

Letesh

CHARACTER NAME

Armorer Artificer 9
CLASS & LEVEL

Vedalken
RACE

Izzet Engineer
BACKGROUND

LN
ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

1

12

DEXTERITY

1

13

CONSTITUTION

2

15

INTELLIGENCE

5

20

WISDOM

0

10

CHARISMA

-1

9

INSPIRATION

4

PROFICIENCY BONUS

- 1 Strength
- 1 Dexterity
- 6 Constitution
- 9 Intelligence
- 0 Wisdom
- 1 Charisma

SAVING THROWS

- 1 Acrobatics (Dex)
- 0 Animal Handling (Wis)
- 13 Arcana (Int)
- 1 Athletics (Str)
- 1 Deception (Cha)
- 9 History (Int)
- 0 Insight (Wis)
- 1 Intimidation (Cha)
- 9 Investigation (Int)
- 0 Medicine (Wis)
- 9 Nature (Int)
- 0 Perception (Wis)
- 1 Performance (Cha)
- 1 Persuasion (Cha)
- 5 Religion (Int)
- 5 Sleight of Hand (Dex)
- 1 Stealth (Dex)
- 0 Survival (Wis)

SKILLS

10

PASSIVE WISDOM (PERCEPTION)

TOOL: Carpenter's tools+, Jeweler's tools+, Mason's tools+, Smith's Tools+, Thieves' Tools+, Tinker's Tools+

LANGUAGE: Common (Ravnican), Draconic, Goblin, Vedalken

ARMOR: Heavy, Light, Medium, Shield

WEAPON: Simple

OTHER PROFICIENCIES & LANGUAGES

19

ARMOR CLASS

1

INITIATIVE

30

SPEED

Hit Point Maximum 59

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 9

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME ATK DAMAGE/TYPE

Thunder Gauntl...	+11	1d8+7 Thunder...
Lightning Launc...	+10	1d6+5 Lightnin...
Lightning Launc...		1d6
Produce Flame	+9	2d8 Fire
Shocking Grasp	+9	2d8 Lightning
Lightning Lure	DC17	2d8 lightning
Chaos Bolt	+9	2d8 + 1d6 (See...

ATTACKS & SPELLCASTING

0 CP 0 SP 0 EP 6 GP 10 PP

- 1 Plate Armor (Arcane Armor)
- 1 Light Crossbow
- 20 Crossbow bolts
- 1 Thieves' Tools
- 1 Backpack
- 1 Crowbar
- 1 Hammer

EQUIPMENT

Great ideas are fine, but great results are what counts.

PERSONALITY TRAITS

Science. A rigorous application of logical principles and protocols will lead us toward progress more surely than any belief system. (Lawful)

IDEALS

My research was destroyed and my friend/partner is missing. I seek answers and revenge on those responsible among the spheres.

BONDS

Nothing is ever simple, and if it seems simple, I'll find a way to make it complicated. Overconfident in himself.

FLAWS

Vedalken Dispassion

Tireless Precision

Partially Amphibious

Magic Initiate (Izzet)

Magical Tinkering

Spellcasting

Infuse Item

The Right Tool for the Job

Arcane Armor

Armor Model

Armor Model (Guardian)

Armor Model (Infiltrator)

Enhanced Defense

Replicate Bag of Holding

Keen Mind

Extra Attack

Tool Expertise

Boots of the Winding Path

Flash of Genius

Overclocker

Armor Modifications

Enhanced Weapon

Mind Sharpener

Aberrant Dragonmark

FEATURES & TRAITS

INTELLIGENCE

SPELLCASTING ABILITY

17

SPELL SAVE DC

9

SPELL ATTACK BONUS

SPELLCASTING CLASS

0

CANTRIPS

Gust

Lightning Lure

Mending

Produce Flame

Shocking Grasp

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

Magic Missile

Thunderwave

Absorb Elements

Alarm

Chaos Bolt

Catapult

Cure Wounds

Detect Magic

Disguise Self

Expeditious Retreat

Faerie Fire

False Life

Feather Fall

Grease

Identify

Jump

Longstrider

Purify Food and Drink

Sanctuary

Snare

Tasha's Caustic Brew

2

3

Mirror Image

Shatter

Aid

Alter Self

Arcane Lock

Blur

Continual Flame

Darkvision

Enhance Ability

Enlarge Reduce

Heat Metal

Invisibility

Lesser Restoration

Levitate

Magic Mouth

Magic Weapon

Protection from Poison

Pyrotechnics

Rope Trick

3

2

Blink

Catnap

Create Food and Water

Dispel Magic

Elemental Weapon

Flame Arrows

Fly

Glyph of Warding

Haste

Intellect Fortress

Protection from Energy

Revivify

Tiny Servant

4

0

5

0

6

0

7

0

8

0

9

0

See Invisibility

Skywrite

Spider Climb

Web

FEATURES & TRAITS

Vedalken Dispassion

You have advantage on all Intelligence, Wisdom, and Charisma Saving Throws.

