

Spells with listed material component costs are **bolded**. Concentration spells are underlined. *Italicized* page numbers indicate an item that holds a spell. School of magic and spell level is indicated parenthetically—ex. (abjuration 1). Spells that can be cast at higher levels are indicated have a + beside the spell level.

A

abjuration magic, 103
acid arrow (evocation 2+), 114
acid damage
 acid arrow, 114
 acid splash, 114
 glyph of warding, 149–150
 prismatic spray, 170–171
 prismatic wall, 171
 storm of vengeance, 183
acid splash (conjuration 0), 114
agonizing blast (invocation), 48
aid (abjuration 2+), 114
alarm (abjuration 1), 114
alter self (transmutation 2), 114–115. *See also* master of myriad forms (invocation)
animal friendship (enchantment 1+), 115, 233, 235, 245
animal messenger (enchantment 2+), 115
animal shapes (transmutation 8), 115
animate dead (necromancy 3+), 115–116
animate objects (transmutation 5+), 116
antilife shell (abjuration 5), 116–117
antimagic field (abjuration 8), 117
antipathy/sympathy (enchantment 8), 117–118
arcane eye (divination 4), 118. *See also* visions of distant realms (invocation)
arcane hand (evocation 5), 118
arcane lock (abjuration 2+), 118–119, 244–245
arcane sword (evocation 7), 119
arcanist's magic aura (illusion 2), 119
area of effect (AOE), 102–103
armor and spellcasting, 100
armor of shadows (invocation), 48. *See also* mage armor (abjuration 1)
ascendant step (invocation), 48. *See also* levitate (transmutation 2)
astral projection (necromancy 9), 119–120
augury (divination 2), 120
awaken (transmutation 5), 120, 245

B

bane (enchantment 1+), 120. *See also* thief of five fates (invocation)
banishing spells
 banishment, 120–121
 divine word, 137

maze, 163
plane shift, 168–169
banishment (abjuration 4+), 120–121
barkskin (transmutation 2), 121, 245
beacon of hope (abjuration 3), 121
beast speech (invocation), 48. *See also* speak with animals
beguiling influence (invocation), 48
bestow curse (necromancy 3+), 121. *See also* sign of ill omen (invocation)
bewitching whispers (invocation), 48. *See also* compulsion (enchantment 4)
black tentacles (conjuration 4), 121
blade barrier (evocation 6), 122
bless (enchantment 1+), 122, 231, 234
blight (necromancy 4+), 122
blindness/deafness (necromancy 2+), 122
blink (transmutation 3), 122–123
bludgeoning damage
 black tentacles, 121
 control water, 130–131
 earthquake, 139
 hunter's mark, 155
 ice storm, 155
 meteor swarm, 164
 storm of vengeance, 183
 teleport, 185–186
blur (illusion 2), 123
bonus action spells
 branding smite, 123
 divine favor, 136–137
 divine word, 137
 expeditious retreat, 141
 healing word, 153
 hunter's mark, 155
 magic weapon, 161–162
 mass healing word, 163
 misty step, 165–166
 sanctuary, 176
 shield of faith, 179
 shillelagh, 179
 spiritual weapon, 182
book of ancient secrets (invocation), 48–49
branding smite (evocation 2+), 123, 231
buff spells
 aid, 114
 alter self, 114–115
 barkskin, 121
 beacon of hope, 121

bless, 122
darkvision, 133
death ward, 133
enhance ability, 139
enlarge/reduce, 140
etherealness, 140–141
false life, 142
fire shield, 144
foresight, 147
freedom of movement, 147
gaseous form, 148
glibness, 149
greater invisibility, 150
guidance, 151
guiding bolt, 151–152
hallow, 152
haste, 153
heroes' feast, 154
heroism, 154
holy aura, 155
invisibility, 157–158
longstrider, 160
mage armor, 160
magic weapon, 161–162
mind blank, 164
pass without trace, 167
protection from energy, 173
protection from evil and good, 173
protection from poison, 173
remove curse, 174–175
resistance, 175
sanctuary, 176
shield, 179
shield of faith, 179
shillelagh, 179
spider climb, 182
stoneskin, 183
true polymorph, 189
warding bond, 191
water breathing, 191
wind walk, 192
wish, 193
burning hands (evocation 1), 123, 236, 243

