

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

- ☐ ___ Strength
- ☐ ___ Dexterity
- ☐ ___ Constitution
- ☐ ___ Intelligence
- ☐ ___ Wisdom
- ☐ ___ Charisma

SAVING THROWS

- ☐ ___ Acrobatics (Dex)
- ☐ ___ Animal Handling (Wis)
- ☐ ___ Arcana (Int)
- ☐ ___ Athletics (Str)
- ☐ ___ Deception (Cha)
- ☐ ___ History (Int)
- ☐ ___ Insight (Wis)
- ☐ ___ Intimidation (Cha)
- ☐ ___ Investigation (Int)
- ☐ ___ Medicine (Wis)
- ☐ ___ Nature (Int)
- ☐ ___ Perception (Wis)
- ☐ ___ Performance (Cha)
- ☐ ___ Persuasion (Cha)
- ☐ ___ Religion (Int)
- ☐ ___ Sleight of Hand (Dex)
- ☐ ___ Stealth (Dex)
- ☐ ___ Survival (Wis)

SKILLS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

TREASURE

EQUIPMENT



| | | |
|------|--------|--------|
| AGE | HEIGHT | WEIGHT |
| EYES | SKIN | HAIR |

CHARACTER NAME

CHARACTER APPEARANCE

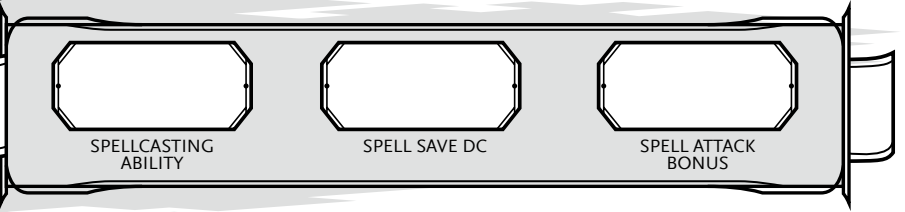
NAME

SYMBOL

ALLIES & ORGANIZATIONS

TREASURE

CHARACTER BACKSTORY

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SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN

Booming Blade

Wizard Cantrip Evocation DC 16 Spell Mod +8

1 Act. **5 ft** **V,M**

A weapon

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and it becomes sheathed in booming energy until the start of your next turn. If the target willingly moves before then, it immediately takes 1d8 thunder damage, and the spell ends. This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 thunder damage to the target, and the damage the target takes for moving increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

Chill Touch

Wizard Cantrip Necromancy DC 16 Spell Mod +8

1 Act. **120 ft** **V,S** **1 Rnd**

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target. If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn. This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Green-Flame Blade

Wizard Cantrip Evocation DC 16 Spell Mod +8

1 Act. **5 ft** **V,M** **Inst**

A weapon

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and green fire leaps from the target to a different creature of your choice that you can see within 5 feet of it. The second creature takes fire damage equal to your spellcasting ability modifier. This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 fire damage to the target, and the fire damage to the second creature increases to 1d8 + your spellcasting ability modifier. Both damage rolls increase by 1d8 at 11th level and 17th level.

Mage Hand

Wizard Cantrip Conjuration DC 16 Spell Mod +8

1 Act. **30 ft** **V,S** **1 min**

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.

Mind Sliver

Wizard Cantrip Enchantment DC 16 Spell Mod +8

1 Act. **60 ft** **V** **1 Rnd**

You drive a disorienting spike of psychic energy into the mind of one creature you can see within range. The target must succeed on an Intelligence saving throw or take 1d6 psychic damage and subtract 1d4 from the next saving throw it makes before the end of your next turn. At Higher Levels. This spell's damage increases by 1d6 when you reach certain levels: 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Absorb Elements

Wizard Level 1 Abjuration DC 16 Spell Mod +8

1 reAct. **Self** **S** **1 Rnd**

The spell captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and the spell ends. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each slot level above 1st.

Burning Hands

Wizard Level 1 Evocation DC 16 Spell Mod +8

1 Act. **Self** **V,S** **Inst**

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites any 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 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Catapult

Wizard Level 1 Transmutation DC 16 Spell Mod +8

1 Act. **60 ft** **S** **Inst**

Choose one object weighing 1 to 5 pounds within range that isn't being worn or carried. The object flies in a straight line up to 90 feet in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. If the object would strike a creature, that creature must make a Dexterity saving throw. On a failed save, the object strikes the target and stops moving. When the object strikes something, the object and what it strikes each take 3d8 bludgeoning damage. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the maximum weight of objects that you can target with this spell increases by 5 pounds, and the damage increases by 1d8, for each slot level above 1st.

