

Kn Spell	Description	Save	Schoo	l Time	Range	Comp	Duration	B Pg.
◇ 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
Crown of Madness	1 humanoid save or charmed and must melee attack against crea chosen by you; extra save/rnd	Wis	Ench	1 a	120 ft	V,S	Conc, 1 min	P 229
	1+1/SL humanoid within 30 ft of each other save or paralyzed; extra save at end of each turn	Wis	Ench	1 a	60 ft	V,S,M	Conc, 1 min	P 251
	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
	Implant a 25 word message in an object that is uttered on chosen trigger condition (10g cons.)	_	Illus	1 min	30 ft	V,S,M†	Till dispelled	P 257
	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
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	24 h	P 263
Phantasmal Force	1 crea save or sees 10 ft cube illusion that does 1d6 Psychic dmg/rnd; Int(Investigation) vs. Spell DC	Int	Illus	1 a	60 ft	V,S,M	Conc, 1 min	P 264
	1 crea save or follow understood reasonable stated course of action; ends if you or allies harm target	Wis	Ench	1 a	30 ft	V,M	Conc, 8 h	P 279
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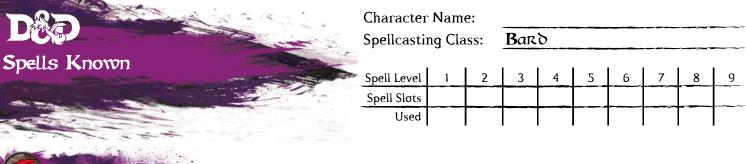
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Kn Spell	Description	Save Schoo	l Time	Range	Comp	Duration	B Pg.
♦ Fear	All crea save or drop what it is holding and frightened; extra save/rnd if crea is not in line of sight	Wis Illus	1 a	30-ft cone	V,S,M	Conc, 1 min	P 239
Hypnotic Pattern	30-ft cube all crea save or charmed, incapacitated, speed 0 for duration; ends if crea takes dmg	Wis Illus	1 a	120 ft	S,M	Conc, 1 min	P 252
Major Image	20-ft cube illusion includes visible, audible, olfactory, temperature; 1 a move it; SL6: no conc.; see book	— Illus	1 a	120 ft	V,S,M	Conc, 10 min	P 258
♦ 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
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Kn Spell	Description	Save School Time	Range	Comp	Duration	B Pg.						
♦ Confusion	10+5/SL-ft rad all save or confused, see book; extra save at end of every turn	Wis Ench 1 a	90 ft	V,S,M	Conc, 1 min	P 224						
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 mir	1 300 ft	V,S,M	24 h	P 249						
Phantasmal Killer	1 crea save or frightened; end of each turn save to end or 4d10+1d10/SL Psychic dmg	Wis Illus 1 a	120 ft	v,s	Conc, 1 min	P 265						
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	Glos	sary o	f Abbreviat	cions us	sed in this S	pell :	Sheet		
(R)	Ritual	20 cu ft	20 cubic feet	dif. ter.	Difficult terrain	min	Minute(s)	Me	Memorized
1 a	1 action	20 sq ft	20 square feet	dis.	Disadvantage	obj	Object(s)	rnd	Round(s)
1 bns / bns a	1 bonus action	adv.	Advantage	dmg	Damage	obsc.	Obscured	SB	Spellbook
1 rea	1 reaction	CL	Character Level	h	Hour(s)	Kn	Known	SL	Spell Level
(D) The spell can be dismissed by the caster as 1 action									
+1d4/SL	Extra 1d4 for every Spell Level that is used to cast the spell that is higher than the spell's original Spell Level								
10 crea	Up to 10 creatures in the spells area, 1 of which may be you								
30-ft rad	•		'Range' column it		•				
	•			centered on	a point in space w	vithin the	e spell's range		
a11	All creatures wit								
any	•	•	0,0	ney are with	in the spell's area				
conc, 1 min	Concentration, u	ıp to 1 minu	te						
cons.	The material con	nponent is c	onsumed by the sp	pell		Sour	ces ("B" co	lumn):	
$\mathbf{M}f$	Material compor	nent is costly	, but is <u>not</u> consur	ned upon c	asting the spell	E	Elemental E	vil Playe	r's Companion
ΜŤ	Material compor	nent is costly	and is consumed	upon castir	ng the spell	P	Player's Har	idbook I	D&D 5th edition
see book	The short spell description here is very incomplete, so beware S Sword Coast Adventure Guide							ure Guide	



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

TCantrips (0 Level)

Kn Spell	Description	Save	Schoo	l Time	Range	Comp	Duration	B Pg.
♦ Blade Ward	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
Dancing Lights	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
♦ 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
Mage Hand	Create spectral hand for simple tasks or carry up to 10 lb; 1 a to control; cannot have multiple instances	_	Conj	1 a	30 ft	v,s	1 min (D)	P 256
♦ Mending	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	s P 259
	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
Prestidigitation	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
♦ Thunderclap	100-ft rad audible; all crea but you in area save or 1d6 Thunder dmg; CL5:2d6, CL11:3d6, CL17:4d6	Con	Evoc	1 a	5-ft rad	S	Instantaneous	s E 22
	1 creature against whom you gain advantage on your next attack roll	_	Div	1 a	30 ft	S	Conc, 1 rnd	P 284
♦ Vicious Mockery ♦	1 creature save or 1d4 Psychic dmg and dis. on next attack roll; CL5:2d4, CL11:3d4, CL17:4d4	Wis	Ench	1 a	60 ft	v	Instantaneous	s P 285
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Ist Level Kn Spell	Description	Save	Schoo	1 Time	Range	Comn	Duration	B Pg.
Animal Friendship	1+1/SL beasts Int<4 save or charmed for the duration		Ench		30 ft	-		P 212
♦ Bane	3+1/SL creatures save or have to subtract 1d4 on every attack or save for the duration		Ench		30 ft			P 216
♦ Charm Person	1+1/SL humanoids save or charmed; crea adv. on save if you or your allies are fighting it		Ench		30 ft	V,S	1 h	P 221
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
^ 2	the test test to the state of t		'			. ,0,111		

\vee	Bane	3+1/SL creatures save or have to subtract 1d4 on every attack or save for the duration
\Diamond	Charm Person	1+1/SL humanoids save or charmed; crea adv. on save if you or your allies are fighting it
\Diamond	Comp. Languages (R)	Understand all spoken language or written language when touched; does not help vs. cyphers
\Diamond	Cure Wounds	1 creature is healed for 1d8+1d8/SL+spellcasting ability modifier hp
\Diamond	Detect Magic (R)	Know presence of magic within 30 ft; 1 a to see auras and determine school
\Diamond	Disguise Self	Alter appearance; Int(Investigation) check vs. spell DC to determine disguise
\Diamond	Dissonant Whispers	1 crea 3d6+1d6/SL Psychic dmg and flee; save halves and no fleeing; deaf crea are immune
\Diamond	Earth Tremor	All crea in area except you save or 1d6+1d6/SL Bludgeoning dmg and prone; loose ground is dif. ter.
\Diamond	Faerie Fire	20-ft cube all obj/crea save or outlined in 10 ft dim light and attacks have adv.; see invisible crea
\Diamond	Feather Fall	5 creatures descent only 60 ft/rnd for duration or until landed, taking no falling damage
\Diamond	Healing Word	Heals 1 living creature 1d4+1d4/SL+spellcasting ability modifier
\Diamond	Heroism	1+1/SL crea immune to fear, gains spellcasting ability modifier temp. hp each turn that last as spell lasts
\Diamond	Identify (R)	1 magical item or magic-imbued crea/obj; learn properties, how to use, and spells effecting it (100gp)
\Diamond	Illusory Script (R)	Write a message that only you, designated crea, and any with truesight can understand (10gp cons.)
\Diamond	Longstrider	1+1/SL creature's speed increases by 10 ft for the duration
\Diamond	Silent Image	15-ft cube illusion includes visible; 1 a move it; Int(Investigation) check vs. spell DC; see book
\Diamond	Sleep	20-ft rad 5d8+2d8/SL hp of conscious creatures fall asleep, starting with the lowest current hp crea
\Diamond	Tasha's Hid. Laughter	1 crea with Int>4 save or fall prone, incapacitated, can't stand; save end of each turn or if taking dmg
\Diamond	Thunderwave	All crea/obj in area 2d8+1d8/SL Thunder dmg, pushed 10 ft away; save halves and not pushed
\Diamond	Unseen Servant (R)	Create an invisible, mindless, shapeless servant for simple tasks; bns a to mentally command it

Save	School	Time	Range	Comp	Duration	В	Pg.
Wis	Ench	1 a	30 ft	V,S,M	24 h	P	212
Cha	Ench	1 a	30 ft	V,S,M	Conc, 1 min	P	216
Wis	Ench	1 a	30 ft	V,S	1 h	P	221
_	Div	1 a	Self	V,S,M	1 h	P	224
_	Evoc	1 a	Touch	v,s	Instantaneous	P	230
_	Div	1 a	Self	v,s	Conc, 10 min	P	231
_	Illus	1 a	Self	v,s	1 h (D)	P	233
Wis	Ench	1 a	60 ft	V	Instantaneous	P	234
Dex	Evoc	1 a	10-ft rad	V,S	Instantaneous	E	17
Dex	Evoc	1 a	60 ft	V	Conc, 1 min	P	239
_	Trans	1 rea	60 ft	V,M	1 min	P	239
_	Evoc	1 bns	60 ft	V	Instantaneous	P	250
_	Ench	1 a	Touch	V,S	Conc, 1 min		250
_	Div	1 min	Touch	V,S,Mf	Instantaneous	P	252
_	Illus	1 min	Touch	S,M†	10 days	P	252
_	Trans	1 a	Touch	V,S,M	1 h	P	256
_	Illus	1 a	60 ft	V,S,M	Conc, 10 min	P	276
_	Ench	1 a	90 ft	V,S,M	1 min	P	276
Wis	Ench	1 a	30 ft	V,S,M	Conc, 1 min	P	280
Con	Evoc	1 a	15-ft cube	V,S	Instantaneous	P	282
_	Conj	1 a	60 ft	v,s,m	1 h	P	284
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7 2nd Level									
Kn Spell	Description	Save	School	Time	Range	Comp	Duration	B Pg.	
Animal Messenger (R)	Tiny beast delivers 25 word message up to 25 miles (50 miles if flyer); +48h/SL duration	_	Ench		30 ft	V,S,M	24 h	P 212	:
Blindness/Deafness	1+1/SL crea save or blinded or deafened; extra save at end of every turn	Con	Necr	1 a	30 ft	V	1 min	P 219)
Calm Emotions	20-ft rad all humanoids save or you suppress either charm/fear effects or hostility	Cha	Ench		60 ft	V,S	,	P 221	
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 222	2
Crown of Madness	1 humanoid save or charmed and must melee attack against crea chosen by you; extra save/rnd	Wis	Ench	1 a	120 ft	V,S	Conc, 1 min	P 229)
Detect Thoughts	1 a read thoughts of visible Int>3 crea or detect presence of invisible within 30 ft; save for probing	Wis	Div	1 a	Self	v,s,m	Conc, 1 min	P 231	Ĺ
Enhance Ability	1+1/SL crea adv. on checks with 1 stat; choosing Str, Dex, Con gives secondary benefits	_	Trans	1 a	Touch	V,S,M	Conc, 1 h	P 237	,
	As you speak any crea save (adv. if fighting) or dis. on Wis(Perception) for any other than you	Wis	Ench	1 a	60 ft	v,s	1 min	P 238	;
Heat Metal	1 metal obj 2d8+1d8/SL Fire dmg to touch; save or drop obj; if held: dis. atk/chk; bns a reheat obj	Con	Trans	1 a	60 ft	V,S,M	Conc, 1 min	P 250)
	1+1/SL humanoid within 30 ft of each other save or paralyzed; extra save at end of each turn	Wis	Ench	1 a	60 ft	V,S,M	Conc, 1 min	P 251	Ĺ
	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	Ė
	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	į
♦ Lesser Restoration	1 crea cured of 1 disease, or 1 condition: blinded, deafened, paralyzed, or poisoned	_	Abjur	1 a	Touch	V,S	Instantaneous	P 255	;
♦ Locate Ani./Plants (R)	Learn direction and distance to closest named or described kind of beast or plant within 5 miles	_	Div	1 a	Self	V,S,M	Instantaneous	P 256	;
Locate Object	Learn direction to closest named or described kind or specific object within 1000 ft; see book	_	Div	1 a	Self	V,S,M	Conc, 10 min	P 256	;
	Implant a 25 word message in an object that is uttered on chosen trigger condition (10g cons.)	_	Illus	1 min	30 ft	V,S,M†	Till dispelled	P 257	7
Phantasmal Force	1 crea save or sees 10 ft cube illusion that does 1d6 Psychic dmg/rnd; Int(Investigation) vs. Spell DC	Int	Illus	1 a	60 ft	V,S,M	Conc, 1 min	P 264	į
♦ Pyrotechnics	5 cu ft flames extinguish, or 10-ft rad all crea save or blinded 1 rnd, or 20-ft rad heavy obsc. for 1 min	Con	Trans	1 a	60 ft	V,S	Instantaneous	E 21	
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	į
♦ Shatter	10-ft rad all 3d8+1d8/SL Thunder dmg; save halves; nonmagical unattended objects also take dmg	Con	Evoc	1 a	60 ft	V,S,M	Instantaneous	P 275	;
♦ Silence (R)	20-ft rad no sound can propagate; all within deafened, immune to Thunder dmg, can't use verbal comp.	_	Illus	1 a	120 ft		Conc, 10 min		
Skywrite (R)	Write up to 10 words with clouds in a part of the sky you can see; strong wind can diperse the clouds		Trans	1 a	Sight			E 22	
♦ Suggestion	1 crea save or follow understood reasonable stated course of action; ends if you or allies harm target	Wis	Ench	1 a	30 ft	V.M	Conc, 8 h	P 279	,
Warding Wind	Strong (20 mph) wind in area deafens/extinguishes unprotected flames/dif, ter./ranged wea have dis	_	Evoc	1 a	10-ft rad		Conc, 10 min	E 25	5
	15-ft rad all in or enter save or unable to lie; you aware if saved or not; crea aware it cannot lie	Cha	Ench	1 a	60 ft	V.S		P 289	
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73Rd Level									
Kn Spell	Description	Save	School	Time	Range	Comp	Duration	B Pg.	
♦ 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		
♦ Clairvoyance	See or hear a familiar place; 1 a to switch between seeing and hearing (100gp)	_	Div	10 min	1 mile		Conc, 10 min		
Oispel Magic	Dispel any magical effect on crea or object; make DC 10+SL spellcasting ability check if above SL used	_	Abiur		120 ft	V.S	Instantaneous		

\Diamond	Fear	All crea save or drop what it is holding and frightened; extra save/rnd if crea is not in line of sight	Wis	Illus	1 a	30-ft co
\Diamond	Feign Death (R)	Willing creature appears dead; it is blinded, incapacitated, has dmg resist. all but Psychic, and speed 0	_	Necr	1 a	Touch
\Diamond	Glyph of Warding	Create a glyph that triggers on set condition; Int(Investigation) vs. Spell DC; see book (200gp cons.)	_	Abjur	1 h	Touch
\Diamond	Hypnotic Pattern	30-ft cube all crea save or charmed, incapacitated, speed 0 for duration; ends if crea takes dmg	Wis	Illus	1 a	120 ft
\Diamond	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 ra
\Diamond	Major Image	20-ft cube illusion includes visible, audible, olfactory, temperature; 1 a move it; SL6: no conc.; see book	_	Illus	1 a	120 ft
\Diamond	Nondetection	1 crea or object up to 10 cu ft hidden from all divination magic (25gp cons.)	_	Abjur	1 a	Touch
\Diamond	Plant Growth	1 a: 100-ft rad plants overgrow for 1/4 speed; 8h: 1 mile diameter plants yield double food at harvest	_	Trans	1 a/8h	150 ft
\Diamond	Sending	Send a 25 word message to a familiar creature; it recognizes you and can respond with 25 words	_	Evoc	1 a	Unlimit
\Diamond	Speak with Dead	1 corpse with mouth answers 5 questions with knowledge it had in life; can cast on same every 10 days	_	Necr	1 a	10 ft
\Diamond	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 ra
\Diamond	Stinking Cloud	20-ft rad; ignores cover, heavily obscures; all in area at start of turn save against poison or can't act	Con	Conj	1 a	90 ft
\Diamond	Tongues	1 crea understands all spoken languages, all with a language can understand what it means	_	Div	1 a	Touch
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74th Level						
Kn Spell	Description	Save School Tim	e Range	Comp	Duration	B Pg.
○ Compulsion	Any crea in range save or you use bns a to have them use all movement in one direction	Wis Ench 1 a	30 ft	v,s	Conc, 1 min	P 224
○ Confusion	10+5/SL-ft rad all save or confused, see book; extra save at end of every turn	Wis Ench 1 a	90 ft	v,s,m	Conc, 1 min	P 224
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	s P 233
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
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
♦ 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 with > 0 hp save or transformed into beast of choice of same CR or lower; see book	Wis Trans 1 a	60 ft	V,S,M	Conc, 1 h	P 266
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7 5th Level						
Kn Spell	Description	Save School Tim	e 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

Kn	Spell
\Diamond	Animate Objects
\Diamond	Awaken
\Diamond	Dominate Person
\Diamond	Dream
\Diamond	Geas
\Diamond	Greater Restoration
\Diamond	Hold Monster
\Diamond	Legend Lore
\wedge	Mass Cura Waund

Mass Cure Wounds Mislead Modify Memory Planar Binding Raise Dead Scrying Seeming Teleportation Circle

10+2/SL nonmagical objects not worn or carried; bns a command within 500 ft; see book Give beast or plant Int 10 and ability to move. Follows commands for 30 days (1000gp cons.) 1 humanoid save or charmed, follows telepathic commands, 1 a for complete control; +SL for dur. You or willing crea enters a crea's dreams, manifesting as a messenger with whom it can communicate 1 crea save or charmed; it must obeys commands or 5d10 Psychic dmg; SL7: 1 year, SL9: until disp. Reduce exhaustion or end charm, petrify, curse, stat or max hp reduction (100gp cons.) 1+1/SL crea within 30 ft of each other save or paralyzed; extra save at end of each turn Learn summary of lore involved with named or described person, place, or object (200gp; 250gp cons.) 6 crea within 30-ft rad heal 3d8+1d8/SL+spellcasting ability modifier in hp You invisible and illusionary duplicate of you; 1 a move it; bns a switch between its senses and yours 1 crea save or charmed, alter 1 memory of last (SL6: 7, SL7: 30, SL8: 365) day; SL:9 any memory 1 celestial/elem/fey/fiend save or bound; SL6: 10, SL7: 30, SL8: 180, SL9: 366 days (1000gp cons.) Restores a creature's body that has died in the last 10 days to life with 1 hp; see book (500gp cons.) 1 crea save or sensor follows it around; or create sensor in familiar location; see book (1000gp) Any crea save or disguised by changing physical appearance; Int(Investigation) check vs. spell DC Create a circle to teleport to another teleportation circle on same plane; see book (50gp cons.)

Illus Wis Ench Wis Ench Div Evoc Illus Wis Ench Cha Abjur Necr Wis Div Cha Illus

Trans 1 a Trans 8 h Ench 1 a 1 min 1 min Abiur 1 a 10 min Self 60 ft 1 a 1 a Self

1 h

1 h

1 a

Conj

10 min Self

1 min 10 ft

120 ft Touch 60 ft Special 60 ft Touch 90 ft

30 ft

60 ft

Touch

30 ft

V,S

v,s

v,s

V,M†

V,S,M† 24 h

S

30-ft cone V,S,M

10-ft rad V,S,M

Unlimited V,S,M

30-ft rad VS

S,M

V.S

V,S,M

V,M

V,S,M 1 h (D)

8 h

1 rnd

10 min

V,S,M Conc, 1 min

1 h

10 min

V,S,M† 8 h

Conc, 1 min P 239

Conc, 1 min P 252

Instantaneous P 266

V,S,M† Till triggered P 245

V,S,M Conc, 10 min P 258

P 240

P 255

P 263

P 274

P 277

P 277

P 283

P 278

V,S,M† Instantaneous P 216 v,s V,S,M 8 h V,S,M† Instantaneous P 246

Conc, 1 h

Conc, 1 min

V.S.M† Instantaneous P 270

V,S,Mf Conc, 10 min P 273

8 h (D)

1 rnd

Conc, 1 min P 213 Conc, 1 min P 235 P 236 30 days (D) P 244 V,S,M Conc, 1 min P 251 V,S,M† Instantaneous P 254 Instantaneous P 258 P 260

P 261

P 265

P 274

P 281



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Kn Spell	Description	Save	Schoo	l Time	Range	Comp	Duration	B Pg.
	1 crea/rnd within 60 ft save or either fall asleep, panicked, or sickened, your choice	Wis	Necr	1 a	Self	V,S	Conc, 1 min	P 238
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,Mf	Conc, 1 day	P 240
	Protect an area with an assortment of effects including fog, web, illusions and locks; see book (10gp)	_	Abjur	10 mir	Touch	V,S,Mf	24 h	P 248
Mass Suggestion	12 crea save or follow stated course of action; SL7: 10 day; SL8: 30 days; SL9: 366 days; see book	Wis	Ench	1 a	60 ft	V,M	24 h	P 258
♦ Otto's Irre. Dance	1 crea dances in place, can't move, dis. on attacks/saves, adv. on atks vs. target; Wis save each rnd	Dex	Ench	1 a	30 ft	V	Conc, 1 min	P 264
Programmed Illusion	30-ft cube illusion includes visible, audible; triggers on set condition; see book (25gp)	_	Illus	1 a	120 ft	V,S,Mf	Till dispelled	P 269
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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Kn Spell	Description	Save	School	l Time	Range	Comp	Duration	B 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 save (1500gp)	Cha	Evoc	1 a	100 ft	V,S,Mf	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 mir	i 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,Mf	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,Mf	Conc, 1 min	P 262
◇ Project Image	Project image of you to familiar place; 1 a manipulate it; bns a switch between its senses and yours (5gp)	_	Illus	1 a	500 miles	V,S,Mf	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†	Till triggered	P 280
	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
♦								

🀬 8th Level

Kn Spell	Description	Save School Time	Range	Comp	Duration	B Pg.
Oominate Monster	1 crea save or charmed, follows telepathic commands, 1 a for complete control; SL9: conc, 8h	Wis Ench 1 a	60 ft	V,S	Conc, 1 h	P 235
○ Feeblemind	1 crea 4d6 Psychic dmg and save or and Cha become 1; extra save every 30 days to end spell	Int Ench 1 a	150 ft	V,S,M	Instantaneous	P 239
	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
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; save at end of each turn to end spell	Con Ench 1 a	60 ft	V	Instantaneous	P 267
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🦅 9th Level

