

DUNGEONS & DRAGONS®

Portobelio/Portabella

CHARACTER NAME

Circle of Spores Druid 5

CLASS & LEVEL

Outlander

BACKGROUND

PLAYER NAME

Wood Elf

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

1

12

DEXTERITY

3

16

CONSTITUTION

-1

8

INTELLIGENCE

1

13

WISDOM

3

16

CHARISMA

0

10

INSPIRATION

3

PROFICIENCY BONUS

☐ 1 Strength

☐ 3 Dexterity

☐ -1 Constitution

☒ 4 Intelligence

☒ 6 Wisdom

☐ 0 Charisma

SAVING THROWS

☐ 3 Acrobatics (Dex)

☐ 3 Animal Handling (Wis)

☐ 1 Arcana (Int)

☒ 4 Athletics (Str)

☐ 0 Deception (Cha)

☐ 1 History (Int)

☐ 3 Insight (Wis)

☐ 0 Intimidation (Cha)

☐ 1 Investigation (Int)

☒ 6 Medicine (Wis)

☒ 4 Nature (Int)

☒ 6 Perception (Wis)

☐ 0 Performance (Cha)

☐ 0 Persuasion (Cha)

☐ 1 Religion (Int)

☐ 3 Sleight of Hand (Dex)

☐ 3 Stealth (Dex)

☒ 6 Survival (Wis)

SKILLS

16

PASSIVE WISDOM (PERCEPTION)

16

ARMOR CLASS

3

INITIATIVE

35

SPEED

Hit Point Maximum

23

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

5

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

| NAME | ATK | DAMAGE/TYPE |
|---------------------|-----|------------------|
| Quarterstaff (O...) | +4 | 1d6+1 Bludgeo... |
| Quarterstaff (T...) | +4 | 1d8+1 Bludgeo... |

ATTACKS & SPELLCASTING

| CP | SP | EP | GP | PP |
|------------------------------------|----|----|----|----|
| 10 | | | | |
| 1 Druidic Focus | | | | |
| 1 Trophy from an Animal You Killed | | | | |
| 1 Belt Pouch | | | | |
| 1 Wooden Shield | | | | |
| 1 Quarterstaff | | | | |
| 1 Leather Armor | | | | |
| 1 Explorer's Pack | | | | |

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Armor Proficiency

Druidic

Ritual Casting

Fey Ancestry

Trance

Darkvision

Mask of the Wild

Wanderer

Wild Shape

Wild Companion

Cantrip Versatility

Circle Spells

Halo of Spores

Symbiotic Entity

Lucky

FEATURES & TRAITS

TOOL: Drum, Herbalism Kit

LANGUAGE: Common, Druidic, Elvish, Sylvan


ARMOR: Light Armor, Medium Armor, Shields

WEAPON: Club, Dagger, Dart, Javelin, Longbow, Longsword, Mace, Quarterstaff, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear

OTHER PROFICIENCIES & LANGUAGES

[illegible]

The forest is their home, their sanctuary, and their charge—its beasts their companions, its spirits their guides. But when the winds carry whispers of danger beyond the treeline, They know that even the most sacred groves cannot remain untouched forever. Now, stepping beyond the forest's borders, they walk the path of a druid, wielding the raw power of nature to protect both their homeland and the greater world beyond.