Tireless Precision

You are proficient in History. You are also proficient with Smith's tools. Whenever you make an ability check with the chosen skill or tool, roll a d4 and add the number rolled to the check's total.

Partially Amphibious

By absorbing oxygen through your skin, you can breathe underwater for up to 1 hour. Once you've reached that limit, you can't use this trait again until you finish a long rest.

Magic Initiate (Izzet)

Learn the Produce Flame and Shocking Grasp cantrips. Learn the Chaos Bolt spell. Cast Chaos Bolt at its lowest level. Once you cast it, you must finish a long rest before you can cast it again using this feat.

Magical Tinkering

At 1st level, you've learned how to invest a spark of magic into mundane objects. To use this ability, you must have thieves' tools or artisan's tools in hand. You then touch a Tiny nonmagical object as an action and give it one of the following magical properties of your choice: * The object sheds bright light in a 5-foot radius and dim light for an additional 5 feet. * Whenever tapped by a creature, the object emits a recorded message that can be heard up to 10 feet away. You utter the message when you bestow this property on the object, and the recording can be no more than 6 seconds long. * The object continuously emits your choice of an odor or a nonverbal sound (wind, waves, chirping, or the like). The chosen phenomenon is perceivable up to 10 feet away. * A static visual effect appears on one of the object's surfaces. This effect can be a picture, up to 25 words of text, lines and shapes, or a mixture of these elements, as you like. The chosen property lasts indefinitely. As an action, you can touch the object and end the property early. You can bestow magic on multiple objects, touching one object each time you use this feature, though a single object can only bear one property at a time. The maximum number of objects you can affect with this feature at one time is equal to your Intelligence modifier (minimum of one object). If you try to exceed your maximum, the oldest property immediately ends, and then the new property applies.

Spellcasting

Spellcasting You've studied the workings of magic and how to cast spells, channeling the magic through objects. To observers, you don't appear to be casting spells in a conventional way; you appear to produce wonders from mundane items and outlandish inventions. Tools Required You produce your artificer spell effects through your tools. You must have a spellcasting focus—specifically thieves' tools or some kind of artisan's tool—in hand when you cast any spell with this Spellcasting feature (meaning the spell has an "M" component when you cast it). You must be proficient with the tool to use it in this way. See the equipment chapter in the Player's Handbook for descriptions of these tools. After you gain the Infuse Item feature at 2nd level, you can also use any item bearing one of your infusions as a spellcasting focus. Cantrips (0-Level Spells) At 1st level, you know two cantrips of your choice from the artificer spell list. At higher levels, you learn additional artificer cantrips of your choice, as shown in the Cantrips Known column of the Artificer table. When you gain a level in this class, you can replace one of the artificer cantrips you know with another cantrip from the artificer spell list. Preparing and Casting Spells The Artificer table shows how many spell slots you have to cast your artificer spells. To cast one of your artificer spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. You prepare the list of artificer spells that are available for you to cast, choosing from the artificer spell list. When you do so, choose a number of artificer spells equal to your Intelligence modifier + half your artificer level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots. For example, if you are a 5th-level artificer, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 14, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell Cure Wounds, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells. You can change your list of prepared spells when you finish a long rest. Preparing a new list of artificer spells requires time spent tinkering with your spellcasting focuses: at least 1 minute per spell level for each spell on your list. Spellcasting Ability Intelligence is your spellcasting ability for your artificer spells; your understanding of the theory behind magic allows you to wield these spells with superior skill. You use your Intelligence whenever an artificer spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an artificer spell you cast and when making an attack roll with one. Spell save DC = 8 + your proficiency bonus + your Intelligence modifier Spell attack modifier = your proficiency bonus + your Intelligence modifier Ritual Casting You can cast an artificer spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Infuse Item

At 2nd level, you've gained the ability to imbue mundane items with certain magical infusions, turning those objects into magic items. Infusions Known When you gain this feature, pick four artificer infusions to learn. You learn additional infusions of your choice when you reach certain levels in this class, as shown in the Infusions Known column of the Artificer table. Whenever you gain a level in this class, you can replace one of the artificer infusions you learned with a new one. Infusing an Item Whenever you finish a long rest, you can touch a nonmagical object and imbue it with one of your artificer infusions, turning it into a magic item. An infusion works on only certain kinds of objects, as specified in the infusion's description. If the item requires attunement, you can attune yourself to it the instant you infuse the item. If you decide to attune to the item later, you must do so using the normal process for attunement (see the attunement rules in the Dungeon Master's Guide). Your infusion remains in an item indefinitely, but when you die, the infusion vanishes after a number of days equal to your Intelligence modifier (minimum of 1 day). The infusion also vanishes if you replace your knowledge of the infusion. You can infuse more than one nonmagical object at the end of a long rest; the maximum number of objects appears in the Infused Items column of the Artificer table. You must touch each of the objects, and each of your infusions can be in only one object at a time. Moreover, no object can bear more than one of your infusions at a time. If you try to exceed your maximum number of infusions, the oldest infusion ends, and then the new infusion applies. If an infusion ends on an item that contains other things, like a bag of holding, its contents harmlessly appear in and around its space.

