



Baby Squalling Dragons Presents:

Harry Potter D&D Spells

Presented here are spells from the Harry Potter universe designed to be used with D&D 5e.

CANTRIPS (0 LEVEL)

Aberto
Alohomora
Anapneo
Anteoculatia
Arania Exumai
Arrow-Shooting Spell
Baubillious
Cistem Aperio
Colovaria
Defodio
Ferula
Furnunculus
Herbifors
Hot-Air Charm
Hover Charm
Incendio
Locomotor
Lumos/Nox
Lumos Solem
Periculum
Permanent Sticking Charm
Point Me
Sardine Hex
Shooting Spell
Sonus
Tergio
Titillando
Trip Jinx
Wingardium Leviosa

1ST LEVEL

Agumentum
Aparecium
Arresto Momentum
Ascendio
Bat-Bogey Hex
Brackium Emendo
Cantis
Carpe Retractum
Cave Inimicum
Colloshoo
Densaugeo
Drought Charm
Epoximise
Everte Statum
Extinguishing Spell
Firestorm
Fumos
Illegibilus
Impedimenta
Impervius
Incarcerous
Jelly-Legs Jinx

Jelly-Fingers Jinx
Orchideous
Protego
Reparo
Rictusempra
Scorching Spell
Scourgify
Serpensortia
Slugulus Eructo
Specialis Revelio
Stupefy
Tarantallegra
Verdimillious
Vulnera Sanentur

2ND LEVEL

Accio
Bluebell Flames
Bombarda
Cheering Charm
Colloportus
Depulso
Diminuendo
Dissendium
Disillusionment Charm
Episkey
Expelliarmus
Expulso
Feather-Light Charm
Herbivicus
Homenum Revelio
Langlock
Locomotor Mortis
Morsmordre
Muffliato
Obscuro
Partis Temporus
Petrificus Totalus
Reducio
Relashio
Rennervate
Revelio
Riddikulus
Sectumsempra
Silencio
Spongify
Stinging Hex
Supersensory Charm
Unbreakable Charm
Ventus
Vera Verto

3RD LEVEL

Aqua Eructo

Avis
Bubble-Head Charm
Confringo
Confundo
Duro
Engorgio
Expecto Patronum
Finite Incantatem
Flagrante Curse
Glisseo
Hurling Hex
Immobulus
Jelly-Brain Jinx
Knee-Reversal Jinx
Lumos Maxima
MeteoJinx Recanto
Oppugno
Prior Incantato

4TH LEVEL

Anti-Apparition Charm
Apparate
Avifors
Entomorphis
Legilimens
Packing Charm
Protean Charm
Protego Totalum
Reducto
Repello Muggletum
Salvio Hexia
Undetectable Extension Charm
Washing Up Spell

5TH LEVEL

Alarte Ascendare
Geminio
Imperio
Levicorpus/Liberacorpus
Obliviate
Piertotum Locomotor
Protego Maxima

6TH LEVEL

Caterwauling Charm
Deletrius
Draconifors
Evanesco
Fiendfyre
Glacius
Harmonia Nectere Passus
Homorphus Charm
Portus

7TH LEVEL

Unbreakable Vow

8TH LEVEL

MeteoJinx

9TH LEVEL

Avada Kedavra
Crucio
Geminio Curse

Cantrips

ABERTO

Transmutation cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You cause an unlocked door or window to open or shut.

ALOHOMORA

Transmutation cantrip

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You tap on a locked object with your wand to unlock it. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane means that prevents access. A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked.

ANAPNEO

Abjuration cantrip

Casting Time: 1 action
Range: 10 feet
Components: V, S
Duration: Instantaneous

You target a creature to clear a blocked airway. If the creature was reduced to 0 hit points by asphyxiation, that creature becomes stabilized.

ANTEOCULATIA

Transmutation cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Until dispelled

You target a creature that you can see within range. An unwilling creature must make a Dexterity saving throw or the spell causes their hair to turn into antlers.

ARANIA EXUMAI

Evocation cantrip

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You shoot a beam of crackling energy toward an arachnid within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage. At 5th level you can cast this spell twice using one attack action, three times at 11th level, and four times at 17th level.

ARROW-SHOOTING SPELL

Conjuration cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You fire arrows from the tip of your wand. Choose one creature within range, or choose a number of creatures within range equal to the amount of arrows you create that are within 5 feet of the first. A target must succeed on a Dexterity saving throw or take 1d6 piercing damage.

The spell creates an additional arrow when you reach 5th level, 11th level, and 17th level.

BAUBILLIOUS

Conjuration cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Up to 1 hour

You target an object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 10-foot radius and dim light for an additional 10 feet, colored as you like. The spell ends if you dismiss it as an action or if you cast it again.

You can also attack with the light, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl a bolt of light at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 radiant damage.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

CISTEM APERIO

Transmutation cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You cause an unlocked chest or box to open or shut.

COLOVARIA

Transmutation cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Up to 1 hour

You can change the color of a target that is no larger than 10 feet in any dimension, choosing to change it in full or in part, such as changing the color of a creature's hair. If you target an unwilling creature or object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

DEFODIO

Transmutation cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You gouge a chunk out of a target, automatically succeeding if you are targeting an object within 5 feet of you that is not being worn or carried. Make a ranged spell attack against the target. On a hit, the target takes 1d10 slashing damage.

This spell's damage increases by 1d8 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

FERULA

Conjuration cantrip

Casting Time: 1 action
Range: 5 feet
Components: V, S
Duration: Instantaneous

You produce bandages and a splint that automatically wrap around a broken limb. This spell can take the place of one use of a healer's kit, automatically stabilizing a creature at 0 hit points.

FURNUNCULUS

Transmutation cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

Make a ranged spell attack against a creature within range. On a hit, the target breaks out in pimples or boils and has disadvantage on the next attack roll it makes before the end of its next turn.

HERBIFORS

Transmutation cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

Make a ranged spell attack against a creature you can see within range. On a hit, the target sprouts flowers from its skin. These are harmless and can be plucked off, at which point they will begin to wilt at the rate of a normal flower.

HOT-AIR CHARM

Evocation cantrip

Casting Time: 1 action
Range: 20 feet
Components: V, S
Duration: Up to 1 minute

You emit a stream of warm air from the tip of your wand, hot enough to dry clothing or melt snow, but not to cause any damage or light anything on fire.

HOVER CHARM

Transmutation cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

One object you can see within range rises vertically, up to 20 feet, and remains suspended there for the duration. The spell can levitate an object that weighs up to 20 pounds. You can use your action to move the object in any direction up to 20 feet so long as it remains within the spell's range. When the spell ends, the object falls to the ground.

INCENDIO

Evocation cantrip

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You hurl a ball of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

LOCOMOTOR

Transmutation cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 minute

You can use your action to cause an object up to 10 pounds to move as you wish. You can manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour out the contents of a vial. You can move an object up to 30 feet each round. You cannot use manipulated objects to attack, and cannot use this spell to activate magic items.

This spell can lift an additional 20 pounds when you reach 5th level (30 pounds), 11th level (50 pounds), and 17th level (70 pounds).

LUMOS / Nox

Evocation cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

You cause the end of your wand to shine bright light in a 20-foot radius and dim light for an additional 20 feet. Completely covering the tip of your wand with something opaque blocks the light. The spell ends if you dismiss it as an action.

LUMOS SOLEM

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A burst of pure sunlight shoots from the end of your wand. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

PERICULUM

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You cause red flares to shoot from your wand, visible up to 300 feet if you shoot them straight up in the air.

POINT ME

Divination cantrip

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Your wand points due north for the duration. You can use a bonus action to end the spell. To point your wand anywhere but due north, make a Strength check against your spellcasting DC. On a success, the spell ends.

SARDINE HEX

Conjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You cause sardines to come out of the target's nose. Make a ranged spell attack against a creature you can see within

range. On a hit, sardines begin falling from the target's nose and it has disadvantage on the next attack roll it makes before the end of its next turn.

SHOOTING SPELL

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You shoot an arrow from the end of your wand. Make a ranged spell attack against a target within range. On a hit, the target takes 1d6 piercing damage.