Charm Person

Wizard Level 1 Enchantment DC 16 Spell Mod +8

1 Act. **30 ft** **V,S** **1 hr**

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

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Chromatic Orb

Wizard Level 1 Evocation DC 16 Spell Mod +8

1 Act. **90 ft** **V,S,M** **Inst***A diamond worth at least 50gp*

You hurl a 4-inch-diameter sphere of energy at a creature that you can see within range. You choose acid, cold, fire, lightning, poison, or thunder for the type of orb you create, and then make a ranged spell attack against the target. If the attack hits, the creature takes 3d8 damage of the type you chose. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Comprehend Languages (ritual)

Wizard Level 1 Divination DC 16 Spell Mod +8

1 Act. **Self** **V,S,M** **1 hr***A pinch of soot and salt*

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text. This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.

Detect Magic (ritual)

Wizard Level 1 Divination DC 16 Spell Mod +8

1 Act. **Self** **V,S** **Conc, 10 mins**

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Disguise Self

Wizard Level 1 Illusion DC 16 Spell Mod +8

1 Act. **Self** **V,S** **1 hr**

You make yourself—including your clothing, armor, weapons, and other belongings on your person look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair. To discern that you are

False Life

Wizard Level 1 Necromancy DC 16 Spell Mod +8

1 Act. **Self** **V,S,M** **1 hr***A small amount of alcohol or distilled spirits*

Bolstering yourself with a necromantic facsimile of life, you gain 1d4 + 4 temporary hit points for the duration. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you gain 5 additional temporary hit points for each slot level above 1st.

Feather Fall

Wizard Level 1 Transmutation DC 16 Spell Mod +8

1 reAct. **60 ft** **V,M** **1 min***A small feather or piece of down*

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.

Fog Cloud

Wizard Level 1 Conjuration DC 16 Spell Mod +8

1 Act. **120 ft** **V,S** **Conc, 1 hr**

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

Grease

Wizard Level 1 Conjuration DC 16 Spell Mod +8

1 Act. **60 ft** **V,S,M** **1 min***A bit of pork rind or butter*

Slick grease covers the ground in a 10-foot square centered on a point within range and turns it into difficult terrain for the duration. When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.

Hideous Laughter

Wizard Level 1 Enchantment DC 16 Spell Mod +8

1 Act. **30 ft** **V,S,M** **Conc, 1 min***Tiny tarts and a feather that is waved in the air*

A creature of your choice that you can see within range perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. The target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected. At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.

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| | | <p>Disguise Self <i>(reverse)</i> disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.</p> |
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Magic Missile

Wizard Level 1 Evocation DC 16 Spell Mod +8

1 Act. **120 ft** **V,S** **Inst**

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.

Shield

Wizard Level 1 Abjuration DC 16 Spell Mod +8

1 reAct. **Self** **V,S** **1 Rnd**

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

Sleep

Wizard Level 1 Enchantment DC 16 Spell Mod +8

1 Act. **90 ft** **V,S,M** **1 min***A pinch of fine sand, rose petals, or a cricket*

This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures). Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being charmed aren't affected by this spell. At Higher Levels. When you cast this spell using a

Thunderwave

Wizard Level 1 Evocation DC 16 Spell Mod +8

1 Act. **Self** **V,S** **Inst**

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Arcane Lock

Wizard Level 2 Abjuration DC 16 Spell Mod +8

1 Act. **Touch** **V,S,M** **Until dispelled***Gold dust worth at least 25 gp, which the spell consumes*

You touch a closed door, window, gate, chest, or other entryway, and it becomes locked for the duration. You and the creatures you designate when you cast this spell can open the object normally. You can also set a password that, when spoken within 5 feet of the object, suppresses this spell for 1 minute. Otherwise, it is impassable until it is broken or the spell is dispelled or suppressed. Casting knock on the object suppresses arcane lock for 10 minutes. While affected by this spell, the object is more difficult to break or force open; the DC to break it or pick any locks on it increases by 10.

