



PLANESWALKER

On the blighted wastes of Zendikar, a man stands and watches over the landscape, before taking a step and disappearing; hurtling through the Blind Eternities between worlds and reappearing on the crowded streets of Ravnica.

The monsters were coming for her. The young girl trembled and struggled, but the manacles held her in place. As the creature rounded the corner towards her, its claws like scythes, she shut her eyes tight and wished to be anywhere else. When her eyes opened she was on an open plain, under skies full of angels.

In a plane of his own creation, the evil dragon schemes. His planeswalker agents across the multiverse allow him to manipulate events on a scale few others could comprehend, but, recently, a number of planeswalkers had begun banding together. He would likely have to deal with them personally, and he looked forward to it.

Planeswalkers are born at random in sapient races, with no outward signs of their latent power. Only when they undergo great stress does their spark ignite, granting them the power to travel between the worlds of the multiverse, as well as to harness one of the five colours of mana. By drawing this mana from lands they have travelled to, planeswalkers can cast spells and augment their abilities.

CREATING A PLANESWALKER

As you make a planeswalker, figure out how your character's spark ignited. Were they attacked and fearing

for their life? Did they lose someone close to them?

Furthermore, consider where they came from. Are they still on their home plane, or are they on a new world that is still alien to them? Do they travel the planes nomadically, or do they only make occasional journeys away from home?

What colour of mana fits your character best: White, with its sense of order and honour? Blue, with its endless curiosity? Black, with its amoral self-interest? Red, with its passion and impulse? Or Green, with its acceptance and love of nature?

QUICK BUILD

You can make a planeswalker quickly by following these suggestions. First, your highest ability score should be the spellcasting modifier of your colour of mana, followed by Constitution, or either Strength or Dexterity if you choose the White colour and plan to fight with weapons. Second, choose the far traveller background.

CLASS FEATURES

As a planeswalker, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per planeswalker level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per planeswalker level after 1st

THE PLANESWALKER

Level	Proficiency Bonus	Features	Cantrips Known	Spell Dice	Maximum Spell Level
1st	+2	Gathering, Colour of Mana, Planeswalking	3	d6	1
2nd	+2	All-Tongue, Ley of the Land	3	d6	1
3rd	+2	Gathering (two uses)	3	d6	2
4th	+2	Ability Score Improvement	3	d6	2
5th	+3	Rapid Rituals, Gathering (three uses)	3	d8	3
6th	+3	Colour of Mana feature or Additional Colour	4	d8	3
7th	+3	—	4	d8	4
8th	+3	Ability Score Improvement	4	d8	4
9th	+4	—	4	d10	5
10th	+4	Colour of Mana feature or Additional Colour	5	d10	5
11th	+4	Planar Arcanum (6th Level)	5	d10	5
12th	+4	Ability Score Improvement	5	d10	5
13th	+5	Planar Arcanum (7th Level)	5	d12	5
14th	+5	Colour of Mana feature	5	d12	5
15th	+5	Planar Arcanum (8th Level)	5	d12	5
16th	+5	Ability Score Improvement	5	d12	5
17th	+6	Planar Arcanum (9th Level)	5	d20	5
18th	+6	Colour of Mana feature	5	d20	5
19th	+6	Ability Score Improvement	5	d20	5
20th	+6	Unmend	5	d20	5

PROFICIENCIES

Armour: Light armour

Weapons: Simple Weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from Arcana, Deception, Nature, Perception, Religion, Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) any simple weapon or (b) any martial weapon (if proficient)
- (a) leather armour or (b) chain mail and a shield (if proficient)
- An explorer's pack

GATHERING

Your spark allows you to draw mana from lands you've visited, and to use this mana to cast spells. See chapter 10 for the general rules of spellcasting. Your spell list is determined by your colour of mana, and can be found at the end of this document.