SPELLCASTING CLASS

WISDOM
SPELLCASTING ABILITY

14
SPELL SAVE DC

6
SPELL ATTACK BONUS

0

CANTRIPS

Shillelagh

Guidance

Produce Flame

Chill Touch

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

☐ Absorb Elements

☐ Animal Friendship

☐ Beast Bond

☐ Charm Person

☐ Create or Destroy Water

☐ Cure Wounds

☐ Detect Magic

☐ Detect Poison and Disease

☐ Earth Tremor

☐ Entangle

☐ Faerie Fire

☐ Fog Cloud

☐ Goodberry

☐ Healing Word

☐ Ice Knife

☐ Jump

☐ Longstrider

☐ Protection from Evil and Good

☐ Purify Food and Drink

☐ Snare

☐ Speak with Animals

☐ Thunderwave

☐ Find Familiar

2

3

☐ Animal Messenger

☐ Augury

☐ Barkskin

☐ Beast Sense

☐ Blindness Deafness

☐ Continual Flame

☐ Darkvision

☐ Dust Devil

☐ Earthbind

☐ Enhance Ability

☐ Enlarge Reduce

3

2

☐ Animate Dead

☐ Aura of Vitality

☐ Call Lightning

☐ Conjure Animals

☐ Daylight

☐ Dispel Magic

☐ Elemental Weapon

☐ Erupting Earth

☐ Feign Death

☐ Flame Arrows

☐ Gaseous Form

☐ Meld into Stone

☐ Plant Growth

☐ Protection from Energy

☐ Revivify

☐ Sleet Storm

☐ Speak with Plants

☐ Summon Fey

☐ Tidal Wave

☐ Wall of Water

☐ Water Breathing

☐ Water Walk

☐ Wind Wall

4

0

5

0

6

0

7

0

8

0

9

0

- ☐ Find Traps
- ☐ Flame Blade
- ☐ Flaming Sphere
- ☐ Gentle Repose
- ☐ Gust of Wind
- ☐ Healing Spirit
- ☐ Heat Metal
- ☐ Hold Person
- ☐ Lesser Restoration
- ☐ Locate Animals or Plants
- ☐ Locate Object
- ☐ Moonbeam
- ☐ Pass without Trace
- ☐ Protection from Poison
- ☐ Spike Growth
- ☐ Skywrite
- ☐ Summon Beast
- ☐ Warding Wind

FEATURES & TRAITS

Armor Proficiency

Druids will not wear armor or use shields that are made of metal.

Druidic

You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

Ritual Casting

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

Fey Ancestry

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Trance

Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Darkvision

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

Mask of the Wild

You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Wanderer

You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Wild Shape

Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest. Your druid level determines the beasts you can transform into. At 2nd level you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed. You can stay in a beast shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, the following rules apply: Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them. When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast. You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense. You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form. At 4th level you can transform into any beast that has a challenge rating of 1/2 or lower that doesn't have a flying speed. At 8th level you can transform into any beast that has a challenge rating of 1 or lower.

Wild Companion

You gain the ability to summon a spirit that assumes an animal form: as an action, you can expend a use of your Wild Shape feature to cast the find familiar spell, without material components. When you cast the spell in this way, the familiar is a fey instead of a beast, and the familiar disappears after a number of hours equal to half your druid level.

Cantrip Versatility

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace one cantrip you learned from this class's Spellcasting feature with another cantrip from the druid spell list.

Circle Spells

Your symbiotic link to fungi and your ability to tap into the cycle of life and death grants you access to certain spells. At 2nd level, you learn the chill touch cantrip. At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of Spores Spells table. Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you. 2nd chill touch 3rd blindness/deafness, gentle repose 5th animate dead, gaseous form 7th blight, confusion 9th cloudkill, contagion

Halo of Spores

You are surrounded by invisible, necrotic spores that are harmless until you unleash them on a creature nearby. When a creature you can see moves into a space within 10 feet of you or starts its turn there, you can use your reaction to deal 1d4 necrotic damage to that creature unless it succeeds on a Constitution saving throw against your spell save DC. The necrotic damage increases to 1d6 at 6th level, 1d8 at 10th level, and 1d10 at 14th level.

Symbiotic Entity

You gain the ability to channel magic into your spores. As an action, you can expend a use of your Wild Shape feature to awaken those spores, rather than transforming into a beast form, and you gain 4 temporary hit points for each level you have in this class. While this feature is active, you gain the following benefits: When you deal your Halo of Spores damage, roll the damage die a second time and add it to the total. Your melee weapon attacks deal an extra 1d6 necrotic damage to any target they hit. These benefits last for 10 minutes, until you lose all these temporary hit points, or until you use your Wild Shape again.

Lucky

You have inexplicable luck that seems to kick in at just the right moment. You have 3 luck points. Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw. You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours. If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled. You regain your expended luck points when you finish a long rest.

SPELLS

Shillelagh

Transmutation cantrip

Casting Time: 1 bonus action

Range: Touch

Target: The wood of a club or quarterstaff you are holding

Components: V S M

Duration: 1 minute

Description:

The wood of a club or quarterstaff you are holding is imbued with nature’s power. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon’s damage die becomes a d8. The weapon also becomes magical, if it isn’t already. The spell ends if you cast it again or if you let go of the weapon.

Guidance

Divination cantrip

Casting Time: 1 action

Range: Touch

Target: One willing creature

Components: V S

Duration: ConcentrationUp to 1 minute

Description:

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

Produce Flame

Conjuration cantrip

Casting Time: 1 action

Range: Self

Target: Self or a creature within 30 feet of you

Components: V S

Duration: 10 minutes

Description:

A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again. You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage. This spell’s damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Chill Touch

Necromancy cantrip

Casting Time: 1 action

Range: 120 feet

Target: The space of a creature within range

Components: V S

Duration: 1 round

Description:

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can’t regain hit points until the start of your next turn. Until then, the hand clings to the target. If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn. This spell’s damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Absorb Elements

Abjuration 1

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

Range: Self

Target: Self

Components: S

Duration: 1 round

Description:

The spell captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and the spell ends. ***At Higher Levels:*** When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each slot level above 1st.