The Right Tool for the Job

At 3rd level, you've learned how to produce exactly the tool you need: with thieves' tools or artisan's tools in hand, you can magically create one set of artisan's tools in an unoccupied space within 5 feet of you. This creation requires 1 hour of uninterrupted work, which can coincide with a short or long rest. Though the product of magic, the tools are nonmagical, and they vanish when you use this feature again.

Arcane Armor

Beginning at 3rd level, your metallurgical pursuits have led to you making armor a conduit for your magic. As an action, you can turn a suit of armor you are wearing into Arcane Armor, provided you have smith's tools in hand. You gain the following benefits while wearing this armor: - If the armor normally has a Strength requirement, the arcane armor lacks this requirement for you. - You can use the arcane armor as a spellcasting focus for your artificer spells. - The armor attaches to you and can't be removed against your will. It also expands to cover your entire body, although you can retract or deploy the helmet as a bonus action. - The armor replaces any missing limbs, functioning identically to a body part it is replacing. - You can doff or don the armor as an action. The armor continues to be Arcane Armor until you don another suit of armor or you die.

Armor Model

Beginning at 3rd level, you can customize your Arcane Armor. When you do so, choose one of the following armor models: Guardian or Infiltrator. The model you choose gives you special benefits while you wear it. Each model includes a special weapon. When you attack with that weapon, you can add your Intelligence modifier, instead of Strength or Dexterity, to the attack and damage rolls. You can change the armor's model whenever you finish a short or long rest, provided you have smith's tools in hand.

Armor Model (Guardian)

Guardian. You design your armor to be in the front line of conflict. It has the following features: Thunder Gauntlets. Each of the armor's gauntlets counts as a simple melee weapon while you aren't holding anything in it, and it deals 1d8 thunder damage on a hit. A creature hit by the gauntlet has disadvantage on attack rolls against targets other than you until the start of your next turn, as the armor magically emits a distracting pulse when the creature attacks someone else. Defensive Field. As a bonus action, you can gain temporary hit points equal to your level in this class, replacing any temporary hit points you already have. You lose these temporary hit points if you doff the armor. You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Armor Model (Infiltrator)

Infiltrator. You customize your armor for subtle undertakings. It has the following features: Lightning Launcher. A gemlike node appears on one of your armored fists or on the chest (your choice). It counts as a simple ranged weapon, with a normal range of 90 feet and a long range of 300 feet, and it deals 1d6 lightning damage on a hit. Once on each of your turns when you hit a creature with it, you can deal an extra 1d6 lightning damage to that target. Powered Steps. Your walking speed increases by 5 feet. Dampening Field. You have advantage on Dexterity (Stealth) checks. If the armor normally imposes disadvantage on such checks, the advantage and disadvantage cancel each other, as normal.

Enhanced Defense

A creature gains a +1 bonus to AC while wearing or wielding this item. This bonus increases to +2 at 10th level.

Replicate Bag of Holding

Gain a bag of holding.

Keen Mind

ASI: Increase your Intelligence score by 1. Lore Knowledge: Gain expertise in Arcana. Quick Study: You can take the Study Action as a Bonus Action. Study Actions: Arcana, History, Investigation, Nature, and Religion.

Extra Attack

You can attack twice, rather than once, whenever you take the Attack action on your turn.

Tool Expertise

Your proficiency bonus is now doubled for any ability check you make that uses your proficiency with a tool.

Boots of the Winding Path

A pair of boots (requires attunement) While wearing these boots, a creature can teleport up to 15 feet as a bonus action to an unoccupied space the creature can see. The creature must have occupied that space at some point during the current turn.

Flash of Genius

When you or another creature you can see within 30 feet of you makes an ability check or a saving throw, you can use your reaction to add your Intelligence modifier to the roll. You can use this feature a number of times equal to your Intelligence modifier. You regain all expended uses when you finish a long rest.

Overclocker

+1 bonus to attack and damage rolls made with your gauntlets. You can convert temporary hit points granted by Defensive Field to extra damage when hitting with your gauntlets. Dealing 2d4 lightning damage to yourself invokes the internal Mizzium Apparatus. You attempt to cast a spell you do not have prepared. DC 10 + twice spell level Intelligence (Arcana) check. On a failure a random spell is cast.