MANA

As a bonus action, you can begin gathering mana, which is a process that lasts for 1 minute. While gathering, you have a mana pool, which starts with a capacity of 0. As a bonus

action on each turn for the next 1 minute, you can increase the capacity of your mana pool by 1 and add 1 mana to your mana pool. At the beginning of each of your turns, your mana pool empties and then refills to its capacity.

After the 1 minute ends, your mana pool empties, its capacity is reset to 0, and you discard any spell dice left in your Hand.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 3rd level, you can use it twice before a rest, and starting at level 5 you can use it three times before a rest.

PREPARING SPELLS AND SPELL DICE

You prepare the list of planeswalker spells that are available for you to cast. To do so, choose a number of planeswalker spells from the spell list/s of your colour/s equal to the maximum value of your spell dice, as shown on the Planeswalker table. The spells must be equal to or less than your maximum spell level, as shown on the Planeswalker table. Each of these spells is numbered from 1 to the maximum value of your spell dice, with no two spells sharing the same number.

When you begin gathering mana, roll a number of spell dice equal to your spellcasting modifier (which is defined by your colour of mana). These dice are your Hand. At the beginning of each of your turns while you are gathering, roll an additional spell die and add it to your hand.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of planeswalker

spells requires time spent mentally practicing them: at least 1 minute per spell level for each spell on your list.

CASTING SPELLS

To cast a planeswalker spell of 1st level or higher, you must expend a number of mana from your mana pool equal to or greater than the level of the spell, as well as a spell die from your Hand with the number of the spell you wish to cast. The number of mana you spend to cast the spell is the level the spell is cast at.

SPELLCASTING ABILITY

Your spellcasting ability depends on your colour of the spell: it is Intelligence for Blue spells, Wisdom for White and Green spells, and Charisma for Black and Red spells. These are what you use whenever a spell refers to your spellcasting ability. In addition, you use these abilities when setting the saving throw DC for a planeswalker spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your spellcasting ability modifier

Spell save DC = your proficiency bonus + your spellcasting ability modifier

CANTRIPS

At 1st level, you know 3 cantrips of your choice from the spell list of your colour of mana. You learn additional

cantrips from the planeswalker spell list/s that you have access to at higher levels, as shown in the Cantrips Known column of the Planeswalker table. You can cast these cantrips at any time, regardless of whether you are gathering.

RITUAL CASTING

You can cast a planeswalker spell with the ritual tag as a ritual if it is on a spell list you have access to and the spell's level is no higher than half your planeswalker level (rounded up) by expending a use of Gathering in addition to any other costs of the spell.

SPELLCASTING FOCUS

As long as you have a free hand, you do not need to have non-costly material components to cast spells.

COLOUR OF MANA

Every planeswalker has an affinity for one of the five colours of mana: White, Blue, Black, Red, or Green. Your choice grants you features at 1st level and again at 6th, 10th, 14th, and 18th level.

PLANESWALKING

While planeswalkers have powerful magic, their most defining characteristic is the ability to step between worlds at will. By spending 1 minute concentrating, you can transport yourself to another plane of your choice. When you first planeswalk to a plane, you appear in a random location on it. When you planeswalk to a plane you've been to before, you appear in the location you were last at on that plane. If you are planeswalking with another planeswalker (at the same time as them or up to an hour after), then you can follow their aether trail to appear at the same location they appeared at after planeswalking.

ALL-TONGUE

At 2nd level, you gain the ability to understand all spoken languages, and to be understood while speaking by anyone who speaks any language.

LEY OF THE LAND

Beginning at 2nd level, can draw additional mana from the land directly around you, if it is rich in a particular colour of mana. While you are in such terrain, spells of that colour cost 1 mana less to cast.

Plains are rich in white mana, islands are rich in blue mana, swamps are rich in black mana, mountains are rich in red mana, and forests are rich in green mana.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice

EXAMPLE TURN ORDER

If you're a 3rd level planeswalker of the Red colour with a Charisma of 16, you may have prepared the following list:

1. Burning Hands
2. Faerie Fire
3. Hellish Rebuke
4. Enthrall
5. Heat Metal
6. Scorching Ray

On your first turn of combat, you could begin gathering mana as a bonus action, at which point you roll 3d6. If the results are 1, 3, and 6, then when you have enough mana to pay for them, you will be able to cast Burning Hands, Hellish Rebuke, or Scorching Ray. These numbers are kept as your Hand.

