

Insect Plague

March 6, 2023



Swarming, biting locusts fill a 20-foot radius sphere centered on a point you choose within range. The sphere spreads around corners. The sphere remains for the duration, and its area is lightly obscured. The sphere's area is difficult terrain.

When the area appears, each creature in it must make a Constitution saving throw. A creature takes 4d10 piercing damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 for each slot level above 5th.

Jump

March 6, 2023



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

Spells (K)

Invisibility

March 6, 2023



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.

Knock

March 6, 2023



Choose an object that you can see within range. 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 held shut with [\[yadawiki link="arcane lock*\]](#), that spell is suppressed for 10 minutes, during which time the target can be opened and shut normally.

When you cast the spell, a loud knock, audible from as far away as 300 feet, emanates from the target object.

Light

March 6, 2023



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.

Levitate

March 6, 2023



One creature or loose 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.

Lightning Bolt

March 6, 2023



A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one.

The lightning 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.

Mage Armor

March 6, 2023



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.

Mage Hand

March 6, 2023



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 magic items, or carry more than 10 pounds.

Magic Missile

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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.