C

call lightning (conjunction 3+), 123

calm emotions (enchantment 2), 123–124
cantrips, 101
careful spell (metamagic), 44
casting time, 101
chain lightning (evocation 6+), 124, 235
chains of carceri (invocation), 46. *See also* hold monster (enchantment 5)
charisma spellcasting, 11–12, 31, 43, 46–47, 83
charm person (enchantment 1+), 124, 220–221, 243
chill touch (necromancy 0), 124
circle of death (necromancy 6+), 124
clairvoyance (divination 3), 124–125, 233
clone (necromancy 8), 125
cloudkill (conjuration 5+), 125
cold damage
 cone of cold, 127
 freezing sphere, 147–148
 glyph of wardin, 149–150
 ice storm, 155
 prismatic spray, 170–171
 prismatic wall, 171
 ray of frost, 174
 storm of vengeance, 183
 wall of ice, 190
color spray (illusion 1+), 125
combat action, 93
combining magical effects, 104
command (enchantment 1+), 125–126, 243, 248
commune (divination 5), 126
commune with nature (divination 5), 126
components, 101–102
comprehend languages (divination 1), 126, 225, 243
compulsion (enchantment 4), 126–127. *See also* bewitching whispers (invocation)
concentration spells
 general, 102
cone of cold (evocation 5), 127, 243–244
confusion (enchantment 4+), 127. *See also* dreadful word (invocation)
conjuration magic, 103
conjure animals (conjuration 3+), 127
conjure celestial (conjuration 7+), 127–128
conjure elemental (conjuration 5+), 128, 212, 213, 220, 244–245, 246. *See also* minions of chaos (invocation)
conjure fey (conjuration 6+), 128
conjure minor elementals (conjuration 4), 128–129
conjure woodland beings (conjuration 4+), 129
contact other plane (divination 5), 129
contagion (necromancy 5), 129–130

contingency (evocation 6), 130

continual flame (evocation 2), 130

control spells

animal friendship, 115

antilife shell, 116–117

antimagic field, 117

antipathy/sympathy, 117–118

arcane hand, 118

banishment, 120–121

black tentacles, 121

blade barrier, 122

branding smite, 123

charm person, 124

command, 125–126

compulsion, 126–127

confusion, 127

control water, 130–131

control weather, 131

create undead, 132

darkness, 133

daylight, 133

disintegrate, 135–136

dispel evil and good, 136

dispel magic, 136

dominate monster, 137–138

dominate person, 138

druidcraft, 138–139

earthquake, 139

entangle, 140

enthrall, 140

fear, 142

finger of death, 144

fire storm, 145

fog cloud, 146

forbiddance, 146

forcecage, 147

freezing sphere, 147–148

gate, 148

geas, 148

grease, 150

guardian of faith, 150–151

gust of wind, 152

hallow, 152

hallucinatory terrain, 152–153

heat metal, 153–154

hideous laughter, 154

hold monster, 154
hold person, 154–155
hypnotic pattern, 155
imprisonment, 156–157
incendiary cloud, 157
insect plague, 157
magic circle, 160
magic jar, 160–161
major image, 162
mass suggestion, 163
maze, 163
mirage arcane, 165
modify memory, 166
moonbeam, 166
move earth, 166–167
passwall, 167
phantasmal killer, 167
planar binding, 168
plant growth, 169
polymorph, 169
power word stun, 170
prismatic spray, 170–171
prismatic wall, 171
private sanctum, 171–172
programmed illusion, 172
project image, 172–173
resilient sphere, 175
reverse gravity, 175
seeming, 177
silence, 179
silent image, 179–180
sleep, 180
sleet storm, 180
slow, 181–182
spike growth, 182
spirit guardians, 182
stinking cloud, 182–183
stone shape, 183
storm of vengeance, 183
suggestion, 183–184
telekinesis, 185
thaumaturgy, 187
time stop, 187
true polymorph, 188
unseen servant, 189
wall of fire, 190