At the start of your next turn, you would roll another d6 and add the result to your Hand (let's say the result is another 6); you could then use a bonus action to increase the capacity of your mana pool to 1 and gain 1 mana (though you do not have to). You could then immediately use your action to expend that 1 mana and the spell die with the result of 1 from your Hand to cast Burning Hands.

On your next turn, you would roll another d6 to add to your Hand (let's say the result is a 2): if you then use a bonus action to add to your mana pool, you could then cast Scorching Ray as an action, or you could cast Faerie Fire and keep 1 mana in your pool to cast Hellish Rebuke as a reaction if you have the opportunity.

by 1. As normal, you can't increase an ability score above 20 using this feature.

RAPID RITUALS

Starting at 5th level, when you cast a planeswalker spell as a ritual, the casting time of the spell is only increased by 1 minute, rather than 10 minutes.

ADDITIONAL COLOURS

At 6th level, you can choose to forgo the 6th level feature of your colour of mana to gain access to the spell list of another colour. You gain no features from your secondary colour, but when you are preparing the list of spells you can cast, you can choose spells from both lists.

Spells on your list are still the colour of the list you prepared them from for the purposes of spellcasting ability, Ley of the Land, and limitations that apply to spells when cast as a particular colour.

Regardless of whether you chose to take an additional colour at 6th level, you can make this choice again at 10th level by giving up the 10th level feature of your colour of mana.

PLANAR ARCANUM

At 11th level, you gain access to more powerful spells which can be prepared as an arcanum. Whenever you prepare your list of planeswalker spells, also choose one 6th level spell from any of the planeswalker spell lists you have access to as this arcanum.

You can cast your arcanum spell once without expending a spell slot. You must finish a long rest before you can do so again.

At higher levels, you gain access to more planeswalker spells that can be cast in this way: you can prepare one 7th level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. All of these spells must come from spell lists you have access to. You regain all uses of your Planar Arcanum when you finish a long rest.

UNMEND

Long ago, planeswalkers were like gods: immortal, and able to create entirely new planes out of nothing but their own raw magical power. This power was given up in order to prevent the destruction of all existence. At 20th level, however, you have regained some of this long-lost power. You no longer age, and, by spending 1 year working on it, you can create a new plane of existence. A plane you create is entirely as you wish it to be in terms of terrain, weather, and non-sapient life.

Additionally, you can now planeswalk as an action.

COLOUR OF MANA

Planeswalkers draw their magic from mana, which comes

in five distinct colours. The colours of mana are not only superficially different; they have different capabilities in terms of the spells they can fuel. A planeswalker's colour is not a choice, but an indication of who they are. Planeswalkers of a certain colour tend to share philosophical inclinations and personality traits.



WHITE

White mana is drawn from plains and embodies the principles of morality and order.

White planeswalkers put value in the group, the community, and civilization as a whole. Their ultimate goals are peace, harmony, and perfection — a world where everyone gets along and no one seeks to disturb safety and unity. To accomplish this goal, white planeswalkers train to be able to protect themselves and others.

This does not necessarily mean that all white planeswalkers are always good: they sometimes have trouble seeing moral grey areas, are reluctant to make exceptions to rules regardless of the intent of those rules, and disregard individual feelings and rights.

BONUS PROFICIENCIES

When you choose this colour at 1st level, you gain proficiency with medium armour, heavy armour, shields, and martial weapons.

EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

LIFELINK

Starting at 10th level, whenever you deal damage to a hostile creature, you gain temporary hit points equal to half the amount of damage you dealt.

GLORIOUS ANTHEM

By 14th level, you've learned to use white mana to subtly improve your weaker allies. Allied creatures within 60 feet of you cannot have an attack bonus lower than +6.