Blur

Wizard Level 2 Illusion DC 16 Spell Mod +8

1 Act. **Self** **V** **Conc, 1 min**

Your body becomes blurred, shifting and wavering to all who can see you. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

Crown of Madness

Wizard Level 2 Enchantment DC 16 Spell Mod +8

1 Act. **120 ft** **V,S** **Conc, 1 min**

One humanoid of your choice that you can see within range must succeed on a Wisdom saving throw or become charmed by you for the duration. While the target is charmed in this way, a twisted crown of jagged iron appears on its head, and a madness glows in its eyes. The charmed target must use its action before moving on each of its turns to make a melee attack against a creature other than itself that you mentally choose. The target can act normally on its turn if you choose no creature or if none are within its reach. On your subsequent turns, you must use your action to maintain control over the target, or the spell ends. Also the target can make a Wisdom saving throw at the end of each of its turns. On a success, the spell ends.

Darkness

Wizard Level 2 Evocation DC 16 Spell Mod +8

1 Act. **60 ft** **V,M** **Conc, 10 mins***Bat fur and a drop of pitch or piece of coal*

Magical darkness spreads from a point you choose within range to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

Detect Thoughts

Wizard Level 2 Divination DC 16 Spell Mod +8

1 Act. **Self** **V,S,M** **Conc, 1 min***A copper piece*

For the duration, you can read the thoughts of certain creatures. When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected. You initially learn the surface thoughts of the creature—what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the spell

Sleep *(reverse)*

spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

Detect Thoughts *(reverse)*

ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check; if it succeeds, the spell ends. Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation. You can also use this spell to detect the presence of thinking creatures you can't see. When you cast the spell or as your action during the duration, you can search for thoughts within 30 feet of you. The spell can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language. Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.