wall of ice, 190
wall of stone, 190–191
wall of thorns, 191
web, 192
weird, 192
wind wall, 192–193
zone of truth, 194–195
control water (transmutation 4), 130–131, 236
control weather (transmutation 8), 131
counterspell (abjuration 3+), 131
create food and water (conjuration 3), 131
create or destroy water (transmutation 1+), 132, 236
create undead (necromancy 6+), 132
creation (illusion 5+), 132
creation spells
 animate dead, 115–116
 animate objects, 116
 awaken, 120
 create food and water, 131
 create or destroy water, 132
 create undead, 132
 creation, 132
 finger of death, 144
 light, 159
 produce flame, 172
 wish, 193
cure wounds (evocation 1+), 132–133, 231, 243, 252–253

D

dancing lights (evocation 0), 133, 237
darkness (evocation 2), 133, 249–250
darvision (transmutation 2), 133
daylight (evocation 3), 133, 225, 252–253
death ward (abjuration 4), 133, 252–253
debuff spells
 bane, 120
 blindness/deafness, 122
 chill touch, 124
 contagion, 129–130
 divine word, 137
 enlarge/reduce, 140
 eyebite, 141
 faerie fire, 141
 fear, 142
 feeblemind, 142
 foresight, 147

hallow, 152
harm, 153
hideous laughter, 154
hunter's mark, 155
protection from evil and good, 173
ray of enfeeblement, 174
ray of frost, 174
shocking grasp, 179
slow, 181–182
storm of vengeance, 183
sunbeam, 184
sunburst, 184
symbol, 184–185
vicious mockery, 189–190

deception spells
 arcanist's magic aura, 119
 blur, 123
 mirror image, 165
 mislead, 165
 nondetection, 167
 sequester, 178
 simulacrum, 180

delayed blast fireball (evocation 7+), 133–134
demiplane (conjunction 8), 134
detect evil and good (divination 1), 134, 240
detect magic (divination 1), 134, 240, 244–245, 249. *See also* eldritch sight (invocation)
detect poison and disease (divination 1), 134, 240
detect thoughts (divination 2), 135, 214–215, 225, 230, 234, 249–250
devil's sight (invocation), 49
dimension door (conjunction 4), 135, 213
disguise self (illusion 1), 135, 225. *See also* mask of many faces (invocation)
disintegrate (transmutation 6+), 135–136
dispel evil and good (abjuration 5), 136
dispel magic (abjuration 3+), 136, 244–245
distant spell (metamagic), 44
divination (divination 4), 136
divination magic, 103
divine favor (evocation 1), 136–137
divine word (evocation 7), 137
dominate beast (enchantment 4+), 137, 247–248
dominate monster (enchantment 8+), 137–138, 235–236
dominate person (enchantment 5+), 138
dreadful word (invocation), 49. *See also* confusion (enchantment 4)
dream (illusion 5), 138
druidcraft (transmutation 0), 138–139
duration, 102

E

earthquake (evocation 8), 139
eldritch blast (evocation 0), 139
eldritch invocations (warlock), 48–50
eldritch sight (invocation), 49. *See also* detect magic (divination 1)
eldritch spear (invocation), 49
empowered spell (metamagic), 44
enchantment magic, 103
enhance ability (transmutation 2+), 139
enlarge/reduce (transmutation 2), 140, 233, 234, 244–245, 249–250
entangle (conjuration 1), 140
enthrall (enchantment 2), 140
etherealness (transmutation 7), 140–141, 231–232, 233
evocation magic, 103
expeditious retreat (transmutation 1), 141
extended spell (metamagic), 44
eyebite (necromancy 6), 141
eyes of the rune keeper (invocation), 49

