

A spell's description specifies its area of effect, which typically has one of four different shapes: cone, cube, line, or sphere. Every area of effect has a point of origin, a location from which the spell's energy erupts. The rules for each shape specify how you position its point of origin. Typically, a point of origin is a point in space, but some spells have an area whose origin is a creature or an object.

A spell's effect expands in straight lines from the point of origin. If no unblocked straight line extends from the point of origin to a location within the area of effect, that location isn't included in the spell's area. To block one of these imaginary lines, an obstruction must provide total cover, as explained in chapter 2.

The point of origin of an area of effect isn't included in the area, unless the area is a sphere.

CONE

A cone extends in a direction you choose from its point of origin. A cone's width at a given point along its length is equal to that point's distance from the point of origin. A cone's area of effect specifies its maximum length.

CUBE

You select a cube's point of origin, which lies anywhere on a face of the cubic effect. The cube's size is expressed as the length of each side.

LINE

A line extends from its point of origin in a straight path up to its length and covers an area defined by its width.

SPHERE

You select a sphere's point of origin, and the sphere extends outward from that point. The sphere's size is expressed as a radius in feet that extends from the point.

SAVING THROWS

Many spells specify that a target can make a saving throw to avoid some or all of a spell's effects. The spell specifies the ability that the target uses for the save and what happens on a success or failure.

The DC to resist one of your spells equals $8 +$ your spellcasting ability modifier $+$ your proficiency bonus. This number is on the character sheets for the cleric and the wizard, and in the statistics for a monster that casts spells.

ATTACK ROLLS

Some spells require the caster to make an attack roll to determine whether the spell effect hits the intended target. Your attack bonus with a spell attack equals your spellcasting ability modifier $+$ your proficiency bonus.

Most spells that require attack rolls involve ranged attacks. Remember that you have disadvantage on a ranged attack roll if you are within 5 feet of a hostile creature that can see you and that isn't incapacitated (see chapter 2).

COMBINING MAGICAL EFFECTS

The effects of different spells add together while the durations of those spells overlap. The effects of the same spell cast multiple times don't combine, however. Instead, the most potent effect—such as the highest bonus—from those castings applies while their durations overlap.

For example, if two clerics cast *bleed* on the same target, that character gains the spell's benefit only once; he or she doesn't get to roll two bonus dice.

SPELL LISTS

CLERIC SPELLS

CANTRIPS (O LEVEL)

Guidance
Light
Resistance
Sacred Flame
Thaumaturgy

1ST LEVEL

Bless
Command
Cure Wounds
Detect Magic
Guiding Bolt
Healing Word
Inflict Wounds
Sanctuary
Shield of Faith

2ND LEVEL

Aid
Augury
Hold Person
Lesser Restoration
Prayer of Healing
Silence
Spiritual Weapon
Warding Bond

3RD LEVEL

Beacon of Hope
Dispelling Magic
Mass Healing Word
Protection from Energy
Revivify
Spirit Guardians

WIZARD SPELLS

CANTRIPS (O LEVEL)

Dancing Lights
Light
Mage Hand
Prestidigitation
Ray of Frost
Shocking Grasp

1ST LEVEL

Burning Hands
Charm Person
Comprehend Languages
Detect Magic
Identify
Mage Armor
Magic Missile
Shield
Sleep
Thunderwave

2ND LEVEL

Blur
Darkness
Flaming Sphere
Hold Person
Invisibility
Misty Step
Spider Climb
Suggestion
Web

3RD LEVEL

Dispelling Magic
Fireball
Fly
Lightning Bolt
Protection from Energy

SCHOOLS OF MAGIC

Scholars who study the workings of magic group spells into eight categories called schools of magic. The schools help describe spells; the schools have no game rules of their own.

Abjuration spells are protective, often creating barriers or warding off trespassers. **Conjuration** spells transport objects or creatures from one location to another. **Divination** spells reveal glimpses of the future, the locations of hidden things, or visions of distant people or places. **Enchantment** spells affect the minds of others, influencing or controlling their behavior. **Evocation** spells tap mystical sources of energy to create a variety of effects, including blasts of fire and channeling positive energy to heal wounds. **Illusion** spells deceive the senses or minds of others. **Necromancy** spells manipulate the energies of life and death. **Transmutation** spells change the properties or physical form of a creature or object.