Animal Friendship

Enchantment 1

Casting Time: 1 action

Range: 30 feet

Target: A beast that you can see within range

Components: V S M

Duration: 24 hours

Description:

This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast’s Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the spell’s duration. If you or one of your companions harms the target, the spells ends.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional beast for each slot level above 1st.

Beast Bond

Divination 1

Casting Time: 1 action

Range: Touch

Target: One beast you touch that is friendly to you or charmed by you

Components: V S M

Duration: ConcentrationUp to 10 minutes

Description:

You establish a telepathic link with one beast you touch that is friendly to you or charmed by you. The spell fails if the beast’s Intelligence score is 4 or higher. Until the spell ends, the link is active while you and the beast are within line of sight of each other. Through the link, the beast can understand your telepathic messages to it, and it can telepathically communicate simple emotions and concepts back to you. While the link is active, the beast gains advantage on attack rolls against any creature within 5 feet of you that you can see.

Charm Person

Enchantment 1

Casting Time: 1 action

Range: 30 feet

Target: A humanoid you can see within range

Components: V S

Duration: 1 hour

Description:

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

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

Create or Destroy Water

Transmutation 1

Casting Time: 1 action

Range: 30 feet

Target: See text

Components: V S M

Duration: Instantaneous

Description:

You either create or destroy water. Create Water. You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area. Destroy Water. You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot level above 1st.

Cure Wounds

Evocation 1

Casting Time: 1 action

Range: Touch

Target: A creature you touch

Components: V S

Duration: Instantaneous

Description:

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

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

Detect Magic

Divination 1

Casting Time: 1 action

Range: Self

Target: Self

Components: V S

Duration: ConcentrationUp to 10 minutes

Description:

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

Detect Poison and Disease

Divination 1

Casting Time: 1 action

Range: Self

Target: Self

Components: V S M

Duration: ConcentrationUp to 10 minutes

Description:

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case. 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.

Earth Tremor

Evocation 1

Casting Time: 1 action

Range: 10 feet

Target: Each creature other than you on the ground within range

Components: V S

Duration: Instantaneous

Description:

You cause a tremor in the ground within range. Each creature other than you in that area must make a Dexterity saving throw. On a failed save, a creature takes 1d6 bludgeoning damage and is knocked prone. If the ground in that area is loose earth or stone, it becomes difficult terrain until cleared, with each 5-foot-diameter portion requiring at least 1 minute to clear by hand.

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

Entangle

Conjuration 1

Casting Time: 1 action

Range: 90 feet

Target: A point within range

Components: V S

Duration: ConcentrationUp to 1 minute

Description:

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

Faerie Fire

Evocation 1

Casting Time: 1 action

Range: 60 feet

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

Components: V

Duration: ConcentrationUp to 1 minute

Description:

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

Fog Cloud

Conjuration 1

Casting Time: 1 action

Range: 120 feet

Target: A point within range

Components: V S

Duration: ConcentrationUp to 1 hour

Description:

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.

Goodberry

Transmutation 1

Casting Time: 1 action

Range: Touch

Target: See text

Components: V S M

Duration: Instantaneous

Description:

Up to ten berries appear in your hand and are infused with magic for the duration. A creature can use its action to eat one berry. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day. The berries lose their potency if they have not been consumed within 24 hours of the casting of this spell.

Healing Word

Evocation 1

Casting Time: 1 bonus action

Range: 60 feet

Target: A creature of your choice that you can see within range

Components: V

Duration: Instantaneous

Description:

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the Healing increases by 1d4 for each slot level above 1st.

Ice Knife

Conjuration 1

Casting Time: 1 action

Range: 60 feet

Target: One creature within range

Components: S M

Duration: Instantaneous

Description:

You create a shard of ice and fling it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of 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.

Jump

Transmutation 1

Casting Time: 1 action

Range: Touch

Target: A creature

Components: V S M

Duration: 1 minute

Description:

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

Longstrider

Transmutation 1

Casting Time: 1 action

Range: Touch

Target: A creature

Components: V S M

Duration: 1 hour

Description:

You touch a creature. The target's speed increases by 10 feet until the spell ends.

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

Protection from Evil and Good

Abjuration 1

Casting Time: 1 action

Range: Touch

Target: One willing creature you touch

Components: V S M

Duration: ConcentrationUp to 10 minutes

Description:

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.

