

SPELLS

Level	Spell	School	Conc.	Ritual	Class
0	Ace	Conjuration	No	No	Sorcerer, Warlock, Wizard
0	Breeze	Transmutation	No	No	Druid, Sorcerer, Wizard
0	Conjure Weapon	Conjuration	No	No	Bard, Sorcerer, Warlock, Wizard
0	Control Plants	Transmutation	No	No	Druid
0	Coronal Lance	Evocation	No	No	Cleric, Druid, Sorcerer, Warlock
0	Crystallomancy	Conjuration	No	No	Bard, Druid, Sorcerer, Warlock, Wizard
0	Deathcraft	Necromancy	No	No	Cleric, Druid, Sorcerer, Warlock, Wizard
0	Hand In Hand	Necromancy	No	No	Bard, Cleric, Sorcerer, Warlock, Wizard
0	Haunt	Transmutation	No	No	Warlock
0	Perspective	Divination	No	No	Bard, Sorcerer, Warlock, Wizard
0	Reshape	Transmutation	No	No	Bard, Sorcerer, Warlock, Wizard
0	Rime	Transmutation	No	No	Druid, Sorcerer, Wizard
0	Vanish	Illusion	No	No	Bard, Druid, Sorcerer, Warlock, Wizard
1st	Acid Blood	Transmutation	Yes	Yes	Wizard
1st	Arcane Rebuke	Evocation	No	No	Sorcerer, Wizard
1st	Auspice	Divination	No	No	Bard, Cleric, Wizard
1st	Borrow	Conjuration	Yes	No	Bard, Sorcerer, Wizard
1st	Brain Drain	Transmutation	Yes	No	Warlock, Wizard
1st	Chthonic Grasp	Necromancy	No	No	Cleric, Sorcerer, Warlock, Wizard
1st	Confound Speech	Enchantment	Yes	No	Bard, Sorcerer, Warlock, Wizard
1st	Curve Shot	Transmutation	No	No	Ranger
1st	Dayareth's Extra Eye	Transmutation	No	No	Warlock, Wizard
1st	Death Chant	Necromancy	Yes	No	Bard, Warlock
1st	Earthen Pillar	Transmutation	No	No	Druid
1st	Ethereal Shroud	Abjuration	No	No	Cleric, Paladin, Warlock
1st	Farsight	Transmutation	No	No	Ranger
1st	Ice Spike	Conjuration	No	No	Druid, Sorcerer, Wizard
1st	Magnitude	Evocation	No	No	Bard, Druid, Sorcerer, Wizard
1st	Mouthpiece of Heaven	Transmutation	Yes	Yes	Cleric, Paladin
1st	Privacy	Illusion	Yes	No	Bard, Sorcerer, Warlock, Wizard
1st	Remembrance	Divination	No	Yes	Bard, Cleric, Druid, Wizard
1st	Scathing Shadow	Illusion	Yes	No	Bard, Sorcerer, Warlock, Wizard
1st	Shocking Smite	Evocation	Yes	No	Paladin
1st	Soul Siphon	Necromancy	No	No	Warlock, Wizard
1st	Sympathetic Field	Enchantment	No	No	Sorcerer
1st	Thorn Guard	Conjuration	No	No	Druid, Ranger
1st	Toxic Plume	Evocation	No	No	Druid, Sorcerer, Wizard
1st	Twilight Harvest	Necromancy	No	No	Cleric, Warlock, Wizard
1st	Updraft	Evocation	No	No	Druid, Sorcerer, Wizard
1st	Wall of Vines	Conjuration	Yes	No	Druid
1st	Yank	Transmutation	No	No	Bard, Druid, Sorcerer, Warlock, Wizard
2nd	Add Appendages	Transmutation	No	No	Druid
2nd	Cloven Hooves	Transmutation	No	No	Druid, Ranger
2nd	Control Missile	Transmutation	No	No	Druid, Ranger, Sorcerer, Wizard



Level	Spell	School	Conc.	Ritual	Class
2nd	Create Boulder	Conjuration	No	No	Druid, Wizard
2nd	Create Wave	Conjuration	No	No	Druid, Wizard
2nd	Empathic Burst	Enchantment	No	No	Sorcerer
2nd	Explosive Shield	Abjuration	Yes	No	Wizard
2nd	Final Deed	Necromancy	No	No	Sorcerer, Warlock, Wizard
2nd	Flash Freeze	Evocation	No	No	Sorcerer, Wizard
2nd	Holy Rebuke	Evocation	No	No	Cleric, Paladin
2nd	Oleander's Ghostly Glow	Necromancy	No	Yes	Bard, Cleric, Druid, Sorcerer, Warlock, Wizard
2nd	Piercing Gaze	Divination	Yes	No	Bard, Cleric, Sorcerer, Warlock, Wizard
2nd	Reveal Weakness	Divination	No	No	Bard, Ranger, Sorcerer, Warlock, Wizard
2nd	Snowdrift	Conjuration	No	No	Druid
2nd	Track Object	Divination	No	No	Bard, Sorcerer, Warlock, Wizard
2nd	Uvoir's Obstructive Field	Conjuration	No	No	Wizard
2nd	Vampiric Smite	Necromancy	Yes	No	Paladin, Warlock
2nd	Venom Bomb	Evocation	No	No	Druid, Ranger, Sorcerer, Wizard
2nd	Volatile Charge	Evocation	Yes	No	Sorcerer, Wizard
2nd	Walkabout	Enchantment	No	No	Bard, Warlock

ACE

Conjuration cantrip

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

You touch an object that is not being worn or carried by another creature and cause it to vanish. It is instantly sent to an extradimensional space that is a 1-foot cube. If the object is too big for the space or there is no room remaining for it there, the object does not vanish. Artifacts and sentient magic items cannot be dismissed this way.

