





Description	School	Time	Range	Comp	Duration	В	Pg.
creature cursed, see book; duration SL4:conc, 10 min; SL5:8h; SL7:24h; SL9:until dispelled	Necr	1 a	Touch	V,S	Conc, 1 min	P	218
ee or hear a familiar place; 1a to switch between seeing and hearing (100gp)	Div	10 min	1 mile	V,S,M	Conc, 10 min	P	222
Dispel any magical effect on crea or object; make DC 10+SL spellcasting ability check if above SL used	Abjur	1 a	120 ft	v,s	Instantaneous	P	234
Il crea Wis save or drop what it is holding and frightened; extra save/rnd if crea is not in line of sight	Illus	1 a	30-ft cone	V,S,M	Conc, 1 min	P	239
Villing creature appears dead; it is blinded, incapacitated, has dmg resist. all but Psychic, and speed 0	Necr	1 a	Touch	V,S,M	1 h (D)	P	240
Create a glyph that triggers on set condition; Int (Investigation) vs. Spell DC; see book (200gp cons.)	Abjur	1 h	Touch	V,S,M	Until triggered	P	245
0-ft cube all crea Wis save or charmed, incapacitated, speed 0 for duration; ends if crea takes dmg	Illus	1 a	120 ft	S,M	Conc, 1 min	P	252
0-ft rad immobile dome of force holds 9 Medium crea; blocks magic; ends if you leave; see book	Evoc	1 min	10-ft rad	V,S,M	8 h	P	255
0-ft cube illusion includes visible, audible, olfactory, temperature; 1a move it; SL6: no conc.; see book	Illus	1 a	120 ft	V,S,M	Conc, 10 min	P	258
crea or object up to 10 cu ft hidden from all divination magic (25gp cons.)	Abjur	1 a	Touch	V,S,M	8 h	P	263
a: 100-ft rad plants overgrow for 1/4 speed; 8h: 1 mile diameter plants yield double food at harvest	Trans	1a/8h	150 ft	v,s	Instantaneous	P	266
end a 25 word message to a familiar creature; it recognizes you and can respond with 25 words	Evoc	1 a	Unlimited	V,S,M	1 rnd	P	274
corpse with mouth answers 5 questions with knowledge it had in life; can cast on same every 10 days	Necr	1 a	10 ft	V,S,M	10 min	P	277
peak with plants in range about last 24h events; turn difficult plant terrain to normal or vice versa	Trans	1 a	30-ft rad	v,s	10 min	P	277
0-ft rad; ignores cover, heavily obscures; all in area at start of turn Con save against poison or can't act	Conj	1 a	90 ft	V,S,M	Conc, 1 min	P	278
crea understands all spoken languages, all with a language can understand what it means	Div	1 a	Touch	V,M	1 h	P	283
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e e e e e e e e e e e e e e e e e e e	creature cursed, see book; duration SL4:conc, 10 min; SL5:8h; SL7:24h; SL9:until dispelled be or hear a familiar place; 1a to switch between seeing and hearing (100gp) ispel any magical effect on crea or object; make DC 10+SL spellcasting ability check if above SL used Il crea Wis save or drop what it is holding and frightened; extra save/rnd if crea is not in line of sight Villing creature appears dead; it is blinded, incapacitated, has dmg resist. all but Psychic, and speed 0 reate a glyph that triggers on set condition; Int (Investigation) vs. Spell DC; see book (200gp cons.) of cube all crea Wis save or charmed, incapacitated, speed 0 for duration; ends if crea takes dmg 0-ft rad immobile dome of force holds 9 Medium crea; blocks magic; ends if you leave; see book 0-ft cube illusion includes visible, audible, olfactory, temperature; 1a move it; SL6: no conc.; see book crea or object up to 10 cu ft hidden from all divination magic (25gp cons.) a: 100-ft rad plants overgrow for 1/4 speed; 8h: 1 mile diameter plants yield double food at harvest end a 25 word message to a familiar creature; it recognizes you and can respond with 25 words corpse with mouth answers 5 questions with knowledge it had in life; can cast on same every 10 days peak with plants in range about last 24h events; turn difficult plant terrain to normal or vice versa 0-ft rad; ignores cover, heavily obscures; all in area at start of turn Con save against poison or can't act	creature cursed, see book; duration SL4:conc, 10 min; SL5:8h; SL7:24h; SL9:until dispelled ee or hear a familiar place; 1a to switch between seeing and hearing (100gp) Div sispel any magical effect on crea or object; make DC 10+SL spellcasting ability check if above SL used Il crea Wis save or drop what it is holding and frightened; extra save/rnd if crea is not in line of sight Illus Villing creature appears dead; it is blinded, incapacitated, has dmg resist. all but Psychic, and speed 0 reate a glyph that triggers on set condition; Int (Investigation) vs. Spell DC; see book (200gp cons.) O-ft cube all crea Wis save or charmed, incapacitated, speed 0 for duration; ends if crea takes dmg O-ft rad immobile dome of force holds 9 Medium crea; blocks magic; ends if you leave; see book O-ft cube illusion includes visible, audible, olfactory, temperature; 1a move it; SL6: no conc.; see book crea or object up to 10 cu ft hidden from all divination magic (25gp cons.) Abjur 100-ft rad plants overgrow for 1/4 speed; 8h: 1 mile diameter plants yield double food at harvest at 100-ft rad plants overgrow for 1/4 speed; 8h: 1 mile diameter plants yield double food at harvest corpse with mouth answers 5 questions with knowledge it had in life; can cast on same every 10 days o-ft rad; ignores cover, heavily obscures; all in area at start of turn Con save against poison or can't act  Conj	creature cursed, see book; duration SL4:conc, 10 min; SL5:8h; SL7:24h; SL9:until dispelled  Div 10 min  Abjur 1 a  Aljur 1 a  Il crea Wis save or drop what it is holding and frightened; extra save/rnd if crea is not in line of sight  Creature appears dead; it is blinded, incapacitated, has dmg resist. all but Psychic, and speed 0  Per toute all crea Wis save or charmed, incapacitated, speed 0 for duration; ends if crea takes dmg  Off cube all crea Wis save or charmed, incapacitated, speed 0 for duration; ends if crea takes dmg  Off cube illusion includes visible, audible, olfactory, temperature; 1a move it; SL6: no conc.; see book  Off cube illusion includes visible, audible, olfactory, temperature; 1a move it; SL6: no conc.; see book  a: 100-ft rad plants overgrow for 1/4 speed; 8h: 1 mile diameter plants yield double food at harvest corpse with mouth answers 5 questions with knowledge it had in life; can cast on same every 10 days  Per toute visible, audible appears on the mouth answers 5 questions with knowledge it had in life; can cast on same every 10 days  Per toute visible, audible appears on the mouth answers 5 questions with knowledge it had in life; can cast on same every 10 days  Per toute visible, audible appears on the mouth answers 5 questions with knowledge it had in life; can cast on same every 10 days  Per toute visible appears on the mouth answers 5 questions with knowledge it had in life; can cast on same every 10 days  Per toute visible appears on the mouth answers 5 questions with knowledge it had in life; can cast on same every 10 days  Per toute visible appears on the mouth answers 5 questions with knowledge it had in life; can cast on same every 10 days  Per toute visible appears on the min of the plant terrain to normal or vice versa  Per toute visible appears on the min of the visible appears on the life appe	creature cursed, see book; duration SL4:conc, 10 min; SL5:8h; SL7:24h; SL9:until dispelled  be or hear a familiar place; 1a to switch between seeing and hearing (100gp)  creature cursed, see book; duration SL4:conc, 10 min; SL5:8h; SL7:24h; SL9:until dispelled  be or hear a familiar place; 1a to switch between seeing and hearing (100gp)  creature appears dead; it is blinded, incapacitated, has dmg resist, all but Psychic, and speed 0  create a glyph that triggers on set condition; Int (Investigation) vs. Spell DC; see book (200gp cons.)  constitute all crea Wis save or charmed, incapacitated, speed 0 for duration; ends if crea takes dmg  constitute all crea Wis save or charmed, incapacitated, speed 0 for duration; ends if crea takes dmg  constitute all crea Wis save or charmed, incapacitated, speed 0 for duration; ends if crea takes dmg  constitute all crea Wis save or charmed, incapacitated, speed 0 for duration; ends if crea takes dmg  constitute all crea Wis save or charmed, incapacitated, speed 0 for duration; ends if crea takes dmg  constitute all crea Wis save or charmed, incapacitated, speed 0 for duration; ends if crea takes dmg  constitute all crea Wis save or charmed, incapacitated, speed 0 for duration; ends if crea takes dmg  constitute all crea Wis save or charmed, incapacitated, speed 0 for duration; ends if crea takes dmg  lillus 1 a 120 ft  Touch  1 by Touch  1 crea to the duration of the constitute of the constitution of the	creature cursed, see book; duration SL4:conc, 10 min; SL5:8h; SL7:24h; SL9:until dispelled  Necr 1 a Touch V,S  ee or hear a familiar place; 1a to switch between seeing and hearing (100gp)  Div 10 min 1 mile V,S,M  sispel any magical effect on crea or object; make DC 10+SL spellcasting ability check if above SL used  Il crea Wis save or drop what it is holding and frightened; extra save/rnd if crea is not in line of sight  Villing creature appears dead; it is blinded, incapacitated, has dmg resist. all but Psychic, and speed 0  Necr 1 a Touch V,S,M  Illus 1 a 120 ft S,M  Necr 1 a Touch V,S,M  Necr 1 a Touch V	creature cursed, see book; duration SL4:conc, 10 min; SL5:8h; SL7:24h; SL9:until dispelled  Div 10 min 1 mile V,S,M Conc, 10 min ispel any magical effect on crea or object; make DC 10+SL spellcasting ability check if above SL used II crea Wis save or drop what it is holding and frightened; extra save/rnd if crea is not in line of sight Villing creature appears dead; it is blinded, incapacitated, has dmg resist. all but Psychic, and speed 0 Necr 1 a Touch V,S,M Conc, 1 min Villing creature appears dead; it is blinded, incapacitated, has dmg resist. all but Psychic, and speed 0 Necr 1 a Touch V,S,M 1 h (D) reate a glyph that triggers on set condition; Int (Investigation) vs. Spell DC; see book (200gp cons.)  Off cube all crea Wis save or charmed, incapacitated, speed 0 for duration; ends if crea takes dmg IIlus 1 a 120 ft S,M Conc, 1 min O-ft rad immobile dome of force holds 9 Medium crea; blocks magic; ends if you leave; see book O-ft cube illusion includes visible, audible, olfactory, temperature; 1a move it; SL6: no conc.; see book O-ft cube illusion includes visible, audible, olfactory, temperature; 1a move it; SL6: no conc.; see book IIlus 1 a 120 ft V,S,M Conc, 10 min crea or object up to 10 cu ft hidden from all divination magic (25gp cons.)  Abjur 1 a Touch V,S,M Conc, 10 min 10-ft rad V,S,M Sh Conc, 10 min 10-ft rad V,S,M Sh Conc, 10 min 10-ft rad plants overgrow for 1/4 speed; 8h: 1 mile diameter plants yield double food at harvest 1 a 120 ft V,S,M Sh Instantaneous 25 word message to a familiar creature; it recognizes you and can respond with 25 words 1 a Unlimited V,S,M I rnd 1 a 10 ft V,S,M I on min 1 and 1 a 10 ft V,S,M I on min 1 and 1 a 10 ft V,S,M I on min 1 and 1 a 10 ft V,S,M I on min 1 and 1 a 10 ft V,S,M I on min 1 and 1 a 10 ft V,S,M I on min 1 and 1 a 10 ft V,S,M I on min 1 and 1 a 10 ft V,S,M I on min 1 and 1 a 10 ft V,S,M I on min 1 and 1 a 10 ft V,S,M I on min 1 and 1 a 10 ft V,S,M I on min 1 and 1 a 10 ft V,S,M I on min 1 and 1 a 10 ft V,S,M I on min 1 and 1 a 10 ft V,S,M I on min 1 and	creature cursed, see book; duration SL4:conc, 10 min; SL5:8h; SL7:24h; SL9:until dispelled  Per or hear a familiar place; 1a to switch between seeing and hearing (100gp)  Prispel any magical effect on crea or object; make DC 10+SL spellcasting ability check if above SL used ll crea Wis save or drop what it is holding and frightened; extra save/rnd if crea is not in line of sight lllus  Illus  I a 120 ft V,S Instantaneous P In the same of the same



Kn Spell	Description	School	Time	Range	Comp	Duration	B Pg
□ Compulsion	Any crea in range Wis save or you use bns a to have them use all movement in one direction	Ench	1 a	30 ft	v,s	Conc, 1 min	P 22
□ Confusion	10+5/SL-ft rad all Wis save or confused, see book; extra save at end of every turn	Ench	1 a	90 ft	V,S,M	Conc, 1 min	P 22
<ul> <li>Dimension Door</li> </ul>	Teleport yourself and 1 willing crea within 5 ft, up to 500 ft to a place you can see, specify, or describe	Conj	1 a	500 ft	V	Instantaneous	P 23
□ Freedom of Movement	1 willing crea; magic cannot reduce speed, paralyze, restrain; use 5 ft to escape nonmagical restrains	Abjur	1 a	Touch	V,S,M	1 h	P 24
<ul> <li>Greater Invisibility</li> </ul>	1 crea invisible until end of the spell; anything the target is wearing or carrying is also invisible	Illus	1 a	Touch	v,s	Conc, 1 min	P 24
<ul> <li>Hallucinatory Terrain</li> </ul>	150-ft cube of terrain resembles some other sort of terrain; Int (Investigation) vs. Spell DC; see book	Illus	10 min	300 ft	V,S,M	24 h	P 24
□ Locate Creature	Learn direction to closest named or described kind or specific creature within 1000 ft; see book	Div	1 a	Self	V,S,M	Conc, 1 h	P 25
□ Polymorph	1 creature Wis save or transformed into beast of choice of same CR or lower; see book	Trans	1 a	60 ft	v,s,m	Conc, 1 h	P 26

Kn Spell	Description	School	Time	kange	Comp	Duration	в rg.
<ul> <li>Animate Objects</li> </ul>	10+2/SL nonmagical objects not worn or carried; bns a command within 500 ft; see book	Trans	1 a	120 ft	v,s	Conc, 1 min	P 213
□ Awaken	Give beast or plant Int 10 and ability to move. Follows commands for 30 days (1000gp cons.)	Trans	8 h	Touch	V,S,M	Instantaneous	P 216
<ul> <li>Dominate Person</li> </ul>	1 humanoid Wis save or charmed, follows telepathic commands, 1a for complete control; +SL for dur.	Ench	1 a	60 ft	v,s	Conc, 1 min	P 235
□ Dream	You or willing crea enters a crea's dreams, manifesting as a messenger with whom it can communicate	Illus	1 min	Special	V,S,M	8 h	P 236
□ Geas	1 crea Wis save or charmed; it must obeys commands or 5d10 Psychic dmg; SL7: 1 year, SL9: until disp.	Ench	1 min	60 ft	V	30 days (D)	P 244
<ul> <li>Greater Restoration</li> </ul>	Reduce exhaustion or end charm, petrify, curse, stat or max hp reduction (100gp cons.)	Abjur	1 a	Touch	V,S,M	Instantaneous	P 246
<ul> <li>Hold Monster</li> </ul>	1+1/SL crea within 30 ft of each other Wis save or paralyzed; extra save at end of each turn	Ench	1 a	90 ft	V,S,M	Conc, 1 min	P 251
<ul> <li>Legend Lore</li> </ul>	Learn summary of lore involved with named or described person, place, or object (200gp; 250gp cons.)	Div	10 min	Self	V,S,M	Instantaneous	P 254
<ul> <li>Mass Cure Wounds</li> </ul>	6 crea within 30-ft rad heal 3d8+1d8/SL+spellcasting ability modifier in hp	Conj	1 a	60 ft	v,s	Instantaneous	P 258
□ Mislead	You invisible and illusionary duplicate of you; 1a move it; bns a switch between its senses and yours	Illus	1 a	Self	S	Conc, 1 h	P 260
<ul> <li>Modify Memory</li> </ul>	1 crea Wis save or charmed, alter 1 memory of last (SL6: 7, SL7: 30, SL8: 365) day; SL:9 any memory	Ench	1 a	30 ft	v,s	Conc, 1 min	P 261
<ul> <li>Planar Binding</li> </ul>	1 celestial/elem/fey/fiend Cha save or bound; SL6: 10, SL7: 30, SL8: 180, SL9: 366 days (1000gp cons.)	Abjur	1 h	60 ft	V,S,M	24 h	P 265
<ul> <li>Raise Dead</li> </ul>	Restores a creature's body that has died in the last 10 days to life with 1 hp; see book (500gp cons.)	Necr	1 h	Touch	V,S,M	Instantaneous	P 270
□ Scrying	1 crea Wis save or sensor follows it around; or create sensor in familiar location; see book (1000gp)	Div	10 min	Self	V,S,M	Conc, 10 min	P 273
□ Seeming	Any crea Cha save or disguised by changing physical appearance; Int (Investigation) check vs. spell DC	Illus	1 a	30 ft	v,s	8 h (D)	P 274
<ul> <li>Teleportation Circle</li> </ul>	Create a circle to teleport to another teleportation circle on same plane; see book (50gp cons.)	Conj	1 min	10 ft	V,M	1 rnd	P 281



Description	School	Time	Range	Comp	Duration	В	Pg.
1 crea/rnd within 60 ft Wis save or either fall asleep, panicked, or sickened, your choice	Necr	1 a	Self	v,s	Conc, 1 min	P	238
Know the shortest route to a location you are familiar with and are on the same plane with (100gp)	Div	1 min	Self	V,S,M	Conc, 1 day	P	240
Protect an area with an assortment of effects including fog, web, illusions and locks; see book (10gp)	Abjur	10 min	Touch	V,S,M	24 h	P	248
12 crea Wis save or follow stated course of action; SL7: 10 day; SL8: 30 days; SL9: 366 days; see book	Ench	1 a	60 ft	V,M	24 h	P	258
1 crea dances in place, can't move, dis. on attacks/Dex saves, adv. on atks vs. target; Wis save each rnd	Ench	1 a	30 ft	V	Conc, 1 min	P	264
30-ft cube illusion includes visible, audible; triggers on set condition; see book (25gp)	Illus	1 a	120 ft	V,S,M	Until dispelled	P	269
1 willing crea gains truesight 120 ft; see through illusions, hidden doors, ethereal plane (25gp cons.)	Div	1 a	Touch	V,S,M	1 h	P	284
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	1 crea/rnd within 60 ft Wis save or either fall asleep, panicked, or sickened, your choice Know the shortest route to a location you are familiar with and are on the same plane with (100gp) Protect an area with an assortment of effects including fog, web, illusions and locks; see book (10gp) 12 crea Wis save or follow stated course of action; SL7: 10 day; SL8: 30 days; SL9: 366 days; see book 1 crea dances in place, can't move, dis. on attacks/Dex saves, adv. on atks vs. target; Wis save each rnd 30-ft cube illusion includes visible, audible; triggers on set condition; see book (25gp)	1 crea/rnd within 60 ft Wis save or either fall asleep, panicked, or sickened, your choice Necr Know the shortest route to a location you are familiar with and are on the same plane with (100gp) Div Protect an area with an assortment of effects including fog, web, illusions and locks; see book (10gp) Abjur 12 crea Wis save or follow stated course of action; SL7: 10 day; SL8: 30 days; SL9: 366 days; see book Ench 1 crea dances in place, can't move, dis. on attacks/Dex saves, adv. on atks vs. target; Wis save each rnd 30-ft cube illusion includes visible, audible; triggers on set condition; see book (25gp) Illus	1 crea/rnd within 60 ft Wis save or either fall asleep, panicked, or sickened, your choice Necr 1 a Know the shortest route to a location you are familiar with and are on the same plane with (100gp) Div 1 min Protect an area with an assortment of effects including fog, web, illusions and locks; see book (10gp) Abjur 10 min 12 crea Wis save or follow stated course of action; SL7: 10 day; SL8: 30 days; SL9: 366 days; see book Ench 1 a 1 crea dances in place, can't move, dis. on attacks/Dex saves, adv. on atks vs. target; Wis save each rnd 30-ft cube illusion includes visible, audible; triggers on set condition; see book (25gp) Illus 1 a	1 crea/rnd within 60 ft Wis save or either fall asleep, panicked, or sickened, your choice  Know the shortest route to a location you are familiar with and are on the same plane with (100gp)  Protect an area with an assortment of effects including fog, web, illusions and locks; see book (10gp)  Abjur 10 min 7 ouch 12 crea Wis save or follow stated course of action; SL7: 10 day; SL8: 30 days; SL9: 366 days; see book  1 crea dances in place, can't move, dis. on attacks/Dex saves, adv. on atks vs. target; Wis save each rnd  30-ft cube illusion includes visible, audible; triggers on set condition; see book (25gp)  Illus 1 a 120 ft	1 crea/rnd within 60 ft Wis save or either fall asleep, panicked, or sickened, your choice  Necr 1 a Self V,S  Know the shortest route to a location you are familiar with and are on the same plane with (100gp)  Protect an area with an assortment of effects including fog, web, illusions and locks; see book (10gp)  Abjur 10 min Touch  V,S,M  12 crea Wis save or follow stated course of action; SL7: 10 day; SL8: 30 days; SL9: 366 days; see book  1 crea dances in place, can't move, dis. on attacks/Dex saves, adv. on atks vs. target; Wis save each rnd  30-ft cube illusion includes visible, audible; triggers on set condition; see book (25gp)  Illus 1 a 120 ft  V,S,M	1 crea/rnd within 60 ft Wis save or either fall asleep, panicked, or sickened, your choice  Necr 1 a Self V,S Conc, 1 min  Know the shortest route to a location you are familiar with and are on the same plane with (100gp)  Protect an area with an assortment of effects including fog, web, illusions and locks; see book (10gp)  12 crea Wis save or follow stated course of action; SL7: 10 day; SL8: 30 days; SL9: 366 days; see book  1 crea dances in place, can't move, dis. on attacks/Dex saves, adv. on atks vs. target; Wis save each rnd  30-ft cube illusion includes visible, audible; triggers on set condition; see book (25gp)  Necr 1 a Self V,S Conc, 1 min  Touch V,S,M 24 h  La Conc, 1 min	1 crea/rnd within 60 ft Wis save or either fall asleep, panicked, or sickened, your choice  Necr 1 a Self V,S Conc, 1 min P Know the shortest route to a location you are familiar with and are on the same plane with (100gp)  Protect an area with an assortment of effects including fog, web, illusions and locks; see book (10gp)  12 crea Wis save or follow stated course of action; SL7: 10 day; SL8: 30 days; SL9: 366 days; see book  1 crea dances in place, can't move, dis. on attacks/Dex saves, adv. on atks vs. target; Wis save each rnd  30-ft cube illusion includes visible, audible; triggers on set condition; see book (25gp)  Necr 1 a Self V,S M Conc, 1 min P  Nomin Touch  V,S,M 24 h P  1 crea dances in place, can't move, dis. on attacks/Dex saves, adv. on atks vs. target; Wis save each rnd  1 a 30 ft V Conc, 1 min P  1 crea dances in place, can't move, dis. on attacks/Dex saves, adv. on atks vs. target; Wis save each rnd  1 a 10 ft V,S,M Until dispelled P

