

5E to A5E Spell Changes

I did not include in a changed list if the changes were because:

- *Components that cost nothing*
- *“Rare” versions added*
- *Range (long) = unifies spells above 60’ and below 300’ to 120’ (long)*
- *Range (short) = spells between Touch and 30’ changed to 30’ (short)*
- *Supply = 1 day of food and water for a medium creature*
- *Expertise die = d4 added to roll; usually replaces d4 of spells like resistance*
- *Rattled = if stunnable, rattled targets can’t take reactions or use expertise die*
- *Summons 3+ creatures = use a group attack roll*

Major Changes (pages 2-3). Spells that had an overhaul of how it works, new design, or a familiar feature changed made this list. While some may only have 1-2 features changed, these I felt would change the usage of the spell significantly.

Small Changes (pages 4-7). Mostly “cast at higher levels.” Minimal alteration to 1-2 features that generally don’t change how it will be used.

New (pages 8-10). Only in A5E.

Removed (pages 11-12). Paladin and Ranger list removed plus a handful of rarely-used others.

No Changes (pages 13-20). Cosmetic only or none at all. Freely interchangeable.

Major Changes

Animate Objects (5). Reduced to 6 objects, changes in size ratios, damage type based on shape, swarm option for many tiny/small objects, major changes to HP, AC, to hit, and damage.

Banishment (4). Concentration random duration, target save per round with penalty, higher level increase duration instead of targets.

Barkskin (2). No longer concentration, cast at higher level added.

Ceremony (1, XGE). Numerous changes to effects to make more useful in gameplay, targets anything in 30 feet.

Comprehend Languages (1). No longer auto-understand languages; instead, bonus to insight to understand meaning of a language. Cast at higher level added.

Confusion (4). Chance to act normally removed, roll replaced with d8 (50% do nothing, 25% move randomly, 25% attack nearest melee), range increased to 120.

Conjure Animals (3). Option to summon 8 removed, 4 replaced with 3. Bonus action to command. Not fey. At higher levels, increases CR instead of number of animals.

Conjure Celestial (7), Conjure Elemental (5), Conjure Fey (6). CR replaced with stat block. At higher levels, increases combat effectiveness. Minor range changes.

Conjure Minor Elementals (4), Conjure Woodland Beings (4). CR replaced with stat block and option to summon fewer to increase combat power. At higher levels, increases combat effectiveness. Minor range change to elementals.

Counterspell (3). Auto succeed reduced to level 2. If succeed, target may use a reaction to cast another spell instead.

Create Food and Water (3). Turns 1 serving of food or water into 3 Supply. Cast at higher level added.

Dispel Evil and Good (5). Add 25gp component. Replaces effects with mental resistance to allies, or damage/stun to target. Cast at higher level added to increase allies affected or damage.

Flesh to Stone (6). If succeed on first save, slowed until end of target's next turn. Instead of 3 successes/failures, if fail a second time, petrified. If save, ends. Cast at higher level to add a target.

Forcecage (7). Size changed to only 10' cube. Adds DEX save to avoid being trapped. Adds cage be damaged by force damage or high level dispel. Cast at higher level to increase cube size.

Friends (c). Removes M component, now bonus action, lasts 1 round instead of concentration (1 minute). Replaces advantage with expertise die, able to use against hostile target. Replaces auto-aware magically influenced with only if you roll a 1 on the check.

Giant Insect (4). Changes list to either 3 giant spiders, 2 giant ants, 2 ankhegs, 1 giant centipede, or 1 giant scorpion. Bonus action to mentally control.

Goodberry (1). Components turn into berries. 2d4 instead of 10 berries, they do not provide nourishment. Cast at higher level to add berries.

Irresistible Dance (Otto's) (6). Cast at higher level to affect more creatures.

Jump (1). Instead of 3x jump distance, change to flat 15' vertical, 30' horizontal. Cast at higher levels to increase distances.

Knock (2). Instead of auto success, use spell attack vs. DC of lock. Components changed from V to V,S,M (key). Cast at higher levels to better affect arcane locks.