Kn Spell	Description	Save	School	l Time	Range	Comp	Duration	B Pg.
♦ 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
Power Word Heal	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	s P 266
◇ Power Word Kill	1 creature with 100 current hp or less dies	_	Ench	1 a	60 ft	V	Instantaneous	s P 266
True Polymorph	1 crea/obj > 0 hp save or transformed into another crea/obj with equal CR or lower; see book	Wis	Trans	1 a	30 ft	V,S,M	Conc, 1 h	P 283
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	Glos	sary o	Abbrevia	tions us	sed in this S	pell :	Sheet		
(R) 1 a	Ritual 1 action	20 cu ft 20 sq ft	20 cubic feet 20 square feet	dif. ter. dis.	Difficult terrain Disadvantage	min obj	Minute(s) Object(s)	Me rnd	Memorized Round(s)
1 bns / bns a		adv.	Advantage	dmg	Damage	obsc.		SB	Spellbook
1 rea	1 reaction	CL	Character Level	h	Hour(s)	Kn	Known	SL	Spell Level
(D)	The spell can be	dismissed b	y the caster as 1 a	action					
+1d4/SL	Extra 1d4 for eve	ery Spell Lev	el that is used to c	east the spell	l that is higher tha	n the sp	ell's original S	pell Leve	el
10 crea	Up to 10 creature	es in the spe	lls area, 1 of whic	ch may be ye	ou				
30-ft rad	_		'Range' column it		•				
20 11 100	In the 'Description	on' column i	t means it can be	centered on	a point in space w	zithin th	e spell's range	2	
a11	All creatures with	hin the spell	s area						
any	Any creatures of	your choosing	ng, granted that tl	hey are with	in the spell's area				
conc, 1 min	Concentration, u	p to 1 minut	te						
cons.	The material con	nponent is co	onsumed by the sp	pell		Sour	ces ("B" co	lumn):	
$\mathbf{M}f$	Material compor	nent is costly	, but is <u>not</u> consu	med upon c	asting the spell	E	Elemental E	vil Player	r's Companion
ΜŤ	Material compor	nent is costly	and is consumed	upon castir	ig the spell	P	Player's Har	ıdbook I	0&D 5th edition
see book	The short spell d	escription h	ere is very incomp	olete, so bev	zare	S	Sword Coas	t Advent	ure Guide

	Cha	aracter	Nam	e:							
LEGI	Spe	ellcasti	ng Cla	iss:	Clei	ZIC					
Spell List	Spe	ll Level	1	2	3	 4		5	6 2	7 8	9
		ell Slots			<u> </u>		- `				
		Used			†		-				
			Spells				_				
Cleric :	Spells	S ₁	oell atta S	ack mo pell sa		_	_	Spello		ability sco 'isdom	гe
Cantrips	(O Level)										
Kn Spell	Description	4			Save	Schoo		Range	-	Duration	B Pg.
Guidance Light	1 willing creature adds 1d4 to ability check of its choice, after rolling, on 1 obj up to 10-ft cube sheds bright light 20-ft rad and dim light 20-ft; ca	nnot have	multiple i		_	Div Evoc	1 a 1 a	Touch Touch	V,S V,M	Conc, 1 min 1 h (D)	P 255
	Repair a single broken object no larger than 1 cu ft; can't restore magic to 1 willing crea can add 1d4 to one saving throw after rolling, once during		0		_	Trans Abjur		Touch Touch	V,S,M V,S,M	Instantaneou Conc, 1 min	
Sacred Flame	1 creature save or 1d8 Radiant dmg; no bonus for cover on save; CL5:2d8	-		18	Dex	Evoc		60 ft	V,S,W	Instantaneou	
Spare the Dying	1 living creature with 0 current hp becomes stable		umda ata		_	Necr Trans		Touch 30 ft	V,S V	Instantaneou	
♦ Thaumaturgy ♦	Minor wonder; your voice booms, flames flicker, tremors in the ground,	ommous so	unas, etc.		_		1 a		_ ·	1 min (D)	P 282
Ist Level											
Me Spell	Description					Schoo		Range	_	Duration	B Pg.
□ Bane □ Bless	3+1/SL creatures save or have to subtract 1d4 on every attack or save for 3+1/SL creatures can add 1d4 on every attack roll or saving throw durir				Cha —	Ench Ench		30 ft 30 ft	V,S,M V S M	Conc, 1 min	P 216
☐ Command	1+1/SL crea save or follows one word command, such as approach, drop	, flee, grov	el, halt		Wis	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/d 1 creature is healed for 1d8+1d8/SL+spellcasting ability modifier hp	estroy fog i	n 30+5/S	L-ft cube	_	Trans Evoc	1 a 1 a	30 ft Touch	V,S,M V,S	Instantaneou Instantaneou	
☐ Detect Evil/Good	Know if aberration, celestial, elemental, fey, fiend, undead, and des-/con-	secrated are	ea within	30 ft	_	Div	1 a	Self	v,s V,S	Conc, 10 mir	
☐ Detect Magic (R)	Know presence of magic within 30 ft; 1 a to see auras and determine sch				_	Div	1 a	Self	V,S	Conc, 10 min	
□ Detect Poison/Dis.□ Guiding Bolt	Know presence, location, and type of poisons, poisonous creatures, and despell attack for 4d6+1d6/SL Radiant dmg and next attack against target				_	Div Evoc	1 a 1 a	Self 120 ft	V,S,M V,S	Conc, 10 mir 1 rnd	1 P 231 P 248
☐ Healing Word	Heals 1 living creature 1d4+1d4/SL+spellcasting ability modifier		.00		_	Evoc	1 bns	60 ft	v	Instantaneou	
☐ Inflict Wounds	Spell attack for 3d10+1d10/SL Necrotic dmg	/for/Gand	a /rem dood	(0Ean an		Necr		Touch	V,S	Instantaneou	
☐ Prot. from Evil/Good ☐ Purify Food/Drink (R)	1 crea immune fear/charm/possess, dis. on atks from abbe./celest./elem 5-ft rad of food and drink is rendered free of all poison and disease	./ rey/ nena	s/unaeaa	(25gp cc	ons.) —	Abjur Trans		Touch 10 ft	V,S,M17 V,S	Conc, 10 mir Instantaneou	
☐ Sanctuary	1 crea warded; any who want to attack/target must first make save; does	n't protect v	7s. area sp	ells	Wis		1 bns	30 ft	V,S,M	1 min	P 272
☐ Shield of Faith	1 creature gains +2 AC for the duration				_	Abjur 	1 bns	60 ft	V,S,M — ——	Conc, 10 min	1 P 275
□ ¶2nd Level											
Me Spell	Description				Save	Schoo		Range		Duration	B Pg.
□ Aid □ Augury (R)	3 creatures gain 5+5/SL current hp and hp max for the duration Omen about specific course of action you plan to take in the next 30 min	(25gp)			_	Abjur Div	1 a 1 min	30 ft Self	V,S,M V,S,M <i>j</i>	8 n Instantaneou	P 211 s P 215
☐ Blindness/Deafness	1+1/SL crea save or blinded or deafened; extra save at end of every turn	01					1 a	30 ft	V	1 min	P 219
☐ Calm Emotions ☐ Continual Flame	20-ft rad all humanoids save or you suppress either charm/fear effects of Create a permanent flame (50gp cons.)	r hostility			Cha	Ench Evoc	1 a 1 a	60 ft Touch	V,S V S Mil	Conc, 1 min Till dispelled	
☐ Enhance Ability	1+1/SL crea adv. on checks with 1 stat; choosing Str, Dex, Con gives second	ondary ben	efits		_	Trans		Touch		Conc, 1 h	P 237
☐ Find Traps	Sense presence of any trap within line of sight; not exact location, but ger				_	Div	1 a	120 ft	V,S	Instantaneou	
☐ Gentle Repose (R)☐ Hold Person	1 corpse protected from decay and prevent it from becoming undead; add 1+1/SL humanoid within 30 ft of each other save or paralyzed; extra sav		_		Wis	Necr Ench	1 a	Touch 60 ft	, ,	10 days Conc, 1 min	P 245
☐ Lesser Restoration	1 crea cured of 1 disease, or 1 condition: blinded, deafened, paralyzed, or		cacii turii			Abjur		Touch	V,S,IVI	Instantaneou	
☐ Locate Object	Learn direction to closest named or described kind or specific object with	•	see book		_	Div	1 a	Self	V,S,M	Conc, 10 mir	1 P 256
□ Prayer of Healing□ Prot. from Poison	6 creatures heal 2d8+1d8/SL+spellcasting ability modifier hp 1 crea cured from 1 poison, gains resistance to Poison damage, and adv. of	าก รถบอง อดา	ainst hain	noisona		Evoc Abjur	10 mir	1 30 ft Touch	V V,S	Instantaneou 1 h	s P 267 P 270
☐ Silence (R)	20-ft rad no sound can propagate; all within deafened, immune to Thunc					Illus		120 ft	v,s V,S	Conc, 10 mir	
☐ Spiritual Weapon	Create weapon; spell attack 1d8+1d8/2SL+ability modifier Force dmg; b	ns a to mov	re 20 ft an	d/or atta	ck —	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 save or unable to lie; you aware if saved or not; c				— Cha	Abjur Ench		Touch 60 ft	V,S,M <i>j</i> V,S	1 h (D) 10 min	P 287 P 289
□	To a rad an in or enter save or unable to ne, you aware it saved or not, c	-ca awaic i	. camot II		——	LICII					

T3rd Level								
Me Speil Animate Dead Beacon of Hope Bestow Curse Clairvoyance Create Food/Water Daylight Dispel Magic Feign Death (R) Glyph of Warding Magic Circle Mass Healing Word Meld into Stone (R) Prot. from Energy Remove Curse Revivify Sending Speak with Dead Spirit Guardians Tongues Water Walk (R)	Description Turn corpses into 1+2/SL Skeletons or Zombies; control for 24h; bns a command within 60 ft Any crea in range adv. on Wis/Death saves and gains max hp from any healing 1 creature cursed, see book; duration SL4:conc, 10 min; SL5:8h; SL7:24h; SL9:until dispelled See or hear a familiar place; 1 a to switch between seeing and hearing (100gp) Create 45 pounds of food and 30 gallons of water; enough for 15 humanoids or 5 steeds for 24h 60-ft rad bright light + 60-ft dim light on point or object; only magical darkness of higher SL works Dispel any magical effect on crea or object; make DC 10+SL spellcasting ability check if above SL used Willing 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.) Celes., elem., fey, fiends, or undead can't enter/leave; dis. on atk; +1h/SL dura.; see book (100gp cons.) 6 crea heal 1d4+1d4/SL+spellcasting ability modifier in hp You merge into a stone object large enough to contain you; can't see through the stone; see book 1 creature gains resistance to either Acid, Cold, Fire, Lightning, or Thunder damage for duration 1 creature or object is freed of all curses; cursed magic items break attunement with owner Restores a creature's body that has died in the last min to life with 1 hp (300gp cons.) Send a 25 word message to a familiar creature; it recognizes you and can respond with 25 words 1 corpse with mouth answers 5 questions with knowledge it had in life; can cast on same every 10 days Undesignated crea start turn/enter in area half speed, 3d8+1d8/SL Radiant/Necrotic dmg; save halves 1 crea understands all spoken languages, all with a language can understand what it means 10 willing creatures can move across any liquid for the duration; rise to surface if underwater		Abjur Necr Div Conj Evoc Abjur Abjur Evoc Trans Abjur Abjur Abjur Necro Evoc Necr Conj	1 min 1 a 1 a 1 a 1 o min 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 b 1 min 1 bns 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a	30 ft Touch 1 I mile 30 ft 60 ft 120 ft Touch Touch 10 ft 60 ft Touch Touch Touch Touch Touch Unlimited 10 ft 15-ft rad	V,S,M V,S V,S V,S,Mf V,S V,S V,S,M V,S,M† V V,S,M† 1 V,S,M 1 V,S,M V,S,M,M	Instantaneous Conc, 1 min Conc, 1 min f Conc, 10 min Instantaneous 1 h Instantaneous 1 h (D) Till triggered 1 h Instantaneous 8 h Conc, 1 h Instantaneous 1 rnd 10 min Conc, 10 min 1 h	P 217 P 218 P 222 P 229 P 230 P 234 P 240 P 245 P 256 P 258 P 259 P 270 P 271 P 272 P 274 P 277
74th Level Me Spell	Description	Save	e School	l Time	Range	Comp	Duration	B Pg.
☐ Banishment ☐ Control Water ☐ Death Ward ☐ Divination (R)	1+1/SL crea save or banished; crea return if spell lasts < 1 min Control an amount of water in a 100 ft cube as 1 a; flood, part, redirect, or whirlpool, see book Once, when crea drops to 0 hp it drops to 1 hp instead; or negates first instantaneous kill effect Get answer to one question about a goal, event, or activity to occur within the next 7 days (25gp cons.)	Cha — — — — — Dex —	Abjur Trans Abjur Div Abjur Conj	1 a 1 a 1 a 1 a 1 a 1 a 1 a	60 ft 300 ft Touch Self Touch 30 ft Self	V,S,M V,S,M V,S V,S,M† V,S,M V	Conc, 1 min Conc, 10 min 8 h Instantaneous 1 h 8 h	P 217 P 227 P 230 P 234 P 244 P 246 P 256
75th Level								
Me Spell Commune (R) Contagion Dispel Evil/Good Flame Strike Geas Greater Restoration Hallow Insect Plague Legend Lore Mass Cure Wounds Planar Binding Raise Dead Scrying	Description Ask up to three yes/no questions to your deity or a divine proxy (25gp) Melee spell attack to infect crea with chosen disease; saves each rnd on 3 successes spell ends, see book Celestials, elementals, fey, fiends, undead dis. on attacks vs. you; break charm/fright/possession; banish 10-ft rad 40-ft high all crea 4d6 Fire and 4d6 Radiant dmg; save halves; +1d6/SL Fire or Radiant 1 crea save or charmed; it must obeys commands or 5d10 Psychic dmg; SL7: 1 year, SL9: until disp. Reduce exhaustion or end charm, petrify, curse, stat or max hp reduction (100gp cons.) 30-ft rad protected against celestials, elementals, fey, fiend, and undead; add additional effects; see book 20-ft rad all 4d10+1d10/SL Piercing dmg; save halves; ignores cover; lightly obscures; difficult terrain Learn summary of lore involved with named or described person, place, or object (200gp; 250gp cons.) 6 crea within 30-ft rad heal 3d8+1d8/SL+spellcasting ability modifier in hp 1 celestial/elem/fey/fiend save or bound; SL6: 10, SL7: 30, SL8: 180, SL9: 366 days (1000gp cons.) Restores a creature's body that has died in the last 10 days to life with 1 hp; see book (500gp cons.) 1 crea save or sensor follows it around; or create sensor in familiar location; see book (1000gp)		Necr Abjur Evoc Ench Abjur Evoc Conj Div Evoc Abjur Necr	1 min 1 a 1 a 1 a 1 min 1 a 24 h 1 a 10 min 1 a	Touch Self 60 ft 60 ft Touch Touch 300 ft 1 Self 60 ft Touch	V,S,M 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,M†	1 min 7 days Conc, 1 min Instantaneous 30 days (D) Instantaneous Till dispelled Conc, 10 min Instantaneous Instantaneous	P 242 P 244 P 246 P 249 P 254 P 254 P 258 P 265 P 270
76th Level		_						
Me Spell Blade Barrier Create Undead Find the Path Forbiddance (R) Harm Heal Heroes' Feast Planar Ally True Seeing Word of Recall	Description 100×20×5ft (1×w×h) wall or 30 rad 20x5ft (w×h) ring; 6d10 Slashing dmg; save halves; 3/4 cover Turn corpses into 3+1/SL ghoul a.o., see book; control 24h; bns a command 120 ft (150gp/corpse cons.) Know the shortest route to a location you are familiar with and are on the same plane with (100gp) 40K sq ft 30 ft high no extraplanar travel; 1 crea type 5d10 Radiant/Necrotic dmg/rnd (1000gp) 1 crea 14d6 Necrotic dmg, reduce max hp by same; not <1 hp; save halves and no max hp reduce 1 creature heals 70+10/SL hp and is cured of blindness, deafness, and all diseases You+12 crea; 1h to consume; for 24h: disease/poison immune, +2d10 max hp, see book (1000gp cons.) Otherwordly entity sends celestial, elemental or fiend to a location near you; see book 1 willing crea gains truesight 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	Dex	Necr Div Abjur Necr Evoc Conj Conj Div	1 a 1 min 1 min 10 min 1 a 1 a 10 min 10 min 1 a	10 ft Self 1 Touch 60 ft 60 ft 1 30 ft	V,S V,S,M† V,S,Mf V,S,Mf V,S V,S V,S,M† V,S V,S,M†	Conc, 10 min † Instantaneous † Conc, 1 day † 1 day Instantaneous Instantaneous Instantaneous Instantaneous	P 229 P 240 P 243 P 249 P 250 P 250 P 265 P 284
77th Level								
Me Spell Conj. Celestial Divine Word Fire Storm Plane Shift Resenerate	Description CR 4+1/2SL celestial that obeys your verbal commands if they do not go against its alignment Any crea save or deaf/blind/stunned/dead depending on current HP; banishes extraplanar crea 10 connected 10-ft cubes all crea 7d10 Fire dmg; save halves; unattended flammable objects ignite You + 8 willing crea teleport to different plane; or spell attack save or transported to random plane 1 crea heals 4d8+15 hn and 1 hp/rnd for rest of duration; restores lost body parts in 2 min	Cha Dex Cha	Evoc Evoc Conj	1 min 1 bns 1 a	90 ft 30 ft 150 ft Touch	V,S V V,S	Conc, 1 h Instantaneous Instantaneous Instantaneous	P 241

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Trans 1 min Touch

Necr 1 h Touch

Abjur 1 min Touch

V,S,M 1 h

V,S,M† Instantaneous P 272

V,S,M† Till triggered P 280

P 271

1 crea heals 4d8+15 hp and 1 hp/rnd for rest of duration; restores lost body parts in 2 min

Inscribe a glyph to activate for chosen effect on set trigger; see book (1000gp cons.)

Resurrects a creature, that has died in the last century, with whole body; see book (1000gp cons.)

☐ Regenerate

Symbol

☐ Resurrection



Me Spell	Description	Save School Time	Range Comp	Duration	B 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
☐ Control Weather	Change current weather; changes take 1d4×10 min; change precipitation, temperature, wind, see book	- Trans 10 min	n 5-mile rac V,S,M	Conc, 8 h	P 228
☐ Earthquake	Cause an earthquake in a 100-ft rad, damaging structures and creating dangerous fissures, see book	— Evoc 1 a	500 ft V,S,M	Conc, 1 min	P 236
☐ Holy Aura	Any in area adv. on saves; dis. atks vs. targets; fiend/undead atk a target save or blinded (1000gp)	Con Abjur 1 a	30 ft V,S,Mf	Conc, 1 min	P 251
□					

🤊 9th Level

Me Spell	Description	Save School Time	Range	Comp Duration	B 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
☐ 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,Mf Conc, 1 min	P 244
☐ Mass Heal	Heal up to 700 hp to any creatures in range; also cured of all diseases, blindness and deafness	— Evoc 1 a	60 ft	V,S Instantaneous	s P 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	s P 284

