table) or within an object that can be closed to conceal the glyph (such as a book, a scroll, or a treasure chest). If you choose a surface, the glyph can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered. The glyph is nearly invisible, requiring an Intelligence (Investigation) check against your spell save DC to find it. You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or stepping on the glyph, removing another object covering it,

Teleport

Wizard Level 7 Conjuratun DC 21 Spell Mod +15

1 Act. **10 ft** **V** **Inst**

This spell instantly transports you and up to eight willing creatures of your choice that you can see within range, or a single object that you can see within range, to a destination you select. If you target an object, it must be able to fit entirely inside a 10-foot cube, and it can't be held or carried by an unwilling creature. The destination you choose must be known to you, and it must be on the same plane of existence as you. Your familiarity with the destination determines whether you arrive there successfully. The GM rolls d100 and consults the table. Familiarity Mishap Similar Area Off Target On Target Permanent circle — — — 01–100 Associated object — — — 01–100 Very familiar 01–05 06–13 14–24 25–100 Seen casually 01–33 34–43 44–53 54–100 Viewed once 01–43 44–53 54–73 74–100 Description 01–43 44–53 54–73 74–100 False destination

Burning Hands

Wizard Level 1 Evocation DC 21 Spell Mod +15

1 Act. **Self** **V,S** **Inst**

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Comprehend Languages (ritual)

Wizard Level 1 Divination DC 21 Spell Mod +15

1 Act. **Self** **V,S,M** **1 hr**

A pinch of soot and salt

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text. This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.

Detect Magic (ritual)

Wizard Level 1 Divination DC 21 Spell Mod +15

1 Act. **Self** **V,S** **Conc, 10 mins**

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.

Plane Shift <i>(reverse)</i> 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.	Magnificent Mansion <i>(reverse)</i> enter. You decide the visual appearance of these servants and their attire. They are completely obedient to your orders. Each servant can perform any task a normal human servant could perform, but they can't attack or take any action that would directly harm another creature. Thus the servants can fetch things, clean, mend, fold clothes, light fires, serve food, pour wine, and so on. The servants can go anywhere in the mansion but can't leave it. Furnishings and other objects created by this spell dissipate into smoke if removed from the mansion. When the spell ends, any creatures inside the extradimensional space are expelled into the open spaces nearest to the entrance.	Forcecage <i>(reverse)</i> teleportation or interplanar travel to leave the cage, it must first make a Charisma saving throw. On a success, the creature can use that magic to exit the cage. On a failure, the creature can't exit the cage and wastes the use of the spell or effect. The cage also extends into the Ethereal Plane, blocking ethereal travel. This spell can't be dispelled by dispel magic.
Teleport <i>(reverse)</i> 01–50 51–100 — — Familiarity. “Permanent circle” means a permanent teleportation circle whose sigil sequence you know. “Associated object” means that you possess an object taken from the desired destination within the last six months, such as a book from a wizard's library, bed linen from a royal suite, or a chunk of marble from a lich's secret tomb. “Very familiar” is a place you have been very often, a place you have carefully studied, or a place you can see when you cast the spell. “Seen casually” is someplace you have seen more than once but with which you aren't very familiar. “Viewed once” is a place you have seen once, possibly using magic. “Description” is a place whose location and appearance you know through someone else's description, perhaps from a map. “False destination” is a place that doesn't exist. Perhaps you tried to scry an enemy's sanctum but instead viewed an illusion, or you are attempting to teleport to a familiar location that no longer exists. On Target. You and your group (or the target object) appear where you want to. Off Target. You and your group (or the target object) appear a random distance away from the	Symbol <i>(reverse)</i> approaching within a certain distance of it, or manipulating the object that holds it. For glyphs inscribed within an object, the most common triggers are opening the object, approaching within a certain distance of it, or seeing or reading the glyph. You can further refine the trigger so the spell is activated only under certain circumstances or according to a creature's physical characteristics (such as height or weight), or physical kind (for example, the ward could be set to affect hags or shapechangers). You can also specify creatures that don't trigger the glyph, such as those who say a certain password. When you inscribe the glyph, choose one of the options below for its effect. Once triggered, the glyph glows, filling a 60-foot-radius sphere with dim light for 10 minutes, after which time the spell ends. Each creature in the sphere when the glyph activates is targeted by its effect, as is a creature that enters the sphere for the first time on a turn or ends its turn there. Death. Each target must make a Constitution saving throw, taking 10d10 necrotic damage on a failed save, or half as much damage on a successful save. Discord. Each target must	Prismatic Spray <i>(reverse)</i> restrained. It must then make a Constitution saving throw at the end of each of its turns. If it successfully saves three times, the spell ends. If it fails its save three times, it permanently turns to stone and is subjected to the petrified condition. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind. 7. Violet. On a failed save, the target is blinded. It must then make a Wisdom saving throw at the start of your next turn. A successful save ends the blindness. If it fails that save, the creature is transported to another plane of existence of the GM's choosing and is no longer blinded. (Typically, a creature that is on a plane that isn't its home plane is banished home, while other creatures are usually cast into the Astral or Ethereal planes.) 8. Special. The target is struck by two rays. Roll twice more, rerolling any 8.

Disguise Self  Wizard Level 1 Illusion DC 21 Spell Mod +15 1 Act. Self V,S 1 hr You make yourself—including your clothing, armor, weapons, and other belongings on your person look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair. To discern that you are	Find Familiar (ritual)  Wizard Level 1 Conjuration DC 21 Spell Mod +15 1 hr 10 ft V,S,M Inst Charcoal, herbs, and incense (10 gp worth) consumed in a fire in a brass brazier. You gain the service of a familiar, a spirit that takes an animal form you choose: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, sea horse, spider, or weasel. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of a beast. Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal. When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again. When your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through	Floating Disk (ritual)  Wizard Level 1 Conjuration DC 21 Spell Mod +15 1 Act. 30 ft V,S,M 1 hr A drop of mercury This spell creates a circular, horizontal plane of force, 3 feet in diameter and 1 inch thick, that floats 3 feet above the ground in an unoccupied space of your choice that you can see within range. The disk remains for the duration, and can hold up to 500 pounds. If more weight is placed on it, the spell ends, and everything on the disk falls to the ground. The disk is immobile while you are within 20 feet of it. If you move more than 20 feet away from it, the disk follows you so that it remains within 20 feet of you. It can move across uneven terrain, up or down stairs, slopes and the like, but it can't cross an elevation change of 10 feet or more. For example, the disk can't move across a 10-foot-deep pit, nor could it leave such a pit if it was created at the bottom. If you move more than 100 feet from the disk (typically because it can't move around an
Fog Cloud  Wizard Level 1 Conjuration DC 21 Spell Mod +15 1 Act. 120 ft V,S Conc, 1 hr You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.	Grease  Wizard Level 1 Conjuration DC 21 Spell Mod +15 1 Act. 60 ft V,S,M 1 min A bit of pork rind or butter Slick grease covers the ground in a 10-foot square centered on a point within range and turns it into difficult terrain for the duration. When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.	Ice Knife  Wizard Level 1 Conjuration DC 21 Spell Mod +15 1 Act. 60 ft S,M Inst A drop of water or piece of ice 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 it 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.
Identify (ritual)  Wizard Level 1 Divination DC 21 Spell Mod +15 1 min Touch V,S,M Inst A pearl worth at least 100 gp and an owl feather You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it. If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.	Magic Missile  Wizard Level 1 Evocation DC 21 Spell Mod +15 1 Act. 120 ft V,S Inst You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.	Protection from Evil and Good  Wizard Level 1 Abjuration DC 21 Spell Mod +15 1 Act. Touch V,S,M Conc, 10 mins Holy water or powdered silver and iron, which the spell consumes Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead. The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Floating Disk <i>(reverse)</i> obstacle to follow you), the spell ends.	Find Familiar <i>(reverse)</i> your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time you are deaf and blind with regard to your own senses. As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summon. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in an unoccupied space within 30 feet of you. You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature. Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it has cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.	Disguise Self <i>(reverse)</i> disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