If you touch multiple objects, such as a handful of coins or a bouquet of flowers, you can send them all to the extradimensional space. The maximum number of items you can affect this way at once equals twice your spellcasting ability modifier (minimum of 2), and you choose which objects do not vanish if they cannot all fit in the extradimensional space.

As an action on a subsequent turn, you can cause one or more objects currently in the extradimensional space to appear in your empty hand. The maximum number of items you can summon this way equals twice your spellcasting ability modifier (minimum of 2).

If you die, all the items in the extradimensional space appear in your space.

ACID BLOOD

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: S

Duration: Concentration, up to 1 hour

You turn the blood of a willing creature within range to acid. The creature takes 1d6 acid damage.

Whenever the target takes piercing or slashing damage, each creature within 5 feet of it takes 1d6 acid damage.

ADD APPENDAGES

2nd-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a handful of small animal bones)

Duration: 1 hour

This spell molds and expands a willing creature's anatomy, granting them a set of smaller secondary arms below their primary set of arms for the duration. The secondary arms function like normal arms, but cannot be used to wield weapons that lack the light property or shields.

If the creature already has secondary arms from another source, the spell fails.

ARCANE REBUKE

1st-level evocation

Casting Time: 1 reaction, which you take in response to a creature you can see hitting you with a melee attack

Range: Self

Components: V, S

Duration: Instantaneous

The point where you were struck becomes circumscribed by magical glyphs, and a blast of arcane power travels up the weapon or limb of the creature that hit you. The creature must make a Dexterity saving throw or take 2d8 force damage and be pushed 10 feet away from you. On a successful save, a creature takes half as much damage and is not pushed.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8, and the distance the target is pushed increases by 5 feet, for each slot level above 1st.

AUSPICE

1st-level divination

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: 1 minute

You gain a glimpse into what the future holds in store for a creature you can see within range. Choose attack rolls, ability checks, or saving throws and roll a d20. The next time the target makes a roll of that type before the spell ends, it must use the number you rolled to calculate the total and the effect ends for it.

The spell has no effect on a creature already under the effect of this spell.

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

BORROW

1st-level conjuration

Casting Time: 1 action

Range: Self (10-mile radius)

Components: S

Duration: Concentration, up to 10 minutes

You open your hand and an object of your choice from the Adventuring Gear table (page 150 of the *Player's Handbook*) appears there.

The item is not created when the spell is cast. Instead, a random nonmagical item meeting that description within 10 miles is teleported to you. For example, if you choose to conjure a book, you might get a book from a nearby library or a child's diary. If no such item is within range, the spell fails.

If the item would be damaged or consumed, the spell instead ends immediately. When the spell ends, the item vanishes from its space and reappears in its previous location, or the nearest unoccupied space if that space is occupied.

BRAIN DRAIN

1st-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You sap the mental power of a creature you can see within range, forcing them to make an Intelligence saving throw. On a failure, the target takes 2d4 psychic damage, and its Intelligence score is reduced by 5 until the spell ends. If this reduces the target's Intelligence score to 0 or lower, it takes an extra 2d4 psychic damage and the spell ends.

If the target fails their saving throw against the spell, you gain a +2 bonus to your Intelligence score or your spellcasting ability score (your choice when you cast the spell) until the spell ends or the target is reduced to 0 hit points.

As an action, the target can repeat the saving throw, ending the spell on a success.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d4 for each spell slot level above 1st. The bonus to your chosen ability score increases by 1 (up to a maximum of +5) for each slot level above 1st.

BREEZE

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

The air moves as you will it, creating one of the following effects within range:

Batter. One creature within range must succeed on a Strength saving throw or be pushed up to 5 feet in a direction of your choice.

Bluster. You create a harmless sensory effect within range, such as causing branches to shake, clothing to billow, or an unlocked door or window to fly open or slam shut.

Catch. One object that weighs no more than 10 pounds and is not being worn or carried by another creature moves up to 10 feet in a direction of your choice.

Climate. You cause the air within range to howl or go quiet, take on a certain scent, or grow harmlessly warmer or colder. This change persists for 1 minute, or until you use this effect again to revert it.

Extinguish. You cause any number of candles, torches, campfires, or other small nonmagical flames within range to go out.

Whisper. You cause the wind to blow harmlessly through the area within range in a direction of your choice. You can cause the wind to howl or whistle a sound of your choice, such as a name, a phrase, or a few notes of a song.

CHTHONIC GRASP

1st-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of grave dirt)

Duration: Instantaneous

The ghostly hands of restless spirits reach upwards towards a creature you can see within range, forcing it to make a Dexterity saving throw. On a failed save, the creature takes 3d6 necrotic damage and is knocked prone. On a successful save, the creature takes half as much damage and is not knocked prone.

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

CLOVEN HOOVES

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

Your legs grow hair and hooves, twisting to become like those of a goat. You gain the following benefits until the spell ends:

- Your jump distance is doubled, and you can use Dexterity instead of Strength to calculate your jump distance.
- You ignore nonmagical difficult terrain and climbing costs you no extra movement.
- You have advantage on Dexterity saving throws.

CONFOUND SPEECH

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

You twist the tongue of a creature you can see within range. The creature must succeed on a Wisdom saving throw or have its speech become garbled and incomprehensible for the duration of the spell. The creature's words cannot be understood by others, and it cannot perform the verbal components of spells.