	Glossat	Ry of	Abbreviat	tions us	sed in this S	pell S	Sheet		
(R) 1 a		0 cu ft 0 sq ft	20 cubic feet 20 square feet	dif. ter. dis.	Difficult terrain Disadvantage	min obj	Minute(s) Object(s)	Me rnd	Memorized Round(s)
1 bns / bns a 1 rea	1 bonus action ad 1 reaction CI	iv. L	Advantage Character Level	dmg h	Damage Hour(s)	obsc. Kn	Obscured Known	SB SL	Spellbook Spell Level
(D)	The spell can be disr	missed b	y the caster as 1 a	ction					
+1d4/SL	Extra 1d4 for every S	Spell Leve	el that is used to c	ast the spell	I that is higher tha	n the spe	ll's original S	pell Leve	e1
10 crea	Up to 10 creatures in	n the spe	lls area, 1 of whic	h may be yo	ou				
30-ft rad	30-foot radius sphere In the 'Description' c		_		•	zithin the	spell's range		
a11	All creatures within								
any	Any creatures of you	-		nev are with	in the spell's area				
conc, 1 min	Concentration, up to		0,0	ŭ .	•				
	The material compor	nent is co	onsumed by the sp	oell		Sourc	es ("B" co	lumn):	
cons.	•		, ,		asting the snell	Е	Elemental E	vil Plavei	's Companion
cons.	Material component	is costiv.	, Dui is noi consui						
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Druid :	Spells	S	•	tack mo				Spellca	sting	ability s	εστο	e
Trans.			9	Spell sa	ve DC:				_ w	/isdom		
T Cantrips	(O Level)											
Kn Spell	Description				Savo	e Schoo	Time	Range	Comp	Duration		B Pg.
♦ Control Flames♦ Create Bonfire	Nonmagical flame up to 5 cu ft; instant: expand/exinguish, 1h: brighte 5-ft cube all creatures at casting, or entering save or 1d8 Fire dmg; CL				-	Trans		60 ft 60 ft	S V,S	Instant. o Conc, 1 n		
♦ Druidcraft	Small nature effect; predict weather, expedite small plant growth, snuf	f light, harm	less sensc	ry effect	_	Trans	1 a	30 ft	v,s v,s	Instantan		
♦ Frostbite♦ Guidance	1 crea save or 1d6 Cold dmg and dis. on next weapon attack roll; CL5: 1 willing creature adds 1d4 to ability check of its choice, after rolling,				Con	Evoc Div	1 a 1 a	60 ft Touch	V,S V,S	Instantan Conc, 1 n		
	Med. or smaller crea save or push 5 ft; or push unattended 5 lb obj 10	_			Str	Trans		30 ft	v,s V,S	Instantan		
◇ Magic Stone◇ Mending	3 pebbles can be thrown 60 ft or with sling and deal 1d6+spellcasting		_	_	_		1 bns 1 min	Touch Touch	V,S	1 min		E 20
♦ Mold Earth	Repair a single broken object no larger than 1 cu ft; can't restore magic 5 cu ft earth; instant.: excavate; 1h: change to difficult or normal terra		_		_	Trans		30 ft	V,S,M S	Instantan Instant. o		
◇ Poison Spray◇ Produce Flame	1 creature save or 1d12 Poison dmg; CL5:2d12, CL11:3d12, CL17:4d1		T 11.240	CI 17:44		Conj		10 ft Self	V,S	Instantan		
Resistance	Flame 10 ft bright light; once 30 ft ranged spell attack for 1d8 Fire dm 1 willing crea can add 1d4 to one saving throw after rolling, once duri			, CL17:40	o —	Conj Abjur		Touch	V,S V,S,M	10 min (I Conc, 1 n		P 269 P 272
♦ Shape Water	5 cu ft water; instant: move/change flow; 1h: simple shapes/change co	-	-	-11-60	_	Trans		30 ft	S	Instant. o		
♦ Shillelagh♦ Thorn Whip	Club or quarterstaff you hold does 1d8 dmg and you use your spellcast Melee spell attack for 1d6 Piercing dmg and pull crea 10 ft to you; CL5				tr —	Trans Trans		Touch 30 ft	V,S,M V,S,M	1 min Instantan		P 275 P 282
♦ Thunderclap	100-ft rad audible; all crea but you in area save or 1d6 Thunder dmg;	CL5:2d6, CL	11:3d6, C	CL17:4d6	Con	Evoc	1 a	5-ft rad	S	Instantan	eous	E 22
\$					_							
Ist Level												
Me Spell	Description				Savo	e School	l Time	Range	Comp	Duration		B Pg.
☐ Absorb Elements	Acid, Cold, Fire, Lightning, or Thunder resistance vs. 1 atk; first melee	hit next rnd	+1d6+1d	16/SL dms		Abjur		Self	S	1 rnd		E 15
☐ Animal Friendship☐ Beast Bond	1+1/SL beasts Int<4 save or charmed for the duration Telepathic link with 1 beast Int<4 while in line of sight; beast has adv.	on attacks vs	. crea yo	u can see	W1S	Ench Div	1 a 1 a	30 ft Touch	V,S,M V,S,M	24 n Conc, 10		P 212 E 15
☐ Charm Person	1+1/SL humanoids save or charmed; crea adv. on save if you or your a			er e1.		Ench		30 ft	V,S	1 h		P 221
☐ Create/Destroy Water ☐ Cure Wounds	Create/destroy 10+2/SL gal of water in open container; or create rain. 1 creature is healed for 1d8+1d8/SL+spellcasting ability modifier hp	aestroy tog	n 30+5/	SL-ft cub	e –	Trans Evoc	1 a 1 a	30 ft Touch	V,S,M V,S	Instantan Instantan		
☐ Detect Magic (R)	Know presence of magic within 30 ft; 1 a to see auras and determine s				_	Div	1 a	Self	V,S	Conc, 10		
□ Detect Poison/Dis.□ Earth Tremor	Know presence, location, and type of poisons, poisonous creatures, and All crea in area except you save or 1d6+1d6/SL Bludgeoning dmg and			s dif. ter.	Dex	Div Evoc	1 a 1 a	Self 10-ft rad		Conc, 10 Instantan		
☐ Entangle	20-ft square save or restrained; Str check vs. Spell DC to escape; for du	ration area i	difficult	terrain		Conj		90 ft	v,s	Conc, 1 n		
☐ Faerie Fire ☐ Fog Cloud	20-ft cube all obj/crea save or outlined in 10 ft dim light and attacks 1 20-ft+20-ft/SL rad fog that spreads around corners; heavily obscures;	,			Dex	Evoc Conj		60 ft 120 ft	V V,S	Conc, 1 n		P 239 P 243
☐ Goodberry	Create 10 berries; 1 a to eat 1 berry for 1 hp and nourishment for 1 da	-	-			Trans		Touch	v,s,M	Instantan	eous	
☐ Healing Word☐ Ice Knife	Heals 1 living creature 1d4+1d4/SL+spellcasting ability modifier Ranged atk for 1d10 Piercing dmg; hit/miss 5-ft rad on target all crea	save or 2d6+	1d6/SL (Cold dmg	— Dex	Evoc	1 bns 1 a	60 ft 60 ft	V S,M	Instantan Instantan		
□ Jump	1 creature's jump distance is tripled for the duration				_	Trans	1 a	Touch	v,s,M	1 min		P 254
☐ Longstrider ☐ Purify Food/Drink (R)	1+1/SL creature's speed increases by 10 ft for the duration 5-ft rad of food and drink is rendered free of all poison and disease				_	Trans Trans		Touch 10 ft	V,S,M V,S	1 h Instantan		P 256
☐ Speak with Animals (R)	Speak verbally with and understand beasts for duration; interaction lin		0			Div	1 a	Self	v,s	10 min		P 277
☐ Thunderwave	All crea/obj in area 2d8+1d8/SL Thunder dmg, pushed 10 ft away; sa	ve halves and	l not pusl	hed	Con	Evoc	1 a	15-ft cub	€ V,S	Instantan	eous	P 282
					_							- —
7 2nd Level												
Me Spell	Description	. 401 /or 1			Save	e School		Range	_	Duration		B Pg.
☐ Animal Messenger (R) ☐ Barkskin	Tiny beast delivers 25 word message up to 25 miles (50 miles if flyer); 1 willing crea AC cannot be reduced below 16, regardless of armor it i		ranon		_	Ench Trans		30 ft Touch	V,S,M V,S,M	Conc, 1 h		P 212 P 217
☐ Beast Sense (R)	Use 1 willing beast's senses; you are blinded and deafened while doing	so			_	Div	1 a	Touch	S	Conc, 1 h		P 217
□ Darkvision□ Dust Devil	1 willing creature has darkvision 60 ft for the duration 5-ft cube; all in 5-ft 1d8+1d8/SL Bludg, dmg and pushed 10 ft away;	save halves, i	no push; s	see book	Str	Trans Conj		Touch 60 ft	V,S,M V,S,M	8 n Conc, 1 n		P 230 E 17
☐ Earthbind	1 creatures save or fly speed is reduced to 0; airborne creatures descen	d at 60 ft per	round		Str	Trans	1 a	300 ft	V	Conc, 1 n	nin	E 17
☐ Enhance Ability ☐ Find Traps	1+1/SL crea adv. on checks with 1 stat; choosing Str, Dex, Con gives s Sense presence of any trap within line of sight; not exact location, but a	-			_	Trans Div	1 a 1 a	Touch 120 ft	V,S,M V,S	Conc, 1 h Instantan		P 237 P 241
☐ Flame Blade	Summon a fiery blade; 1 a to make a melee spell attack for 3d6+1d6/2	SL Fire dmg;	10 ft bri		_	Evoc	1 bns	Self	v,s,M	Conc, 10	min	P 242
☐ Flaming Sphere ☐ Gust of Wind	2.5-ft rad flaming sphere; bns a move 30 ft; all within 5-ft rad 2d6+16 60-ft long 10-ft wide line of wind; crea starting turn in wind save or p			naives		Conj Evoc		60 ft 60-ft line		Conc, 1 n		
☐ Heat Metal	1 metal obj 2d8+1d8/SL Fire dmg to touch; save or drop obj; if held: d	is. atk/chk; b	ns a rehe		Con	Trans	1 a	60 ft	V,S,M	Conc, 1 n	nin	P 250
☐ Hold Person☐ Lesser Restoration	1+1/SL humanoid within 30 ft of each other save or paralyzed; extra s 1 crea cured of 1 disease, or 1 condition: blinded, deafened, paralyzed,		each tur	n	Wis	Ench Abjur		60 ft Touch	V,S,M V,S	Conc, 1 n Instantan		
☐ Locate Ani./Plants (R)	Learn direction and distance to closest named or described kind of beas	st or plant wi			_	Div	1 a	Self	v,s,M	Instantan	eous	P 256
☐ Locate Object☐ Moonbeam	Learn direction to closest named or described kind or specific object with 5-ft rad 40-ft high with dim light; all save or 2d10+1d10/SL; 1 a to m				— Con	Div Evoc	1 a 1 a	Self 120 ft		Conc, 10 Conc, 1 n		
☐ Pass Without Trace	Any within 30-ft rad +10 Dex(Stealth) checks, leave no tracks, can't be			cal means	—	Abjur		Self		Conc, 1 h		P 264

1 crea cured from 1 poison, gains resistance to Poison damage, and adv. on saves against being poisoned — Abjur 1 a

☐ Prot. from Poison

V,S 1 h

Touch

P 270

☐ Skywrite (R) ☐ Spike Growth ☐ Warding Wind ☐ ☐	Write up to 10 words with clouds in a part of the sky you can see; strong wind can diperse the clouds 20-ft rad difficult terrain; all 2d4 Piercing dmg every 5 ft moved; Wis(Perception) vs. Spell DC to recogniz Strong (20 mph) wind in area deafens/extinguishes unprotected flames/dif. ter./ranged wea have dis		Trans Trans Evoc	1 a	Sight 150 ft 10-ft rad	V,S V,S,M V	Conc, 1 h Conc, 10 min Conc, 10 min	
73rd Level								
Me Speil Call Lightning Conj. Animals Daylight Dispel Magic Erupting Earth Feign Death (R) Hame Arrows Meld into Stone (R) Plant Growth Prot. from Energy Sleet Storm Speak with Plants Tidal Wave Wall of Water Water Breathing (R) Wind Wall Wind Wall	Description 60 rad 10 ft cloud in 100 ft; 1 a 5-ft rad 3d10+1d10/SL Lightning damage; save halves Summon 2+2/2SL CR of beasts that obey your verbal commands 60-ft rad bright light + 60-ft dim light on point or object; only magical darkness of higher SL works Dispel any magical effect on crea or object; make DC 10+SL spellcasting ability check if above SL used 20-ft cube all crea 3d12+1d12/SL Bludgeoning dmg; save halves; area becomes difficult terrain Willing creature appears dead; it is blinded, incapacitated, has dmg resist. all but Psychic, and speed 0 12+2/SL ammunition drawn from touched quiver do +1d6 Fire damage on a successful hit You merge into a stone object large enough to contain you; can't see through the stone; see book 1 a: 100-ft rad plants overgrow for 1/4 speed; 8h: 1 mile diameter plants yield double food at harvest 1 creature gains resistance to either Acid, Cold, Fire, Lightning, or Thunder damage for duration 40-ft rad 20-ft high; heavily obsc.; douses flames; difficult terrain; save or prone; Con save or lose conc. Speak with plants in range about last 24h events; turn difficult plant terrain to normal or vice versa 30-ft x 10-ft, 10-ft high all crea 4d8 Bludg, dmg and prone; save halves not prone; extinguish flames 30×1×10ft (l×w×h) or 20-ft rad 20-ft high; dif. ter.; ranged wea dis.; Fire dmg halved; Cold dmg freezes 10 willing creatures can breathe underwater for the duration 10 willing creatures can move across any liquid for the duration; rise to surface if underwater 50×1×15ft (l×w×h) wall, any line-shape, all 3d8 Bludgeoning dmg; save halves; blocks arrows	Dex	School Conj Conj Evoc Abjur Trans Necr Trans Trans Trans Conj Evoc Trans Conj Evoc Trans	1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a	Range 120 ft 60 ft 60 ft 120 ft 120 ft 120 ft Touch Touch 150 ft 30-ft rad 120 ft 60 ft 30 ft 30 ft 120 ft	V,S V,S V,S V,S,M V,S,M V,S,S V,S V,S V,S,M V,S,M V,S,M V,S,M V,S,M V,S,M	Conc, 1 h 8 h Instantaneous Conc, 1 h Conc, 1 min 10 min Instantaneous Conc, 10 min 24 h	P 225 P 230 P 234 E 17 P 240 E 18 P 259 P 266 P 270 P 276 P 277 E 22 E 23 P 287 P 287
Me Spell Blight Confusion Conj. Minor Elem. Conj. Wood. Beings Control Water Dominate Beast Elemental Bane Freedom of Movement Giant Insect Grasping Vine Hallucinatory Terrain Locate Creature Polymorph Stone Shape Stoneskin Wall of Fire Watery Sphere	Description 1 creature takes 8d8+1d8/SL Necrotic dmg; save halves; plants have dis. on save 10+5/SL-ft rad all save or confused, see book; extra save at end of every turn Summon 2+2/2SL CR of elementals that obey your verbal commands Summon 2+2/2SL CR of fey that obey your verbal commands Control an amount of water in a 100 ft cube as 1 a; flood, part, redirect, or whirlpool, see book 1 beast save or charmed, follows telepathic commands, 1 a for complete control; +SL for duration 1+1/SL crea in 30 ft save or first attack each rnd of chosen energy does +2d6 dmg; no resistance 1 willing crea; magic cannot reduce speed, paralyze, restrain; use 5 ft to escape nonmagical restrains Transform centipedes, spiders, wasps, or scorpions into giant versions that obey your verbal commands Conjure vine with 30 ft reach; bns a to direct to 1 crea save or pulled 20 ft to vine 150-ft cube of terrain resembles some other sort of terrain; Int (Investigation) vs. Spell DC; see book 20-ft rad 40-ft high all crea 2d8+1d8/SL Bludg, and 4d6 Cold dmg; save halves; 1 rnd difficult terrain Learn direction to closest named or described kind or specific creature within 1000 ft; see book 1 creature with > 0 hp save or transformed into beast of choice of same CR or lower; see book Form 5 cu ft of stone into any shape; can have up to two hinges and a latch, but no finer mechanisms 1 willing crea resistance to nonmagical Bludgeoning, Piercing, and Slashing dmg (100gp cons.) 60×1×20ft (l×w×h) or 10-ft rad all in and 10 ft on 1 side 5d8+1d8/SL Fire dmg; save halves; see book 10-ft rad all crea < Huge save or restrained; on save ejected; save each rnd; 1 a move sphere 30 ft	Con Wis Wis Con Dex Wis Con Dex Dex Dex Dex	Conj Trans Ench Trans Abjur Trans Conj Illus Evoc	1 a 1 a 1 min 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a	60 ft 300 ft 60 ft 90 ft Touch 30 ft 30 ft	V,S V,S,M V,S,M V,S,M V,S,M V,S,W V,S,M V,S,M V,S,M V,S,M V,S,M V,S,M V,S,M V,S,M	1 h Conc, 10 min Conc, 1 min	P 224 P 226 P 227 P 234 E 17 P 244 P 245 P 246 P 256 P 256 P 257 P 258 P 278 P 278 P 285
Me Spell Antilife Shell Awaken Com. with Nature (R) Conj. Elemental Contagion Control Winds Geas Greater Restoration Insect Plague Maelstrom Mass Cure Wounds Planar Binding Reincarnate Scrying Transmute Rock Tree Stride Wall of Stone	Description Only undead and constructs can come within 10 ft; if forced upon living creature the spell ends Give beast or plant Int 10 and ability to move. Follows commands for 30 days (1000gp cons.) Know 3 facts about natural features in 3 miles rad (300 ft rad underground) CR 5+1/SL elemental that obeys your verbal commands; on broken conc. elemental breaks free Melee spell attack to infect crea with chosen disease; saves each rnd on 3 successes spell ends, see book 100-ft cube of air either gusts, downdraft, or updraft; affects flying/jump/ranged; 1 a change; see book 1 crea save or charmed; it must obeys commands or 5d10 Psychic dmg; SL7: 1 year, SL9: until disp. Reduce exhaustion or end charm, petrify, curse, stat or max hp reduction (100gp cons.) 20-ft rad all 4d10+1d10/SL Piercing dmg; save halves; ignores cover; lightly obscures; difficult terrain 5-ft deep 30-ft rad dif. fet; all crea starting turn in save or 6d6 Bludg. dmg and pulled 10 ft to center 6 crea within 30-ft rad heal 3d8+1d8/SL+spellcasting ability modifier in hp 1 celestial/elem/fey/fiend save or bound; SL6: 10, SL7: 30, SL8: 180, SL9: 366 days (1000gp cons.) Brings humanoid that died in last 10 days to life in a new random adult body, see book (1000gp cons.) 1 crea save or sensor follows it around; or create sensor in familiar location; see book (1000gp cons.) 40 cu ft stone to mud or mud to stone; mud and stone restrains; mud from ceiling falls; see book You can teleport 1/rnd for 5 ft move through a tree to another tree of the same kind within 500 ft 10 10×10-ft panels 6" thick wall connected with existing stone; half thickness, double surface; see book	 Wis Con Str Cha	Necr Trans Ench Abjur Conj Evoc	1 a 8 h 1 min 1 min 1 a 1 a 1 a 1 a 1 a 1 a 1 h 1 h 10 min 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1	90 ft Touch 300 ft 60 ft Touch 300 ft 120 ft 60 ft 60 ft Touch	V,S V,S,M† V,S V,S,M V,S V 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†	Instantaneous Conc, 10 min Conc, 1 min Instantaneous	P 224 P 225 P 227 E 16 P 244 P 246 P 254 E 20 P 258 P 265 P 271 P 273 E 22 P 283

2/3

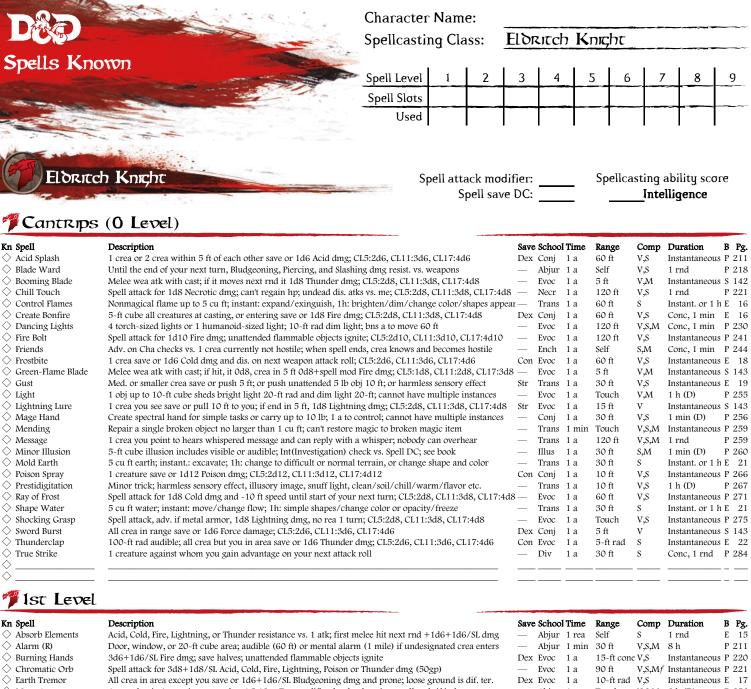
76th Level								
Me Spell	Description	Save	School	Time	Range	Comp	Duration	B Pg.
☐ Bones of the Earth	6+2/SL 2.5-ft rad 30-ft high stone pillars burst upward; med. or smaller crea save or lifted; see book	Dex	Trans	1 a	120 ft	v,s	Instantaneous	E 15
☐ Conj. Fey	CR 6+1/SL fey that obeys your verbal commands 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,Mf	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 mir	1 30 ft	V,S,M†	Instantaneous	P 250
☐ Investiture of Flame	Fire immune; Cold resist.; 1d10 Fire dmg in 5 ft; 1 a 15-ft long 5-ft wide all crea 4d8 Fire dmg, save halves	s Dex	Trans	1 a	Self	V,S	Conc, 10 min	E 19
☐ Investiture of Ice	Cold immune; Fire resist.; 10-ft rad dif. ter.; 1 a 15-ft cone all crea 4d6 Cold dmg, half speed, save halves	Con	Trans	1 a	Self	V,S	Conc, 10 min	E 19
☐ Investiture of Stone	Nonmagical Bludg/Pierc/Slash resist.; 1 a 15-ft rad all crea save or prone; move through earth/stone	Dex	Trans	1 a	Self	V,S	Conc, 10 min	E 19
☐ Investiture of Wind	Ranged wea atks dis. vs. you; fly 60 ft; 1 a 15-ft cube in 60 ft all 2d10 Bludg. dmg, push 10 ft, save halves	Con	Trans	1 a	Self	V,S	Conc, 10 min	E 20
☐ Move Earth	Every 10 min of concentration, 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
☐ Primordial Ward	Acid, Cold, Fire, Lightning, and Thunder resistance; use rea to gain 1 immunity for 1 rnd, spell ends	_	Abjur	1 a	Self	v,s	Conc, 1 min	E 21
☐ Sunbeam	60-ft long 5-ft wide all 6d8 Radiant dmg, 1 rnd blind; save halves and not blinded; 1 a for new line	Con	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; save halves; 1/4 move; see book	Dex	Conj	1 a	120 ft		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
🧖7th Level								
Me Spell	Description	Save	School	l Time	Range	Comp	Duration	B Pg.
☐ Fire Storm	10 connected 10-ft cubes all crea 7d10 Fire dmg; save halves; unattended flammable objects ignite	Dex	Evoc	1 a	150 ft	V,S	Instantaneous	P 241
☐ Mirage Arcane	1 sq mile alter terrain illusion includes visible, audible, olfactory, tactile; can make difficult ter; see book	_	Illus	10 mir	ı Sight	v,s	10 days	P 260
☐ Plane Shift	You + 8 willing crea teleport to different plane; or spell attack save or transported to random plane	Cha	Conj	1 a	Touch	V,S,Mf	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
☐ Reverse Gravity	50-ft rad 100-ft high everything falls upward; save to grab hold onto something solid	Dex	Trans	1 a	100 ft	V,S,M	Conc, 1 min	P 272
☐ Whirlwind	10-ft rad 30-ft high all crea 10d6 Bludg. dmg; save halves; restrains; 1 a move 30 ft; see book	Dex	Evoc	1 a	300 ft	V,M	Conc, 1 min	E 24

Me Spell	Description	Save	School	Time	Range	Comp	Duration	B Pg
☐ 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
☐ Antipathy/Sympathy	Object or area up to 200-ft cube attracts or repels specific type of intelligent crea; save	Wis	Ench	1 h	60 ft	V,S,M	10 days	P 214
☐ Control Weather	Change current weather; changes take 1d4×10 min; change precipitation, temperature, wind, see book	_	Trans	10 mir	15-mile rad	V,S,M	Conc, 8 h	P 228
☐ Earthquake	Cause an earthquake in a 100-ft rad, damaging structures and creating dangerous fissures, see book	_	Evoc	1 a	500 ft	V,S,M	Conc, 1 min	P 236
☐ Feeblemind	1 crea 4d6 Psychic dmg and save or and Cha become 1; extra save every 30 days to end spell	Int	Ench	1 a	150 ft	V,S,M	Instantaneous	P 239
☐ Sunburst	60-ft rad all 12d6 Radiant dmg, 1 min blind; save halves and not blinded; save at end of each turn	Con	Evoc	1 a	150 ft	V,S,M	Instantaneous	P 279
☐ Tsunami	300×50×300ft (1×w×h) wall of water moves away at 50 ft/rnd; 6d10 Bludg, dmg; save halves; see book	Str	Conj	1 min	Sight	V,S	Conc, 6 rnd	P 284

79th Level

Me Spell	Description	Save	School	Time	Range	Comp	Duration	B Pg.
☐ 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
☐ 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,Mf	Conc, 1 h	P 274
☐ Storm of Vengeance	360-ft rad all save or 2d6 Thunder dmg and deafened for 5 min; intensifies every rnd; see book	Con	Conj	1 a	Sight	V,S	Conc, 1 min	P 279
☐ 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	s P 284
□								

(R)	Ritual	20 cu ft	20 cubic feet	dif. ter.	Difficult terrain	min	Minute(s)	Me	Memorized
1 a	1 action	20 sq ft	20 square feet	dis.	Disadvantage	obj	Object(s)	rnd	Round(s)
1 bns / bns a	1 bonus action	adv.	Advantage	dmg	Damage	obsc.	Obscured	SB	Spellbook
1 rea	1 reaction	CL	Character Level	h	Hour(s)	Kn	Known	SL	Spell Level
(D)	The spell can be	e dismissed b	y the caster as 1 a	ction					
+1d4/SL	Extra 1d4 for ev	ery Spell Lev	el that is used to c	ast the spell	I that is higher tha	n the spe	ell's original S	pell Leve	e1
10 crea	Up to 10 creatur	res in the spe	ells area, 1 of whic	h may be yo	211				
				11 11100 5 0 5 1	ou				
20 ft mad	30-foot radius sp	phere. In the	'Range' column it	0 0					
30-ft rad	•		'Range' column it	means it is		rithin the	e spell's range	<u>;</u>	
	•	on' column i	'Range' column it t means it can be	means it is	centered on you	rithin the	e spell's range	:	
all	In the 'Description All creatures with	on' column i thin the spell	'Range' column it t means it can be d s area	means it is centered on	centered on you	rithin the	e spell's range	:	
all any	In the 'Description All creatures with	on' column i thin the spell f your choosin	'Range' column it t means it can be d s area ng, granted that th	means it is centered on	centered on you a point in space w	vithin the	e spell's range	;	
all any conc, 1 min	In the 'Description' All creatures with Any creatures of Concentration, to	on' column i thin the spell f your choosin up to 1 minu	'Range' column it t means it can be d s area ng, granted that th	means it is centered on ney are with	centered on you a point in space w		e spell's range		
cons.	In the 'Description' All creatures with Any creatures of Concentration, to The material control of the control	on' column i thin the spell f your choosin up to 1 minu mponent is co	'Range' column it t means it can be o ts area ng, granted that the te onsumed by the sp	means it is centered on ney are with	centered on you a point in space w in the spell's area		ces ("B" co	lumn):	r's Companion
a11	In the 'Descripti All creatures wit Any creatures of Concentration, t The material con Material compon	on' column in thin the spell fyour choosing to 1 minum to 1 minum to 1 minum to 1 minum tis costly	'Range' column it t means it can be obtained ts area ng, granted that the	means it is centered on ney are with pell ned upon ca	centered on you a point in space w in the spell's area asting the spell	Sour	ces ("B" co	lumn): vil Player	