Armor Modifications

Your armor now counts as separate items for the purposes of the Infuse Items feature: chest plate, boots, helmet, and gauntlets (weapon). The maximum number of items you can infuse increases by 2, but those extra items must be part of your Arcane Armor.

Enhanced Weapon

This magic weapon grants a +1 bonus to attack and damage rolls made with it. The bonus increases to +2 when you reach 10th level in this class.

Mind Sharpener

The infused item can send a jolt to the wearer to re-focus their mind. The item has 4 charges. When the wearer fails a Constitution saving throw to maintain concentration on a spell, the wearer can use its reaction to expend 1 of the item's charges to succeed instead. The item regains 4 expended charges daily at dawn.

Aberrant Dragonmark

Increase your Constitution score by 1, to a maximum of 20. You learn the cantrip You learn the Chaos Bolt spell and can cast it from your mark. Once you do so, you must finish a long or short rest before doing so again. When you cast Chaos Bolt this way you can expend one of your Hit Dice and roll it. If you roll an even number, you gain a number of temporary hit points equal to the number rolled. If you roll an odd number, one random creature within 30 feet of you (not including you) takes force damage equal to the number rolled. If no other creatures are in range, you take the damage.

SPELLS

Gust

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Target:

Components: V S

Duration: Instantaneous

Description:

You seize the air and compel it to create one of the following effects at a point you can see within range: One Medium or smaller creature that you choose must succeed on a Strength saving throw or be pushed up to 5 feet away from you. You create a small blast of air capable of moving one object that is neither held nor carried and that weighs no more than 5 pounds. The object is pushed up to 10 feet away from you. It isn't pushed with enough force to cause damage. You create a harmless sensory affect using air, such as causing leaves to rustle, wind to slam shutters shut, or your clothing to ripple in a breeze.

Lightning Lure

Evocation cantrip

Casting Time: 1 action

Range: Self (15-foot radius)

Target: one creature

Components: V

Duration:

Description:

You create a lash of lightning energy that strikes at one creature of your choice that you can see within 15 feet of you. The target must succeed on a Strength saving throw or be pulled up to 10 feet in a straight line toward you and then take 1d8 lightning damage if it is within 5 feet of you.

Mending

Transmutation cantrip

Casting Time: 1 minute

Range: Touch

Target: A single break or tear in an object you touch

Components: V S M

Duration: Instantaneous

Description:

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

Produce Flame

Conjuration cantrip

Casting Time: 1 action

Range: Self

Target: Self or a creature within 30 feet of you

Components: V S

Duration: 10 minutes

Description:

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

Shocking Grasp

Evocation cantrip

Casting Time: 1 action

Range: Touch

Target: A creature you try to touch

Components: V S

Duration: Instantaneous

Description:

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

Magic Missile

Evocation 1

Casting Time: 1 action

Range: 120 feet

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

Components: V S

Duration: Instantaneous

Description:

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot above 1st.

Thunderwave

Evocation 1

Casting Time: 1 action

Range: Self (15-foot cube)

Target: Self (15-foot cube)

Components: V S

Duration: Instantaneous

Description:

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

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

Abjuration 1

Casting Time:

Range:

Target:

Components: V S M

Duration:

Description:

Absorb Elements

Abjuration 1

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

Range: Self

Target:

Components: S

Duration: 1 round

Description:

The spell captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and the spell ends.

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

Alarm

Abjuration 1

Casting Time: 1 minute

Range: 30 feet

Target: A door, a window, or an area within range that is no larger than a 20-foot cube

Components: V S M

Duration: 8 hours

Description:

You set an alarm against unwanted intrusion. Choose a door, a 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

Chaos Bolt

Evocation 1

Casting Time: 1 action

Range: 120 feet

Target: one creature

Components: V S

Duration:

Description:

You hurl an undulating, warbling mass of chaotic energy at one creature in range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 + 1d6 damage. Choose one of the d8s. The number rolled on that die determines the attack's damage type, as shown below: 1- Acid 2-Cold 3-Fire 4-Force 5-Lightning 6-Poison 7-Psychic 8-Thunder If you roll the same number on both d8s, the chaotic energy leaps from the target to a different creature of your choice within 30 feet of it. Make a new attack roll against the new target, and make a new damage roll, which could cause the chaotic energy to leap again. A creature can be targeted only once by each casting of this spell.

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

Catapult

Transmutation 1

Casting Time: 1 action**Range:** 60 feet**Target:** one object**Components:** S**Duration:** Instantaneous**Description:**

Choose one object weighing 1 to 5 pounds within range that isn't being worn or carried. The object flies in a straight line up to 90 feet in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. If the object would strike a creature, that creature must make a Dexterity saving throw. On a failed save, the object strikes the target and stops moving. When the object strikes something, the object and what it strikes each take 3d8 bludgeoning damage.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the maximum weight of objects that you can target with this spell increases by 5 pounds, and the damage increases by 1d8, for each slot level above 1st.