Shield

Wizard Level 1 Abjuration DC 21 Spell Mod +15

1 reAct. Self V,S 1 Rnd

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

Unseen Servant (ritual)

Wizard Level 1 Conjuration DC 21 Spell Mod +15

1 Act. 60 ft V,S,M 1 hr

A piece of string and a bit of wood

This spell creates an invisible, mindless, shapeless force that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, and a Strength of 2, and it can't attack. If it drops to 0 hit points, the spell ends. Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command. If you command the servant to perform a task that would move it

Arcane Eye

Wizard Level 4 Divination DC 21 Spell Mod +15

1 Act. 30 ft V,S,M Conc, 1 hr

A bit of bat fur

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

Black Tentacles

Wizard Level 4 Conjuration DC 21 Spell Mod +15

1 Act. 90 ft V,S,M Conc, 1 min

A piece of tentacle from a giant octopus or a giant squid

Squirming, ebony tentacles fill a 20-foot square on ground that you can see within range. For the duration, these tentacles turn the ground in the area into difficult terrain. When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw or take 3d6 bludgeoning damage and be restrained by the tentacles until the spell ends. A creature that starts its turn in the area and is already restrained by the tentacles takes 3d6 bludgeoning damage. A creature restrained by the tentacles can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself.

Conjure Minor Elementals

Wizard Level 4 Conjuration DC 21 Spell Mod +15

1 min 90 ft V,S Conc, 1 hr

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

Dimension Door

Wizard Level 4 Conjuration DC 21 Spell Mod +15

1 Act. 500 ft V Inst

You teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as "200 feet straight downward" or "upward to the northwest at a 45-degree angle, 300 feet." You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell. If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 4d6 force damage, and the spell fails to teleport you.

Fabricate

Wizard Level 4 Transmutation DC 21 Spell Mod +15

10 mins 120 ft V,S Inst

You convert raw materials into products of the same material. For example, you can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, and clothes from flax or wool. Choose raw materials that you can see within range. You can fabricate a Large or smaller object (contained within a 10-foot cube, or eight connected 5-foot cubes), given a sufficient quantity of raw material. If you are working with metal, stone, or another mineral substance, however, the fabricated object can be no larger than Medium (contained within a single 5-foot cube). The quality of objects made by the spell is commensurate with the quality of the raw materials. Creatures or magic items can't be created or transmuted by this spell. You also can't use it to create items that ordinarily require a high degree of craftsmanship, such as jewelry, weapons,

Faithful Hound

Wizard Level 4 Conjuration DC 21 Spell Mod +15

1 Act. 30 ft V,S,M 8 hrs

A tiny silver whistle, a piece of bone, and a thread

You conjure a phantom watchdog in an unoccupied space that you can see within range, where it remains for the duration, until you dismiss it as an action, or until you move more than 100 feet away from it. The hound is invisible to all creatures except you and can't be harmed. When a Small or larger creature comes within 30 feet of it without first speaking the password that you specify when you cast this spell, the hound starts barking loudly. The hound sees invisible creatures and can see into the Ethereal Plane. It ignores illusions. At the start of each of your turns, the hound attempts to bite one creature within 5 feet of it that is hostile to you. The hound's attack bonus is equal to your spellcasting ability modifier + your proficiency bonus. On a hit, it deals 4d8 piercing damage.

Hallucinatory Terrain

Wizard Level 4 Illusion DC 21 Spell Mod +15

10 mins 300 ft V,S,M 24 hrs

A stone, a twig, and a bit of green plant

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

	Unseen Servant <i>(reverse)</i> more than 60 feet away from you, the spell ends.	
	Conjure Minor Elementals <i>(reverse)</i> 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.	
Hallucinatory Terrain <i>(reverse)</i> image superimposed on the terrain.		Fabricate <i>(reverse)</i> glass, or armor, unless you have proficiency with the type of artisan's tools used to craft such objects.

Locate Creature

Wizard Level 4 Divination DC 21 Spell Mod +15

1 Act. **Self** **V,S,M** **Conc, 1 hr**

A bit of fur from a bloodhound

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.

Polymorph

Wizard Level 4 Transmutation DC 21 Spell Mod +15

1 Act. **60 ft** **V,S,M** **Conc, 1 hr**

A caterpillar cocoon

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

Private Sanctum

Wizard Level 4 Abjuration DC 21 Spell Mod +15

10 mins **120 ft** **V,S,M** **24 hrs**

A thin sheet of lead, a piece of opaque glass, a wad of cotton or cloth, and powdered chrysolite

You make an area within range magically secure. The area is a cube that can be as small as 5 feet to as large as 100 feet on each side. The spell lasts for the duration or until you use an action to dismiss it. When you cast the spell, you decide what sort of security the spell provides, choosing any or all of the following properties: • Sound can't pass through the barrier at the edge of the warded area. • The barrier of the warded area appears dark and foggy, preventing vision (including darkvision) through it. • Sensors created by divination spells can't appear inside the protected area or pass through the barrier at its perimeter. • Creatures in the area can't be targeted by divination spells. • Nothing can teleport into or out of the warded area. • Planar travel is blocked within the warded area. Casting this spell on the same spot every

Resilient Sphere

Wizard Level 4 Evocation DC 21 Spell Mod +15

1 Act. **30 ft** **V,S,M** **Conc, 1 min**

A hemispherical piece of clear crystal and a matching hemispherical piece of gum arabic

A sphere of shimmering force encloses a creature or object of Large size or smaller within range. An unwilling creature must make a Dexterity saving throw. On a failed save, the creature is enclosed for the duration. Nothing—not physical objects, energy, or other spell effects—can pass through the barrier, in or out, though a creature in the sphere can breathe there. The sphere is immune to all damage, and a creature or object inside can't be damaged by attacks or effects originating from outside, nor can a creature inside the sphere damage anything outside it. The sphere is weightless and just large enough to contain the creature or object inside. An enclosed creature can use its action to push against the sphere's walls and thus roll the sphere at up to half the creature's speed. Similarly, the globe can be picked up and

Secret Chest

Wizard Level 4 Conjuration DC 21 Spell Mod +15

1 Act. **Touch** **V,S,M** **Inst**

An exquisite chest, 3 feet by 2 feet by 2 feet, constructed from rare materials worth at least 5,000 gp, and a tiny replica made from the same materials worth at least 50 gp

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. After 60 days, there is a cumulative 5 percent chance per day that the spell's effect ends. This effect ends if you cast this spell again, if the smaller replica chest is destroyed, or if you choose to end the spell as an action. If the spell ends and the larger chest is on the Ethereal Plane, it is irretrievably lost.