Meteor Swarm (9). Damage decreased from 40d6 to 28d6 per meteor.

Phantasmal Killer (4). Damage first hits when spell is cast, not after a failed save.

Power Word, Kill (9). Deals 50 damage to targets over 100hp instead of nothing.

Power Word, Stun (7). Rattled condition to target over 150hp instead of nothing.

Remove Curse (3). Auto-remove replaced with ends curses of up to spell level 3, CR6 creature feature, Rare or less object. Cast at higher level to increase these levels.

Rope Trick (2). Adds consumable 50gp component. Space can be spotted from outside with Perception check. If foe spots, it can enter space.

Slow (3). If make first save, target is rattled instead of nothing.

Spirit Guardians (3). Radius effect reduced from 15' to 10'. Targets automatically half speed. Damage type now choice, not alignment-based. Damage reduced to 3d6.

Tiny Hut (Leomund's) (3). Adds consumable 200gp component, removes force field effect (any creature/object can pass through). Spell ends if a Large creature inside.

Wall of Force (5). If creature would be trapped, can use reaction + DEX save to move its speed to escape, disadvantage if cannot see invisible wall. Wall can now be destroyed by *dispel magic* of 5th + level, or 25 force damage at once.

Wall of Stone (5). See *wall of force* for if would be trapped.

Zone of Truth (2). Now deals damage if failed save and trying to lie, Deception check or suffering obvious.

Small Changes

Aid (2). Range doubled to 60'.

Alarm (1). Ranged doubled, cast at higher level for more alarms and/or better alarm features.

Alter Self (2). Cast at higher level for add better effect.

Animate Dead (3). Range touch.

Arcane Eye (4). Range doubled to 60'.

Arcane Lock (2). Cast at higher level added to increase DCs.

Arcanist's Magic Aura (Nystul's) (2). Cast at higher level added to make permanent.

Awaken (5). Cast at higher level added to target more.

Black Tentacles (Evard's) (4). Cast at higher level added for more damage.

Blade Barrier (6). Range increased to 120. Cast at higher level added for more damage.

Blur (2). Cast at higher level added to add targets and range.

Call Lightning (3). Range changed to above self.

Calm Emotions (2). Cast at higher level added to increase area of effect.

Circle of Death (6). Damaged increased by 1d6.

Contact Other Plane (5). Replace insane with 4 levels of strife.

Create or Destroy Water (1). Create water 10 gallons of water you cannot drink safely, or 1 Supply of clean water.

Create Undead (6). Instead of night, cast if no sunlight.

Darkvision (2). Cast at higher level added to add creatures.

Detect Evil and Good (1). Instead of auto detect creatures, Religion vs. passive Deception to detect.

Detect Magic (1). Cast at higher level added to remove concentration, then increase duration.

Detect Poison and Disease (1). Instead of auto detect, Perception check.

Detect Thoughts (2). Cast at higher level added to increase range.

Disguise Self (1). Cast at higher level added to function like *seeming*.

Instant Summons (Drawmij's) (6). Any precious stone may be a component but must be a different stone each time.

Dream (5). Nightmare version no damage on fail; instead caster choice of strife or fatigue (max 3).

Enhance Ability (2). Dexterity fall damage reduced by 10 instead of ignore 20' falls. Charisma cleans target. Intelligence affects gaming sets. Wisdom adds or enhances darkvision.

Enlarge/Reduce (2). Cast at higher level added to increase 2 size categories.

Expeditious Retreat (1). Cast at higher level added to increase base speed.

Feather Fall (1). Cast at higher level to allow gliding movement.

Find Familiar (1). Clarifies summons are CR0 creatures (CR0 creatures cannot use Help action in combat).

Find Steed (2). Cast at higher level to add hit points and improve movement type.

Find the Path (6). 100gp component changed to 1sp object. Advantage to checks to determine path, not automatic.

Finger of Death (7). Cast at higher level to add damage.