The spell creates more arrows when you reach higher levels: two arrows at 5th level, three arrows at 11th level, and four arrows at 17th level. You can direct the arrows at the same target or at different ones. Make a separate attack roll for each arrow.

SONORUS

Transmutation cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Up to 1 minute

As an action, you cause your voice to boom up to three times as loud as normal for 1 minute. You can dismiss this spell as an action.

TERGIO

Transmutation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: Instantaneous

This spell is used to remove liquid or debris off of a surface, such as spilled ink or dust. You instantly siphon unwanted material off of an object or surface no larger than 1 cubic foot.

TITILLANDO

Enchantment cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You cause a strong tickling sensation to crawl over the target's skin. The target must succeed on a Wisdom saving throw or have disadvantage on the next attack roll it makes before the end of its next turn.

TRIP JINX

Evocation cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You attempt to trip a target you can see within range. The target must succeed on a Strength saving throw or fall prone.

WINGARDIUM LEVIOSA

Transmutation cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You cause an object to float up into the air for the duration. You can use your action to move an object no more than 10 pounds up to 30 feet in any direction you wish. You can't attack with this spell or use it to activate a magic item. The spell ends if the object you are manipulating is ever more than 60 feet away from you, or if you cast this spell again.

First Level Spells

AGUAMENTI

1st-level conjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

You produce a fountain or jet of water from the tip of your wand at a rate of up to 1 gallon per round, to a maximum of 10 gallons.

APARECIUM

1st-level abjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

Choose an object that you can see within range. That object can be a book, scroll, or any surface upon which a message is written or you suspect a hidden message to be written. Any spell of 1st level or lower that is hiding the true meaning of the writing, such as with an *illusory script* spell, is suppressed, allowing you to read the true message as if you had truesight.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can suppress a concealing spell if the spell's level is equal to or less than the level of the spell slot you used.

ARRESTO MOMENTUM

1st-level transmutation

Casting Time: 1 reaction, which you take when you or a creature within 60 feet of you falls
Range: 60 feet
Components: V, S
Duration: 1 minute

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.

ASCENDIO

1st-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 minute

You target a creature you can see within range. The target's jump distance is tripled if it uses its next move action to jump. If you target a creature submerged in a liquid, the spell carries the target to the surface of the liquid at a rate of 60 feet per round.

BAT-BOGEY HEX

1st-level transmutation

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You target a creature within range that you can see. The target must make a Dexterity saving throw to avoid the spell. On a hit, the target's bogeys animate, crawl out of its nose, turn into bat-like creatures, and attack the target's face for 1d6 bludgeoning and 1d4 psychic damage. The target must make a Wisdom saving throw or be frightened of you until the spell ends. On each of your turns for the duration, you can use your action to automatically deal an additional 1d6 bludgeoning and 1d4 psychic damage. The spell ends if you use your action to do anything else. As an action, the creature can make a Wisdom check against your spell save DC to steel its resolve and end this spell.

BRACKIUM EMENDO

1st-level evocation

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You wave your wand over a creature to mend one cleanly broken bone. The creature regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on constructs or undead.

At Higher Levels. When you cast this spell at 2nd level or higher, the healing increases by 1d8 per level above 1st.

CANTIS

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

A creature of your choice that you can see within range must burst into song and continue singing for the spell's duration if this spell effects it. The target must succeed on a Wisdom saving throw or be incapacitated and unable to do anything but sing for the duration.

At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.

CARPE RETRACTUM

1st-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You produce a magical rope from your wand which lashes out and wraps around a target you can see within range. The target must succeed on a Strength saving throw or be restrained by the rope until the spell ends. If the creature is Large or smaller, you pull the creature up to 10 feet closer to you. A creature restrained by the rope or one that can touch the creature can use its action to make a Strength check against your spell save DC. On a success, the target is freed.

CAVE INIMICUM

1st-level abjuration (ritual)

Casting Time: 1 minute

Range: 30 feet

Components: V, S

Duration: 8 hours

You set an alarm against unwanted intrusion. Choose a door, window, or an area within range that is no larger than a 20-foot cube. Until the spell ends, an alarm alerts you whenever a Tiny or larger creature 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 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.

COLLOSHOO

1st-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: 1 round

You target a creature that you can see within range and cause their feet or shoes to be stuck to the ground with an adhesive. The target must succeed on a Strength saving throw or have their speed reduced to zero until the start of your next turn.

DENSAUGEO

1st-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Up to 3 rounds

Target a creature you can see within range. The target must make a Dexterity saving throw, and can choose to fail it if they wish. On a failed save, the target's front teeth begin growing at a rate of one inch per round, stopping only after 3 rounds or if the target is the subject of a *dispel magic* spell.

Alternatively, the caster may choose to repair broken teeth with this spell.

DROUGHT CHARM

1st-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range.

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

EPOXIMISE

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You cause two objects to adhere to one another, as with glue. This spell can physically repair a broken item but cannot replace missing matter. It can also physically repair a magic item or construct, but the spell can't restore magic to such an object.

EVERTE STATUM

1st-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

This spell forces a target you can see to fly away from you. The target must make a Strength saving throw or be pushed 10 feet away from you.

EXTINGUISHING SPELL

1st-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You shoot white foam from the tip of your wand that can smother up to a 5-foot cube of fire per round. Choose a flame you can see within range. If the flame is nonmagical, you extinguish the flames. If the flame is magical, you extinguish the flames if the spell's level used to create the flame is equal to or less than the level of the spell slot you used.

FIRESTORM

1st-level evocation

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: Instantaneous

You spray a continuous stream of fire from your wand. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable object in the area that aren't being worn or carried.

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

FUMOS

1st-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 hour

You create a 20-foot radius cloud of dark grey smoke centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

ILLEGIBILUS

1st-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 days

You render a text that you trace with your wand during the casting illegible, imbuing it with a potent illusion that lasts for the duration. To you and any creatures you designate when you cast the spell, the writing appears normal. To all others, the writing appears as if it were written in an unknown or magical script that is unintelligible.

IMPEDIMENTA

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

This jinx trips, knocks back, and generally impedes the target's progress toward the caster. A creature you target must succeed on a Strength saving throw or be pushed 15 feet away from you in a straight line. It must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

IMPERVIUS

1st-level abjuration

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: 8 hours

This spell makes something repel substances and outside forces, including water. When cast on an object no larger than 10 feet in any dimension, it becomes waterproof for the duration. If cast on a willing creature who isn't wearing armor, the target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

INCARCEROUS

1st-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

Shining magical ropes shoot from the end of your wand and attempt to grasp the target. The target must succeed on a Strength saving throw or be restrained by the ropes until the spell ends. A creature that is restrained can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

When the spell ends, the ropes fade away.

JELLY-LEGS JINX

1st-level transmutation

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

You cause a target's legs to become weak and wobbly. The target must succeed on a Wisdom saving throw or fall prone and have its speed reduced to 0 until the spell ends. The target can repeat the saving throw at the end of each of its turns. On a success, the spell ends.

JELLY-FINGERS JINX

1st-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You cause the target's fingers to become jelly-like and make it difficult to grasp objects. The target must succeed on a Strength saving throw or drop anything its holding if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

ORCHIDEOUS

1st-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You cause a bouquet of up to six flowers to sprout out of the end of your wand. They can be of any type and color that you wish, but cannot be used as the components of a potion. They wilt at the normal rate of a flower of their type.

PERMANENT STICKING CHARM

1st-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Instantaneous

You meld two objects together in such away that they are permanently stuck together. This effect cannot be dispelled, but a stuck object can be removed by any means that would cut a solid object in two.

PROTEGO

1st-level abjuration

Casting Time: 1 reaction, which you take when you are hit by an attack

Range: Self

Components: V, S

Duration: 1 round

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack.

REPARO

1st-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

This spell repairs a broken object or a portion of a broken object no larger than 10 feet in any dimension. All pieces of the object within range fly back together and mend themselves, leaving no trace of the former damage unless some piece of the original object is missing.

This spell has no effect on magical items such as flying broomsticks or wands.

RICTUSEMPRA

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

A creature of your choice that you can see within range experiences an extreme tickling sensation and falls into fits of laughter if this spell effects it. The target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration.