Stoneskin

Wizard Level 4 Abjuration DC 21 Spell Mod +15

1 Act. **Touch** **V,S,M** **Conc, 1 hr**

Diamond dust worth 100 gp, which the spell consumes

This spell turns the flesh of a willing creature you touch as hard as stone. Until the spell ends, the target has resistance to nonmagical bludgeoning, piercing, and slashing damage.

Arcane Gate

Wizard Level 6 Conjuration DC 21 Spell Mod +15

1 Action **500 ft.** **V,S** **Conc, 10 mins**

You create linked teleportation portals that remain open for the duration. Choose two points on the ground that you can see, one point within 10 feet of you and one point within 500 feet of you. A circular portal, 10 feet in diameter, opens over each point. If the portal would open in the space occupied by a creature, the spell fails, and the casting is lost. The portals are two-dimensional glowing rings filled with mist, hovering inches from the ground and perpendicular to it at the points you choose. A ring is visible only from one side (your choice), which is the side that functions as a portal. Any creature or object entering the portal exits from the other portal as if the two were adjacent to each other; passing through a portal from the nonportal side has no effect. The mist that fills each portal is opaque and blocks vision through it.

Contingency

Wizard Level 6 Evocation DC 21 Spell Mod +15

10 mins **Self** **V,S,M** **10 days**

A statuette of yourself carved from ivory and decorated with gems worth at least 1,500 gp

Choose a spell of 5th level or lower that you can cast, that has a casting time of 1 action, and that can target you. You cast that spell—called the contingent spell—as part of casting contingency, expending spell slots for both, but the contingent spell doesn't come into effect. Instead, it takes effect when a certain circumstance occurs. You describe that circumstance when you cast the two spells. For example, a contingency cast with water breathing might stipulate that water breathing comes into effect when you are engulfed in water or a similar liquid. The contingent spell takes effect immediately after the circumstance is met for the first time, whether or not you want it to, and then contingency ends. The contingent spell takes effect only on you, even if it can normally target others. You can use only one

Disintegrate

Wizard Level 6 Transmutation DC 21 Spell Mod +15

1 Act. **60 ft** **V,S,M** **Inst**

A lodestone and a pinch of dust

A thin green ray springs from your pointing finger to a target that you can see within range. The target can be a creature, an object, or a creation of magical force, such as the wall created by wall of force. A creature targeted by this spell must make a Dexterity saving throw. On a failed save, the target takes 10d6 + 40 force damage. If this damage reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a true resurrection or a wish spell. This spell automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this spell disintegrates a 10-footcube portion of it. A magic item is

Private Sanctum <i>(reverse)</i> day for a year makes this effect permanent. At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can increase the size of the cube by 100 feet for each slot level beyond 4th. Thus you could protect a cube that can be up to 200 feet on one side by using a spell slot of 5th level.	Polymorph <i>(reverse)</i> 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.	
		Resilient Sphere <i>(reverse)</i> moved by other creatures. A disintegrate spell targeting the globe destroys it without harming anything inside it.
Disintegrate <i>(reverse)</i> unaffected by this spell. At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 3d6 for each slot level above 6th.	Contingency <i>(reverse)</i> contingency spell at a time. If you cast this spell again, the effect of another contingency spell on you ends. Also, contingency ends on you if its material component is ever not on your person.	Arcane Gate <i>(reverse)</i> On your turn, you can rotate the rings as a bonus action so that the active side faces in a different direction.

Flesh to Stone Wizard Level 6 Transmutation DC 21 Spell Mod +15 1 Act. 60 ft V,S,M Conc, 1 min A pinch of lime, water, and earth You attempt to turn one creature that you can see within range into stone. If the target's body is made of flesh, the creature must make a Constitution saving throw. On a failed save, it is restrained as its flesh begins to harden. On a successful save, the creature isn't affected. A creature restrained by this spell must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails its saves three times, it is turned to stone and subjected to the petrified condition for the duration. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind. If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state. If you maintain your concentration on this spell for the entire	Instant Summons (ritual) Wizard Level 6 Conjuration DC 21 Spell Mod +15 1 min Touch V,S,M Until dispelled A sapphire worth 1,000 gp You touch an object weighing 10 pounds or less whose longest dimension is 6 feet or less. The spell leaves an invisible mark on its surface and invisibly inscribes the name of the item on the sapphire you use as the material component. Each time you cast this spell, you must use a different sapphire. At any time thereafter, you can use your action to speak the item's name and crush the sapphire. The item instantly appears in your hand regardless of physical or planar distances, and the spell ends. If another creature is holding or carrying the item, crushing the sapphire doesn't transport the item to you, but instead you learn who the creature possessing the object is and roughly where that creature is located at that moment. Dispel magic or a similar effect successfully applied to the sapphire ends this spell's effect.	Magic Jar Wizard Level 6 Necromancy DC 21 Spell Mod +15 1 min Self V,S,M Until dispelled A gem, crystal, reliquary, or some other ornamental container worth at least 500 gp Your body falls into a catatonic state as your soul leaves it and enters the container you used for the spell's material component. While your soul inhabits the container, you are aware of your surroundings as if you were in the container's space. You can't move or use reactions. The only action you can take is to project your soul up to 100 feet out of the container, either returning to your living body (and ending the spell) or attempting to possess a humanoid's body. You can attempt to possess any humanoid within 100 feet of you that you can see (creatures warded by a protection from evil and good or magic circle spell can't be possessed). The target must make a Charisma saving throw. On a failure, your soul moves into the target's body, and the target's soul becomes trapped in the container. On a success, the target resists your efforts to
Programmed Illusion Wizard Level 6 Illusion DC 21 Spell Mod +15 1 Act. 120 ft V,S,M Until dispelled A bit of fleece and jade dust worth at least 25 gp You create an illusion of an object, a creature, or some other visible phenomenon within range that activates when a specific condition occurs. The illusion is imperceptible until then. It must be no larger than a 30-foot cube, and you decide when you cast the spell how the illusion behaves and what sounds it makes. This scripted performance can last up to 5 minutes. When the condition you specify occurs, the illusion springs into existence and performs in the manner you described. Once the illusion finishes performing, it disappears and remains dormant for 10 minutes. After this time, the illusion can be activated again. The triggering condition can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the area. For example, you could create an illusion of yourself to appear	True Seeing Wizard Level 6 Divination DC 21 Spell Mod +15 1 Act. Touch V,S,M 1 hr An ointment for the eyes that costs 25 gp; is made from mushroom powder, saffron, and fat; and is consumed by the spell This spell gives the willing creature you touch the ability to see things as they actually are. For the duration, the creature has truesight, notices secret doors hidden by magic, and can see into the Ethereal Plane, all out to a range of 120 feet.	Bestow Curse Wizard Level 3 Necromancy DC 21 Spell Mod +15 1 Act. Touch V,S Conc, 1 min You touch a creature, and that creature must succeed on a Wisdom saving throw or become cursed for the duration of the spell. When you cast this spell, choose the nature of the curse from the following options: • Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score. • While cursed, the target has disadvantage on attack rolls against you. • While cursed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing. • While the target is cursed, your attacks and spells deal an extra 1d8 necrotic damage to the target. A remove curse spell ends this effect. At the GM's option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The GM has final
Catnap Wizard Level 3 Enchantment DC 21 Spell Mod +15 1 Act. 30 ft S,M 10 mins A pinch of sand You make a calming gesture, and up to three willing creatures of your choice that you can see within range fall unconscious for the spell's duration. The spell ends on a target early if it takes damage or someone uses an action to shake or slap it awake. If a target remains unconscious for the full duration, that target gains the benefit of a short rest, and it can't be affected by this spell again until it finishes a long rest. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional willing creature for each slot level above 3rd.	Counterspell Wizard Level 3 Abjuration DC 21 Spell Mod +15 1 reAct. 60 ft S Inst You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect. At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.	Dispel Magic Wizard Level 3 Abjuration DC 21 Spell Mod +15 1 Act. 120 ft V,S Inst Choose one creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