RALLY THE TROOPS

Starting at 18th level, you are able to shape raw mana into allies as you fight. Whenever you take the attack action against a hostile creature while you are gathering, a spirit in the form of a white soldier appears within 30 feet of you (see the stat block below).

The conjured soldier is friendly to you and your companions. It is visibly magical. It acts on your initiative and obeys any verbal commands you issue to it (no action required by you). If you don't issue any commands to it, it defends itself from hostile creatures, but otherwise takes no actions.

The soldiers disappear when you cease gathering.

WHITE SOLDIER

Medium celestial, lawful good

Armor Class 15 (breastplate)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	10 (+0)	12 (+1)	12 (+1)

Damage Resistances radiant

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft. passive Perception 11

Languages Celestial, Common

ACTIONS

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d10+3) slashing damage.

BLUE

Blue mana is drawn from islands and embodies the concepts of logic and technology.

To a blue planeswalker, the world is opportunity. Within it, hide wonders and possibilities most fantastic: the stuff of dreams. They are characterized by the desire to know the world's secrets and to make those possibilities real.

To a blue planeswalker, the idea of fate; of things beyond control, is borderline offensive. They also have a tendency to disregard emotions, and look down upon those who they see as being controlled by their emotions.

ARCANE RECALL

Beginning when you select this colour at 1st level, you can use an action to expend any amount of mana in order to roll that many spell dice and add them to your hand.

COUNTERMAGE

Starting at 6th level, you can cast *counterspell* using mana as a reaction without needing to have a corresponding spell die in your hand.

ÆTHER SNAP

Beginning at 10th level, you can forcefully teleport creatures away from you. As an action, you can expend 1 mana to teleport a creature within 10 feet of you up to 60 feet to an unoccupied space that you can see.

ARCANUM WINGS

At 14th level, you gain the ability to give yourself glowing spectral wings of blue mana while you are gathering. While you are gathering, you have a flying speed equal to your current speed.

TIME WARP

At 18th level, your ability to use blue mana to instigate change extends even to the fundamental fabric of reality. As an action, you can expend 5 mana to take an additional turn immediately after the end of your current turn. You cannot use this ability on that turn.





BLACK

Black mana is drawn from swamps and embodies the principles of parasitism and amorality.

Black planeswalkers look on the world and see just plain reality: Power controls. Power says who rules, and who dies. And whether the weak can see it or not, they are no more than slaves for the powerful. A black planeswalker views morality as an arbitrary limitation that endangers their ambition.

This does not necessarily mean that all black planeswalkers are always evil: amorality does not equal immorality. They do have emotions of course, and will fiercely defend those they care about.

NECROTIC WILL

Beginning when you select this colour at 1st level, you can use necrotic energy to hinder your enemies at the cost of your own vitality. When a creature makes an attack roll against you, you can use your reaction to pay hit points equal to your proficiency bonus to impose disadvantage on that roll.

GRIM POTENCY

At 6th level, you gain one of the following features of your choice.

Dark Tutelage. As a bonus action while you are gathering, you can expend a number of hit points equal to your level to add a spell die with the number of your choice to your Hand.

Ranks of the Dead. You can cast *animate dead* a number of times equal to your Charisma modifier. You regain all expended uses when you finish a long rest.

DOOM BLADE

Beginning at 10th level, you can create a lash of necrotic energy that instantly kills those without the vitality to resist it. As an action, you can expend any amount of mana and choose a creature within 60 feet of you. If the chosen creature has hit points equal to or less than the amount of mana spent on this ability times ten, it instantly dies.

DRAIN LIFE

Beginning at 14th level, whenever you kill a creature, you regain hit points equal to your planeswalker level.

DAMNATION

Beginning at 18th level, you can release a wave of black mana at all those around you. As an action, expend any amount of mana. Each creature within 60 feet of you (including yourself) take 5d6 necrotic damage for each mana spent this way.

RED

Red mana is drawn from mountains and embodies the principles of impulse and chaos.

