

ANIMATE DEAD

CASTING TIME 1 minute	RANGE 10 feet
COMPONENTS V, S, M	DURATION Instantaneous

a drop of blood, a piece of flesh, and a pinch of bone dust

This spell creates an undead servant. Choose a pile of bones or a corpse of a Medium or Small humanoid within range. Your spell imbues the target with a foul mimicry of life, raising it as an undead creature. The target becomes a skeleton if you chose bones or a zombie if you chose a corpse (the DM has the creature's game statistics).

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 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 next 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.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain the control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over up to four creatures you have animated with this spell, rather than animating a new one.

Wizard3rd Necromancy

BLINK

CASTING TIME 1 action	RANGE Self
COMPONENTS V, S	DURATION 1 minute

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 you 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 more than 60 feet away. You can only affect and be affected by other creatures on the Ethereal Plane. Creature that aren't there can't perceive you or interact with you, unless they have the ability to do so.

Wizard3rd Transmutation

BESTOW CURSE

CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S	DURATION Concentration, up to 1 minute

You touch a creature, and that creature must succeed on a Wisdom saving throw or become cursed for the duration of the spell. When you cast this spell, choose the nature of the curse from the following options.

- Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score.
- While cursed, the target has disadvantage on attack rolls against you.
- While cursed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.
- While the target is cursed, your attacks and spells deal an extra 1d8 necrotic damage to the target.

A remove curse spell ends this effect. At the DM's option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The DM has final say on such a curse's effect.

At Higher Levels: If you cast this spell using a spell slot of 4th level or higher, the duration is concentration, up to 10 minutes. If you use a spell slot of 5th level or higher, the duration is 8 hours. If you use a spell slot of 7th level or higher, the duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled. Using a spell slot of 5th level or higher grants a duration that doesn't require concentration.

Wizard3rd Necromancy

CLAIRVOYANCE

CASTING TIME 10 minutes	RANGE 1 mile
COMPONENTS V, S, M	DURATION Concentration, up to 10 minutes

a focus worth at least 100 gp, either a jeweled horn for hearing or a glass eye for scrying

You create an invisible sensor within range in a location familiar to you (a place you have visited or seen before) or in an obvious location that is unfamiliar to you (such as behind a door, around a corner, or in a grove of trees). The sensor remains in place for the duration, and it can't be attacked or otherwise interacted with. When you cast the spell, you choose seeing or hearing. You can use the chosen sense through the sensor as if you were in its space. As your action, you can switch between seeing and hearing. A creature that can see the sensor (such as a creature benefitting from see invisibility or truesight) sees a luminous, intangible orb about the size of your fist.

When you cast the spell, you choose seeing or hearing. You can use the chosen sense through the sensor as if you were in its space. As your action, you can switch between seeing and hearing. A creature that can see the sensor (such as a creature benefitting from see invisibility or truesight) sees a luminous, intangible orb about the size of your fist.

Wizard3rd Divination

COUNTERSPELL

CASTING TIME 1 reaction	RANGE 60 feet
COMPONENTS S	DURATION Instantaneous

You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

At Higher Level. When you cast this spell using a spell slot of 4th level or higher, the interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.

Wizard3rd Abjuration

DISPEL MAGIC

CASTING TIME 1 action	RANGE 120 feet
COMPONENTS V, S	DURATION Instantaneous

Choose any creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 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.

Wizard3rd Abjuration

FEIGN DEATH (RITUAL)

CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S, M	DURATION 1 hour

a pinch of graveyard dirt

You touch a willing creature and put it into a cataleptic state that is indistinguishable from death.

For the spell's duration, or until you use an action to touch the target and dismiss the spell, the target appears dead to all outward inspection and to spells used to determine the target's status. The target is blinded and incapacitated, and its speed drops to 0. The target has resistance to all damage except psychic damage. If the target is diseased or poisoned when you cast the spell, or becomes diseased or poisoned while under the spell's effect, the disease and poison have no effect until the spell ends.

Wizard3rd Necromancy

FLY

CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S, M	DURATION Concentration, up to 10 minutes

a wing feather from any bird

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.

Wizard3rd Transmutation

FIREBALL

CASTING TIME 1 action	RANGE 150 feet
COMPONENTS V, S, M	DURATION Instantaneous

a tiny ball of bat guano and sulfur

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.

