

Alarm

You set an alarm against unwanted intrusion. Choose a door, a window, or an area that is no larger than a 20-foot/6 meters cube. Until the spell ends, an alarm alerts you whenever a creature larger than a mouse touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible.

A mental alarm alerts you with a ping in your mind if you are within 1 mile/1.6 kilometer of the warded area. This ping awakens you if you are sleeping. An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet/18 meters.

Animal Friendship

This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within 30 feet/9 meters. It must see and hear you. If the beast is sapient/sentient, the spell fails. Otherwise, the beast is friendly. If you or one of your companions harms the target, the spell ends.

Beast Bond

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 is sapient/sentient. 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.

Charm Person

You attempt to charm a humanoid you can see within 30 feet/9 meters. The charmed creature regards you as a friendly acquaintance as long as you are not being aggressive towards them. This effect does not work on those with Shards. When the spell ends, the creature knows it was charmed by you.

Color Spray

A dazzling array of flashing, colored light springs from your hand. Creatures in a 15-foot/4.6 meters cone originating from you are affected and blinded for three seconds.

Control Flames

You choose a non-magical flame that you can see that fits within a 5-foot/1.5 meter cube. You affect it in one of the following ways:

- You instantaneously expand the flame a few feet/meters in one direction, provided that wood or other fuel is present in the new location.
- You instantaneously extinguish the flames within the cube.
- You double or halve the area of bright light and dim light cast by the flame, change its color, or both. The change lasts for 1 hour.
- You cause simple shapes—such as the vague form of a creature, an inanimate object, or a location—to appear within the flames and animate as you like. The shapes last for 1 hour.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time.

Create or Destroy Water

You either create or destroy water within 30 feet/9 meters.

- You create up to 10 gallons/37.8 liters of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot/9 meters cube within range, extinguishing exposed flames in the area.
- You destroy up to 10 gallons/37.8 liters of water in an open container within range. Alternatively, you destroy fog in a 30-foot/9 meters cube within range.

Cure Wounds

A creature you touch instantly heals from up to surface-level wounds (i.e., those that would be treated with bandaids and not much else). This spell has no effect on undead or constructs.

Dancing Lights

You create up to four torch-sized lights within 120 feet/36.5 meters, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of medium size. Whichever form you choose, each light sheds dim light in a 10-foot/3 meter radius.

You can move the lights up to 60 feet/18 meters to a new spot within range. A light must be within 20 feet/6 meters of another light created by this spell, and a light winks out if it exceeds the spell's range.

Disguise Self

You make yourself--including your clothing, armor, weapons, and other belongings on your person--look different until the spell ends or until you dismiss it. You can seem somewhat shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

Druidcraft

Whispering to the spirits of nature, you create one of the following effects within 30 feet/9 meters:

- You create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on.
- You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.
- You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5-foot/1.5 meter cube.
- You instantly light or snuff out a candle, a torch, or a small campfire.

Entangle

Grasping weeds and vines sprout from the ground in a 20-foot/6 meters square starting from a point you can see. For the duration, creatures are restrained by the entangling plants until the spell ends. The plants are simply vines, so a reasonably strong creature or one with a sharp weapon could free themselves.

When the spell ends, the conjured plants wilt away.

Expeditious Retreat

This spell allows you to move at an incredible pace for ten minutes. While under the effect of this spell, the affected creature is able to run as fast as an Olympic-level sprinter for the full ten minutes without tiring.

Faerie Fire

Each object in a 20-foot/6.1 meters cube you can see 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. For the duration, objects and affected creatures shed dim light in a 10-foot/3 meters radius. The affected creature or object can't benefit from being invisible.

Feather Fall

Choose up to five falling creatures within 60 feet/18 meters. A falling creature's rate of descent slows to a safe level, indeed falling like a feather until they touch the ground.

Find Familiar

You gain the service of a familiar, a spirit that takes an animal form you choose, though the animal can be no bigger than an owl. The familiar can take on an appearance of your (the player's) choice, though it is a celestial, fey, or fiend (also your choice) instead of a beast. This familiar is able to attack, but not to any extent further than the animal it resembles.