		_						
Kn Spell	Description	Save	Schoo	l Time	Range	Comp	Duration	B Pg.
Absorb Elements	Acid, Cold, Fire, Lightning, or Thunder resistance vs. 1 atk; first melee hit next rnd +1d6+1d6/SL dmg	_	Abjur	1 rea	Self	S	1 rnd	E 15
	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; save halves; unattended flammable objects ignite	Dex	Evoc	1 a	15-ft cone	V,S	Instantaneous	P 220
♦ Chromatic Orb	Spell attack for 3d8+1d8/SL Acid, Cold, Fire, Lightning, Poison or Thunder dmg (50gp)	_	Evoc	1 a	90 ft	V,S,Mf	Instantaneous	P 221
Earth Tremor	All crea in area except you save or 1d6+1d6/SL Bludgeoning dmg and prone; loose ground is dif. ter.	Dex	Evoc	1 a	10-ft rad	V,S	Instantaneous	s E 17
	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 fear/charm/possess, dis. on atks from abbe./celest./elem./fey/fiends/undead (25gp cons.)		Abjur	1 a	Touch	V,S,M†	Conc, 10 min	P 270
♦ 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
Thunderwave	All crea/obj in area 2d8+1d8/SL Thunder dmg, pushed 10 ft away; save halves and not pushed	Con	Evoc	1 a	15-ft cube	: V,S	Instantaneous	P 282
	Spell attack 1d12+1d12/SL Lightning dmg; 1 a, if consecutive, for dmg again; ends if out of range	_	Evoc	1 a	30 ft	V,S,M	Conc, 1 min	P 289
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\Diamond								

🦅 2nd Level

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Kn Spell	Description	Save	School	Time	Range	Comp	Duration	B Pg.
Aganazzar's Scorcher	30-ft long 5-ft wide line all creatures 3d8+1d8/SL Fire dmg; save halves	_	Evoc	1 a	30-ft line	v,s,m	Instantaneous	3 E 15
	Entryway locked; password or designated crea opens; +10 DC break/pick lock (25gp cons.)	_	Abjur	1 a	Touch	V,S,M†	Till dispelled	P 215
Continual Flame	Create a permanent flame (50gp cons.)	_	Evoc	1 a	Touch	V,S,M†	Till dispelled	P 227
◇ 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
Gust of Wind	60-ft long 10-ft wide line of wind; crea starting turn in wind save or pushed 15 ft; see book	Str	Evoc	1 a	60-ft line	V,S,M	Conc, 1 min	P 248
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	_	Evoc	1 a	90 ft	V,S,M	Instantaneous	3 P 259
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	3 P 273
♦ Shatter	10-ft rad all 3d8+1d8/SL Thunder dmg; save halves; nonmagical unattended objects also take dmg	Con	Evoc	1 a	60 ft	V,S,M	Instantaneous	3 P 275
♦ Snilloc's Snowball Swar	5-ft radius all creatures 3d6+1d6/SL Cold damage; save halves	_	Evoc	1 a	90 ft	V,S,M	Instantaneous	3 E 22
. ♦	<u> </u>							
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Kn	Spell	Description	Save	School	Time	Range	Comp	Duration	B Pg.
\Diamond	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
\Diamond	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
\Diamond	Fireball	20-ft rad all crea 8d6+1d6/SL Fire dmg; save halves; unattended flammable objects ignite	Dex	Evoc	1 a	150 ft	V,S,M	Instantaneous	P 241
\Diamond	Glyph of Warding	Create a glyph that triggers on set condition; Int(Investigation) vs. Spell DC; see book (200gp cons.)	_	Abjur	1 h	Touch	V,S,M†	Till triggered	P 245
\Diamond	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
\Diamond	Lightning Bolt	100-ft long 5-ft wide all 8d6+1d6/SL Lightn. dmg; save halves; unattended flammable obj ignite	Dex	Evoc	1 a	100ft line	V,S,M	Instantaneous	P 255
\Diamond	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
\Diamond	Melf's Minute Meteors	6+2/SL meteors; at casting/bns a send up to 2 meteors 120 ft for 5-ft rad all crea 2d6 Fire dmg; save half	Dex	Evoc	1 a	Self	V,S,M	Conc, 10 min	E 20
\Diamond	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
\Diamond	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
\Diamond	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
\Diamond	Sending	Send 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
\Diamond	Wall of Sand	30×10×10ft (l×w×h) wall on the ground; blocks line of sight; blinded while inside; 1/3 move	_	Evoc	1 a	90 ft	V,S,M	Conc, 10 min	E 23
\Diamond	Wall of Water	30×1×10ft (l×w×h) or 20-ft rad 20-ft high; dif. ter.; ranged wea dis.; Fire dmg halved; Cold dmg freezes	_	Evoc	1 a	60 ft	V,S,M	Conc, 10 min	E 23
\Diamond									

Kn Spell	Description	Save	School	Time	Range	Comp	Duration	B Pg.
◇ Banishment	1+1/SL crea save or banished; crea return if spell lasts < 1 min	Cha	Abjur	1 a	60 ft	v,s,m	Conc, 1 min	P 217
	Create simple object from raw materials; or complex object if proficient in the appropriate artisan's tools	_	Evoc	10 mir	120 ft	V,S	Instantaneous	P 239
	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
♦ Ice Storm	20-ft rad 40-ft high all crea 2d8+1d8/SL Bludg. and 4d6 Cold dmg; save halves; 1 rnd difficult terrain	Dex	Evoc	1 a	300 ft	V,S,M	Instantaneous	P 252
Mor. Private Sanctum	Up to 100+100/SL ft cube is magically secured in chosen way; see book	_	Abjur	10 mir	120 ft	V,S,M	24 h (D)	P 262
Oti. Resilient Sphere	1 crea/obj up to Large save or enclosed in impenetrable sphere; can be moved as hamsterball	Dex	Evoc	1 a	30 ft	V,S,M	Conc, 1 min	P 264
	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
♦ Storm Sphere	20-ft rad dif. ter.; all crea + end turn save or 2d6+1d6/SL Bludg.; bns a 60 ft ranged atk 4d6 Lightning	Str	Evoc	1 a	150 ft	v,s	Conc, 1 min	E 22
♦ Vitriolic Sphere	20-ft rad all crea 10d4+2d4/SL now and 5d4 Acid dmg at end next turn; save halves & no dmg next turn	Dex	Evoc	1 a	150 ft	V,S,M	Instantaneous	E 23
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; save halves; see book	Dex	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P 285
\wedge								

	Glos	sary o	Abbreviat	tions us	ed in this S	pell :	Sheet		
(R)	Ritual	20 cu ft	20 cubic feet	dif. ter.	Difficult terrain	min	Minute(s)	Me	Memorized
1 a	1 action	20 sq ft	20 square feet	dis.	Disadvantage	obj	Object(s)	rnd	Round(s)
	1 bonus action	adv.	Advantage	dmg	Damage	obsc.	Obscured	SB	Spellbook
1 rea	1 reaction	CL	Character Level	h	Hour(s)	Kn	Known	SL	Spell Level
(D)	The spell can be	dismissed b	y the caster as 1 a	ction					
+1d4/SL	Extra 1d4 for evo	ery Spell Lev	el that is used to c	ast the spell	that is higher tha	n the spe	ell's original S	pell Leve	e1
10 crea	Up to 10 creatur	es in the spe	lls area, 1 of whic	h may be yo	ou				
30-ft rad	30-foot radius sp	here. In the	'Range' column it	means it is	centered on you				
DO"IL Tau	In the 'Description	on' column i	t means it can be	centered on	a point in space w	rithin the	e spell's range	:	
	m me z coempm								
all	All creatures wit	hin the spell	s area						
all any	All creatures wit	-		ney are with	in the spell's area				
	All creatures wit	your choosis	ng, granted that th	ney are with	in the spell's area				
any	All creatures wit Any creatures of Concentration, u	your choosing to 1 minu	ng, granted that th	,	in the spell's area	Sour	ces ("B" co	lumn):	
any conc, 1 min	All creatures wit Any creatures of Concentration, u The material con	your choosing to 1 minument is component in the component in the component is component in the component is component in the component	ng, granted that th	pell	•	Sourc	-	-	r's Companion
any conc, 1 min cons.	All creatures wit Any creatures of Concentration, u The material com Material compon	your choosing to 1 minus up to 1 minus uponent is content is costly	ng, granted that the te onsumed by the sp	pell ned upon ca	asting the spell		Elemental E	vil Playe	

DANCO		aracter			_					·	-	
Spell Leave	Spe	llcasti	ng Cl	ass:	_	<u>Pal</u>	adır	1				
Spell List		ll Level Il Slots Used	1	2	2	3	4	-	5 6	7	8	9
To and the second	Spells		Spells bell att	tack 1	mod	ifier:		- - -	Spellca	_	ability sco arisma	re
1st Level						_			_			
Me Spell Bless Command Compelled Duel Cure Wounds Detect Evil/Good Detect Magic (R) Detect Poison/Dis. Divine Favor Heroism Prot. from Evil/Good Purify Food/Drink (R) Searing Smite Shield of Faith Thunderous Smite Wrathful Smite	Description 3+1/SL creatures can add 1d4 on every attack roll or saving throw durir 1+1/SL crea save or follows one word command, such as approach, drog 1 crea save or dis. on attacks vs. not-you and save if moving more than 3 1 creature is healed for 1d8+1d8/SL+spellcasting ability modifier hp Know if aberration, celestial, elemental, fey, fiend, undead, and des-/cong Know presence of magic within 30 ft; 1 a to see auras and determine sche Know presence, location, and type of poisons, poisonous creatures, and dryour weapon attacks deal an +1d4 Radiant damage for the duration 1+1/SL crea immune to fear, gains spellcasting ability modifier temp. hp 1 crea immune fear/charm/possess, dis. on atks from abbe./celest./elem 5-ft rad of food and drink is rendered free of all poison and disease Next melee weapon hit +1d6+1d6/SL Fire dmg and target ignites; save to 1 creature gains +2 AC for the duration Next melee weapon hit +2d6 Thunder dmg and save or frightened; it can Next melee weapon hit +1d6 Psychic dmg and save or frightened; it can	o, flee, grown off away secrated are cool iseases with each turn ./fey/fiend o end spell of rone; audib	el, halt ea within sin 30 ft that last a s/undeac or 1d6 Fi le in 300	as spell d (25g _] re dmg	p cons	Wis Wis — — — — — — — — — — Con — — Str	Div Div Div Evoc Ench Abjur Trans Evoc Abjur Evoc	1 a 1 bns 1 a 1 bns 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 bns 1 a 1 a 1 a 1 bns 1 a 1 bns 1 bns	60 ft Self	Comp V,S,M V V,S V,S V,S V,S,M V,S V,S,M† V,S V,S,M† V,S,M†	Duration Conc, 1 min I rnd Conc, 1 min Instantaneou: Conc, 10 mir Conc, 10 mir Conc, 10 mir Conc, 10 mir Conc, 1 min	P 222 P 224 S P 236 1 P 23 1 P 23 P 234 P 256 1 P 276 S P 276 P 274 P 285
7 2nd Level									_			
Aid Branding Smite Find Steed Lesser Restoration Locate Object Magic Weapon Prof. from Poison Zone of Truth	Description 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 visit Gain the services of a steed; can communicate with it telepathically; can s 1 crea cured of 1 disease, or 1 condition: blinded, deafened, paralyzed, or Learn direction to closest named or described kind or specific object with 1 nonmagical weapon becomes magical with +1 bonus to attack and dan 1 crea cured from 1 poison, gains resistance to Poison damage, and adv. of 15-ft rad all in or enter save or unable to lie; you aware if saved or not; c	share spells poisoned in 1000 ft; nage; SL4: + on saves aga	with it; s see book +2, SL6: - ainst beir	see boo +3 ng pois			Conj Abjur Div	1 a 1 bns 10 mir 1 a 1 a 1 bns 1 a		V,S,M V V,S V,S V,S,M V,S V,S V,S	Duration 8 h Conc, 1 min Instantaneous Instantaneous Conc, 10 min Conc, 1 h 1 h 10 min	s P 240 s P 255
73Rd Leve												
Me Spell Aura of Vitality Blinding Smite Create Food/Water Crusader's Mantle Daylight Dispel Magic Elemental Weapon Magic Circle Remove Curse Revivify	Poscription You can heal 1 creature in range for 2d6 hp as a bonus action for the due Next melee hit +3d8 Radiant dmg; save or blinded; extra save at end of extra tend allies in range deal extra 1d4 Radiant dmg with weapon attacks 60-ft rad bright light + 60-ft dim light on point or object; only magical of Dispel any magical effect on crea or object; make DC 10+8L spellcasting +1 magical weapon; +1d4 Acid, Cold, Fire, Lightning, or Thunder dmg; the Celes., elem., fey, fiends, or undead can't enter/leave; dis. on atk; +1h/SL 1 creature or object is freed of all curses; cursed magic items break atturn Restores a creature's body that has died in the last min to life with 1 hp (standard contact).	very turn oids or 5 starkness of ability checks 15: +2/+2 dura.; see 1 tement with	higher SI k if abov 2d4, SL7: book (10 owner	L work te SL us +3/+3	sed 3d4	_	Evoc Conj Evoc Evoc Abjur Trans	1 a 1 bns 1 a 1 a 1 a 1 a 1 a 1 min 1 a	Range 30-ft rad Self 30 ft 30 ft rad 60 ft 120 ft Touch 10 ft Touch Touch	V V,S V V,S V,S V,S V,S,M†	Duration Conc, 1 min Conc, 1 min Instantaneou: Conc, 1 min 1 h Instantaneou: Conc, 1 h 1 h Instantaneou: Instantaneou:	P 219 8 P 229 P 230 P 230 8 P 234 P 237 P 256 8 P 271
74th Level												
Me Spell ☐ Aura of Life ☐ Aura of Purity	Pescription You + any crea while in area Necrotic dmg resist.; heals all living crea at You + any crea while in area Poison dmg resist., immune to disease, adv. 1+1/SL crea save or banished; crea return if spell lasts < 1 min	on saves vs		ons	np	_	Schoo Abjur Abjur Abjur Abjur	1 a 1 a 1 a	Range 30-ft rad 30-ft rad 60 ft Touch Self	v v	Duration Conc, 10 mir Conc, 10 mir Conc, 1 min 8 h	1 P 216

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Me Spell	Description	Save	School	Time	Range	Comp	Duration	B 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 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 221
☐ Destructive Wave	Any crea 5d6 Thunder + 5d6 Radiant/Necrotic dmg and knocked prone; save halves not prone	Con	Evoc	1 a	30-ft rad	V	Instantaneous	P 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 233
☐ Geas	1 crea save or charmed; it must obeys commands or 5d10 Psychic dmg; SL7: 1 year, SL9: until disp.	Wis	Ench	1 min	60 ft	V	30 days (D)	P 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 270

	Glos	sary o	c Abbrevia	tions us	sed in this S	spell :	Sheet		
(R) 1 a 1 bns / bns a		20 cu ft 20 sq ft adv.	20 square feet Advantage	dif. ter. dis. dmg	Difficult terrain Disadvantage Damage	min obj obsc.	Minute(s) Object(s) Obscured	Me rnd SB	Memorized Round(s) Spellbook
1 rea	1 reaction	CL	Character Level	h	Hour(s)	Kn	Known	SL	Spell Level
(D)	The spell can be	dismissed b	y the caster as 1 a	iction					
+1d4/SL	•	extra 1d4 for every Spell Level that is used to cast the spell that is higher than the spell's original Spell Level							
10 crea	Up to 10 creature	Up to 10 creatures in the spells area, 1 of which may be you							
30-ft rad	-		'Range' column it t means it can be		centered on you a point in space v	vithin the	e spell's range	<u>,</u>	
a11	All creatures with								
any	Any creatures of	your choosii	ng, granted that th	ney are with	in the spell's area				
conc, 1 min	Concentration, u	p to 1 minu	te						
cons.	The material con	nponent is c	onsumed by the sp	pell		Sour	ces ("Β" cσ	lumn):	
M <i>f</i>	Material compon	ent is costly	, but is not consur	med upon c	asting the spell	E	Elemental E	vil Player	r's Companion
ΜŤ	Material compon	ent is costly	and is consumed	upon castir	ng the spell	P	Player's Har	ıdbook I	O&D 5th edition
see book		•	ere is very incomp	,	vare	S	Sword Coas	t Advent	ure Guide

		Character Name:												
	Spellcasting (Class:	: Rançer											
Spells Kno	Spell Level 1	2	3		4	5 (5 7	7 8	9					
	Spell Slots													
	Used													
Ranger	Spells Spell a	attack n Spell s	nodifie save D0			Spello	•	ability scor	re					
Ist Level	a to the second of the second													
Kn Spell Absorb Elements Alarm (R) Animal Friendship Beast Bond Cure Wounds Detect Magic (R) Detect Poison/Dis. Ensnaring Strike Fog Cloud Goodberry Hail of Thorns Hunter's Mark Jump Longstrider Speak with Animals (R)	Description Acid, Cold, Fire, Lightning, or Thunder resistance vs. 1 atk; first melee hit next rnd +1d6+Door, window, or 20-ft cube area; audible (60 ft) or mental alarm (1 mile) if undesignate 1+1/SL beasts Int<4 save or charmed for the duration Telepathic link with 1 beast Int<4 while in line of sight; beast has adv. on attacks vs. creat 1 creature is healed for 1d8+1d8/SL+spellcasting ability modifier hp Know presence of magic within 30 ft; 1 a to see auras and determine school Know presence, location, and type of poisons, poisonous creatures, and diseases within 30 Next crea hit save (Large adv.) or restrained, 1d6+1d6/SL Piercing dmg/rnd; Str check to 20-ft+20-ft/SL rad fog that spreads around corners; heavily obscures; 10 mph wind dispected to berries; 1 a to eat 1 berry for 1 hp and nourishment for 1 day; berries lose poter Next ranged weapon attack, all within 5 ft of target 1d10+1d10/SL Piercing dmg; save ha 1 crea +1d6 dmg from your weapon atks; adv. on Wis(Perception/Survival) vs. target; SL3 1 creature's jump distance is tripled for the duration Speak verbally with and understand beasts for duration; interaction limited by intelligence	d crea enter you can se ft escape rses it coy after 2- lves 3: 8h; SL5:	ng — ers — We e — St St 44h — D 24h —	- Abj - Abj - Abj - Abj - Div - Evc - Div - Coi - Coi - Tra - Coi - Tra - Coi - Tra - Tra	oc I a I a I a I a I a I a I a I a I a I a	self 1 30 ft 30 ft Touch Touch Self Self 120 ft Touch Self 120 ft Touch Self	S V,S,M V,S,M V,S,M V,S V,S V,S,M V V	24 h Conc, 10 min Instantaneous Conc, 10 min Conc, 10 min Conc, 1 h Instantaneous Conc, 1 min Conc, 1 h	P 230 P 231 P 231 P 237 P 243 P 246					
72nd Level														
Kn Spell	Description Tiny beast delivers 25 word message up to 25 miles (50 miles if flyer); +48h/SL duration		Sa		ool Time	Range 30 ft	Comp V,S,M	Duration	B Pg. P 212					
	1 willing crea AC cannot be reduced below 16, regardless of armor it is wearing				ns 1 a	Touch		Conc, 1 h	P 217					
♦ Beast Sense (R)	Use 1 willing beast's senses; you are blinded and deafened while doing so		_	- Div		Touch	S	Conc, 1 h	P 217					
♦ Cordon of Arrows♦ Darkvision	4+2/SL arrows/bolts attack first crea in 30 ft one at a time for 1d6 Piercing dmg; save hal 1 willing creature has darkvision 60 ft for the duration	ves	D		ns 1 a ns 1 a	5 ft Touch	V,S,M V,S,M		P 228 P 230					
♦ Find Traps	Sense presence of any trap within line of sight; not exact location, but general nature of tra	ıp	_	- Div		120 ft	V,S,IVI	Instantaneous						
♦ Lesser Restoration	1 crea cured of 1 disease, or 1 condition: blinded, deafened, paralyzed, or poisoned		_		ur 1 a	Touch	V,S	Instantaneous	P 255					
♦ Locate Ani./Plants (R)♦ Locate Object	Learn direction and distance to closest named or described kind of beast or plant within 5 Learn direction to closest named or described kind or specific object within 1000 ft; see bo		_	- Div - Div		Self Self	V,S,M	Instantaneous Conc, 10 min						
Pass Without Trace	Any within 30-ft rad +10 Dex(Stealth) checks, leave no tracks, can't be tracked by nonma		1s —		ur 1a	Self	V,S,M	· · · · · · · · · · · · · · · · · · ·	P 264					
Prot. from Poison	1 crea cured from 1 poison, gains resistance to Poison damage, and adv. on saves against b	eing poisc	ned —		ur 1 a	Touch	v,s	1 h	P 270					
♦ Silence (R) ♦ Spike Growth ♦	20-ft rad no sound can propagate; all within deafened, immune to Thunder dmg, can't use 20-ft rad difficult terrain; all 2d4 Piercing dmg every 5 ft moved; Wis(Perception) vs. Spel				s 1 a ns 1 a	120 ft 150 ft	V,S V,S,M 	Conc, 10 min						
T3rd Level														
Kn Spell	Description		Sa		ool Time	_	-	Duration	B Pg.					
♦ Conj. Animals	Summon 2+2/2SL CR of beasts that obey your verbal commands		_ _		nj 1a	60 ft	V,S	Conc, 1 h	P 225					
◇ Conj. Barrage◇ Daylight	Throw weapon or ammo; copies rain down for 3d8 dmg; dmg type as weapon; save halves 60-ft rad bright light + 60-ft dim light on point or object; only magical darkness of higher				nj 1a oc 1a	60-ft co:	ne V,S,M V,S	Instantaneous 1 h	P 230					
♦ Flame Arrows	12+2/SL ammunition drawn from touched quiver do +1d6 Fire damage on a successful h				ns 1 a	Touch	v,s V,S	Conc, 1 h	E 18					
♦ Lightning Arrow	Next ranged wea atk +4d8+1d8/SL Lightn. dmg, miss half; 10 ft all 2d8+1d8/SL Lightn.		halves D	ex Tra	ns 1 bns	Self	V,S	Conc, 1 min	P 255					
♦ Nondetection	1 crea or object up to 10 cu ft hidden from all divination magic (25gp cons.)	d at 1:		-	ur 1a	Touch	V,S,M		P 263					
◇ Plant Growth◇ Prot. from Energy	1 a: 100-ft rad plants overgrow for 1/4 speed; 8h: 1 mile diameter plants yield double foo 1 creature gains resistance to either Acid, Cold, Fire, Lightning, or Thunder damage for du		oı		ns 1 a/8 ur 1 a	Touch	V,S V,S	Instantaneous Conc, 1 h	P 270					