Cure Wounds

Evocation 1

Casting Time: 1 action**Range:** Touch**Target:** A creature you touch**Components:** V S**Duration:** Instantaneous**Description:**

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

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

Detect Magic

Divination 1

Casting Time: 1 action**Range:** Self**Target:** Self**Components:** V S**Duration:** ConcentrationUp to 10 minutes**Description:**

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

Disguise Self

Illusion 1

Casting Time: 1 action**Range:** Self**Target:** Self**Components:** V S**Duration:** 1 hour**Description:**

You make yourself—including your clothing, armor, weapons, and other belongings on your person—look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair. To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

Expeditious Retreat

Transmutation 1

Casting Time: 1 bonus action**Range:** Self**Target:** Self**Components:** V S**Duration:** ConcentrationUp to 10 minutes**Description:**

This spell allows you to move at an incredible pace. When you cast this spell, and then as a bonus action on each of your turns until the spell ends, you can take the Dash action.

Faerie Fire

Evocation 1

Casting Time: 1 action**Range:** 60 feet**Target:** Each object in a 20-foot cube within range**Components:** V**Duration:** ConcentrationUp to 1 minute**Description:**

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

False Life

Necromancy 1

Casting Time: 1 action**Range:** Self**Target:** Self**Components:** V S M**Duration:** 1 hour**Description:**

Bolstering yourself with a necromantic facsimile of life, you gain 1d4 + 4 temporary hit points for the duration.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you gain 5 additional Temporary Hit Points for each slot level above 1st.

Feather Fall

Transmutation 1

Casting Time: 1 reaction, which you take when you or a creature within 60 feet of you falls**Range:** 60 feet**Target:** Up to five falling creatures within range**Components:** V M**Duration:** 1 minute**Description:**

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.

Grease

Conjuration 1

Casting Time: 1 action**Range:** 60 feet**Target:** A 10-foot square centered on a point within range**Components:** V S M**Duration:** 1 minute**Description:**

Slick grease covers the ground in a 10-foot square centered on a point within range and turns it into difficult terrain for the duration. When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.

Identify

Divination 1

Casting Time: 1 minute**Range:** Touch**Target:** One object that you must touch throughout the casting of the spell**Components:** V S M**Duration:** Instantaneous**Description:**

You choose one object that you must touch 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.

Jump

Transmutation 1

Casting Time: 1 action**Range:** Touch**Target:** A creature**Components:** V S M**Duration:** 1 minute**Description:**

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

Longstrider

Transmutation 1

Casting Time: 1 action**Range:** Touch**Target:** A creature**Components:** V S M**Duration:** 1 hour**Description:**

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

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

Purify Food and Drink

Transmutation 1

Casting Time: 1 action

Range: 10 feet

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

Components: V S

Duration: Instantaneous

Description:

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

Sanctuary

Abjuration 1

Casting Time: 1 bonus action

Range: 30 feet

Target: A creature within range

Components: V S M

Duration: 1 minute

Description:

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball. If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.

Snare

Abjuration 1

Casting Time: 1 minute

Range: Touch

Target:

Components: V S M

Duration: Until dispelled or triggered

Description:

While you cast this spell, you use the cord or rope to create a circle with a 5-foot radius on a flat surface within your reach. When you finish casting, the cord or rope disappears to become a magical trap. The trap is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC to be found. The trap triggers when a Small creature or larger moves into the area protected by the spell. The triggering creature must succeed on a Dexterity saving throw or fall prone and be hoisted into the air until it hangs upside down 3 feet above the protected surface, where it is restrained. The restrained creature can make a Dexterity saving throw with disadvantage at the end of each of its turns and ends the restrained effect on a success. Alternatively, another creature that can reach the restrained creature can use an action to make an Intelligence (Arcana) check against your spell save DC. On a success, the restrained effect also ends.

Tasha's Caustic Brew

Evocation 1

Casting Time: 1 action

Range: Self (30-foot line)

Target:

Components: V S M

Duration: Concentration up to 1 minute

Description:

A stream of acid emanates from you in a line 30 feet long and 5 feet wide in a direction you choose. Each creature in the line must succeed on a Dexterity saving throw or be covered in acid for the spell's duration or until a creature uses its action to scrape or wash the acid off itself or another creature. A creature covered in the acid takes 2d4 acid damage at start of each of its turns.

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

Mirror Image

Illusion 2

Casting Time: 1 action

Range: Self

Target: Self

Components: V S

Duration: 1 minute

Description:

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates. Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates. If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher. A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed. A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

Shatter

Evocation 2

Casting Time: 1 action

Range: 60 feet

Target: A point of your choice within range

Components: V S M

Duration: Instantaneous

Description:

A sudden loud ringing noise, painfully intense, 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 this 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.