The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

CONJURE WEAPON

Conjuration cantrip

Casting Time: 1 bonus action

Range: Self

Components: S

Duration: Instantaneous

You conjure a solid, spectral image of a simple or martial melee weapon you are proficient with in your empty hand. The weapon counts as a magic weapon for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. The weapon otherwise has all the weapon's normal properties, including its weight and cost.

If you are not wielding the weapon at the end of your turn, you choose whether the weapon magically teleports to your empty hand or disappears. The weapon disappears if you cast the spell again, if you are incapacitated, or if you dismiss it (no action required by you).

The weapon becomes more powerful when you reach certain levels. At 5th level, you gain a +1 bonus to attack and damage rolls made with the weapon. This bonus increases at 11th level (+2) and again at 17th level (+3).

CONTROL MISSILE

2nd-level transmutation

Casting Time: 1 reaction, which you take in response to a creature you can see within 60 feet of you being hit by a ranged weapon attack

Range: 60 feet

Components: V, S

Duration: Instantaneous

You alter the flight path of a projectile. The damage of the attack is reduced by $2d6 +$ your spell-casting ability modifier. If this reduces the damage to 0, the attack misses the original target and you can redirect it.

To redirect the missile, make a ranged spell attack roll against a different creature within range as part of the same reaction. That creature becomes the new target of the attack, which now uses your attack roll.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage is reduced by an additional $1d6$ for each slot level above 2nd.

CONTROL PLANTS

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: S, M (a leaf or petal plucked within the last 24 hours)

Duration: 1 hour

This spell awakens and directs plants in a small area, allowing you to create one of the following effects in a 5 foot cube within range:

Cycle. You instantaneously cause any nonmagical vegetation in the area to grow or wither. If the vegetation grows, seeds will sprout, buds will bloom, and fruit will ripen to perfection. If the vegetation withers, plants die and shrivel, with flowers wilting and fruit rotting.

Germinate. You instantaneously cause your choice of nonmagical plants, fungus, and lichen to appear and begin growing in the space you chose. This speeds the decomposition of dead material. Undead and corpses affected by the gentle repose spell will not sprout any growth, and this does not affect the ability of a corpse to be returned to life or otherwise reanimated.

Tropism. You cause nonmagical difficult terrain made of plants in the area to allow passage and become ordinary terrain for 1 hour. Alternatively, you can cause plants in the area to turn the area into difficult terrain for 1 hour. Each 5-foot area of difficult terrain created this way takes 1 minute to clear by hand.

Twist. Nonmagical vegetation in the area gently moves as you command, limited by the type of plant material. Hard wood can barely move, while thin vines and leaves can twist easily. You can cause the plants to move into a shape or pattern of your choice which they hold for 1 hour, or cause the plants to instantaneously perform a simple task such as a tree depositing a fruit in your hand.

If you cast this spell multiple times, you can have up to three of its 1-hour effects active at a time, and you can dismiss such an effect as an action.

CORONAL LANCE

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V

Duration: 1 round

A spear of celestial energy surges towards a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d6 radiant damage, and the next time a creature makes an attack roll against the target before the end of your next turn, the attacker can roll a d4 and add the number rolled to the total.

This spell's damage increases by 1d6 when you reach certain levels: 5th level (2d6), 11th level (3d6), and 17th level (4d6).

CREATE BOULDER

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pebble)

Duration: Instantaneous

You call on geomantic powers, creating a Large boulder in an unoccupied space up to 50 feet above a point on the ground you can see within range. If the boulder appears above the ground, it falls, and any creature beneath it must make a Dexterity saving throw. On a failed save, a creature takes 1d6 bludgeoning damage for every 10 feet the boulder fell, and is knocked prone and becomes restrained under the boulder. On a successful save, a creature takes no damage from the falling boulder, is moved to the nearest unoccupied space, and suffers no additional effects.

If a creature is Huge or larger, it is immune to being restrained by the boulder.

A creature can use an action to make a Strength check against the spell's save DC. On a success, the creature frees itself or a creature within its reach, and the freed creature is moved to the nearest unoccupied space.

The boulder has AC 5 and 20 hit points, and is immune to cold, fire, poison, and psychic damage. When reduced to 0 hit points, the boulder crumbles into rubble, which creates an area of difficult terrain in the space the boulder occupied. The area takes 1 minute to clear by hand.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the maximum height above the ground at which the boulder can be created increases by 10 feet for each slot level above 2nd.

CREATE WAVE

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a drop of seawater)

Duration: Instantaneous

You call on oceanic powers, creating a wave that momentarily passes through a 20-foot cube within range in a horizontal direction. Each creature in the area must make a Strength saving throw. On a failed save, a creature takes 1d10 bludgeoning damage and 1d10 cold damage, and is pushed 20 feet in the direction of the wave, stopping early if this movement would cause it to leave the cube. On a successful save, a creature takes half as much damage and is not pushed.

Unprotected flames in the area of the wave are extinguished, and unsecured objects in the area are moved in the direction of the wave until they would leave the cube.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the size of the cube and the distance creatures are pushed increases by 10 feet for each slot level above 2nd.

CRYSTALLOMANCY

Conjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

Calling on the power of the elemental planes, you cause crystals to form and create one of the following effects. You can choose the color and opacity of the crystals created, and any crystal objects created by this spell crumble to dust after 8 hours:

Encrust. Crystals form in a 1-foot square over an object or surface within range. The crystals can fuse two objects together, such as to secure a door closed or affix an object to a table. A creature attempting to break the crystals can make a Strength check against your spell save DC, shattering the crystals on a success.