At the end of each of its turns, and each time it take damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. on a success, the spell ends.

SCORCHING SPELL

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create a ray of fire and hurl it at a target within range. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage.

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

SCOURGIFY

1st-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You instantaneously clean an object no larger than 1 cubic foot, or create up to 1 gallon of soap bubbles or soapy water in an open container within range. If used to target a creature's open mouth, you must make a ranged spell attack against the target. On a hit, it cannot speak until

the end of its next turn as it spits out soap bubbles and soapy water, and it must make a Constitution saving throw. On a failed save, it has disadvantage on attack rolls and ability checks until the end of your next turn.

SERPENSORTIA

1st-level conjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

You produce a snake from the end of your wand that you can use to attack. As part of the same action, you can command the snake to strike a target within range. The snake makes an attack using your spellcasting ability. On a hit, the target takes 1d12 poison damage and latches onto the target, and on each of your turns for the duration, you can use your action to command the snake to deal an additional 1d12 poison damage to the target automatically. The snake disappears if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

At Higher Levels. When you cast this spell at 2nd level or higher, the initial damage increases by 1d12 for each level above 1st.

SLUGULUS ERUCTO

1st-level conjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Up to 10 minutes

A ray of green energy lashes out toward a creature within range. Make a ranged spell attack against the target. On a hit, the target begins vomiting slugs and has disadvantage on their next saving throw or attack roll. It must make a Constitution saving throw. On a failed save, it is poisoned. The target can repeat this saving throw at the end of each of its turns. On a success, the spell ends.

SPECIALIS REVELIO

1st-level divination

Casting Time: 1 minute
Range: 5 feet
Components: V, S
Duration: Instantaneous

You choose one object over which you must wave your wand throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it.

If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

STUPEFY

1st-level enchantment

Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: 1 minute

This spell stuns a creature and, if used forcefully, puts it into an unconscious state. Target a creature you can see within range and roll 8d8. If the target has hit points equal to or less than the number rolled, it is stunned until the end of your next turn. If it has hit points equal to or less than half the number you rolled, it falls unconscious until the spell ends, it takes damage, or someone uses an action to cast *revivify* on it or shake it awake. Undead and creatures who are immune to being charmed aren't affected by this spell.

At Higher Levels. When you cast this spell at 2nd level or higher, roll an additional 2d8 for each level above 1st.

TARANTALLEGRA

1st-level enchantment

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

Choose one creature you can see within range. The target must succeed on a Wisdom saving throw or begin a comic dance in place: shuffling, tapping its feet, and capering for the duration. Creatures that can't be charmed are immune to this spell.

A dancing creature must succeed use all its movement to dance without leaving its space and has disadvantage on Dexterity saving throws and attack rolls. While the target is affected by this spell, other creatures have advantage on attack rolls against it. At the end of its turn, and each time it takes damage, the dancing creature can make another Wisdom saving throw to regain control of itself. The target has advantage on the saving throw if it's triggered by damage. On a successful save, the spell ends.

VERDIMILLIOUS

1st-level evocation

Casting Time: 1 action
Range: Self (15-foot cone)
Components: V, S
Duration: 1 round

You produce green sparks from the end of your wand, dazzling creatures in a 15-foot cone originating from you. Roll 6d10; the total is how many hit points of creatures this spell can affect. Creatures in a 15-foot cone originating from you are affected in ascending order of their current hit points (ignoring unconscious creatures and creatures that can't see).

Starting with the creature that has the lowest current hit points, each creature affected by this spell is blinded until the spell ends. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to

or less than the remaining total for that creature to be affected.

VULNERA SANENTUR

1st-level evocation

Casting Time: 1 bonus action
Range: 60 feet
Components: V, S
Duration: Instantaneous

A creature you target regains a number of hit points equal to $1d4$ + your spellcasting ability modifier. This spell has no effect on constructs or undead.

At Higher Levels. When you cast this spell at 2nd level or higher, the healing increases by $1d4$ per level above 1st.

Second Level Spells

ACCIO

2nd-level transmutation

Casting Time: 1 action
Range: 1 mile
Components: V, S
Duration: Instantaneous

You summon an item familiar to you weighing up to 5 pounds that you can see or that you know the location of. If the object isn't being worn or carried, it automatically moves toward you at a rate of 60 feet per round, taking the shortest route possible. If the object is being worn or carried by a creature, you must make an ability check with your spellcasting ability contested by that creature's Strength check. If you succeed, the object is pulled away from that creature and moves toward you at a rate of 60 feet per round.

You cannot target an object that is being warded with a spell of a level higher than the spell slot you use to cast this spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can summon an object that is an additional 5 pounds heavier for each slot level above 2nd.

BLUEBELL FLAMES

2nd-level evocation

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Until dispelled

You create a ball of magical blue flame that does no damage and cannot be put out by water or smothering, though covering it with something opaque blocks the light. Until the spell ends, the blue flame sheds bright light in a 20 foot radius and dim light for an additional 20 feet.

BOMBARDA

2nd-level evocation

Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Instantaneous

A sudden explosion erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes $3d8$ thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on the saving throw. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

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

CHEERING CHARM

2nd-level enchantment

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You attempt to imbue a target with a sense of happiness and calm. A target must make a Charisma saving throw, choosing to fail if it wishes. If a creature fails its saving throw, choose one of the following effects.

You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.

Alternatively, you can make a target feel indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again, unless the DM rules otherwise.

COLLOPORTUS

2nd-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Until dispelled

You touch a closed door, window, gate, chest, or other entryway with your wand, and it becomes locked for the duration. You and the creatures you designate when you cast this spell can open the object normally. You can also set a password that, when spoken within 5 feet of the object, suppresses this spell for 1 minute. Otherwise, it is impassable until it is broken or the spell is dispelled or suppressed. While affected by this spell, the object is more difficult to break or force open. The DC to break it or pick any locks on it increases by 10.

At Higher Levels. You can cast this spell using a higher spell slot to resist unlocking spells of higher levels. For

each spell slot used above 2nd, the DC to break it or pick any locks on it increases by an additional 2.

DEPULSO

2nd-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

This spell forces a target you can see to fly away from you. The target must make a Strength saving throw or be pushed 15 feet away from you and be knocked prone.

DIMINUENDO

2nd-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

You cause a creature or an object you can see within range to grow smaller for the duration. Choose either a creature or an object that is neither worn nor carried. If the target is unwilling, it can make a Constitution saving throw. On a success, the spell has no effect. If the target is a creature, everything it is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once.

The target's size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category. Until the spell ends, the target also has disadvantage on Strength checks and Strength saving throws. The target's weapons also shrink to match its new size. While these weapons are reduced, the target's attacks with them deal 1d4 less damage (this can't reduce the damage below 1).

DISSENDIUM

2nd-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You tap on a locked object with your wand to unlock it. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access. A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked. If you choose a target that is locked using a spell of 2nd level or lower, that spell is suppressed for 10 minutes, during which time the target can be opened and shut normally.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can suppress the effects of a locking spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

DISILLUSIONMENT CHARM

2nd-level illusion

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 hour

You blend in seamlessly with your surroundings, like a chameleon. For the duration, you have a +10 bonus to Dexterity (Stealth) checks.

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

EPISKEY

2nd-level evocation

Casting Time: 1 action
Range: 5 feet
Components: V, S
Duration: Instantaneous

You wave your wand to heal one relatively minor wound. If the target has more than half their hit points left, they regain a number of hit points equal to two times your level.

EXPELLIARMUS

2nd-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You cause one item the target is holding to fly away. Make an ability check with your spellcasting ability modifier contested by the target's Strength check. If you succeed, you pull the object away from that creature and cause it to fly up to 30 feet in any direction.

At Higher Levels. When you cast this spell at 3rd level or higher, add an additional +1 to your spell save DC for each level above 2nd.

EXPULSO

2nd-level evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

A beam of energy streaks toward a point within range. Each creature in a 10-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature takes 3d8 force damage on a failed save, or half as much damage on a successful one. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

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

FEATHER-LIGHT CHARM

2nd-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Up to 1 hour

You make an object lightweight for the duration. Until the spell ends, this object counts as half its weight, and Strength checks to move it are made with advantage. You can dismiss this spell as an action.