◇ Speak with Plants
◇ Water Breathing (R)
◇ Water Walk (R)

Wind Wall

Kn	Spell	Description	Save	School	Time	Range	Comp	Duration	B Pg.
\Diamond	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
\Diamond	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
\Diamond	Grasping Vine	Conjure vine with 30 ft reach; bns a to direct to 1 crea save or pulled 20 ft to vine	Dex	Conj	1 bns	30 ft	V,S	Conc, 1 min	P 246
\Diamond	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
\Diamond	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
\Diamond									
\Diamond									

Speak with plants in range about last 24h events; turn difficult plant terrain to normal or vice versa

10 willing creatures can move across any liquid for the duration; rise to surface if underwater

50×1×15ft (1×w×h) wall, any line-shape, all 3d8 Bludgeoning dmg; save halves; blocks arrows

10 willing creatures can breathe underwater for the duration

30-ft rad V,S 10 mi 30 ft V,S,M 24 h

30 ft

120 ft

V,S,M 1 h

10 min

V,S,M Conc, 1 min P 288

Trans 1 a

Trans 1 a

Trans 1 a

Evoc 1 a

P 277

P 287

P 287



Kn Spell	Description	Save School Time	Range	Comp	Duration B 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; save halves	Dex 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	— Сопј 1 a	Self	V,S	Conc, 1 min P 283
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	Glos	sary o	c Abbrevia	cions us	sed in this S	pell :	Sheet		
(R) 1 a 1 bns / bns a 1 rea	Ritual 1 action 1 bonus action 1 reaction	20 cu ft 20 sq ft adv. CL	20 cubic feet 20 square feet Advantage Character Level	dif. ter. dis. dmg h	Difficult terrain Disadvantage Damage Hour(s)	min obj obsc. Kn	Minute(s) Object(s) Obscured Known	Me rnd SB SL	Memorized Round(s) Spellbook Spell Level
(D) +1d4/SL 10 crea 30-ft rad	The spell can be dismissed by the caster as 1 action Extra 1d4 for every Spell Level that is used to cast the spell that is higher than the spell's original Spell Level Up to 10 creatures in the spells area, 1 of which may be you 30-foot radius sphere. In the 'Range' column it means it is centered on you In the 'Description' column it means it can be centered on a point in space within the spell's range								
all any conc, 1 min	Concentration, v	your choosi up to 1 minu	ng, granted that th	•	in the spell's area	Saus	ces ("B" co	dumn).	
cons. Mf M† see book	Material comport Material comport	nent is costly nent is costly	onsumed by the sp r, but is <u>not</u> consumer r and is consumed ere is very incomp	ned upon c upon castir	g the spell	E P S	Elemental E	vil Playe: 1dbook I	r's Companion D&D 5th edition



Character Name: Spellcasting Class:

Sorcerer

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



Spell attack modifier: _____ Spellcasting ability score Charisma

Cantrips (0 Level)

Kn Spell	Description	Save	Schoo	l Time	Range	Comp	Duration B	Pg.
Acid Splash	1 crea or 2 crea within 5 ft of each other save or 1d6 Acid dmg; CL5:2d6, CL11:3d6, CL17:4d6	Dex	Conj	1 a	60 ft	V,S	Instantaneous P	211
♦ Blade Ward	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
O Booming Blade	Melee wea atk with cast; if it moves next rnd it 1d8 Thunder dmg; CL5:2d8, CL11:3d8, CL17:4d8	_	Evoc	1 a	5 ft	V,M	Instantaneous S	142
Chill Touch	Spell attack for 1d8 Necrotic dmg; can't regain hp; undead dis. atks vs. me; CL5:2d8, CL11:3d8, CL17:4d8	_	Necr	1 a	120 ft	V,S	1 rnd P	221
Control Flames	Nonmagical flame up to 5 cu ft; instant: expand/exinguish, 1h: brighten/dim/change color/shapes appear	:—	Trans	1 a	60 ft	S	Instant. or 1 h E	16
Create Bonfire	5-ft cube all creatures at casting, or entering save or 1d8 Fire dmg; CL5:2d8, CL11:3d8, CL17:4d8	Dex	Conj	1 a	60 ft	V,S	Conc, 1 min E	16
Dancing Lights	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
♦ Frostbite	1 crea save or 1d6 Cold dmg and dis. on next weapon attack roll; CL5:2d6, CL11:3d6, CL17:4d6	Con	Evoc	1 a	60 ft	V,S	Instantaneous E	18
	Melee wea atk with cast; if hit, it 0d8, crea in 5 ft 0d8+spell mod Fire dmg; CL5:1d8, CL11:2d8, CL17:3d8	_	Evoc	1 a	5 ft	V,M	Instantaneous S	143
	Med. or smaller crea save or push 5 ft; or push unattended 5 lb obj 10 ft; or harmless sensory effect	Str	Trans	1 a	30 ft	V,S	Instantaneous E	19
	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
Lightning Lure	1 crea you see save or pull 10 ft to you; if end in 5 ft, 1d8 Lightning dmg; CL5:2d8, CL11:3d8, CL17:4d8	Str	Evoc	1 a	15 ft	V	Instantaneous S	143
Mage Hand	Create spectral hand for simple tasks or carry up to 10 lb; 1 a to control; cannot have multiple instances	_	Conj	1 a	30 ft	V,S	1 min (D) P	256
	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
	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
Mold Earth	5 cu ft earth; instant.: excavate; 1h: change to difficult or normal terrain, or change shape and color	_	Trans	1 a	30 ft	S	Instant. or 1 h E	21
O Poison Spray	1 creature save or 1d12 Poison dmg; CL5:2d12, CL11:3d12, CL17:4d12	Con	Conj	1 a	10 ft	v,s	Instantaneous P	266
Prestidigitation	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
♦ Shape Water	5 cu ft water; instant: move/change flow; 1h: simple shapes/change color or opacity/freeze	_	Trans	1 a	30 ft	S	Instant. or 1 h E	21
Shocking Grasp	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
Sword Burst	All crea in range save or 1d6 Force damage; CL5:2d6, CL11:3d6, CL17:4d6	Dex	Conj	1 a	5 ft	V	Instantaneous S	143
	100-ft rad audible; all crea but you in area save or 1d6 Thunder dmg; CL5:2d6, CL11:3d6, CL17:4d6	Con	Evoc	1 a	5-ft rad	S	Instantaneous E	22
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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Kn Spell	Description	Save	School	Time	Range	Comp	Duration	B Pg.
Absorb Elements	Acid, Cold, Fire, Lightning, or Thunder resistance vs. 1 atk; first melee hit next rnd +1d6+1d6/SL dmg	_	Abjur	1 rea	Self	S	1 rnd	E 15
O Burning Hands	3d6+1d6/SL Fire dmg; save halves; unattended flammable objects ignite	Dex	Evoc	1 a	15-ft cone	V,S	Instantaneous	P 220
	Send 5+5/SL lb unattended object in 90 ft straight line; if hit crea save or 3d8+1d8/SL Bludg. dmg	Dex	Trans	1 a	150 ft	S	Instantaneous	E 15
♦ Charm Person	1+1/SL humanoids save or charmed; crea adv. on save if you or your allies are fighting it	Wis	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,Mf	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
Oetect Magic (R)	Know presence of magic within 30 ft; 1 a to see auras and determine school	_	Div	1 a	Self	v,s	Conc, 10 min	P 231
Oisguise Self	Alter appearance; Int(Investigation) check vs. spell DC to determine disguise	_	Illus	1 a	Self	v,s	1 h (D)	P 233
Earth Tremor	All crea in area except you save or 1d6+1d6/SL Bludgeoning dmg and prone; loose ground is dif. ter.	Dex	Evoc	1 a	10-ft rad	v,s	Instantaneous	E 17
Expeditious Retreat	You can take Dash actions as a bonus action for the duration	_	Trans	1 bns	Self	v,s	Conc, 10 min	P 238
	You gain 1d4+4+5/SL temporary hit points for the duration	_	Necr	1 a	Self	V,S,M	1 h	P 239
	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
♦ 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
	Ranged atk for 1d10 Piercing dmg; hit/miss 5-ft rad on target all crea save or 2d6+1d6/SL Cold dmg	Dex	Conj	1 a	60 ft	S,M	Instantaneous	E 19
	1 creature's jump distance is tripled for the duration	_	Trans	1 a	Touch	V,S,M	1 min	P 254
	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
	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
Ray of Sickness	Spell attack for 2d8+1d8/SL Poison dmg; save or also poisoned until end of your next turn	Con	Necr	1 a	60 ft	v,s	Instantaneous	P 271
♦ 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; 1 a 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 conscious creatures fall asleep, starting with the lowest current hp crea	_	Ench	1 a	90 ft	V,S,M	1 min	P 276
	All crea/obj in area 2d8+1d8/SL Thunder dmg, pushed 10 ft away; save halves and not pushed	Con	Evoc	1 a	15-ft cube	V,S	Instantaneous	P 282
	Spell attack 1d12+1d12/SL Lightning dmg; 1 a, if consecutive, for dmg again; ends if out of range	_	Evoc	1 a	30 ft	V,S,M	Conc, 1 min	P 289



🦈 2nd Level								
Kn Spell	Description	Save	e School	l Time	Range	Comp	Duration	B Pg.
Aganazzar's Scorcher	30-ft long 5-ft wide line all creatures 3d8+1d8/SL Fire dmg; save halves	_	Evoc		30-ft line		Instantaneous	
♦ Alter Self	Change appearance, gain +1 magical 1d6 natural weapons, or water breathing and swim spd	_	Trans	1 a		v,s		P 211
♦ Blindness/Deafness	1+1/SL crea save or blinded or deafened; extra save at end of every turn	Con	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
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 222
Crown of Madness	1 humanoid save or charmed and must melee attack against crea chosen by you; extra save/rnd	Wis	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		v,s,m		P 230
Detect Thoughts	1 a read thoughts of visible Int>3 crea or detect presence of invisible within 30 ft; save for probing	Wis	Div	1 a	Self	v,s,m	Conc, 1 min	P 231
♦ Dust Devil	5-ft cube; all in 5-ft 1d8+1d8/SL Bludg. dmg and pushed 10 ft away; save halves, no push; see book	Str	Conj	1 a	60 ft	v,s,M	Conc, 1 min	E 17
○ Earthbind	1 creatures save or fly speed is reduced to 0; airborne creatures descend at 60 ft per round	Str	Trans		300 ft	V	Conc, 1 min	E 17
Enhance Ability	1+1/SL crea adv. on checks with 1 stat; choosing Str, Dex, Con gives secondary benefits	_	Trans	1 a	Touch	v,s,m	Conc, 1 h	P 237
♦ Enlarge/Reduce	1 crea/object save or enlarged (Str adv. +1d4 weapon dmg), reduced (Str dis1d4 weapon dmg)	Wis	Trans	1 a	30 ft	v,s,M	Conc, 1 min	P 237
Gust of Wind	60-ft long 10-ft wide line of wind; crea starting turn in wind save or pushed 15 ft; see book	Str	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 save or paralyzed; extra save at end of each turn	Wis	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 save or rise vertically, up to 20 ft; 1 a (move a if self) move up/down 20 ft	Con	Trans	1 a	60 ft	V,S,M	Conc, 10 min	P 255
Max's Earthen Grasp	Medium hand atks 1 crea; save or 2d6 Bludg. dmg and restrained; 1 a hand moves/atks; see book	Str	Trans	1 a	30 ft	V,S,M	Conc, 1 min	E 20
	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
	You teleport 30 feet to a unoccupied space you can see	_	Conj	1 bns		v	Instantaneous	P 260
Phantasmal Force	1 crea save or sees 10 ft cube illusion that does 1d6 Psychic dmg/rnd; Int(Investigation) vs. Spell DC	Int	Illus	1 a	60 ft	V,S,M	Conc, 1 min	P 264
♦ Pyrotechnics	5 cu ft flames extinguish, or 10-ft rad all crea save or blinded 1 rnd, or 20-ft rad heavy obsc. for 1 min	Con	Trans	1 a		V,S	Instantaneous	
Scorching Ray	3+1/SL rays hit creature(s) on spell attack with each ray for 2d6 Fire dmg per ray	_		1 a		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		V,S,M		P 274
♦ Shatter	10-ft rad all 3d8+1d8/SL Thunder dmg; save halves; nonmagical unattended objects also take dmg	Con		1 a			Instantaneous	
	r: 5-ft radius all creatures 3d6+1d6/SL Cold damage; save halves	_	Evoc	1 a			Instantaneous	
♦ Spider Climb	1 gains climbing speed equal to walking speed; can go on walls and ceilings with hands free	_	Trans			, ,		P 277
Suggestion	1 crea save or follow understood reasonable stated course of action; ends if you or allies harm target	Wis	Ench			V,M	,	P 279
Warding Wind	Strong (20 mph) wind in area deafens/extinguishes unprotected flames/dif. ter./ranged wea have dis	_		1 a		V	Conc, 10 min	
♦ Web	20-ft cube, anchored, all save or restrained; dif. ter.; lightly obscures; Str check vs. Spell DC to free			1 a	60 ft		,	P 287
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♦								
3Rd Level		Carre	e School	1 minus	Panas	Comm	Dynation	P. Do
Kn Spell	Description 50% shapes every turn to travel to Ethernal Plane and nature to an empty energy within 10 ft next turn	Save	Scnool Trans		_	-		B Pg.
♦ Blink	50% chance every turn to travel to Ethereal Plane and return to an empty space within 10 ft next turn	_				V,S		P 219
♦ Clairvoyance	See or hear a familiar place; 1 a to switch between seeing and hearing (100gp)	_	Div	10 min			Conc, 10 min	
♦ Counterspell	Stop a spell being cast; make DC 10+SL spellcasting ability check if above the spell slot lyl used		Abjur			S	Instantaneous	
♦ Daylight	60-ft rad bright light + 60-ft dim light on point or object; only magical darkness of higher SL works	_	Evoc			V,S		P 230
♦ Dispel Magic	Dispel any magical effect on crea or object; make DC 10+SL spellcasting ability check if above SL used	_	Abjur			V,S	Instantaneous	
C Erupting Earth	20-ft cube all crea 3d12+1d12/SL Bludgeoning dmg; save halves; area becomes difficult terrain	—	Trans				Instantaneous	
♦ Fear	All crea save or drop what it is holding and frightened; extra save/rnd if crea is not in line of sight			1 a	30-ft cone		Conc, 1 min	
♦ Fireball	20-ft rad all crea 8d6+1d6/SL Fire dmg; save halves; unattended flammable objects ignite	Dex		1 a	150 ft		Instantaneous	
♦ Flame Arrows	12+2/SL ammunition drawn from touched quiver do +1d6 Fire damage on a successful hit	_	Trans			v,s	,	E 18
♦ Fly	1+1/SL willing creatures gain fly 60 ft speed	_	Trans		Touch		Conc, 10 min	
	1 willing crea into a misty cloud with fly 10 ft, resist. to nonmagical dmg, adv. on Str/Dex/saves	Con	Trans	1 a	Touch	v,s,m	Conc, 1 h	P 244

T3rd Leve	zl .			
Kn Spell	Description	Save	School	l Tin
◇ Blink	50% chance every turn to travel to Ethereal Plane and return to an empty space within 10 ft next turn	_	Trans	1 a
♦ Clairvoyance	See or hear a familiar place; 1 a to switch between seeing and hearing (100gp)	_	Div	10
○ Counterspell	Stop a spell being cast; make DC 10+SL spellcasting ability check if above the spell slot lvl used	_	Abjur	1 r
◇ Daylight	60-ft rad bright light + 60-ft dim light on point or object; only magical darkness of higher SL works	_	Evoc	1 a
Oispel Magic	Dispel any magical effect on crea or object; make DC 10+SL spellcasting ability check if above SL used	_	Abjur	1 a
Erupting Earth	20-ft cube all crea 3d12+1d12/SL Bludgeoning dmg; save halves; area becomes difficult terrain	_	Trans	1 a
♦ Fear	All crea save or drop what it is holding and frightened; extra save/rnd if crea is not in line of sight	Wis	Illus	1 a
♦ Fireball	20-ft rad all crea 8d6+1d6/SL Fire dmg; save halves; unattended flammable objects ignite	Dex	Evoc	1 a
Flame Arrows	12+2/SL ammunition drawn from touched quiver do +1d6 Fire damage on a successful hit	_	Trans	1 a
	1+1/SL willing creatures gain fly 60 ft speed	_	Trans	1 a
	1 willing crea into a misty cloud with fly 10 ft, resist. to nonmagical dmg, adv. on Str/Dex/saves	Con	Trans	1 a
	1 willing crea +2 AC, speed doubled, adv. on saves, extra action (1 attack, dash, disengage, hide)	Dex	Trans	1 a
Hypnotic Pattern	30-ft cube all crea save or charmed, incapacitated, speed 0 for duration; ends if crea takes dmg	Wis	Illus	1 a
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20-ft rad dif. ter.; all crea + end turn save or 2d6+1d6/SL Bludg.; bns a 60 ft ranged atk 4d6 Lightning

60×1×20ft (l×w×h) or 10-ft rad all in and 10 ft on 1 side 5d8+1d8/SL Fire dmg; save halves; see book

10-ft rad all crea < Huge save or restrained; on save ejected; save each rnd; 1 a move sphere 30 ft

 $20\text{-ft rad all crea }10\text{d}4+2\text{d}4/\text{SL now and }5\text{d}4\text{ Acid dmg at end next turn; save halves \& no dmg next turn} \quad \text{Dex Evoc} \quad 1\text{ a}$

Banishment
Blight
Confusion
Dimension Door
Dominate Beast
Greater Invisibility
Ice Storm
Polymorph
Stoneskin
Storm Sphere

♦ Vitriolic Sphere♦ Wall of Fire♦ Watery Sphere

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7 3rd Level								
Kn Spell	Description	Save	School	l Time	Range	Comp	Duration	B Pg.
◇ Blink	50% chance every 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; 1 a to switch between seeing and hearing (100gp)	_	Div	10 mir	1 mile	V,S,Mf	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
◇ 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
Oispel 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
Erupting Earth	20-ft cube all crea 3d12+1d12/SL Bludgeoning dmg; save halves; area becomes difficult terrain	_	Trans	1 a	120 ft	V,S,M	Instantaneous	E 17
♦ Fear	All crea save or drop what it is holding and frightened; extra save/rnd if crea is not in line of sight	Wis	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; save halves; unattended flammable objects ignite	Dex	Evoc	1 a	150 ft	V,S,M	Instantaneous	P 241
	12+2/SL ammunition drawn from touched quiver do +1d6 Fire damage on a successful hit	_	Trans	1 a	Touch	V,S	Conc, 1 h	E 18
	1+1/SL willing creatures gain fly 60 ft speed	_	Trans	1 a	Touch	V,S,M	Conc, 10 min	P 243
	1 willing crea into a misty cloud with fly 10 ft, resist. to nonmagical dmg, adv. on Str/Dex/saves	Con	Trans	1 a	Touch	V,S,M	Conc, 1 h	P 244
	1 willing crea +2 AC, speed doubled, adv. on saves, extra action (1 attack, dash, disengage, hide)	Dex	Trans	1 a	30 ft	V,S,M	Conc, 1 min	P 250
Hypnotic Pattern	30-ft cube all crea save or charmed, incapacitated, speed 0 for duration; ends if crea takes dmg	Wis	Illus	1 a	120 ft	S,M	Conc, 1 min	P 252
♦ Lightning Bolt	100-ft long 5-ft wide all 8d6+1d6/SL Lightn. dmg; save halves; unattended flammable obj ignite	Dex	Evoc	1 a	100ft line	V,S,M	Instantaneous	P 255
	20-ft cube illusion includes visible, audible, olfactory, temperature; 1 a move it; SL6: no conc.; see book	_	Illus	1 a	120 ft	V,S,M	Conc, 10 min	P 258
	6+2/SL meteors; at casting/bns a send up to 2 meteors 120 ft for 5-ft rad all crea 2d6 Fire dmg; save half	Dex	Evoc	1 a	Self	V,S,M	Conc, 10 min	E 20
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; difficult terrain; save or prone; Con save or lose conc.	Dex	Conj	1 a	150 ft		Conc, 1 min	P 276
Slow	6 crea in 40-ft cube save or half spd, -2 AC, -2 Dex saves, no rea, only 1 a or bns a; 1 atk; see book	Wis	Trans	1 a	120 ft		Conc, 1 min	
Stinking Cloud	20-ft rad; ignores cover, heavily obscures; all in area at start of turn save against poison or can't act		Conj				Conc, 1 min	
♦ Tongues	1 crea understands all spoken languages, all with a language can understand what it means		Div	1 a	Touch			P 283
♦ Wall of Water	30×1×10ft (l×w×h) or 20-ft rad 20-ft high; dif. ter.; ranged wea dis.; Fire dmg halved; Cold dmg freezes	_	Evoc		60 ft		Conc, 10 min	
♦ Water Breathing (R)	10 willing creatures can breathe underwater for the duration		Trans			V,S,M		P 287
♦ Water Walk (R)	10 willing creatures can move across any liquid for the duration; rise to surface if underwater	_	Trans			V,S,M		P 287
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<i>***</i> * * * * * * * * * * * * * * * * *								
74th Level								
Kn Spell	Description	Save	School	l Time	Range	Comp	Duration	B Pg.
♦ Banishment	1+1/SL crea save or banished; crea return if spell lasts < 1 min	Cha	Abjur	1 a	60 ft		Conc, 1 min	P 217
♦ Blight	1 creature takes 8d8+1d8/SL Necrotic dmg; save halves; plants have dis. on save	Con	Necr	1 a	30 ft	V,S	Instantaneous	P 219
♦ Confusion	10+5/SL-ft rad all save or confused, see book; extra save at end of every turn	Wis	Ench	1 a	90 ft	V,S,M	Conc, 1 min	P 224
♦ 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
Ominate Beast	1 beast save or charmed, follows telepathic commands, 1 a for complete control; +SL for duration	Wis	Ench	1 a	60 ft	V,S	Conc, 1 min	P 234
	1 crea invisible until end of the spell; anything the target is wearing or carrying is also invisible	_	Illus	1 a		v,s	Conc, 1 min	
♦ Ice Storm	20-ft rad 40-ft high all crea 2d8+1d8/SL Bludg, and 4d6 Cold dmg; save halves; 1 rnd difficult terrain	Dex		1 a	300 ft		Instantaneous	
Polymorph	1 creature with > 0 hp save or transformed into beast of choice of same CR or lower; see book		Trans		60 ft			P 266
Stoneskin	1 willing crea resistance to nonmagical Bludgeoning, Piercing, and Slashing dmg (100gp cons.)		Abjur		Touch			P 278
♦ 61 0 1	and the statement of th	01	T I I		150.0	17.0		г оо

 $Complete \ Spell \ Sheets \ per \ class \ (Generator\ v7.2b) \ @\ Joost\ Wijnen-flapkan @\ gmail.com; \ all\ Dungeons\ \&\ Dragons\ materials\ are\ @\ Wizards\ of\ the\ Coast\ with \ an experimental \ are\ with \ ar$