Magic Jar <i>(reverse)</i> possess it, and you can't attempt to possess it again for 24 hours. Once you possess a creature's body, you control it. Your game statistics are replaced by the statistics of the creature, though you retain your alignment and your Intelligence, Wisdom, and Charisma scores. You retain the benefit of your own class features. If the target has any class levels, you can't use any of its class features. Meanwhile, the possessed creature's soul can perceive from the container using its own senses, but it can't move or take actions at all. While possessing a body, you can use your action to return from the host body to the container if it is within 100 feet of you, returning the host creature's soul to its body. If the host body dies while you're in it, the creature dies, and you must make a Charisma saving throw against your own spellcasting DC. On a success, you return to the container if it is within 100 feet of you. Otherwise, you die. If the container is destroyed or the spell ends, your soul immediately returns to your body. If your body is more than 100 feet away from you or if your body is dead when you attempt to return to it, you die. If another		Flesh to Stone <i>(reverse)</i> possible duration, the creature is turned to stone until the effect is removed.
Bestow Curse <i>(reverse)</i> say on such a curse's effect. At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, the duration is concentration, up to 10 minutes. If you use a spell slot of 5th level or higher, the duration is 8 hours. If you use a spell slot of 7th level or higher, the duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled. Using a spell slot of 5th level or higher grants a duration that doesn't require concentration.		Programmed Illusion <i>(reverse)</i> and warn off others who attempt to open a trapped door, or you could set the illusion to trigger only when a creature says the correct word or phrase. Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

Fear <i>Wizard Level 3 Illusion DC 21 Spell Mod +15</i> 1 Act. Self V,S,M Conc, 1 min <i>A white feather or the heart of a hen</i> You project a phantasmal image of a creature's worst fears. Each creature in a 30-foot cone must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened for the duration. While frightened by this spell, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.	Fireball <i>Wizard Level 3 Evocation DC 21 Spell Mod +15</i> 1 Act. 150 ft V,S,M Inst <i>A tiny ball of bat guano and sulfur</i> A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.	Fly <i>Wizard Level 3 Transmutation DC 21 Spell Mod +15</i> 1 Act. Touch V,S,M Conc, 10 mins <i>A wing feather from any bird</i> You touch a willing creature. The target gains a flying speed of 60 feet for the duration. When the spell ends, the target falls if it is still aloft, unless it can stop the fall. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.
Gaseous Form <i>Wizard Level 3 Transmutation DC 21 Spell Mod +15</i> 1 Act. Touch V,S,M Conc, 1 hr <i>A bit of gauze and a wisp of smoke</i> You transform a willing creature you touch, along with everything it's wearing and carrying, into a misty cloud for the duration. The spell ends if the creature drops to 0 hit points. An incorporeal creature isn't affected. While in this form, the target's only method of movement is a flying speed of 10 feet. The target can enter and occupy the space of another creature. The target has resistance to nonmagical damage, and it has advantage on Strength, Dexterity, and Constitution saving throws. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when stunned or otherwise incapacitated. While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was	Glyph of Warding <i>Wizard Level 3 Abjuration DC 21 Spell Mod +15</i> 1 hr Touch V,S,M Until dispelled <i>Incense and powdered diamond worth at least 200 gp, which the spell consumes</i> When you cast this spell, you inscribe a glyph that harms other creatures, either upon a surface (such as a table or a section of floor or wall) or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the glyph. If you choose a surface, the glyph can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered. The glyph is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC to be found. You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or standing on the glyph, removing another	Protection from Energy <i>Wizard Level 3 Abjuration DC 21 Spell Mod +15</i> 1 Act. Touch V,S Conc, 1 hr For the duration, the willing creature you touch has resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.
Remove Curse <i>Wizard Level 3 Abjuration DC 21 Spell Mod +15</i> 1 Act. Touch V,S Inst At your touch, all curses affecting one creature or object end. If the object is a cursed magic item, its curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded.	Sending <i>Wizard Level 3 Evocation DC 21 Spell Mod +15</i> 1 Act. Unlimited V,S,M 1 Rnd <i>A short piece of fine copper wire</i> You send a short message of twenty-five words or less to a creature with which you are familiar. The creature hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. The spell enables creatures with Intelligence scores of at least 1 to understand the meaning of your message. You can send the message across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive.	Sleet Storm <i>Wizard Level 3 Conjuration DC 21 Spell Mod +15</i> 1 Act. 150 ft V,S,M Conc, 1 min <i>A pinch of dust and a few drops of water</i> Until the spell ends, freezing rain and sleet fall in a 20-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused. The ground in the area is covered with slick ice, making it difficult terrain. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, it falls prone. If a creature is concentrating in the spell's area, the creature must make a successful Constitution saving throw against your spell save DC or lose concentration.