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| <div data-bbox="115 50 272 81"> <h3>Hold Person</h3> </div> <div data-bbox="115 86 522 111"> <p>Wizard Level 2 Enchantment DC 16 Spell Mod +8</p> </div> <div data-bbox="115 123 526 155"> <p>1 Act. 60 ft V,S,M Conc, 1 min</p> </div> <div data-bbox="115 157 354 182"> <p>A small, straight piece of iron</p> </div> <div data-bbox="115 258 547 516"> <p>Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.</p> </div> | <div data-bbox="592 50 836 81"> <h3>Jim's Glowing Coin</h3> </div> <div data-bbox="592 86 1000 111"> <p>Wizard Level 2 Enchantment DC 16 Spell Mod +8</p> </div> <div data-bbox="592 123 938 155"> <p>1 Act. 60 ft S,M 1 min</p> </div> <div data-bbox="592 157 781 182"> <p>A coin. 2gp (consumed)</p> </div> <div data-bbox="592 258 1024 491"> <p>When you cast the spell, you hurl the coin that is the spell's material component to any spot within range. The coin lights up as if under the effect of a light spell. Each creature of your choice that you can see within 30 feet of the coin must succeed on a Wisdom saving throw or be distracted for the duration. While distracted, a creature has disadvantage on Wisdom (Perception) checks and initiative rolls.</p> </div> | <div data-bbox="1068 50 1153 81"> <h3>Knock</h3> </div> <div data-bbox="1068 86 1505 111"> <p>Wizard Level 2 Transmutation DC 16 Spell Mod +8</p> </div> <div data-bbox="1068 123 1406 155"> <p>1 Act. 60 ft V Inst</p> </div> <div data-bbox="1068 157 1520 609"> <p>Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access. A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked. If you choose a target that is held shut with arcane lock, that spell is suppressed for 10 minutes, during which time the target can be opened and shut normally. When you cast the spell, a loud knock, audible from as far away as 300 feet, emanates from the target object.</p> </div> |
| <div data-bbox="115 722 477 753"> <h3>Maximilian's Earthen Grasp</h3> </div> <div data-bbox="115 756 535 781"> <p>Wizard Level 2 Transmutation DC 16 Spell Mod +8</p> </div> <div data-bbox="115 793 526 825"> <p>1 Act. 30 ft V,S,M Conc, 1 min</p> </div> <div data-bbox="115 827 414 852"> <p>A miniature hand sculpted from clay</p> </div> <div data-bbox="115 926 561 1371"> <p>You choose a 5-foot-square unoccupied space on the ground that you can see within range. A Medium hand made from compacted soil rises there and reaches for one creature you can see within 5 feet of it. The target must make a Strength saving throw. On a failed save, the target takes 2d6 bludgeoning damage and is restrained for the spell's duration. As an action, you can cause the hand to crush the restrained target, which must make a Strength saving throw. The target takes 2d6 bludgeoning damage on a failed save, or half as much damage on a successful one. To break out, the restrained target can use its action to make a Strength check against your spell save DC. On a success, the target escapes and is no longer restrained by the hand. As an action, you can cause the hand to reach for a different creature or to move to a different unoccupied</p> </div> | <div data-bbox="592 722 768 753"> <h3>Mirror Image</h3> </div> <div data-bbox="592 756 951 781"> <p>Wizard Level 2 Illusion DC 16 Spell Mod +8</p> </div> <div data-bbox="592 793 938 825"> <p>1 Act. Self V,S 1 min</p> </div> <div data-bbox="592 926 1024 1371"> <p>Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates. Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates. If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher. A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all</p> </div> | <div data-bbox="1068 722 1166 753"> <h3>Shatter</h3> </div> <div data-bbox="1068 756 1459 781"> <p>Wizard Level 2 Evocation DC 16 Spell Mod +8</p> </div> <div data-bbox="1068 793 1406 825"> <p>1 Act. 60 ft V,S,M Inst</p> </div> <div data-bbox="1068 827 1187 852"> <p>A chip of mica</p> </div> <div data-bbox="1068 926 1511 1299"> <p>A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.</p> </div> |
| <div data-bbox="115 1386 256 1417"> <h3>Suggestion</h3> </div> <div data-bbox="115 1419 522 1444"> <p>Wizard Level 2 Enchantment DC 16 Spell Mod +8</p> </div> <div data-bbox="115 1457 526 1488"> <p>1 Act. 30 ft V,M Conc, 8 hrs</p> </div> <div data-bbox="115 1491 529 1541"> <p>A snake's tongue and either a bit of honeycomb or a drop of sweet oil</p> </div> <div data-bbox="115 1591 542 2037"> <p>You suggest a course of activity (limited to a sentence or two) and magically influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the spell. The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can also specify conditions that will trigger a special</p> </div> | <div data-bbox="592 1386 760 1417"> <h3>Counterspell</h3> </div> <div data-bbox="592 1419 979 1444"> <p>Wizard Level 3 Abjuration DC 16 Spell Mod +8</p> </div> <div data-bbox="592 1457 922 1488"> <p>1 reAct. 60 ft S Inst</p> </div> <div data-bbox="592 1591 1024 1896"> <p>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 Levels: 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.</p> </div> | <div data-bbox="1068 1386 1235 1417"> <h3>Dispel Magic</h3> </div> <div data-bbox="1068 1419 1469 1444"> <p>Wizard Level 3 Abjuration DC 16 Spell Mod +8</p> </div> <div data-bbox="1068 1457 1406 1488"> <p>1 Act. 120 ft V,S Inst</p> </div> <div data-bbox="1068 1591 1516 1850"> <p>Choose one creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level 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.</p> </div> |

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| | <p>Mirror Image <i>(reverse)</i> three duplicates are destroyed. A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.</p> | <p>Maximilian's Earthen Grasp <i>(reverse)</i> space within range. The hand releases a restrained target if you do either.</p> |
| | | <p>Suggestion <i>(reverse)</i> activity during the duration. For example, you might suggest that a knight give her warhorse to the first beggar she meets. If the condition isn't met before the spell expires, the activity isn't performed. If you or any of your companions damage the target, the spell ends.</p> |