Shape. You create a solid object out of crystal in your empty hand that weighs no more than 5 lbs, such as a crown, a goblet, a dagger, or an orb.

Shard. A sharpened fragment of crystal flies towards a creature or object you choose within range. Make a ranged spell attack against the target. On a hit, the target takes 1d6 piercing damage. This damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

CURVE SHOT

1st-level transmutation

Casting Time: 1 reaction, which you take in response to missing a ranged weapon attack

Range: Self

Components: S

Duration: Instantaneous

You call the wind to let your shot strike true. Choose a different target within the range of the weapon, and make a ranged weapon attack with the weapon against that target. On a hit, the original piece of ammunition curves its trajectory and hits the new target.

DAYERETH'S EXTRA EYE

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: S

Duration: 1 hour

An extra eye winks open somewhere on your skin, such as the back of your head or the palm of your hand. The eye disappears when the spell ends or if you dismiss it (no action required by you). While the eye remains, you gain the following benefits:

- You have advantage on saving throws to avoid or end the blinded condition on yourself.
- You gain a bonus to your passive Wisdom (Perception) and passive Intelligence (Investigation) scores. This bonus equals your spellcasting ability modifier.
- When you cast the spell, and at the start of each of your turns before the spell ends, you can fix the eye on a creature you can see (no action required by you). Until the start of your next turn, that creature cannot have advantage on attack rolls against you while you can see it.

At Higher Levels. If you cast this spell using a spell slot of 3rd or 4th level, the duration of the spell increases to 8 hours. If you cast this spell using a spell slot of 5th level or higher, the duration of the spell increases to 24 hours.

DEATH CHANT

1st-level necromancy

Casting Time: 1 bonus action

Range: Self (5-foot radius)

Components: V

Duration: Concentration, up to 1 minute

You begin a low, steady, menacing chant, invoking images of death in the minds of those who hear it. Whenever a hostile creature that can hear you makes an attack roll or a saving throw while 5 feet of you, the creature must roll a d4 and subtract the number rolled from the attack roll or saving throw.

Constructs, Undead, and creatures immune to being frightened are immune to this effect.

DEATHCRAFT

Necromancy cantrip

Casting Time: 1 action

Range: 30 feet

Components: S, M (a sliver of bone, drop of blood, or other piece of a creature)

Duration: Instantaneous

Twisting the energies of life and death, you manifest one of the following effects within range:

Lurch. You cause a corpse to twitch or lurch harmlessly, or perform a simple task such as removing a weapon embedded in it or handing you an object.

Rot. You cause nonmagical, organic materials in a 5-foot cube to wither and rot. Undead, living creatures, and corpses affected by the gentle repose spell will not decay, and this does not affect the ability of a corpse to be returned to life or otherwise reanimated.

Pain. You cause a creature to suffer a brief, harmless flash of pain, or experience a different unpleasant sensation such as a chill down the spine, the taste of blood, or the scent of decay.

Wail. You take control of the jaw of a corpse, causing it to scream, groan, or deliver a short message in your voice. If the creature could speak any languages in life, you can cause it to speak in its voice instead.

Writhe. You cause nonmagical blood, bone fragments, meat, or other nonliving components of creatures in a 5-foot cube to move as you command. Blood might pool into words or symbols, bones might take the shapes of tiny figures to enact a scene, or meat might peel off a roast.

EARTHEN PILLAR

1st-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

A rocky pillar rises from a point of earth or stone on the ground you can see within range. The pillar is a cylinder with a diameter of 5 feet and a height of up to 15 feet.

You can create the pillar under a creature that is Medium or smaller, lifting it as it appears. A creature can make a Dexterity saving throw to avoid being lifted by the pillar, being moved to the nearest unoccupied space on a success.

If the pillar is prevented from reaching its full height because of a ceiling or other obstacle, a creature on the pillar takes 3d6 bludgeoning damage and is restrained, pinched between the pillar and the obstacle. The restrained creature can use an action to make a Strength or Dexterity check (the creature's choice) against the spell's save DC. On a success, the creature is no longer restrained and must either move off the pillar or fall off it.

The pillar has AC 5 and 10 hit points. When reduced to 0 hit points, the pillar crumbles into rubble, which creates an area of difficult terrain with a 10-foot radius that lasts until the rubble is cleared. Each 5-foot-diameter 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 2nd level or higher, you can create an additional pillar for each slot level above 1st.

EMPATHIC BURST

2nd-level enchantment

Casting Time: 1 reaction, which you take in response to taking damage

Range: Self (10-foot radius)

Components: V, S

Duration: 1 round

Overwhelmed by energy and emotions, the inner storm of your mind lashes out at others. Each creature you choose within 10 feet of you must make a Wisdom saving throw. On a failed save, a creature takes 3d8 psychic damage and becomes incapacitated until the end of your next turn.

If you are frightened or missing half or more of your hit points when you cast the spell, the psychic damage increases by 1d8.

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.

ETHEREAL SHROUD

1st-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

You draw the borders of the ethereal plane close to protect you from what lies beyond. You gain the following benefits until the spell ends:

- You emit silvery dim light in a 10-foot radius.
- Any damage that you take is reduced by 1. Force, necrotic, radiant, and psychic damage is instead reduced by twice as much.
- If an aberration, celestial, elemental, fey, fiend, or undead forces you to make a saving throw, you gain a +1 bonus to the roll.
- When you deal damage to a creature with an attack or spell, you can choose to deal an extra 1d8 force damage to the creature. Doing so ends the spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage reduction increases by 1, and the extra force damage increases by 1d8, for each slot level above 1st. The bonus to saving throws increases by 1 for every two spell slot levels above 1st.