F

fabricate (transmutation 4), 141
faerie fire (evocation 1), 141, 237, 249–250
faithful hound (conjuration 4), 142
false life (necromancy 1+), 142. *See also* fiendish vigor (invocation)
fear (illusion 3), 142, 235
feather fall (transmutation 1), 142
feblemind (enchantment 8), 142
fiendish resilience (invocation), 51
fiendish vigor (invocation), 49. *See also* false life (necromancy 1)
find familiar (conjuration 1), 143
find steed (conjuration 2), 143
find the path (divination 6), 143–144
find traps (divination 2), 144
finger of death (necromancy 7), 144
fire bolt (evocation 0), 144
fire damage
 burning hands, 123
 delayed blast fireball, 133–134
 fire bolt, 144
 fire shield, 144
 fire storm, 145
 fireball, 144
 flame blade, 145
 flame sphere, 145
 flame strike, 145

glyph of wardin, 149–150
heat metal, 153–154
hellish rebuke, 154
incendiary cloud, 157
meteor swarm, 164
prismatic spray, 170–171
prismatic wall, 171
produce flame, 172
scorching ray, 176
wall of fire, 190
fire shield (evocation 4), 144
fire storm (evocation 7), 145
fireball (evocation 3+), 144, 225, 231, 236, 243–244, 244–245, 248–249, 249–250
flame blade (evocation 2+), 145
flame strike (evocation 5+), 145
flaming sphere (conjunction 2+), 145, 244–245
flesh to stone (transmutation 6), 145–146
floating disk (conjunction 1), 146
fly (transmutation 3+), 146
fog cloud (conjunction 1+), 146, 243
forbiddance (abjuration 6), 146
force damage
 arcane sword, 119
 disintegrate, 135–136
 eldritch blast, 139
 magic missile, 161
forcecage (evocation 7), 147
foresight (divination 9), 147
freedom of movement (abjuration 4), 147, 232
freezing sphere (evocation 6+), 147–148
full-casters, 11–12, 15–16, 19–20, 43, 52–53

G

gaseous form (transmutation 3), 148, 234
gate (conjunction 9), 213, 215
gaze of two minds (invocation), 49
geas (enchantment 5+), 148
gentle repose (necromancy 2), 148–149
giant insect (transmutation 4), 149, 244
glibness (transmutation 8), 149
globe of invulnerability (abjuration 6+), 149, 243–244
glyph of warding (abjuration 3+), 149–150
goodberry (transmutation 1), 150
grease (conjunction 1), 150, 232
greater invisibility (illusion 4), 150
greater restoration (abjuration 5), 150, 231

guardian of faith (conjuration 4), 150–151
guards and wards (abjuration 6), 151
guidance (divination 0), 151
guiding bolt (evocation 1), 151–152
gust of wind (evocation 2), 152, 235, 249–250, 250–251

H

half-casters, 31, 36, 46–47
hallow (evocation 5), 152
hallucinatory terrain (illusion 4), 152–153
harm (necromancy 6), 153
haste (transmutation 3), 153
heal (evocation 6+), 153
healing spells
 cure wounds, 132–133
 goodberry, 150
 greater restoration, 150
 heal, 153
 healing word, 153
 lesser restoration, 158
 mass cure wounds, 162
 mass heal, 163
 mass healing word, 163
 prayer of healing, 170
 raise dead, 173
 regenerate, 174
 reincarnate, 174
 resurrection, 175
 revivify, 175–176
 spare the dying, 181
 true resurrection, 189
 vampiric touch, 189
 wish, 193
healing word (evocation 1+), 153
heat metal (transmutation 2+), 153–154
heightened spell (metamagic), 44
hellish rebuke (evocation 1+), 154
hellish resistance (tiefling), 7
heroes' feast (conjuration 6), 154
heroism (enchantment 1+), 154
hideous laughter (evocation 1), 154
hold monster (enchantment 5+), 154, 243–244, 248. *See also* chains of carceri (invocation)
hold person (enchantment 2+), 154–155, 248
holy aura (abjuration 8), 155
hunter's mark (divination 1+), 155
hypnotic pattern (illusion 3), 155

