

Conjuration

- [Find familiar](#)
- [Globe of Twilight](#)
- [Polybrachia](#)
- [Cryptogram](#)
- [Magic daggers](#)

Find familiar

Source: Player's Handbook

1st-level conjuration (ritual)

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 your 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.

Spell Lists. [Wizard](#)

Globe of Twilight

3rd-level conjuration

Casting Time: 1 action

Range: Self (15-foot radius, 15 feet high)

Components: V, S, M (a dab of pitch and a bag of glittering sand)

Duration: Concentration, up to 10 minutes

You shroud the area surrounding you in a sphere of night sky, dotted with miniature stars. The twilight conceals your allies, but clearly illuminates your enemies. The area affected by this spell is lightly obscured by magical shadow, within which small constellations softly twinkle. Aside from these stars, only light produced by a spell of 3rd level or higher can properly illuminate any area inside the sphere. Nonmagical light does not function inside the sphere, and all other forms of magical radiance can only produce dim light in a 5-foot space. When you cast this spell you may designate any number of creatures you can see to be concealed by the supernatural shadows while in the sphere. A concealed creature has advantage on Dexterity (Stealth) checks when inside the sphere and may attempt to hide at any time. Because the area of the spell is lightly obscured, creatures within the spell's area have disadvantage on Wisdom (Perception) checks made to see those outside of it. All other creatures in the area are dazzled by the light of the miniature stars, causing them to have disadvantage on all perception checks inside the sphere. When such a creature enters the spell's area for the first time, or starts its turn there, it must make a Wisdom saving throw or be blinded until the end of its turn.

Spell list: [Druid](#), [Ranger](#), [Warlock](#), [Night domain](#)

Polybrachia

3rd-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pair of armbands)

Duration: Concentration, up to 10 minutes

Two muscular arms consisting of brilliant arcane energy appear on a willing creature that you touch. These arms are fully functional and can be used to hold weapons and shields (allowing the target to hold 2 two-handed weapons, or 4 one-handed weapons), perform somatic components of spells, and perform other actions, though the arms themselves don't grant the target additional actions. For the duration, the target has advantage on Strength (Athletics) checks made using the additional arms. Also, if the arms are used to carry weapons, the target can use a bonus action to make an additional melee weapon attack using the arms.

Cryptogram

Conjuration cantrip

Casting Time: 1 action

Range: Unlimited

Components: V, S, M (a small written message)

Duration: Instantaneous

You send a small scroll with a short message to a creature of your choice. The recipient must be a creature known to you and also be on the same plane of existence as you. This scroll will hover in front of the recipient, drop into their pocket, or appear sitting on something nearby. The scroll's message can be up to 8 characters long (spaces count as characters). You can send only one scroll to a single target each day.

Magic daggers

Conjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

With a flourish, you conjure a throwing dagger of magical force out of thin air and flick it from your wrist at a target you can see. Make a ranged spell attack roll against a creature within range. On a hit, the target takes 1d6 magical piercing damage. The dagger vanishes after the attack.

At higher levels, you conjure more daggers out of force and make additional attacks: two daggers at 5th level, three daggers at 11th level, and four daggers at 17th level. You can use the daggers to attack the same target or different ones. Make a separate attack roll for each dagger.