Level /								
Kn Spell	Description	School	Time	Range	Comp	Duration	В	Pg.
□ Etherealness	1/SL willing crea go to Ethereal Plane; move there, but able to perceive 60 ft into the normal plane	Trans	1 a	Self	v,s	8 h (D)	P	238
□ Forcecage	20-ft cube cage, or 10-ft cube solid; blocks all spells; extraplanar travel in/out on Cha save (1500gp)	Evoc	1 a	100 ft	V,S,M	1 h	P	243
<ul> <li>Mirage Arcane</li> </ul>	1 sq mile alter terrain illusion includes visible, audible, olfactory, tactile; can make difficult ter; see book	Illus	10 min	Sight	v,s	10 days	P	260
<ul> <li>Mor. Magni. Mansion</li> </ul>	Create extradimensional mansion with rooms, food and servants to serve 100 people; see book (15gp)	Conj	1 min	300 ft	V,S,M	24 h	P	261
□ Mor. Sword	Hovering sword makes melee spell attacks for 3d10 Force dmg; bns a to move 20 ft and/or attack	Evoc	1 a	60 ft	V,S,M	Conc, 1 min	P	262
□ Project Image	Project image of you to familiar place; 1a manipulate it; bns a switch between its senses and yours (5gp)	Illus	1 a	500 miles	V,S,M	Conc, 1 day	P	270
□ Regenerate	1 crea heals 4d8+15 hp and 1 hp/rnd for rest of duration; restores lost body parts in 2 min	Trans	1 min	Touch	V,S,M	1 h	P	271
□ Resurrection	Resurrects a creature, that has died in the last century, with whole body; see book (1000gp cons.)	Necr	1 h	Touch	V,S,M	Instantaneous	P	272
□ Symbol	Inscribe a glyph to activate for chosen effect on set trigger; see book (1000gp cons.)	Abjur	1 min	Touch	V,S,M	Until triggered	P	280
□ Teleport	You, 8 willing crea, or an object teleport to a place you know, have seen, or can describe; see book	Conj	1 a	10 ft	V	Instantaneous	P	281



Kn Spell	Description	School	Time	Range	Comp	Duration	В	Pg.
<ul> <li>Dominate Monster</li> </ul>	1 crea Wis save or charmed, follows telepathic commands, 1a for complete control; SL9: conc, 8h	Ench	1 a	60 ft	v,s	Conc, 1 h	P	235
□ Feeblemind	1 crea 4d6 Psychic dmg and Int save or Int and Cha become 1; extra save every 30 days to end spell	Ench	1 a	150 ft	V,S,M	Instantaneous	P	239
□ Glibness	You can choose to roll a 15 on any Charisma check; magic cannot detect if you are lying	Trans	1 a	Self	V	1 h	P	245
<ul> <li>Mind Blank</li> </ul>	1 crea immune to charms, psychic damage, divination, mind reading, and any mind altering effects	Abjur	1 a	Touch	V,S	24 h	P	259
□ Power Word Stun	1 creature with 150 current hp or less is stunned; Con save at end of each turn to end spell	Ench	1 a	60 ft	V	Instantaneous	P	267
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Kn Spell	Description	School School	Time	Range	Comp	Duration	В	Pg.
<ul> <li>Foresight</li> </ul>	1 willing crea can't be surprised; adv. on attacks, ability checks, and saves; dis. on attacks vs. target	Div	1 min	Touch	V,S,M	8 h	P	244
<ul> <li>Power Word Heal</li> </ul>	1 crea heals all hp and stops being charmed, frightened, paralyzed, stunned; it can use rea to stand up	Evoc	1 a	Touch	v,s	Instantaneous	P	266
□ Power Word Kill	1 creature with 100 current hp or less dies	Ench	1 a	60 ft	V	Instantaneous	P	266
□ True Polymorph	1 crea/obj Wis save or transformed into another crea/obj with equal CR or lower; see book	Trans	1 a	30 ft	V,S,M	Conc, 1 h	P	283
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7 Cantrips			·		_		_				
Kn Spell	Description	-			School	Time	Range	Comp	Duration	ı	B Pg.
<ul><li>☐ Guidance</li><li>☐ Light</li></ul>	1 willing creature adds 1d4 to ability check of its choice, after rolling, or 1 obj up to 10-ft cube sheds bright light 20-ft rad and dim light 20-ft; c.	_		ces	Div Evoc	1 a 1 a	Touch Touch	V,S V,M	Conc, 1 mir 1 h (D)		P 248 P 255
<ul> <li>Mending</li> </ul>	Repair a single broken object no larger than 1 cu ft; can't restore magic t	o broken magic			Trans	1 min	Touch	v,s,M	Instantaneo	us I	P 259
<ul><li>□ Resistance</li><li>□ Sacred Flame</li></ul>	1 willing crea can add 1d4 to one saving throw after rolling, once durin 1 creature Dex save or 1d8 Radiant dmg; no bonus for cover on save; CL	-	3, CL17:4d	18	Abjur Evoc	1 a 1 a	Touch 60 ft	V,S,M V,S	Conc, 1 mir Instantaneo		P 272 P 272
□ Spare the Dying	1 living creature with 0 current hp becomes stable				Necr Trans	1 a	Touch 30 ft	v,s v	Instantaneo 1 min (D)		P 277 P 282
Thaumaturgy	Minor wonder; your voice booms, flames flicker, tremors in the ground,	ommous sounds	, e.c.							: :	
Tevel 1											
Me Spell	Description	-			School		Range	-	Duration		B Pg.
Bane Bless	3+1/SL creatures Cha save or have to subtract 1d4 on every attack or sa 3+1/SL creatures can add 1d4 on every attack roll or saving throw duri		on			1 a 1 a	30 ft 30 ft		Conc, 1 mir Conc, 1 mir		P 216 P 219
Command	1+1/SL crea Wis save or follows one word command, such as approach	, drop, flee, grove			Ench	1 a	60 ft	v	1 rnd	]	P 223
Create/Destroy Water Cure Wounds	Create/destroy 10+2/SL gal of water in open container; or create rain/of 1 creature is healed for 1d8+1d8/SL+spellcasting ability modifier hp	destroy fog in 30	+5/SL-ft c	ube	Trans Evoc	1 a 1 a	30 ft Touch	V,S,M V,S	Instantaneo Instantaneo		P 229 P 230
Detect Evil/Good	Know if aberration, celestial, elemental, fey, fiend, undead, and des-/con		ithin 30 ft		Div	1 a	Self	V,S	Conc, 10 m	n l	P 231
Detect Magic (R) Detect Poison/Dis.	Know presence of magic within 30 ft; 1a to see auras and determine sch Know presence, location, and type of poisons, poisonous creatures, and of		O ft		Div Div	1 a 1 a	Self Self	V,S V,S,M	Conc, 10 m		P 231 P 231
Guiding Bolt	Spell attack for 4d6+1d6/SL Radiant dmg and next attack against target				Evoc	1 a	120 ft	V,S	1 rnd	]	P 248
Healing Word Inflict Wounds	Heals 1 living creature 1d4+1d4/SL+spellcasting ability modifier Spell attack for 3d10+1d10/SL Necrotic dmg				Evoc Necr	1 bns 1 a	60 ft Touch	V V,S	Instantaneo Instantaneo		P 250 P 253
Prot. from Evil/Good	1 crea immune to fear/charm/possession and dis. on atks from celestials	s, elem., fey, fiend	ds, or unde	ead	Abjur	1 a	Touch	v,s,M	Conc, 10 m	n l	P 270
Purify Food/Drink (R) Sanctuary	5-ft rad of food and drink is rendered free of all poison and disease 1 crea warded; any who want to attack/target must first make Wis save;	doesn't protect v	s. area spe	ells	Trans Abjur		10 ft 30 ft	V,S V.S.M	Instantaneo 1 min		P 270 P 272
Shield of Faith	1 creature gains +2 AC for the duration	,			Abjur		60 ft		Conc, 10 m		
Level 2		_									
Me Spell Aid	<b>Description</b> 3 creatures gain 5+5/SL current hp and hp max for the duration				School Abjur		Range 30 ft	Comp V,S,M	<b>Duration</b> 8 h		<b>B Pg.</b> P 211
Augury (R)	Omen about specific course of action you plan to take in the next 30 min				Div	1 min	Self	V,S,M	Instantaneo	us I	P 215
Blindness/Deafness Calm Emotions	1+1/SL crea Con save or blinded or deafened; extra save at end of every Each humanoid in 20-ft rad Cha save or suppress either charm/fear effe				Necr Ench	1 a 1 a	30 ft 60 ft	V V,S	1 min Conc, 1 mir		P 219 P 221
Continual Flame	Create a permanent flame (50gp cons.)	cts of nostmiy			Evoc	1 a	Touch		Until dispel		P 227
Enhance Ability Find Traps	1+1/SL crea adv. on checks with 1 stat; chosing Str, Dex, Con gives second Sense presence of any trap within line of sight; not exact location, but ge		nasa		Trans Div	1 a 1 a	Touch 120 ft	V,S,M V,S	Conc, 1 h Instantaneo		P 237 P 241
Gentle Repose (R)	1 corpse protected from decay and prevent it from becominutesg undead			ead		1 a	Touch		10 days		P 245
Hold Person	1+1/SL humanoid within 30 ft of each other Wis save or paralyzed; extr		each turn			1 a	60 ft		Conc, 1 mir		P 251
Lesser Restoration Locate Object	1 crea cured of 1 disease, or 1 condition: blinded, deafened, paralyzed, c Learn direction to closest named or described kind or specific object with		ook		Abjur Div	1 a 1 a	Touch Self	V,S V,S,M	Instantaneo Conc, 10 m		P 255 P 256
Prayer of Healing	6 creatures heal 2d8+1d8/SL+spellcasting ability modifier hp				Evoc	10 min	30 ft	V	Instantaneo	us l	P 267
Prot. from Poison Silence (R)	1 crea cured from 1 poison, gains resistance to Poison damage, and adv. 20-ft rad no sound can propagate; all within deafened, immune to Thun				Abjur Illus	1 a 1 a	Touch 120 ft	V,S V,S	1 h Conc, 10 m		P 270 P 275
Spiritual Weapon	Create weapon; spell attack 1d8+1d8/2SL+ability modifier Force dmg; l	bns a to move 20	ft and/or		Evoc	1 bns	60 ft	V,S	1 min	]	P 278
Warding Bond Zone of Truth	1 crea +1 AC, +1 saves, resistance all dmg; if it takes dmg you take same 15-ft rad all in or enter Cha save or unable to lie; you aware if saved or			e	Abjur Ench		Touch 60 ft	V,S,M V,S	1 h (D) 10 min		P 287 P 289
										_ :	_

### ّ Level 3

Me Spell	Description	School	Time	Range	Comp	Duration	B Pg.
Animate Dead	Turn corpes into 1+2/SL Skeletons or Zombies; control for 24h; bns a command within 60 ft	Necr	1 min	10 ft	_	Instantaneous	P 212
Beacon of Hope	Any crea in range adv. on Wis/Death saves and gains max hp from any healing	Abjur		30 ft	v,s	Conc, 1 min	P 217
Bestow Curse	1 creature cursed, see book; duration SL4:conc, 10 min; SL5:8h; SL7:24h; SL9:until dispelled	Necr	1 a	Touch	v,s	Conc, 1 min	P 218
Clairvoyance	See or hear a familiar place; 1a to switch between seeing and hearing (100gp)	Div	10 min	1 mile	V,S,M	Conc, 10 min	P 222
Create Food/Water	Create 45 pounds of food and 30 gallons of water; enough for 15 humanoids or 5 steeds for 24h	Conj	1 a	30 ft	v,s	Instantaneous	P 229
Daylight	60-ft rad bright light + 60-ft dim light on point or object; only magical darkness of higher SL works	Evoc	1 a	60 ft	v,s	1 h	P 230
Dispel Magic	Dispel any magical effect on crea or object; make DC 10+SL spellcasting ability check if above SL used	Abjur		120 ft	v,s	Instantaneous	P 234
Feign Death (R)	Willing creature appears dead; it is blinded, incapacitated, has dmg resist. all but Psychic, and speed 0		1 a	Touch		1 h (D)	P 240
Glyph of Warding	Create a glyph that triggers on set condition; Int (Investigation) vs. Spell DC; see book (200gp cons.)	Abjur		Touch		Until triggered	
Magic Circle	Celes., elem., fey, fiends, or undead can't enter/leave; dis. on atk; +1h/SL dura.; see book (100gp cons.)	Abjur		10 ft	V,S,M		P 256
Mass Healing Word	6 crea heal 1d4+1d4/SL+spellcasting ability modifier in hp	Evoc	1 bns	60 ft	V	Instantaneous	P 258
Meld into Stone (R)	You merge into a stone object large enough to contain you; can't see through the stone; see book	Trans		Touch	V,S	8 h	P 259
Prot. from Energy	1 creature gains resistance to either Acid, Cold, Fire, Lightning, or Thunder damage for duration	Abjur		Touch	V,S	Conc, 1 h	P 270
Remove Curse	1 creature or object is freed of all curses; cursed magic items break attunement with owner	Abjur		Touch	V,S	Instantaneous	P 271
Revivify	Restores a creature's body that has died in the last min to life with 1 hp (300gp cons.)		1 a	Touch		Instantaneous	P 272
Sending	Send a 25 word message to a familiar creature; it recognizes you and can respond with 25 words	Evoc	1 a	Unlimited			P 274
Speak with Dead Spirit Guardians	1 corpse with mouth answers 5 questions with knowledge it had in life; can cast on same every 10 days	Necr	1 a 1 a	10 ft 15-ft rad		10 min Conc, 10 min	P 277 P 278
Tongues	Undesignated crea entering/starting turn in area half speed, 3d8+1d8/SL Radiant/Necrotic dmg; Wis half crea understands all spoken languages, all with a language can understand what it means	Div	1 a	Touch	V,M		P 283
Water Walk (R)	10 willing creatures can move across any liquid for the duration; rise to surface if underwater	Trans		30 ft	V,S,M		P 287
Water wark (R)	To wining creatures can move across any inquiti for the duration, rise to surface it underwater	114113	ı a	30 11	v ,3,1v1	111	1 201
Level 4							
Me Spell	Description	School	Time	Range	Comp	Duration	B Pg.
Banishment	1+1/SL crea Cha save or banished; crea return if spell lasts < 1 min	Abjur	1 a	60 ft	v,s,m	Conc, 1 min	P 217
Control Water	Control an amount of water in a 100 ft cube as 1a; flood, part, redirect, or whirlpool, see book	Trans	1 a	300 ft	v,s,m	Conc, 10 min	P 227
Death Ward	Once, when crea drops to 0 hp it drops to 1 hp instead; or negates first instantenous kill effect	Abjur	1 a	Touch	v,s	8 h	P 230
Divination (R)	Get answer to one question about a goal, event, or activity to occur within the next 7 days (25gp cons.)	Div	1 a	Self	V,S,M	Instantaneous	P 234
Freedom of Movement	1 willing crea; magic cannot reduce speed, paralyze, restrain; use 5 ft to escape nonmagical restrains	Abjur	1 a	Touch	V,S,M	1 h	P 244
Guardian of Faith	Place spectre; hostile crea in 10 ft of spectre Dex save or 20 Radiant dmg; vanishes after it deals 60 dmg	Conj	1 a	30 ft	V	8 h	P 246
Locate Creature	Learn direction to closest named or described kind or specific creature within 1000 ft; see book	Div	1 a	Self	V,S,M	Conc, 1 h	P 256
Stone Shape	Form 5 cu ft of stone into any shape; can have up to two hinges and a latch, but no finer mechanisms	Trans	1 a	Touch	V,S,M	Instantaneous	P 278
<u> </u>							
<b>1</b> Level 5							
Me Spell	Description	School	Time	Range	Comp	Duration	B Pg.
Commune (R)	Ask up to three yes/no questions to your deity or a divine proxy (25gp)	Div	1 min	Self	_	1 min	P 223
Contagion	Melee spell attack to infect crea with chosen disease; saves each rnd on 3 successes spell ends, see book	Necr	1 a	Touch	V,S	7 days	P 227
Dispel Evil/Good	Celestials, elementals, fey, fiends, undead dis. on attacks vs. you; break charm/fright/possession; banish	Abjur		Self		Conc, 1 min	P 233
Flame Strike	10-ft rad 40-ft high all crea 4d6 Fire and 4d6 Radiant dmg; Dex save halves; +1d6/SL Fire or Radiant	Evoc	1 a	60 ft		Instantaneous	P 242
Geas	1 crea Wis save or charmed; it must obeys commands or 5d10 Psychic dmg; SL7: 1 year, SL9: until disp.	Ench	1 min	60 ft	V	30 days (D)	P 244
Greater Restoration	Reduce exhaustion or end charm, petrify, curse, stat or max hp reduction (100gp cons.)	Abjur		Touch		•	P 246
Hallow	30-ft rad protected against celestials, elementals, fey, fiend, and undead; add additional effects; see book	Evoc	24 h	Touch		Until dispelled	
Insect Plague	20-ft rad all 4d10+1d10/SL Piercing dmg; Con save halves; ignores cover; lightly obscures; difficult ter.	Conj	1 a	300 ft		Conc, 10 min	
Legend Lore	Learn summary of lore involved with named or described person, place, or object (200gp; 250gp cons.)	Div	10 min			Instantaneous	
Mass Cure Wounds	6 crea within 30-ft rad heal 3d8+1d8/SL+spellcasting ability modifier in hp	Conj	1 a	60 ft	V,S,IVI	Instantaneous	P 258
Raise Dead	Restores a creature's body that has died in the last 10 days to life with 1 hp; see book (500gp cons.)	Necr	1 h	Touch	,	Instantaneous	P 270
Scrying	1 crea Wis save or sensor follows it around; or create sensor in familiar location; see book (1000gp)	Div	10 min		, ,	Conc, 10 min	
✓ Level 6	<del></del>						
Me Spell	Description	School	Time	Range	Comp	Duration	B Pg.
Blade Barrier	100×20×5 ft wall or 30 rad 20x5 ft ring; 6d10 Slashing dmg; Dex save halves; 3/4 cover	Evoc	1 a	90 ft	V,S	Conc, 10 min	P 218
Create Undead	Turn corpes into 3+1/SL ghoul a.o., see book; control 24h; bns a command 120 ft (150gp/corpse cons.)	Necr	1 min	10 ft		Instantaneous	P 229
Find the Path	Know the shortest route to a location you are familiar with and are on the same plane with (100gp)	Div	1 min	Self		Conc, 1 day	P 240
Forbiddance (R)	40K sq ft 30 ft high no extraplanar travel; 1 crea type 5d10 Radiant/Necrotic dmg/rnd (1000gp)		10 min		V,S,M		P 243
Harm	1 crea 14d6 Necrotic dmg, reduce max hp by same; not <1 hp; Con save halves and no max hp reduce	Necr	1 a	60 ft	v,s	Instantaneous	P 249
Heal	1 creature heals 70+10/SL hp and is cured of blindness, deafness, and all diseases	Evoc	1 a	60 ft	v,s	Instantaneous	P 250
Heroes' Feast	You+12 crea; 1h to consume; for 24h: disease/poison immune, +2d10 max hp, see book (1000gp cons.)	Conj	10 min	30 ft		Instantaneous	P 250