HERBIVICUS

2nd-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You cause a plant to instantly become enriched, doubling in size up to its maximum size and yielding twice the normal amount of food when harvested.

HOMENUM REVELIO

2nd-level divination

Casting Time: 1 action
Range: Self (30 feet)
Components: V, S
Duration: Concentration, up to 1 minute

For the duration, you can detect the presence of thinking creatures within 30 feet of you. The spell can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language.

LANGLOCK

2nd-level transmutation

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You cause the target's tongue to stick to the top of its mouth. The target must succeed on a Wisdom saving throw or be unable to speak for the duration. A target affected by the spell cannot cast spells that include a verbal component. At the end of each of its turns, the target can repeat the saving throw. On a success, the spell ends.

LOCOMOTOR MORTIS

2nd-level transmutation

Casting Time: 1 action
Range: 60 feet

Components: V, S
Duration: 1 minute

Make a ranged spell attack against a humanoid you can see within range. On a hit, the target's legs are locked into place, slowing them to a speed of 5 feet for the duration. At the end of each of its turns, the target can make a Strength saving throw. On a success, the spell ends on the target.

MORSMORDRE

2nd-level illusion

Casting Time: 1 action
Range: 200 feet
Components: V, S
Duration: 1 hour

You create the shape of a colossal skull high in the sky, comprised of what looks like emerald stars blazing in a haze of green smoke, with a serpent protruding from its mouth like a tongue. The image appears at a spot that you can see within range and lasts for the for the duration.

MUFFLIATO

2nd-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 minute

You can target a creature that you can see within range or an area within range. If you target a creature, that creature must make a Constitution saving throw. If it fails, the creature's ears are filled with an unidentifiable buzzing that gives them disadvantage on Wisdom (Perception) checks to hear nearby conversations. If targeting an area, no sound pass through a 20-foot radius sphere centered on a point you choose within range. Creatures and objects are immune to thunder damage created on the other side of the barrier, and creatures inside the sphere are muffled to any noise made outside the sphere, and vice versa. Wisdom (Perception) checks made to perceive sound past this barrier are made with disadvantage.

At Higher Levels. When you cast this spell at 3rd level or higher, you increase the duration of the spell, 10 minutes at 3rd level, 1 hour at 4th level, 8 hours at 5th level, and 24 hours at 6th level or higher.

OBSCURO

2nd-level conjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 minute

Make a ranged spell attack against a target you can see within range. On a hit, a blindfold wraps around the target's eyes, blinding them for the duration. At the end of each of its turns, the target can make a Strength saving

throw to remove the blindfold. On a success, the spell ends and the blindfold disappears.

PARTIS TEMPORUS

2nd-level abjuration

Casting Time: 1 bonus action
Range: 30 feet
Components: V, S
Duration: 1 round

You create a temporary gap through a magical barrier created by a spell of 2nd level or lower, such as a wall of fire. This gap prevents all damage from the magical barrier in a 20-foot radius centered on a point you choose within range.

At Higher Levels. If you cast this spell at 3rd level or higher, you can create a gap through a magical barrier created by a spell if the spell's level is equal to or less than the level of the spell you used.

PETRIFICUS TOTALUS

2nd-level transmutation

Casting Time: 1 minute
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

Choose a humanoid you can see within range. The target must succeed on a Wisdom saving throw or stiffen as if at attention and be paralyzed for the duration. This may cause the target to fall over. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels. If you cast this spell at 5th level or higher, you can target a creature you can see within range.

REDUCIO

2nd-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

You cause a creature or an object you can see within range to grow smaller for the duration. Choose either a creature or an object that is neither worn nor carried. If the target is unwilling, it can make a Constitution saving throw. On a success, the spell has no effect.

If the target is a creature, everything it is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once.

The target's size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category—from Medium to Small, for example. Until the spell ends, the target has disadvantage on Strength checks and Strength saving throws. The target's weapons also shrink to match its new size. While these weapons are reduced, the target's attacks with them deal 1d4 less damage (this can't reduce the damage below 1).

RELASHIO

2nd-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 round

Target a creature you can see within range. The target can spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has it grappled.

RENNERVATE

2nd-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

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

REVELIO

2nd-level abjuration

Casting Time: 1 action
Range: Self (15-foot cone)
Components: V, S
Duration: Instantaneous

This spell reveals hidden objects or a target's true appearance. For a brief moment when you cast this spell, concealed objects, hidden passageways, invisible things, and the true appearance of a transfigured object or creature is visible to you as a ghostly image. You are only able to see hidden objects or a target's true appearance if the spell used to hide or transfigure the target is 2nd level or lower.

At Higher Levels. When you cast this spell at 3rd level or higher, it reveals targets hidden or transfigured by a spell equal to or lower than the level of the spell you use.

RIDDIKULUS

2nd-level abjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

This spell forces a boggart to take on the appearance of an object you are focusing on. Target a boggart that you can see within range. The boggart must succeed on a Wisdom saving throw or assume the shape of an object you are thinking about to the best of its ability. While in this form, the boggart cannot attack you and you cannot be frightened by it. At the end of each of its turns, the boggart can make another Wisdom saving throw. On a success, the spell ends.

SECTUMSEMPRA

2nd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Instantaneous

You make three slashing motions with your wand, slicing open your targets as if with a sword. You can attack one target or several. Make a ranged spell attack for each attack. On hit, the target takes 1d10 slashing damage.

At Higher Levels. When you cast this spell at 3rd level or higher, you can attack one additional time for each level above 2nd.

SILENCIO

2nd-level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, no sound can be created within or pass through a 20-foot radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

SPONGIFY

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You cause an object you can see within range to become soft and spongy. If you target an object that is being worn or carried, you must make a ranged spell attack against the creature carrying it. On a hit, the object becomes soft and spongy. Weapons affected by this spell deal 1d4 less damage (this can't reduce the damage below 1).

Casting this spell on a portion on ground beneath a falling target causes them to take no falling damage when they land. Additionally, anyone jumping from a space that has been spongyfied has their jump distance tripled.

STINGING HEX

2nd-level transmutation

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You cause a target within range to break out in puffy red welts. Make a ranged spell attack against the target. On a

hit, the target takes 4d4 force damage. On a miss, the target takes half as much damage from the force wave.

At Higher Levels. When you cast this spell at 3rd level or higher, the damage increases by 2d4 for each level above 1st.

SUPERSENSORY CHARM

2nd-level transmutation

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: Concentration, up to 1 hour

You give a creature enhanced senses for the duration. The target gains advantage on Wisdom (Perception) checks until the spell ends.

UNBREAKABLE CHARM

2nd-level transmutation

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: 24 hours

You charm a single object or a portion of an object no larger than 1 cubic foot to be unbreakable, except in an antimagic field.

At Higher Levels. When you cast this spell at 3rd level or higher, the size of an object you can charm increases by an additional cubic foot per level above 2nd (2 cubic feet at 3rd level, three cubic feet at 4th level, etc).

VENTUS

2nd-level evocation

Casting Time: 1 minute

Range: Self (60-foot line)

Components: V, S

Duration: Concentration, up to 1 minute

A line of strong wind 60 feet long and 10 feet wide blasts from you wand in a direction you point. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line.

Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

As a bonus action on each of your turns before the spell ends, you can change the direction in which you are pointing the wind.

VERA VERTO

2nd-level transmutation

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You can temporarily alter the physical properties of one nonmagical object, changing it from one substance and shape into another. You can change one object no larger than 1 cubic foot composed entirely of wood, stone (but not gemstone), iron, copper, or silver into a different one of those materials. After 10 minutes, or when you lose your concentration, the material reverts to its original substance.

Alternatively, you can turn one creature with a CR of 0 into an object of similar size composed entirely of wood, stone (but not gemstone), iron, copper, or silver. The creature has no memory of time spent in this form after the spell ends and it reverts to its normal form.

Third Level Spells

AQUA ERUCTO

3rd-level conjuration

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Concentration, up to 1 minute

Until the spell ends, water erupts from the end of your wand, dousing exposed flames in a 40-foot radius area centered on a point you choose within range. If you aim the water at a creature you can see within 30 feet of you, the target must succeed on a Strength saving throw or fall prone. If a creature is concentrating when they get hit by the water, the creature must make a successful Constitution saving throw against your spell save DC or lose concentration.