Wizard3rd Evocation

<div>FEAR</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>Self (30-foot cone)</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S, M</td><td>Concentration, up to 1 minute</td></tr> </table> <div> <i>a white feather or the heart of a hen</i> </div> <div> <p>You project a phantasmal image of a creature's worst fears. Each creature in a 30-foot cone must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened for the duration.</p> <p>While frightened by this spell, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.</p> </div> <div> <div>Wizard</div> <div>3rd Illusion</div> </div>		CASTING TIME	RANGE	1 action	Self (30-foot cone)	COMPONENTS	DURATION	V, S, M	Concentration, up to 1 minute
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<div>GLYPH OF WARDING</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 hour</td><td>Touch</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S, M</td><td>Until dispelled or triggered</td></tr> </table> <div> <i>incense and powdered diamond worth at least 200 gp, which the spell consumes</i> </div> <div> <p>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.</p> <p>The glyph is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC to be found.</p> <p>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.</p> <p>You can further refine the trigger so the spell activates only under certain circumstances or according to physical</p> </div> <div> <div>Wizard</div> <div>3rd Abjuration</div> </div>		CASTING TIME	RANGE	1 hour	Touch	COMPONENTS	DURATION	V, S, M	Until dispelled or triggered
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<div>GASEOUS FORM</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>Touch</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S, M</td><td>Concentration, up to 1 hour</td></tr> </table> <div> <i>a bit of gauze and a wisp of smoke</i> </div> <div> <p>You transform a willing creature you touch, along with everything it's wearing and carrying, into a misty cloud for the duration. The spell ends if the creature drops to 0 hit points. An incorporeal creature isn't affected.</p> <p>While in this form, the target's only method of movement is a flying speed of 10 feet. The target can enter and occupy the space of another creature. The target has resistance to nonmagical damage, and it has advantage on Strength, Dexterity, and Constitution saving throws. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when stunned or otherwise incapacitated.</p> <p>While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The target can't attack or cast spells.</p> </div> <div> <div>Wizard</div> <div>3rd Transmutation</div> </div>		CASTING TIME	RANGE	1 action	Touch	COMPONENTS	DURATION	V, S, M	Concentration, up to 1 hour
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<div>HYPNOTIC PATTERN</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>120 feet</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>S, M</td><td>Concentration, up to 1 minute</td></tr> </table> <div> <i>a glowing stick of incense or a crystal vial filled with phosphorescent material</i> </div> <div> <p>You create a twisting pattern of colors that weaves through the air inside a 30-foot cube within range. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0.</p> <p>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.</p> </div> <div> <div>Wizard</div> <div>3rd Illusion</div> </div>		CASTING TIME	RANGE	1 action	120 feet	COMPONENTS	DURATION	S, M	Concentration, up to 1 minute
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<div>HASTE</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>30 feet</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S, M</td><td>Concentration, up to 1 minute</td></tr> </table> <div> <i>a shaving of licorice root</i> </div> <div> <p>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.</p> <p>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.</p> </div> <div> <div>Wizard</div> <div>3rd Transmutation</div> </div>		CASTING TIME	RANGE	1 action	30 feet	COMPONENTS	DURATION	V, S, M	Concentration, up to 1 minute
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1 action	30 feet								
COMPONENTS	DURATION								
V, S, M	Concentration, up to 1 minute								
<div>LEOMUND'S TINY HUT (RITUAL)</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 minute</td><td>Self (10-foot-radius hemisphere)</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S, M</td><td>8 hours</td></tr> </table> <div> <i>a small crystal bead</i> </div> <div> <p>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.</p> <p>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.</p> <p>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.</p> </div> <div> <div>Wizard</div> <div>3rd Evocation</div> </div>		CASTING TIME	RANGE	1 minute	Self (10-foot-radius hemisphere)	COMPONENTS	DURATION	V, S, M	8 hours
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<div>LIGHTNING BOLT</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>Self (100-foot line)</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S, M</td><td>Instantaneous</td></tr> </table> <div> <i>a bit of fur and a rod of amber, crystal, or glass</i> </div> <div> <p>A stroke of lightning forming a line of 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.</p> <p>The lightning ignites flammable objects in the area that aren't being worn or carried.</p> <p>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 above 3rd.</p> </div> <div> <div>Wizard</div> <div>3rd Evocation</div> </div>		CASTING TIME	RANGE	1 action	Self (100-foot line)	COMPONENTS	DURATION	V, S, M	Instantaneous
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<div>MAJOR IMAGE</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>120 feet</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S, M</td><td>Concentration, up to 10 minutes</td></tr> </table> <div> <i>a bit of fleece</i> </div> <div> <p>You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot cube. The image appears at a spot that you can see within range and lasts for the duration. It seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature (like a troglodyte's stench).</p> <p>As long as you are within range of the illusion, you can use your action to cause the image to move to any other spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example.</p> <p>Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to the creature.</p> <p>At Higher Levels: When you cast this spell using a spell slot of</p> </div> <div> <div>Wizard</div> <div>3rd Illusion</div> </div>		CASTING TIME	RANGE	1 action	120 feet	COMPONENTS	DURATION	V, S, M	Concentration, up to 10 minutes
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<div>MAGIC CIRCLE</div> <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 minute</td><td>10 feet</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S, M</td><td>1 hour</td></tr> </table> <div> <i>holy water or powdered silver and iron worth at least 100 gp, which the spell consumes</i> </div> <div> <p>You create a 10-foot-radius, 20-foot-tall cylinder of magical energy centered on a point on the ground that you can see within range. Glowing runes appear wherever the cylinder intersects with the floor or other surface.</p> <p>Choose one or more of the following types of creatures - celestials, elementals, fey, fiends, or undead. The circle affects a creature of the chosen type in the following ways.</p> <ul style="list-style-type: none"> The creature can't willingly enter the cylinder by nonmagical means. If the creature tries to use teleportation or interplanar travel to do so, it must first succeed on a Charisma saving throw. The creature has disadvantage on attack rolls against targets within the cylinder. Targets within the cylinder can't be charmed, frightened, or possessed by the creature. <p>When you cast this spell, you can elect to cause its magic to operate in the reverse direction, preventing a creature of the specified type from leaving the cylinder and protecting targets outside it.</p> <p>At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the duration</p> </div> <div> <div>Wizard</div> <div>3rd Abjuration</div> </div>		CASTING TIME	RANGE	1 minute	10 feet	COMPONENTS	DURATION	V, S, M	1 hour
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1 minute	10 feet								
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V, S, M	1 hour								