Fireball (3). Damage reduced from 8d6 to 6d6. A "rare" version is the 8d6 fireball, and a sidebar indicates in some game worlds, it may be so well known as to be the known fireball version. *This could fall into the No Change category.*

Fire Shield (4). Cast at higher level to increase duration.

Fire Storm (7). Cast at higher level to increase damage.

Floating Disk (Tenser's) (1). Cast at higher level to increase duration, weight, ability to traverse heights, and size.

Foresight (9). Removes spell ending if cast again before duration ends.

Freedom of Movement (4). Auto escape restrain/grapple replaced with spend 5' movement to escape. Cast at higher level to increase duration.

Gaseous Form (3). Cast at higher level to increase fly speed.

Gentle Repose (2). Cast at higher level to increase duration.

Glibness (8). Adds magic that prevents lying fails on you.

Hallucinatory Terrain (4). Cast at higher level to increase area of effect.

Harm (6). Cast at higher level to increase damage.

Haste (3). Cast at higher level to add targets.

Heroes' Feast (6). # of targets now double proficiency bonus instead of 12.

Hideous Laughter (Tasha's) (1). Cast at higher level to add targets.

Hold Monster (5). Range reduced from 90' to 60'.

Instant Summons (Drawmij's) (6). Changed from material component 1,000gp sapphire to any precious gem, must use a different stone for component each time.

Legend Lore (6). Cast at higher level to give advantage to Investigation checks.

Levitate (2). Cast at higher level to allow target to control, increase duration, remove concentration.

Lightning Bolt (3). Can break through barriers it can destroy by damage.

Mage Armor (1). Cast at higher level to also gain temporary HP.

Magic Mouth (2). Removes cost of material component.

Magnificent Mansion (Mordenkainen's) (7). Material component increased to 300gp. Replaces food for 100 with Supply = 5x proficiency bonus.

Maze (8). Intelligence check replaced with INT spell save.

Meld Into Stone (3). Cast at higher level to attack with disadvantage out of stone.

Mirror Image (2). Cast at higher level to increase duration to 1 hour.

Pass Without Trace (2). +10 replaced with Advantage and expertise die.

Plane Shift (7). Hostile target remains on plane only if you concentrate for 1 minute.

Polymorph (4). Excess damage cannot kill target, only knock unconscious.

Prismatic Spray (7). Indigo saves reduced to 2 successes or failures. *Oddly, this was not carried over to Prismatic Wall.*

Protection from Energy (2). Cast at higher level to add more energy types to resist.

Purify Food and Drink (1). Food limited to Supply = proficiency bonus. Cast at higher level to add Supply.

Raise Dead (5). Replaces -4 penalty with 3 levels of fatigue and strife, reducing one each after a long rest. *Oddly, this was not carried over to Resurrection.*

Reincarnate (5). Table modified for Heritage rules, which replace subraces.

Resilient Sphere (Otiluke's) (4). Replaces destruction by *disintegrate* with 15 force damage at once or 4th level *dispel magic*.

Shapechange (9). Gear always melds instead of option. Unconscious if excess damage reduces to 0hp.

Shield of Faith (1). Cast at higher level to increase AC by +1 every +3 levels.

Simulacrum (7). Spellcasting capped at 7th level spells.

Speak with Dead (3). Ranged reduced to Touch. Removes spell failure if used on same target within past 10 days.

Stinking Cloud (3). Cast at higher level to increase area.

Stoneskin (4). Cast at higher level to gain resistance to magical versions.

Suggestion (2). Cast at higher level to increase duration and remove concentration.

Symbol (8). Remove Insanity, add Confused (INT save or confused 1 minute).

Telekinesis (5). Cast at higher level to remove concentration.

Telepathic Bond (Rary's) (5). Cast at higher level to increase duration.

Tree Stride (5). Cast at higher level to add targets.

True Polymorph (9). See *Polymorph*.

True Resurrection (9). If no body, increase to 50,000gp of diamonds.

Unseen Servant (1). Cast at higher level to add servants.

Vicious Mockery (c). Damage increased to 1d6.

Warding Bond (2). Cast at higher level to increase duration.

Water Walk (3). Cast at higher level to increase duration.