A red planeswalker looks on the world and sees adventure. Life is a chance to experience something - many things - and for them, there is no more worthwhile endeavor than to enjoy life by the adventure it offers. Experiences are what life is about, and to appreciate the full range of life's experiences, they live by emotion. What makes one laugh, what makes one cry, what one hates and what one loves, these make up what a person is.

As such, the idea of rules, of pinning someone to one course even if their emotions urge them down another, is atrocious to a red planeswalker. Those who dare to speak of rules and limits best be careful around red planeswalkers, especially with their tendency to view fire as a catch-all solution.

SHOCK

Beginning when you select this pursuit at 1st level, you can quickly channel the destructive power of red mana. As a bonus action, you can expend 1 mana to deal fire or lightning damage equal to your Charisma modifier to a creature or object within 30 feet of you.



BURN IT ALL

Starting at 6th level, when you cast a spell that deals fire or lightning damage, add your Charisma modifier to that damage.

RUSH

Starting from 10th level, you have advantage on initiative checks.

Additionally, your speed increases by 10 feet.

PYROCLASM

Starting at 14th level, when you use Shock, you can instead deal fire or lightning damage equal to your Charisma modifier to each creature and object of your choice within 30 feet of you.

GRATUITOUS DESTRUCTION

Starting at 18th level, you can use red mana to amplify all destruction around you. As an action, you can spend 4 mana to activate this ability. Until you cease gathering, all damage that would be dealt to any creature or object within 60 feet of you is doubled.

GREEN

Green mana is drawn from forests and embodies the principles of instinct and interdependence.

Green planeswalkers are those most in tune with nature. Whereas the others seek to modify the world around them, a green planeswalker believes that the best course of action is to simply allow nature to take its course. They are often very peaceful; this does not mean that they will not defend themselves when they feel threatened, but they generally will not seek to impose their opinion on others.

Tying in with their affinity with nature, another of the colour's core principles is strength and the concept of the survival of the fittest. Green planeswalkers see the struggle between predator and prey as a central part of the natural order and so will not generally come to the defense of the weak.

VITAL SUMMONING

Beginning when you select this colour at 2nd level, you can use green mana to manifest the forces of nature. As an action, you can spend 1 mana to conjure a beast or plant of challenge rating 1/2 or lower, which appears within 30 feet of you.

The conjured creature is friendly to you and your companions. It is visibly magical. It acts on your initiative and obeys any verbal commands you issue to it (no action required by you). If you don't issue any commands to it, it defends itself from hostile creatures, but otherwise takes no actions.

The creature disappears when you cease gathering.

RAMPANT GROWTH

Starting at 6th level, you can use your action while gathering to increase the capacity of your mana pool by 1 and add 1 mana to your mana pool (*you can do this in addition to adding to your mana pool as a bonus action*).



SYLVAN MIGHT

Beginning at 10th level, while you are gathering or in a forest, you have advantage on Strength and Constitution saving throws and ability checks.

UNRAVEL THE ÆTHER

Starting at 14th level, you have advantage on ability checks and saving throws made against illusions.

Additionally, spells you cast are unaffected by *counterspell*.

OVERRUN

At 18th level, you can strengthen the creatures around you through their connection to nature. As an action, you can expend 4 mana to activate this ability. Until you cease gathering, all beasts, elementals, and fey of your choice within 60 feet of you have advantage on all attacks and saving throws.



SPELL LISTS

Some spells that cannot normally be cast as rituals can be cast that way by planeswalkers. Spells with the *Ritual* tag on these spell lists can be cast as rituals by planeswalkers, even if they normally can't be. Additionally, the colour of mana of the spell list of a spell can replace a deity or otherworldly being mentioned in a spell.