	Glyph of Warding <i>(reverse)</i> object covering the glyph, approaching within a certain distance of the glyph, or manipulating the object on which the glyph is inscribed. For glyphs inscribed within an object, the most common triggers include opening that object, approaching within a certain distance of the object, or seeing or reading the glyph. Once a glyph is triggered, this spell ends. You can further refine the trigger so the spell activates only under certain circumstances or according to physical characteristics (such as height or weight), creature kind (for example, the ward could be set to affect aberrations or drow), or alignment. You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password. When you inscribe the glyph, choose explosive runes or a spell glyph. Explosive Runes. When triggered, the glyph erupts with magical energy in a 20-foot-radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the area must make a Dexterity saving throw. A creature takes 5d8 acid, cold, fire, lightning, or thunder damage on a failed saving throw (your choice when you create the	Gaseous Form <i>(reverse)</i> carrying or holding can't be dropped, used, or otherwise interacted with. The target can't attack or cast spells.

Stinking Cloud  Wizard Level 3 Conjunction DC 21 Spell Mod +15 1 Act. 90 ft V,S,M Conc, 1 min <i>A rotten egg or several skunk cabbage leaves</i> 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.	Tiny Hut (ritual)  Wizard Level 3 Evocation DC 21 Spell Mod +15 1 min Self V,S,M 8 hrs <i>A small crystal bead</i> A 10-foot-radius immobile dome of force springs into existence around and above you and remains stationary for the duration. The spell ends if you leave its area. Nine creatures of Medium size or smaller can fit inside the dome with you. The spell fails if its area includes a larger creature or more than nine creatures. Creatures and objects within the dome when you cast this spell can move through it freely. All other creatures and objects are barred from passing through it. Spells and other magical effects can't extend through the dome or be cast through it. The atmosphere inside the space is comfortable and dry, regardless of the weather outside. Until the spell ends, you can command the interior to become dimly lit or dark. The dome is opaque from the outside, of any color you choose, but it is transparent from the inside.	Water Breathing (ritual)  Wizard Level 3 Transmutation DC 21 Spell Mod +15 1 Act. 30 ft V,S,M 24 hrs <i>A short reed or piece of straw</i> 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.
Alter Self  Wizard Level 2 Transmutation DC 21 Spell Mod +15 1 Act. Self V,S Conc, 1 hr You assume a different form. When you cast the spell, choose one of the following options, the effects of which last for the duration of the spell. While the spell lasts, you can end one option as an action to gain the benefits of a different one. Aquatic Adaptation. You adapt your body to an aquatic environment, sprouting gills and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed. Change Appearance. You transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You also can't appear as a creature of a different size than you, and your	Dragon's Breath  Wizard Level 2 Transmutation DC 21 Spell Mod +15 1 B.A. Touch V,S,M Conc, 1 min <i>A hot pepper</i> You touch one willing creature and imbue it with the power to spew magical energy from its mouth, provided it has one. Choose acid, cold, fire, lightning, or poison. Until the spell ends, the creature can use an action to exhale energy of the chosen type in a 15-foot cone. Each creature in that area must make a Dexterity saving throw, taking 3d6 damage of the chosen type on a failed save, or half as much damage on a successful one. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.	Flaming Sphere  Wizard Level 2 Conjunction DC 21 Spell Mod +15 1 Act. 60 ft V,S,M Conc, 1 min <i>A bit of tallow, a pinch of brimstone, and a dusting of powdered iron</i> A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one. As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn. When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet. At Higher Levels. When you cast this spell using a spell slot of 3rd level or
Misty Step  Wizard Level 2 Conjunction DC 21 Spell Mod +15 1 B.A. Self V Inst Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.	Rope Trick  Wizard Level 2 Transmutation DC 21 Spell Mod +15 1 Act. Touch V,S,M 1 hr <i>Powdered corn extract and a twisted loop of parchment</i> You touch a length of rope that is up to 60 feet long. One end of the rope then rises into the air until the whole rope hangs perpendicular to the ground. At the upper end of the rope, an invisible entrance opens to an extradimensional space that lasts until the spell ends. The extradimensional space can be reached by climbing to the top of the rope. The space can hold as many as eight Medium or smaller creatures. The rope can be pulled into the space, making the rope disappear from view outside the space. Attacks and spells can't cross through the entrance into or out of the extradimensional space, but those inside can see out of it as if through a 3-foot-by-5-foot window centered on the rope. Anything inside the extradimensional space drops out when the spell ends.	Spider Climb  Wizard Level 2 Transmutation DC 21 Spell Mod +15 1 Act. Touch V,S,M Conc, 1 hr <i>A drop of bitumen and a spider</i> Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target also gains a climbing speed equal to its walking speed.

Flaming Sphere <i>(reverse)</i> higher, the damage increases by 1d6 for each slot level above 2nd.		Alter Self <i>(reverse)</i> basic shape stays the same; if you're bipedal, you can't use this spell to become quadrupedal, for instance. At any time for the duration of the spell, you can use your action to change your appearance in this way again. Natural Weapons. You grow claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose, and you are proficient with your unarmed strikes. Finally, the natural weapon is magic and you have a +1 bonus to the attack and damage rolls you make using it.

Web

Wizard Level 2

Conjuration DC 21

Spell Mod +15

1 Act.

60 ft

V,S,M

Conc, 1 hr

A bit of spiderweb

You conjure a mass of thick, sticky webbing at a point of your choice within range. The webs fill a 20-foot cube from that point for the duration. The webs are difficult terrain and lightly obscure their area. If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet. Each creature that starts its turn in the webs or that enters them during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free. A creature restrained by the webs can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained. The webs are flammable. Any

Astral Projection

Wizard Level 9

Necromancy DC 21

Spell Mod +15

1 hr

10 ft

V,S,M

Special

For each creature you affect with this spell, you must provide one jacinth worth at least 1,000 gp and one ornately carved bar of silver worth at least 100 gp, all of which the spell consumes

You and up to eight willing creatures within range project your astral bodies into the Astral Plane (the spell fails and the casting is wasted if you are already on that plane). The material body you leave behind is unconscious and in a state of suspended animation; it doesn't need food or air and doesn't age. Your astral body resembles your mortal form in almost every way, replicating your game statistics and possessions. The principal difference is the addition of a silvery cord that extends from between your shoulder blades and trails behind you, fading to invisibility after 1 foot. This cord is your tether to your material body. As long as the tether remains intact, you can find your way home. If the cord is cut—something that can happen only when an effect specifically states that it does—your soul and body are separated, killing you

Foresight

Wizard Level 9

Divination DC 21

Spell Mod +15

1 min

Touch

V,S,M

8 hrs

A hummingbird feather

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.