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| <div> <div> <div>Fear</div> <div> <div>Wizard Level 3 Illusion DC 16 Spell Mod +8</div> <div> <div>1 Act.</div> <div>Self</div> <div>V,S,M</div> <div>Conc, 1 min</div> </div> </div> <div>A white feather or the heart of a hen</div> </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. 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> <div> <div>Fireball</div> <div> <div>Wizard Level 3 Evocation DC 16 Spell Mod +8</div> <div> <div>1 Act.</div> <div>150 ft</div> <div>V,S,M</div> <div>Inst</div> </div> </div> <div>A tiny ball of bat guano and sulfur</div> </div> <div> <p>A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point 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.</p> </div> </div> | <div> <div> <div>Fly</div> <div> <div>Wizard Level 3 Transmutation DC 16 Spell Mod +8</div> <div> <div>1 Act.</div> <div>Touch</div> <div>V,S,M</div> <div>Conc, 10 mins</div> </div> </div> <div>A wing feather from any bird</div> </div> <div> <p>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.</p> </div> </div> |
| <div> <div> <div>Hypnotic Pattern</div> <div> <div>Wizard Level 3 Illusion DC 16 Spell Mod +8</div> <div> <div>1 Act.</div> <div>120 ft</div> <div>S,M</div> <div>Conc, 1 min</div> </div> </div> <div>A glowing stick of incense or a crystal vial filled with phosphorescent material</div> </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. 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> <div> <div>Sleet Storm</div> <div> <div>Wizard Level 3 Conjuration DC 16 Spell Mod +8</div> <div> <div>1 Act.</div> <div>150 ft</div> <div>V,S,M</div> <div>Conc, 1 min</div> </div> </div> <div>A pinch of dust and a few drops of water</div> </div> <div> <p>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.</p> </div> </div> | <div> <div> <div>Vampiric Touch</div> <div> <div>Wizard Level 3 Necromancy DC 16 Spell Mod +8</div> <div> <div>1 Act.</div> <div>Self</div> <div>V,S</div> <div>Conc, 1 min</div> </div> </div> </div> <div> <p>The touch of your shadow-wreathed hand can siphon life 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. 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> </div> </div> |
| <div> <div> <div>Banishment</div> <div> <div>Wizard Level 4 Abjuration DC 16 Spell Mod +8</div> <div> <div>1 Act.</div> <div>60 ft</div> <div>V,S,M</div> <div>Conc, 1 min</div> </div> </div> <div>An item distasteful to the target</div> </div> <div> <p>You attempt to send one creature that you can see within range to another plane of existence. The target must succeed on a Charisma saving throw or be banished. If the target is native to the plane of existence you're on, you banish the target to a harmless demiplane. While there, the target is incapacitated. The target remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. If the target is native to a different plane of existence than the one you're on, the target is banished with a faint popping noise, returning to its home plane. If the spell ends before 1 minute has passed, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Otherwise, the target doesn't return. At Higher Levels. When you cast this spell</p> </div> </div> | <div> <div> <div>Black Tentacles</div> <div> <div>Wizard Level 4 Conjuration DC 16 Spell Mod +8</div> <div> <div>1 Act.</div> <div>90 ft</div> <div>V,S,M</div> <div>Conc, 1 min</div> </div> </div> <div>A piece of tentacle from a giant octopus or a giant squid</div> </div> <div> <p>Squirming, ebony tentacles fill a 20-foot square on ground that you can see within range. For the duration, these tentacles turn the ground in the area into difficult terrain. When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw or take 3d6 bludgeoning damage and be restrained by the tentacles until the spell ends. A creature that starts its turn in the area and is already restrained by the tentacles takes 3d6 bludgeoning damage. A creature restrained by the tentacles can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself.</p> </div> </div> | <div> <div> <div>Dimension Door</div> <div> <div>Wizard Level 4 Conjuration DC 16 Spell Mod +8</div> <div> <div>1 Act.</div> <div>500 ft</div> <div>V</div> <div>Inst</div> </div> </div> </div> <div> <p>You teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as "200 feet straight downward" or "upward to the northwest at a 45-degree angle, 300 feet." You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell. If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 4d6 force damage, and the spell fails to teleport you.</p> </div> </div> |

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| | | Banishment <i>(reverse)</i> using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th. |

Fire Shield

Wizard Level 4 Evocation DC 16 Spell Mod +8

1 Act. **Self** **V,S,M** **10 mins***A bit of phosphorus or a firefly*

Thin and wispy flames wreath your body for the duration, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. You can end the spell early by using an action to dismiss it. The flames provide you with a warm shield or a chill shield, as you choose. The warm shield grants you resistance to cold damage, and the chill shield grants you resistance to fire damage. In addition, whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with flame. The attacker takes 2d8 fire damage from a warm shield, or 2d8 cold damage from a cold shield.