Your familiar acts independently of you, but it always obeys your commands. If your familiar is attacked in a way that would kill the animal it resembles, it disappears, leaving behind no physical form. It reappears after you cast this spell again, though it cannot be cast for one full day after the familiar disappears. You can temporarily dismiss the familiar, and you can also dismiss it forever. While it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet/9 meters of you. Whenever the familiar disappears or is dismissed, it leaves behind in its space anything it was wearing or carrying.

While your familiar is within 100 feet/30.5 meters of you, you can communicate with it telepathically. Additionally, you can see through your familiar's eyes and hear what it hears for ten seconds, 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.

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.

Floating Disk

This spell creates a circular, horizontal plane of force, 3 feet/1 meter in diameter and 1 inch/2.5 centimeters thick, that floats 3 feet/1 meter above the ground in an unoccupied space of your choice that you can see within 30 feet/9 meters. The disk remains for 1 hour, and can hold up to 500 pounds/226.8 kilograms. If more weight is placed on it, the spell ends, and everything on the disk falls to the ground.

The disk is immobile while you are within 20 feet/6 meters of it. If you move more than 20 feet/6 meters away from it, the disk follows you so that it remains within 20 feet/6 meters of you. It can move across uneven terrain, up or down stairs, slopes and the like, but it can't cross an elevation change of 10 feet/3 meters or more. For example, the disk can't move across a 10-foot/3 meters deep pit, nor could it leave such a pit if it was created at the bottom.

If you move more than 100 feet/30.5 meters from the disk (typically because it can't move around an obstacle to follow you), the spell ends.

Fog Cloud

You create a 20-foot/6 meters radius sphere of fog centered on a point you can see. The sphere spreads around corners, and its area is heavily obscured. It lasts for one hour or until a wind of moderate or greater speed (at least 10 miles/16.1 kilometers per hour) disperses it.

Grease

Slick grease covers the ground in a 10-foot/3 meters square centered on a point within sight. Unless someone has a way to catch themselves, they'll definitely slip and fall.

Gust

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

- Push a creature your size or smaller up to 5 feet/1.5 meters away from you.
- You create a small blast of air capable of moving one object that is neither held nor carried and that weighs no more than 5 pounds/2.3 kilograms. The object is pushed up to 10 feet/3.1 meters away from you. It isn't pushed with enough force to cause damage.
- You create a harmless sensory effect using air, such as causing leaves to rustle, wind to slam shutters shut, or your clothing to ripple in a breeze.

Heroism

A willing creature you touch is imbued with bravery. For one minute, the creature is immune to being frightened.

Illusory Script

You write on parchment, paper, or some other suitable writing material and imbue it with a potent illusion that lasts for ten days.

To you and any creatures you designate when you cast the spell, the writing appears normal, written in your hand, and conveys whatever meaning you intended when you wrote the text. To all others, the writing appears as if it were written in an unknown or magical script that is unintelligible. Alternatively, you can cause the writing to appear to be an entirely different message, written in a different hand and language, though the language must be one you know.

Should the spell be dispelled, the original script and the illusion both disappear.

A creature with True Sight can read the hidden message.

Light

You touch one object that is no larger than 10 feet/3.1 meters in any dimension. Until you dismiss the spell, the object sheds bright light in a 20-foot/6.1 meters radius and dim light for an additional 20 feet/6.1 meters. The light can be colored as you like. Completely covering the object with something opaque blocks the light.

Mage Armor

You touch a willing creature (including yourself) who isn't wearing armor, and a protective magical force surrounds it for 8 hours. The target is protected by the magical force with the equivalence of fine leather armor. The spell ends if the target dons armor or if you dismiss the spell.

Mage Hand

A spectral, floating hand appears at a point you choose. The hand lasts until you dismiss it. The hand vanishes if it is ever more than 30 feet/9.1 meters away from you.

You can control the hand as you wish. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial.