Purify Food and Drink

Transmutation 1

Casting Time: 1 action

Range: 10 feet

Target: A 5-foot-radius sphere centered on a point of your choice within range

Components: V S

Duration: Instantaneous

Description:

All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

Snare

Abjuration 1

Casting Time: 1 minute

Range: Touch

Target: A circle with a 5-foot radius on the ground or the floor

Components: S M

Duration: 8 hours

Description:

As you cast this spell, you use the rope to create a circle with a 5-foot radius on the ground or the floor. When you finish casting, the rope disappears and the circle becomes a magic trap. This trap is nearly invisible, requiring a successful Intelligence (Investigation) check against your spell save DC to be discerned. The trap triggers when a Small, Medium, or Large creature moves onto the ground or the floor in the spell's radius. That creature must succeed on a Dexterity saving throw or be magically hoisted into the air, leaving it hanging upside down 3 feet above the ground or the floor. The creature is restrained there until the spell ends. A restrained creature can make a Dexterity saving throw at the end of each of its turns, ending the effect on itself on a success. Alternatively, the creature or someone else who can reach it can use an action to make an Intelligence (Arcana) check against your spell save DC. On a success, the restrained effect ends. After the trap is triggered, the spell ends when no creature is restrained by it.

Speak with Animals

Divination 1

Casting Time: 1 action

Range: Self

Target: Self

Components: V S

Duration: 10 minutes

Description:

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

Thunderwave

Evocation 1

Casting Time: 1 action

Range: Self (15-foot cube)

Target: Self (15-foot cube)

Components: V S

Duration: Instantaneous

Description:

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

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

Find Familiar

Conjuration 1

Casting Time: 1 hour

Range: 10 feet

Target: An unoccupied space within range

Components: V S M

Duration: Instantaneous

Description:

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. While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through 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 summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any 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 had 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.

Animal Messenger

Enchantment 2

Casting Time: 1 action

Range: 30 feet

Target: A tiny beast you can see within range

Components: V S M

Duration: 24 hours

Description:

By means of this spell, you use an animal to deliver a message. Choose a Tiny beast you can see within range, such as a squirrel, a blue jay, or a bat. You specify a location, which you must have visited, and a recipient who matches a general description, such as "a man or woman dressed in the uniform of the town guard" or "a red-haired dwarf wearing a pointed hat." You also speak a message of up to twenty-five words. The target beast travels for the duration of the spell toward the specified location, covering about 50 miles per 24 hours for a flying messenger, or 25 miles for other animals. When the messenger arrives, it delivers your message to the creature that you described, replicating the sound of your voice. The messenger speaks only to a creature matching the description you gave. If the messenger doesn't reach its destination before the spell ends, the message is lost, and the beast makes its way back to where you cast this spell.

At Higher Levels: If you cast this spell using a spell slot of 3rd level or higher, the Duration of the spell increases by 48 hours for each slot level above 2nd.

Augury

Divination 2

Casting Time: 1 minute

Range: Self

Target: See text

Components: V S M

Duration: Instantaneous

Description:

By casting gem-inlaid sticks, rolling dragon bones, laying out ornate cards, or employing some other divining tool, you receive an omen from an otherworldly entity about the results of a specific course of action that you plan to take within the next 30 minutes. The DM chooses from the following possible omens: Weal, for good results; Woe, for bad results; Weal and woe, for both good and bad results; Nothing, for results that aren't especially good or bad. The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion. If you cast the spell two or more times before completing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random reading. The DM makes this roll in secret.

Barkskin

Transmutation 2

Casting Time: 1 action

Range: Touch

Target: A willing creature

Components: V S M

Duration: Concentration, Up to 1 hour

Description:

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

Beast Sense

Divination 2

Casting Time: 1 action

Range: Touch

Target: A willing beast

Components: S

Duration: Concentration, Up to 1 hour

Description:

You touch a willing beast. For the duration of the spell, you can use your action to see through the beast's eyes and hear what it hears, and continue to do so until you use your action to return to your normal senses. While perceiving through the beast's senses, you gain the benefits of any special senses possessed by that creature, though you are blinded and deafened to your own surroundings.

Blindness Deafness

Necromancy 2

Casting Time: 1 action

Range: 30 feet

Target: One creature that you can see within range

Components: V

Duration: 1 minute

Description:

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

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

Continual Flame

Evocation 2

Casting Time: 1 action

Range: Touch

Target: An object that you touch

Components: V S M

Duration: Until dispelled

Description:

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A continual flame can be covered or hidden but not smothered or quenched.

Darkvision

Transmutation 2

Casting Time: 1 action

Range: Touch

Target: A willing creature

Components: V S M

Duration: 8 hours

Description:

You touch a willing creature to grant it the ability to see in the dark. For the duration, that creature has darkvision out to a range of 60 feet.