Gate

Wizard Level 9

Conjuration DC 21

Spell Mod +15

1 Act.

60 ft

V,S,M

Conc, 1 min

A diamond worth at least 5,000 gp

You conjure a portal linking an unoccupied space you can see within range to a precise location on a different plane of existence. The portal is a circular opening, which you can make 5 to 20 feet in diameter. You can orient the portal in any direction you choose. The portal lasts for the duration. The portal has a front and a back on each plane where it appears. Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported to the other plane, appearing in the unoccupied space nearest to the portal. Deities and other planar rulers can prevent portals created by this spell from opening in their presence or anywhere within their domains. When you cast this spell, you can speak the name of a specific creature (a pseudonym, title, or nickname doesn't work). If that creature is on

Invulnerability

Wizard Level 9

Abjuration DC 21

Spell Mod +15

1 Act.

Self

V,S,M

Conc, 10 mins

A small piece of adamantine worth at least 500 gp, which the spell consumes

You are immune to all damage until the spell ends.

Meteor Swarm

Wizard Level 9

Evocation DC 21

Spell Mod +15

1 Act.

1 mile

V,S

Inst

Blazing orbs of fire plummet to the ground at four different points you can see within range. Each creature in a 40-foot-radius sphere centered on each point you choose must make a Dexterity saving throw. The sphere spreads around corners. A creature takes 20d6 fire damage and 20d6 bludgeoning damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one fiery burst is affected only once. The spell damages objects in the area and ignites flammable objects that aren't being worn or carried.

Power Word Kill

Wizard Level 9

Enchantment DC 21

Spell Mod +15

1 Act.

60 ft

V

Inst

You utter a word of power that can compel one creature you can see within range to die instantly. If the creature you choose has 100 hit points or fewer, it dies. Otherwise, the spell has no effect.

Time Stop

Wizard Level 9

Transmutation DC 21

Spell Mod +15

1 Act.

Self

V

Inst

You briefly stop the flow of time for everyone but yourself. No time passes for other creatures, while you take 1d4 + 1 turns in a row, during which you can use actions and move as normal. This spell ends if one of the actions you use during this period, or any effects that you create during this period, affects a creature other than you or an object being worn or carried by someone other than you. In addition, the spell ends if you move to a place more than 1,000 feet from the location where you cast it.

True Polymorph

Wizard Level 9

Transmutation DC 21

Spell Mod +15

1 Act.

30 ft

V,S,M

Conc, 1 hr

A drop of mercury, a dollop of gum arabic, and a wisp of smoke

Choose one creature or nonmagical object that you can see within range. You transform the creature into a different creature, the creature into an object, or the object into a creature (the object must be neither worn nor carried by another creature). The transformation lasts for the duration, or until the target drops to 0 hit points or dies. If you concentrate on this spell for the full duration, the transformation lasts until it is dispelled. This spell has no effect on a shapechanger or a creature with 0 hit points. An unwilling creature can make a Wisdom saving throw, and if it succeeds, it isn't affected by this spell. Creature into Creature. If you turn a creature into another kind of creature, the new form can be any kind you choose whose challenge rating is equal to or less than the target's (or its level, if the target doesn't have a challenge rating). The

	Astral Projection <i>(reverse)</i> instantly. Your astral form can freely travel through the Astral Plane and can pass through portals there leading to any other plane. If you enter a new plane or return to the plane you were on when casting this spell, your body and possessions are transported along the silver cord, allowing you to re-enter your body as you enter the new plane. Your astral form is a separate incarnation. Any damage or other effects that apply to it have no effect on your physical body, nor do they persist when you return to it. The spell ends for you and your companions when you use your action to dismiss it. When the spell ends, the affected creature returns to its physical body, and it awakens. The spell might also end early for you or one of your companions. A successful dispel magic spell used against an astral or physical body ends the spell for that creature. If a creature's original body or its astral form drops to 0 hit points, the spell ends for that creature. If the spell ends and the silver cord is intact, the cord pulls the creature's astral form back to its body, ending its state of suspended animation. If you are returned to your body prematurely, your companions remain in	Web <i>(reverse)</i> 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.
		Gate <i>(reverse)</i> a plane other than the one you are on, the portal opens in the named creature's immediate vicinity and draws the creature through it to the nearest unoccupied space on your side of the portal. You gain no special power over the creature, and it is free to act as the GM deems appropriate. It might leave, attack you, or help you.
True Polymorph <i>(reverse)</i> target's game statistics, including mental ability scores, are replaced by the statistics of the new form. It retains its alignment and personality. The target assumes the hit points of its new form, and 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, unless its new form is capable of such actions. The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment. Object into Creature. You can turn an object into any kind of creature, as long as the creature's size is no larger than the object's size and the creature's challenge rating is 9 or lower. The creature is friendly to you and your companions. It acts on each of your turns. You		

Wish

Wizard Level 9 Conjunction DC 21 Spell Mod +15

1 Act. **Self** **V** **Inst**

Wish is the mightiest spell a mortal creature can cast. By simply speaking aloud, you can alter the very foundations of reality in accord with your desires. The basic use of this spell is to duplicate any other spell of 8th level or lower. You don't need to meet any requirements in that spell, including costly components. The spell simply takes effect. Alternatively, you can create one of the following effects of your choice:

- You create one object of up to 25,000 gp in value that isn't a magic item. The object can be no more than 300 feet in any dimension, and it appears in an unoccupied space you can see on the ground.
- You allow up to twenty creatures that you can see to regain all hit points, and you end all effects on them described in the greater restoration spell.
- You grant up to ten creatures that you can see resistance to a

Arcane Hand

Wizard Level 5 Evocation DC 21 Spell Mod +15

1 Act. **120 ft** **V,S,M** **Conc, 1 min***An eggshell and a snakeskin glove*

You create a Large hand of shimmering, translucent force in an unoccupied space that you can see within range. The hand lasts for the spell's duration, and it moves at your command, mimicking the movements of your own hand. The hand is an object that has AC 20 and hit points equal to your hit point maximum. If it drops to 0 hit points, the spell ends. It has a Strength of 26 (+8) and a Dexterity of 10 (+0). The hand doesn't fill its space. When you cast the spell and as a bonus action on your subsequent turns, you can move the hand up to 60 feet and then cause one of the following effects with it. Clenched Fist. The hand strikes one creature or object within 5 feet of it. Make a melee spell attack for the hand using your game statistics. On a hit, the target takes 4d8 force damage. Forceful Hand. The hand attempts to push a

Cloudkill

Wizard Level 5 Conjunction DC 21 Spell Mod +15

1 Act. **120 ft** **V,S** **Conc, 10 mins**

You create a 20-foot-radius sphere of poisonous, yellow-green fog centered on a point you choose within range. The fog spreads around corners. It lasts for the duration or until strong wind disperses the fog, ending the spell. Its area is heavily obscured. When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 5d8 poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe. The fog moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings. At Higher Levels. When you cast