Otherwordly entity sends celestial, elemental or fiend to a location near you; see book

 $1\ willing\ crea\ gains\ true sight\ 120\ ft; see\ through\ illusions, hidden\ doors, ethereal\ plane\ (25gp\ cons.)$ 

You + 5 willing crea teleport to sanctuary of your deity, designated as such by casting this spell there

Planar Ally

True Seeing

Word of Recall

10 min 60 ft

Touch

5 ft

1 a

1 a

v,s

V,S,M 1 h

Instantaneous

Instantaneous

P 265

P 284

P 289

Conj

Div

Conj



Me Spell	Description	School	Time	Range	Comp	Duration		Pg.
Conj. Celestial	CR 4+1/2SL celestial that obeys your verbal commands if they do not go against its alignment	Conj	1 min	90 ft	v,s	Conc, 1 h	P	225
Divine Word	Any crea Cha save or deaf/blind/stunned/dead depending on current HP; banishes extraplanar crea	Evoc	1 bns	30 ft	V	Instantaneous	P	234
Fire Storm	10 connected 10-ft cubes all crea 7d10 Fire dmg; Dex save halves; unattended flammable objects ignite	Evoc	1 a	150 ft	v,s	Instantaneous	P	241
Plane Shift	You + 8 willing crea teleport to different plane; or spell attack Cha save or transported to random plane	Conj	1 a	Touch	V,S,M	Instantaneous	P	266
Regenerate	1 crea heals 4d8+15 hp and 1 hp/rnd for rest of duration; restores lost body parts in 2 min	Trans	1 min	Touch	V,S,M	1 h	P	271
Resurrection	Resurrects a creature, that has died in the last century, with whole body; see book (1000gp cons.)	Necr	1 h	Touch	V,S,M	Instantaneous	P	272
Symbol	Inscribe a glyph to activate for chosen effect on set trigger; see book (1000gp cons.)	Abjur	1 min	Touch	V,S,M	Until triggered	P	280
Me Spell	Description	School		Range	_	Duration		Pg.
Antimagic Field	No magical effects functions in area except those created by an artefact or a deity	Abjur		10-ft rad		Conc, 1 h		213
Control Weather	Change current weather; changes take 1d4×10 min; change precipitation, temperature, wind, see book	Trans	10 min		/ /	Conc, 8 h		228
Earthquake	Cause an earthquake in a 100-ft rad, damaging structures and creating dangerous fissures, see book	Evoc	1 a	500 ft		Conc, 1 min		236
Holy Aura	Any in area adv. on saves; dis. atks vs. targets; fiend/undead atk a target Con save or blinded (1000gp)	Abjur ———	1 a	30 ft	V,S,M	Conc, 1 min	· -	251
							-	
<b>1</b> Level 9								

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Me Spell	Description	School	Time	Range	Comp	Duration	В	Pg.
Astral Projection	You + 8 willing crea projected to Astral Plane with identical statistics (per crea 1100gp cons.)	Necr	1 h	10 ft	V,S,M	Special (D)	P 2	215
Gate	Create a portal to a precise location on a different plane; can transport named crea to you (5000gp)	Conj	1 a	60 ft	V,S,M	Conc, 1 min	P 2	244
Mass Heal	Heal up to 700 hp to any creatures in range; also cured of all diseases, blindness and deafness	Conj	1 a	60 ft	v,s	Instantaneous	P 2	258
True Resurrection	Resurrects a creature, that has died in last 200 years, with new body; see book (25000gp cons.)	Necr	1 h	Touch	V,S,M	Instantaneous	P 2	284

The state of the s	Spellcasting Class: ]	Druit	•				
			,		-		
	Spell Level 1 2	3	4	5	6	7 8	9
	Spell Slots						
	Used	I	I	l			
	Spells to memo	rize:					
	Spell attack mod	fier:		Spello		-	ore
pility check of its choice, after rollarger than 1 cu ft; can't restore son dmg; CL5:2d12, CL11:3d12, ft ranged spell attack for 1d8 Fine saving throw after rolling, once 1d8 dmg and you use your spees 1d8 dmg and you use your speed your speed and you use your speed and you use your speed and you use your speed your sp	ling, once during the duration magic to broken magic item CL17:4d12 re dmg; CL5:2d8, CL11:3d8, CL17:4d8 e during the duration ellcasting ability modifier instead of Str	Trans Div Trans Conj Conj Abjur Trans	1 a 1 a 1 min 1 a 1 a 1 a 1 bns	Range 30 ft Touch Touch 10 ft Self Touch Touch 30 ft	V,S V,S,M V,S V,S V,S,M V,S,M	Instantaneous Conc, 1 min Instantaneous Instantaneous 10 min (D) Conc, 1 min 1 min	B Pg P 23 P 24 P 25 P 26 P 26 P 27 P 27 P 28
charmed; crea adv. on save if you vater in open container; or create 8/SL+spellcasting ability modifies 30 ft; 1a to see auras and determ be of poisons, poisonous creature dt; Str check vs. Spell DC to escar or outlined in 10 ft dim light an ads around corners; heavily obscry for 1 hp and nourishment for e/SL+spellcasting ability modifies led for the duration as by 10 ft for the duration dered free of all poison and disea and beasts for duration; interacti	e rain/destroy fog in 30+5/SL-ft cube r hp ine school s, and diseases within 30 ft he; for duration area is difficult terrain d attacks had adv.; see invisibile crea ures; 10 mph wind disperses it 1 day; berries lose potency after 24h r see on limited by intelligence of the beasts	Ench Ench Trans Evoc Div Conj Evoc Conj Trans Evoc Trans Trans Trans Div	1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a	Range 30 ft 30 ft 30 ft Touch Self Self 90 ft 120 ft Touch 60 ft Touch Touch 10 ft Self 15-ft cube	V,S,M V,S V,S,M V,S V,S,M V,S V,S,M V V,S,M V,S,M V,S,M V,S,M V,S,M	24 h 1 h Instantaneous Instantaneous Conc, 10 min Conc, 10 min Conc, 1 min Conc, 1 min Conc, 1 h Instantaneous Instantaneous	B Pg P 21 P 22 P 23 P 23 P 23 P 23 P 23 P 24 P 25 P 25 P 27 P 27 P 28
are blinded and deafened while of 60 ft for the duration of 1 stat; chosing Str, Dex, Con given line of sight; not exact location are a melee spell attack for 3d6+1 move 30 ft; all within 5-ft rad 2d; crea starting turn in wind Streag to touch; Con save or drop objet each other Wis save or paralyzendition: blinded, deafened, para losest named or described kind or or described kind or specific objet; all Con save or 2d10+1d10/S stealth) checks, leave no tracks, or s resistance to Poison damage, and	or it is wearing doing so  res secondary benefits , but general nature of trap d6/2SL Fire dmg; 10 ft bright light 16+1d6/SL Fire dmg; Dex save halves save or pushed 15 ft; see book ; if held: dis. atk/chk; bns a reheat obj ed; extra save at end of each turn lyzed, or poisoned f beast or plant within 5 miles ect within 1000 ft; see book L; 1a to move it 60 ft; see book an't be tracked by nonmagical means and adv. on saves against being poisoned	Ench Trans Div Trans Trans Div Evoc Conj Evoc Trans Ench Abjur Div Div Evoc Abjur	1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a	Range 30 ft Touch Touch Touch 120 ft Self 60 ft 60 ft Touch Self 50 ft Touch Self Touch Self 120 ft Self	V,S,M V,S,M S V,S,M V,S,M V,S,M V,S,M V,S,M V,S,M V,S,M V,S,M V,S,M V,S,M V,S,M V,S,M V,S,M V,S,M V,S,M V,S,M	24 h Conc, 1 h Conc, 1 h 8 h Conc, 1 h Instantaneous Conc, 1 omin Conc, 1 min London, 1 min Conc, 1 omin Conc, 1 min Conc, 1 h 1 h	B Ps P 21 P 21 P 23 P 23 P 24 P 24 P 24 P 25 P 25 P 25 P 25 P 25 P 25 P 26 P 26
or of the control of	ability check of its choice, after rolo larger than 1 cu ft; can't restore in larger than 1 de to de la company container, or can't day and you use your specing dmg and pull crea 10 ft to you water in open container; or created day st.+spellcasting ability modifier and ft; 1a to see auras and determ yoe of poisons, poisonous creature led; Str check vs. Spell DC to escape or or outlined in 10 ft dim light an ereads around corners; heavily obscerry for 1 hp and nourishment for lat/SL+spellcasting ability modifier lipled for the duration ses by 10 ft for the duration ses by 10 ft for the duration indered free of all poison and diseast and beasts for duration; interactis SL Thunder dmg, pushed 10 ft away are blinded and deafened while of the duration of 60 ft for the duration th 1 stat; chosing Str, Dex, Con given in line of sight; not exact location aske a melee spell attack for 3d6+1 a move 30 ft; all within 5-ft rad 2c ind; crea starting turn in wind Str mg to touch; Con save or drop object of each other Wis save or paralyzation condition: blinded, deafened, paral closer tamed or described kind or save or 2d10+1d10/S. (Stealth) checks, leave no tracks, cins resistance to Poison damage, and stream of the poison damage, and stream of the poison damage, and content of the poison damage, and the poison damage and the poison damage and the poison damage and the poison damage and the poison	Spells to memo Spell attack modi Spell save  atther, expedite small plant growth, snuff light, harmless sensory effect ability check of its choice, after rolling, once during the duration of larger than 1 cu th; can't restore magic to broken magic item sison dmg; CL5:2d12, CL11:3d12, CL17:4d12  Off ranged spell attack for 1d8 Fire dmg; CL5:2d8, CL11:3d8, CL17:4d8 nee saving throw after rolling, once during the duration core 1d8 dmg and you use your spellcasting ability modifier instead of String dmg and pull crea 10 ft to you; CL5:2d6, CL11:3d6, CL17:4d6  or charmed for the duration re charmed; crea adv. on save if you or your allies are fighting it water in open container; or create rain/destroy fog in 30+5/SL-ft cube 48/SL+spellcasting ability modifier pp 30 ft; la to see auras and determine school ype of poisons, poisonous creatures, and diseases within 30 ft ned; Str. check vs. Spell DC to escape; for duration area is difficult terrain e or outlined in 10 ft dim light and attacks had adv; see invisibile crea reads around corners; heavily obscures; 10 mph wind disperses it erry for 1 hp and nourishment for 1 day; berries lose potency after 24h 4/SL+spellcasting ability modifier piled for the duration ses by 10 ft for the duration medred free of all poison and disease stand beasts for duration; interaction limited by intelligence of the beasts SL Thunder dmg, pushed 10 ft away; Con save halves and not pushed the standard and deafened while doing so not 60 ft for the duration that 1 stat; chosing Str., Dex., Con gives secondary benefits in line of sight; not exact location, but spenral nature of trap ake a micle spell attack for 364-14d6/SL Fire dmg; 10 ft bright light a nove 30 ft; all within 5-ft rad 2d6+1d6/SL Fire dmg; 10 ft bright light a nove 30 ft; all within 5-ft rad 2d6+1d6/SL Fire dmg; 10 ft bright light a nove 30 ft; all within 5-ft rad 2d6+1d6/SL Fire dmg; 10 ft bright light a nove 30 ft; all within 5-ft rad 2d6+1d6/SL Fire dmg; 10 ft see book mg to touch; Con save or drop obj; if held: dis. atk/ch	Spells to memorize:  Spell attack modifier: Spell save DC:  shifter, expedite small plant growth, snuff light, harmless sensory effect ability check of its choice, after rolling, once during the duration of larger than 1 cu ft; can't restore magic to broken magic item vision dung; CL5:2d12, CL11:3d12, CL17:4d12  Of ft ranged spell attack for 1d8 Fire dung; CL5:2d8, CL11:3d8, CL17:4d8  or charmed for any ou use your spellcasting ability modifier instead of String dung and pull crea 10 ft to you; CL5:2d6, CL11:3d6, CL17:4d6  or charmed, crea adv. on save if you or your allies are fighting it water in open container; or create rain/destroy fog in 30+5/SL-ft cube 48.8/SL+spellcasting ability modifier hp 130 ft; a to see auras and determine school pre of poisons, poisonous creatures, and diseases within 30 ft ed; Str check vs. Spell DC to escape; for duration area is difficult terrain eor or utilined in 10 ft dim light and attacks had adv; see invisibile crea reads around corners; heavily obscures; 10 mph wind disperses it erry for 1 hp and nourishment for 1 day; berries lose potency after 24h 44/SL+spellcasting ability modifier pled for the duration sess by 10 ft for the duration modered free of all poison and disease stand beasts for duration; interaction limited by intelligence of the beasts SL. Thunder dmg, pushed 10 ft away; Con save halves and not pushed  ssage up to 25 miles (50 miles if flyer); +48h/SL duration fine of the duration grain in the of sight; not exact location, but general nature of trap ake a melee spell attack for 3d6+1d6/SL Fire dmg; De save halves and not pushed stand beasts for duration; interaction limited by intelligence of the beasts SL. Thunder dmg, pushed 10 ft away; Con save halves and not pushed sea and locations of the duration grain from the stream of the duration from the stream of the duration of the duration from the stream of the stream of the stream of the duration for the duration from the stream of the str	Spell attack modifier: Spell save DC:  School Time  Trans 1 a  Div 1 a  Div 1 a  Div 1 a  Trans 1 min  Conj 1 a  Abjur 1 a  Trans 1 bns  cor charmed for the duration  oes 1d8 dmg and you use your spellcasting ability modifier instead of Str  ring dmg and pull crea 10 ft to you; CL5:2d6, CL11:3d6, CL17:4d6  or charmed, crea adv. on save if you or your allies are fighting it  water in open container; or create rain/destroy fog in 30+5/SL-ft cube  als/Sl-t-spellcasting ability modifier hp  13 0 ft; 1 a to see aurus and determine school  poet of poisons, poisonous creatures, and diseases within 30 ft  ed; Str check ws. Spell DC to escape; for duration area is difficult terrain  red; or outlined in 0 ft dim light and attacks had adv; see invisible crea  reads around corners; heavily obscures; 10 mph wind disperses it  crry for 1 hp and nourishment for 1 day; berries lose potency after 24h  147.Stl-spellcasting ability modifier  piped for the duration  area for the duration  area sets by 10 ft for the duration  area for the duration  frams 1 a  tand beasts for duration; interaction limited by intelligence of the beasts  St. Thunder dmg, pushed 10 ft away; Con save halves and not pushed  School Time  School Time  Ench 1 a  Trans 1 a  T	Spells to memorize: Spell attack modifier: Spell save DC:  School Time Range Trans 1 a 30 ft 1 a 70uch 1 a 10 ft 1 a 70uch 1 a 10 ft 1 a 70uch 1 a 10 ft 2 a 1 a 20 ft 1 a 10 ft 2 a 1 a 20 ft 2 a 1 a 20 ft 3 a 3 of ft 3 a 20 ft 3 a 20 ft 3 a 3 of ft	Spells to memorize:  Spell save DC:  Spell save DC:  Spell save DC:  Spell save DC:  We will be specified to the specified part of t	Spells to memorize:  Spell stack modifier:  Spell save DC:  Spellcasting ability sectors with the spell spel

### ّ Level 3

Call Lightning				Range		Duration	B Pg
	60 rad 10 ft cloud in 100 ft; 1a 5-ft rad 3d10+1d10/SL Lightning damage; Dex save halves	Conj	1 a	120 ft	v,s	Conc, 10 min	P 220
Conj. Animals	Summon 2+2/2SL CR of beasts that obey your verbal commands	Conj	1 a	60 ft	v,s	Conc, 1 h	P 223
Daylight	60-ft rad bright light + 60-ft dim light on point or object; only magical darkness of higher SL works	Evoc	1 a	60 ft	v,s	1 h	P 230
Dispel Magic	Dispel any magical effect on crea or object; make DC 10+SL spellcasting ability check if above SL used	Abjur	1 a	120 ft	v,s	Instantaneous	P 234
Feign Death (R)	Willing creature appears dead; it is blinded, incapacitated, has dmg resist. all but Psychic, and speed 0	Necr	1 a	Touch	V,S,M	1 h (D)	P 240
Meld into Stone (R)	You merge into a stone object large enough to contain you; can't see through the stone; see book	Trans	1 a	Touch	V,S	8 h	P 259
Plant Growth	1a: 100-ft rad plants overgrow for 1/4 speed; 8h: 1 mile diameter plants yield double food at harvest	Trans	1a/8h	150 ft	V,S	Instantaneous	P 260
Prot. from Energy	1 creature gains resistance to either Acid, Cold, Fire, Lightning, or Thunder damage for duration	Abjur	1 a	Touch	V,S	Conc, 1 h	P 270
Sleet Storm	40-ft rad 20-ft high; heavily obsc.; douses flames; dif. terrain; Dex save or prone; Con save or lose conc.	Conj	1 a	150 ft	V,S,M	Conc, 1 min	P 27
Speak with Plants	Speak with plants in range about last 24h events; turn difficult plant terrain to normal or vice versa	Trans	1 a	30-ft rad	V,S	10 min	P 27
Water Breathing (R)	10 willing creatures can breathe underwater for the duration	Trans	1 a	30 ft	V,S,M	24 h	P 28'
Water Walk (R)	10 willing creatures can move across any liquid for the duration; rise to surface if underwater	Trans	1 a	30 ft	V,S,M	1 h	P 28'
Wind Wall	50×1×15ft (l×w×h) wall, any line-shape, all 3d8 Bludgeoning dmg; Str save halves; blocks arrows	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P 288

## 🌹 Level 4

Me Spell	Description	School School	Time	Range	Comp	Duration	В	Pg.
Blight	1 creature takes 8d8+1d8/SL Necrotic dmg; Con save halves; plants have dis. on save	Necr	1 a	30 ft	v,s	Instantaneous	P	219
Confusion	10+5/SL-ft rad all Wis save or confused, see book; extra save at end of every turn	Ench	1 a	90 ft	V,S,M	Conc, 1 min	P	224
Conj. Minor Elem.	Summon 2+2/2SL CR of elementals that obey your verbal commands	Conj	1 min	90 ft	v,s	Conc, 1 h	P	226
Conj. Wood. Beings	Summon 2+2/2SL CR of fey that obey your verbal commands	Conj	1 a	60 ft	V,S,M	Conc, 1 h	P	226
Control Water	Control an amount of water in a 100 ft cube as 1a; flood, part, redirect, or whirlpool, see book	Trans	1 a	300 ft	V,S,M	Conc, 10 min	P	227
Dominate Beast	1 beast Wis save or charmed, follows telepathic commands, 1a for complete control; +SL for duration	Ench	1 a	60 ft	v,s	Conc, 1 min	P	234
Freedom of Movement	1 willing crea; magic cannot reduce speed, paralyze, restrain; use 5 ft to escape nonmagical restrains	Abjur	1 a	Touch	V,S,M	1 h	P	244
Giant Insect	Transform centipedes, spiders, wasps, or scorpions into giant versions that obey your verbal commands	Trans	1 a	30 ft	v,s	Conc, 10 min	P	245
Grasping Vine	Conjure vine with 30 ft reach; bns a to direct to 1 crea Dex save or pulled 20 ft to vine	Conj	1 bns	30 ft	v,s	Conc, 1 min	P	246
Hallucinatory Terrain	150-ft cube of terrain resembles some other sort of terrain; Int (Investigation) vs. Spell DC; see book	Illus	10 min	300 ft	V,S,M	24 h	P	249
Ice Storm	20-ft rad 40-ft high all crea 2d8+1d8/SL Bludg. and 4d6 Cold dmg; Dex save halves; 1rnd difficult ter.	Evoc	1 a	300 ft	V,S,M	Instantaneous	P	252
Locate Creature	Learn direction to closest named or described kind or specific creature within 1000 ft; see book	Div	1 a	Self	V,S,M	Conc, 1 h	P	256
Polymorph	1 creature Wis save or transformed into beast of choice of same CR or lower; see book	Trans	1 a	60 ft	V,S,M	Conc, 1 h	P	266
Stone Shape	Form 5 cu ft of stone into any shape; can have up to two hinges and a latch, but no finer mechanisms	Trans	1 a	Touch	V,S,M	Instantaneous	P	278
Stoneskin	1 willing crea resistance to nonmagical Bludgeoning, Piercing, and Slashing dmg (100gp cons.)	Abjur	1 a	Touch	V,S,M	Conc, 1 h	P	278
Wall of Fire	60×1×20ft (l×w×h) or 10-ft rad all in and 10 ft on 1 side 5d8+1d8/SL Fire dmg; Dex half; see book	Evoc	1 a	120 ft	v,s,m	Conc, 1 min	P	285
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## Level 5

