

Sildhiir's Spellbook

Acid Splash

Conjuration

Level: **Cantrip**

Casting time: **1 Action**

Range: **60 feet**

Components: **V, S**

Duration: **Instantaneous**

You hurl a bubble of acid. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage.

At Higher Levels

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

Alter Self

Transmutation

Level: **2**

Casting time: **1 Action**

Range: **Self**

Components: **V, S**

Duration: **Concentration, up to 1 hour**

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 don'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.

Comprehend Languages (Ritual)

Divination

Level: **1**

Casting time: **1 Action**

Range: **Self**

Components: **V, S, M (a pinch of soot and salt)**

Duration: **1 hour**

For the duration, you understand the literal meaning of any spoken language that you hear.

You also understand any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface of which the words are written. It takes about 1 minute to read one page of text.

This spell doesn't decode secret messages in a text or glyph, such as an arcane sigil, that isn't part of a written language.

Detect Magic (Ritual)

Divination

Level: **1**

Casting time: **1 Action**

Range: **Self**

Components: **V, S**

Duration: **Concentration, up to 10 minutes**

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 is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Dust Devil

Conjuration

Level: **2**

Casting time: **1 Action**

Range: **60 feet**

Components: **V, S, M**

Duration: **Concentration, up to 1 minute**

(a pinch of dust)

Choose an unoccupied 5-foot cube of air that you can see within range. An elemental force that resembles a dust devil appears in the cube and lasts for the spell's duration.

Any creature that ends its turn within 5 feet of the dust devil must make a Strength saving throw. On a failed save, the creature takes 1d8 bludgeoning damage and is pushed 10 feet away. On a successful save, the creature takes half as much damage and isn't pushed.

As a bonus action, you can move the dust devil up to 30 feet in any direction. If the dust devil moves over sand, dust, loose dirt, or small gravel, it sucks up the material and forms a 10-foot-radius cloud of debris around itself that lasts until the start of your next turn. The cloud heavily obscures its 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.

Evard's Black Tentacles

Conjuration

Level: **4**

Casting time: **1 Action**

Range: **90 feet**

Components: **V, S, M (a piece of tentacle from a giant octopus or a giant squid)**

Duration: **Concentration, up to 1 minute**

Squirming, ebony tentacles fill a 20-foot square on ground that you can see within range. For the duration, these tentacles turn the ground in the area into difficult terrain.

When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw or take 3d6 bludgeoning damage and be restrained by the tentacles until the spell ends. A creature that starts its turn in the area and is already restrained by the tentacles takes 3d6 bludgeoning damage.

A creature restrained by the tentacles can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself.

Find Familiar (Ritual)

Conjuration

Level: **1**

Casting time: **1 Hour**

Range: **10 feet**

Components: **V, S, M (10 gp worth of charcoal, incense, and herbs that must be consumed by fire in a brass brazier)**

Duration: **Instantaneous**

You gain the service of a familiar, a spirit that takes an animal form you choose: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, sea horse, spider, or weasel. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey or fiend (your choice) instead of a beast.

Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal.

When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again.

While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits you summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature.

Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

Fire Bolt

Evocation

Level: **Cantrip**

Casting time: **1 Action**

Range: **120 feet**

Components: **V, S**

Duration: **Instantaneous**

You hurl a mote 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.

At Higher Levels

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

Fireball

Evocation

Level: **3**

Casting time: **1 Action**

Range: **150 feet**

Components: **V, S, M (a tiny ball of bat guano and sulfur)**

Duration: **Instantaneous**

A bright streak flashes from your pointing finger to a point you choose within range then blossoms with a low roar into an explosion of flame.

Each creature in a 20-foot radius 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.

Frostbite

Evocation

Level: **Cantrip**
Casting time: **1 Action**
Range: **60 feet**
Components: **V, S**
Duration: **Instantaneous**

You cause numbing frost to form on one creature that you can see within range. The target must make a Constitution saving throw. On a failed save, the target takes 1d6 cold damage, and it has disadvantage on the next weapon attack roll it makes before the end of its next turn.

At Higher Levels

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

Ice Knife

Conjuration

Level: **1**
Casting time: **1 Action**
Range: **60 feet**
Components: **S, M**
Duration: **Instantaneous**

(a drop of water or piece of ice)
You create a shard of ice and fling it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of the point where the ice exploded must succeed on a Dexterity saving throw or take 2d6 cold damage.