AVIS

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon birds that appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One bird of challenge rating 2 or lower
- Two birds of challenge rating 1 or lower
- Four birds of challenge rating 1/2 or lower
- Eight birds of challenge rating 1/4 or lower

Each bird disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

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

BUBBLE-HEAD CHARM

3rd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

You create a transparent bubble around the head of one target that allows them to breathe underwater or in any other environment lacking air, though it does not protect the target from any other hazards. The target automatically succeeds on any saving throws against poison gas or fog.

CONFRINGO

3rd-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Instantaneous

You shoot a bolt of flame at a point you choose within range, which explodes in a ball of fire. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

CONFUNDO

3rd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Make a ranged spell attack against a target you can see within range. On a hit, the target is stunned, becoming confused and befuddled. The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

DURO

3rd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You cause an object to turn into solid stone. If the object is larger than 10 feet in any dimension, you cause up to a 10-foot cube to turn to stone. If you target an object that is being worn or carried, the target must succeed on a Dexterity saving throw to avoid the spell. A stone object that is at least an inch thick has an AC of 15 and 30 hit points per inch of thickness.

ENGORGIO

3rd-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

You cause a target to swell in physical size. An unwilling creature must make a Wisdom saving throw to avoid the effect. On a failed save, they have disadvantage on attack rolls for the duration. If you target an object that is not being worn or carried and maintain your concentration on this spell for the entire possible duration, the object is enlarged until the effect is removed.

EXPECTO PATRONUM

3rd-level conjuration

Casting Time: 1 action
Range: 10 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You conjure the silvery ethereal form of an animal that is the representation of your inner self. It appears in an unoccupied space within range and acts independently of you, though it always obeys your commands. This spell ends if you cast it again or if you dismiss it as an action.

Any creature within 10 feet of a patronus is protected against dementors, lethifolds, undead, and other dark creatures. Those types of creatures have disadvantage on attack rolls against the protected creature, and the protected creature can't be charmed, frightened, or possessed by them. If the protected creature is already charmed, frightened, or possessed by such a creature, they have advantage on any new saving throw against the relevant effect.

FINITE INCANTATEM

3rd-level abjuration

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

Choose one creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you automatically end the

effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

FLAGRANTE CURSE

3rd-level transmutation

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to become burning hot to the touch. Any creature in physical contact with the object takes 3d8 fire damage when you cast the spell. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again.

If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

If you target an object no larger than 10 feet in diameter that is not being worn or carried and maintain your concentration for the entire possible duration, the object becomes a cursed magical object and the spell is triggered when the object is touched. The creature must make a Dexterity saving throw, and takes half damage on a save. The spell does an additional 2d8 fire damage when triggered in this way.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

GLISSEO

3rd-level transmutation

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Up to 1 minute

You cause the steps on a staircase to flatten into a slide up to 60 feet in diameter. It turns into difficult terrain for the duration and each creature standing on the slide must succeed on a Dexterity saving throw or fall prone and begin sliding downward at a rate of 20 feet per round. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or suffer the same effects.

The slide reverts back into stairs when the spell ends. You can dismiss this spell as an action.

HURLING HEX

3rd-level transmutation

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You cause a broom to malfunction and attempt to buck off anyone that is riding it. A creature riding the broom must make a Strength or Dexterity saving throw or be knocked prone. A creature who is knocked prone can attempt to make a Dexterity saving throw as a reaction to grab onto the broom, otherwise they begin to fall. A creature hanging from a broom that is under the effects of this spell makes its saving throws with disadvantage.

You must use an action on each of your turns to maintain this spell, otherwise it ends.

IMMOBULUS

3rd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. This spell has no effect on undead or creatures with a challenge rating greater than the spell slot used to cast this spell. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

If a nonmagical alarm is targeted by this spell, it is disabled.

JELLY-BRAIN JINX

3rd-level enchantment

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

This spell effects the target's mental processes. A target you can see within range must make a Wisdom saving throw. On a failed save, the target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

d10	Behavior
1	The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.
2-6	The creature doesn't move or take actions this turn.
7-8	The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
9-10	The creature can act and move normally.

At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, the spell ends.

At Higher Levels. When you cast this spell using a 4th-level spell slot, this spell effects each creature in a 10-foot-radius sphere centered on a point you choose within range. When you use a spell slot of 5th level or higher, the radius of the sphere increases by 5 feet for each slot level above 4th.

KNEE-REVERSAL HEX

3rd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You cause the target's knees to appear on the opposite side of its legs. The target must succeed on a Dexterity saving throw or suffer the effects for the duration. An affected creature has its speed reduced by half and has disadvantage on Dexterity ability checks and saving throws.

LUMOS MAXIMA

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 hour

A 60-foot radius sphere of light spreads out from a point you choose within range. The sphere is bright light and sheds dim light for an additional 60 feet.

If you choose a point on an object you are holding or one that isn't being worn or carried, such as the tip of your wand, the light shines from the object and is carried with it. Completely covering the affected object with an opaque object, such as a bowl, blocks the light.

If any of this spell's area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.

At Higher Levels. When you cast this spell as a 4th level spell or higher, the lit area increases by 10 feet per spell level, and the level of darkness it can dispel is also equal to that level or lower.

METEOLOJINX RECANTO

3rd-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Choose one meteorological effect within range that was caused by a spell. If the spell cast was of 3rd level or lower, the spell ends. For each spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

At Higher Levels. When you cast this spell as 4th level or higher, you automatically end the effects of a spell if the spell's level is equal to or less than the level of the spell level you used.

OPPUGNO

3rd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S
Duration: Concentration, up to 1 minute

You command a creature or swarm you can see within range to attack. It must succeed on a Wisdom saving throw or obey you for the duration. At the end of each of its turns, the creature can make a new Wisdom saving throw. If the saving throw succeeds, the spell ends.

At Higher Levels. When you cast this spell at 4th level or higher, you can target one extra creature for every spell level above 3rd.

PRIOR INCANTATO

3rd-level conjuration

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

Casting this spell on another creature's wand causes an echo or image of the last spell cast from that wand to emanate from it, such as the image of a conjured object or a scream made from a *crucio*.

This spell is cumulative. Each time you cast this spell on the same wand, it displays an image of the last spell cast previous to spells already displayed.

Fourth Level Spells

ANTI-APPARITION CHARM

4th-level abjuration

Casting Time: 10 minutes
Range: 120 feet
Components: V, S
Duration: 24 hours

You make an area within range magically secure. The area is a cube that can be as small as 5 feet to as large as 100 feet on each side. The spell lasts for the duration or until you use an action to dismiss it. For the duration, nothing can teleport into or out of the warded area.

Casting this spell on the same spot every day for a year makes this effect permanent.

At Higher Levels. When you cast this spell at 5th level or higher, you can increase the size of the cube by 100 feet for each spell level above 4th.

APPARATE

4th-level conjuration

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

This spell instantly transports you and up to two willing creatures of your choice that you touch, or one unwilling creature that you are grappling, to a destination you select. If you attempt to transport an object with you, it must be able to fit entirely inside a 10-foot cube. If the

object is being worn or carried by a creature, you must make an ability check with your spellcasting ability contested by that creature's Strength check. If you succeed, you pull the object away from that creature and can apparate with it.

The destination you choose must be known to you, and it must be on the same plane of existence as you. Your spellcasting ability and your familiarity with the destination determines whether you arrive there successfully. The DM rolls a d20 and adds your spellcasting ability modifier and consults the table. The DM may decide that rolling a 1 on a d20 always results in a mishap.

Familiarity. "Very familiar" is a place you have been very often, a place you have carefully studied, or a place you can see when you cast the spell. "Seen casually" is someplace you have seen more than once but with which you aren't very familiar. "Viewed once" is a place you have seen once, possibly using magic. "Description" is a place whose location and appearance you know through someone else's description, perhaps from a map.

"False destination" is a place that doesn't exist. Perhaps you tried to scry an enemy's sanctum but instead viewed an illusion, or you are attempting to apparate to a familiar location that no longer exists.