Abjuration 2

Casting Time:

Range:

Target:

Components: V S M

Duration:

Description:

Aid

Abjuration 2

Casting Time: 1 action

Range: 30 feet

Target: Up to three creatures within range

Components: V S M

Duration: 8 hours

Description:

Your spell bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, a target's hit points increase by an additional 5 for each slot level above 2nd.

Alter Self

Transmutation 2

Casting Time: 1 action

Range: Self

Target: Self

Components: V S

Duration: Concentration up to 1 hour

Description:

You assume a different form. When you cast the spell, choose one of the following options, the effects of which last for the duration of the spell. While the spell lasts, you can end one option as an action to gain the benefits of a different one. **Aquatic Adaptation.** You adapt your body to an aquatic environment, sprouting gills and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed. **Change Appearance.** You transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this spell to become quadrupedal, for instance. At any time for the duration of the spell, you can use your action to change your appearance in this way again. **Natural Weapons.** You grow claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose, and you are proficient with your unarmed strikes. Finally, the natural weapon is magic and you have a +1 bonus to the attack and damage rolls you make using it.

Arcane Lock

Abjuration 2

Casting Time: 1 action

Range: Touch

Target: A closed door, window, gate, chest, or other entryway

Components: V S M

Duration: Until dispelled

Description:

You touch a closed door, window, gate, chest, or other entryway, 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. Casting knock on the object suppresses arcane lock for 10 minutes. 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.

Blur

Illusion 2

Casting Time: 1 action

Range: Self

Target: Self

Components: V

Duration: Concentration up to 1 minute

Description:

Your body becomes blurred, shifting and wavering to all who can see you. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

Continual Flame

Evocation 2

Casting Time: 1 action**Range:** Touch**Target:** An object that you touch**Components:** V S M**Duration:** Until dispelled**Description:**

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

Darkvision

Transmutation 2

Casting Time: 1 action**Range:** Touch**Target:** A willing creature**Components:** V S M**Duration:** 8 hours**Description:**

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

Enhance Ability

Transmutation 2

Casting Time: 1 action**Range:** Touch**Target:** A creature**Components:** V S M**Duration:** ConcentrationUp to 1 hour**Description:**

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

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

Enlarge Reduce

Transmutation 2

Casting Time: 1 action**Range:** 30 feet**Target:** A creature or an object you can see within range**Components:** V S M**Duration:** ConcentrationUp to 1 minute**Description:**

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

Heat Metal

Transmutation 2

Casting Time: 1 action**Range:** 60 feet**Target:** A manufactured metal object that you can see within range**Components:** V S M**Duration:** ConcentrationUp to 1 minute**Description:**

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

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

Invisibility

Illusion 2

Casting Time: 1 action**Range:** Touch**Target:** A creature you touch**Components:** V S M**Duration:** ConcentrationUp to 1 hour**Description:**

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

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.

Lesser Restoration

Abjuration 2

Casting Time: 1 action**Range:** Touch**Target:** A creature**Components:** V S**Duration:** Instantaneous**Description:**

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

Levitate

Transmutation 2

Casting Time: 1 action**Range:** 60 feet**Target:** One creature or object of your choice that you can see within range**Components:** V S M**Duration:** ConcentrationUp to 10 minutes**Description:**

One creature or object of your choice that you can see within range rises vertically, up to 20 feet, and remains suspended there for the duration. The spell can levitate a target that weighs up to 500 pounds. An unwilling creature that succeeds on a Constitution saving throw is unaffected. The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the spell's range. When the spell ends, the target floats gently to the ground if it is still aloft.

Magic Mouth

Illusion 2

Casting Time: 1 minute

Range: 30 feet

Target: An object within range

Components: V S M

Duration: Until dispelled

Description:

You implant a message within an object in range, a message that is uttered when a trigger condition is met. Choose an object that you can see and that isn't being worn or carried by another creature. Then speak the message, which must be 25 words or less, though it can be delivered over as long as 10 minutes. Finally, determine the circumstance that will trigger the spell to deliver your message. When that circumstance occurs, a magical mouth appears on the object and recites the message in your voice and at the same volume you spoke. If the object you chose has a mouth or something that looks like a mouth (for example, the mouth of a statue), the magical mouth appears there so that the words appear to come from the object's mouth. When you cast this spell, you can have the spell end after it delivers its message, or it can remain and repeat its message whenever the trigger occurs. The triggering circumstance can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the object. For example, you could instruct the mouth to speak when any creature moves within 30 feet of the object or when a silver bell rings within 30 feet of it.