EXPLOSIVE SHIELD

2nd-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a hollow glass sphere)

Duration: 10 minutes

A thin but volatile forcefield forms around a willing creature you choose within range, granting it 2d8 temporary hit points which last for the duration of the spell. If the target takes damage that reduces these temporary hit points to 0, all other creatures within 10 feet of the target must make a Dexterity saving throw, taking 2d8 force damage on a failed save or half as much damage on a successful save. The spell then ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the temporary hit points and damage both increase by 1d8 for each slot level above 2nd.

FARSIGHT

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

You enhance your sight, allowing you to perceive with clarity over great distances. If you have any darksight, truesight, or other special senses that involve sight, the ranges of those special senses are doubled for the duration of the spell. Furthermore, you can see distant objects clearly, as if you were twice as close to them as you actually are.

FINAL DEED

2nd-level necromancy

Casting Time: 1 reaction, which you take when a creature within 60 feet of you is reduced to 0 hit points

Range: 60 feet

Components: V, S

Duration: Instantaneous

You command the creature that was reduced to 0 hit points to spend its last breath in hatred, forcing it to make a weapon attack against a creature of your choice as it falls. The target must be within range of one of the creature's weapon attacks.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the attack deals an extra 1d8 necrotic damage on a hit for each slot level above 2nd.

FLASH FREEZE

2nd-level evocation

Casting Time: 1 action

Range: Self (30-foot cone)

Components: S, M (water from ice that was frozen for more than 100 years)

Duration: Instantaneous

You draw out the heat from the area in a 30-foot cone. Creatures and objects in the area take 3d8 cold damage and become encrusted with ice for 1 minute, reducing its speed to 0. A creature can use an action to break off the ice on itself or a creature or object within its reach.

A creature in the area can make a Constitution saving throw to avoid the effect, taking half as much damage and not becoming encrusted with ice on a successful save.

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

HAND IN HAND

Necromancy cantrip

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You share the path to final serenity with a creature you can see within range, forcing it to make a Constitution saving throw. On a failure, roll a d6. You take necrotic damage equal to the number rolled, which can't be reduced in any way, and the target takes necrotic damage equal to the number rolled + your spellcasting ability modifier.

HAUNT

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: 1 hour

You call on strange and otherworldly forces to manifest one of the following effects within range:

Ambience. You cause the general sounds of your surroundings, such as a town or forest, to grow quiet for 1 hour. Alternatively, you create a persistent sound emanating from your surroundings, such as ominous whispers or pattering rain.

Anxiety. You cause a Beast with an Intelligence of 4 or lower to grow anxious or become startled.

Disturbance. You instantaneously cause an object to shake, fall over, or be otherwise disturbed. If the object is Small or smaller and not being worn or carried, you can cause it to move up to 5 feet in a direction of your choice.

Fragility. You instantaneously cause a piece of thin, nonmagical glass or ceramic, such as a window or a cup, to shatter harmlessly.

Phenomena. You create a harmless sensory effect in a 5-foot cube, such as a foul odor or a bloody message scrawled on a surface, which lasts for 1 hour. Alternatively, you can instantaneously create a loud sound that emanates from the area, such as a terrified shriek or the howl of a wolf.

Turbulence. You cause the surrounding air to grow harmlessly colder or warmer for 1 hour. Alternatively, you cause the air to grow still or turbulent.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

HOLY REBUKE

2nd-level evocation

Casting Time: 1 reaction, which you take in response to being hit with an attack by a creature within 60 feet of you that you can see

Range: 60 feet

Components: V, S

Duration: Instantaneous

You hold up your open palm, and the creature that attacked you is momentarily blasted by an avenging light. The creature must make a Dexterity saving throw or take radiant damage equal to the damage it just dealt to you, up to a maximum of 20 points of damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the maximum damage increases by 10 for each slot level above 2nd. When you cast this spell using a spell slot of 5th level or higher, the spell can return the full damage of the attack.

ICE SPIKE

1st-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: S, M (a drop of water)

Duration: Instantaneous

A shard of ice forms in midair and propels itself forward as you make a ranged spell attack against a target within range. On a hit, the target takes 1d12 cold damage and 1d12 piercing damage.

Each creature within 5 feet of the target takes half the damage of the attack, provided the original attack roll would hit it.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the spell creates an additional shard of ice for every two slot levels above 1st. You can direct the shards at the same target or at different ones. Make a separate attack roll for each shard.

MAGNITUDE

1st-level evocation

Casting Time: 1 action

Range: 60 feet

Components: S, M (a stone gathered from a fault line)

Duration: Instantaneous

You send echoing vibrations into the ground in a 15-foot diameter circle centered on a point you can see within range.

Each creature in the area must make a Dexterity saving throw or take 1d6 bludgeoning damage, plus an additional 1d6 bludgeoning damage for each Small or larger creature in the area. On a successful save, a creature takes half as much damage.

If the total of the damage roll of the spell is 10 or higher, each creature that failed its saving throw is knocked prone. If the total is 15 or higher, any loose earth or stone in the area 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, you can increase the diameter of the circle by up to 5 feet for each slot level above 1st.

MOUTHPIECE OF HEAVEN

1st-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You imbue a willing creature with divine conviction, enabling its words to touch the hearts of all who hear them. Whenever the target makes a Charisma (Performance) or Charisma (Persuasion) check before the spell ends, it can roll a d4 and add the number rolled to the total.