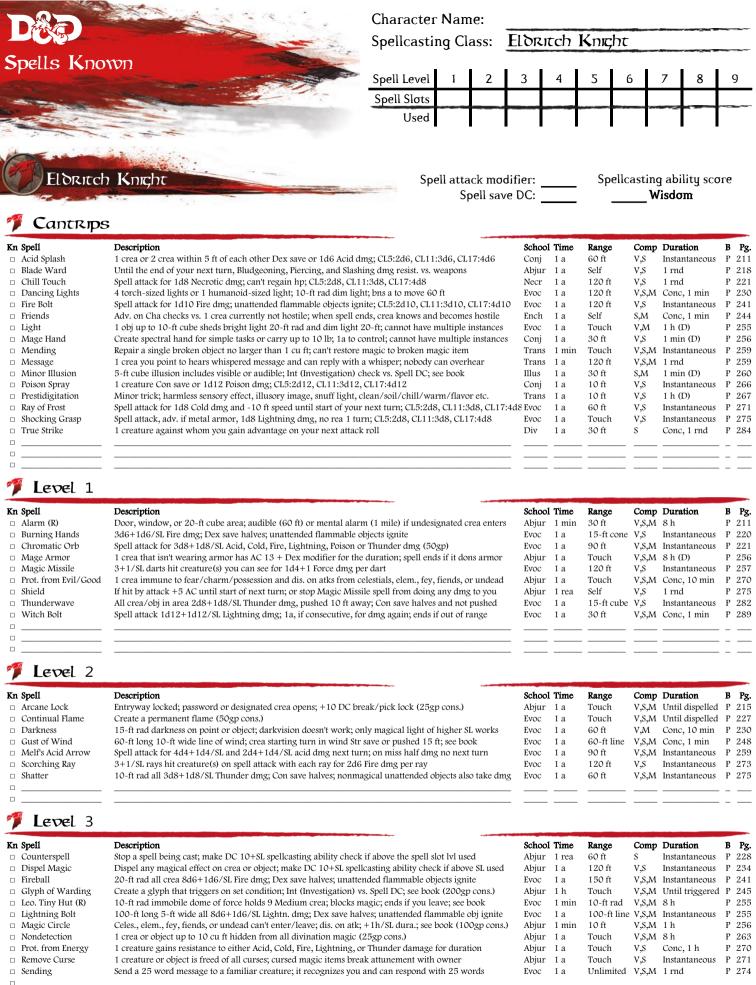
Me Spell	Description	School	Time	Range	Comp	Duration	В	Pg.
Antilife Shell	Only undead and constructs can come within 10 ft; if forced upon living creature the spell ends	Abjur	1 a	10-ft rad	v,s	Conc, 1 h	P	213
Awaken	Give beast or plant Int 10 and ability to move. Follows commands for 30 days (1000gp cons.)	Trans	8 h	Touch	V,S,M	Instantaneous	P	216
Com. with Nature (R)	Know 3 facts about natural features in 3 miles rad (300 ft rad underground)	Div	1 min	Self	v,s	Instantaneous	P	224
Conj. Elemental	CR 5+1/SL elemental that obeys your verbal commands; on broken conc. elemental breaks free	Conj	1 min	90 ft	V,S,M	Conc, 1 h	P	225
Contagion	Melee spell attack to infect crea with chosen disease; saves each rnd on 3 successes spell ends, see book	Necr	1 a	Touch	v,s	7 days	P	227
Geas	1 crea Wis save or charmed; it must obeys commands or 5d10 Psychic dmg; SL7: 1 year, SL9: until disp.	Ench	1 min	60 ft	V	30 days (D)	P	244
Greater Restoration	Reduce exhaustion or end charm, petrify, curse, stat or max hp reduction (100gp cons.)	Abjur	1 a	Touch	V,S,M	Instantaneous	P	246
Insect Plague	20-ft rad all 4d10+1d10/SL Piercing dmg; Con save halves; ignores cover; lightly obscures; difficult ter.	Conj	1 a	300 ft	V,S,M	Conc, 10 min	P	254
Mass Cure Wounds	6 crea within 30-ft rad heal 3d8+1d8/SL+spellcasting ability modifier in hp	Conj	1 a	60 ft	v,s	Instantaneous	P	258
Planar Binding	1 celestial/elem/fey/fiend Cha save or bound; SL6: 10, SL7: 30, SL8: 180, SL9: 366 days (1000gp cons.)	Abjur	1 h	60 ft	V,S,M	24 h	P	265
Reincarnate	Brings humanoid that died in last 10 days to life in a new random adult body, see book (1000gp cons.)	Trans	1 h	Touch	V,S,M	Instantaneous	P	271
Scrying	1 crea Wis save or sensor follows it around; or create sensor in familiar location; see book (1000gp)	Div	10 min	Self	V,S,M	Conc, 10 min	P	273
Tree Stride	You can teleport 1/rnd for 5 ft move through a tree to another tree of the same kind within 500 ft	Conj	1 a	Self	v,s	Conc, 1 min	P	283
Wall of Stone	10 10×10-ft panels 6" thick wall connected with existing stone; half thickness, double surface; see book	Evoc	1 a	120 ft	V,S,M	Conc, 10 min	P	287
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le Spell	Description	School	Time	Range	Comp	Duration	В	Pg.
Conj. Fey	CR 6+1/SL fey that obeys your verbal commands not against its align.; on broken conc. fey breaks free	Conj	1 min	90 ft	V,S	Conc, 1 h	P	226
Find the Path	Know the shortest route to a location you are familiar with and are on the same plane with (100gp)	Div	1 min	Self	V,S,M	Conc, 1 day	P	240
Heal	1 creature heals 70+10/SL hp and is cured of blindness, deafness, and all diseases	Evoc	1 a	60 ft	V,S	Instantaneous	P	250
Heroes' Feast	You+12 crea; 1h to consume; for 24h: disease/poison immune, +2d10 max hp, see book (1000gp cons.)	Conj	10 min	30 ft	V,S,M	Instantaneous	P	250
Move Earth	Every 10 min of concentratoin, gradually reshape 40 cu ft of dirt, sand, or clay; see book	Trans	1 a	120 ft	V,S,M	Conc, 2 h	P	263
Sunbeam	60-ft long 5-ft wide all 6d8 Radiant dmg, 1 rnd blind; Con save halves and not blinded; 1a for new line	Evoc	1 a	60-ft line	V,S,M	Conc, 1 min	P	279
Transport via Plants	For duration all can transport from a Large plant to a plant on the same plane that you have touched	Conj	1 a	10 ft	V,S	1 rnd	P	283
Wall of Thorns	60×2×20ft (l×w×h) or 10-ft rad all 7d8+1d8/SL Piercing dmg; Dex save halves; 1/4 move; see book	Conj	1 a	120 ft	V,S,M	Conc, 10 min	P	287
Wind Walk	You + 10 willing creatures assume gaseous form with fly 300 ft, resist. to nonmagical dmg; see book	Trans	1 a	30 ft	V,S,M	8 h	P	288
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fire Storm  Fire Storm  Mirage Arcane  Plane Shift  Regenerate  Reverse Gravity	Description  10 connected 10-ft cubes all crea 7d10 Fire dmg; Dex save halves; unattended flammable objects ignite 1 sq mile alter terrain illusion includes visible, audible, olfactory, tactile; can make difficult ter; see book You + 8 willing crea teleport to different plane; or spell attack Cha save or transported to random plane 1 crea heals 4d8+15 hp and 1 hp/rnd for rest of duration; restores lost body parts in 2 min 50-ft rad 100-ft high everything falls upward; Dex save to grab hold onto something solid	School Evoc Illus Conj Trans Trans	Time 1 a 10 min 1 a 1 min 1 a	Range 150 ft Sight Touch Touch 100 ft	V,S V,S V,S,M V,S,M	Duration Instantaneous 10 days Instantaneous 1 h Conc, 1 min	B Pg P 24: P 260 P 260 P 27: P 27:
Level 8							
	Providella	0-11	mi	P	0	Daniel Com	D D
ie Spell	Description  Any willing creatures transform into up to Large CP4 beasts; retain Wis, Int. Cha. but nothing also	School		Range	•	Duration	B Pg
l <b>e Spell</b> _Animal Shapes	Any willing creatures transform into up to Large CR4 beasts; retain Wis, Int, Cha, but nothing else	Trans	1 a	30 ft	v,s	Conc, 24 h	P 212
ie Spell Animal Shapes Antipathy/Sympathy	Any willing creatures transform into up to Large CR4 beasts; retain Wis, Int, Cha, but nothing else Object or area up to 200-ft cube attracts or repels specific type of intelligent crea; Wis save	Trans Ench	1 a 1 h	30 ft 60 ft	V,S V,S,M	Conc, 24 h 10 days	P 212
Le Spell Animal Shapes Antipathy/Sympathy Control Weather	Any willing creatures transform into up to Large CR4 beasts; retain Wis, Int, Cha, but nothing else Object or area up to 200-ft cube attracts or repels specific type of intelligent crea; Wis save Change current weather; changes take 1d4×10 min; change precipitation, temperature, wind, see book	Trans	1 a	30 ft 60 ft	V,S V,S,M V,S,M	Conc, 24 h 10 days Conc, 8 h	P 212
Ie Spell Animal Shapes Antipathy/Sympathy	Any willing creatures transform into up to Large CR4 beasts; retain Wis, Int, Cha, but nothing else Object or area up to 200-ft cube attracts or repels specific type of intelligent crea; Wis save	Trans Ench Trans	1 a 1 h 10 min	30 ft 60 ft 5-mile rad	V,S V,S,M V,S,M V,S,M	Conc, 24 h 10 days	P 212 P 214 P 228
Animal Shapes Antipathy/Sympathy Control Weather Earthquake	Any willing creatures transform into up to Large CR4 beasts; retain Wis, Int, Cha, but nothing else Object or area up to 200-ft cube attracts or repels specific type of intelligent crea; Wis save Change current weather; changes take 1d4×10 min; change precipitation, temperature, wind, see book Cause an earthquake in a 100-ft rad, damaging structures and creating dangerous fissures, see book	Trans Ench Trans Evoc	1 a 1 h 10 min 1 a	30 ft 60 ft 5-mile rad 500 ft	V,S V,S,M V,S,M V,S,M V,S,M	Conc, 24 h 10 days Conc, 8 h Conc, 1 min	P 212 P 214 P 228 P 236

Earthquake Feeblemind Sunburst Tsunami	Cause an earthquake in a 100-ft rad, damaging structures and creating dangerous fissures, see book 1 crea 4d6 Psychic dmg and Int save or Int and Cha become 1; extra save every 30 days to end spell 60-ft rad all 12d6 Radiant dmg, 1 min blind; Con save halves and not blinded; save at end of each turn 300×50×300ft (l×w×h) wall of water moves away at 50 ft/rnd; 6d10 Bludg. dmg; Str half; see book	Evoc Ench Evoc Conj	1 a 1 a 1 a 1 min	500 ft 150 ft 150 ft Sight	v,s,M	Conc, 1 min Instantaneous Instantaneous Conc, 6 rnds	P P	236 239 279 284
Level 9							-	
Me Snell	Description	School	Time	Pance	Comp	Duration	R	Pα
•	<b>Description</b> I willing crea can't be surprised: adv. on attacks, ability checks, and saves: dis. on attacks vs. target	School Div		Range Touch	-	Duration 8 h		<b>Pg.</b> 244
Foresight	Description  1 willing crea can't be surprised; adv. on attacks, ability checks, and saves; dis. on attacks vs. target Take form of creature with CR of CL or lower; keep Int. Wis, Cha and alignment; see book (1500gp)	School Div Trans	I <b>Time</b> 1 min 1 a	Range Touch Self	V,S,M		P	<b>Pg.</b> 244 274
•	1 willing crea can't be surprised; adv. on attacks, ability checks, and saves; dis. on attacks vs. target	Div	1 min	Touch	V,S,M	8 h	P P	244
Shapechange	1 willing crea can't be surprised; adv. on attacks, ability checks, and saves; dis. on attacks vs. target Take form of creature with CR of CL or lower; keep Int, Wis, Cha and alignment; see book (1500gp)	Div Trans	1 min 1 a	Touch Self	V,S,M V,S,M V,S	8 h Conc, 1 h	P P P	244 274





Kn Spell	Description	School School	Time	Range	Comp	Duration	В	Pg.
<ul> <li>Banishment</li> </ul>	1+1/SL crea Cha save or banished; crea return if spell lasts < 1 min	Abjur	1 a	60 ft	V,S,M	Conc, 1 min	P 2	217
□ Fabricate	Create simple object from raw materials; or complex object if proficient in the appropriate artisan's tools	Evoc	10 min	120 ft	V,S	Instantaneous	P 2	239
□ Fire Shield	Fiery shield gives either Fire or Cold dmg resist. and deals 2d8 of the same dmg type to melee attackers	Evoc	1 a	Self	V,S,M	10 min (D)	P 2	241
□ Ice Storm	20-ft rad 40-ft high all crea 2d8+1d8/SL Bludg. and 4d6 Cold dmg; Dex save halves; 1rnd difficult ter.	Evoc	1 a	300 ft	V,S,M	Instantaneous	P 2	252
<ul> <li>Mor. Private Sanctum</li> </ul>	Up to 100+100/SL ft cube is magically secured in chosen way; see book	Abjur	10 min	120 ft	V,S,M	24 h (D)	P 2	262
<ul> <li>Oti. Resilient Sphere</li> </ul>	1 crea/obj up to Large Dex save or enclosed in impenetrable sphere; can be moved as hamsterball	Evoc	1 a	30 ft	V,S,M	Conc, 1 min	P 2	264
□ Stoneskin	1 willing crea resistance to nonmagical Bludgeoning, Piercing, and Slashing dmg (100gp cons.)	Abjur	1 a	Touch	V,S,M	Conc, 1 h	P 2	278
<ul> <li>Wall of Fire</li> </ul>	60×1×20ft (l×w×h) or 10-ft rad all in and 10 ft on 1 side 5d8+1d8/SL Fire dmg; Dex half; see book	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P 2	285
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	Cha	racter Name:	:							
Spell List	Spel	llcasting Clas	s: ]	Palat	Om			-	_	
spell List	Spell	l Level 1	2	3	4	5	6	7 8	Ç	9
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Paladın	Spells	Spell attack Spel		DC:		Spend		g ability sco <b>harisma</b>	ore	
<b>7</b> Level 1		•								
Kn Spell	Description	-		School	Time	Range	Comn	Duration	R	Pg.
Bless	3+1/SL creatures can add 1d4 on every attack roll or saving throw during			Ench	1 a	30 ft	v,s,M	Conc, 1 min	P	219
Command Compelled Duel	1+1/SL crea Wis save or follows one word command, such as approach, d 1 crea Wis save or dis. on attacks vs. not-you and Wis save if moving more			Ench Ench	1 a 1 bns	60 ft 30 ft	V V	1 rnd Conc, 1 min	P	223 224
Cure Wounds Detect Evil/Good	1 creature is healed for 1d8+1d8/SL+spellcasting ability modifier hp Know if aberration, celestial, elemental, fey, fiend, undead, and des-/const	ecrated area within 30	) ft	Evoc Div	1 a 1 a	Touch Self	V,S V,S	Instantaneous Conc, 10 min		230 231
Detect Magic (R)	Know presence of magic within 30 ft; 1a to see auras and determine school	01		Div	1 a	Self	v,s	Conc, 10 min	P	231
Detect Poison/Dis. Divine Favor	Know presence, location, and type of poisons, poisonous creatures, and dis Your weapon attacks deal an +1d4 Radiant damage for the duration	seases within 30 ft		Div Evoc	1 a 1 bns	Self Self	V,S,M V,S	Conc, 10 min Conc, 1 min		231 234
Heroism Prot. from Evil/Good	1+1/SL crea immune to fear, gains spellcasting ability modifier temp. hp of 1 crea immune to fear/charm/possession and dis. on atks from celestials, of			Ench Abjur	1 a	Touch Touch	V,S V S M	Conc, 1 min Conc, 10 min		250 270
Purify Food/Drink (R)	5-ft rad of food and drink is rendered free of all poison and disease			Trans	1 a	10 ft	v,s	Instantaneous	P	270
Searing Smite Shield of Faith	Next melee weapon hit +1d6+1d6/SL Fire dmg and target ignites; Con say 1 creature gains +2 AC for the duration	ve to end spell or 1d6 I	Fire dmg	g Evoc Abjur	1 bns 1 bns	Self 60 ft	V V,S,M	Conc, 1 min Conc, 10 min		274 275
Thunderous Smite Wrathful Smite	Next melee weapon hit +2d6 Thunder dmg and Str save or 10 ft push and	- '		Evoc	1 bns 1 bns	Self Self	V V	Conc, 1 min Conc, 1 min		282 289
wrathful Shifte	Next melee weapon hit +1d6 Psychic dmg and Wis save or frightened; it c	an take 1a tor extra sa		Evoc			<u> </u>	—————		
Level 2										
Me Spell	Description			School		Range		Duration		Pg.
Aid Branding Smite	3 creatures gain 5+5/SL current hp and hp max for the duration Next melee hit +2d6+1d6/SL Radiant dmg; invisible target becomes visible	le for spell duration		Abjur Evoc	1 a 1 bns	30 ft Self	V,S,M V	8 h Conc, 1 min		211 219
Find Steed	Gain the services of a steed; can communicate with it telepathically; can shape a sund of 1 disease on 1 can dition blinded designed growth and are	-	book	Conj	10 min		V,S	Instantaneous		240
Lesser Restoration Locate Object	1 crea cured of 1 disease, or 1 condition: blinded, deafened, paralyzed, or Learn direction to closest named or described kind or specific object within	n 1000 ft; see book		Abjur Div	1 a	Touch Self	V,S V,S,M	Instantaneous Conc, 10 min		255 256
Magic Weapon Prot. from Poison	1 nonmagical weapon becomes magical with +1 bonus to attack and dama 1 crea cured from 1 poison, gains resistance to Poison damage, and adv. or		ooisoned	Trans Abjur		Touch Touch	V,S V,S	Conc, 1 h 1 h		257 270
Zone of Truth	15-ft rad all in or enter Cha save or unable to lie; you aware if saved or no			Ench		60 ft	V,S	10 min		289
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Level 3										
Me Spell	Description Vision (and the latest terms of th			School		Range	_	Duration		Pg.
Aura of Vitality Blinding Smite	You can heal 1 creature in range for 2d6 hp as a bonus action for the dura Next melee hit +3d8 Radiant dmg; Con save or blinded; extra save at end of the control of the co			Evoc Evoc	1 a 1 bns	30-ft rad Self	V V	Conc, 1 min Conc, 1 min		216 219
Create Food/Water Crusader's Mantle	Create 45 pounds of food and 30 gallons of water; enough for 15 humano You and allies in range deal extra 1d4 Radiant dmg with weapon attacks	oids or 5 steeds for 24h	l	Conj Evoc	1 a 1 a	30 ft Self	V,S V	Instantaneous Conc, 1 min		229 230
Daylight	60-ft rad bright light + 60-ft dim light on point or object; only magical da	0		Evoc	1 a	60 ft	v,s	1 h	P	230
Dispel Magic Elemental Weapon	Dispel any magical effect on crea or object; make DC 10+SL spellcasting a +1 magical weapon; +1d4 Acid, Cold, Fire, Lightning, or Thunder dmg; SI			Abjur Trans		120 ft Touch	V,S V,S	Instantaneous Conc, 1 h		234 237
Magic Circle Remove Curse	Celes., elem., fey, fiends, or undead can't enter/leave; dis. on atk; +1h/SL of a continuo on philottic fixed of all autropy gusted maris items brook attuncts		cons.)	Abjur Abjur	1 min	10 ft Touch	V,S,M V,S	1 h Instantaneous		256 271
Revivify	1 creature or object is freed of all curses; cursed magic items break attuner. Restores a creature's body that has died in the last min to life with 1 hp (30)			Conj		Touch	,	Instantaneous		272
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Me Spell	Description	-		School	Time	Range	Comp	Duration	В	Pg.
Aura of Life Aura of Purity	You + any crea while in area Necrotic dmg resist.; heals all living crea at C You + any crea while in area Poison dmg resist., immune to disease, adv. c		1 hp	Abjur Abjur		30-ft rad 30-ft rad	V V	Conc, 10 min Conc, 10 min	P	216 216
Banishment	1+1/SL crea Cha save or banished; crea return if spell lasts < 1 min			Abjur	1 a	60 ft	v,s,m	Conc, 1 min	P	217
Death Ward Locate Creature	Once, when crea drops to 0 hp it drops to 1 hp instead; or negates first inst Learn direction to closest named or described kind or specific creature wit.			Abjur Div	1 a 1 a	Touch Self	V,S V,S,M	8 h Conc, 1 h		230 256
Staggering Smite	Next melee weapon hit +4d6 Psychic dmg and Wis save or dis. on atks/ch		ext turn		1 bns	Self	V	Conc, 1 min		278
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e Spell	Description	School	Time	Range	Comp	Duration	В	Pg.
Banishing Smite	Next melee hit +5d10 Force dmg; if this brings target hp<50, you banish it until spell ends	Abjur	1 bns	Self	V	Conc, 1 min	P 2	216
Circle of Power	Any crea while in area adv. on saves vs. magical effects; if save would half dmg it takes no dmg	Abjur	1 a	30-ft rad	V	Conc, 10 min	P 2	221
Destructive Wave	Any crea 5d6 Thundering + 5d6 Radiant/Necrotic dmg and knocked prone; Con save halves not prone	Evoc	1 a	30-ft rad	V	Instantaneous	P 2	231
Dispel Evil/Good	Celestials, elementals, fey, fiends, undead dis. on attacks vs. you; break charm/fright/possession; banish	Abjur	1 a	Self	V,S,M	Conc, 1 min	P 2	233
Geas	1 crea Wis save or charmed; it must obeys commands or 5d10 Psychic dmg; SL7: 1 year, SL9: until disp.	Ench	1 min	60 ft	V	30 days (D)	P 2	244
Raise Dead	Restores a creature's body that has died in the last 10 days to life with 1 hp; see book (500gp cons.)	Necr	1 h	Touch	V,S,M	Instantaneous	P 2	270
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Kn Spell	Description	School	Time	Range	Comp	Duration	В	Pg.
☐ Com. with Nature (R)	Know 3 facts about natural features in 3 miles rad (300 ft rad underground)	Div	1 min	Self	v,s	Instantaneous	P	224
□ Conj. Volley	Turn ammo/thrown wea into volley; 40-ft rad 20-ft high 8d8 dmg; dmg type as weapon; Dex save half	Conj	1 a	150 ft	V,S,M	Instantaneous	P	226
□ Swift Quiver	Quiver gives nonmagical ammo; bns a to make 2 atks with weapon that uses ammo from that quiver	Trans	1 bns	Touch	V,S,M	Conc, 1 min	P	279
□ Tree Stride	You can teleport 1/rnd for 5 ft move through a tree to another tree of the same kind within 500 ft	Conj	1 a	Self	v,s	Conc, 1 min	P	283
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Character Name:
Spellcasting Class: Sorcerer