Magic Weapon

Transmutation 2

Casting Time: 1 bonus action

Range: Touch

Target: A nonmagical weapon

Components: V S

Duration: ConcentrationUp to 1 hour

Description:

You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you use a spell slot of 6th level or higher, the bonus increases to +3.

Protection from Poison

Abjuration 2

Casting Time: 1 action

Range: Touch

Target: A creature

Components: V S

Duration: 1 hour

Description:

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

Pyrotechnics

Transmutation 2

Casting Time: 1 action

Range: 60 feet

Target: a 5 foot cube within range

Components: V S

Duration: instantaneous

Description:

Choose an area of flame that you can see and that can fit within a 5-foot cube within range. You can extinguish the fire in that area, and you create either fireworks or smoke. Fireworks. The target explodes with a dazzling display of colors. Each creature within 10 feet of the target must succeed on a Constitution saving throw or become blinded until the end of your next turn. Smoke. Thick black smoke spreads out from the target in a 20-foot radius, moving around corners. The area of the smoke is heavily obscured. The smoke persists for 1 minute or until a strong wind disperses it.

Rope Trick

Transmutation 2

Casting Time: 1 action

Range: Touch

Target: A length of rope that is up to 60 feet long

Components: V S M

Duration: 1 hour

Description:

You touch a length of rope that is up to 60 feet long. One end of the rope then rises into the air until the whole rope hangs perpendicular to the ground. At the upper end of the rope, an invisible entrance opens to an extradimensional space that lasts until the spell ends. The extradimensional space can be reached by climbing to the top of the rope. The space can hold as many as eight Medium or smaller creatures. The rope can be pulled into the space, making the rope disappear from view outside the space. Attacks and spells can't cross through the entrance into or out of the extradimensional space, but those inside can see out of it as if through a 3-foot-by-5-foot window centered on the rope. Anything inside the extradimensional space drops out when the spell ends.

See Invisibility

Divination 2

Casting Time: 1 action

Range: Self

Target: Self

Components: V S M

Duration: 1 hour

Description:

For the duration, you see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.

Skywrite

Transmutation 2 (ritual)

Casting Time: 1 action

Range: sight

Target: a part of the sky you can see

Components: V S

Duration: Concentrationup to 1 day

Description:

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

Spider Climb

Transmutation 2

Casting Time: 1 action

Range: Touch

Target: One willing creature you touch

Components: V S M

Duration: ConcentrationUp to 1 hour

Description:

Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target also gains a climbing speed equal to its walking speed.

Web

Conjuration 2

Casting Time: 1 action

Range: 60 feet

Target: A point of your choice within range

Components: V S M

Duration: ConcentrationUp to 1 hour

Description:

You conjure a mass of thick, sticky webbing at a point of your choice within range. The webs fill a 20-foot cube from that point for the duration. The webs are difficult terrain and lightly obscure their area. If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet. Each creature that starts its turn in the webs or that enters them during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free. A creature restrained by the webs can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained. The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

Blink

Transmutation 3

Casting Time: 1 action

Range: Self

Target: Self

Components: V S

Duration: 1 minute

Description:

Roll a d20 at the end of each of your turns for the duration of the spell. On a roll of 11 or higher, you vanish from your current plane of existence and appear in the Ethereal Plane (the spell fails and the casting is wasted if you were already on that plane). At the start of your next turn, and when the spell ends if you are on the Ethereal Plane, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). You can dismiss this spell as an action. While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of gray, and you can't see anything there more than 60 feet away. You can only affect and be affected by other creatures on the Ethereal Plane. Creatures that aren't there can't perceive you or interact with you, unless they have the ability to do so.

Catnap

Enchantment 3

Casting Time: 1 action

Range: 30 feet

Target: three willing creatures of your choice

Components: S M

Duration: 10 minutes

Description:

You make a calming gesture, and up to three willing creatures of your choice that you can see within range fall unconscious for the spell's duration. The spell ends on a target early if it takes damage or someone uses an action to shake or slap it awake. If a target remains unconscious for the full duration, that target gains the benefit of a short rest, and it can't be affected by this spell again until it finishes a long rest.

Create Food and Water

Conjuration 3

Casting Time: 1 action

Range: 30 feet

Target: The ground or containers within range

Components: V S

Duration: Instantaneous

Description:

You create 45 pounds of food and 30 gallons of water on the ground or in containers within range, enough to sustain up to fifteen humanoid or five steeds for 24 hours. The food is bland but nourishing, and spoils if uneaten after 24 hours. The water is clean and doesn't go bad.

Dispel Magic

Abjuration 3

Casting Time: 1 action

Range: 120 feet

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

Components: V S

Duration: Instantaneous

Description:

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

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

Elemental Weapon

Transmutation 3

Casting Time: 1 action

Range: Touch

Target: a nonmagical weapon

Components: V S

Duration: Concentration up to 1 hour

Description:

A nonmagical weapon you touch becomes a magic weapon. Choose one of the following damage types: acid, cold, fire, lightning, or thunder. For the duration, the weapon has a +1 bonus to attack rolls and deals an extra 1d4 damage of the chosen type when it hits.