In addition, the target can modify its voice in any of the following ways until the spell ends:

- The target's voice booms louder than normal, and can be heard with absolute clarity up to 300 feet away.
- Any creature that hears the target's voice can understand the general idea of the words, even if it does not share a language with the target, provided it speaks at least one language.
- The target's voice is not blocked by any non-magical barriers, such as walls or earth.

At Higher Levels. When you cast this spell using a spell slot of 2nd level, the range at which the creature's voice can be clearly heard increases to 1,000 feet. The range increases to 1 mile with a slot of 3rd level, 5 miles with a slot of 4th level, and 10 miles with a slot of 5th level or higher.

OLEANDER'S GHOSTLY GLOW

2nd-level necromancy (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a humanoid skull, which the spell consumes)

Duration: 1 hour

You hold up the skull used in the casting of the spell, and a haunting light spills forth from its eye sockets and nose, as well as any cracks. When you cast the spell, you can designate any number of creatures you can see to be affected by it. For a creature affected by the spell, the skull appears to emit bright light in a 30-foot radius and dim light for an additional 30 feet. For all creatures unaffected by the spell, the skull appears normal and emits no light for them.

The spell ends if you dismiss it as an action. When the spell ends, the skull crumbles to dust and any remaining flesh rots away.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the range of the bright light and dim light visible to affected creatures both increase by 10 feet for each spell level above 2nd.

PERSPECTIVE

Divination cantrip

Casting Time: 1 bonus action

Range: 60 feet

Components: S

Duration: 1 round

You create an invisible sensor in a location you can see within range. Until the start of your next turn, or until you dismiss the sensor (no action required by you) you can see and hear through the sensor, though you are blind and deaf in regard to your own senses.

A creature that can see the sensor (such as a creature benefitting from see invisibility or true-sight) sees a luminous, intangible orb about the size of your fist.

PIERCING GAZE

2nd-level divination

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 hour

Choose one creature you can see within range. Until the spell ends, you can see the creature as long as it is within 1 mile of you and on the same plane of existence, even if it is invisible or behind total cover. The creature cannot be hidden from you while you can see it this way. This spell allows you to see the creature, along with anything it is wearing or carrying, but does not provide any information on the creature's surroundings or anything between you and the creature.

You cannot see the creature if it is behind any thickness of lead, if it is behind or within the area of an antimagic field, or if you are blinded.

An unwilling creature can make a Charisma saving throw to avoid this effect. An affected creature can use its action to make a Charisma saving throw, ending the effect on itself on a success.

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

PRIVACY

1st-level illusion

Casting Time: 1 action

Range: 30 feet

Components: S, M (a piece of cotton or wool)

Duration: Concentration, up to 1 hour

Choose up to two willing creatures within range (this can include yourself), which must all be within 30 feet of each other. Until the spell ends, the speech of those creatures becomes muted, indistinct and garbled to all other creatures. Additionally, the expressions and facial movements of the targets appear subdued, making it impossible for other creatures to read their lips.

A creature with truesight can hear and see the targets normally.

The spell ends early if the targets are ever more than 30 feet away from each other.

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.

REMEMBRANCE

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V

Duration: Up to 1 year

You speak a short message of twenty-five words or less and pick a specific time within the next year. When that time arrives, you hear the message in your mind and the spell ends. The message awakens you if you are sleeping.

RESHAPE

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

You touch a Tiny, nonmagical object and cause it to reform into a different shape. The object cannot change its weight or the materials it is composed of.

You choose the exact form you transform the object into, but it must be a shape you have seen before, such as turning a piece of paper into a folded shape that resembles a dragon, or a ball bearing into a ring.

You cannot cause an object to take on an exact shape, such as the key to a specific lock, unless you know the precise measurements of the new form.

REVEAL WEAKNESS

2nd-level divination

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 10 minutes

You highlight the vulnerabilities of a creature you can see within range, causing it to emit invisible dim light in a 5-foot radius until the spell ends. When you cast the spell, you can choose any number of creatures you can see and cause this light to be visible for them.

Creatures that can see the light have advantage on attack rolls against the target. The next time a creature that can see the light hits the target with an attack, the attack deals an extra 2d8 damage and the spell ends.

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.

RIME

Transmutation cantrip

Casting Time: 1 action

Range: 10 feet

Components: S

Duration: 1 minute

You sap the heat from your surroundings and cause water to crystalize, creating one of the following effects within range:

Chill. You cause the air within range to grow harmlessly colder.

Crust. You cause still water within range to form a 6-inch layer of ice on its surface. Each 10-foot section of ice can support up to three Medium creatures, but shatters under the weight of a Large or larger creature.

Form. You create a solid object out of ice that is no larger than a 1-foot cube, such as a block, a lens, or a miniature boat.

Fuse. You cause ice to form in a 1-foot square over an object or surface within range. The ice can fuse two objects together, such as to secure a door closed or affix an object to a table. A creature attempting to break the ice can make a Strength check against your spell save DC, shattering the ice on a success.

Solidify. You freeze up to either a 1-foot cube of moving water or a 5-foot cube of still water.

Ice created this way is destroyed if it takes any damage. Any ice created by this spell melts after 1 minute, unless the area is cold enough for water to remain frozen, in which case it becomes normal ice.

SCATHING SHADOW

1st-level illusion

Casting Time: 1 bonus action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 minute

The shadow of a creature you can see within range begins to move on its own, rebelling against the light until the spell ends or the creature dies.