Dust Devil

Conjuration 2

Casting Time: 1 action

Range: 60 feet

Target: An unoccupied 5-foot cube of air that you can see within range

Components: V S M

Duration: ConcentrationUp to 1 minute

Description:

Choose an unoccupied 5-foot cube of air that you can see within range. An elemental force that resembles a dust devil appears in the cube and lasts for the spell's duration. Any creature that ends its turn within 5 feet of the dust devil must make a Strength saving throw. On a failed save, the creature takes 1d8 bludgeoning damage and is pushed 10 feet away from the dust devil. On a successful save, the creature takes half as much damage and isn't pushed. As a bonus action, you can move the dust devil up to 30 feet in any direction. If the dust devil moves over sand, dust, loose dirt, or light gravel, it sucks up the material and forms a 10-foot-radius cloud of debris around itself that lasts until the start of your next turn. The cloud heavily obscures its area.

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

Earthbind

Transmutation 2

Casting Time: 1 action

Range: 300 feet

Target: One creature you can see within range

Components: V

Duration: ConcentrationUp to 1 minute

Description:

Choose one creature you can see within range. Yellow strips of magical energy loop around the creature. The target must succeed on a Strength saving throw, or its flying speed (if any) is reduced to 0 feet for the spell's duration. An airborne creature affected by this spell safely descends at 60 feet per round until it reaches the ground or the spell ends.

Enhance Ability

Transmutation 2

Casting Time: 1 action

Range: Touch

Target: A creature

Components: V S M

Duration: ConcentrationUp to 1 hour

Description:

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

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

Enlarge Reduce

Transmutation 2

Casting Time: 1 action

Range: 30 feet

Target: A creature or an object you can see within range

Components: V S M

Duration: ConcentrationUp to 1 minute

Description:

You cause a creature or an object you can see within range to grow larger or smaller for the duration. Choose either a creature or an object that is neither worn nor carried. If the target is unwilling, it can make a Constitution saving throw. On a success, the spell has no effect. If the target is a creature, everything it is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once. Enlarge. The target's size doubles in all dimensions, and its weight is multiplied by eight. This growth increases its size by one category—from Medium to Large, for example. If there isn't enough room for the target to double its size, the creature or object attains the maximum possible size in the space available. Until the spell ends, the target also has advantage on Strength checks and Strength saving throws. The target's weapons also grow to match its new size. While these weapons are enlarged, the target's attacks with them deal 1d4 extra damage. Reduce. The target's size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category—from Medium to Small, for example. Until the spell ends, the target also has disadvantage on Strength checks and Strength saving throws. The target's weapons also shrink to match its new size. While these weapons are reduced, the target's attacks with them deal 1d4 less damage (this can't reduce the damage below 1).

Find Traps

Divination 2

Casting Time: 1 action

Range: 120 feet

Target: Any trap within range that is within line of sight

Components: V S

Duration: Instantaneous

Description:

You sense the presence of any trap within range that is within line of sight. A trap, for the purpose of this spell, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator. Thus, the spell would sense an area affected by the alarm spell, a glyph of warding, or a mechanical pit trap, but it would not reveal a natural weakness in the floor, an unstable ceiling, or a hidden sinkhole. This spell merely reveals that a trap is present. You don't learn the location of each trap, but you do learn the general nature of the danger posed by a trap you sense.

Flame Blade

Evocation 2

Casting Time: 1 bonus action

Range: Self

Target: Your free hand

Components: V S M

Duration: ConcentrationUp to 10 minutes

Description:

You evoke a fiery blade in your free hand. The blade is similar in size and shape to a scimitar, and it lasts for the duration. If you let go of the blade, it disappears, but you can evoke the blade again as a bonus action. You can use your action to make a melee spell attack with the fiery blade. On a hit, the target takes 3d6 fire damage. The flaming blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for every two slot levels above 2nd.

Flaming Sphere

Conjuration 2

Casting Time: 1 action

Range: 60 feet

Target: An unoccupied space of your choice within range

Components: V S M

Duration: ConcentrationUp to 1 minute

Description:

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 higher, the damage increases by 1d6 for each slot level above 2nd.

Gentle Repose

Necromancy 2

Casting Time: 1 action

Range: Touch

Target: A corpse or other remains

Components: V S M

Duration: 10 days

Description:

You touch a corpse or other remains. For the duration, the target is protected from decay and can't become undead. The spell also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this spell don't count against the time limit of spells such as raise dead.

Gust of Wind

Evocation 2

Casting Time: 1 action

Range: Self (60-foot line)

Target: Self (60-foot line)

Components: V S M

Duration: ConcentrationUp to 1 minute

Description:

A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line. Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you. The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them. As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.

