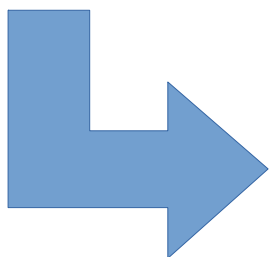


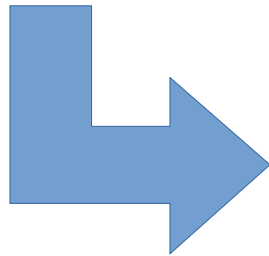
Name		Level #(+)
Conc Tag	Ritual Tag	Casting Time

On Click



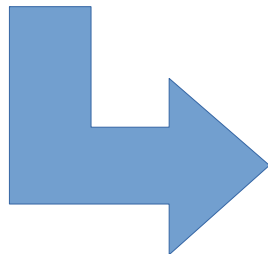
Name		Level #(+)
Conc Tag	Ritual Tag	Casting Time
School		Duration
Components:		
Verbal	Somatic	Material material comps
Description		
Target:		Spell Attack/Save Half/no damage
		Spell Effect: ndX (type) damage
(+) Cast at higher level		
----- <i>Extra Info Below</i> -----		
Classes		

Animal Messenger		Level 2+
Cone	Ritual	Casting Time: Actions



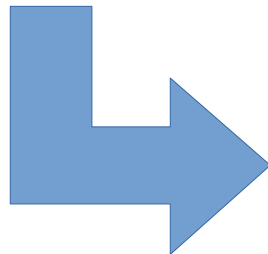
Animal Messenger		Level 2+
Cone	Ritual	Casting Time: Action
School: Enchantment		Duration: 24 hours
Components:		
Verbal	Somatic	Material a morsel of food
<p>By means of this spell, you use an animal to deliver a message. You specify a location, which you must have visited, and a recipient who matches a general description, such as "a man or woman dressed in the uniform of the town guard" or "a red-haired dwarf wearing a pointed hat." You also speak a message of up to ... your message to the creature that you described, replicating the sound of your voice. The messenger speaks only to a creature matching the description you gave. If the messenger doesn't reach its destination before the spell ends, the message is lost, and the beast makes its way back to where you cast this spell.</p>		
Target: 1 Tiny beast in 30 foot range in sight		Auto-success
(+) Cast at higher level: + 48 hr duration per spell level above 2		
----- <i>Extra Info Below</i> -----		
Classes: Bard, Druid, Ranger		

Fireball		Level 3+
Cone	Ritual	Casting Time: Action



Fireball		Level 3+
Cone	Ritual	Casting Time: Action
School: Evocation		Duration: Instant
Components:		
Verbal	Somatic	Material a tiny ball of bat guano and sulfur
A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of flame. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.		
Target: 20-ft-radius sphere in 150 feet range		Dexterity Save Half damage
		Spell Effect: 8d6 fire damage
(+) Cast at higher level: + 1d6 damage per spell level above 3		
----- <i>Extra Info Below</i> -----		
Classes: Sorcerer, Wizard		

Chill Touch	Cantrip
Cone	Ritual Casting Time: Action



Chill Touch	Cantrip
Cone	Ritual Casting Time: Action
School: Necromancy	Duration: 1 round
Components:	
Verbal	Somatic Material
<p>You create a ghostly, skeletal hand in the space of a creature and assail it with the chill of the grave. The hand clings to the target.</p> <p>If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn.</p>	
Target: 1 creature in 120 feet range	Ranged Spell Attack Spell Effect: 1d8 necro damage Prevent HP regain
At higher character levels: 2d8 damage at level 5 3d8 damage at level 11 4d8 damage at level 17	
----- <i>Extra Info Below</i> -----	
Classes: Sorcerer, Warlock, Wizard	