Ice Storm

Wizard Level 4 Evocation DC 16 Spell Mod +8

1 Act. **300 ft** **V,S,M** **Inst***A pinch of dust and a few drops of water*

A hail of rock-hard ice pounds to the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 2d8 bludgeoning damage and 4d6 cold damage on a failed save, or half as much damage on a successful one. Hailstones turn the storm's area of effect into difficult terrain until the end of your next turn. At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the bludgeoning damage increases by 1d8 for each slot level above 4th.

Phantasmal Killer

Wizard Level 4 Illusion DC 16 Spell Mod +8

1 Act. **120 ft** **V,S** **Conc, 1 min**

You tap into the nightmares of a creature you can see within range and create an illusory manifestation of its deepest fears, visible only to that creature. The target must make a Wisdom saving throw. On a failed save, the target becomes frightened for the duration. At the end of each of the target's turns before the spell ends, the target must succeed on a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the spell ends. At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

Polymorph

Wizard Level 4 Transmutation DC 16 Spell Mod +8

1 Act. **60 ft** **V,S,M** **Conc, 1 hr***A caterpillar cocoon*

This spell transforms a creature that you can see within range into a new form. An unwilling creature must make a Wisdom saving throw to avoid the effect. The spell has no effect on a shapechanger or a creature with 0 hit points. The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality. The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess

Sickening Radiance

Wizard Level 4 Evocation DC 16 Spell Mod +8

1 Act. **120 ft** **V,S** **Conc, 10 mins**

Dim, greenish light spreads within a 30-foot-radius sphere centered on a point you choose within range. The light spreads around corners, and it lasts until the spell ends. When a creature moves into the spell's area for the first time on a turn or starts its turn there, that creature must succeed on a Constitution saving throw or take 4d10 radiant damage, and it suffers one level of exhaustion and emits a dim, greenish light in a 5-foot radius. This light makes it impossible for the creature to benefit from being invisible. The light and any levels of exhaustion caused by this spell go away when the spell ends.

Stone Shape

Wizard Level 4 Transmutation DC 16 Spell Mod +8

1 Act. **Touch** **V,S,M** **Inst***Soft clay, which must be worked into roughly the desired shape of the stone object*

You touch a stone object of Medium size or smaller or a section of stone no more than 5 feet in any dimension and form it into any shape that suits your purpose. So, for example, you could shape a large rock into a weapon, idol, or coffer, or make a small passage through a wall, as long as the wall is less than 5 feet thick. You could also shape a stone door or its frame to seal the door shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

Cloudkill

Wizard Level 5 Conjunction DC 16 Spell Mod +8

1 Act. **120 ft** **V,S** **Conc, 10 mins**

You create a 20-foot-radius sphere of poisonous, yellow-green fog centered on a point you choose within range. The fog spreads around corners. It lasts for the duration or until strong wind disperses the fog, ending the spell. Its area is heavily obscured. When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 5d8 poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe. The fog moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings. At Higher Levels. When you cast

Hold Monster

Wizard Level 5 Enchantment DC 16 Spell Mod +8

1 Act. **90 ft** **V,S,M** **Conc, 1 min***A small, straight piece of iron*

Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. This spell has no effect on undead. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target. At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can target one additional creature for each slot level above 5th. The creatures must be within 30 feet of each other when you target them.

Planar Binding

Wizard Level 5 Abjuration DC 16 Spell Mod +8

1 hr **60 ft** **V,S,M** **24 hrs***A jewel worth at least 1,000 gp, which the spell consumes*

With this spell, you attempt to bind a celestial, an elemental, a fey, or a fiend to your service. The creature must be within range for the entire casting of the spell. (Typically, the creature is first summoned into the center of an inverted magic circle in order to keep it trapped while this spell is cast.) At the completion of the casting, the target must make a Charisma saving throw. On a failed save, it is bound to serve you for the duration. If the creature was summoned or created by another spell, that spell's duration is extended to match the duration of this spell. A bound creature must follow your instructions to the best of its ability. You might command the creature to accompany you on an adventure, to guard a location, or to deliver a message. The creature obeys the letter of your instructions, but if the creature is hostile to