Healing Spirit

Conjuration 2

Casting Time: 1 bonus action

Range: 60 feet

Target: A space that is a 5-foot cube you can see within range

Components: V S

Duration: ConcentrationUp to 1 minute

Description:

You call forth a nature spirit to soothe the wounded. The intangible spirit appears in a space that is a 5-foot cube you can see within range. The spirit looks like a transparent beast or fey (your choice). Until the spell ends, whenever you or a creature you can see moves into the spirit's space for the first time on a turn or starts its turn there, you can cause the spirit to restore 1d6 hit points to that creature (no action required). The spirit can't heal constructs or undead. The spirit can heal a number of times equal to 1 + your Spellcasting Ability modifier (minimum of twice). After Healing that number of times, the spirit disappears. As a bonus action on your turn, you can move the spirit up to 30 feet to a space you can see. ***At Higher Levels:*** When you cast this spell using a spell slot of 3rd level or higher, the healing increases by 1d6 for each slot level above 2nd.

Heat Metal

Transmutation 2

Casting Time: 1 action

Range: 60 feet

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

Components: V S M

Duration: ConcentrationUp to 1 minute

Description:

Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d8 fire damage when you cast the spell. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again. If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn. ***At Higher Levels:*** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot above 2nd.

Hold Person

Enchantment 2

Casting Time: 1 action

Range: 60 feet

Target: A humanoid that you can see within range

Components: V S M

Duration: ConcentrationUp to 1 minute

Description:

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

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

Lesser Restoration

Abjuration 2

Casting Time: 1 action

Range: Touch

Target: A creature

Components: V S

Duration: Instantaneous

Description:

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

Locate Animals or Plants

Divination 2

Casting Time: 1 action

Range: Self

Target: Self

Components: V S M

Duration: Instantaneous

Description:

Describe or name a specific kind of beast or plant. Concentrating on the voice of nature in your surroundings, you learn the direction and distance to the closest creature or plant of that kind within 5 miles, if any are present.

Locate Object

Divination 2

Casting Time: 1 action

Range: Self

Target: Self

Components: V S M

Duration: ConcentrationUp to 10 minutes

Description:

Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement. The spell can locate a specific object known to you, as long as you have seen it up close—within 30 feet—at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon. This spell can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.

Moonbeam

Evocation 2

Casting Time: 1 action

Range: 120 feet

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

Components: V S M

Duration: ConcentrationUp to 1 minute

Description:

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

Pass without Trace

Abjuration 2

Casting Time: 1 action

Range: Self

Target: Self

Components: V S M

Duration: ConcentrationUp to 1 hour

Description:

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

Protection from Poison

Abjuration 2

Casting Time: 1 action

Range: Touch

Target: A creature

Components: V S

Duration: 1 hour

Description:

You touch a creature. If it is poisoned, you neutralize the poison. If more than one poison afflicts the target, you neutralize one poison that you know is present, or you neutralize one at random. For the duration, the target has advantage on saving throws against being poisoned, and it has resistance to poison damage.

Spike Growth

Transmutation 2

Casting Time: 1 action

Range: 150 feet

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

Components: V S M

Duration: ConcentrationUp to 10 minutes

Description:

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

Skywrite

Transmutation 2

Casting Time: 1 action

Range: Sight

Target: A part of the sky you can see

Components: V S

Duration: ConcentrationUp to 1 hour

Description:

You cause up to ten words to form in a part of the sky you can see. The words appear to be made of cloud and remain in place for the spell's duration. The words dissipate when the spell ends. A strong wind can disperse the clouds and end the spell early.

Summon Beast

Conjuration 2

Casting Time: 1 action

Range: 90 feet

Target:

Components: V S M

Duration: Concentrationup to 1 hour

Description:

You call forth a bestial spirit. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Bestial Spirit stat block. When you cast the spell, choose an environment: Air, Land, or Water. The creature resembles an animal of your choice that is native to the chosen environment, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends. The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, use the higher level wherever the spell's level appears in the stat block.

Warding Wind

Evocation 2

Casting Time: 1 action

Range: Self

Target: Self

Components: V

Duration: ConcentrationUp to 10 minutes

Description:

A strong wind (20 miles per hour) blows around you in a 10-foot radius and moves with you, remaining centered on you. The wind lasts for the spell's duration. The wind has the following effects: It deafens you and other creatures in its area. It extinguishes unprotected flames in its area that are torch-sized or smaller. It hedges out vapor, gas, and fog that can be dispersed by strong wind. The area is difficult terrain for creatures other than you. The attack rolls of ranged weapon attacks have disadvantage if the attacks pass in or out of the wind.