Conjure Elemental

Wizard Level 5 Conjunction DC 21 Spell Mod +15

1 min **90 ft** **V,S,M** **Conc, 1 hr***Burning incense for air, soft clay for earth, sulfur and phosphorus for fire, or water and sand for water*

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

Contact Other Plane (ritual)

Wizard Level 5 Divination DC 21 Spell Mod +15

1 min **Self** **V** **1 min**

You mentally contact a demigod, the spirit of a long dead sage, or some other mysterious entity from another plane. Contacting this extraplanar intelligence can strain or even break your mind. When you cast this spell, make a DC 15 Intelligence saving throw. On a failure, you take 6d6 psychic damage and are insane until you finish a long rest. While insane, you can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish. A greater restoration spell cast on you ends this effect. On a successful save, you can ask the entity up to five questions. You must ask your questions before the spell ends. The GM answers each question with one word, such as "yes," "no," "maybe," "never," "irrelevant," or "unclear" (if the entity doesn't know the answer to the question). If a one-word answer would be

Geas

Wizard Level 5 Enchantment DC 21 Spell Mod +15

1 min **60 ft** **V** **30 days**

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

Hold Monster

Wizard Level 5 Enchantment DC 21 Spell Mod +15

1 Act. **90 ft** **V,S,M** **Conc, 1 min***A small, straight piece of iron*

Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. This spell has no effect on undead. At the end of each of its turns, the target can make 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 6th level or higher, you can target one additional creature for each slot level above 5th. The creatures must be within 30 feet of each other when you target them.

Passwall

Wizard Level 5 Transmutation DC 21 Spell Mod +15

1 Act. **30 ft** **V,S,M** **1 hr***A pinch of sesame seeds*

A passage appears at a point of your choice that you can see on a wooden, plaster, or stone surface (such as a wall, a ceiling, or a floor) within range, and lasts for the duration. You choose the opening's dimensions: up to 5 feet wide, 8 feet tall, and 20 feet deep. The passage creates no instability in a structure surrounding it. When the opening disappears, any creatures or objects still in the passage created by the spell are safely ejected to an unoccupied space nearest to the surface on which you cast the spell.

Scrying

Wizard Level 5 Divination DC 21 Spell Mod +15

10 mins **Self** **V,S,M** **Conc, 10 mins***A focus worth at least 1,000 gp, such as a crystal ball, a silver mirror, or a font filled with holy water*

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

Cloudkill <i>(reverse)</i> this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.	Arcane Hand <i>(reverse)</i> creature within 5 feet of it in a direction you choose. Make a check with the hand's Strength contested by the Strength (Athletics) check of the target. If the target is Medium or smaller, you have advantage on the check. If you succeed, the hand pushes the target up to 5 feet plus a number of feet equal to five times your spellcasting ability modifier. The hand moves with the target to remain within 5 feet of it. Grasping Hand. The hand attempts to grapple a Huge or smaller creature within 5 feet of it. You use the hand's Strength score to resolve the grapple. If the target is Medium or smaller, you have advantage on the check. While the hand is grappling the target, you can use a bonus action to have the hand crush it. When you do so, the target takes bludgeoning damage equal to 2d6 + your spellcasting ability modifier. Interposing Hand. The hand interposes itself between you and a creature you choose until you give the hand a different command. The hand moves to stay between you and the target, providing you with half cover against the target. The target can't move through the hand's space if its Strength score is less than or equal to the	Wish <i>(reverse)</i> damage type you choose. • You grant up to ten creatures you can see immunity to a single spell or other magical effect for 8 hours. For instance, you could make yourself and all your companions immune to a lich's life drain attack. • You undo a single recent event by forcing a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a wish spell could undo an opponent's successful save, a foe's critical hit, or a friend's failed save. You can force the reroll to be made with advantage or disadvantage, and you can choose whether to use the reroll or the original roll. You might be able to achieve something beyond the scope of the above examples. State your wish to the GM as precisely as possible. The GM has great latitude in ruling what occurs in such an instance; the greater the wish, the greater the likelihood that something goes wrong. This spell might simply fail, the effect you desire might only be partly achieved, or you might suffer some unforeseen consequence as a result of how you worded the wish. For example, wishing that a villain were dead
Geas <i>(reverse)</i> 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.	Contact Other Plane <i>(reverse)</i> misleading, the GM might instead offer a short phrase as an answer.	Conjure Elemental <i>(reverse)</i> 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 <i>(reverse)</i> 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.		

Telekinesis

Wizard Level 5 Transmutation DC 21 Spell Mod +15

1 Act. **60 ft** **V,S** **Conc, 10 mins**

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

Teleportation Circle

Wizard Level 5 Conjunction DC 21 Spell Mod +15

1 min **10 ft** **V,M** **1 Rnd**

Rare chalks and inks infused with precious gems with 50 gp, which the spell consumes

As you cast the spell, you draw a 10-foot-diameter circle on the ground inscribed with sigils that link your location to a permanent teleportation circle of your choice whose sigil sequence you know and that is on the same plane of existence as you. A shimmering portal opens within the circle you drew and remains open until the end of your next turn. Any creature that enters the portal instantly appears within 5 feet of the destination circle or in the nearest unoccupied space if that space is occupied. Many major temples, guilds, and other important places have permanent teleportation circles inscribed somewhere within their confines. Each such circle includes a unique sigil sequence—a string of magical runes arranged in a particular pattern. When you first gain the ability to cast this spell, you learn the sigil

Transmute Rock

Wizard Level 5 Transmutation DC 21 Spell Mod +15

1 Act. **120 ft** **V,S,M** **Until dispelled**
Clay and water

You choose an area of stone or mud that you can see that fits within a 40-foot cube and is within range, and choose one of the following effects. Transmute Rock to Mud. Nonmagical rock of any sort in the area becomes an equal volume of thick, flowing mud that remains for the spell's duration. The ground in the spell's area becomes muddy enough that creatures can sink into it. Each foot that a creature moves through the mud costs 4 feet of movement, and any creature on the ground when you cast the spell must make a Strength saving throw. A creature must also make the saving throw when it moves into the area for the first time on a turn or ends its turn there. On a failed save, a creature sinks into the mud and is restrained, though it can use an action to end the restrained condition on itself by pulling itself free of the mud. If you cast the

Wall of Force

Wizard Level 5 Evocation DC 21 Spell Mod +15

1 Act. **120 ft** **V,S,M** **Conc, 10 mins**
A pinch of powder made by crushing a clear gemstone

An invisible wall of force springs into existence at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is 1/4 inch thick. It lasts for the duration. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side). Nothing can physically pass through the wall. It is immune to all damage and can't be dispelled by dispel magic. A disintegrate spell destroys the wall instantly, however. The wall also extends into