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

Flame Arrows

Transmutation 3

Casting Time: 1 action

Range: Touch

Target: a quiver of arrows or bolts

Components: V S

Duration: Concentration up to 1 hour

Description:

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

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

Fly

Transmutation 3

Casting Time: 1 action

Range: Touch

Target: A willing creature

Components: V S M

Duration: Concentration Up to 10 minutes

Description:

You touch a willing creature. The target gains a flying speed of 60 feet for the duration. When the spell ends, the target falls if it is still aloft, unless it can stop the fall.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

Glyph of Warding

Abjuration 3

Casting Time: 1 hour

Range: Touch

Target: Either a surface or within an object that can be closed

Components: V S M

Duration: Until dispelled or triggered

Description:

When you cast this spell, you inscribe a glyph that harms other creatures, either upon a surface (such as a table or a section of floor or wall) or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the glyph. If you choose a surface, the glyph can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered. The glyph is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC to be found. You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or standing on the glyph, removing another object covering the glyph, approaching within a certain distance of the glyph, or manipulating the object on which the glyph is inscribed. For glyphs inscribed within an object, the most common triggers include opening that object, approaching within a certain distance of the object, or seeing or reading the glyph. Once a glyph is triggered, this spell ends. You can further refine the trigger so the spell activates only under certain circumstances or according to physical characteristics (such as height or weight), creature kind (for example, the ward could be set to affect aberrations or drow), or alignment. You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password. When you inscribe the glyph, choose explosive runes or a spell glyph. Explosive Runes. When triggered, the glyph erupts with magical energy in a 20-foot-radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the area must make a Dexterity saving throw. A creature takes 5d8 acid, cold, fire, lightning, or thunder damage on a failed saving throw (your choice when you create the glyph), or half as much damage on a successful one. Spell Glyph. You can store a prepared spell of 3rd level or lower in the glyph by casting it as part of creating the glyph. The spell must target a single creature or an area. The spell being stored has no immediate effect when cast in this way. When the glyph is triggered, the stored spell is cast. If the spell has a target, it targets the creature that triggered the glyph. If the spell affects an area, the area is centered on that creature. If the spell summons hostile creatures or creates harmful objects or traps, they appear as close as possible to the intruder and attack it. If the spell requires concentration, it lasts until the end of its full duration.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage of an explosive runes glyph increases by 1d8 for each slot level above 3rd. If you create a spell glyph, you can store any spell of up to the same level as the slot you use for the glyph of warding.

Haste

Transmutation 3

Casting Time: 1 action**Range:** 30 feet**Target:** A willing creature that you can see within range**Components:** V S M**Duration:** ConcentrationUp to 1 minute**Description:**

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

Intellect Fortress

Abjuration 3

Casting Time: 1 action**Range:** 30 feet**Target:** one willing creature**Components:** V**Duration:** Concentrationup to 1 hour**Description:**

For the duration, you or one willing creature you can see within range has resistance to psychic damage, as well as advantage on Intelligence, Wisdom, and Charisma saving throws.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd. The creatures must be within 30 feet of each other when you target them.

Protection from Energy

Abjuration 3

Casting Time: 1 action**Range:** Touch**Target:** The willing creature you touch**Components:** V S**Duration:** ConcentrationUp to 1 hour**Description:**

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

Revivify

Necromancy 3

Casting Time: 1 action**Range:** Touch**Target:** A creature that has died within the last minute**Components:** V S M**Duration:** Instantaneous**Description:**

You touch a creature that has died within the last minute. That creature returns to life with 1 hit point.

This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

Tiny Servant

Transmutation 3

Casting Time: 1 minute**Range:** Touch**Target:****Components:** V S**Duration:** 8 hours**Description:**

You touch one Tiny, nonmagical object that isn't attached to another object or a surface and isn't being carried by another creature. The target animates and sprouts little arms and legs, becoming a creature under your control until the spell ends or the creature drops to 0 hit points. See the stat block for its statistics. As a bonus action, you can mentally command the creature if it is within 120 feet of you. (If you control multiple creatures with this spell, you can command any or all of them at the same time, issuing the same command to each one.) You decide what action the creature will take and where it will move during its next turn, or you can issue a simple, general command, such as to fetch a key, stand watch, or stack some books. If you issue no commands, the servant does nothing other than defend itself against hostile creatures. Once given an order, the servant continues to follow that order until its task is complete. When the creature drops to 0 hit points, it reverts to its original form, and any remaining damage carries over to that form.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you can animate two additional objects for each slot level above 3rd.