Evoc 1 a

1 a

Dex Evoc

Str Conj 1 a

150 ft

150 ft

120 ft

90 ft

V,S Conc, 1 min E 22

V,S,M Instantaneous E 23

V,S,M Conc, 1 min P 285

V,S,M Conc, 1 min E 23

Kn Spell	Description	Save School	Time	Range	Comp	Duration	B Pg.
	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
	20-ft rad 5d8+1d8/SL Poison dmg; save halves; move 10 ft/rnd; heavily obscured, difficult terrain	Con Conj	1 a	120 ft	V,S	Conc, 10 min	P 222
♦ Cone of Cold	8d8+1d8/SL Cold dmg; save halves; crea killed become frozen statues until thawed	Con Evoc	1 a	60-ft con	e V,S,M	Instantaneous	P 224
Control Winds	100-ft cube of air either gusts, downdraft, or updraft; affects flying/jump/ranged; 1 a change; see book	— Trans	1 a	300 ft	V,S	Conc, 1 h	E 16
♦ 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
O Dominate Person	1 humanoid save or charmed, follows telepathic commands, 1 a for complete control; +SL for dur.	Wis Ench	1 a	60 ft	V,S	Conc, 1 min	P 235
Hold Monster	1+1/SL crea within 30 ft of each other save or paralyzed; extra save at end of each turn	Wis Ench	1 a	90 ft	V,S,M	Conc, 1 min	P 251
♦ Immolation	1 crea save or 7d6 Fire dmg and burns for 3d6 Fire dmg/rnd; save each rnd to end; half dmg on save	Dex Evoc	1 a	90 ft	V	Conc, 1 min	E 19
♦ Insect Plague	20-ft rad all 4d10+1d10/SL Piercing dmg; save halves; ignores cover; lightly obscures; difficult terrain	Con Conj	1 a	300 ft	V,S,M	Conc, 10 min	P 254
♦ Seeming	Any crea save or disguised by changing physical appearance; Int(Investigation) check vs. spell DC	Cha Illus	1 a	30 ft	V,S	8 h (D)	P 274
Telekinesis	Move Huge creature or 1000 lb object 30 ft as 1 a; ability check with spellcasting ability vs. Str; see book	— Trans	1 a	60 ft	V,S	Conc, 10 min	P 280
	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 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 Spell	Description	Save	School	Time	Range	Comp	Duration	B 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
Chain Lightning	Lightning bolt 1 crea and 3+1/SL crea within 30 ft; 10d8 Lightning dmg; save halves	Dex	Evoc	1 a	150 ft	V,S,M	Instantaneous	P 221
Circle of Death	60-ft rad all 8d6+2d6/SL Necrotic dmg; save halves (500gp)	Con	Necr	1 a	150 ft	V,S,Mf	Instantaneous	P 221
♦ Disintegrate	1 crea save or 10d6+3d6/SL+40 Force dmg; or up to 10-ft cube nonmagical object is destroyed	Dex	Trans	1 a	60 ft	V,S,M	Instantaneous	P 233
	1 crea/rnd within 60 ft save or either fall asleep, panicked, or sickened, your choice	Wis	Necr	1 a	Self	v,s	Conc, 1 min	P 238
	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
Investiture of Flame	Fire immune; Cold resist.; 1d10 Fire dmg in 5 ft; 1 a 15-ft long 5-ft wide all crea 4d8 Fire dmg, save halves	Dex	Trans	1 a	Self	v,s	Conc, 10 min	E 19
○ Investiture of Ice	Cold immune; Fire resist.; 10-ft rad dif. ter.; 1 a 15-ft cone all crea 4d6 Cold dmg, half speed, save halves	Con	Trans	1 a	Self	v,s	Conc, 10 min	E 19
○ Investiture of Stone	Nonmagical Bludg/Pierc/Slash resist.; 1 a 15-ft rad all crea save or prone; move through earth/stone	Dex	Trans	1 a	Self	v,s	Conc, 10 min	E 19
Investiture of Wind	Ranged wea atks dis. vs. you; fly 60 ft; 1 a 15-ft cube in 60 ft all 2d10 Bludg. dmg, push 10 ft, save halves	Con	Trans	1 a	Self	v,s	Conc, 10 min	E 20
Mass Suggestion	12 crea save or follow stated course of action; SL7: 10 day; SL8: 30 days; SL9: 366 days; see book	Wis	Ench	1 a	60 ft	V,M	24 h	P 258
	Every 10 min of concentration, 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
	60-ft long 5-ft wide all 6d8 Radiant dmg, 1 rnd blind; save halves and not blinded; 1 a for new line	Con	Evoc	1 a	60-ft line	V,S,M	Conc, 1 min	P 279
	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

77th Level

Kn Spell	Description	Save School Time	Range Comp	Duration I	B Pg.
Delayed Fireball	Create bead; at chosen moment, or if conc. is broken, 20-ft rad 12d6+1d6/SL Fire dmg; save halves	Dex Evoc 1 a	150 ft V,S,M	Conc, 1 min I	P 230
	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; save halves; crea killed becomes zombie under your command	Con Necr 1 a	60 ft V,S	Instantaneous I	P 241
♦ Fire Storm	10 connected 10-ft cubes all crea 7d10 Fire dmg; save halves; unattended flammable objects ignite	Dex Evoc 1 a	150 ft V,S	Instantaneous I	P 241
Plane Shift	You + 8 willing crea teleport to different plane; or spell attack save or transported to random plane	Cha Conj 1 a	Touch V,S,M	f Instantaneous I	P 266
Prismatic Spray	All random effect, see book: either 10d6 dmg, restrained, or blinded; save halves/negates	Dex Evoc 1 a	60-ft cone V,S	Instantaneous I	P 267
Reverse Gravity	50-ft rad 100-ft high everything falls upward; save to grab hold onto something solid	Dex Trans 1 a	100 ft V,S,M	Conc, 1 min I	P 272
	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 I	P 281
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8th Level

Kn Spell	Description	Save School Time	Range	Comp	Duration I	B P
	30-ft cube all crea 10d8 Necrotic dmg; save halves; plants/water elem. dis. const/undead immune	Con Necr 1 a	150 ft	V,S,M	Instantaneous I	E 1
Oominate Monster	1 crea save or charmed, follows telepathic commands, 1 a for complete control; SL9: conc, 8h	Wis Ench 1 a	60 ft	v,s	Conc, 1 h	P 23
♦ Earthquake	Cause an earthquake in a 100-ft rad, damaging structures and creating dangerous fissures, see book	— Evoc 1 a	500 ft	V,S,M	Conc, 1 min I	P 23
♦ Incendiary Cloud	20-ft rad all 10d8 fire damage; save halves; heavily obscures; move 10 ft/rnd in chosen direction	Dex Conj 1 a	150 ft	V,S	Conc, 1 min I	P 25
Power Word Stun	1 creature with 150 current hp or less is stunned; save at end of each turn to end spell	Con Ench 1 a	60 ft	V	Instantaneous I	P 26
♦ Sunburst	60-ft rad all 12d6 Radiant dmg, 1 min blind; save halves and not blinded; save at end of each turn	Con Evoc 1 a	150 ft	V,S,M	Instantaneous I	P 27
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79th Leve	l				
Kn Spell	Description	Save School Time	Range	Comp Duration	B Pg.
	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,Mf Conc, 1 min	P 244
	4× 40-ft rad all 20d6 Bludgeoning dmg and 20d6 Fire dmg; save halves; areas do not stack	Dex 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
	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
	Duplicate any 8th lvl or lower spell, create objects, heal, resurrect, alter time, etc.; see book	— Сопј 1 a	Self	V Instantaneous	P 288
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		Glos	sary o	f Abbreviat	tions us	sed in this S	pell :	Sheet		
	(R)	Ritual	20 cu ft	20 cubic feet	dif. ter.	Difficult terrain	min	Minute(s)	Me	Memorized
	1 a	1 action	20 sq ft	20 square feet	dis.	Disadvantage	obj	Object(s)	rnd	Round(s)
	1 bns / bns a	1 bonus action	adv.	Advantage	dmg	Damage	obsc.	Obscured	SB	Spellbook
- 1	1 rea	1 reaction	CL	Character Level	h	Hour(s)	Kn	Known	SL	Spell Level

+1d4/SL

The spell can be dismissed by the caster as 1 action Extra 1d4 for every Spell Level that is used to cast the spell that is higher than the spell's original Spell Level Up to 10 creatures in the spells area, 1 of which may be you

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Cantrips	(O Level)		and the second second							
Kn Spell	Description			Sav	Schoo		Range	Comp		B Pg.
♦ Blade Ward ♦ Booming Blade	Until the end of your next turn, Bludgeoning, Piercing, and Slashing dmg resist. v Melee wea atk with cast; if it moves next rnd it 1d8 Thunder dmg; CL5:2d8, CL1	-	:4d8	_	Abjur Evoc		Self 5 ft	V,S V,M	1 rnd Instantaneou	P 218 as S 142
Chill Touch	Spell attack for 1d8 Necrotic dmg; can't regain hp; undead dis. atks vs. me; CL5:2				Necr		120 ft	V,S	1 rnd	P 221
	5-ft cube all creatures at casting, or entering save or 1d8 Fire dmg; CL5:2d8, CL1 Spell attack 1 beam 1d10 Force damage; beams can be combined or split; CL5:2,				Conj	1 а 1 а	60 ft 120 ft	V,S V,S	Conc, 1 min Instantaneou	
♦ Friends	Adv. on Cha checks vs. 1 crea currently not hostile; when spell ends, crea knows			_	Ench		Self	S,M	Conc, 1 min	
♦ Frostbite ♦ Green-Flame Blade	1 crea save or 1d6 Cold dmg and dis. on next weapon attack roll; CL5:2d6, CL11 Melee wea atk with cast; if hit, it 0d8, crea in 5 ft 0d8+spell mod Fire dmg; CL5:				Evoc Evoc	1 a 1 a	60 ft 5 ft	V,S V,M	Instantaneou Instantaneou	
Lightning Lure	1 crea you see save or pull 10 ft to you; if end in 5 ft, 1d8 Lightning dmg; CL5:2d	3, CL11:3d8	3, CL17:4d	18 Str	Evoc	1 a	15 ft	v	Instantaneou	ıs S 143
Mage Hand Magic Stone	Create spectral hand for simple tasks or carry up to 10 lb; 1 a to control; cannot l 3 pebbles can be thrown 60 ft or with sling and deal 1d6+spellcasting modifier F			s —	Conj Trans	1 a 1 bns	30 ft Touch	V,S V,S	1 min (D) 1 min	P 256 E 20
Minor Illusion	5-ft cube illusion includes visible or audible; Int(Investigation) check vs. Spell DC			_		1 a	30 ft	S,M	1 min (D)	P 260
◇ Poison Spray◇ Prestidigitation	1 creature save or 1d12 Poison dmg; CL5:2d12, CL11:3d12, CL17:4d12	vann /flava	m ata		Conj Trans		10 ft 10 ft	V,S V,S	Instantaneou 1 h (D)	as P 266 P 267
Sword Burst	Minor trick; harmless sensory effect, illusory image, snuff light, clean/soil/chill/ All crea in range save or 1d6 Force damage; CL5:2d6, CL11:3d6, CL17:4d6	variii/ iiavoi	r etc.	Dex	Conj		5 ft	v,s V	Instantaneou	
♦ Thunderclap ♦ True Strike	100-ft rad audible; all crea but you in area save or 1d6 Thunder dmg; CL5:2d6, C	L11:3d6, CI	L17:4d6	Con	Evoc Div	1 a 1 a	5-ft rad 30 ft	S S	Instantaneou	
true strike	1 creature against whom you gain advantage on your next attack roll			_	- 	та 	- 		Conc, 1 rnd	
				_						
1st Level			- and another register							
Kn Spell ◇ Armor of Agathys	Description 5+5/SL temp hp; as long as temp hp last any crea that hits in melee takes 5+5/Sl	Cold dmg		Sav	Schoo Abjur		Range Self	Comp V,S,M	Duration	B Pg. P 215
Arms of Hadar	2d6+1d6/SL Necrotic dmg; save halves; on failed save no reactions until next tur			Str	Conj		10-ft rac		Instantaneou	
Charm Person	1+1/SL humanoids save or charmed; crea adv. on save if you or your allies are fig			Wis	Ench		30 ft	V,S	1 h	P 221
◇ Comp. Languages (R)◇ Expeditious Retreat	Understand all spoken language or written language when touched; does not help You can take Dash actions as a bonus action for the duration	vs. cypners	,	_	Div Trans	1 a 1 bns	Self Self	V,S,M V,S	1 h Conc, 10 mi	P 224 n P 238
Hellish Rebuke	Cast when taking dmg, crea that dealt dmg 2d10+1d10/SL Fire dmg; save halves			Dex		1 rea	60 ft	v,s	Instantaneou	
♦ Hex ♦ Illusory Script (R)	1 crea +1d6 Necrotic dmg from your atks; dis. on chosen ability checks; SL3: con Write a message that only you, designated crea, and any with truesight can under			_		1 bns 1 min	90 ft Touch		Conc, 1 h 10 days	P 251 P 252
♦ Prot. from Evil/Good	1 crea immune fear/charm/possess, dis. on atks from abbe./celest./elem./fey/fie	nds/undead	d (25gp co	ns.) —	Abjur	1 a	Touch	V,S,M	Conc, 10 mi	n P 270
♦ Unseen Servant (R) ♦ Witch Bolt	Create an invisible, mindless, shapeless servant for simple tasks; bns a to mentally Spell attack 1d12+1d12/SL Lightning dmg; 1 a, if consecutive, for dmg again; en			_	Conj Evoc		60 ft 30 ft	V,S,M V.S.M	1 h Conc, 1 min	P 284 P 289
>				_						
♦ Ø 2-> L!										
7 2nd Level										
Kn Spell ♦ Cloud of Daggers	Description 5-ft cube 4d4+2d4/SL Slashing dmg to all that enter or start turn in area				Coni		Range 60 ft	Comp V,S,M	Duration Conc, 1 min	B Pg.
Crown of Madness	1 humanoid save or charmed and must melee attack against crea chosen by you;			Wis	Conj Ench		120 ft	V,S,M V,S	Conc, 1 min	
○ Darkness ○ Farthbind	15-ft rad darkness on point or object; darkvision doesn't work; only magical light 1 creatures save or fly speed is reduced to 0; airborne creatures descend at 60 ft p	_	L works				60 ft	V,M V	Conc, 10 mi	
♦ Earthbind ♦ Enthrall	As you speak any crea save (adv. if fighting) or dis. on Wis(Perception) for any of		ı		Trans Ench		300 ft 60 ft	v V,S	Conc, 1 min 1 min	P 238
	1+1/SL humanoid within 30 ft of each other save or paralyzed; extra save at end	of each turn	n	Wis	Ench	1 a	60 ft	V,S,M	Conc, 1 min	P 251
♦ Invisibility ♦ Mirror Image	1+1/SL crea invisible; attacking/casting makes the crea visible; anything worn/c Create three illusionary duplicates of you; destroyed if hit; randomize attacks; AC			· —	Illus Illus	1 a 1 a	Touch Self	V,S,M V,S	Conc, 1 h 1 min (D)	P 254 P 260
Misty Step	You teleport 30 feet to a unoccupied space you can see	•		_	Conj	1 bns	Self	V	Instantaneou	ıs P 260
Ray of EnfeeblementShatter	Spell attack; crea does half dmg with weapon attacks that use Str; save at end of e 10-ft rad all 3d8+1d8/SL Thunder dmg; save halves; nonmagical unattended obj				Necr Evoc		60 ft 60 ft	V,S V,S,M	Conc, 1 min Instantaneou	
	3,		9					/- / ·-		

1 gains climbing speed equal to walking speed; can go on walls and ceilings with hands free

1 crea save or follow understood reasonable stated course of action; ends if you or allies harm target

Spider Climb
Suggestion
Suggestion

Trans 1 a

Wis Ench 1 a

Touch

30 ft

V,S,M Conc, 1 h

Conc, 8 h

P 279

V,M

73rd Level									
Kn Spell Counterspell Dispel Magic Fear Fly Gaseous Form Hunger of Hadar Hypnotic Pattern Magic Circle Major Image Remove Curse Tongues Vampiric Touch	Stop a spell being cast; make DC 10+SL spellcasting ability check if above the spell slot lvl used Dispel any magical effect on crea or object; make DC 10+SL spellcasting ability check if above SL used All crea save or drop what it is holding and frightened; extra save/rnd if crea is not in line of sight 1+1/SL willing creatures gain fly 60 ft speed 1 willing crea into a misty cloud with fly 10 ft, resist. to nonmagical dmg, adv. on Str/Dex/saves 20-ft rad blinds all while in; all start turn in 2d6 Cold dmg; all end turn in save or 2d6 Acid dmg 30-ft cube all crea save or charmed, incapacitated, speed 0 for duration; ends if crea takes dmg Celes., elem., fey, fiends, or undead can't enter/leave; dis. on atk; +1h/SL dura.; see book (100gp cons.) 20-ft cube illusion includes visible, audible, olfactory, temperature; 1 a move it; SL6: no conc.; see book 1 creature or object is freed of all curses; cursed magic items break attunement with owner	Wis — Con Dex Wis — — — — —	Illus Abjur Illus Abjur	1 rea 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1	120 ft 30-ft cone Touch Touch 150 ft 120 ft 10 ft 120 ft Touch Touch	S V,S e V,S,M V,S,M V,S,M V,S,M V,S,M† V,S,M† V,S,M	Instantaneous Instantaneous Conc, 1 min Conc, 10 min Conc, 1 h Conc, 1 min Conc, 1 min Conc, 1 min Conc, 1 min Instantaneous	S P 2 S P 2 P 2 P 2 P 2 P 2 P 2 P 2 P 2 P 2 P 2	234 239 243 244 251 252 256 258 271 283
74th Level									
Kn Spell Sanishment Blight Dimension Door Elemental Bane Hallucinatory Terrain	1+1/SL crea save or banished; crea return if spell lasts < 1 min 1 creature takes 8d8+1d8/SL Necrotic dmg; save halves; plants have dis. on save Teleport yourself and 1 willing crea within 5 ft, up to 500 ft to a place you can see, specify, or describe 1+1/SL crea in 30 ft save or first attack each rnd of chosen energy does +2d6 dmg; no resistance	Cha Con — Con	Trans	1 a 1 a 1 a	60 ft 30 ft 500 ft 90 ft	V,S,M V,S V	Conc, 1 min Instantaneous Instantaneous Conc, 1 min	P 2 s P 2 s P 2 E	219 233
75th Level								_	
Kn Spell Contact Other Plane (R) Dream Hold Monster Scrying Contact Other Plane (R)	O You make DC 15 save to ask extraplanar entity 5 questions with one word answers; insane on fail You or willing crea enters a crea's dreams, manifesting as a messenger with whom it can communicate 1+1/SL crea within 30 ft of each other save or paralyzed; extra save at end of each turn	Int —	Illus Ench	1 min	Special 90 ft	V V,S,M V,S,M	1 min	P 2 P 2 P 2	
76th Level									
Kn Spell Arcane Gate Circle of Death Conj. Fey Create Undead Eyebite Flesh to Stone Investiture of Flame Investiture of Stone Investiture of Wind Mass Suggestion True Seeing	Two portals, up to 500 ft apart, teleport any to other side; portals are filled with opaque mist 60-ft rad all 8d6+2d6/SL Necrotic dmg; save halves (500gp) CR 6+1/SL fey that obeys your verbal commands not against its align.; on broken conc. fey breaks free Turn corpses into 3+1/SL ghoul a.o., see book; control 24h; bns a command 120 ft (150gp/corpse cons.) 1 crea/rnd within 60 ft save or either fall asleep, panicked, or sickened, your choice 1 crea save or restrained; save at end of turn, 3 consecutive fail: petrified, 3 consecutive succes: free Fire immune; Cold resist.; 1d10 Fire dmg in 5 ft; 1 a 15-ft long 5-ft wide all crea 4d8 Fire dmg, save halves Cold immune; Fire resist.; 10-ft rad dif. ter.; 1 a 15-ft cone all crea 4d6 Cold dmg, half speed, save halves Nonmagical Bludg/Pierc/Slash resist.; 1 a 15-ft rad all crea save or prone; move through earth/stone Ranged wea atks dis. vs. you; fly 60 ft; 1 a 15-ft cube in 60 ft all 2d10 Bludg. dmg, push 10 ft, save halves	Con Wis Con s Dex Con Dex Con Wis	Conj Necr Necr Trans Trans Trans Trans Trans Ench	1 a 1 a 1 min 1 min 1 a 1 a 1 a 1 a 1 a 1 a	500 ft 150 ft 90 ft 10 ft Self 60 ft Self Self Self Self Self	V,S V,S,Mf V,S V,S,M† V,S V,S,M V,S V,S V,S V,S	Conc, 10 min f Instantaneous Conc, 1 h f Instantaneous Conc, 1 min Conc, 1 min Conc, 10 min 24 h	P 2 P 2 P 2 P 2 P 2 P 2 P 2 P 2 P 2 P 2	221 226 229 238 243 19 19
77th Level									
Kn Spell	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; save halves; crea killed becomes zombie under your command 20-ft cube cage, or 10-ft cube solid; blocks all spells; extraplanar travel in/out on save (1500gp)	Con Cha	Trans Necr Evoc Conj	1 a 1 a 1 a	Self 60 ft 100 ft	V,S V,S V,S,M <i>f</i>	8 h (D) Instantaneous	P 2 S P 2 P 2	243
78th Level			-1		_			_	_
Kn Spell	Description	Save	School	l Time	Range	Comp	Duration	В .	Pg.