At Higher Levels

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

Gentle Repose (Ritual)

Necromancy

Level: **2**
Casting time: **1 Action**
Range: **Touch**
Components: **V, S, M (a pinch of salt and one copper piece placed on each of the corpse's eyes, which must remain there for the duration)**
Duration: **10 days**

You touch a corpse or other remains. For the duration, the target is protected from decay and can't become undead.

The spell also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this spell don't count against the time limit of spells such as raise dead.

Invisibility

Illusion

Level: **2**
Casting time: **1 Action**
Range: **Touch**
Components: **V, S, M (an eyelash encased in gum arabic)**
Duration: **Concentration, up to 1 hour**

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.

Haste

Transmutation

Level: **3**
Casting time: **1 Action**
Range: **30 feet**
Components: **V, S, M (a shaving of licorice root)**
Duration: **Concentration, up to 1 minute**

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.

Leomund's Tiny Hut (Ritual)

Evocation

Level: **3**
Casting time: **1 Minute**
Range: **Self (10-foot-radius hemisphere)**
Components: **V, S, M (a small crystal bead)**
Duration: **8 hours**

A 10-foot-radius immobile dome of force springs into existence around and above you and remains stationary for the duration. The spell ends if you leave its area.

Nine creatures of Medium size or smaller can fit inside the dome with you. The spell fails if its area includes a larger creature or more than nine creatures. Creatures and objects within the dome when you cast this spell can move through it freely. All other creatures and objects are barred from passing through it. Spells and other magical effects can't extend through the dome or be cast through it. The atmosphere inside the space is comfortable and dry, regardless of the weather outside.

Until the spell ends, you can command the interior to become dimly lit or dark. The dome is opaque from the outside, of any color you choose, but it is transparent from the inside.

Levitate

Transmutation

Level: **2**

Casting time: **1 Action**

Range: **60 feet**

Components: **V, S, M (either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end)**

Duration: **Concentration, up to 10 minutes**

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.

Mage Hand

Conjuration

Level: **Cantrip**

Casting time: **1 Action**

Range: **30 feet**

Components: **V, S**

Duration: **1 minute**

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate magical items, or carry more than 10 pounds.

Light

Evocation

Level: **Cantrip**

Casting time: **1 Action**

Range: **Touch**

Components: **V, M (a firefly or phosphorescent moss)**

Duration: **1 hour**

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

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

Mage Armor

Abjuration

Level: **1**

Casting time: **1 Action**

Range: **Touch**

Components: **V, S, M (a piece of cured leather)**

Duration: **8 hours**

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. 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.

Magic Missile

Evocation

Level: **1**

Casting time: **1 Action**

Range: **120 feet**

Components: **V, S**

Duration: **Instantaneous**

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 level above 1st.

Shield

Abjuration

Level: **1**

Casting time: **Special**

Range: **Self**

Components: **V, S**

Duration: **1 round**

Reaction trigger: You are hit by an attack or targeted by the magic missile spell

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, and you take no damage from magic missile.

Sleep

Enchantment

Level: **1**

Casting time: **1 Action**

Range: **90 feet**

Components: **V, S, M (a pinch of fine sand, rose petals, or a cricket)**

Duration: **1 minute**

This spell sends creatures into a magical slumber. Roll 5d8, the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. 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.

Undead and creatures immune to being charmed aren't affected by this spell.

At Higher Levels

When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

Sleet Storm

Conjuration

Level: **3**

Casting time: **1 Action**

Range: **150 feet**

Components: **V, S, M (a pinch of dust and a few drops of water)**

Duration: **Concentration, up to 1 minute**

Until the spell ends, freezing rain and sleet fall in a 20-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused.

The ground in the area is covered with slick ice, making it difficult terrain. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, it falls prone.

If a creature is concentrating in the spell's area, the creature must make a successful Constitution saving throw against your spell save DC or lose concentration.

Web

Conjuration

Level: **2**

Casting time: **1 Action**

Range: **60 feet**

Components: **V, S, M (a bit of spiderweb)**

Duration: **Concentration, up to 1 hour**

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.