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Spell Level	1	2	3	4	5	6	7	8	9
Spell Slots									
Used									



Spell attack modifier: Spell save DC: Spell casting ability score Charisma

### 獲 Cantrips

Kn Spell	Description	School	Time	Range	Comp	Duration	B Pg.
<ul> <li>Acid Splash</li> </ul>	1 crea or 2 crea within 5 ft of each other Dex save or 1d6 Acid dmg; CL5:2d6, CL11:3d6, CL17:4d6	Conj	1 a	60 ft	v,s	Instantaneous	P 211
<ul> <li>Blade Ward</li> </ul>	Until the end of your next turn, Bludgeoning, Piercing, and Slashing dmg resist. vs. weapons	Abjur	1 a	Self	v,s	1 rnd	P 218
<ul> <li>Chill Touch</li> </ul>	Spell attack for 1d8 Necrotic dmg; can't regain hp; CL5:2d8, CL11:3d8, CL17:4d8	Necr	1 a	120 ft	v,s	1 rnd	P 221
<ul> <li>Dancing Lights</li> </ul>	4 torch-sized lights or 1 humanoid-sized light; 10-ft rad dim light; bns a to move 60 ft	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P 230
□ Fire Bolt	Spell attack for 1d10 Fire dmg; unattended flammable objects ignite; CL5:2d10, CL11:3d10, CL17:4d10	Evoc	1 a	120 ft	v,s	Instantaneous	P 241
□ Friends	Adv. on Cha checks vs. 1 crea currently not hostile; when spell ends, crea knows and becomes hostile	Ench	1 a	Self	S,M	Conc, 1 min	P 244
□ Light	1 obj up to 10-ft cube sheds bright light 20-ft rad and dim light 20-ft; cannot have multiple instances	Evoc	1 a	Touch	V,M	1 h (D)	P 255
<ul> <li>Mage Hand</li> </ul>	Create spectral hand for simple tasks or carry up to 10 lb; 1a to control; cannot have multiple instances	Conj	1 a	30 ft	v,s	1 min (D)	P 256
<ul> <li>Mending</li> </ul>	Repair a single broken object no larger than 1 cu ft; can't restore magic to broken magic item	Trans	1 min	Touch	V,S,M	Instantaneous	P 259
<ul> <li>Message</li> </ul>	1 crea you point to hears whispered message and can reply with a whisper; nobody can overhear	Trans	1 a	120 ft	V,S,M	1 rnd	P 259
<ul> <li>Minor Illusion</li> </ul>	5-ft cube illusion includes visible or audible; Int (Investigation) check vs. Spell DC; see book	Illus	1 a	30 ft	S,M	1 min (D)	P 260
<ul> <li>Poison Spray</li> </ul>	1 creature Con save or 1d12 Poison dmg; CL5:2d12, CL11:3d12, CL17:4d12	Conj	1 a	10 ft	v,s	Instantaneous	P 266
<ul> <li>Prestidigitation</li> </ul>	Minor trick; harmless sensory effect, illusory image, snuff light, clean/soil/chill/warm/flavor etc.	Trans	1 a	10 ft	v,s	1 h (D)	P 267
<ul> <li>Ray of Frost</li> </ul>	Spell attack for 1d8 Cold dmg and -10 ft speed until start of your next turn; CL5:2d8, CL11:3d8, CL17:4d	8 Evoc	1 a	60 ft	v,s	Instantaneous	P 271
<ul> <li>Shocking Grasp</li> </ul>	Spell attack, adv. if metal armor, 1d8 Lightning dmg, no rea 1 turn; CL5:2d8, CL11:3d8, CL17:4d8	Evoc	1 a	Touch	v,s	Instantaneous	P 275
<ul> <li>True Strike</li> </ul>	1 creature against whom you gain advantage on your next attack roll	Div	1 a	30 ft	S	Conc, 1 rnd	P 284

## 獲 Level 1

Kn Spell	Description	Sch	ool Tim	e Range	Comp	Duration	В	Pg.
<ul> <li>Burning Hands</li> </ul>	3d6+1d6/SL Fire dmg; Dex save halves; unattended flammable objects ignite	Evc	2 1 a	15-ft cone	v,s	Instantaneous	P 2	220
□ Charm Person	1+1/SL humanoids Wis save or charmed; crea adv. on save if you or your allies are fighting it	Enc	h 1a	30 ft	v,s	1 h	P 2	221
<ul> <li>Chromatic Orb</li> </ul>	Spell attack for 3d8+1d8/SL Acid, Cold, Fire, Lightning, Poison or Thunder dmg (50gp)	Evc	2 1 a	90 ft	V,S,M	Instantaneous	P 2	221
□ Color Spray	6d10+2d10/SL hp of crea blinded, starting with the lowest current hp crea	Illu	1 a	15-ft cone	V,S,M	1 rnd	P 2	222
□ Comp. Languages (R)	Understand all spoken language or written language when touched; does not help vs. cyphers	Div	1 a	Self	V,S,M	1 h	P 2	224
□ Detect Magic (R)	Know presence of magic within 30 ft; 1a to see auras and determine school	Div	1 a	Self	v,s	Conc, 10 min	P 2	231
<ul> <li>Disguise Self</li> </ul>	Alter appearance; Int (Investigation) check vs. spell DC to determine disguise	Illu	1 a	Self	v,s	1 h (D)	P 2	233
<ul> <li>Expeditious Retreat</li> </ul>	You can take Dash actions as a bonus action for the duration	Tra	ıs 1 br	is Self	v,s	Conc, 10 min	P 2	238
□ False Life	You gain 1d4+4+5/SL temporary hit points for the duration	Nec	r 1a	Self	V,S,M	1 h	P 2	239
□ Feather Fall	5 creatures descent only 60 ft/rnd for duration or until landed, taking no falling damage	Tra	ns 1 re	a 60 ft	V,M	1 min	P 2	239
□ Fog Cloud	20-ft+20-ft/SL rad fog that spreads around corners; heavily obscures; 10 mph wind disperses it	Con	j 1a	120 ft	v,s	Conc, 1 h	P 2	243
<ul> <li>Jump</li> </ul>	1 creature's jump distance is tripled for the duration	Tra	1s 1 a	Touch	V,S,M	1 min	P 2	254
<ul> <li>Mage Armor</li> </ul>	1 crea that isn't wearing armor has AC 13 + Dex modifier for the duration; spell ends if it dons ar	mor Abj	ır 1 a	Touch	V,S,M	8 h (D)	P 2	256
<ul> <li>Magic Missile</li> </ul>	3+1/SL darts hit creature(s) you can see for 1d4+1 Force dmg per dart	Evc	2 1 a	120 ft	v,s	Instantaneous	P 2	257
□ Ray of Sickness	Spell attack for 2d8+1d8/SL Poison dmg; Con save or also poisoned until end of your next turn	Nec	r 1 a	60 ft	v,s	Instantaneous	P 2	271
□ Shield	If hit by attack +5 AC until start of next turn; or stop Magic Missile spell from doing any dmg to y	ou Abj	ır 1 re	a Self	v,s	1 rnd	P 2	275
<ul> <li>Silent Image</li> </ul>	15-ft cube illusion includes visible; 1a move it; Int (Investigation) check vs. spell DC; see book	Illu	1 a	60 ft	V,S,M	Conc, 10 min	P 2	276
□ Sleep	20-ft rad 5d8+2d8/SL hp of consious creatures fall asleep, starting with the lowest current hp creatures fall asleep.	ea Enc	h 1a	90 ft	V,S,M	1 min	P 2	276
□ Thunderwave	All crea/obj in area 2d8+1d8/SL Thunder dmg, pushed 10 ft away; Con save halves and not push	ned Evo	2 1 a	15-ft cube	v,s	Instantaneous	P 2	282
□ Witch Bolt	Spell attack 1d12+1d12/SL Lightning dmg; 1a, if consecutive, for dmg again; ends if out of range	Evc	2 1 a	30 ft	v,s,m	Conc, 1 min	P 2	289

Kn Spell	Description	School	Time	Range	Comp	Duration	В	Pg.
□ Alter Self	Change appearance, gain +1 magical 1d6 natural weapons, or water breathing and swim spd	Trans	1 a	Self	v,s	Conc, 1 h	P	211
□ Blindness/Deafness	1+1/SL crea Con save or blinded or deafened; extra save at end of every turn	Necr	1 a	30 ft	V	1 min	P	219
□ Blur	Enemies have dis. on attacks vs. you; no effect against crea without vision or immune to illus.	Illus	1 a	Self	V	Conc, 1 min	P	219
<ul> <li>Cloud of Daggers</li> </ul>	5-ft cube 4d4+2d4/SL Slashing dmg to all that enter or start turn in area	Conj	1 a	60 ft	V,S,M	Conc, 1 min	P	222
<ul> <li>Crown of Madness</li> </ul>	1 humanoid Wis save or charmed and must melee attack against crea chosen by you; extra save/rnd	Ench	1 a	120 ft	v,s	Conc, 1 min	P	229
□ Darkness	15-ft rad darkness on point or object; darkvision doesn't work; only magical light of higher SL works	Evoc	1 a	60 ft	V,M	Conc, 10 min	P	230
□ Darkvision	1 willing creature has darkvision 60 ft for the duration	Trans	1 a	Touch	V,S,M	8 h	P	230
<ul> <li>Detect Thoughts</li> </ul>	1a read thoughts of visible Int>3 crea or detect presence of invisible within 30 ft; Wis save for probing	Div	1 a	Self	V,S,M	Conc, 1 min	P	231
□ Enlarge/Reduce	1 crea/object Will save or enlarged (Str adv. +1d4 weapon dmg), reduced (Str dis1d4 weapon dmg)	Trans	1 a	30 ft	V,S,M	Conc, 1 min	P	237
<ul> <li>Gust of Wind</li> </ul>	60-ft long 10-ft wide line of wind; crea starting turn in wind Str save or pushed 15 ft; see book	Evoc	1 a	60-ft line	V,S,M	Conc, 1 min	P	248
□ Hold Person	1+1/SL humanoid within 30 ft of each other Wis save or paralyzed; extra save at end of each turn	Ench	1 a	60 ft	V,S,M	Conc, 1 min	P	251
□ Invisibility	1+1/SL crea invisible; attacking/casting makes the crea visible; anything worn/carried is also invisible	Illus	1 a	Touch	V,S,M	Conc, 1 h	P	254
□ Knock	1 object is unlocked (1 lock), unstuck, unbarred, arcane lock suppressed for 10 min; audible for 300 ft	Trans	1 a	60 ft	V	Instantaneous	P	254
□ Levitate	1 crea/obj up to 500 lb Con save or rise vertically, up to 20 ft; 1a (move a if self) move up/down 20 ft	Trans	1 a	60 ft	V,S,M	Conc, 10 min	P	255
□ Mirror Image	Create three illusionary duplicates of you; destroyed if hit; randomize attacks; AC 10 + your Dex mod.	Illus	1 a	Self	V,S	1 min (D)	P	260
□ Misty Step	You teleport 30 feet to a unoccupied space you can see	Conj	1 bns	Self	V	Instantaneous	P	260
<ul> <li>Phantasmal Force</li> </ul>	1 crea Int save or sees 10 ft cube illusion that does 1d6 Psychic dmg/rnd; Int(Investigation) vs. Spell DC	Illus	1 a	60 ft	V,S,M	Conc, 1 min	P	264
□ Scorching Ray	3+1/SL rays hit creature(s) on spell attack with each ray for 2d6 Fire dmg per ray	Evoc	1 a	120 ft	V,S	Instantaneous	P	273
□ See invisibility	See invisible and ethereal creatures and objects as if they were visible; ethereals are ghostly, translucent	Div	1 a	Self	V,S,M	1 h	P	274
□ Shatter	10-ft rad all 3d8+1d8/SL Thunder dmg; Con save halves; nonmagical unattended objects also take dmg	Evoc	1 a	60 ft	V,S,M	Instantaneous	P	275
□ Spider Climb	1 gains climbing speed equal to walking speed; can go on walls and ceilings with hands free	Trans	1 a	Touch	V,S,M	Conc, 1 h	P	277
□ Suggestion	1 crea Wis save or follow reasonable stated course of action; spell ends if you or your allies harm target	Ench	1 a	30 ft	V,M	Conc, 8 h	P	279
□ Web	20-ft cube, anchored, all Dex save or restrained; dif. ter.; lightly obscures; Str check vs. Spell DC to free	Conj	1 a	60 ft	V,S,M	Conc, 1 h	P	287
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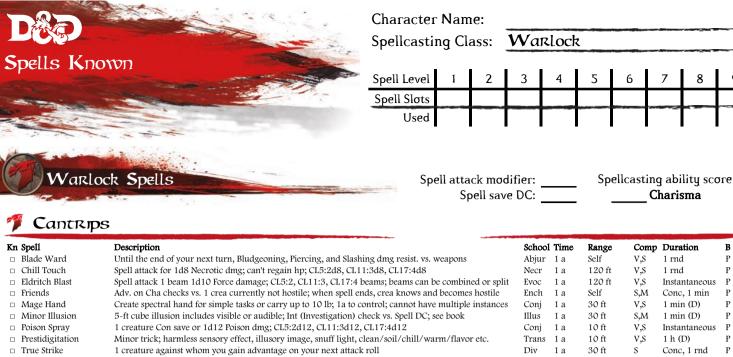
Spider Climb     Suggestion     Web	1 gains climbing speed equal to walking speed; can go on walls and ceilings with hands free 1 crea Wis save or follow reasonable stated course of action; spell ends if you or your allies harm target 20-ft cube, anchored, all Dex save or restrained; dif. ter.; lightly obscures; Str check vs. Spell DC to free		1 a 1 a 1 a ——	Touch 30 ft 60 ft	V,M	Conc, 1 h Conc, 8 h Conc, 1 h	P	277 279 287 ——
Level 3 Kn Spell	Description	School	Time	Range	Comp	Duration	В	Pg.
□ Blink	50% each turn to travel to Ethereal Plane and return to an empty space within 10 ft next turn	Trans	1 a	Self	v,s	1 min (D)		219
□ Clairvoyance	See or hear a familiar place; 1a to switch between seeing and hearing (100gp)	Div	10 min	1 mile	V,S,M	Conc, 10 min	P	222
□ Counterspell	Stop a spell being cast; make DC 10+SL spellcasting ability check if above the spell slot lvl used	Abjur	1 rea	60 ft	S	Instantaneous	P	228
<ul> <li>Daylight</li> </ul>	60-ft rad bright light + 60-ft dim light on point or object; only magical darkness of higher SL works		1 a	60 ft	v,s	1 h		230
<ul> <li>Dispel Magic</li> </ul>	Dispel any magical effect on crea or object; make DC 10+SL spellcasting ability check if above SL used	U	1 a	120 ft	v,s	Instantaneous		234
□ Fear	All crea Wis save or drop what it is holding and frightened; extra save/rnd if crea is not in line of sight	Illus	1 a	30-ft cone	V,S,M	Conc, 1 min	P	239
□ Fireball	20-ft rad all crea 8d6+1d6/SL Fire dmg; Dex save halves; unattended flammable objects ignite	Evoc	1 a	150 ft	/ /	Instantaneous		241
□ Fly	1+1/SL willing creatures gain fly 60 ft speed	Trans	1 a	Touch		Conc, 10 min		243
□ Gaseous Form	1 willing crea into a misty cloud with fly 10 ft, resist. to nonmagical dmg, adv. on Str/Dex/Con saves	Trans	1 a	Touch	/ /	Conc, 1 h		244
□ Haste	1 willing crea +2 AC, speed doubled, adv. on Dex saves, extra action (1 attack, dash, disengage, hide)	Trans	1 a	30 ft	/ /	Conc, 1 min		250
<ul> <li>Hypnotic Pattern</li> </ul>	30-ft cube all crea Wis save or charmed, incapacitated, speed 0 for duration; ends if crea takes dmg		1 a	120 ft	,	Conc, 1 min		252
<ul> <li>Lightning Bolt</li> </ul>	100-ft long 5-ft wide all 8d6+1d6/SL Lightn. dmg; Dex save halves; unattended flammable obj ignite		1 a			Instantaneous		255
<ul> <li>Major Image</li> </ul>	20-ft cube illusion includes visible, audible, olfactory, temperature; 1a move it; SL6: no conc.; see book		1 a	120 ft		Conc, 10 min		258
□ Prot. from Energy	1 creature gains resistance to either Acid, Cold, Fire, Lightning, or Thunder damage for duration		1 a	Touch	v,s	Conc, 1 h		270
□ Sleet Storm	40-ft rad 20-ft high; heavily obsc.; douses flames; dif. terrain; Dex save or prone; Con save or lose conc.	0	1 a	150 ft	, ,	Conc, 1 min		276
□ Slow	6 crea in 40-ft cube Wis save or half spd, -2 AC, -2 Dex saves, no rea, only 1 a or bns a; 1 atk; see book	Trans	1 a	120 ft	V,S,M	Conc, 1 min	P	277
<ul> <li>Stinking Cloud</li> </ul>	20-ft rad; ignores cover, heavily obscures; all in area at start of turn Con save against poison or can't act		1 a	90 ft	/ /	Conc, 1 min		278
□ Tongues	1 crea understands all spoken languages, all with a language can understand what it means	Div	1 a	Touch	. , .	1 h		283
□ Water Breathing (R)	10 willing creatures can breathe underwater for the duration	Trans	1 a	30 ft	V,S,M			287
□ Water Walk (R)	10 willing creatures can move across any liquid for the duration; rise to surface if underwater	Trans	1 a	30 ft	v,s,m	1 h	P	287
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Kn Spell	Description	School	Time	Range	Comp	Duration	В	Pg.
□ Banishment	1+1/SL crea Cha save or banished; crea return if spell lasts < 1 min	Abjur	1 a	60 ft	V,S,M	Conc, 1 min	P	217
□ Blight	1 creature takes 8d8+1d8/SL Necrotic dmg; Con save halves; plants have dis. on save	Necr	1 a	30 ft	v,s	Instantaneous	P	219
□ Confusion	10+5/SL-ft rad all Wis save or confused, see book; extra save at end of every turn	Ench	1 a	90 ft	V,S,M	Conc, 1 min	P	224
<ul> <li>Dimension Door</li> </ul>	Teleport yourself and 1 willing crea within 5 ft, up to 500 ft to a place you can see, specify, or describe	Conj	1 a	500 ft	V	Instantaneous	P	233
□ Dominate Beast	1 beast Wis save or charmed, follows telepathic commands, 1a for complete control; +SL for duration	Ench	1 a	60 ft	V,S	Conc, 1 min	P	234
<ul> <li>Greater Invisibility</li> </ul>	1 crea invisible until end of the spell; anything the target is wearing or carrying is also invisible	Illus	1 a	Touch	V,S	Conc, 1 min	P	246
□ Ice Storm	20-ft rad 40-ft high all crea 2d8+1d8/SL Bludg. and 4d6 Cold dmg; Dex save halves; 1rnd difficult ter.	Evoc	1 a	300 ft	V,S,M	Instantaneous	P	252
□ Polymorph	1 creature Wis save or transformed into beast of choice of same CR or lower; see book	Trans	1 a	60 ft	V,S,M	Conc, 1 h	P	266
□ Stoneskin	1 willing crea resistance to nonmagical Bludgeoning, Piercing, and Slashing dmg (100gp cons.)	Abjur	1 a	Touch	V,S,M	Conc, 1 h	P	278
□ Wall of Fire	60×1×20ft (l×w×h) or 10-ft rad all in and 10 ft on 1 side 5d8+1d8/SL Fire dmg; Dex half; see book	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P	285
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Kn Spell Animate Objects Cloudkill Cone of Cold Creation Dominate Person Hold Monster Insect Plague Seeming Telekinesis Teleportation Circle Wall of Stone	Description  10+2/SL nonmagical objects not worn or carried; bns a command within 500 ft; see book 20-ft rad 5d8+1d8/SL Poison dmg; Con save halves; move 10 ft/rnd; heavily obscured, difficult terrain 8d8+1d8/SL Cold dmg; Con save halves; crea killed become frozen statues until thawed Create a nonliving object up to a 5+5/SL-ft cube of vegetable matter, stone, metal, gems or rare metals 1 humanoid Wis save or charmed, follows telepathic commands, 1a for complete control; +SL for dur. 1+1/SL crea within 30 ft of each other Wis save or paralyzed; extra save at end of each turn 20-ft rad all 4d10+1d10/SL Piercing dmg; Con save halves; ignores cover; lightly obscures; difficult ter. Any crea Cha save or disguised by changing physical appearance; Int (Investigation) check vs. spell DC Move Huge creature or 1000 lb object 30 ft as 1a; ability check with spellcasting ability vs. Str; see book Create a circle to teleport to another teleportation circle on same plane; see book (50gp cons.) 10 10×10-ft panels 6" thick wall connected with existing stone; half thickness, double surface; see book	Ench Conj Illus Trans Conj	1 a 1 a 1 a 1 min 1 a 1 a 1 a	Range 120 ft 120 ft 120 ft 60-ft cone 30 ft 60 ft 90 ft 300 ft 30 ft 60 ft 10 ft 120 ft	V,S V,S,M V,S,M V,S,M V,S,M V,S,M V,S,M V,S,M V,S	Duration Conc, 1 min Conc, 10 min Instantaneous Special Conc, 1 min Conc, 1 min Conc, 10 min 8 h (D) Conc, 10 min 1 rnd Conc, 10 min	P P P P P P P	Pg. 213 222 224 229 235 251 254 280 281 287
J Level 6								
Kn Spell  Arcane Gate Chain Lightning Circle of Death Disintegrate Eyebite Globe of Invul. Mass Suggestion Move Earth Sunbeam True Seeing	Description  Two portals, up to 500 ft apart, teleport any to other side; portals are filled with opaque mist Lightning bolt 1 crea and 3+1/SL crea within 30 ft; 10d8 Lightning dmg; Dex save halves 60-ft rad all 8d6+2d6/SL Necrotic dmg; Con save halves (500gp)  1 crea Dex save or 10d6+3d6/SL+40 Force dmg; or up to 10-ft cube nonmagical object is destroyed 1 crea/rnd within 60 ft Wis save or either fall asleep, panicked, or sickened, your choice SL<(6+1/SL) cast outside area cannot effect inside area; casting with a higher spell slot does not help 12 crea Wis save or follow stated course of action; SL7: 10 day; SL8: 30 days; SL9: 366 days; see book Every 10 min of concentratoin, gradually reshape 40 cu ft of dirt, sand, or clay; see book 60-ft long 5-ft wide all 6d8 Radiant dmg, 1 rnd blind; Con save halves and not blinded; 1a for new line 1 willing crea gains truesight 120 ft; see through illusions, hidden doors, ethereal plane (25gp cons.)	School Conj Evoc Necr Trans Necr Abjur Ench Trans Evoc Div	1 a 1 a 1 a 1 a 1 a 1 a 1 a	Range 500 ft 150 ft 150 ft 60 ft 8elf 10-ft rad 60 ft 120 ft 60-ft line Touch	V,S V,S,M V,S,M V,S,M V,S V,S,M V,M V,S,M	Duration Conc, 10 min Instantaneous Instantaneous Instantaneous Conc, 1 min Conc, 1 min 24 h Conc, 2 h Conc, 1 min 1 h	P P P P P P	<b>Pg.</b> 214 221 233 238 245 258 263 279 284
Kn Spell  Delayed Fireball Etherealness Finger of Death Fire Storm Plane Shift Prismatic Spray Reverse Gravity Teleport  Level 8	Description Create bead; at chosen moment, or if conc. is broken, 20-ft rad 12d6+1d6/SL Fire dmg; Dex save halves 1/SL willing crea go to Ethereal Plane; move there, but able to perceive 60 ft into the normal plane 1 crea 7d8+30 Necrotic dmg; Con save halves; crea killed becomes zombie under your command 10 connected 10-ft cubes all crea 7d10 Fire dmg; Dex save halves; unattended flammable objects ignite You + 8 willing crea teleport to different plane; or spell attack Cha save or transported to random plane All random effect, see book: either 10d6 dmg, restrained, or blinded; Dex save halves/negates 50-ft rad 100-ft high everything falls upward; Dex save to grab hold onto something solid You, 8 willing crea, or an object teleport to a place you know, have seen, or can describe; see book	Trans Necr Evoc Conj Evoc Trans	1 a 1 a 1 a 1 a 1 a 1 a	Range 150 ft Self 60 ft 150 ft Touch 60-ft cone 100 ft	V,S,M V,S V,S V,S V,S,M V,S,M	Duration Conc, 1 min 8 h (D) Instantaneous Instantaneous Instantaneous Conc, 1 min Instantaneous	P P P P P	Pg. 230 238 241 241 266 267 272 281 —
Kn Spell  Dominate Monster  Earthquake  Incendiary Cloud  Power Word Stun  Sunburst	Description  1 crea Wis save or charmed, follows telepathic commands, 1a for complete control; SL9: conc, 8h  Cause an earthquake in a 100-ft rad, damaging structures and creating dangerous fissures, see book  20-ft rad all 10d8 fire damage; Dex save halves; heavily obscures; move 10 ft/rnd in chosen direction  1 creature with 150 current hp or less is stunned; Con save at end of each turn to end spell  60-ft rad all 12d6 Radiant dmg, 1 min blind; Con save halves and not blinded; save at end of each turn	Evoc Conj	1 Time 1 a 1 a 1 a 1 a 1 a 1 a	Range 60 ft 500 ft 150 ft 60 ft 150 ft	V,S V,S,M V,S V	Duration Conc, 1 h Conc, 1 min Conc, 1 min Instantaneous Instantaneous	P P P	<b>Pg.</b> 235 236 253 267 279