When you cast the spell, and as a bonus action on each of your subsequent turns before the spell ends, you can cause the shadow to lash out. Make a melee spell attack against the creature or another target you can see within 10 feet of it. On a hit, the target of the attack takes 1d6 psychic damage as the shadow lashes out. If the target of the attack is in dim light or darkness, this damage increases to 1d8.

Attacks with the shadow cannot suffer disadvantage and ignore half cover and three-quarters cover, but automatically miss against creatures with truesight.

As an action, the creature can make a Wisdom (Perception) check against your spell save DC to visually inspect the shadow. On a success, the spell ends. A creature with truesight automatically succeeds on this ability check.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the psychic damage increases by 1d6, or 1d8 if the target of the attack is in dim light or darkness, for every two slot levels above 1st.

SHOCKING SMITE

1st-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a weapon attack before this spell ends, a surge of electrical energy explodes from the impact and the target takes an extra 1d8 lightning damage, becoming surrounded by arcing energy until the spell ends.

If the creature takes a reaction while surrounded by the energy, it must make a Constitution saving throw. On a failed save, its reaction is wasted and it takes 1d8 lightning damage. On a successful save, it takes its reaction as normal and the spell ends.

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

SNOWDRIFT

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create a thick layer of soft snow on the ground in a 10-foot radius circle, centered on a point within range. The snow is 3 feet deep, and counts as difficult terrain for Medium or smaller creatures moving through it.

Any creatures in the area of the snow when you cast the spell must make a Constitution saving throw, taking 3d6 cold damage on a failed save, or half as much damage on a successful save.

Creatures that take falling damage by landing in the area of the snow take only half the damage of the fall.

The snow remains until it melts naturally, such as by exposure to sunlight or warmth, or until it is cleared, with each 5-foot portion requiring at least 1 minute to clear by hand. Any 5-foot portion of snow melts over 1 round if exposed to fire.

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. The radius of the circle increases by 5 feet for every two slot levels above 2nd.

SOUL SIPHON

1st-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You feast on the very essence of everything in a 10-foot radius sphere centered on a point within range. Each creature in the area must make a Constitution saving throw or take 2d8 necrotic damage. Constructs and Undead automatically succeed on this saving throw.

You regain 2 hit points for each creature that fails its saving throw against the spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each spell slot level above 1st. The hit points you regain from each creature that fails its saving throw increase by 1 for each slot level above 1st.

SYMPATHETIC FIELD

1st-level enchantment

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S

Duration: 10 minutes

You direct some of your swirling emotions outward, touching the minds of other creatures. Choose any number of other creatures within 30 feet of you and roll a d6. Each creature gains the benefit determined by the result on that die, as shown in the Sympathetic Field table below.

SYMPATHETIC FIELD

d6	Emotion
1	Anger. The next time the creature makes an attack roll before the spell ends, it gains a bonus to the roll equal to your spellcasting ability modifier.
2	Joy. The creature gains a number of temporary hit points equal to your spellcasting ability modifier, which disappear when the spell ends.
3	Fear. The next time the creature makes a Strength, Dexterity, or Constitution saving throw before the spell ends, it gains a bonus to the roll equal to your spellcasting ability modifier.
4	Sadness. The next time the creature makes an Intelligence, Wisdom, or Charisma saving throw before the spell ends, it gains a bonus to the roll equal to your spellcasting ability modifier.
5	Disgust. The next time the creature rolls initiative before the spell ends, the creature gains a bonus to the roll equal to your spellcasting ability modifier.
6	Clarity. You choose which effect on this table to select.

THORN GUARD

1st-level conjuration

Casting Time: 1 reaction, which you take in response to being damaged by a creature that you can see

Range: Self

Components: V, S

Duration: Instantaneous

You conjure a wall of thorns to briefly protect you from an assault. Roll 3d4. The triggering damage to you is reduced by the number rolled. If the creature that damaged you is within 5 feet of you, it must make a Dexterity saving throw or take piercing damage equal to the number rolled, or half as much damage on a successful save. The thorns disappear immediately after the spell is cast.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d4 for each slot level above 1st.

TOXIC PLUME

1st-level evocation

Casting Time: 1 action

Range: Self (15-foot cone)

Components: S, M (a pinch of spores from a toxic mushroom)

Duration: 1 minute

A cloud of noxious gas spews forth in a 15-foot cone. Each creature in the area must make a Constitution saving throw or take 2d6 poison damage and become poisoned for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. If the creature repeats the save and fails to end the effect, it takes 1d6 poison damage.

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

TRACK OBJECT

2nd-level divination

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You touch an object that is not being worn or carried by another creature. Until the spell ends, you know the direction and distance to the object's location, as long as it is on the same plane of existence as you. This spell can't locate an object that is behind any thickness of lead.

At Higher Levels: When you cast this spell using a spell slot of 3rd or 4th level, the duration is 8 hours. When you cast the spell using a spell slot of 5th level, the duration is 24 hours. When you cast the spell using a spell slot of 6th level, the duration is 10 days. When you cast the spell using a spell slot of 7th level, the duration is 1 year. When you cast this spell using a spell slot of 8th or 9th level, the spell lasts until it is dispelled.

TWILIGHT HARVEST

1st-level necromancy

Casting Time: 1 reaction, which you take when a creature you can see within range dies

Range: 30 feet

Components: V, S

Duration: Instantaneous

You feed on the life essence released by a departing soul. Roll one of the target's Hit Dice. You regain a number of hit points equal to the total + your spellcasting ability modifier (minimum of 1). This spell has no effect if the target was a Construct or Undead.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional Hit Die for each slot level above 1st.