On Target. You and your group appear where you want to.

Off Target. You and your group appear a random distance away from the destination in a random direction. Distance off target is 1d10 x 1d10 percent of the distance that was to be traveled.

Similar Area. You and your group wind up in a different area that's visually or thematically similar to the target area. Generally, you appear in the closest similar place, but since the spell has no range limit, you could conceivably wind up anywhere in the world.

Mishap. The spell's unpredictable magic results in a difficult journey. Each teleporting creature must make a Constitution saving throw or spend its action immediately after apparating retching and reeling. If the save fails by more than 5, the creature takes 3d10 force damage. The DM then rerolls on the table to see where you wind up (multiple mishaps may occur, potentially dealing damage each time).

Familiarity	Mishap	Similar Area	Off Target	On Target
Very familiar	---	---	---	1-20
Seen casually	1	2-3	4-5	6-20
Viewed once	1-6	7-8	9-10	11-20
Description	1-8	9-10	11-15	16-20
False destination	1-10	11-20	---	---

AVIFORS

4th-level transmutation

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 hour

This spell transforms a creature that you can see within range into the form of a bird. An unwilling creature must make a Wisdom saving throw to avoid the effect. The spell has no effect on a metamorphmagus or a creature with 0 hit points.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any bird whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen bird. It retains its alignment and personality.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't cast spells or take any other action that requires hands, and can't speak, cast spells, or take any other action that requires hands or speech. A bird that can speak can't speak clearly enough to cast spells, but may be able to communicate.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

ENTOMORPHIS

4th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

This spell transforms a creature that you can see within range into an insect. An unwilling creature must make a Wisdom saving throw to avoid the effect. The spell has no effect on a metamorphmagus, a shapechanger, or a creature with 0 hit points.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any insect whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen insect. It retains its alignment and personality.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

LEGILIMENS

4th-level divination

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

For the duration, you can read the thoughts of a creature that you have eye contact with. If the creature has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected.

You initially learn the surface thoughts of the creature, what is most on its mind in that moment, and gain insight into its reasoning (if any) and its emotional state. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you can probe into the target's mind and view a memory no longer than 10 minutes of an event that it experienced within the last 24 hours or an event that made a big impact on its life. If it succeeds, the spell ends. Either way, the target knows that you are probing into its mind, and unless you end the spell, the creature can use its action on its turn to make an Intelligence saving throw. If it succeeds, the spell ends.

At Higher Levels. If you cast this spell using a spell slot of 5th level or higher, you can view the memory of an event that took place up to 7 days ago (5th level), 30 days ago (6th level), 1 year ago (7th level), 10 years ago (8th level), or any time in the creature's past (9th level).

PACKING CHARM

4th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Objects begin to pack themselves into an open trunk or other container at your command. You can choose up to ten nonmagical objects within range that are not being worn or carried. Medium targets count as two objects. Large targets count as four objects. Huge targets count as eight objects. You can't move any object larger than Huge. Each target animates and packs itself, gaining a flying speed of 30 feet and the ability to hover if it does not have legs or other appendages it can use for locomotion. If the object is securely attached to a surface or a larger object, such as a chain bolted to a wall, its speed is 0. Once an object is packed, you may target another object so long as the spell is still only targeting a maximum of ten objects and the spell has not yet ended.

At Higher Levels. If you cast this spell at 4th level or higher, you can target an additional two objects for each level higher than 4th.

PROTEAN CHARM

4th-level transmutation

Casting Time: 10 minutes or 1 action

Range: Touch

Components: V, S

Duration: Until dispelled or instantaneous

You can use this spell to link two identical nonmagical objects together, or to cause minor changes to all linked objects. Linking two items together requires a casting time of 10 minutes, during which you must be touching both objects. When you use this spell to alter one object you are touching, all linked objects alter to reflect that change. You can cause no more than 25 numbers, letters, or simple glyphs to appear, or an image no larger than 1

foot in diameter or the area of largest surface on the object, whichever is smaller.

PROTEGO TOTALUM

4th-level abjuration

Casting Time: 10 minutes

Range: 120 feet

Components: V, S

Duration: 24 hours

You make an area within range magically secure. The area is a cube that can be as small as 5 feet to as large as 100 feet on each side. The spell lasts for the duration or until you use an action to dismiss it.

When you cast the spell, you decide what sort of security the spell provides, choosing any or all of the following properties:

- Sound can't pass through the barrier at the edge of the warded area.
- The inside of the warded area appears as you wish, such as displaying normal terrain or mouldering ruins.

Casting this spell on the same spot every day for a year makes this effect permanent.

At Higher Levels. When you cast this spell at 5th level or higher, you can increase the size of the cube by 100 feet for each spell level above 4th.

REDUCTO

4th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A beam of energy streaks from your wand to a target you can see within range. The target can be a creature, an object, or a creation of magical force, such as a wall created by *protego maxima*.

A creature targeted by the spell must make a Dexterity saving throw. On a failed save, the target takes 8d6 force damage.

This spell automatically disintegrates a Large or smaller nonmagical object or creation of magical force, reducing it to a pile of fine gray dust. If the target is a Huge or larger object or creation of force, this spell disintegrates a 10-foot-cube portion of it. A magic item is unaffected by this spell.

At Higher Levels. When you cast this spell at 5th level or higher, the damage increases by 3d6 for each level above 4th.

REPELLO MUGGLETUM

4th-level enchantment

Casting Time: 1 hour

Range: 60 feet

Components: V, S

Duration: 24 hours

This spell repels muggles by causing them to remember important meetings they missed or forget what they were doing. Target an area within range that is no larger than a 200-foot cube. The enchantment causes muggles to feel an intense urge to leave the area. When a muggle comes within 60 feet of the area, it must succeed on a Wisdom saving throw or become convinced that it needs to be somewhere else, and attempts to leave the area to the best of its ability. A muggle that successfully saves against this effect must repeat the saving throw each time it starts its turn within 60 feet of the area.

SALVEO HEXIA

4th-level abjuration

Casting Time: 10 minutes

Range: 120 feet

Components: V, S

Duration: 24 hours

You make an area within range magically secure. The area is a cube that can be as small as 5 feet to as large as 100 feet on each side. The spell lasts for the duration or until you use an action to dismiss it. For the duration, sensors created by divination spells can't appear inside the protected area or pass through the barrier at its perimeter, creatures in the area can't be targeted by divination spells, and spells or other magical effects can't extend through the barrier or be cast through it.

Casting this spell on the same spot every day for a year makes this effect permanent.

At Higher Levels. When you cast this spell at 5th level or higher, you can increase the size of the cube by 100 feet for each spell level above 4th.

UNDETECTABLE EXTENSION CHARM

4th-level transmutation

Casting Time: 1 minute

Range: 30 feet

Components: V, S

Duration: Instantaneous

You cause an enclosed space to enlarge by creating an extradimensional space that does not affect its outside dimensions. You can create an area of extradimensional space that is a cube as small as 2 feet to as large as 10 feet on each side. If the extradimensional space created by this spell touches or intersects any other extradimensional space, the spell fails.

After 60 days, there is a cumulative 5 percent chance per day that the spell's effect ends. If the spell ends, all objects and creatures within the extradimensional space is shunted to the nearest unoccupied space and takes force damage equal to twice the number of feet it moved.

Casting this spell on the same spot every day for a year makes this effect permanent.

At Higher Levels. When you cast this spell at 5th level or higher, you can create a larger extradimensional space, up to 20 feet on each side at 5th level, up to 40 feet on each side at 6th level, up to 80 feet on each side at 7th level, up to 160 feet on each side at 8th level, and up to 320 feet on each side at 9th level.

WASHING UP SPELL

4th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

This spell causes dirty pots, pans, and other objects to wash themselves at your command. You can choose up to ten nonmagical objects within range that are not being worn or carried. Medium targets count as two objects. Large targets count as four objects. Huge targets count as eight objects. You can't target any object larger than Huge. Each target animates and begins washing itself, gaining a flying speed of 30 feet and the ability to hover if it does not have legs or other appendages it can use for locomotion. If the object is securely attached to a surface or a larger object, such as a chain bolted to a wall, its speed is 0. Once an object is washed and no longer hovering or in motion, you may target another object so long as the spell is still only targeting a maximum of ten objects and the spell has not yet ended.