#### Level 9

Kn Spell	Description	School	Time	Range	Comp	Duration	В	Pg.	
□ Gate	Create a portal to a precise location on a different plane; can transport named crea to you (5000gp)	Conj	1 a	60 ft	V,S,M	Conc, 1 min	P	244	
<ul> <li>Meteor Swarm</li> </ul>	4× 40-ft rad all 20d6 Bludgeoning dmg and 20d6 Fire dmg; Dex save halves; areas do not stack	Evoc	1 a	1 mile	V,S	Instantaneous	P	259	
<ul> <li>Power Word Kill</li> </ul>	1 creature with 100 current hp or less dies	Ench	1 a	60 ft	V	Instantaneous	P	266	
□ Time Stop	You instantly take 1d4+1 turns; if affecting other creatures or worn or carried object the spell ends	Trans	1 a	Self	V	Instantaneous	P	283	
□ Wish	Duplicate any 8th lvl or lower spell, create objects, heal, resurrect, alter time, etc.; see book	Conj	1 a	Self	V	Instantaneous	P	288	
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Level	1

Kn	Spell
	Armor of Agathys
	Arms of Hadar
	Charm Person
	Comp. Languages (R)
	Expeditious Retreat
	Hellish Rebuke
	Hex
	Illusory Script (R)
	Prot. from Evil/Good
	Unseen Servant (R)
	Witch Bolt

## Description

5+5/SL temp hp; as long as temp hp last any crea that hits in melee takes 5+5/SL Cold dmg 2d6+1d6/SL Necrotic dmg; Str save halves; on failed save no reactions until next turn 1+1/SL humanoids Wis saye or charmed; crea adv. on saye if you or your allies are fighting it Understand all spoken language or written language when touched; does not help vs. cyphers You can take Dash actions as a bonus action for the duration Cast when taking dmg, crea that dealt dmg 2d10+1d10/SL Fire dmg; Dex save halves 1 crea +1d6 Necrotic dmg from your atks; dis. on chosen ability checks; SL3: conc, 8h; SL5: conc, 24h Write a message that only you, designated crea, and any with truesight can understand (10gp cons.) 1 crea immune to fear/charm/possession and dis. on atks from celestials, elem., fey, fiends, or undead Create an invisible, mindless, shapeless servant for simple tasks; bns a to mentally command it Spell attack 1d12+1d12/SL Lightning dmg; 1a, if consecutive, for dmg again; ends if out of range

School	Time	Range	Comp	Duration	В	Pg.
Abjur	1 a	Self	V,S,M	1 h	P	215
Conj	1 a	10-ft rad	v,s	Instantaneous	P	215
Ench	1 a	30 ft	V,S	1 h	P	221
Div	1 a	Self	V,S,M	1 h	P	224
Trans	1 bns	Self	v,s	Conc, 10 min	P	238
Evoc	1 rea	60 ft	V,S	Instantaneous	P	250
Ench	1 bns	90 ft	V,S,M	Conc, 1 h	P	251
Illus	1 min	Touch	S,M	10 days	P	252
Abjur	1 a	Touch	V,S,M	Conc, 10 min	P	270
Conj	1 a	60 ft	V,S,M	1 h	P	284
Evoc	1 a	30 ft	v,s,M	Conc, 1 min	P	289
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B Pg.

P 218

P 221

237

244

P 256

P 260

P 266

P 267

P 284



#### Level 2

Cloud of Daggers

Crown of Madness
Darkness
Enthrall
Hold Person
Invisibility
Mirror Image
Misty Step
Ray of Enfeeblement
Shatter
Spider Climb
Suggestion

#### Description

5-ft cube 4d4+2d4/SL Slashing dmg to all that enter or start turn in area 1 humanoid Wis save or charmed and must melee attack against crea chosen by you; extra save/rnd 15-ft rad darkness on point or object; darkvision doesn't work; only magical light of higher SL works As you speak any crea Wis save (adv. if fighting) or dis. on Wis(Perception) for any other than you 1+1/SL humanoid within 30 ft of each other Wis save or paralyzed; extra save at end of each turn 1+1/SL crea invisible; attacking/casting makes the crea visible; anything worn/carried is also invisible Create three illusionary duplicates of you; destroyed if hit; randomize attacks; AC 10 + your Dex mod. You teleport 30 feet to a unoccupied space you can see Spell attack; crea does half dmg with weapon attacks that use Str; Con save at end of each turn to end

10-ft rad all 3d8+1d8/SL Thunder dmg; Con save halves; nonmagical unattended objects also take dmg 1 gains climbing speed equal to walking speed; can go on walls and ceilings with hands free 1 crea Wis save or follow reasonable stated course of action; spell ends if you or your allies harm target

School	Time	Range	Comp	Duration	В	Pg.
Conj	1 a	60 ft	V,S,M	Conc, 1 min	P	222
Ench	1 a	120 ft	v,s	Conc, 1 min	P	229
Evoc	1 a	60 ft	V,M	Conc, 10 min	P	230
Ench	1 a	60 ft	v,s	1 min	P	238
Ench	1 a	60 ft	V,S,M	Conc, 1 min	P	251
Illus	1 a	Touch	V,S,M	Conc, 1 h	P	254
Illus	1 a	Self	v,s	1 min (D)	P	260
Conj	1 bns	Self	V	Instantaneous	P	260
Necr	1 a	60 ft	v,s	Conc, 1 min	P	271
Evoc	1 a	60 ft	V,S,M	Instantaneous	P	275
Trans	1 a	Touch	V,S,M	Conc, 1 h	P	277
Ench	1 a	30 ft	V,M	Conc, 8 h	P	279
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Kn Spell	Description	School	Time	Range	Comp	Duration	B Pg.
□ Counterspell	Stop a spell being cast; make DC 10+SL spellcasting ability check if above the spell slot lvl used	Abjur	1 rea	60 ft	S	Instantaneous	P 228
<ul> <li>Dispel Magic</li> </ul>	Dispel any magical effect on crea or object; make DC 10+SL spellcasting ability check if above SL used	Abjur	1 a	120 ft	v,s	Instantaneous	P 234
□ Fear	All crea Wis save or drop what it is holding and frightened; extra save/rnd if crea is not in line of sight	Illus	1 a	30-ft cone	v,s,m	Conc, 1 min	P 239
□ Fly	1+1/SL willing creatures gain fly 60 ft speed	Trans	1 a	Touch	v,s,m	Conc, 10 min	P 243
<ul> <li>Gaseous Form</li> </ul>	1 willing crea into a misty cloud with fly 10 ft, resist. to nonmagical dmg, adv. on Str/Dex/Con saves	Trans	1 a	Touch	v,s,m	Conc, 1 h	P 244
<ul> <li>Hunger of Hadar</li> </ul>	20-ft rad blinds all while in; all start turn in 2d6 Cold dmg; all end turn in Dex save or 2d6 Acid dmg	Conj	1 a	150 ft	v,s,m	Conc, 1 min	P 251
<ul> <li>Hypnotic Pattern</li> </ul>	30-ft cube all crea Wis save or charmed, incapacitated, speed 0 for duration; ends if crea takes dmg	Illus	1 a	120 ft	S,M	Conc, 1 min	P 252
<ul> <li>Magic Circle</li> </ul>	Celes., elem., fey, fiends, or undead can't enter/leave; dis. on atk; +1h/SL dura.; see book (100gp cons.)	Abjur	1 min	10 ft	V,S,M	1 h	P 256
<ul> <li>Major Image</li> </ul>	20-ft cube illusion includes visible, audible, olfactory, temperature; 1a move it; SL6: no conc.; see book	Illus	1 a	120 ft	v,s,m	Conc, 10 min	P 258
□ Remove Curse	1 creature or object is freed of all curses; cursed magic items break attunement with owner	Abjur	1 a	Touch	v,s	Instantaneous	P 271
□ Tongues	1 crea understands all spoken languages, all with a language can understand what it means	Div	1 a	Touch	V,M	1 h	P 283
<ul> <li>Vampiric Touch</li> </ul>	Spell attack each turn as 1a for 3d6+1d6/SL Necrotic dmg; you heal half the damage dealt	Necr	1 a	Self	v,s	Conc, 1 min	P 285
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Kn Spell	Description	School	Time	Range	Comp	Duration	В	Pg.
□ Banishment	1+1/SL crea Cha save or banished; crea return if spell lasts < 1 min	Abjur	1 a	60 ft	V,S,M	Conc, 1 min	P	217
□ Blight	1 creature takes 8d8+1d8/SL Necrotic dmg; Con save halves; plants have dis. on save	Necr	1 a	30 ft	v,s	Instantaneous	P	219
<ul> <li>Dimension Door</li> </ul>	Teleport yourself and 1 willing crea within 5 ft, up to 500 ft to a place you can see, specify, or describ	oe Conj	1 a	500 ft	V	Instantaneous	P	233
<ul> <li>Hallucinatory Terrain</li> </ul>	150-ft cube of terrain resembles some other sort of terrain; Int (Investigation) vs. Spell DC; see book	Illus	10 min	300 ft	V,S,M	24 h	P	249
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Kn Spell	Description	School	Time	Range	Comp	Duration	В	Pg.
☐ Contact Other Plane (1	R) You make DC 15 Int save to ask extraplanar entity 5 questions with one word answers; insane on fail	Div	1 min	Self	V	1 min	P	226
□ Dream	You or willing crea enters a crea's dreams, manifesting as a messenger with whom it can communicate	Illus	1 min	Special	V,S,M	8 h	P	236
□ Hold Monster	1+1/SL crea within 30 ft of each other Wis save or paralyzed; extra save at end of each turn	Ench	1 a	90 ft	V,S,M	Conc, 1 min	P	251
□ Scrying	1 crea Wis save or sensor follows it around; or create sensor in familiar location; see book (1000gp)	Div	10 min	Self	V,S,M	Conc, 10 min	P	273
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# Level 6

Kn Spell	Description	School	Time	Kange	Comp	Duration	В	rg.
<ul> <li>Arcane Gate</li> </ul>	Two portals, up to 500 ft apart, teleport any to other side; portals are filled with opaque mist	Conj	1 a	500 ft	v,s	Conc, 10 min	P	214
<ul> <li>Circle of Death</li> </ul>	60-ft rad all 8d6+2d6/SL Necrotic dmg; Con save halves (500gp)	Necr	1 a	150 ft	V,S,M	Instantaneous	P	221
□ Conj. Fey	CR 6+1/SL fey that obeys your verbal commands not against its align.; on broken conc. fey breaks free	Conj	1 min	90 ft	v,s	Conc, 1 h	P	226
<ul> <li>Create Undead</li> </ul>	Turn corpes into 3+1/SL ghoul a.o., see book; control 24h; bns a command 120 ft (150gp/corpse cons.)	Necr	1 min	10 ft	V,S,M	Instantaneous	P	229
□ Eyebite	1 crea/rnd within 60 ft Wis save or either fall asleep, panicked, or sickened, your choice	Necr	1 a	Self	v,s	Conc, 1 min	P	238
□ Flesh to Stone	1 crea Con save or restrained; save at end of turn, 3 consecutive fail: petrified, 3 consecutive succes: free	Trans	1 a	60 ft	V,S,M	Conc, 1 min	P	243
<ul> <li>Mass Suggestion</li> </ul>	12 crea Wis save or follow stated course of action; SL7: 10 day; SL8: 30 days; SL9: 366 days; see book	Ench	1 a	60 ft	V,M	24 h	P	258
□ True Seeing	1 willing crea gains truesight 120 ft; see through illusions, hidden doors, ethereal plane (25gp cons.)	Div	1 a	Touch	v,s,m	1 h	P	284
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#### Level 7

Kn Spell	Description	School	Time	Range	Comp	Duration	В	Pg.
□ Etherealness	1/SL willing crea go to Ethereal Plane; move there, but able to perceive 60 ft into the normal plane	Trans	1 a	Self	V,S	8 h (D)	P	238
<ul> <li>Finger of Death</li> </ul>	1 crea 7d8+30 Necrotic dmg; Con save halves; crea killed becomes zombie under your command	Necr	1 a	60 ft	v,s	Instantaneous	P	241
□ Forcecage	20-ft cube cage, or 10-ft cube solid; blocks all spells; extraplanar travel in/out on Cha save (1500gp)	Evoc	1 a	100 ft	V,S,M	1 h	P	243
□ Plane Shift	You + 8 willing crea teleport to different plane; or spell attack Cha save or transported to random plane	Conj	1 a	Touch	V,S,M	Instantaneous	P	266
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## Level 8

Kn Spell	Description	School	Time	Range	Comp	Duration	В	Pg.
<ul> <li>Demiplane</li> </ul>	Create door to a demiplane of 30-ft cube; when spell ends, creatures inside remain trapped	Conj	1 a	60 ft	S	1 h	P	231
<ul> <li>Dominate Monster</li> </ul>	1 crea Wis save or charmed, follows telepathic commands, 1a for complete control; SL9: conc, 8h	Ench	1 a	60 ft	v,s	Conc, 1 h	P	235
□ Feeblemind	1 crea 4d6 Psychic dmg and Int save or Int and Cha become 1; extra save every 30 days to end spell	Ench	1 a	150 ft	V,S,M	Instantaneous	P	239
□ Glibness	You can choose to roll a 15 on any Charisma check; magic cannot detect if you are lying	Trans	1 a	Self	V	1 h	P	245
<ul> <li>Power Word Stun</li> </ul>	1 creature with 150 current hp or less is stunned; Con save at end of each turn to end spell	Ench	1 a	60 ft	V	Instantaneous	P	267
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#### 獲 Level 9