Kn Spell	Description	Save	School	Time	Range	Comp	Duration	B Pg.
♦ Demiplane	Create door to a demiplane of 30-ft cube; when spell ends, creatures inside remain trapped	_	Conj	1 a	60 ft	S		P 231
♦ Dominate Monster	1 crea save or charmed, follows telepathic commands, 1 a for complete control; SL9: conc, 8h	Wis	Ench	1 a	60 ft	V,S	Conc, 1 h	P 235
♦ Feeblemind	1 crea 4d6 Psychic dmg and save or and Cha become 1; extra save every 30 days to end spell	Int	Ench	1 a	150 ft	V,S,M	Instantaneous	P 239
	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
Power Word Stun	1 creature with 150 current hp or less is stunned; save at end of each turn to end spell	Con	Ench	1 a	60 ft	V	Instantaneous	P 267
\langle								



Kn	Spell	Description	Sav	ve Sc	hool	Time	Range	Comp	Duration	B Pg.
\Diamond	Astral Projection	You + 8 willing crea projected to Astral Plane with identical statistics (per crea 1100gp cons.)	_	Ne	ecr	1 h	10 ft	V,S,M†	Special (D)	P 215
\Diamond	Foresight	1 willing crea can't be surprised; adv. on attacks, ability checks, and saves; dis. on attacks vs. target	t —	Di	v	1 min	Touch	V,S,M	8 h	P 244
\Diamond	Imprisonment	1 crea save or trapped in chosen way with no means of escape; see book (500gp/HD cons.)	Wi	is Ab	jur	1 min	30 ft	V,S,M†	Till dispelled	P 252
\Diamond	Power Word Kill	1 creature with 100 current hp or less dies	_	En	ch	1 a	60 ft	V	Instantaneous	P 266
\Diamond	True Polymorph	1 crea/obj > 0 hp save or transformed into another crea/obj with equal CR or lower; see book	Wi	is Tr	ans	1 a	30 ft	V,S,M	Conc, 1 h	P 283
\Diamond	Power Word Kill	1 creature with 100 current hp or less dies	_	En	ch	1 a	60 ft	v	Instantaneous	P 26

(R)	Ritual	20 cu ft		dif. ter.	Difficult terrain	min	Minute(s)	Me	Memorized
(K) 1 a	1 action	20 cu 1t	20 square feet	dis.	Disadvantage	obj	Object(s)	rnd	Round(s)
1 a 1 bns / bns a		adv.	Advantage	dng	Damage	obsc.	Obscured	SB	Spellbook
1 rea	1 reaction	CL	Character Level	h	Hour(s)	Kn	Known	SL	Spell Level
(D)	The spell can be	dismissed b	y the caster as 1 a	ction					
+1d4/SL	Extra 1d4 for eve	ery Spell Lev	el that is used to c	ast the spell	that is higher that	n the spe	ell's original S	pell Leve	21
				op		op .			
10 crea	Up to 10 creatur	es in the spe	ells area, 1 of whic	•	0	· · · · · · · · · · · · · · · · · · ·			
	•	•		h may be yo	ou				
	30-foot radius sp	here. In the	lls area, 1 of whic 'Range' column it	h may be yo means it is	ou	•		•	
30-ft rad	30-foot radius sp	ohere. In the	ells area, 1 of whice 'Range' column it t means it can be o	h may be yo means it is	ou centered on you	•		•	
30-ft rad all	30-foot radius sp In the 'Description All creatures with	ohere. In the on' column it thin the spell	ells area, 1 of whice 'Range' column it t means it can be o	h may be yo means it is centered on	ou centered on you a point in space w	•		•	
30-ft rad all any	30-foot radius sp In the 'Description All creatures with	ohere. In the on' column is thin the spell your choosing	ells area, 1 of whice 'Range' column it to means it can be done area area from that the control of that the control of the con	h may be yo means it is centered on	ou centered on you a point in space w	•		•	
30-ft rad all any conc, 1 min	30-foot radius sp In the 'Description All creatures with Any creatures of Concentration, u	ohere. In the con' column in the spell your choosing to 1 minus	ells area, 1 of whice 'Range' column it to means it can be done area area from that the control of that the control of the con	h may be yo means it is centered on ney are with	ou centered on you a point in space w	rithin the			
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10 crea 30-ft rad all any conc, 1 min cons. Mf M†	30-foot radius sp In the 'Description' All creatures with Any creatures of Concentration, un The material components	othere. In the con' column is thin the spell your choosing to 1 minus mponent is costly	ells area, 1 of whice 'Range' column it to means it can be done area and, granted that the	th may be you means it is centered on mey are with pell med upon care.	ou centered on you a point in space w in the spell's area asting the spell	rithin the	e spell's range ces ("B" co Elemental E	lumn); vil Player	



Character Name:

Spellcasting Class:

Wizard

 Spell Level
 1
 2
 3
 4
 5
 6
 7
 8
 9

 Spell Slots
 Used

	Spells	to me	morize:	
_				

Spell attack modifier:
Spell save DC:

Spellcasting ability score

_Intelligence

Cantrips (0 Level)

Kn Spell	Description	Save	Schoo	l Time	Range	Comp	Duration B Pg.
Acid Splash	1 crea or 2 crea within 5 ft of each other save or 1d6 Acid dmg; CL5:2d6, CL11:3d6, CL17:4d6	Dex	Conj	1 a	60 ft	v,s	Instantaneous P 211
♦ Blade Ward	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
♦ Booming B	Melee wea atk with cast; if it moves next rnd it 1d8 Thunder dmg; CL5:2d8, CL11:3d8, CL17:4d8	_	Evoc	1 a	5 ft	V,M	Instantaneous S 142
Chill Touch	Spell attack for 1d8 Necrotic dmg; can't regain hp; undead dis. atks vs. me; CL5:2d8, CL11:3d8, CL17:4	d8 —	Necr	1 a	120 ft	v,s	1 rnd P 221
Control Fla	Nonmagical flame up to 5 cu ft; instant: expand/exinguish, 1h: brighten/dim/change color/shapes app	oear —	Trans	1 a	60 ft	S	Instant. or 1 h E 16
Create Bon	5-ft cube all creatures at casting, or entering save or 1d8 Fire dmg; CL5:2d8, CL11:3d8, CL17:4d8	Dex	Conj	1 a	60 ft	v,s	Conc, 1 min E 16
Oancing Li	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
Frostbite	1 crea save or 1d6 Cold dmg and dis. on next weapon attack roll; CL5:2d6, CL11:3d6, CL17:4d6	Con	Evoc	1 a	60 ft	v,s	Instantaneous E 18
♦ Green-Flan	Melee wea atk with cast; if hit, it 0d8, crea in 5 ft 0d8+spell mod Fire dmg; CL5:1d8, CL11:2d8, CL17:3	d8 —	Evoc	1 a	5 ft	V,M	Instantaneous S 143
Gust	Med. or smaller crea save or push 5 ft; or push unattended 5 lb obj 10 ft; or harmless sensory effect	Str	Trans	1 a	30 ft	v,s	Instantaneous E 19
	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
Lightning I	1 crea you see save or pull 10 ft to you; if end in 5 ft, 1d8 Lightning dmg; CL5:2d8, CL11:3d8, CL17:4d8	8 Str	Evoc	1 a	15 ft	V	Instantaneous S 143
Mage Hand	Create spectral hand for simple tasks or carry up to 10 lb; 1 a to control; cannot have multiple instances	· —	Conj	1 a	30 ft	v,s	1 min (D) P 256
Mending	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 Illus	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
Mold Earth	5 cu ft earth; instant.: excavate; 1h: change to difficult or normal terrain, or change shape and color	_	Trans	1 a	30 ft	S	Instant. or 1 h E 21
Poison Spra	1 creature save or 1d12 Poison dmg; CL5:2d12, CL11:3d12, CL17:4d12	Con	Conj	1 a	10 ft	v,s	Instantaneous P 266
Prestidigita	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 Fros	Spell attack for 1d8 Cold dmg and -10 ft speed until start of your next turn; CL5:2d8, CL11:3d8, CL17:4	4d8 —	Evoc	1 a	60 ft	v,s	Instantaneous P 271
Shape Wat	5 cu ft water; instant: move/change flow; 1h: simple shapes/change color or opacity/freeze	_	Trans	1 a	30 ft	S	Instant. or 1 h E 21
♦ Shocking G	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
Sword Bur	All crea in range save or 1d6 Force damage; CL5:2d6, CL11:3d6, CL17:4d6	Dex	Conj	1 a	5 ft	V	Instantaneous S 143
Thundercla	100-ft rad audible; all crea but you in area save or 1d6 Thunder dmg; CL5:2d6, CL11:3d6, CL17:4d6	Con	Evoc	1 a	5-ft rad	S	Instantaneous E 22
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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V								
1st Level								
SB Me Spell	Description	Save	Schoo	l Time	Range	Comp	Duration	B Pg.
	Acid, Cold, Fire, Lightning, or Thunder resistance vs. 1 atk; first melee hit next rnd +1d6+1d6/SL dmg	_	Abjur	1 rea	Self	S	1 rnd	E 15
	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; save halves; unattended flammable objects ignite	Dex	Evoc	1 a	15-ft cone	V,S	Instantaneous	P 220
	Send 5+5/SL lb unattended object in 90 ft straight line; if hit crea save or 3d8+1d8/SL Bludg. dmg	Dex	Trans	1 a	150 ft	S	Instantaneous	E 15
	1+1/SL humanoids save or charmed; crea adv. on save if you or your allies are fighting it	Wis	Ench	1 a		V,S	1 h	P 221
	Spell attack for 3d8+1d8/SL Acid, Cold, Fire, Lightning, Poison or Thunder dmg (50gp)	_	Evoc	1 a	90 ft	V,S,Mf	Instantaneous	P 221
	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
	Understand all spoken language or written language when touched; does not help vs. cyphers	_	Div	1 a	Self	V,S,M		P 224
	Know presence of magic within 30 ft; 1 a 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
	All crea in area except you save or 1d6+1d6/SL Bludgeoning dmg and prone; loose ground is dif. ter.	Dex	Evoc	1 a	10-ft rad	v,s	Instantaneous	E 17
Expeditious Retreat	You can take Dash actions as a bonus action for the duration	_	Trans	1 bns	Self	v,s	Conc, 10 min	P 238
	You gain 1d4+4+5/SL temporary hit points for the duration	_	Necr	1 a	Self	V,S,M	1 h	P 239
	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
	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
	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
	10-ft square difficult terrain; all entering, in area at casting or at end of turn save or fall prone	Dex	Conj	1 a	60 ft	V,S,M	1 min	P 246
	Ranged atk for 1d10 Piercing dmg; hit/miss 5-ft rad on target all crea save or 2d6+1d6/SL Cold dmg	Dex	Conj	1 a	60 ft	S,M	Instantaneous	E 19
	1 magical item or magic-imbued crea/obj; learn properties, how to use, and spells effecting it (100gp)	_	Div	1 min	Touch	V,S,Mf	Instantaneous	P 252
	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
	1+1/SL creature's speed increases by 10 ft for the duration	_	Trans	1 a	Touch	V,S,M	1 h	P 256
	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
	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
	1 crea immune fear/charm/possess, dis. on atks from abbe./celest./elem./fey/fiends/undead (25gp cons.)	—	Abjur	1 a	Touch	V,S,M†	Conc, 10 min	P 270
	Spell attack for 2d8+1d8/SL Poison dmg; save or also poisoned until end of your next turn	Con	Necr	1 a	60 ft	V,S	Instantaneous	P 271
	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
	15-ft cube illusion includes visible; 1 a move it; Int(Investigation) check vs. spell DC; see book	_	Illus	1 a	60 ft	V,S,M	Conc, 10 min	P 276
	20-ft rad 5d8+2d8/SL hp of conscious creatures fall asleep, starting with the lowest current hp crea	_	Ench	1 a	90 ft	V,S,M	1 min	P 276
	1 crea with Int>4 save or fall prone, incapacitated, can't stand; save end of each turn or if taking dmg	Wis	Ench	1 a	30 ft	V,S,M	Conc, 1 min	P 280
	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
	All crea/obj in area 2d8+1d8/SL Thunder dmg, pushed 10 ft away; save halves and not pushed	Con	Evoc	1 a	15-ft cube	V,S	Instantaneous	P 282
	Create an invisible, mindless, shapeless servant for simple tasks; bns a to mentally command it	_	Conj	1 a		v,s,M	1 h	P 284
	Spell attack 1d12+1d12/SL Lightning dmg; 1 a, if consecutive, for dmg again; ends if out of range	_	Evoc	1 a	30 ft	V,S,M	Conc, 1 min	P 289
♦ □								

72nd Level								
SB Me Spell	Description	Carre	School	Time	Range	Comm	Duration	B Pg.
SB We Spen	30-ft long 5-ft wide line all creatures 3d8+1d8/SL Fire dmg; save halves		Evoc			-	Instantaneous	
	Change appearance, gain +1 magical 1d6 natural weapons, or water breathing and swim spd	_	Trans		Self	v,s	Conc, 1 h	P 211
	Entryway locked; password or designated crea opens; +10 DC break/pick lock (25gp cons.)	_	Abjur	1 a	Touch	V,S,M†	Till dispelled	P 215
♦ □ Blindness/Deafness	1+1/SL crea save or blinded or deafened; extra save at end of every turn			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	
	5-ft cube 4d4+2d4/SL Slashing dmg to all that enter or start turn in area	_	Conj	1 a	60 ft		Conc, 1 min	
 ☐ Continual Flame ☐ Crown of Madness	Create a permanent flame (50gp cons.) 1 humanoid save or charmed and must melee attack against crea chosen by you; extra save/rnd	Wie		1 a 1 a	Touch 120 ft	V,S,MT V,S	Till dispelled Conc, 1 min	
 □ Crown of Machess □ Darkness 	15-ft rad darkness on point or object; darkvision doesn't work; only magical light of higher SL works	VV 15	Evoc	1 a	60 ft	V,M	Conc, 10 min	
□ Darkvision	1 willing creature has darkvision 60 ft for the duration	_	Trans		Touch	V,S,M		P 230
♦ □ Detect Thoughts	1 a read thoughts of visible Int>3 crea or detect presence of invisible within 30 ft; save for probing	Wis	Div	1 a	Self		Conc, 1 min	
□ Dust Devil	5-ft cube; all in 5-ft 1d8+1d8/SL Bludg. dmg and pushed 10 ft away; save halves, no push; see book	Str	Conj	1 a	60 ft	V,S,M	Conc, 1 min	E 17
	1 creatures save or fly speed is reduced to 0; airborne creatures descend at 60 ft per round	Str	Trans	1 a	300 ft	V	Conc, 1 min	E 17
♦ □ Enlarge/Reduce	1 crea/object save or enlarged (Str adv. +1d4 weapon dmg), reduced (Str dis1d4 weapon dmg)		Trans		30 ft		Conc, 1 min	
	2.5-ft rad flaming sphere; bns a move 30 ft; all within 5-ft rad 2d6+1d6/SL Fire dmg; save halves		U	1 a	60 ft		Conc, 1 min	
♦ ☐ Gentle Repose (R)	1 corpse protected from decay and prevent it from becoming undead; add duration to raising dead			1 a	Touch		10 days	P 245
	60-ft long 10-ft wide line of wind; crea starting turn in wind save or pushed 15 ft; see book			1 a 1 a	60-ft line		Conc, 1 min	
□ Inoid Person □ Invisibility	1+1/SL humanoid within 30 ft of each other 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	VV 18	Illus	1 a	Touch		Conc, 1 min Conc, 1 h	P 254
	1 object is unlocked (1 lock), unstuck, unbarred, arcane lock suppressed for 10 min; audible for 300 ft		Trans		60 ft	V ,5,1V1	Instantaneous	
	1 crea/obj up to 500 lb save or rise vertically, up to 20 ft; 1 a (move a if self) move up/down 20 ft		Trans		60 ft		Conc, 10 min	
	Learn direction to closest named or described kind or specific object within 1000 ft; see book	_	Div	1 a	Self		Conc, 10 min	
	Implant a 25 word message in an object that is uttered on chosen trigger condition (10g cons.)	_	Illus	1 min	30 ft	, ,	Till dispelled	
	1 nonmagical weapon becomes magical with +1 bonus to attack and damage; SL4: +2, SL6: +3	_	Trans	1 bns	Touch	V,S	Conc, 1 h	P 257
	Medium hand atks 1 crea; save or 2d6 Bludg. dmg and restrained; 1 a hand moves/atks; see book	Str	Trans	1 a	30 ft	v,s,m	Conc, 1 min	E 20
	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	
	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
	You teleport 30 feet to a unoccupied space you can see	_	Conj	1 bns	Self	V	Instantaneous	
♦ □ 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 263
♦ □ Phantasmal Force	1 crea 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	
 ☐ Pyrotechnics ☐ Ray of Enfeeblement	5 cu ft flames extinguish, or 10-ft rad all crea save or blinded 1 rnd, or 20-ft rad heavy obsc. for 1 min Spell attack; crea does half dmg with weapon attacks that use Str; save at end of each turn to end		Trans Necr	1 a	60 ft 60 ft	V,S V,S	Instantaneous Conc, 1 min	
 □ Ray of Efficient □ Rope Trick 	Rope up to 60 ft stands vertical; extradimensional space with invisible 3×5 ft entrance at top, for 8 crea	—	Trans		Touch	V,S,M		P 272
	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	
♦ □ 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 274
♦ □ Shatter	10-ft rad all 3d8+1d8/SL Thunder dmg; save halves; nonmagical unattended objects also take dmg	Con	Evoc	1 a	60 ft	V,S,M	Instantaneous	P 275
	Write up to 10 words with clouds in a part of the sky you can see; strong wind can diperse the clouds	_	Trans	1 a	Sight	v,s	Conc, 1 h	E 22
	: 5-ft radius all creatures 3d6+1d6/SL Cold damage; save halves	_	Evoc	1 a	90 ft	V,S,M	Instantaneous	
♦ □ Spider Climb	1 gains climbing speed equal to walking speed; can go on walls and ceilings with hands free	_	Trans		Touch		Conc, 1 h	P 277
♦ □ Suggestion	1 crea save or follow understood reasonable stated course of action; ends if you or allies harm target			1 a	30 ft	V,M	Conc, 8 h	P 279
◇ □ Web	20-ft cube, anchored, all save or restrained; dif. ter.; lightly obscures; Str check vs. Spell DC to free	Dex	Conj	1 a	60 ft	v,s,m	Conc, 1 h	P 287
□								
V U								
3Rd Level								
SB Me Spell	Description	Save	School	Time	Range	Comp	Duration	B Pg.
	Turn corpses into 1+2/SL Skeletons or Zombies; control for 24h; bns a command within 60 ft			1 min		-	Instantaneous	
	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
□ Blink	50% chance every 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; 1 a to switch between seeing and hearing (100gp)	_	Div		1 mile		Conc, 10 min	
♦ □ Counterspell	Stop a spell being cast; make DC 10+SL spellcasting ability check if above the spell slot lyl used	_	Abjur		60 ft	S	Instantaneous	
♦ □ 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	
	20-ft cube all crea 3d12+1d12/SL Bludgeoning dmg; save halves; area becomes difficult terrain		Trans		120 ft	, ,	Instantaneous	
 □ Fear □ Feign Death (R)	All crea save or drop what it is holding and frightened; extra save/rnd if crea is not in line of sight Willing creature appears dead; it is blinded, incapacitated, has dmg resist. all but Psychic, and speed 0		Illus				Conc, 1 min 1 h (D)	
 ☐ Feigh Death (k) ☐ Fireball	20-ft rad all crea 8d6+1d6/SL Fire dmg; save halves; unattended flammable objects ignite	— Dev	Necr Evoc		Touch 150 ft		Instantaneous	P 240 P 241
	12+2/SL ammunition drawn from touched quiver do +1d6 Fire damage on a successful hit	—	Trans		Touch	V,S,M V,S	Conc, 1 h	E 18
	1+1/SL willing creatures gain fly 60 ft speed		Trans		Touch		Conc, 10 min	
	1 willing crea into a misty cloud with fly 10 ft, resist. to nonmagical dmg, adv. on Str/Dex/saves		Trans		Touch		Conc, 1 h	P 244
	Create a glyph that triggers on set condition; Int(Investigation) vs. Spell DC; see book (200gp cons.)	_	Abjur		Touch		Till triggered	
□ Haste	1 willing crea +2 AC, speed doubled, adv. on saves, extra action (1 attack, dash, disengage, hide)		Trans		30 ft		Conc, 1 min	
↑ □ Hammatia Pottama	20 ft and a 11 and a second and demand in a second of all and a few densities and a few second of a se	337	¥11	1 -	1000			D 050