Animate Dead

Necromancy 3

Casting Time: 1 minute

Range: 10 feet

Target: A pile of bones or a corpse of a Medium or Small humanoid within range

Components: V S M

Duration: Instantaneous

Description:

This spell creates an undead servant. Choose a pile of bones or a corpse of a Medium or Small humanoid within range. Your spell imbues the target with a foul mimicry of life, raising it as an undead creature. The target becomes a skeleton if you chose bones or a zombie if you chose a corpse (the DM has the creature's game statistics). On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete. The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over up to four creatures you have animated with this spell, rather than animating a new one.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you animate or reassert control over two additional Undead creatures for each slot level above 3rd. Each of the creatures must come from a different corpse or pile of bones.

Aura of Vitality

Evocation 3

Casting Time: 1 action

Range: Self (30-foot radius)

Target: Any creature in a 30-foot radius centered on you (including you)

Components: V

Duration: ConcentrationUp to 1 minute

Description:

Healing energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. You can use a bonus action to cause one creature in the aura (including you) to regain 2d6 hit points.

Call Lightning

Conjuration 3

Casting Time: 1 action

Range: 120 feet

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

Components: V S

Duration: ConcentrationUp to 10 minutes

Description:

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

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

Conjure Animals

Conjuration 3

Casting Time: 1 action

Range: 60 feet

Target: Unoccupied spaces that you can see within range

Components: V S

Duration: ConcentrationUp to 1 hour

Description:

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

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

Daylight

Evocation 3

Casting Time: 1 action

Range: 60 feet

Target: A point you choose within range

Components: V S

Duration: 1 hour

Description:

A 60-foot-radius sphere of light spreads out from a point you choose within range. The sphere is bright light and sheds dim light for an additional 60 feet. If you chose a point on an object you are holding or one that isn't being worn or carried, the light shines from the object and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light. If any of this spell's area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.

Dispel Magic

Abjuration 3

Casting Time: 1 action

Range: 120 feet

Target: One creature, object, or magical effect within range

Components: V S

Duration: Instantaneous

Description:

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.

Elemental Weapon

Transmutation 3

Casting Time: 1 action

Range: Touch

Target: A nonmagical weapon you touch

Components: V S

Duration: ConcentrationUp to 1 hour

Description:

A nonmagical weapon you touch becomes a magic weapon. Choose one of the following damage types: acid, cold, fire, lightning, or thunder. For the duration, the weapon has a +1 bonus to attack rolls and deals an extra 1d4 damage of the chosen type when it hits. At Higher Levels. When you cast this spell using a spell slot of 5th or 6th level, the bonus to attack rolls increases to +2 and the extra damage increases to 2d4. When you use a spell slot of 7th level or higher, the bonus increases to +3 and the extra damage increases to 3d4.

At Higher Levels: When you cast this spell using a spell slot of 5th or 6th level, the bonus to Attack rolls increases to +2 and the extra damage increases to 2d4. When you use a spell slot of 7th level or higher, the bonus increases to +3 and the extra damage increases to 3d4.

Erupting Earth

Transmutation 3

Casting Time: 1 action

Range: 120 feet

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

Components: V S M

Duration: Instantaneous

Description:

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

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d12 for each slot level above 3rd.

Feign Death

Necromancy 3

Casting Time: 1 action

Range: Touch

Target: A willing creature

Components: V S M

Duration: 1 hour

Description:

You touch a willing creature and put it into a cataleptic state that is indistinguishable from death. For the spell's duration, or until you use an action to touch the target and dismiss the spell, the target appears dead to all outward inspection and to spells used to determine the target's status. The target is blinded and incapacitated, and its speed drops to 0. The target has resistance to all damage except psychic damage. If the target is diseased or poisoned when you cast the spell, or becomes diseased or poisoned while under the spell's effect, the disease and poison have no effect until the spell ends.

Flame Arrows

Transmutation 3

Casting Time: 1 action

Range: Touch

Target: A quiver containing arrows or bolts

Components: V S

Duration: ConcentrationUp to 1 hour

Description:

You touch a quiver containing arrows or bolts. When a target is hit by a ranged weapon attack using a piece of ammunition drawn from the quiver, the target takes an extra 1d6 fire damage. The spell's magic ends on a piece of ammunition when it hits or misses, and the spell ends when twelve pieces of ammunition have been drawn from the quiver.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the number of pieces of ammunition you can affect with this spell increases by two for each slot level above 3rd.

Gaseous Form

Transmutation 3

Casting Time: 1 action

Range: Touch

Target: A willing creature you touch

Components: V S M

Duration: ConcentrationUp to 1 hour

Description:

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 carrying or holding can't be dropped, used, or otherwise interacted with. The target can't attack or cast spells.