Kn Spell	Description	School	Time	Range	Comp	Duration	В	Pg.
<ul> <li>Astral Projection</li> </ul>	You + 8 willing crea projected to Astral Plane with identical statistics (per crea 1100gp cons.)	Necr	1 h	10 ft	V,S,M	Special (D)	P	215
□ Foresight	1 willing crea can't be surprised; adv. on attacks, ability checks, and saves; dis. on attacks vs. target	Div	1 min	Touch	V,S,M	8 h	P	244
□ Imprisonment	1 crea Wis save or trapped in chosen way with no means of escape; see book (500gp/HD cons.)	Abjur	1 min	30 ft	V,S,M	Until dispelled	P	252
<ul> <li>Power Word Kill</li> </ul>	1 creature with 100 current hp or less dies	Ench	1 a	60 ft	V	Instantaneous	P	266
<ul> <li>True Polymorph</li> </ul>	1 crea/obj Wis save or transformed into another crea/obj with equal CR or lower; see book	Trans	1 a	30 ft	v,s,m	Conc, 1 h	P	283
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Character Name: Spellcasting Class:

Wizard

Spell Level	1	2	3	4	5	6	7	8	9
Spell Slots									
Used									

Spells to memorize:

Spell attack modifier:

Spell save DC:

Spellcasting ability score
\_\_\_\_Intelligence

## 7 Cantrips

Wizard Spells

Kn Spell	Description	School	Time	Range	Comp	Duration	В	Pg.
<ul> <li>Acid Splash</li> </ul>	1 crea or 2 crea within 5 ft of each other Dex save or 1d6 Acid dmg; CL5:2d6, CL11:3d6, CL17:4d6	Conj	1 a	60 ft	V,S	Instantaneous	P	211
<ul> <li>Blade Ward</li> </ul>	Until the end of your next turn, Bludgeoning, Piercing, and Slashing dmg resist. vs. weapons	Abjur	1 a	Self	V,S	1 rnd	P	218
<ul> <li>Chill Touch</li> </ul>	Spell attack for 1d8 Necrotic dmg; can't regain hp; CL5:2d8, CL11:3d8, CL17:4d8	Necr	1 a	120 ft	V,S	1 rnd	P	221
<ul> <li>Dancing Lights</li> </ul>	4 torch-sized lights or 1 humanoid-sized light; 10-ft rad dim light; bns a to move 60 ft	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P	230
□ Fire Bolt	Spell attack for 1d10 Fire dmg; unattended flammable objects ignite; CL5:2d10, CL11:3d10, CL17:4d10	Evoc	1 a	120 ft	V,S	Instantaneous	P	241
□ Friends	Adv. on Cha checks vs. 1 crea currently not hostile; when spell ends, crea knows and becomes hostile	Ench	1 a	Self	S,M	Conc, 1 min	P	244
□ Light	1 obj up to 10-ft cube sheds bright light 20-ft rad and dim light 20-ft; cannot have multiple instances	Evoc	1 a	Touch	V,M	1 h (D)	P	255
<ul> <li>Mage Hand</li> </ul>	Create spectral hand for simple tasks or carry up to 10 lb; 1a to control; cannot have multiple instances	Conj	1 a	30 ft	V,S	1 min (D)	P	256
<ul> <li>Mending</li> </ul>	Repair a single broken object no larger than 1 cu ft; can't restore magic to broken magic item	Trans	1 min	Touch	V,S,M	Instantaneous	P	259
□ Message	1 crea you point to hears whispered message and can reply with a whisper; nobody can overhear	Trans	1 a	120 ft	V,S,M	1 rnd	P	259
□ Minor Illusion	5-ft cube illusion includes visible or audible; Int (Investigation) check vs. Spell DC; see book	Illus	1 a	30 ft	S,M	1 min (D)	P	260
□ Poison Spray	1 creature Con save or 1d12 Poison dmg; CL5:2d12, CL11:3d12, CL17:4d12	Conj	1 a	10 ft	V,S	Instantaneous	P	266
<ul> <li>Prestidigitation</li> </ul>	Minor trick; harmless sensory effect, illusory image, snuff light, clean/soil/chill/warm/flavor etc.	Trans	1 a	10 ft	V,S	1 h (D)	P	267
□ Ray of Frost	Spell attack for 1d8 Cold dmg and -10 ft speed until start of your next turn; CL5:2d8, CL11:3d8, CL17:4d8	Evoc	1 a	60 ft	V,S	Instantaneous	P	271
<ul> <li>Shocking Grasp</li> </ul>	Spell attack, adv. if metal armor, 1d8 Lightning dmg, no rea 1 turn; CL5:2d8, CL11:3d8, CL17:4d8	Evoc	1 a	Touch	V,S	Instantaneous	P	275
□ True Strike	1 creature against whom you gain advantage on your next attack roll	Div	1 a	30 ft	S	Conc, 1 rnd	P	284
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### 獲 Level 1

Kn Me Spell	Description	School	Time	Range	Comp	Duration	В	Pg.
□ Alarm (R)	Door, window, or 20-ft cube area; audible (60 ft) or mental alarm (1 mile) if undesignated crea enters	Abjur	1 min	30 ft	V,S,M	8 h	P	211
Burning Hands	3d6+1d6/SL Fire dmg; Dex save halves; unattended flammable objects ignite	Evoc	1 a	15-ft cone	V,S	Instantaneous	P	220
□ Charm Person	1+1/SL humanoids Wis save or charmed; crea adv. on save if you or your allies are fighting it	Ench	1 a	30 ft	V,S	1 h	P	221
□ Chromatic Orb	Spell attack for 3d8+1d8/SL Acid, Cold, Fire, Lightning, Poison or Thunder dmg (50gp)	Evoc	1 a	90 ft	V,S,M	Instantaneous	P	221
□ Color Spray	6d10+2d10/SL hp of crea blinded, starting with the lowest current hp crea	Illus	1 a	15-ft cone	V,S,M	1 rnd	P	222
☐ Comp. Languages (R)	Understand all spoken language or written language when touched; does not help vs. cyphers	Div	1 a	Self	V,S,M	1 h	P	224
□ Detect Magic (R)	Know presence of magic within 30 ft; 1a to see auras and determine school	Div	1 a	Self	v,s	Conc, 10 min	P	231
□ Disguise Self	Alter appearance; Int (Investigation) check vs. spell DC to determine disguise	Illus	1 a	Self	v,s	1 h (D)	P	233
<ul> <li>Expeditious Retreat</li> </ul>	You can take Dash actions as a bonus action for the duration	Trans	1 bns	Self	v,s	Conc, 10 min	P	238
□ False Life	You gain 1d4+4+5/SL temporary hit points for the duration	Necr	1 a	Self	V,S,M	1 h	P	239
□ Feather Fall	5 creatures descent only 60 ft/rnd for duration or until landed, taking no falling damage	Trans	1 rea	60 ft	V,M	1 min	P	239
☐ Find Familiar (R)	Gain the services of a familiar; can see through its eyes; it can deliver touch spells; see book (10gp cons.)	Conj	1 h	10 ft	V,S,M	Instantaneous	P	240
□ Fog Cloud	20-ft+20-ft/SL rad fog that spreads around corners; heavily obscures; 10 mph wind disperses it	Conj	1 a	120 ft	v,s	Conc, 1 h	P	243
□ Grease	10-ft square difficult terrain; all entering, in area at casting or at end of turn Dex save or fall prone	Conj	1 a	60 ft	v,s,M	1 min	P	246
□ Identify (R)	1 magical item or magic-imbued crea/obj; learn properties, how to use, and spells effecting it (100gp)	Div	1 min	Touch	V,S,M	Instantaneous	P	252
□ Illusory Script (R)	Write a message that only you, designated crea, and any with truesight can understand (10gp cons.)	Illus	1 min	Touch	S,M	10 days	P	252
□ Jump	1 creature's jump distance is tripled for the duration	Trans	1 a	Touch	v,s,M	1 min	P	254
□ Longstrider	1+1/SL creature's speed increases by 10 ft for the duration	Trans	1 a	Touch	v,s,M	1 h	P	256
□ Mage Armor	1 crea that isn't wearing armor has AC 13 + Dex modifier for the duration; spell ends if it dons armor	Abjur	1 a	Touch	v,s,M	8 h (D)	P	256
□ Magic Missile	3+1/SL darts hit creature(s) you can see for 1d4+1 Force dmg per dart	Evoc	1 a	120 ft	v,s	Instantaneous	P	257
☐ Prot. from Evil/Good	1 crea immune to fear/charm/possession and dis. on atks from celestials, elem., fey, fiends, or undead	Abjur	1 a	Touch	V,S,M	Conc, 10 min	P	270
□ Ray of Sickness	Spell attack for 2d8+1d8/SL Poison dmg; Con save or also poisoned until end of your next turn	Necr	1 a	60 ft	v,s	Instantaneous		
□ Shield	If hit by attack +5 AC until start of next turn; or stop Magic Missile spell from doing any dmg to you	Abjur	1 rea	Self	v,s	1 rnd	P	275
□ Silent Image	15-ft cube illusion includes visible; 1a move it; Int (Investigation) check vs. spell DC; see book	Illus	1 a	60 ft	V,S,M	Conc, 10 min	P	276
□ Sleep	20-ft rad 5d8+2d8/SL hp of consious creatures fall asleep, starting with the lowest current hp crea		1 a	90 ft	, ,	1 min		276
<ul> <li>Tasha's Hid. Laughter</li> </ul>	1 crea with Int>4 Wis save or fall prone, incapacitated, can't stand; save end of each turn or if taking dmg	Ench	1 a	30 ft	V,S,M	Conc, 1 min	P	280
☐ Ten. Floating Disk (R)	Create a 3 ft diameter disk that carries 500 lb and follows you if you move more than 20 ft away	Conj	1 a	30 ft	V,S,M	1 h	P	282
<ul> <li>Thunderwave</li> </ul>	All crea/obj in area 2d8+1d8/SL Thunder dmg, pushed 10 ft away; Con save halves and not pushed	Evoc	1 a	15-ft cube	v,s	Instantaneous	P	282
□ Unseen Servant (R)	Create an invisible, mindless, shapeless servant for simple tasks; bns a to mentally command it	Conj	1 a	60 ft	v,s,m	1 h		
□ Witch Bolt	Spell attack 1d12+1d12/SL Lightning dmg; 1a, if consecutive, for dmg again; ends if out of range	Evoc	1 a	30 ft	v,s,m	Conc, 1 min	P	289

Me Spell	Description	School		Range	-	Duration	В
Alter Self	Change appearance, gain +1 magical 1d6 natural weapons, or water breathing and swim spd	Trans		Self	v,s	Conc, 1 h	P
Arcane Lock	Entryway locked; password or designated crea opens; +10 DC break/pick lock (25gp cons.)	Abjur	1 a	Touch	V,S,M	Until dispelled	P
Blindness/Deafness	1+1/SL crea Con save or blinded or deafened; extra save at end of every turn	Necr	1 a	30 ft	V	1 min	P
Blur	Enemies have dis. on attacks vs. you; no effect against crea without vision or immune to illus.	Illus	1 a	Self	V	Conc, 1 min	P
Cloud of Daggers	5-ft cube 4d4+2d4/SL Slashing dmg to all that enter or start turn in area	Conj	1 a	60 ft	V,S,M	Conc, 1 min	P
Continual Flame	Create a permanent flame (50gp cons.)	Evoc	1 a	Touch	V,S,M	Until dispelled	P
Crown of Madness	1 humanoid Wis save or charmed and must melee attack against crea chosen by you; extra save/rnd	Ench	1 a	120 ft	V,S	Conc, 1 min	P
Darkness	15-ft rad darkness on point or object; darkvision doesn't work; only magical light of higher SL works	Evoc	1 a	60 ft	V,M	Conc, 10 min	P
Darkvision	1 willing creature has darkvision 60 ft for the duration	Trans	1 a	Touch	V,S,M	8 h	P
Detect Thoughts	1a read thoughts of visible Int>3 crea or detect presence of invisible within 30 ft; Wis save for probing	Div	1 a	Self	V,S,M	Conc, 1 min	P
Enlarge/Reduce	1 crea/object Will save or enlarged (Str adv. +1d4 weapon dmg), reduced (Str dis1d4 weapon dmg)	Trans	1 a	30 ft	V,S,M	Conc, 1 min	P
Flaming Sphere	2.5-ft rad flaming sphere; bns a move 30 ft; all within 5-ft rad 2d6+1d6/SL Fire dmg; Dex save halves	Conj	1 a	60 ft	V,S,M	Conc, 1 min	P
Gentle Repose (R)	1 corpse protected from decay and prevent it from becominutes undead; add duration to raising dead		1 a	Touch		10 days	P
Gust of Wind	60-ft long 10-ft wide line of wind; crea starting turn in wind Str save or pushed 15 ft; see book	Evoc	1 a	60-ft line	V,S,M	Conc, 1 min	P
Hold Person	1+1/SL humanoid within 30 ft of each other Wis save or paralyzed; extra save at end of each turn	Ench	1 a	60 ft	V,S,M	Conc, 1 min	P
Invisibility	1+1/SL crea invisible; attacking/casting makes the crea visible; anything worn/carried is also invisible	Illus	1 a	Touch	V.S.M	Conc, 1 h	P
Knock	1 object is unlocked (1 lock), unstuck, unbarred, arcane lock suppressed for 10 min; audible for 300 ft	Trans	1 a	60 ft	v	Instantaneous	P
Levitate	1 crea/obj up to 500 lb Con save or rise vertically, up to 20 ft; 1a (move a if self) move up/down 20 ft	Trans	1 a	60 ft	V,S,M	Conc, 10 min	P
Locate Object	Learn direction to closest named or described kind or specific object within 1000 ft; see book	Div	1 a	Self	, ,	Conc, 10 min	P
Magic Mouth (R)	Implant a 25 word message in an object that is uttered on chosen trigger condition (10g cons.)	Illus	1 min	30 ft	, ,	Until dispelled	
Magic Weapon	1 nonmagical weapon becomes magical with +1 bonus to attack and damage; SL4: +2, SL6: +3		1 bns	Touch	V,S	Conc, 1 h	P
Melf's Acid Arrow	Spell attack for 4d4+1d4/SL and 2d4+1d4/SL acid dmg next turn; on miss half dmg no next turn		1 a	90 ft	,	Instantaneous	Р
Mirror Image	Create three illusionary duplicates of you; destroyed if hit; randomize attacks; AC 10 + your Dex mod.	Illus	1 a	Self	V,S	1 min (D)	P
Misty Step	You teleport 30 feet to a unoccupied space you can see	Conj	1 bns	Self	V	Instantaneous	P
Nystul's Magic Aura	Create a false magic item with chosen properties or shroud a magical item from detection	Illus	1 a	Touch	V,S,M		P
Phantasmal Force	1 crea Int save or sees 10 ft cube illusion that does 1d6 Psychic dmg/rnd; Int(Investigation) vs. Spell DC	Illus	1 a	60 ft	, ,	Conc, 1 min	P
Ray of Enfeeblement	Spell attack; crea does half dmg with weapon attacks that use Str; Con save at end of each turn to end		1 a	60 ft	V,S	Conc, 1 min	P
Rope Trick	Rope up to 60 ft stands vertical; extradimensional space with invisible 3×5 ft entrance at top, for 8 crea		1 a	Touch	V,S,M		P
Scorching Ray	3+1/SL rays hit creature(s) on spell attack with each ray for 2d6 Fire dmg per ray		1 a	120 ft	V,S	Instantaneous	P
See invisibility	See invisible and ethereal creatures and objects as if they were visible; ethereals are ghostly, translucent	Div	1 a	Self	V,S,M		P
Shatter	10-ft rad all 3d8+1d8/SL Thunder dmg; Con save halves; nonmagical unattended objects also take dmg		1 a	60 ft		Instantaneous	P
Spider Climb	1 gains climbing speed equal to walking speed; can go on walls and ceilings with hands free		1 a	Touch	, ,	Conc, 1 h	P
Suggestion	1 crea Wis save or follow reasonable stated course of action; spell ends if you or your allies harm target		1 a	30 ft	V,S,WI V,M	Conc, 8 h	F
Web	20-ft cube, anchored, all Dex save or restrained; dif. ter.; lightly obscures; Str check vs. Spell DC to free		1 a	60 ft		Conc, 1 h	P

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Level 3							-	_
Kn Me Spell	Description	School	Time	Range	Comp	Duration		Pg.
Animate Dead	Turn corpes into 1+2/SL Skeletons or Zombies; control for 24h; bns a command within 60 ft	Necr	1 min	10 ft	V,S,M	Instantaneous	P	212
□ Bestow Curse	1 creature cursed, see book; duration SL4:conc, 10 min; SL5:8h; SL7:24h; SL9:until dispelled		1 a	Touch	v,s	Conc, 1 min	P	218
□ Blink	50% each turn to travel to Ethereal Plane and return to an empty space within 10 ft next turn	Trans	1 a	Self	v,s	1 min (D)	P	219
□ Clairvoyance	See or hear a familiar place; 1a to switch between seeing and hearing (100gp)	Div	10 min	1 mile	V,S,M	Conc, 10 min	P	222
□ Counterspell	Stop a spell being cast; make DC 10+SL spellcasting ability check if above the spell slot Ivl used	Abjur	1 rea	60 ft	S	Instantaneous	P	228
□ Dispel Magic	Dispel any magical effect on crea or object; make DC 10+SL spellcasting ability check if above SL used	Abjur	1 a	120 ft	V,S	Instantaneous	P	234
□ Fear	All crea Wis save or drop what it is holding and frightened; extra save/rnd if crea is not in line of sight	Illus	1 a	30-ft cone	V,S,M	Conc, 1 min	P	239
□ Feign Death (F	Willing creature appears dead; it is blinded, incapacitated, has dmg resist. all but Psychic, and speed 0	Necr	1 a	Touch	V,S,M	1 h (D)	P	240
□ Fireball	20-ft rad all crea 8d6+1d6/SL Fire dmg; Dex save halves; unattended flammable objects ignite	Evoc	1 a	150 ft	V,S,M	Instantaneous	P	241
□ Fly	1+1/SL willing creatures gain fly 60 ft speed	Trans	1 a	Touch	V,S,M	Conc, 10 min	P	243
□ Gaseous Form	1 willing crea into a misty cloud with fly 10 ft, resist. to nonmagical dmg, adv. on Str/Dex/Con saves	Trans	1 a	Touch	V,S,M	Conc, 1 h	P	244
☐ Glyph of Ward	ing Create a glyph that triggers on set condition; Int (Investigation) vs. Spell DC; see book (200gp cons.)	Abjur	1 h	Touch	V,S,M	Until triggered	P	245
□ Haste	1 willing crea +2 AC, speed doubled, adv. on Dex saves, extra action (1 attack, dash, disengage, hide)	Trans	1 a	30 ft	V,S,M	Conc, 1 min	P	250
□ Hypnotic Patte	n 30-ft cube all crea Wis save or charmed, incapacitated, speed 0 for duration; ends if crea takes dmg	Illus	1 a	120 ft	S,M	Conc, 1 min	P	252
□ Leo. Tiny Hut	R) 10-ft rad immobile dome of force holds 9 Medium crea; blocks magic; ends if you leave; see book	Evoc	1 min	10-ft rad	V,S,M	8 h	P	255
□ Lightning Bolt	100-ft long 5-ft wide all 8d6+1d6/SL Lightn. dmg; Dex save halves; unattended flammable obj ignite	Evoc	1 a	100-ft line	V,S,M	Instantaneous	P	255
□ Magic Circle	Celes., elem., fey, fiends, or undead can't enter/leave; dis. on atk; +1h/SL dura.; see book (100gp cons.)	Abjur	1 min	10 ft	V,S,M	1 h	P	256
□ Major Image	20-ft cube illusion includes visible, audible, olfactory, temperature; 1a move it; SL6: no conc.; see book	Illus	1 a	120 ft	V,S,M	Conc, 10 min	P	258
□ Nondetection	1 crea or object up to 10 cu ft hidden from all divination magic (25gp cons.)	Abjur	1 a	Touch	V,S,M	8 h	P	263
□ Phantom Steed	(R) Summon quasi-real steed with 100 ft speed (10 mph); you designate rider; spells ends if it takes dmg	Illus	1 min	30 ft	V,S	1 h (D)	P	265
□ Prot. from Ene		Abjur	1 a	Touch	v,s	Conc, 1 h	P	270
□ Remove Curse	1 creature or object is freed of all curses; cursed magic items break attunement with owner	Abjur		Touch	V,S	Instantaneous	P	271
□ Sending	Send a 25 word message to a familiar creature; it recognizes you and can respond with 25 words		1 a	Unlimited	V,S,M			274
□ Sleet Storm	40-ft rad 20-ft high; heavily obsc.; douses flames; dif. terrain; Dex save or prone; Con save or lose conc.	Conj	1 a	150 ft	V,S,M	Conc, 1 min	P	276
□ Slow	6 crea in 40-ft cube Wis save or half spd, -2 AC, -2 Dex saves, no rea, only 1 a or bns a; 1 atk; see book	Trans	1 a	120 ft		Conc, 1 min	P	277
□ Stinking Cloud	20-ft rad; ignores cover, heavily obscures; all in area at start of turn Con save against poison or can't act		1 a	90 ft	, ,	Conc, 1 min		278
□ Tongues	1 crea understands all spoken languages, all with a language can understand what it means		1 a	Touch	V,M	1 h		283
□ Vampiric Touc		Necr	1 a	Self	V,S	Conc, 1 min	P	285
□ Water Breathi		Trans		30 ft	V,S,M			287
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Kn N	ie Spell	Description	School	Time	Range	Comp	Duration	B Pg.
	Arcane Eye	Create invisible, moving (unlimited range, 30ft/rnd) 1" magic eye with darkvision you can see through	Div	1 a	30 ft	V,S,M	Conc, 1 h	P 214
	Banishment	1+1/SL crea Cha save or banished; crea return if spell lasts < 1 min	Abjur	1 a	60 ft	V,S,M	Conc, 1 min	P 217
	Blight	1 creature takes 8d8+1d8/SL Necrotic dmg; Con save halves; plants have dis. on save	Necr	1 a	30 ft	v,s	Instantaneous	P 219
	Confusion	10+5/SL-ft rad all Wis save or confused, see book; extra save at end of every turn	Ench	1 a	90 ft	v,s,m	Conc, 1 min	P 224
	Conj. Minor Elem.	Summon 2+2/2SL CR of elementals that obey your verbal commands	Conj	1 min	90 ft	v,s	Conc, 1 h	P 226
	Control Water	Control an amount of water in a 100 ft cube as 1a; flood, part, redirect, or whirlpool, see book	Trans	1 a	300 ft	V,S,M	Conc, 10 min	P 227
	Dimension Door	Teleport yourself and 1 willing crea within 5 ft, up to 500 ft to a place you can see, specify, or describe	Conj	1 a	500 ft	V	Instantaneous	P 233
	Ev. Black Tentacles	All that enter 20-ft rad Dex save or restrained and 3d6 Bludgeoning dmg/rnd; Str/Dex check to escape	Conj	1 a	90 ft	V,S,M	Conc, 1 min	P 238
	Fabricate	Create simple object from raw materials; or complex object if proficient in the appropriate artisan's tools	Evoc	10 min	120 ft	v,s	Instantaneous	P 239
	Fire Shield	Fiery shield gives either Fire or Cold dmg resist. and deals 2d8 of the same dmg type to melee attackers	Evoc	1 a	Self	v,s,m	10 min (D)	P 241
	Greater Invisibility	1 crea invisible until end of the spell; anything the target is wearing or carrying is also invisible	Illus	1 a	Touch	v,s	Conc, 1 min	P 246
	Hallucinatory Terrain	150-ft cube of terrain resembles some other sort of terrain; Int (Investigation) vs. Spell DC; see book	Illus	10 min	300 ft	V,S,M	24 h	P 249
	Ice Storm	20-ft rad 40-ft high all crea 2d8+1d8/SL Bludg. and 4d6 Cold dmg; Dex save halves; 1rnd difficult ter.	Evoc	1 a	300 ft	v,s,m	Instantaneous	P 252
	Leo. Secret Chest	Hide chest with content in Ethereal Plane for 60 days, after that chance of loss; 1a reappear (5050gp)	Conj	1 a	Touch	v,s,m	Instantaneous	P 254
	Locate Creature	Learn direction to closest named or described kind or specific creature within 1000 ft; see book	Div	1 a	Self	V,S,M	Conc, 1 h	P 256
	Mor. Faithful Hound	Invisible, immobile dog melee atks as spell atk for 4d8 Piercing dmg; sees invisible/ethereal; see book	Conj	1 a	30 ft	V,S,M	8 h (D)	P 261
	Mor. Private Sanctum	Up to 100+100/SL ft cube is magically secured in chosen way; see book	Abjur	10 min	120 ft	v,s,m	24 h (D)	P 262
	Oti. Resilient Sphere	1 crea/obj up to Large Dex save or enclosed in impenetrable sphere; can be moved as hamsterball	Evoc	1 a	30 ft	V,S,M	Conc, 1 min	P 264
	Phantasmal Killer	1 crea Wis save or frightened; start of each turn Wis save to end or 4d10+1d10/SL Psychic dmg	Illus	1 a	120 ft	v,s	Conc, 1 min	P 265
	Polymorph	1 creature Wis save or transformed into beast of choice of same CR or lower; see book	Trans	1 a	60 ft	v,s,m	Conc, 1 h	P 266
	Stone Shape	Form 5 cu ft of stone into any shape; can have up to two hinges and a latch, but no finer mechanisms	Trans	1 a	Touch	V,S,M	Instantaneous	P 278
	Stoneskin	1 willing crea resistance to nonmagical Bludgeoning, Piercing, and Slashing dmg (100gp cons.)	Abjur	1 a	Touch	V,S,M	Conc, 1 h	P 278
	Wall of Fire	60×1×20ft (l×w×h) or 10-ft rad all in and 10 ft on 1 side 5d8+1d8/SL Fire dmg; Dex half; see book	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P 285