The hand can't attack, activate magic items, or carry more than 10 pounds/4.5 kilograms.

Mending

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot/0.3 meter in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

Message

You point your finger toward a creature you can see and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear.

You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot/0.3 meter of stone, 1 inch/2.5 centimeters of common metal, a thin sheet of lead, or 3 feet/0.9 meter of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.

Minor Illusion

You create a sound or an image of an object within 30 feet/9 meters that lasts until you dismiss it or cast this spell again.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

If you create an image of an object--such as a chair, muddy footprints, or a small chest--it must be no larger than a 5-foot/1.5 meters cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it.

Mold Earth

You choose a portion of dirt or stone that you can see and that fits within a 5-foot/1.5 meter cube. You manipulate it in one of the following ways:

- If you target an area of loose earth, you can instantaneously excavate it, move it along the ground, and deposit it up to 5 feet/1.5 meter away. This movement doesn't have enough force to cause damage.
- You cause shapes, colors, or both to appear on the dirt or stone, spelling out words, creating images, or shaping patterns. The changes last for 1 hour.
- If the dirt or stone you target is on the ground, you cause it to change consistency, such as turning to quicksand, smoothing out, or becoming mud. This change lasts for 1 hour.

If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time.

Prestidigitation

You create one of the following magical effects:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot/0.03 cubic meter.
- You chill, warm, or flavor up to 1 cubic foot/0.03 cubic meter of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts for ten seconds.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time.

Produce Flame

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/3.1 meters radius and dim light for an additional 10 feet/3.1 meters. The spell ends if you dismiss it or if you cast it again.

You can also attack with the flame, although doing so ends the spell.

Purify Food and Drink

All nonmagical food and drink within a 5-foot/1.5 meters radius sphere centered on a point of your choice nearby is purified and rendered free of poison and disease.

Shape Water

You choose an area of water that you can see and that fits within a 5-foot/1.5 meters cube. You manipulate it in one of the following ways:

- You instantaneously move or otherwise change the flow of the water as you direct, up to 5 feet/1.5 meters in any direction. This movement doesn't have enough force to cause damage.
- You cause the water to form into simple shapes and animate at your direction. This change lasts for 1 hour.
- You change the water's color or opacity. The water must be changed in the same way throughout. This change lasts for 1 hour.
- You freeze the water, provided that there are no creatures in it. The water unfreezes in 1 hour.

If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time.

Shield

An invisible barrier of magical force appears and protects you for one minute. The shield will protect you from one attack, at which point it immediately shatters and cannot be cast again for ten minutes.

Silent Image

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot/4.6 meters cube. The image appears at a spot within 60 feet/18 meters and lasts for the duration. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects.

You can cause the image to move to any spot you can see. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For

example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking.

Physical interaction with the image reveals it to be an illusion, because things can pass through it.

Speak With Animals

You gain the ability to comprehend and verbally communicate with beasts for ten minutes. Beasts can give you information about nearby locations, including whatever they can perceive or have perceived within the past day. Otherwise, they're an animal and may not have anything that interesting to say. You might be able to persuade a beast to perform a small favor for you, if you're nice to them.

Thaumaturgy

You manifest a minor wonder, a sign of supernatural power. You create one of the following magical effects within 30 feet/9 meters:

- Your voice booms up to three times as loud as normal for 1 minute.
- You cause flames to flicker, brighten, dim, or change color for 1 minute.
- You cause harmless tremors in the ground for 1 minute.
- You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.
- You instantaneously cause an unlocked door or window to fly open or slam shut.
- You alter the appearance of your eyes for 1 minute.

If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time.

Unseen Servant

This spell creates an invisible, mindless, shapeless, force that performs simple tasks at your command for 1 hour. The servant springs into existence in an unoccupied space on the ground within sight, and is unable to attack.

You can mentally command the servant to move up to 15 feet/4.6 meters and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command.

If you command the servant to perform a task that would move it more than 60 feet/18.3 meters away from you, the spell ends.