At Higher Levels. If you cast this spell at 4th level or higher, you can target an additional two objects for each level higher than 4th.

Fifth Level Spells

ALARTE ASCENDARE

5th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You target a Huge or smaller creature within range that you can see. Make an ability check with your spellcasting ability contested by the creature's strength check. If you win the contest, you move the creature upward up to 30 feet. Until the end of your next turn, the creature is restrained and suspended in mid-air. On subsequent rounds, you can use your action to attempt to maintain your magical grip on the creature by repeating the contest.

GEMINIO

5th-level conjuration

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Instantaneous

You create an identical, nonmagical copy of a single nonliving object no larger than a 5-foot cube. The copy is worth no more than 100 galleons.

IMPERIO

5th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to take control of a humanoid that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the target is under your control, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it behaves as normally. Until the spell ends, it will not reveal that it is being controlled unless you command it to.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

At Higher Levels. When you cast this spell using a 6th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 7th-level spell slot, the duration is concentration, up to 1 hour. When you use an 8th-level spell slot, the duration is concentration, up to 8 hours. Alternatively, you can cast this spell at 8th level to target any creature, and the spell has a duration of concentration, up to 1 hour. If you cast this spell using a 9th-level spell slot, you can target any creature with a duration of concentration, up to 8 hours.

LEVICORPUS / LIBERACORPUS

5th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Concentration, up to 1 minute

You can try to lift a Huge or smaller creature into the air. Make an ability check with your spellcasting modifier contested by that creature's Strength check. If you win the contest, you lift the creature up to 30 feet into the air, but not beyond the range of this spell. Until the end of your next turn, the creature is restrained and is suspended in mid-air. On subsequent rounds, you can use your action to attempt to maintain the spell by repeating the contest.

Alternatively, you may use this spell to use your action to automatically free someone who has been targeted by it.

OBLIVIAE

5th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to erase another creature's memories. One creature that you can see must make a Wisdom saving throw. If you are fighting the creature, it has advantage on the saving throw. On a failed save, the target becomes charmed by you for the duration. The charmed target is incapacitated and unaware of its surroundings, though it can still hear you. If it takes any damage or is targeted by another spell, this spell ends, and none of the target's memories are erased.

While this charm lasts, you can erase the target's memory of an event that it experienced within the last 24 hours and that lasted no more than 10 minutes. You can permanently eliminate all memory of the event, erase specific details of the event, or change its memory of the details of the event. Its mind fills in any gaps of the affected memories. If you lose concentration on the spell before 1 minute, the creature's memory isn't altered or erased. Otherwise, the effect takes hold when the spell ends.

At Higher Levels. If you cast this spell at 6th level or higher, you can alter the target's memories of an event that took place up to 7 days ago (6th level), 30 days ago (7th level), 1 year ago (8th level), or any time in the creature's past (9th level).

PIERTOTUM LOCOMOTOR

5th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Objects come to life at your command. Choose up to ten nonmagical objects within range that are not being worn or carried. Medium targets count as two objects. Large targets count as four objects. Huge targets count as eight objects. You can't move any object larger than Huge. Each target animates and becomes a creature under your control until the spell ends or until reduced to 0 hit points.

As a bonus action, you can mentally command any creature you made with this spell if the creature is within 500 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

ANIMATED OBJECT STATISTICS

Size	HP	AC	Attack	Str	Dex
Tiny	20	18	+8 to hit, 1d4 + 4 damage	4	18
Small	25	16	+6 to hit, 1d8 + 2 damage	6	14

Medium	40	13	+5 to hit, 2d6 + 1 damage	10	12
Large	50	10	+6 to hit, 2d10 + 2 damage	14	10
Huge	60	10	+8 to hit, 2d12 + 4 damage	18	6

An animated object is a construct with AC, hit points, attacks, Strength, and Dexterity determined by its size. Its Constitution is 10 and its Intelligence and Wisdom are 3, and its Charisma is 1. Its speed is 30 feet; if the object lacks legs or other appendages it can use for locomotion, it instead has a flying speed of 30 feet and can hover. If the object is securely attached to a surface or a larger object, such as a chain bolted to a wall, its speed is 0. It has blindsight with a radius of 30 feet and is blind beyond that distance. When the animated object drops to 0 hit points, it reverts back to its original object form, and any remaining damage carries over to its original object form.

If you command an object to attack, it can make a single melee attack against a creature within 5 feet of it. It makes a slam attack with an attack bonus and bludgeoning damage determined by its size. The DM might rule that a specific object inflicts slashing or piercing damage based on its form.

At Higher Levels. If you cast this spell at 6th level or higher, you can animate two additional objects for each level above 5th.

PROTEGO MAXIMA

5th-level evocation

Casting Time: 1 action

Range: 200 feet

Components: V, S

Duration: Concentration, up to 10 minutes

An invisible wall of force springs into existence at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is 1/4 inch thick. It lasts for the duration. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side).

Nothing can pass physically through the wall. It is immune to all damage and can't be dispelled. A spell designed to disintegrate objects destroys it instantly, however.

Sixth Level Spells

CATERWAULING CHARM

6th-level abjuration

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (burning incense, a small measure of brimstone and oil, and a small amount of umber hulk blood)

Duration: 24 hours

You create a ward that protects up to 2,500 square feet of floor space (an area 50 feet square, or one hundred 5-foot squares or twenty-five 10-foot squares). The warded area can be up to 20 feet tall, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them, as long as you can walk into each contiguous area while you are casting the spell.

Until the spell ends, an alarm alerts you whenever a Tiny or larger creature touches or enters the warded area. When you cast the spell, you can specify creatures and individuals 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 of the warded area, waking you if you are sleeping. An audible alarm produces a wailing noise for 10 seconds audible from as far away as 300 feet from the warded area.

DELETRIUS

6th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Target a creature you can see within range. The target can be a creature, an object, or a creation of magical force.

A creature targeted by this spell must make a Dexterity saving throw. On a failed save, the target takes 10d6 + 40 force damage. If this damage reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust.

This spell automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this spell disintegrates a 10-foot-cube portion of it. A magic item is unaffected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 3d6 for each spell slot above 6th.

DRACONIFORS

6th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

This spell transforms a creature that you can see within range into a dragon. An unwilling creature must make a Wisdom saving throw to avoid the effect. The spell has no effect on a metamorphmagus, a shapechanger, or a creature with 0 hit points.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any dragon whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen dragon. It retains its alignment and personality.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns

to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

EVANESCO

6th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

An object that is not being worn or carried, a willing target, or a target that fails a Wisdom saving throw vanishes, along with everything it's wearing and carrying. While vanished, the target can move in any direction, though moving up or down costs an extra foot of movement for every foot of movement. You can only affect and be affected by other vanished creatures or objects. Creatures that aren't vanished can't perceive you and can't interact with you, unless a special ability or magic has given them the ability to do so. You ignore all objects and effects that originate from a vanished creature or object, allowing you to move through unvanished creatures and objects.

When the spell ends, you immediately return to the plane you originated from in the spot you currently occupy. If you occupy the same spot as a solid object or creature when this happens, you are immediately shunted to the nearest unoccupied space that you can occupy and take force damage equal to twice the number of feet you are moved.

If you cast this spell on an object and maintain your concentration for the entire possible duration, the object stays vanished.

FIENDFYRE

6th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 hour

You conjure a fire elemental of challenge rating 6 or lower. This elemental is able to destroy anything in its path, including magical objects. It appears in an unoccupied space that you can see within range and disappears when it drops to 0 hit points or when the spell ends.

You can control the elemental so long as you maintain concentration on the spell. Roll initiative for the elemental, which has its own turns. It obeys any verbal commands that you issue to it, and if you don't issue any commands, it defends itself from hostile creatures but otherwise takes no actions.

At the end of each of your turns, you must make a DC 15 check using your spellcasting modifier to maintain concentration on the spell. If your concentration is broken, you lose control of the elemental and it becomes hostile toward you and your companions. An uncontrolled elemental can't be dismissed by you, and it disappears 1 hour after you summoned it.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the challenge rating increases by 1 for each slot level above 6th.