✓ ⊔ Mirror image	Create three musionary duplicates of you; destroyed if hit; randomize attacks; AC 10 + your Dex mod.			1 a	Sell	v,5		r 260
	You teleport 30 feet to a unoccupied space you can see	_	Conj		Self	V	Instantaneous	
	Create a false magic item with chosen properties or shroud a magical item from detection	_	Illus	1 a	Touch	V,S,M	24 h	P 263
	1 crea save or sees 10 ft cube illusion that does 1d6 Psychic dmg/rnd; Int(Investigation) vs. Spell DC	Int		1 a	60 ft		Conc, 1 min	P 264
> Pyrotechnics	5 cu ft flames extinguish, or 10-ft rad all crea save or blinded 1 rnd, or 20-ft rad heavy obsc. for 1 min		Trans		60 ft	V,S	Instantaneous	
	, ,					,		
Ray of Enfeeblement	Spell attack; crea does half dmg with weapon attacks that use Str; save at end of each turn to end		Necr		60 ft	v,s	Conc, 1 min	
□ Rope Trick	Rope up to 60 ft stands vertical; extradimensional space with invisible 3×5 ft entrance at top, for 8 crea	_	Trans		Touch	v,s,m		P 272
□ 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 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; save halves; nonmagical unattended objects also take dmg			1 a	60 ft		Instantaneous	P 275
> □ Skywrite (R)	Write up to 10 words with clouds in a part of the sky you can see; strong wind can diperse the clouds		Trans		Sight	V,S		E 22
	2. 5-ft radius all creatures 3d6+1d6/SL Cold damage; save halves	_	Evoc		90 ft		Instantaneous	
	1 gains climbing speed equal to walking speed; can go on walls and ceilings with hands free		Trans		Touch			P 277
	1 crea save or follow understood reasonable stated course of action; ends if you or allies harm target	Wis	Ench	1 a	30 ft	V,M	Conc, 8 h	P 279
□ Web	20-ft cube, anchored, all save or restrained; dif. ter.; lightly obscures; Str check vs. Spell DC to free	Dex	Conj	1 a	60 ft	V,S,M	Conc, 1 h	P 287
·			-					
□								
73rd Level								
SB Me Spell	Description 7. 1.1. 2.2. Description	Save	School		_	-		B Pg.
	Turn corpses into 1+2/SL Skeletons or Zombies; control for 24h; bns a command within 60 ft	_		1 min			Instantaneous	
→ □ Bestow Curse	1 creature cursed, see book; duration SL4:conc, 10 min; SL5:8h; SL7:24h; SL9:until dispelled	_	Necr		Touch	v,s	Conc, 1 min	
> □ Blink	50% chance every 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; 1 a to switch between seeing and hearing (100gp)	_	Div	10 mir	ı 1 mile	V,S,Mf	Conc, 10 min	P 222
○ Counterspell	Stop a spell being cast; make DC 10+SL spellcasting ability check if above the spell slot lyl 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		120 ft	V,S	Instantaneous	
> ☐ Erupting Earth	20-ft cube all crea 3d12+1d12/SL Bludgeoning dmg; save halves; area becomes difficult terrain	_	Trans		120 ft		Instantaneous	
> □ Fear	All crea save or drop what it is holding and frightened; extra save/rnd if crea is not in line of sight		Illus				Conc, 1 min	
	Willing creature appears dead; it is blinded, incapacitated, has dmg resist. all but Psychic, and speed 0		Necr		Touch			P 240
→ □ Fireball	20-ft rad all crea 8d6+1d6/SL Fire dmg; save halves; unattended flammable objects ignite		Evoc		150 ft	V,S,M	Instantaneous	P 241
	12+2/SL ammunition drawn from touched quiver do +1d6 Fire damage on a successful hit	_	Trans	1 a	Touch	V,S	Conc, 1 h	E 18
> □ 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/saves	Con	Trans		Touch			P 244
□ Glyph of Warding	Create a glyph that triggers on set condition; Int(Investigation) vs. Spell DC; see book (200gp cons.)		Abjur		Touch		Till triggered	
> □ Haste					30 ft			
/ Li Haste	1 willing crea +2 AC, speed doubled, adv. on saves, extra action (1 attack, dash, disengage, hide)		Trans				Conc, 1 min	
> Hypnotic Pattern	30-ft cube all crea save or charmed, incapacitated, speed 0 for duration; ends if crea takes dmg	W1S		1 a	120 ft	S,M	Conc, 1 min	
□ 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; save halves; unattended flammable obj ignite	Dex	Evoc	1 a	100ft 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
	20-ft cube illusion includes visible, audible, olfactory, temperature; 1 a move it; SL6: no conc.; see book	_	U	1 a	120 ft	// !	Conc, 10 min	
→ ☐ Melf's Minute Meteors	6+2/SL meteors; at casting/bns a send up to 2 meteors 120 ft for 5-ft rad all crea 2d6 Fire dmg; save half		Evoc		Self		Conc, 10 min	
Nondetection □	1 crea or object up to 10 cu ft hidden from all divination magic (25gp cons.)		Abjur			V,S,M†		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		30 ft	v,s		P 265
> ☐ Prot. from Energy	1 creature gains resistance to either Acid, Cold, Fire, Lightning, or Thunder damage for duration	_	Abjur			v,s		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	
→ □ Sending	Send 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
> □ Sleet Storm	40-ft rad 20-ft high; heavily obsc.; douses flames; difficult terrain; save or prone; Con save or lose conc.	Dex	Conj	1 a	150 ft	V,S,M	Conc, 1 min	P 276
> □ Slow	6 crea in 40-ft cube save or half spd, -2 AC, -2 Dex saves, no rea, only 1 a or bns a; 1 atk; see book		Trans		120 ft		Conc, 1 min	
> ☐ Stinking Cloud	20-ft rad; ignores cover, heavily obscures; all in area at start of turn save against poison or can't act		Conj		90 ft		Conc, 1 min	
→ ☐ Stifiking Cloud → ☐ Tidal Wave								
	30-ft x 10-ft, 10-ft high all crea 4d8 Bludg. dmg and prone; save halves not prone; extinguish flames		Conj		120 ft		Instantaneous	
> \[\text{Tongues} \]	1 crea understands all spoken languages, all with a language can understand what it means	_		1 a	Touch	V,M		P 283
→ □ Vampiric Touch	Spell attack each turn as 1 a for 3d6+1d6/SL Necrotic dmg; you heal half the damage dealt	_	Necr		Self	V,S	Conc, 1 min	
→ □ Wall of Sand	30×10×10ft (l×w×h) wall on the ground; blocks line of sight; blinded while inside; 1/3 move	_	Evoc	1 a	90 ft	V,S,M	Conc, 10 min	E 23
→ □ Wall of Water	30×1×10ft (l×w×h) or 20-ft rad 20-ft high; dif. ter.; ranged wea dis.; Fire dmg halved; Cold dmg freezes	_	Evoc	1 a	60 ft	V,S,M	Conc, 10 min	E 23
→ □ Water Breathing (R)	10 willing creatures can breathe underwater for the duration		Trans		30 ft	V,S,M		P 287
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74th Level								
SB Me Spell	Description	Save	School	Time	Range	Comp	Duration	B Pg.
	Create invisible, moving (unlimited range, 30ft/rnd) 1" magic eye with darkvision you can see through		Div	1 a	30 ft	-	Conc, 1 h	P 214
	1+1/SL crea save or banished; crea return if spell lasts < 1 min		Abjur		60 ft	v,s,m	Conc, 1 min	P 217
♦ □ Blight	1 creature takes 8d8+1d8/SL Necrotic dmg; save halves; plants have dis. on save		Necr		30 ft	v,s	Instantaneous	
○ □ Confusion ○ □	10+5/SL-ft rad all save or confused, see book; extra save at end of every turn		Ench		90 ft		Conc, 1 min	
 □ Conj. Minor Elem. □ Control Water	Summon 2+2/2SL CR of elementals that obey your verbal commands	_	Conj		90 ft	V,S	Conc, 1 h	P 226
 □ Control Water □ Dimension Door	Control an amount of water in a 100 ft cube as 1 a; flood, part, redirect, or whirlpool, see book Teleport yourself and 1 willing crea within 5 ft, up to 500 ft to a place you can see, specify, or describe		Trans Conj	1 a	300 ft 500 ft	V ,S,IVI	Conc, 10 min Instantaneous	
	1+1/SL crea in 30 ft save or first attack each rnd of chosen energy does +2d6 dmg; no resistance		Trans		90 ft	v V,S	Conc, 1 min	
	All that enter 20-ft rad save or restrained and 3d6 Bludgeoning dmg/rnd; Str/Dex check to escape		Conj		90 ft		Conc, 1 min	
	Create simple object from raw materials; or complex object if proficient in the appropriate artisan's tools	_		10 min		V,S	Instantaneous	
	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
	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
	150-ft cube of terrain resembles some other sort of terrain; Int (Investigation) vs. Spell DC; see book	_	Illus	10 min		v,s,m		P 249
	20-ft rad 40-ft high all crea 2d8+1d8/SL Bludg, and 4d6 Cold dmg; save halves; 1 rnd difficult terrain			1 a	300 ft		Instantaneous	
♦ ☐ Leo. Secret Chest	Hide chest with content in Ethereal Plane for 60 days, after that chance of loss; 1 a reappear (5050gp)	_		1 a	Touch		Instantaneous	
 □ Locate Creature □ Mor. Faithful Hound	Learn direction to closest named or described kind or specific creature within 1000 ft; see book	_	Div	1 a	Self		Conc, 1 h	P 256
	Invisible, immobile dog melee atks as spell atk for 4d8 Piercing dmg; sees invisible/ethereal; see book Up to 100+100/SL ft cube is magically secured in chosen way; see book	_		1 a 10 min	30 ft		8 h (D) 24 h (D)	P 261 P 262
Oti. Resilient Sphere	1 crea/obj up to Large save or enclosed in impenetrable sphere; can be moved as hamsterball		Evoc		30 ft		Conc, 1 min	
 ♦ □ Phantasmal Killer 	1 crea save or frightened; end of each turn save to end or 4d10+1d10/SL Psychic dmg			1 a	120 ft	V,S,IVI	Conc, 1 min	
○ □ Polymorph	1 creature with > 0 hp save or transformed into beast of choice of same CR or lower; see book		Trans		60 ft		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		Touch		Instantaneous	
♦ □ Stoneskin	1 willing crea resistance to nonmagical Bludgeoning, Piercing, and Slashing dmg (100gp cons.)	_	Abjur	1 a	Touch		Conc, 1 h	P 278
♦ □ Storm Sphere	20-ft rad dif. ter.; all crea + end turn save or 2d6+1d6/SL Bludg.; bns a 60 ft ranged atk 4d6 Lightning		Evoc		150 ft	v,s	Conc, 1 min	
♦ □ Vitriolic Sphere	20-ft rad all crea 10d4+2d4/SL now and 5d4 Acid dmg at end next turn; save halves & no dmg next turn			1 a	150 ft		Instantaneous	
	60×1×20ft (l×w×h) or 10-ft rad all in and 10 ft on 1 side 5d8+1d8/SL Fire dmg; save halves; see book		Evoc		120 ft		Conc, 1 min	
♦ □ Watery Sphere	10-ft rad all crea < Huge save or restrained; on save ejected; save each rnd; 1 a move sphere 30 ft	Str	Conj	1 a	90 ft	v,s,m	Conc, 1 min	E 23
□								
75th Level								
SB Me Spell	Description	Save	School	Time	Range	Comp	Duration	B Pg.
	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	
♦ ☐ Bigby's Hand	Large hand attacks, pushes, grapples or shields, see book; AC 20, your max hp; bns a move 60 ft	_		1 a	120 ft		Conc, 1 min	
♦ □ Cloudkill	20-ft rad 5d8+1d8/SL Poison dmg; save halves; move 10 ft/rnd; heavily obscured, difficult terrain		Conj		120 ft	v,s	Conc, 10 min	
♦ □ Cone of Cold	8d8+1d8/SL Cold dmg; save halves; crea killed become frozen statues until thawed			1 a			Instantaneous	
	CR 5+1/SL elemental that obeys your verbal commands; on broken conc. elemental breaks free	Int	Conj	1 min 1 min		V,S,M V	Conc, 1 h	P 225
 □ Contact Other Flane (k) □ Control Winds 	You make DC 15 save to ask extraplanar entity 5 questions with one word answers; insane on fail 100-ft cube of air either gusts, downdraft, or updraft; affects flying/jump/ranged; 1 a change; see book	Int	Trans		300 ft	v V,S	1 min Conc, 1 h	P 226 E 16
	Create a nonliving object up to a 5+5/SL-ft cube of vegetable matter, stone, metal, gems or rare metals		Illus	1 min			Special	P 229
	1 humanoid save or charmed, follows telepathic commands, 1 a for complete control; +SL for dur.			1 a	60 ft	V,S	Conc, 1 min	
♦ □ Dream	You or willing crea enters a crea's dreams, manifesting as a messenger with whom it can communicate	_	Illus		Special	V,S,M	/	P 236
	1 crea save or charmed; it must obeys commands or 5d10 Psychic dmg; SL7: 1 year, SL9: until disp.	Wis	Ench	1 min	60 ft	v	30 days (D)	P 244
	1+1/SL crea within 30 ft of each other save or paralyzed; extra save at end of each turn	Wis	Ench	1 a	90 ft	V,S,M	Conc, 1 min	P 251
	1 crea save or 7d6 Fire dmg and burns for 3d6 Fire dmg/rnd; save each rnd to end; half dmg on save	Dex	Evoc	1 a	90 ft	V	Conc, 1 min	E 19
♦ □ Legend Lore	Learn summary of lore involved with named or described person, place, or object (200gp; 250gp cons.)		Div	10 min		, , ,	Instantaneous	
	You invisible and illusionary duplicate of you; 1 a move it; bns a switch between its senses and yours			1 a	Self	S	Conc, 1 h	P 260
♦ ☐ Modify Memory	1 crea save or charmed, alter 1 memory of last (SL6: 7, SL7: 30, SL8: 365) day; SL:9 any memory		Ench		30 ft	v,s	Conc, 1 min	
 □ Passwall □ Planar Binding	Create a passage (max. 5 ft wide, 8 ft tall, 20 ft deep) in a wooden, plaster or stone surface for duration		Trans		30 ft	V,S,M		P 264 P 265
◇ □ Planar Binding◇ □ Rary's Telep. Bond (R)	1 celestial/elem/fey/fiend save or bound; SL6: 10, SL7: 30, SL8: 180, SL9: 366 days (1000gp cons.) 8 willing crea with Int>2 gain a telepathic bond that works for any distance on the same plane	Cna —	Abjur Div	1 n 1 a	60 ft 30 ft	V,S,M† V,S,M		P 265 P 270
Scrying	1 crea save or sensor follows it around; or create sensor in familiar location; see book (1000gp)	Wis		10 min			Conc, 10 min	
Seeming Seeming	Any crea save or disguised by changing physical appearance; Int(Investigation) check vs. spell DC		Illus	1 a	30 ft	V,S,IVI)	8 h (D)	P 274
	Move Huge creature or 1000 lb object 30 ft as 1 a; ability check with spellcasting ability vs. Str; see book	_	Trans		60 ft	v,s	Conc, 10 min	
	Create a circle to teleport to another teleportation circle on same plane; see book (50gp cons.)	_		1 min		V,M†	1 rnd	P 281
	40 cu ft stone to mud or mud to stone; mud and stone restrains; mud from ceiling falls; see book	_	Trans		120 ft		Instantaneous	E 22
	10 10×10-ft panels or 10-ft rad (hemi)sphere invisible, impenetrable wall; can float in air; see book	_	Evoc		120 ft		Conc, 10 min	
♦ ☐ 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
□		_						- —
76th Level								
SB Me Spell	Description	Save	School	Time	Range	Comp	Duration	B Pg.
♦ □ Arcane Gate	Two portals, up to 500 ft apart, teleport any to other side; portals are filled with opaque mist		Conj		500 ft	V,S	Conc, 10 min	-
	Lightning bolt 1 crea and 3+1/SL crea within 30 ft; 10d8 Lightning dmg; save halves		Evoc		150 ft		Instantaneous	
	60-ft rad all 8d6+2d6/SL Necrotic dmg; save halves (500gp)		Necr		150 ft		Instantaneous	
○ □ Contingency	Prepare another SL<6 spell you can cast to activate when some condition is met (1500gp)	_		10 min			10 days	P 227
	Turn corpses 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
	1 crea save or 10d6+3d6/SL+40 Force dmg; or up to 10-ft cube nonmagical object is destroyed	Dex	Trans		60 ft		Instantaneous	
	Link object to a sapphire (1000gp); 1 a crush gem to summon the unattended object or learn of wielder	_			Touch		Till dispelled	
	1 crea/rnd within 60 ft save or either fall asleep, panicked, or sickened, your choice		Necr		Self	V,S	Conc, 1 min	
	1 crea save or restrained; save at end of turn, 3 consecutive fail: petrified, 3 consecutive succes: free		Trans		60 ft		Conc, 1 min	
	SL<(6+1/SL) cast outside area cannot effect inside area; casting with a higher spell slot does not help	_	Abjur	ı a	10~it rad	v.5.M	Conc, 1 min	r 245

◇ □ Move Earth
 ◇ □ Oti. Freezing Sphere

♦ □ Programmed Illusion

♦ □ Otto's Irre. Dance

SL<(6+1/SL) cast outside area cannot effect inside area; casting with a higher spell slot does not help Abjur 1 a Protect an area with an assortment of effects including fog, web, illusions and locks; see book (10gp) Abjur 10 min Touch V,S,Mf 24 h v,s Conc, 10 min E 19 Self ☐ Investiture of Ice
☐ Investiture of Ice
☐ Investiture of Stone
☐ Investiture of Wind
☐ Magic Jar
☐ Mass Suggestion

12 crea save or follow stated course of action; SL7: 10 day; SL8: 30 days; SL9: 366 days; see book

60-ft rad all 10d6+1d6/SL Cold dmg; save halves; freezes water; can save up to 1 min before using

1 crea dances in place, can't move, dis. on attacks/saves, adv. on atks vs. target; Wis save each rnd

Every 10 min of concentration, gradually reshape 40 cu ft of dirt, sand, or clay; see book

30-ft cube illusion includes visible, audible; triggers on set condition; see book (25gp)

Fire immune; Cold resist.; 1d10 Fire dmg in 5 ft; 1 a 15-ft long 5-ft wide all crea 4d8 Fire dmg, save halves Dex Trans 1 a Con Trans 1 a Cold immune; Fire resist.; 10-ft rad dif. ter.; 1 a 15-ft cone all crea 4d6 Cold dmg, half speed, save halves Nonmagical Bludg/Pierc/Slash resist.; 1 a 15-ft rad all crea save or prone; move through earth/stone Dex Trans 1 a Ranged wea atks dis. vs. you; fly 60 ft; 1 a 15-ft cube in 60 ft all 2d10 Bludg. dmg, push 10 ft, save halves Con Trans 1 a Transport your soul into container from which you can attempt to possess humanoids; see book (500gp)

60-ft long 5-ft wide all 6d8 Radiant dmg, 1 rnd blind; save halves and not blinded; 1 a for new line Con Evoc 1 a 60-ft line V,S,M Conc, 1 min P 279 Complete Spell Sheets per class (Generator v7.2b) © Joost Wijnen – flapkan@gmail.com; all Dungeons & Dragons materials are © Wizards of the Coast

Conc, 10 min E 19

Conc, 10 min E 19

Conc, 10 min E 20

Conc, 1 min P 264

P 258

P 263

V,S,Mf Till dispelled P 257

V,S,M Instantaneous P 263

V,S,Mf Till dispelled P 269

Self

Self

Self

Self

60 ft

120 ft

300 ft

30 ft

120 ft

Necr 1 min

1 a

1 a

Trans 1 a

Wis Ench 1 a

Dex Ench 1 a

Illus

Con Evoc

V.S

V,S

v,s

V,M 24 h

V,S,M Conc, 2 h

 ☐ True Seeing ☐ Wall of Ice ☐	1 willing crea gains truesight 120 ft; see through illusions, hidden doors, ethereal plane (25gp cons.) 10 10×10-ft panels 1-ft thick wall; at casting 10d6 Cold dmg; save halves; can cut through; see book	— Div 1 a Touch V,S,M† 1 h P 28- Dex Evoc 1 a 120 ft V,S,M Conc, 10 min P 28-
7th Level		
B Me Spell Delayed Fireball Etherealness Finger of Death Forecage Mirage Arcane Mor. Magni. Mansion Mor. Sword Plane Shift Prismatic Spray Project Image Reverse Gravity Sequester Simulacrum Symbol Teleport Mirage Mirage Teleport Whirlwind	Description Create bead; at chosen moment, or if conc. is broken, 20-ft rad 12d6+1d6/SL Fire dmg; 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; save halves; crea killed becomes zombie under your command 20-ft cube cage, or 10-ft cube solid; blocks all spells; extraplanar travel in/out on save (1500gp) 1 sq mile alter terrain illusion includes visible, audible, olfactory, tactile; can make difficult ter; see book Create extradimensional mansion with rooms, food and servants to serve 100 people; see book (15gp) Hovering sword makes melee spell attacks for 3d10 Force dmg; bns a to move 20 ft and/or attack You + 8 willing crea teleport to different plane; or spell attack save or transported to random plane All random effect, see book: either 10d6 dmg, restrained, or blinded; save halves/negates Project image of you to familiar place; 1 a manipulate it; bns a switch between its senses and yours (5gp) 50-ft rad 100-ft high everything falls upward; save to grab hold onto something solid 1 willing crea/obj suspended, invisible, hidden from divination magic; see book (5000gp cons.) Create snow/ice duplicate of humanoid/beast; follows your verbal commands; see book (1500gp cons.) Inscribe a glyph to activate for chosen effect on set trigger; see book (1000gp cons.) You, 8 willing crea, or an object teleport to a place you know, have seen, or can describe; see book 10-ft rad 30-ft high all crea 10d6 Bludg. dmg; save halves; restrains; 1 a move 30 ft; see book	Save School Time Range Comp Duration B Pg Dex Evoc 1 a 150 ft V,S,M Conc, 1 min P 23 — Trans 1 a Self V,S 8 h (D) P 23 Con Necr 1 a 60 ft V,S Instantaneous P 24 Cha Evoc 1 a 100 ft V,S,Mf 1 h P 24 — Illus 10 min Sight V,S 10 days P 26 — Evoc 1 a 60 ft V,S,Mf Conc, 1 min P 26 Cha Conj 1 a Touch V,S,Mf Conc, 1 min P 26 Dex Evoc 1 a 60 ft V,S,Mf Conc, 1 min P 26 — Illus 1 a 500 miles V,S,Mf Conc, 1 day P 26 — Illus 1 a 100 ft V,S,Mf Conc, 1 min P 27 — Trans 1 a Touch V,
8th Level		
B Me Spell Discription Antimagic Field Antimagic Field Antipathy/Sympathy Clone Control Weather Demiplane Dominate Monster Feeblemind Incendiary Cloud Maze Mind Blank Power Word Stun Sunburst Telepathy Telepathy	Description 30-ft cube all crea 10d8 Necrotic dmg; save halves; plants/water elem. dis. const/undead immune No magical effects functions in area except those created by an artefact or a deity Object or area up to 200-ft cube attracts or repels specific type of intelligent crea; save Create a clone of a living crea; after death its soul can move to the clone (1K gp cons.; 2K gp) Change current weather; changes take 1d4×10 min; change precipitation, temperature, wind, see book Create door to a demiplane of 30-ft cube; when spell ends, creatures inside remain trapped 1 crea save or charmed, follows telepathic commands, 1 a for complete control; SL9: conc, 8h 1 crea 4d6 Psychic dmg and save or and Cha become 1; extra save every 30 days to end spell 20-ft rad all 10d8 fire damage; save halves; heavily obscures; move 10 ft/rnd in chosen direction 1 crea banished to labyrinthine demiplane; DC 20 Int check each rnd to escape; appears in same spot 1 crea immune to charms, psychic damage, divination, mind reading, and any mind altering effects 1 creature with 150 current hp or less is stunned; save at end of each turn to end spell 60-ft rad all 12d6 Radiant dmg, 1 min blind; save halves and not blinded; save at end of each turn 1 willing familiar crea Int>0 and you telepathic link; share words, sensory information if on same plane	Save School Time Range Comp Duration B Pg Con Necr 1 a 150 ft V,S,M Instantaneous E 1.1 — Abjur 1 a 10-ft rad V,S,M Conc, 1 h P 2.1 Wis Ench 1 h 60 ft V,S,M Instantaneous P 2.2 — Necr 1 h Touch V,S,M Conc, 8 h P 2.2 — Trans 10 min 5-mile rad V,S,M Conc, 8 h P 2.2 — Conj 1 a 60 ft S 1 h P 2.3 Wis Ench 1 a 60 ft V,S Conc, 1 h P 2.3 Int Ench 1 a 150 ft V,S,M Instantaneous P 2.3 Dex Conj 1 a 60 ft V,S Conc, 1 min P 2.5 Int Conj 1 a 60 ft V,S Conc, 1 min P 2.5 Con Evoc 1
9th Level		
B Me Spell Astral Projection Foresight Gate Imprisonment Meteor Swarm Power Word Kill Prismatic Wall Shapechange Time Stop True Polymorph Weird Wish	Description You + 8 willing crea projected to Astral Plane with identical statistics (per crea 1100gp cons.) 1 willing crea can't be surprised; adv. on attacks, ability checks, and saves; dis. on attacks vs. target Create a portal to a precise location on a different plane; can transport named crea to you (5000gp) 1 crea save or trapped in chosen way with no means of escape; see book (500gp/HD cons.) 4× 40-ft rad all 20d6 Bludgeoning dmg and 20d6 Fire dmg; save halves; areas do not stack 1 creature with 100 current hp or less dies Up to 90 ft long 30 ft high 5 inch thick; all in 20 ft save or blinded; 7 layers with effects, see book Take form of creature with CR of CL or lower; keep Int, Wis, Cha and alignment; see book (1500gp) You instantly take 1d4+1 turns; if affecting other creatures or worn or carried object the spell ends 1 crea/obj > 0 hp save or transformed into another crea/obj with equal CR or lower; see book 30-ft rad all save or frightened for duration; extra save at end of each round or 4d10 Psychic dmg Duplicate any 8th lvl or lower spell, create objects, heal, resurrect, alter time, etc.; see book	Save School Time Range Comp Duration B Pg — Necr 1 h 10 ft V,S,M† Special (D) P 2 15 — Div 1 min Touch V,S,M† Special (D) P 2 45 — Conj 1 a 60 ft V,S,M† Conc, 1 min P 2 45 Wis Abjur 1 min 30 ft V,S,M† Till dispelled P 25 Dex Evoc 1 a 1 mile V,S Instantaneous P 25 — Ench 1 a 60 ft V Instantaneous P 26 Con Abjur 1 a 60 ft V,S,Mf Conc, 1 h P 26 — Trans 1 a Self V,S,Mf Conc, 1 h P 27 — Trans 1 a Self V Instantaneous P 28 Wis Trans 1 a 30 ft V,S,M Conc, 1 h P 28 Wis Illus 1 a 120 ft V,S Conc, 1 min P 28 — Conj 1 a Self V Instantaneous P 28
(R) 1 a 1 bns / bns a 1 rea	Glossary of Abbreviations used in this Spell Ritual 20 cu ft 20 cubic feet dif. ter. Difficult terrain min 1 action 20 sq ft 20 square feet dis. Disadvantage obj 1 bonus action adv. Advantage dmg Damage obsc 1 reaction CL Character Level h Hour(s) Kn	Minute(s) Me Memorized Object(s) rnd Round(s)
(D) +1d4/SL 10 crea 30-ft rad all any conc, 1 min cons. Mf M† see book	The spell can be dismissed by the caster as 1 action Extra 1d4 for every Spell Level that is used to cast the spell that is higher than the s Up to 10 creatures in the spells area, 1 of which may be you 30-foot radius sphere. In the 'Range' column it means it is centered on you In the 'Description' column it means it can be centered on a point in space within t All creatures within the spells area Any creatures of your choosing, granted that they are within the spell's area Concentration, up to 1 minute The material component is consumed by the spell Material component is costly, but is not consumed upon casting the spell Material component is costly and is consumed upon casting the spell P The short spell description here is very incomplete, so beware	