WHITE SPELLS

CANTRIPS (0 LEVEL)

Blade Ward
Guidance
Light
Mending
Message
Resistance
Sacred Flame
Spare the Dying
Thaumaturgy
True Strike

1ST LEVEL

Absorb Elements^{EE}
Alarm (*Ritual*)
Bless
Color Spray
Cure Wounds
Detect Evil and Good
Divine Favor
Faerie Fire
Guiding Bolt
Healing Word
Heroism
Mage Armor (*Ritual*)
Protection from Evil and Good
Purify Food and Drink (*Ritual*)
Sanctuary
Shield
Shield of Faith
Thunderous Smite

2ND LEVEL

Aid
Branding Smite
Cordon of Arrows
Find Steed (*Ritual*)
Gentle Repose (*Ritual*)
Hold Person
Lesser Restoration
Magic Weapon
Moonbeam
Protection from Poison

Silence (*Ritual*)
Spiritual Weapon
Warding Bond
Warding Wind^{EE}
Zone of Truth (*Ritual*)

3RD LEVEL

Aura of Vitality
Beacon of Hope
Blinding Smite
Conjure Barrage
Crusader's Mantle
Daylight
Magic Circle (*Ritual*)
Mass Healing Word
Protection from Energy
Remove Curse (*Ritual*)
Revivify (*Ritual*)
Speak with Dead (*Ritual*)
Spirit Guardians – (Unless you gain this spell from another source, it can only deal radiant damage.)

4TH LEVEL

Aura of Life
Aura of Purity
Banishment
Death Ward
Guardians of Faith
Mordenkainen's Faithful Hound
Otiluke's Resilient Sphere

5TH LEVEL

Banishing Smite
Circle of Power
Conjure Volley
Dispel Evil and Good
Flame Strike
Greater Restoration
Hallow (*Ritual*)
Hold Monster
Mass Cure Wounds
Raise Dead (*Ritual*)
Swift Quiver

6TH LEVEL

Blade Barrier
Forbiddance (*Ritual*)
Globe of Invulnerability
Heal
Heroes' Feast
Planar Ally
Primordial Ward^{EE}
Sunbeam
Word of Recall

7TH LEVEL

Conjure Celestial
Mordenkainen's Sword
Plane Shift
Resurrection
Sequester

8TH LEVEL

Antimagic Field
Antipathy/Sympathy
Holy Aura
Mind Blank
Sunburst

9TH LEVEL

Gate
Mass Heal
Power Word Heal
Prismatic Wall
True Resurrection
Wish

BLUE SPELLS

CANTRIPS (0 LEVEL)

Friends
Frostbite^{EE}
Mage Hand
Message
Minor Illusion
Prestidigitation
Ray of Frost
Vicious Mockery

1ST LEVEL

Armor of Agathys
Charm Person
Command
Comprehend Languages (*Ritual*)
Detect Magic (*Ritual*)
Disguise Self (*Ritual*)
Dissonant Whispers
Fog Cloud
Ice Knife^{EE}
Identify (*Ritual*)
Illusory Script (*Ritual*)
Silent Image
Sleep
Unseen Servant (*Ritual*)

2ND LEVEL

Augury (*Ritual*)
Blur

Calm Emotions
Detect Thoughts (*Ritual*)
Invisibility
Knock
Levitate
Locate Object (*Ritual*)
Mirror Image
Misty Step
Phantasmal Force
Suggestion

3RD LEVEL

Blink
Clairvoyance (*Ritual*)
Counterspell
Fly
Gaseous Form
Hypnotic Pattern
Major Image
Nondetection (*Ritual*)
Sending (*Ritual*)
Tidal Wave^{EE}
Wall of Water^{EE}

4TH LEVEL

Arcane Eye (*Ritual*)
Compulsion
Control Water
Dimension Door
Divination (*Ritual*)
Dominate Beast
Fabricate (*Ritual*)
Greater Invisibility
Phantasmal Killer
Watery Sphere^{EE}

5TH LEVEL

Animate Objects
Bigby's Hand
Cone of Cold
Dominate Person
Geas (*Ritual*)
Legend Lore (*Ritual*)
Mislead
Modify Memory (*Ritual*)
Scrying (*Ritual*)
Seeming (*Ritual*)
Telekinesis
Teleportation Circle (*Ritual*)
Wall of Force