GLACIUS

6th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to turn one creature that you can see within range into ice. If the target's body is made of flesh, the creature must make a Constitution saving throw. On a failed save, it is restrained as its flesh begins to freeze. On a successful save, the creature isn't affected.

A creature restrained by this spell must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails its saves three times, it is turned to ice and subjected to the petrified condition for the duration. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state.

If you maintain your concentration on this spell for the entire possible duration, the creature is turned to ice until the effect is removed.

HARMONIA NECTERE PASSUS

6th-level transmutation

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: 1 hour

You create a passageway, the secret entrance to which appears at a point of your choice that you can see within range on a wooden, plaster, or stone surface (such as a wall, a ceiling, or a floor). The entrance opens to an extradimensional space that has the appearance of a real passageway made of a material similar to that of the entrance. The passageway appears aged, as though it has always been there. It may turn in improbable directions or lead through areas where no passageway could exist.

You do not decide where the passageway will end. The other entrance will be in a place determined by the DM up to 500 feet from the entrance in any direction. If you cast this spell again on the same place as either entrance, you will find the same passageway and its shape and entrances will not be changed.

HOMORPHUS CHARM

6th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

This spell reverts a transformed animagus, metamorphmagus, or other shapechanger that you can see within range back into its normal form. An unwilling creature must make a Wisdom saving throw to avoid the effect.

PORTUS

6th-level transmutation

Casting Time: 1 hour

Range: Touch

Components: V, S

Duration: Until dispelled or triggered

When you cast this spell, you imbue an object with a spell that later produces a magical effect. This object is known as a portkey. You decide what triggers the spell when you cast it, such as speaking a magic word or a specific time and date, and choose a destination that is on the same plane of existence as you.

When triggered, up to eight creatures touching the portkey are instantly transported to the predetermined location, appearing within 5 feet of each other or in the nearest unoccupied space.

Seventh Level Spells

UNBREAKABLE VOW

7th-level enchantment

Casting Time: 1 minute

Range: 5 feet

Components: V, S

Duration: Until the spell ends or is dispelled

A target takes a vow that it must complete or die. The person casting the spell determines the details of the vow during the casting, and a willing target must agree to the terms for the spell to be completed. You must describe the circumstances under which the vow will be considered fulfilled, and the circumstances under which the vow will be considered broken. If the vow is completed, the spell ends. If the vow is broken and the target has 100 hit points or fewer, they die.

Eighth Level Spells

METEOLOJINX

8th-level transmutation

Casting Time: 10 minutes
Range: Self (5-mile radius)
Components: V, S
Duration: Concentration, up to 8 hours

You take control of the weather within 5 miles of you for the duration. You must be outdoors to cast this spell. Moving to a place where you don't have a clear path to the sky ends the spell early.

When you cast the spell, you change the current weather conditions, which are determined by the DM based on the climate and season. You can change precipitation, temperature, and wind. It takes 1d4 × 10 minutes for the new conditions to take effect. Once they do so, you can change the conditions again. When the spell ends, the weather gradually returns to normal.

When you change the weather conditions, find a current condition on the following tables and change its stage by one, up or down. When changing the wind, you can change its direction.

PRECIPITATION

Stage	Condition
1	Clear
2	Light clouds
3	Overcast or ground fog
4	Rain, hail, or snow
5	Torrential rain, driving hail, or blizzard

TEMPERATURE

Stage	Condition
1	Unbearable heat
2	Hot
3	Warm
4	Cool
5	Cold
6	Arctic cold

WIND

Stage	Condition
1	Calm
2	Moderate Wind
3	Strong Wind
4	Gale
5	Storm

Ninth Level Spells

AVADA KEDAVRA

9th-level enchantment

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You target a creature you can see within range. Make a ranged spell attack. On a hit, it dies instantly.

CRUCIO

9th-level enchantment

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You send a wave of excruciating pain coursing through a creature that you can see within range. A target with 150 hit points or fewer takes 1d4 psychic damage and must succeed on a Constitution saving throw or fall prone and become incapacitated. On each of your turns for the duration, you can use your action to deal another 1d4 psychic damage and force the target to make another Constitution saving throw.

A target who has been hit by this spell must make a Wisdom or Charisma saving throw at the end of each of its turns for the spell's duration to resist going mad. After three fails, the target must roll on the short-term madness table. After nine total fails, the target must roll on the long-term madness table, which replaces any short-term madness effects. After fifteen total fails within a 1 hour period, the target must roll on the indefinite madness table, which replaces any long-term madness effects.

SHORT-TERM MADNESS

d100	Effect (lasts 1d10 minutes)
01-20	The character retreats into his or her mind and becomes paralyzed. The effect ends if the character takes any damage.
21-30	The character becomes incapacitated and spends the duration screaming, laughing, or weeping.
31-40	The character becomes frightened and must use his or her action and movement each round to flee from the source of the fear.
41-50	The character begins babbling and is incapable of normal speech or spellcasting.
51-60	The character must use his or her action each round to attack the nearest creature.
61-70	The character experiences vivid hallucinations and has disadvantage on ability checks.
71-75	The character does whatever anyone tells him or her to do that isn't obviously self-destructive.
76-80	The character experiences an overpowering urge to eat something strange such as dirt, slime, or offal.
81-90	The character is stunned.
91-00	The character falls unconscious.

LONG-TERM MADNESS

d100	Effect (lasts 1d10 x 10 hours)
01-10	The character feels compelled to repeat a specific activity over and over, such as washing hands, touching things, praying, or counting coins.
11-20	The character experiences vivid hallucinations and has disadvantage on ability checks.
21-30	The character suffers extreme paranoia. The character has disadvantage on Wisdom and Charisma checks.
31-40	The character regards something (usually the source of madness) with intense revulsion, as if affected by the antipathy effect of the <i>antipathy/sympathy</i> spell.
41-45	The character experiences a powerful delusion.

Choose a potion. The character imagines that he or she is under its effects.

46-55 The character becomes attached to a "lucky charm," such as a person or an object, and has disadvantage on attack rolls, ability checks, and saving throws while more than 30 feet from it.

56-65 The character is blinded (25%) or deafened (75%).

66-75 The character experiences uncontrollable tremors or tics, which impose disadvantage on attack rolls, ability checks, and saving throws that involve Strength or Dexterity.

76-85 The character suffers from partial amnesia. The character knows who he or she is and retains racial traits and class features, but doesn't recognize other people or remember anything that happened before the madness took effect.

86-90 Whenever the character takes damage, he or she must succeed on a DC 15 Wisdom saving throw or be affected as though he or she failed a saving throw against the *confusion* spell. The *confusion* effect lasts for 1 minute.

91-95 The character loses the ability to speak.

96-00 The character falls unconscious. No amount of jostling or damage can wake the character.

INDEFINITE MADNESS

d100 Flaw (lasts until cured)

01-15 "Being drunk keeps me sane."

16-25 "I keep whatever I find."

26-30 "I try to become more like someone else I know --- adopting his or her style of dress, mannerisms, and name."

31-35 "I must bend the truth, exaggerate, or outright lie to be interesting to other people."

36-45 "Achieving my goal is the only thing of interest to me, and I'll ignore everything else to pursue it."

46-50 "I find it hard to care about anything that goes on around me."

51-55 "I don't like the way people judge me all the time."

56-70 "I am the smartest, wisest, strongest, fastest, and most beautiful person I know."

71-80 "I am convinced that powerful enemies are hunting me, and their agents are everywhere I go. I am sure they're watching me all the time."

81-85 "There's only one person I can trust. And only I can see this special friend."

86-95 "I can't take anything seriously. The more serious the situation, the funnier I find it."

96-00 "I've discovered that I really like killing people."

GEMINIO CURSE

9th-level conjuration

Casting Time: 10 minutes

Range: Touch

Components: V, S

Duration: Until dispelled

You imbue a single nonliving object with this spell. Whenever the object is touched by a living creature, once per round it creates an identical, nonmagical copy of itself in an adjacent square that is also imbued with this curse. If a *finite incantatem* spell is cast at 9th level on any of the duplicated items, the curse is removed from the original and all the copied items, and all copies vanish, leaving only the original item.