Web (2). Cast at higher level to summon giant wolf spiders in web.

Wind Wall (3). Cast at higher level to increase damage.

New

Accelerando (4)
Air Wave (1)
Altered Strike (c)
Angel Paradox (7)
Arcane Riposte (1)
Aspect of the Moon (3)
Battlecry Ballad (3)
Blood-Writ Bargain (3)
Calculate (c)
Calculated Retribution (1)
Circular Breathing (c)
Cobra's Spit (3)
Corpse Explosion (1)
Crushing Haymaker (3)
Darklight (3)
Deadweight (2)
Dramatic Sting (1)
Earth Barrier (1)
Eldritch Cube (5)
Enrage Architecture (7)
Flex (2)
Force of Will (2)
Force Punch (1)
Forest Army (9)
Grapevine (c)
Harmonic Resonance (1)

Heart of Dis (8)
Inescapable Malady (7)
Infernal Weapon (6)
Invigorated Strikes (2)
Lemure Transformation (2)
Mental Grip (2)
Mindshield (4)
Pestilence (c)
Phantasmal Talons (1)
Poison Skin (3)
Rage of the Meek (4)
Raise Hell (9)
Searing Equation (1)
Seed Bomb (2)
Shattering Barrage (2)
Soulwrought Fists (2)
Sporesight (7)
Stormkick (5)
Tearful Sonnet (4)
Traveler's Ward (1)
Unholy Star (7)
Venomous Succor (3)
Wall of Flesh (6)
Warrior's Instincts (5)
Whirlwind Kick (3)
Wind Up (1)
Wormway (6)

Writhing Transformation (9)

Removed

Arcane Gate (6)
Armor of Agathys (1)
Armos of Hadar (1)
Aura of Life (4)
Aura of Purity (4)
Aura of Vitality (3)
Banishing Smite (5)
Beast Sense (2)
Blade Ward (c)
Blinding Smite (3)
Branding Smite (2)
Chromatic Orb (1)
Circle of Power (5)
Cloud of Daggers (2)
Compelled Duel (1)
Compulsion (4)
Conjure Barrage (3)
Conjure Volley (5)
Cordon of Arrows (2)
Crown of Madness (2)
Crusader's Mantle (3)
Destructive Wave (1)
Dissonant Whispers (1)
Eldritch Blast (c)
Elemental Weapon (3)
Ensnaring Strike (1)

Feign Death (3)
Grasping Vine (4)
Guardian of Faith (4)
Hail of Thorns (1)
Hellish Rebuke (1)
Hex (1)
Hunger of Hadar (3)
Hunter's Mark (1)
Lightning Arrow (3)
Phantasmal Force (2)
Poison Spray (c)
Power Word, Heal (9)
Ray of Sickness (1)
Searing Smite (1)
Staggering Smite (4)
Swift Quiver (5)
Telepathy (8)
Thorn Whip (c)
Thunderous Smite (1)
Tsunami (8)
Witch Bolt (1)
Wrathful Smite (1)

No Changes

Acid Splash (c)
Animal Friendship (1)
Animal Messenger (2)
Animal Shapes (8)
Antilife Shell (5)
Antimagic Field (8)
Antipathy/Sympathy (8)
Arcane Hand (Bigby's Hand) (5)
Arcane Sword (Mordenkainen's Sword) (7)
Astral Projection (9)
Augury (2)
Bane (1)
Beacon of Hope (3)
Bestow Curse (3)
Bless (1)
Blight (4)
Blindness/Deafness (2)
Blink (3)
Burning Hands (1)
Chain Lightning (6)
Charm Monster (4, XGE)
Charm Person (1)
Chill Touch (c)
Clairvoyance (3)
Clone (8)
Cloudkill (5)