I

ice storm (evocation 4+), 155, 236, 243, 244–245
identify (divination 1), 155–156
illusion magic, 103–104
illusory script (illusion 1), 156
imprisonment (abjuration 9), 156–157
incendiary cloud (conjuration 8), 157
inflict wounds (necromancy 1+), 157
insect plague (conjuration 5+), 157, 244
instant summons (conjuration 6), 157
intelligence spellcasters, 52–53, 82
invisibility (illusion 2+), 157–158, 244–245, 249–250
irresistible dance (enchantment 6), 158

J

jump (transmutation 1), 158, 236. *See also* otherworldly leap (invocation)

K

knock (transmutation 2), 158, 244–245
known spells, 100

L

legend lore (divination 5), 158
lesser restoration (abjuration 2), 158–159, 243
levitate (transmutation 2), 158–159, 212, 243–244. *See also* ascendant step (invocation)
lifedrinker (invocation), 49
light (evocation 0), 159, 237, 244–245
lightning bolt (evocation 3+), 159, 243–244, 244–245, 249–250
lightning damage
 call lightning, 123
 chain lightning, 124
 glyph of wardin, 149–150
 lightning bolt, 159
 prismatic spray, 170–171
 prismatic wall, 171
 shocking grasp, 179
 storm of vengeance, 183
locate animals or plants (divination 2), 159, 245
locate creature (divination 4), 159
locate object (divination 2), 159–160
longstrider (transmutation 1+), 160

M

mage armor (abjuration 1), 160. *See also* armor of shadows (invocation)
mage hand (conjuration 0), 160, 244–245

magic. *See* spellcasting
magic circle (abjuration 3+), 160
magic jar (necromancy 6), 160–161
magic missile (evocation 1+), 161, 239, 243–244, 249
magic mouth (illusion 2), 161
magic weapon (transmutation 2+), 161–162
magnificent mansion (conjuration 7), 162
major image (illusion 3+), 162
mask of many faces (invocation), 49. *See also* disguise self (illusion 1)
mass cure wounds (evocation 5+), 162, 243
mass heal (evocation 9), 163
mass healing word (evocation 3+), 163
mass suggestion (enchantment 6+), 163
master of myriad forms (invocation), 49. *See also* alter self (transmutation 2)
material (M) components, 102
maze (conjuration 8), 163
meld into stone (transmutation 3), 163–164
mending (transmutation 0), 164
message (transmutation 0), 164
meteor swarm (evocation 9), 164
mind blank (abjuration 8), 164
minions of chaos (invocation), 49. *See also* conjure elemental (conjuration 5)
minor illusion (illusion 0), 164–165
mirage arcane (illusion 7), 165
mire of the mind (invocation), 49. *See also* slow (transmutation 3)
mirror image (illusion 2), 165
mislead (illusion 5), 165
misty step (conjuration 2), 165–166
misty visions (invocation), 49. *See also* silent image (illusion 1)
modify memory (enchantment 5+), 166
moonbeam (evocation 2+), 166
move earth (transmutation 6), 166–167

N

necromancy magic, 104
necrotic damage
 bestow curse, 121
 blight, 122
 chill touch, 124
 circle of death, 124
 finger of death, 144
 harm, 153
 inflict wounds, 157
 spirit guardians, 182
 symbol, 184–185
 vampiric touch, 189

negation spells

- antimagic field, 117
- counterspell, 131
- globe of invulnerability, 149

nondetection (abjuration 3), 167

O

- one with shadows (invocation), 49
- otherworldly leap (invocation), 49. *See also* jump (transmutation 1)