UPDRAFT

1st-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

A surge of air rises up in a 5-foot radius, 20-foot-high cylinder centered upon a point within range. All creatures within the spell's area must make a Strength saving throw. On a failed save, a creature is swept up by the winds and carried up to the top of the cylinder.

All creatures within 5 feet of the cylinder must succeed on a Strength saving throw or be moved into the nearest unoccupied space within the cylinder and carried to the top as air sweeps into the space.

A creature brought to the top of the cylinder then fall as the wind fades, unless it has a flying speed or something holding it aloft.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the height of the cylinder increases by 10 feet for each slot level above 1st.

WALL OF VINES

1st-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a handful of seeds)

Duration: Concentration, up to 10 minutes

You create a wall of fresh, green, interwoven tendrils. The wall appears on a solid surface within range and lasts for the duration. You choose to make the wall up to 30 feet long and 10 feet high or a circle that has a 10-foot diameter and is up to 10 feet high. The wall is 1 foot thick and blocks line of sight.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice).

The wall is an object that can be damaged and thus breached. It has AC 8 and 5 hit points per 5-foot section, and is vulnerable to fire and slashing damage. Reducing a 5-foot section of the wall to 0 hit points destroys it.

At Higher Levels. When you cast the spell using a spell slot of 2nd level or higher, the AC of each 5-foot section increases by 1, and the hit points of each 5-foot section increase by 5, for each slot level above 1st.

UVIOR'S OBSTRUCTIVE FIELD

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You form a solid, stationary field of force in the form of a 5-foot radius sphere, centered on a point you can see within range. The field is translucent and does not obscure anything located within or behind it.

Nothing can enter the field's space, including energy and spell effects, and the sphere fully occupies its space for the purposes of creatures that attempt to move or teleport into the area.

If a creature is in the area of the field when the spell is cast or starts its turn in the area, it is harmlessly shunted into the nearest unoccupied space. Any objects that are not being worn or carried are not moved when the field is created.

The field can be dispelled by *dispel magic* and a *disintegrate* spell destroys the field instantly.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can create the field with a radius of 10 feet. When you cast the spell using a spell slot of 4th level or higher, the duration is concentration, up to 10 minutes. Using a spell slot of 5th level or higher grants a duration that doesn't require concentration.

VAMPIRIC SMITE

2nd-level necromancy

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit with a melee weapon attack during this spell's duration, the attack deals an extra 2d6 necrotic damage. Additionally, if the target is a creature that is not a Construct, you regain a number of hit points equal to the necrotic damage dealt by the spell. The spell then ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the extra damage increases by 1d6 for each slot level above 1st.

VANISH

Illusion cantrip

Casting Time: 1 action

Range: Self

Components: S

Duration: Instantaneous

You become invisible along with anything you are wearing or carrying until the end of the current turn, or until you attack, cast a spell, make a damage roll, or force a creature to make a saving throw.

VENOM BOMB

2nd-level evocation

Casting Time: 1 action

Range: Self (100-foot line)

Components: V, S, M (a drop of cobra venom)

Duration: 1 round

A 1-foot-diameter bubble of poison flies 100 feet in a straight line in a direction you choose before stopping, stopping early if it impacts against a solid surface. If the bubble moves into the space of a creature, the creature must make a Dexterity saving throw. On a failed save, the bubble strikes the creature and stops moving.

When the bubble stops moving, it bursts, and fills the area within 10 feet of it with a thick, poisonous gas that lasts until the start of your next turn and causes the area to be heavily obscured. If a creature starts its turn in the gas or enters the area for the first time on a turn, it must make a Constitution saving throw. A creature takes 4d8 poison damage on a failed save, or half as much damage on a successful save.

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.

VOLATILE CHARGE

2nd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a copper disc)

Duration: Concentration, up to 1 minute

A creature you choose within range becomes surrounded by crackling power. An unwilling creature can make a Constitution saving throw to resist this effect. The first time on each turn that the target takes damage, all other creatures within 10 feet of it take 1d6 lightning damage.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for every two slot levels above 2nd.

WALKABOUT

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Instantaneous

You seize control of a creature's legs for a moment. Choose one creature within range that you can see. That creature must use its reaction, if able, to move as you command it. An unwilling creature can make a Wisdom saving throw to resist this effect. Creatures immune to being charmed automatically succeed on this saving throw.

The creature can move up to its speed, and moves in any direction or pattern you choose, provided it is able to do so. This movement provokes opportunity attacks.

Each time the creature takes damage as part of this movement, it can repeat the saving throw. On a success, your command over the creature's movement ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can choose an additional target for each spell level above 2nd. You determine the order in which the affected creatures move.

YANK

1st-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a length of string)

Duration: Instantaneous

A spectral force, otherworldly tentacle, or gust of wind takes hold of a creature or object you can see within range and moves it up to 15 feet in a direction of your choice.

Alternatively, if the target is a creature, you can move it up to 5 feet in a direction of your choice and knock it prone.

An unwilling creature can make a Strength saving throw to avoid the effect. If you target an object that is being worn or carried by a creature, the creature can make a Strength saving throw to prevent the object from being moved.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the distance you can move the target increases by 10 feet for each slot level above 1st.

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This document is one of our [preview packets](#), used for playtesting and promotional purposes.

This particular packet contains excerpts from [Uvoir's Assemblage of Arcane Might](#), a compendium of over 140 new spells to keep your 5e campaign utterly spellbinding until the very end! There, you'll not only find spells of 0-2nd level that aren't included in this document, but also powerful new spells of up to 9th level.

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