Color Spray (1)
Command (1)
Commune (5)
Commune with Nature (5)
Cone of Cold (5)
Contagion (5)
Contingency (6)
Continual Flame (2)
Control Water (4)
Control Weather (8)
Creation (5)
Cure Wounds (1)
Dancing Lights (c)
Darkness (2)
Daylight (3)
Death Ward (4)
Delayed Blast Fireball (7)
Demiplane (8)
Dimension Door (4)
Disintegrate (6)
Dispel Magic (3)
Divination (4)
Divine Favor (1)
Divine Word (7)
Dominate Beast (4)
Dominate Monster (8)
Dominate Person (5)

Druidcraft (c)
Earthquake (8)
Entangle (1)
Enthrall (2)
Etherealness (7)
Eyebite (6)
Fabricate (4)
Faerie Fire (1)
Faithful Hound (Mordenkainen's) (4)
False Life (1)
Fear (3)
Feeblemind (8)
Find Trap (2)
Firebolt (c)
Flame Blade (2)
Flame Strike (5)
Flaming Sphere (2)
Fly (3)
Fog Cloud (1)
Forbiddance (6)
Freezing Sphere (Otiluke's) (6)
Gate (9)
Geas (5)
Globe of Invulnerability (6)
Glyph of Warding (3)
Grease (1)
Greater Invisibility (4)

Greater Restoration (5)
Guards and Wards (6)
Guidance (c)
Guiding Bolt (1)
Gust of Wind (2)
Hallow (5)
Heal (6)
Healing Word (1)
Heat Metal (2)
Heroism (1)
Hold Person (2)
Holy Aura (8)
Hypnotic Pattern (3)
Ice Storm (4)
Identify (1)
Illusory Script (1)
Imprisonment (9)
Incendiary Cloud (8)
Inflict Wounds (1)
Insect Plague (5)
Invisibility (2)
Lesser Restoration (2)
Light (c)
Locate Animals or Plants (2)
Locate Creature (4)
Locate Object (2)
Longstrider (1)

Mage Hand (c)
Magic Circle (3)
Magic Jar (6)
Magic Missile (1)
Magic Weapon (2)
Major Image (3)
Mass Cure Wounds (5)
Mass Heal (9)
Mass Healing Word (3)
Mass Suggestion (6)
Mending (c)
Message (c)
Mind Blank (8)
Minor Illusion (c)
Mirage Arcana (7)
Mislead (5)
Misty Step (2)
Modify Memory (5)
Moonbeam (2)
Move Earth (6)
Nondetection (3)
Passwall (5)
Phantom Steed (3)
Planar Ally (6)
Planar Binding (5)
Plant Growth (3)
Prayer of Healing (2)

Prestidigitation (c)
Prismatic Wall (9). *See Prismatic Spray under Small Changes.*
Private Sanctum (Mordenkainen's) (4)
Produce Flame (c)
Programmed Illusion (6)
Project Image (7)
Protection from Evil and Good (1)
Protection from Poison (2)
Ray of Enfeeblement (2)
Ray of Frost (c)
Regenerate (7)
Resistance (c)
Resurrection (7). *See Raise Dead under Small Changes.*
Reverse Gravity (7)
Revivify (3)
Sacred Flame (c)
Sanctuary (1)
Scorching Ray (2)
Scrying (5)
Secret Chest (Leomund's) (4)
See Invisibility (2)
Seeming (5)
Sending (3)
Sequester (7)
Shatter (2)
Shield (1)
Shillelagh (c)

Shocking Grasp (c)
Silence (2)
Silent Image (1)
Sleep (1)
Sleet Storm (3)
Spare the Dying (c)
Speak with Animals (1)
Speak with Plants (3)
Spider Climb (2)
Spike Growth (2)
Spiritual Weapon (2)
Stone Shape (4)
Storm of Vengeance (9)
Sunbeam (6)
Sunburst (8)
Teleport (7)
Teleportation Circle (5)
Thaumaturgy (c)
Thunderwave (1)
Time Stop (9)
Tongues (3).
Transport via Plants (6)
True Seeing (6)
True Strike (c)
Vampiric Touch (3)
Wall of Fire (4)
Wall of Ice (6)

Wall of Thorns (6)

Water Breathing (3)

Weird (9)

Wind Walk (6)

Wish (9)

Word of Recall (6)