P

pass without trace (abjuration 2), 167

passwall (transmutation 5), 167, 244–245

phantasmal killer (illusion 4+), 167

phantom steed (illusion 3), 167–168

piercing damage

- hunter's mark, 155
- insect plague, 157
- spike growth, 182
- wall of thorns, 191

planar ally (conjuration 6), 168, 231

planar binding (abjuration 5+), 168

plane shift (conjuration 7), 168–169, 215, 244–245

plant growth (transmutation 3), 169

poison damage

- cloudkill, 125
- poison spray, 169
- prismatic wall, 171

poison spray (conjuration 0), 169

polymorph (transmutation 4), 169, 214, 249. *See also* sculptor of flesh (invocation)

power word kill (enchantment 8), 170

power word stun (enchantment 8), 170

prayer of healing (evocation 2+), 170

prepared spells, 100

prestidigitation (transmutation 0), 170

prismatic spray (evocation 7), 170–171, 225

prismatic wall (abjuration 9), 171

private sanctum (abjuration 4+), 171–172

produce flame (conjuration 0), 172

programmed illusion (illusion 6), 17

project image (illusion 7), 172–173

protection from energy (abjuration 3), 173

protection from evil and good (abjuration 1), 173, 244–245

protection from poison (abjuration 2), 173

psychic damage

- geas, 148

phantasmal killer, 167
vicious mockery, 189–190
weird, 192
purify food and drink (transmutation 1), 173

Q

quicken spell (metamagic), 44

R

radiant damage
 branding smite, 123
 guiding bolt, 151–152
 moonbeam, 166
 sacred flame, 176
 spirit guardians, 182
 sunbeam, 184
 sunburst, 184
raise dead (necromancy 5), 173
range, 101
ray of enfeeblement (necromancy 2), 174, 243–244
ray of frost (evocation 0), 174
reaction spells
 counterspell, 131
 feather fall, 142
 hellish rebuke, 154
 shield, 179
regenerate (transmutation 7), 174
reincarnate (transmutation 5), 174
remove curse (abjuration 3), 174–175
repelling blast (invocation), 49
resilient sphere (evocation 4), 175
resistance (abjuration 0), 175
resurrection (necromancy 7), 175
reverse gravity (transmutation 7), 175
revivify (necromancy 3), 175–176
ritual spells, 101
 alarm, 114
 animal messenger, 115
 augury, 120
 commune, 126
 commune with nature, 126
 comprehend languages, 126
 contact other plane, 129
 detect magic, 134
 detect poison and disease, 134
 divination, 136

- find familiar, 143
- floating disk, 146
- forbiddance, 146
- gentle repose, 148–149
- identify, 155–156, 156–157
- illusory script, 156
- instant summons, 157
- locate animals or plants, 159
- magic mouth, 161
- meld into stone, 163–164
- phantom steed, 167–168
- purify food and drink, 173
- silence, 179
- speak with animals, 181
- telepathic bond, 185
- tiny hut, 187
- unseen servant, 189
- water breathing, 191
- water walk, 191–192
- rope trick (transmutation 2), 176

S

- sacred flame (evocation 0), 176
- sanctuary (abjuration 1), 176
- saving throw, charisma
 - bane, 120
 - calm emotions, 123–124
 - divine word, 137
 - forcecage, 147
 - planar binding, 168
 - plane shift, 168–169
 - seeming, 177
 - symbol, 184–185
 - zone of truth, 194–195
- saving throw, constitution
 - blight, 122
 - blindness/deafness, 122
 - circle of death, 124
 - cloudkill, 125
 - cone of cold, 127
 - contagion, 129–130
 - earthquake, 139
 - finger of death, 144
 - flesh to stone, 145–146
 - freezing sphere, 147–148
 - harm, 153

heat metal, 153–154
insect plague, 157
levitate, 158–159
moonbeam, 166
poison spray, 169
power word stun, 170
prismatic spray, 170–171
prismatic wall, 171
shatter, 178–179
sleet storm, 180
stinking cloud, 182–183
storm of vengeance, 183
sunbeam, 184
sunburst, 184
symbol, 184–185
thunderwave, 187
saving throw, dexterity
acid splash, 114
antipathy/sympathy, 117–118
black tentacles, 121
blade barrier, 122
burning hands, 123
call lightning, 123
chain lightning, 124
delayed blast fireball, 133–134
disintegrate, 135–136
earthquake, 139
faerie fire, 141
fire storm, 145
fireball, 144
flame strike, 145
flaming sphere, 145
grease, 150
guardian of faith, 150–151
hellish rebuke, 154
ice storm, 155
incendiary cloud, 157
lightning bolt, 159
meteor swarm, 164
prismatic spray, 170–171
resilient sphere, 175
reverse gravity, 175
sacred flame, 176
sleet storm, 180
storm of vengeance, 183
wall of fire, 190