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| | | <p>Polymorph (reverse) damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious. The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech. The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.</p> |
| <p>Planar Binding (reverse) you, it strives to twist your words to achieve its own objectives. If the creature carries out your instructions completely before the spell ends, it travels to you to report this fact if you are on the same plane of existence. If you are on a different plane of existence, it returns to the place where you bound it and remains there until the spell ends. At Higher Levels. When you cast this spell using a spell slot of a higher level, the duration increases to 10 days with a 6th-level slot, to 30 days with a 7th level slot, to 180 days with an 8th-level slot, and to a year and a day with a 9th-level spell slot.</p> | | <p>Cloudkill (reverse) this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.</p> |

Steel Wind Strike

Wizard Level 5 Conjuration DC 16 Spell Mod +8

1 Act. 30 ft S,M Inst

A melee weapon worth at least 1 sp

You flourish the weapon used in the casting and then vanish to strike like the wind. Choose up to five creatures you can see within range. Make a melee spell attack against each target. On a hit, a target takes 6d10 force damage. You can then teleport to an unoccupied space you can see within 5 feet of one of the targets you hit or missed.

Synaptic Static

Wizard Level 5 Enchantment DC 16 Spell Mod +8

1 Act. 120 ft V,S Inst

You choose a point within range and cause psychic energy to explode there. Each creature in a 20-foot-radius sphere centered on that point must make an Intelligence saving throw. A creature with an Intelligence score of 2 or lower can't be affected by this spell. A target takes 8d6 psychic damage on a failed save, or half as much damage on a successful one. After a failed save, a target has muddled thoughts for 1 minute. During that time, it rolls a d6 and subtracts the number rolled from all its attack rolls and ability checks, as well as its Constitution saving throws to maintain concentration. The target can make an Intelligence saving throw at the end of each of its turns, ending the effect on itself on a success.

Telekinesis

Wizard Level 5 Transmutation DC 16 Spell Mod +8

1 Act. 60 ft V,S Conc, 10 mins

You gain the ability to move or manipulate creatures or objects by thought. When you cast the spell, and as your action each round for the duration, you can exert your will on one creature or object that you can see within range, causing the appropriate effect below. You can affect the same target round after round, or choose a new one at any time. If you switch targets, the prior target is no longer affected by the spell. Creature. You can try to move a Huge or smaller creature. Make an ability check with your spellcasting ability contested by the creature's Strength check. If you win the contest, you move the creature up to 30 feet in any direction, including upward but not beyond the range of this spell. Until the end of your next turn, the creature is restrained in your telekinetic grip. A creature lifted upward is suspended in mid-air. On

Wall of Force

Wizard Level 5 Evocation DC 16 Spell Mod +8

1 Act. 120 ft V,S,M Conc, 10 mins

A pinch of powder made by crushing a clear gemstone

An invisible wall of force springs into existence at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is 1/4 inch thick. It lasts for the duration. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side). Nothing can physically pass through the wall. It is immune to all damage and can't be dispelled by dispel magic. A disintegrate spell destroys the wall instantly, however. The wall also extends into

Disintegrate

Wizard Level 6 Transmutation DC 16 Spell Mod +8

1 Act. 60 ft V,S,M Inst

A lodestone and a pinch of dust

A thin green ray springs from your pointing finger to a target that you can see within range. The target can be a creature, an object, or a creation of magical force, such as the wall created by wall of force. A creature targeted by this spell must make a Dexterity saving throw. On a failed save, the target takes 10d6 + 40 force damage. If this damage reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a true resurrection or a wish spell. This spell automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this spell disintegrates a 10-footcube portion of it. A magic item is

Freezing Sphere

Wizard Level 6 Evocation DC 16 Spell Mod +8

1 Act. 300 ft V,S,M Inst

A small crystal sphere

A frigid globe of cold energy streaks from your fingertips to a point of your choice within range, where it explodes in a 60-foot-radius sphere. Each creature within the area must make a Constitution saving throw. On a failed save, a creature takes 10d6 cold damage. On a successful save, it takes half as much damage. If the globe strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches over an area 30 feet square. This ice lasts for 1 minute. Creatures that were swimming on the surface of frozen water are trapped in the ice. A trapped creature can use an action to make a Strength check against your spell save DC to break free. You can refrain from firing the globe after completing the spell, if you wish. A small globe about the size of a sling stone, cool to the touch, appears

Globe of Invulnerability

Wizard Level 6 Abjuration DC 16 Spell Mod +8

1 Act. Self V,S,M Conc, 1 min

A glass or crystal bead that shatters when the spell ends

An immobile, faintly shimmering barrier springs into existence in a 10-foot radius around you and remains for the duration. Any spell of 5th level or lower cast from outside the barrier can't affect creatures or objects within it, even if the spell is cast using a higher level spell slot. Such a spell can target creatures and objects within the barrier, but the spell has no effect on them. Similarly, the area within the barrier is excluded from the areas affected by such spells. At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the barrier blocks spells of one level higher for each slot level above 6th.