## **1** Level 5

Kn Me Spell	Description	School	Time	Range	Comp	Duration	B Pg.
□Animate Objects	10+2/SL nonmagical objects not worn or carried; bns a command within 500 ft; see book	Trans	1 a	120 ft	v,s	Conc, 1 min	P 213
□ Bigby's Hand	Large hand attacks, pushes, grapples or shields, see book; AC 20, your max hp; Bns a move 60 ft	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P 218
□ Cloudkill	20-ft rad 5d8+1d8/SL Poison dmg; Con save halves; move 10 ft/rnd; heavily obscured, difficult terrain	Conj	1 a	120 ft	v,s	Conc, 10 min	P 222
□ Cone of Cold	8d8+1d8/SL Cold dmg; Con save halves; crea killed become frozen statues until thawed	Evoc	1 a	60-ft cone	v,s,m	Instantaneous	P 224
Conj. Elemental	CR 5+1/SL elemental that obeys your verbal commands; on broken conc. elemental breaks free	Conj	1 min	90 ft	V,S,M	Conc, 1 h	P 225
□ Contact Other Plane (F	2) You make DC 15 Int save to ask extraplanar entity 5 questions with one word answers; insane on fail	Div	1 min	Self	V	1 min	P 226
□ Creation	Create a nonliving object up to a 5+5/SL-ft cube of vegetable matter, stone, metal, gems or rare metals	Illus	1 min	30 ft	V,S,M	Special	P 229
□ Dominate Person	1 humanoid Wis save or charmed, follows telepathic commands, 1a for complete control; +SL for dur.	Ench	1 a	60 ft	v,s	Conc, 1 min	P 235
□ Dream	You or willing crea enters a crea's dreams, manifesting as a messenger with whom it can communicate	Illus	1 min	Special	V,S,M	8 h	P 236
□ Geas	1 crea Wis save or charmed; it must obeys commands or 5d10 Psychic dmg; SL7: 1 year, SL9: until disp.	Ench	1 min	60 ft	V	30 days (D)	P 244
□ Hold Monster	1+1/SL crea within 30 ft of each other Wis save or paralyzed; extra save at end of each turn	Ench	1 a	90 ft	v,s,m	Conc, 1 min	P 251
□ Legend Lore	Learn summary of lore involved with named or described person, place, or object (200gp; 250gp cons.)	Div	10 min	Self	v,s,m	Instantaneous	P 254
□ Mislead	You invisible and illusionary duplicate of you; 1a move it; bns a switch between its senses and yours	Illus	1 a	Self	S	Conc, 1 h	P 260
□ Modify Memory	1 crea Wis save or charmed, alter 1 memory of last (SL6: 7, SL7: 30, SL8: 365) day; SL:9 any memory	Ench	1 a	30 ft	v,s	Conc, 1 min	P 261
□ Passwall	Create a passage (max. 5 ft wide, 8 ft tall, 20 ft deep) in a wooden, plaster or stone surface for duration	Trans	1 a	30 ft	v,s,m	1 h	P 264
<ul> <li>Planar Binding</li> </ul>	1 celestial/elem/fey/fiend Cha save or bound; SL6: 10, SL7: 30, SL8: 180, SL9: 366 days (1000gp cons.)	Abjur	1 h	60 ft	V,S,M	24 h	P 265
□ Rary's Telep. Bond (R)	8 willing crea with Int>2 gain a telepathic bond that works for any distance on the same plane	Div	1 a	30 ft	v,s,m	1 h	P 270
□ Scrying	1 crea Wis save or sensor follows it around; or create sensor in familiar location; see book (1000gp)	Div	10 min	Self	v,s,m	Conc, 10 min	P 273
□ Seeming	Any crea Cha save or disguised by changing physical appearance; Int (Investigation) check vs. spell DC	Illus	1 a	30 ft	v,s	8 h (D)	P 274
□ Telekinesis	Move Huge creature or 1000 lb object 30 ft as 1a; ability check with spellcasting ability vs. Str; see book	Trans	1 a	60 ft	v,s	Conc, 10 min	P 280
□ Teleportation Circle	Create a circle to teleport to another teleportation circle on same plane; see book (50gp cons.)	Conj	1 min	10 ft	V,M	1 rnd	P 281
□ Wall of Force	10 10×10-ft panels or 10-ft rad (hemi)sphere invisible, impenetrable wall; can float in air; see book	Evoc	1 a	120 ft	v,s,m	Conc, 10 min	P 285
□ Wall of Stone	10 10×10-ft panels 6" thick wall connected with existing stone; half thickness, double surface; see book	Evoc	1 a	120 ft	v,s,m	Conc, 10 min	P 287
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Kn Me Spell	Description	School	Time	Range	Comp	Duration	В	Pg.
□Arcane Gate	Two portals, up to 500 ft apart, teleport any to other side; portals are filled with opaque mist	Conj	1 a	500 ft	v,s	Conc, 10 min	P	214
<ul> <li>Chain Lightning</li> </ul>	Lightning bolt 1 crea and 3+1/SL crea within 30 ft; 10d8 Lightning dmg; Dex save halves	Evoc	1 a	150 ft	V,S,M	Instantaneous	P	221
□ Circle of Death	60-ft rad all 8d6+2d6/SL Necrotic dmg; Con save halves (500gp)	Necr	1 a	150 ft	v,s,m	Instantaneous	P	221
□ Contingency	Prepare another SL<6 spell you can cast to activate when some condition is met (1500gp)	Evoc	10 min	Self	V,S,M	10 days	P	227
□ Create Undead	Turn corpes into 3+1/SL ghoul a.o., see book; control 24h; bns a command 120 ft (150gp/corpse cons.)	Necr	1 min	10 ft	v,s,m	Instantaneous	P	229
□ Disintegrate	1 crea Dex save or 10d6+3d6/SL+40 Force dmg; or up to 10-ft cube nonmagical object is destroyed	Trans	1 a	60 ft	v,s,m	Instantaneous	P	233
□ □ Draw. Instant Sum. (R)	Link object to a sapphire (1000gp); 1a crush gem to summon the unattended object or learn of wielder	Conj	1 min	Touch	V,S,M	Until dispelled	P	235
□ Eyebite	1 crea/rnd within 60 ft Wis save or either fall asleep, panicked, or sickened, your choice	Necr	1 a	Self	v,s	Conc, 1 min	P	238
☐ Flesh to Stone	1 crea Con save or restrained; save at end of turn, 3 consecutive fail: petrified, 3 consecutive succes: free	Trans	1 a	60 ft	V,S,M	Conc, 1 min	P	243
☐ Globe of Invul.	SL<(6+1/SL) cast outside area cannot effect inside area; casting with a higher spell slot does not help	Abjur	1 a	10-ft rad	V,S,M	Conc, 1 min	P	245
□ Guards/Wards	Protect an area with an assortment of effects including fog, web, illusions and locks; see book (10gp)	Abjur	10 min	Touch	V,S,M	24 h	P	248
□ Magic Jar	Transport your soul into container from which you can attempt to posess humanoids; see book (500gp)	Necr	1 min	Self	V,S,M	Until dispelled	P	257
□ Mass Suggestion	12 crea Wis save or follow stated course of action; SL7: 10 day; SL8: 30 days; SL9: 366 days; see book	Ench	1 a	60 ft	V,M	24 h	P	258
□ Move Earth	Every 10 min of concentratoin, gradually reshape 40 cu ft of dirt, sand, or clay; see book	Trans	1 a	120 ft	V,S,M	Conc, 2 h	P	263
<ul> <li>Oti. Freezing Sphere</li> </ul>	60-ft rad all 10d6+1d6/SL Cold dmg; Con save halves; freezes water; can save up to 1 min before using	Evoc	1 a	300 ft	V,S,M	Instantaneous	P	263
□ Otto's Irre. Dance	1 crea dances in place, can't move, dis. on attacks/Dex saves, adv. on atks vs. target; Wis save each rnd	Ench	1 a	30 ft	V	Conc, 1 min	P	264
<ul> <li>Programmed Illusion</li> </ul>	30-ft cube illusion includes visible, audible; triggers on set condition; see book (25gp)	Illus	1 a	120 ft	V,S,M	Until dispelled	P	269
□ Sunbeam	60-ft long 5-ft wide all 6d8 Radiant dmg, 1 rnd blind; Con save halves and not blinded; 1a for new line	Evoc	1 a	60-ft line	V,S,M	Conc, 1 min	P	279
□ True Seeing	1 willing crea gains truesight 120 ft; see through illusions, hidden doors, ethereal plane (25gp cons.)	Div	1 a	Touch	V,S,M	1 h	P	284
□ Wall of Ice	10 10×10-ft panels 1-ft thick wall; at casting 10d6 Cold dmg; Dex halves; can cut through; see book	Evoc	1 a	120 ft	V,S,M	Conc, 10 min	P	285
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Kn M	ie Spell	Description	School	Time	Range	Comp	Duration	В	Pg.
	Delayed Fireball	Create bead; at chosen moment, or if conc. is broken, 20-ft rad 12d6+1d6/SL Fire dmg; Dex save halves	Evoc	1 a	150 ft	V,S,M	Conc, 1 min		230
_	Etherealness	1/SL willing crea go to Ethereal Plane; move there, but able to perceive 60 ft into the normal plane	Trans	1 a	Self	V,S	8 h (D)	P	238
	Finger of Death	1 crea 7d8+30 Necrotic dmg; Con save halves; crea killed becomes zombie under your command	Necr	1 a	60 ft	V,S	Instantaneous	P	241
	Forcecage	20-ft cube cage, or 10-ft cube solid; blocks all spells; extraplanar travel in/out on Cha save (1500gp)	Evoc	1 a	100 ft	V,S,M	1 h	P	243
	Mirage Arcane	1 sq mile alter terrain illusion includes visible, audible, olfactory, tactile; can make difficult ter; see book	Illus	10 min	Sight	V,S	10 days	P	260
	Mor. Magni. Mansion	Create extradimensional mansion with rooms, food and servants to serve 100 people; see book (15gp)	Conj	1 min	300 ft	V,S,M	24 h	P	261
	Mor. Sword	Hovering sword makes melee spell attacks for 3d10 Force dmg; bns a to move 20 ft and/or attack	Evoc	1 a	60 ft	V,S,M	Conc, 1 min	P	262
	Plane Shift	You + 8 willing crea teleport to different plane; or spell attack Cha save or transported to random plane	Conj	1 a	Touch	V,S,M	Instantaneous	P	266
	Prismatic Spray	All random effect, see book: either 10d6 dmg, restrained, or blinded; Dex save halves/negates	Evoc	1 a	60-ft cone	V,S	Instantaneous	P	267
	Project Image	Project image of you to familiar place; 1a manipulate it; bns a switch between its senses and yours (5gp)	Illus	1 a	500 miles	V,S,M	Conc, 1 day	P	270
_	Reverse Gravity	50-ft rad 100-ft high everything falls upward; Dex save to grab hold onto something solid	Trans	1 a	100 ft	V,S,M	Conc, 1 min	P	272
	Sequester	1 willing crea/obj suspended, invisible, hidden from divination magic; see book (5000gp cons.)	Trans	1 a	Touch	V,S,M	Until dispelled	P	274
	Simulacrum	Create snow/ice duplicate of humanoid/beast; follows your verbal commands; see book (1500gp cons.)	Illus	12 h	Touch	V,S,M	Until dispelled	P	276
_	Symbol	Inscribe a glyph to activate for chosen effect on set trigger; see book (1000gp cons.)	Abjur	1 min	Touch	V,S,M	Until triggered	P	280
_	Teleport	You, 8 willing crea, or an object teleport to a place you know, have seen, or can describe; see book	Conj	1 a	10 ft	V	Instantaneous	P	281
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Kn M	e Spell	Description	School	Time	Range	Comp	Duration	В	Pg.
	Antimagic Field	No magical effects functions in area except those created by an artefact or a deity	Abjur	1 a	10-ft rad	V,S,M	Conc, 1 h	P	213
	Antipathy/Sympathy	Object or area up to 200-ft cube attracts or repels specific type of intelligent crea; Wis save	Ench	1 h	60 ft	V,S,M	10 days	P	214
	Clone	Create a clone of a living crea; after death its soul can move to the clone (1K gp cons.; 2K gp)	Necr	1 h	Touch	V,S,M	Instantaneous	P	222
	Control Weather	Change current weather; changes take 1d4×10 min; change precipitation, temperature, wind, see book	Trans	10 min	5-mile rad	V,S,M	Conc, 8 h	P	228
	Demiplane	Create door to a demiplane of 30-ft cube; when spell ends, creatures inside remain trapped	Conj	1 a	60 ft	S	1 h	P	231
	Dominate Monster	1 crea Wis save or charmed, follows telepathic commands, 1a for complete control; SL9: conc, 8h	Ench	1 a	60 ft	v,s	Conc, 1 h	P	235
	Feeblemind	1 crea 4d6 Psychic dmg and Int save or Int and Cha become 1; extra save every 30 days to end spell	Ench	1 a	150 ft	V,S,M	Instantaneous	P	239
	Incendiary Cloud	20-ft rad all 10d8 fire damage; Dex save halves; heavily obscures; move 10 ft/rnd in chosen direction	Conj	1 a	150 ft	v,s	Conc, 1 min	P	253
	Maze	1 crea banished to labyrinthine demiplane; DC 20 Int check each rnd to escape; appears in same spot	Conj	1 a	60 ft	v,s	Conc, 10 min	P	258
	Mind Blank	1 crea immune to charms, psychic damage, divination, mind reading, and any mind altering effects	Abjur	1 a	Touch	v,s	24 h	P	259
	Power Word Stun	1 creature with 150 current hp or less is stunned; Con save at end of each turn to end spell	Ench	1 a	60 ft	V	Instantaneous	P	267
	Sunburst	60-ft rad all 12d6 Radiant dmg, 1 min blind; Con save halves and not blinded; save at end of each turn	Evoc	1 a	150 ft	V,S,M	Instantaneous	P	279
_	Telepathy	1 willing familiar crea Int>0 and you telepathic link; share words, sensory information if on same plane	Evoc	1 a	Unlimited	V,S,M	24 h	P	281
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### ّ Level 9

Kn Me Spell	Description	School	Time	Range	Comp	Duration	В	Pg.
□ Astral Projection	You + 8 willing crea projected to Astral Plane with identical statistics (per crea 1100gp cons.)	Necr	1 h	10 ft	V,S,M	Special (D)	P	215
□ Foresight	1 willing crea can't be surprised; adv. on attacks, ability checks, and saves; dis. on attacks vs. target	Div	1 min	Touch	V,S,M	8 h	P	244
□ Gate	Create a portal to a precise location on a different plane; can transport named crea to you (5000gp)	Conj	1 a	60 ft	V,S,M	Conc, 1 min	P	244
□ Imprisonment	1 crea Wis save or trapped in chosen way with no means of escape; see book (500gp/HD cons.)	Abjur	1 min	30 ft	V,S,M	Until dispelled	P	252
□ Meteor Swarm	4× 40-ft rad all 20d6 Bludgeoning dmg and 20d6 Fire dmg; Dex save halves; areas do not stack	Evoc	1 a	1 mile	V,S	Instantaneous	P	259
□ Power Word Kill	1 creature with 100 current hp or less dies	Ench	1 a	60 ft	V	Instantaneous	P	266
□ Prismatic Wall	Up to 90 ft long 30 ft high 5 inch thick; all in 20 ft Con save or blinded; 7 layers with effects, see book	Abjur	1 a	60 ft	V,S	10 min	P	267
□ Shapechange	Take form of creature with CR of CL or lower; keep Int, Wis, Cha and alignment; see book (1500gp)	Trans	1 a	Self	V,S,M	Conc, 1 h	P	274
□ Time Stop	You instantly take 1d4+1 turns; if affecting other creatures or worn or carried object the spell ends	Trans	1 a	Self	V	Instantaneous	P	283
□ True Polymorph	1 crea/obj Wis save or transformed into another crea/obj with equal CR or lower; see book	Trans	1 a	30 ft	V,S,M	Conc, 1 h	P	283
□ Weird	30-ft rad all Wis save or frightened for duration; extra save at start of each round or 4d10 Psychic dmg	Illus	1 a	120 ft	V,S	Conc, 1 min	P	288
□ Wish	Duplicate any 8th lvl or lower spell, create objects, heal, resurrect, alter time, etc.; see book	Conj	1 a	Self	V	Instantaneous	P	288
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