- wall of ice, 190
- wall of stone, 190–191
- wall of thorns, 191
- web, 192
- saving throw, intelligence
 - contact other plane, 129
 - feblemind, 142
 - symbol, 184–185
- saving throw, strength
 - gust of wind, 152
 - wind wall, 192–193
- saving throw, wisdom
 - animal friendship, 115
 - antipathy/sympathy, 117–118
 - bestow curse, 121
 - charm person, 124
 - command, 125–126
 - compulsion, 126–127
 - confusion, 127
 - dominate beast, 137
 - dominate monster, 137–138
 - dominate person, 138
 - enthrall, 140
 - eyebite, 141
 - fear, 142
 - geas, 148
 - hideous laughter, 154
 - hold monster, 154
 - hold person, 154–155
 - hypnotic pattern, 155
 - imprisonment, 156–157
 - irresistible dance, 158
 - mass suggestion, 163
 - modify memory, 166
 - phantasmal killer, 167
 - polymorph, 169
 - prismatic spray, 170–171
 - prismatic wall, 171
 - scrying, 176–177
 - slow, 181–182
 - spirit guardians, 182
 - suggestion, 183–184
 - symbol, 184–185
 - true polymorph, 188
 - vicious mockery, 189–190
 - weird, 192

scorching ray (evocation 2+), 176, 214
scrying (divination 5), 176–177, 214–215, 252–253
sculptor of flesh (invocation), 50. *See also* polymorph (transmutation 4)
secret chest (conjunction 4), 177
see invisibility (divination 2), 177, 240
seeming (illusion 5), 177
sending (evocation 3), 177–178
sequester (transmutation 7), 178
shapechange (transmutation 9), 178
shatter (evocation 2+), 178–179
shield (abjuration 1), 179
shield of faith (abjuration 1), 179
shillelagh (transmutation 0), 179
shocking grasp (evocation 0), 179
sign of ill omen (invocation), 50. *See also* bestow curse (necromancy 3)
silence (illusion 2), 179
silent image (illusion 1), 179–180. *See also* misty visions (invocation)
simulacrum (illusion 7), 180
slashing damage
 blade barrier, 122
 hunter's mark, 155
sleep (enchantment 1+), 180
sleet storm (conjunction 3), 180
slow (transmutation 3), 180–181, 249–250. *See also* mire of the mind (invocation)
somatic (S) components, 101–102
spare the dying (necromancy 0), 181
speak with animals (divination 1), 181, 235, 245. *See also* beast speech (invocation)
speak with dead (necromancy 3), 181. *See also* whispers of the grave (invocation)
speak with plants (transmutation 3), 181, 245
spell attacks, melee
 arcane hand, 118
 flame blade, 145
 inflict wounds, 157
 shocking grasp, 179
 spiritual weapon, 182
 vampiric touch, 189
spell attacks, ranged
 acid arrow, 114
 chill touch, 124
 eldritch blast, 139
 fire bolt, 144
 guiding bolt, 151–152
 produce flame, 172
 ray of enfeeblement, 174
 ray of frost, 174
 scorching ray, 176