Summon Fiend

Wizard Level 6 Conjuration DC 16 Spell Mod +8

1 Act. 90 ft V,S,M Conc, 1 hr

(humanoid blood inside a ruby vial worth at least 600 gp)

You call forth a fiendish spirit. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Fiendish Spirit stat block. When you cast the spell, choose Demon, Devil, or Yugoloth. The creature resembles a fiend of the chosen type, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends. The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger. At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, use the higher level wherever the spell's level appears in the stat

Forcecage

Wizard Level 7 Evocation DC 16 Spell Mod +8

1 Act. 100 ft V,S,M 1 hr

Ruby dust worth 1,500 gp

An immobile, invisible, cube-shaped prison composed of magical force springs into existence around an area you choose within range. The prison can be a cage or a solid box, as you choose. A prison in the shape of a cage can be up to 20 feet on a side and is made from 1/2-inch diameter bars spaced 1/2 inch apart. A prison in the shape of a box can be up to 10 feet on a side, creating a solid barrier that prevents any matter from passing through it and blocking any spells cast into or out from the area. When you cast the spell, any creature that is completely inside the cage's area is trapped. Creatures only partially within the area, or those too large to fit inside the area, are pushed away from the center of the area until they are completely outside the area. A creature inside the cage can't leave it by nonmagical means. If the creature tries to use

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| <p>Telekinesis <i>(reverse)</i></p> <p>subsequent rounds, you can use your action to attempt to maintain your telekinetic grip on the creature by repeating the contest. Object. You can try to move an object that weighs up to 1,000 pounds. If the object isn't being worn or carried, you automatically move it up to 30 feet in any direction, but not beyond the range of this spell. If the object is worn or carried by a creature, you must make an ability check with your spellcasting ability contested by that creature's Strength check. If you succeed, you pull the object away from that creature and can move it up to 30 feet in any direction but not beyond the range of this spell. You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.</p> | | |
| <p>Freezing Sphere <i>(reverse)</i></p> <p>in your hand. At any time, you or a creature you give the globe to can throw the globe (to a range of 40 feet) or hurl it with a sling (to the sling's normal range). It shatters on impact, with the same effect as the normal casting of the spell. You can also set the globe down without shattering it. After 1 minute, if the globe hasn't already shattered, it explodes. At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d6 for each slot level above 6th.</p> | <p>Disintegrate <i>(reverse)</i></p> <p>unaffected by this spell. At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 3d6 for each slot level above 6th.</p> | <p>Wall of Force <i>(reverse)</i></p> <p>the Ethereal Plane, blocking ethereal travel through the wall.</p> |
| <p>Forcecage <i>(reverse)</i></p> <p>teleportation or interplanar travel to leave the cage, it must first make a Charisma saving throw. On a success, the creature can use that magic to exit the cage. On a failure, the creature can't exit the cage and wastes the use of the spell or effect. The cage also extends into the Ethereal Plane, blocking ethereal travel. This spell can't be dispelled by dispel magic.</p> | <p>Summon Fiend <i>(reverse)</i></p> <p>block.</p> | |

Reverse Gravity

Wizard Level 7 Transmutation DC 16 Spell Mod +8



1 Act. **100 ft** **V,S,M** **Conc, 1 min**

A lodestone and iron filings

This spell reverses gravity in a 50-foot-radius, 100-foot high cylinder centered on a point within range. All creatures and objects that aren't somehow anchored to the ground in the area fall upward and reach the top of the area when you cast this spell. A creature can make a Dexterity saving throw to grab onto a fixed object it can reach, thus avoiding the fall. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it just as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, for the duration. At the end of the duration, affected objects and creatures fall back down.

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