6TH LEVEL

Arcane Gate

Drawmij's Instant Summons (*Ritual*)
Investiture of Ice^{EE}
Planar Ally
Programmed Illusion
Wall of Ice
Wind Walk

7TH LEVEL

Etherealness
Forcecage
Mirage Arcane
Plane Shift
Project Image
Simulacrum
Teleport

8TH LEVEL

Antimagic Field
Dominate Monster
Feeblemind
Maze
Telepathy
Tsunami

9TH LEVEL

Foresight
Gate
Time Stop
Wish

BLACK SPELLS

CANTRIPS (0 LEVEL)

Acid Splash
Chill Touch
Message
Poison Spray
Thaumaturgy
Vicious Mockery

1ST LEVEL

Arms of Hadar
Bane
Detect Evil and Good
Dissonant Whispers
False Life
Hellish Rebuke
Hex
Inflict Wounds
Protection from Evil and Good
Ray of Sickness
Tasha's Hideous Laughter
Wrathful Smite

2ND LEVEL

Blindness/Deafness
Crown of Madness
Darkness
Melf's Acid Arrow
Ray of Enfeeblement

3RD LEVEL

Bestow Curse
Fear
Feign Death (*Ritual*)
Glyph of Warding
Hunger of Hadar
Phantom Steed (*Ritual*)
Slow
Speak with Dead (*Ritual*)
Spirit Guardians – (Unless you gain this spell from another source, it can only deal necrotic damage.)
Stinking Cloud
Vampiric Touch

4TH LEVEL

Banishment
Blight
Elemental Bane^{EE}
Evard's Black Tentacles
Leomund's Secret Chest (*Ritual*)
Locate Creature (*Ritual*)
Phantasmal Killer
Staggering Smite
Vitriolic Sphere^{EE}

5TH LEVEL

Banishing Smite
Cloudkill
Contact Other Plane (*Ritual*)
Contagion
Dispel Evil and Good
Dominate Person
Dream (*Ritual*)
Hallow (*Ritual*)
Insect Plague
Planar Binding (*Ritual*)

6TH LEVEL

Circle of Death
Create Undead
Eyebite
Flesh to Stone
Harm
Magic Jar
Planar Ally

7TH LEVEL

Divine Word
Finger of Death
Plane Shift
Sequester
Simulacrum
Symbol

8TH LEVEL

Abi-Dalzim's Horrid Wilting^{EE}
Clone
Demiplane
Feeblemind
Power Word Stun

9TH LEVEL

Astral Projection
Gate
Imprisonment
Power Word Kill
Storm of Vengeance
Weird
Wish

RED SPELLS

CANTRIPS (0 LEVEL)

Control Flame^{EE}
Create Bonfire^{EE}
Fire Bolt
Friends
Mending
Mold Earth^{EE}
Produce Flame
Shocking Grasp
Thunderclap^{EE}

1ST LEVEL

Burning Hands
Catapult^{EE}
Charm Person (*Ritual*)
Chromatic Orb
Dissonant Whispers
Earth Tremor^{EE}
Faerie Fire
Grease
Hellish Rebuke
Searing Smite
Thunderwave
Witch Bolt

2ND LEVEL

Aganazzar's Scorchers^{EE}

Cloud of Daggers
Continual Flame (*Ritual*)
Crown of Madness
Dust Devil^{EE}
Earthbind^{EE}
Enthrall
Flame Blade
Flaming Sphere
Heat Metal
Maximilian's Earthen Grasp^{EE}
Pyrotechnics^{EE}
Scorching Ray
Shatter

3RD LEVEL

Call Lightning
Elemental Weapon
Erupting Earth^{EE}
Fireball
Flame Arrows^{EE}
Lightning Arrow
Lightning Bolt
Meld into Stone (*Ritual*)
Melf's Minute Meteors^{EE}
Wall of Sand^{EE}