Antimagic Field

Wizard Level 8 Abjuration DC 21 Spell Mod +15

1 Act. **Self** **V,S,M** **Conc, 1 hr**
A pinch of powdered iron or iron filings

A 10-foot-radius invisible sphere of antimagic surrounds you. This area is divorced from the magical energy that suffuses the multiverse. Within the sphere, spells can't be cast, summoned creatures disappear, and even magic items become mundane. Until the spell ends, the sphere moves with you, centered on you. Spells and other magical effects, except those created by an artifact or a deity, are suppressed in the sphere and can't protrude into it. A slot expended to cast a suppressed spell is consumed. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration. Targeted Effects. Spells and other magical effects, such as magic missile and charm person, that target a creature or an object in the sphere have no effect on that target. Areas of Magic. The area of another spell or magical

Clone

Wizard Level 8 Necromancy DC 21 Spell Mod +15

1 hr **Touch** **V,S,M** **Inst**

A diamond worth at least 1,000 gp and at least 1 cubic inch of flesh of the creature that is to be cloned, which the spell consumes, and a vessel worth at least 2,000 gp that has a sealable lid and is large enough

This spell grows an inert duplicate of a living creature as a safeguard against death. This clone forms inside a sealed vessel and grows to full size and maturity after 120 days; you can also choose to have the clone be a younger version of the same creature. It remains inert and endures indefinitely, as long as its vessel remains undisturbed. At any time after the clone matures, if the original creature dies, its soul transfers to the clone, provided that the soul is free and willing to return. The clone is physically identical to the original and has the same personality, memories, and abilities, but none of the original's equipment. The original creature's physical remains, if they still exist, become inert and can't thereafter be restored to life, since the creature's soul is elsewhere.

Control Weather

Wizard Level 8 Transmutation DC 21 Spell Mod +15

10 mins **Self** **V,S,M** **Conc, 8 hrs**

Burning incense and bits of earth and wood mixed in water

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

Demiplane

Wizard Level 8 Conjunction DC 21 Spell Mod +15

1 Act. **60 ft** **S** **1 hr**

You create a shadowy door on a flat solid surface that you can see within range. The door is large enough to allow Medium creatures to pass through unhindered. When opened, the door leads to a demiplane that appears to be an empty room 30 feet in each dimension, made of wood or stone. When the spell ends, the door disappears, and any creatures or objects inside the demiplane remain trapped there, as the door also disappears from the other side. Each time you cast this spell, you can create a new demiplane, or have the shadowy door connect to a demiplane you created with a previous casting of this spell. Additionally, if you know the nature and contents of a demiplane created by a casting of this spell by another creature, you can have the shadowy door connect to its demiplane instead.

Maze

Wizard Level 8 Conjunction DC 21 Spell Mod +15

1 Act. **60 ft** **V,S** **Conc, 10 mins**

You banish a creature that you can see within range into a labyrinthine demiplane. The target remains there for the duration or until it escapes the maze. The target can use its action to attempt to escape. When it does so, it makes a DC 20 Intelligence check. If it succeeds, it escapes, and the spell ends (a minotaur or goristro demon automatically succeeds). When the spell ends, the target reappears in the space it left or, if that space is occupied, in the nearest unoccupied space.

Transmute Rock <i>(reverse)</i> spell on a ceiling, the mud falls. Any creature under the mud when it falls must make a Dexterity saving throw. A creature takes 4d8 bludgeoning damage on a failed save, or half as much damage on a successful one. Transmute Mud to Rock. Nonmagical mud or quicksand in the area no more than 10 feet deep transforms into soft stone for the spell's duration. Any creature in the mud when it transforms must make a Dexterity saving throw. On a successful save, a creature is shunted safely to the surface in an unoccupied space. On a failed save, a creature becomes restrained by the rock. A restrained creature, or another creature within reach, can use an action to try to break the rock by 23 Chapter 2 Spells succeeding on a DC 20 Strength check or by dealing damage to it. The rock has AC 15 and 25 hit points, and it is immune to poison and psychic damage.	Teleportation Circle <i>(reverse)</i> sequences for two destinations on the Material Plane, determined by the GM. You can learn additional sigil sequences during your adventures. You can commit a new sigil sequence to memory after studying it for 1 minute. You can create a permanent teleportation circle by casting this spell in the same location every day for one year. You need not use the circle to teleport when you cast the spell in this way.	Telekinesis <i>(reverse)</i> subsequent rounds, you can use your action to attempt to maintain your telekinetic grip on the creature by repeating the contest. Object. You can try to move an object that weighs up to 1,000 pounds. If the object isn't being worn or carried, you automatically move it up to 30 feet in any direction, but not beyond the range of this spell. If the object is worn or carried by a creature, you must make an ability check with your spellcasting ability contested by that creature's Strength check. If you succeed, you pull the object away from that creature and can move it up to 30 feet in any direction but not beyond the range of this spell. You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.
	Antimagic Field <i>(reverse)</i> effect, such as fireball, can't extend into the sphere. If the sphere overlaps an area of magic, the part of the area that is covered by the sphere is suppressed. For example, the flames created by a wall of fire are suppressed within the sphere, creating a gap in the wall if the overlap is large enough. Spells. Any active spell or other magical effect on a creature or an object in the sphere is suppressed while the creature or object is in it. Magic Items. The properties and powers of magic items are suppressed in the sphere. For example, a +1 longsword in the sphere functions as a nonmagical longsword. A magic weapon's properties and powers are suppressed if it is used against a target in the sphere or wielded by an attacker in the sphere. If a magic weapon or a piece of magic ammunition fully leaves the sphere (for example, if you fire a magic arrow or throw a magic spear at a target outside the sphere), the magic of the item ceases to be suppressed as soon as it exits. Magical Travel. Teleportation and planar travel fail to work in the sphere, whether the sphere is the destination or the departure point for such magical travel. A portal to	Wall of Force <i>(reverse)</i> the Ethereal Plane, blocking ethereal travel through the wall.
		Control Weather <i>(reverse)</i> 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

		Mighty Fortress <i>(reverse)</i> with 10-foot-high ceilings. Each of the floors can be divided into as many rooms as you like, provided each room is at least 5 feet on each side. The floors of the keep are connected by stone staircases, its walls are 6 inches thick, and interior rooms can have stone doors or open archways as you choose. The keep is furnished and decorated however you like, and it contains sufficient food to serve a nine-course banquet for up to 100 people each day. Furnishings, food, and other objects created by this spell crumble to dust if removed from the fortress. A staff of one hundred invisible servants obeys any command given to them by creatures you designate when you cast the spell. Each servant functions as if created by the unseen servant spell. The walls, turrets, and keep are all made of stone that can be damaged. Each 10-foot-by-10-foot section of stone has AC 15 and 30 hit points per inch of thickness. It is immune to poison and psychic damage. Reducing a section of stone to 0 hit points destroys it and might cause connected sections to buckle and collapse at the DM's discretion. After 7 days or when you cast this