spell level, 100
spell lists
 bard spells, 105–106
 cleric spells, 106–107
 druid spells, 21–22, 107–108
 paladin spells, 108–109
 ranger spells, 109
 sorcerer spells, 109–110
 warlock spells, 110–111
 wizard spells, 111–113
spell save DC, 103
spell slots, 100–101
spellcasting, 100–104
spider climb (transmutation 2), 182
spike growth (transmutation 2), 182
spirit guardians (conjuration 3+), 182
spiritual weapon (evocation 2+), 182
stat block needed
 animate dead, 115–116
 animate objects, 116
 arcane hand, 118
 conjure animals, 127
 conjure celestial, 127–128
 conjure elemental, 128
 conjure fey, 128
 conjure minor elementals, 128–129
 conjure woodland beings, 129
 create undead, 132
 giant insect, 149
 phantom steed, 167–168
 planar ally, 168
 shapechange, 178
 true polymorph, 188
stinking cloud (conjuration 3), 182–183, 249–250
stone shape (transmutation 4), 183, 236
stoneskin (abjuration 4), 183, 236
storm of vengeance (conjuration 9), 183
subtle spell (metamagic), 44
suggestion (enchantment 2), 183–184, 214–215, 225
sunbeam (evocation 6), 184
sunburst (evocation 8), 184
symbol (abjuration 7), 184–185

T

targets, 102
telekinesis (transmutation 5), 185, 238, 244–245

telepathic bond (divination 5), 185
teleport (conjunction 7), 185–186, 225
teleportation circle (conjunction 5), 186–187
thaumaturgy (transmutation 0), 187
thief of five fates (invocation), 50. *See also* bane (enchantment 1)
thirsting blade (invocation), 50
thunder damage
 glyph of wardin, 149–150
 shatter, 178–179
 storm of vengeance, 183
 thunderwave, 187
thunderwave (evocation 1+), 187
time stop (transmutation 9), 187
tiny hut (evocation 3), 187
tongues (divination 3), 187–188
transmutation magic, 104
transport via plants (conjunction 6), 188
traps, 195–198
tree stride (conjunction 5), 188
true polymorph (transmutation 9), 188
true resurrection (necromancy 9), 189
true seeing (divination 6), 189
true strike (divination 0), 189
twinned spell (metamagic), 44

U

unseen servant (conjunction 1), 189
utility spells
 arcane lock, 118–119
 blink, 122–123
 clairvoyance, 124–125
 clone, 125
 commune with nature, 126
 contingency, 130
 dancing lights, 133
 demiplane, 134
 feather fall, 142
 floating disk, 146
 knock, 158
 legend lore, 158
 light, 159
 mage hand, 160
 magnificent mansion, 162
 mending, 164
 prestidigitation, 170
 purify food and drink, 173

rope trick, 176
secret chest, 177
simulacrum, 180
tiny hut, 187

V

vampiric touch (necromancy 3+), 189
verbal (V) components, 101
vicious mockery (enchantment 0), 189–190
visions of distant realms (invocation), 50. *See also* arcane eye (divination 4)
voice of the chain master (invocation), 50

W

wall of fire (evocation 4+), 190, 225, 236, 243, 244–245
wall of force (evocation 5), 190, 243–244
wall of ice (evocation 6+), 190, 236, 243
wall of stone (evocation 5), 190–191, 236
wall of thorns (conjuration 6+), 191, 245
warding bond (abjuration 2), 191
warding spells. *See also* abjuration spells
 antipathy/sympathy, 117–118
 barkskin, 121
 blur, 123
 faithful hound, 142
 forcecage, 147
 gentle repose, 148–149
 mirror image, 165
 resilient sphere, 175
 wall of force, 190
water breathing (transmutation 3), 191
water walk (transmutation 3), 191–192
web (conjuration 2), 192, 214, 244, 245, 249
weird (illusion 9), 192
whispers of the grave (invocation), 50. *See also* speak with dead (necromancy 3)
wind walk (transmutation 6), 192, 231
wind wall (evocation 3), 192–193, 235
wisdom spellcasters, 15–16, 19–20, 36, 82
wish (conjuration 9), 193, 217, 229, 238
witch sight (invocation), 50
word of recall (conjuration 6), 193

Z

zone of truth (enchantment 2), 193–194, 205