4TH LEVEL

Confusion
Conjure Minor Elementals (*Ritual*) – (Unless you gain this spell from another source, it can only summon dust mephitis, magma mephitis, smoke mephitis, steam mephitis, azers, magmin, or fire snakes.)
Elemental Bane^{EE}
Fabricate (*Ritual*)
Fire Shield
Freedom of Movement
Stone Shape (*Ritual*)
Stoneskin
Storm Sphere^{EE}
Wall of Fire

5TH LEVEL

Conjure Elemental (*Ritual*) – (Unless you gain this spell from another source, it can only summon earth elementals, fire elementals, or salamanders.)
Flame Strike
Immolation^{EE}
Passwall (*Ritual*)
Transmute Rock
Wall of Stone

6TH LEVEL

Blade Barrier

Bones of the Earth^{EE}
Chain Lightning
Disintegrate
Investiture of Flame^{EE}
Investiture of Stone^{EE}
Move Earth
Otto's Irresistible Dance

7TH LEVEL

Delayed Blast Fireball
Fire Storm
Plane Shift
Prismatic Spray
Symbol

8TH LEVEL

Antipathy/Sympathy
Earthquake
Glibness
Incendiary Cloud

9TH LEVEL

Gate
Meteor Swarm
Prismatic Wall
Wish

GREEN SPELLS

CANTRIPS (0 LEVEL)

Druidcraft
Guidance
Gust^{EE}
Poison Spray
Shillelagh
Thorn Whip

1ST LEVEL

Animal Friendship
Beast Bond^{EE}
Create or Destroy Water (*Ritual*)
Cure Wounds
Detect Poison and Disease (*Ritual*)
Ensnaring Strike
Entangle
Expeditious Retreat
Find Familiar (*Ritual*)
Fog Cloud
Goodberry (*Ritual*)
Hail of Thorns
Hunter's Mark
Jump
Longstrider

Purify Food and Drink (*Ritual*)
Speak with Animals (*Ritual*)

2ND LEVEL

Alter Self
Animal Messenger (*Ritual*)
Barkskin
Beast Sense (*Ritual*)
Darkvision
Enhance Ability
Enlarge/Reduce
Gust of Wind
Lesser Restoration
Locate Animals or Plants (*Ritual*)
Protection from Poison
Spider Climb
Spike Growth
Warding Wind^{EE}
Web

3RD LEVEL

Aura of Vitality
Conjure Animals
Create Food and Water (*Ritual*)
Dispel Magic
Haste
Plant Growth (*Ritual*)
Remove Curse (*Ritual*)
Sleet Storm
Speak with Plants (*Ritual*)
Water Breathing (*Ritual*)
Wind Wall

4TH LEVEL

Aura of Life
Conjure Woodland Beings
Dominate Beast
Freedom of Movement
Giant Insect
Grasping Vine
Ice Storm
Locate Creature (*Ritual*)
Polymorph
Storm Sphere^{EE}

5TH LEVEL

Awaken
Control Wind^{EE}
Commune with Nature (*Ritual*)
Greater Restoration
Insect Plague
Maelstrom^{EE}
Mass Cure Wounds

Passwall (*Ritual*)
Reincarnate (*Ritual*)
Swift Quiver

Tree Stride

6TH LEVEL

Conjure Fey
Find the Path
Flesh to Stone
Heal
Investiture of Wind (EE)
Planar Ally
Transport via Plants
True Seeing
Wall of Thorns

7TH LEVEL

Planeshift
Regenerate
Whirlwind^{EE}

8TH LEVEL

Animal Shapes
Control Weather

9TH LEVEL

Gate
Mass Heal
Storm of Vengeance
Wish

CREDITS

homebrewery.naturalcrit.com – For the formatting of the “Example Turn Order” note and the class table.

Laurefindel on the GTP forums – For creating the original version of the D&D spells divided into the colours of MTG.

Bryan Fogaça Rosado – For the art of Urza, Planeswalker.

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