NONDETECTION

CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S, M	DURATION 8 hours

a pinch of diamond dust worth 25 gp sprinkled over the target, which the spell consumes

For the duration, you hide a target that you touch from divination magic. The target can be a willing creature or a place or an object no larger than 10 feet in any dimension. The target can't be targeted by any divination magic or perceived through magical scrying sensors.

Wizard3rd Abjuration

PHANTOM STEED (RITUAL)

CASTING TIME 1 minute	RANGE 30 feet
COMPONENTS V, S	DURATION 1 hour

A Large quasi-real, horse-like creature appears on the ground in an unoccupied space of your choice within range. You decide the creature's appearance, but it is equipped with a saddle, bit, and bridle. Any of the equipment created by the spell vanishes in a puff of smoke if it is carried more than 10 feet away from the steed. For the duration, you or a creature you choose can ride the steed. The creature uses the statistics for a riding horse, except it has a speed of 100 feet and can travel 10 miles in an hour, or 13 miles at a fast pace. When the spell ends, the steed gradually fades, giving the rider 1 minute to dismount. The spell ends if you use an action to dismiss it or if the steed takes any damage.

Wizard3rd Illusion

PROTECTION FROM ENERGY

CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S	DURATION Concentration, up to 1 hour

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

Wizard3rd Abjuration

REMOVE CURSE

CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S	DURATION Instantaneous

At your touch, all curses affecting one creature or object end. If the object is a cursed magic item, its curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded.

Wizard3rd Abjuration

SLOW

CASTING TIME 1 action	RANGE 120 feet
COMPONENTS V, S, M	DURATION Concentration, up to 1 minute

a drop of molasses

You alter time around up to six creatures of your choice in a 40-foot cube within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration. An affected target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted. A creature affected by this spell makes another Wisdom saving throw at the end of its turn. On a successful save, the effect ends for it.

Wizard3rd Transmutation

SLEET STORM

CASTING TIME 1 action	RANGE 150 feet
COMPONENTS V, S, M	DURATION Concentration, up to 1 minute

a pinch of dust and a few drops of water

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.

Wizard3rd Conjuration

STINKING CLOUD

CASTING TIME 1 action	RANGE 90 feet
COMPONENTS V, S, M	DURATION Concentration, up to 1 minute

a rotten egg or several skunk cabbage leaves

You create a 20-foot-radius sphere of yellow, nauseating gas centered on a point within range. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for the duration. Each creature that is completely within the cloud at the start of its turn must make a Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

Wizard3rd Conjuration

SENDING

CASTING TIME 1 action	RANGE Unlimited
COMPONENTS V, S, M	DURATION 1 round

A short piece of fine copper wire

You send a short message of twenty-five words or less to a creature with you are familiar. The creature hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. The spell enables creatures with Intelligence scores of at least 1 to understand the meaning of your message. You can send the message across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive.

Wizard3rd Evocation

TONGUES

CASTING TIME 1 action	RANGE Touch
COMPONENTS V, M	DURATION 1 hour

a small clay model of a ziggurat

This spell grants the creature you touch the ability to understand any spoken language it hears. Moreover, when the target speaks, any creature that knows at least one language and can hear the target understands what it says.

Wizard3rd Divination

VAMPIRIC TOUCH	
CASTING TIME 1 action	RANGE Self
COMPONENTS V, S	DURATION Concentration, up to 1 minute
<p>The touch of your shadow-wreathed hand can siphon force from others to heal your wounds. Make a melee spell attack against a creature within your reach. On a hit, the target takes 3d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. Until the spell ends, you can make the attack again on each of your turns as an action.</p> <p>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.</p>	
Wizard	3rd Necromancy

WATER BREATHING (RITUAL)	
CASTING TIME 1 action	RANGE 30 feet
COMPONENTS V, S, M	DURATION 24 hours
<p><i>a short reed or piece of straw</i></p> <p>This spell grants up to ten willing creatures you can see within range the ability to breathe underwater until the spell ends. Affected creatures also retain their normal mode of respiration.</p>	
Wizard	3rd Transmutation