Meld into Stone

Transmutation 3

Casting Time: 1 action

Range: Touch

Target: A stone object or surface large enough to fully contain your body

Components: V S

Duration: 8 hours

Description:

You step into a stone object or surface large enough to fully contain your body, melding yourself and all the equipment you carry with the stone for the duration. Using your movement, you step into the stone at a point you can touch. Nothing of your presence remains visible or otherwise detectable by nonmagical senses. While merged with the stone, you can't see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the stone. You can use your movement to leave the stone where you entered it, which ends the spell. You otherwise can't move. Minor physical damage to the stone doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals 6d6 bludgeoning damage to you. The stone's complete destruction (or transmutation into a different substance) expels you and deals 50 bludgeoning damage to you. If expelled, you fall prone in an unoccupied space closest to where you first entered.

Plant Growth

Transmutation 3

Casting Time: 1 action or 8 hours

Range: 150 feet

Target: Plants within a specific area

Components: V S

Duration: Instantaneous

Description:

This spell channels vitality into plants within a specific area. There are two possible uses for the spell, granting either immediate or long-term benefits. If you cast this spell using 1 action, choose a point within range. All normal plants in a 100-foot radius centered on that point become thick and overgrown. A creature moving through the area must spend 4 feet of movement for every 1 foot it moves. You can exclude one or more areas of any size within the spell's area from being affected. If you cast this spell over 8 hours, you enrich the land. All plants in a half-mile radius centered on a point within range become enriched for 1 year. The plants yield twice the normal amount of food when harvested.

Protection from Energy

Abjuration 3

Casting Time: 1 action

Range: Touch

Target: The willing creature you touch

Components: V S

Duration: ConcentrationUp to 1 hour

Description:

For the duration, the willing creature you touch has resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.

Revivify

Necromancy 3

Casting Time: 1 action

Range: Touch

Target: A creature that has died within the last minute

Components: V S M

Duration: Instantaneous

Description:

You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

Sleet Storm

Conjuration 3

Casting Time: 1 action

Range: 150 feet

Target: A 20-foot-tall cylinder with a 40-foot radius centered on a point you choose within range

Components: V S M

Duration: ConcentrationUp to 1 minute

Description:

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 starts its turn in the spell's area and is concentrating on a spell, the creature must make a successful Constitution saving throw against your spell save DC or lose concentration.

Speak with Plants

Transmutation 3

Casting Time: 1 action

Range: Self (30-foot radius)

Target: Plants within 30 feet of you

Components: V S

Duration: 10 minutes

Description:

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

Summon Fey

Conjuration 3

Casting Time: 1 action

Range: 90 feet

Target:

Components: V S M

Duration: Concentrationup to 1 hour

Description:

You call forth a fey spirit. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Fey Spirit stat block. When you cast the spell, choose a mood: Fuming, Mirthful, or Tricksy. The creature resembles a fey creature of your choice marked by the chosen mood, which determines one of the traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends. The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, use the higher level wherever the spell's level appears in the stat block.

Tidal Wave

Conjuration 3

Casting Time: 1 action

Range: 120 feet

Target: An area within range

Components: V S M

Duration: Instantaneous

Description:

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

Wall of Water

Evocation 3

Casting Time: 1 action

Range: 60 feet

Target: A point you can see within range

Components: V S M

Duration: ConcentrationUp to 10 minutes

Description:

You create a wall of water on the ground at a point you can see within range. You can make the wall up to 30 feet long, 10 feet high, and 1 foot thick, or you can make a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall vanishes when the spell ends. The wall's space is difficult terrain. Any ranged weapon attack that enters the wall's space has disadvantage on the attack roll, and fire damage is halved if the fire effect passes through the wall to reach its target. Spells that deal cold damage that pass through the wall cause the area of the wall they pass through to freeze solid (at least a 5-foot-square section is frozen). Each 5-foot-square frozen section has AC 5 and 15 hit points. Reducing a frozen section to 0 hit points destroys it. When a section is destroyed, the wall's water doesn't fill it.

Water Breathing

Transmutation 3

Casting Time: 1 action

Range: 30 feet

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

Components: V S M

Duration: 24 hours

Description:

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

Water Walk

Transmutation 3

Casting Time: 1 action

Range: 30 feet

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

Components: V S M

Duration: 1 hour

Description:

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

Wind Wall

Evocation 3

Casting Time: 1 action

Range: 120 feet

Target: The ground at a point you choose within range

Components: V S M

Duration: ConcentrationUp to 1 minute

Description:

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