



1ST LEVEL

2ND LEVEL

3RD LEVEL

4TH LEVEL

5TH LEVEL

6TH LEVEL

7TH LEVEL

8TH LEVEL

9TH LEVEL

CHARACTER NAME

SPELL SLOTS

SORCERER SPELLS

SPELLCASTING ABILITY

ATTACK MODIFIER

SAVING THROW DC

CANTRIPS (0 LEVEL)

KN	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="radio"/>	Acid Splash	Each creature in 5-ft radius sphere save or 1d6 Acid dmg; +1d6 at CL 5, 11, and 17	Dex	Evoc	1 a	60 ft	V,S	Instantaneous	P4	239
<input type="radio"/>	Blade Ward	For the duration, creatures subtract 1d4 from attack rolls made against me	—	Abjur	1 a	Self	V,S	Conc, 1 min	P4	247
<input type="radio"/>	Booming Blade	Melee wea atk with cast; hit: 0d8 Thunder dmg, if it moves next round +1d8; +1d8 at CL5, 11, & 17	—	Evoc	1 a	S:5-ft rad	S,M,f	1 round	T	106
<input type="radio"/>	Chill Touch	Melee spell atk for 1d10 Necrotic; can't regain HP until my next EoT; +1d10 at CL 5, 11, and 17	—	Necro	1 a	Touch	V,S	Instantaneous	P4	249
<input type="radio"/>	Control Flames	Nonmagical flame up to 5 cu ft; instant: expand/extinguish, 1h: brighten/dim/color/create shapes	—	Trans	1 a	60 ft	S	Instant. or 1 h	X	152
<input type="radio"/>	Create Bonfire	5-ft cube all crea now/enter/end turn save or 1d8 Fire dmg; ignites flammable; +1d8 at CL 5/11/17	Dex	Conj	1 a	60 ft	V,S	Conc, 1 min	X	152
<input type="radio"/>	Dancing Lights	4 torch-sized lights or 1 humanlike Medium light; each emits 10-ft rad dim light; bns to move 60 ft	—	Illus	1 a	120 ft	V,S,M	Conc, 1 min	P4	259
<input type="radio"/>	Elementalism	Create minor effect: strong breeze; dust/sand/word; embers/smoke; mist/water; sculpt element; see B	—	Trans	1 a	30 ft	V,S	Instantaneous	P4	167
<input type="radio"/>	Fire Bolt	Spell attack for 1d10 Fire dmg; unattended flammable objects ignite; +1d10 at CL 5, 11, and 17	—	Evoc	1 a	120 ft	V,S	Instantaneous	P4	274
<input type="radio"/>	Friends*	1 non-hostile humanoid save or Charmed (once/day); ends if dmgd/I atk, dmg, force save; knows after	—	Ench	1 a	10 feet	S,M	Conc, 1 min	P4	277
<input type="radio"/>	Frostbite	1 crea save or 1d6 Cold dmg and dis. on next weapon attack roll; +1d6 at CL 5, 11, and 17	Con	Evoc	1 a	60 ft	V,S	Instantaneous	X	156
<input type="radio"/>	Green-Flame Blade	Melee wea atk with cast; hit: 0d8 Fire dmg, 1 crea in 5 ft 0d8+spell mod Fire dmg; +1d8 CL5/11/17	—	Evoc	1 a	S:5-ft rad	S,M,f	Instantaneous	T	107
<input type="radio"/>	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	X	157
<input type="radio"/>	Infestation	1 crea save or 1d6 Poison dmg and moved 5 ft in random direction; +1d6 at CL 5, 11, and 17	Con	Conj	1 a	30 ft	V,S,M	Instantaneous	X	158
<input type="radio"/>	Light	1 unattended obj ≤Large emits 20-ft rad bright light and 20-ft rad dim light; 1 instance only	—	Evoc	1 a	Touch	V,M	1 h	P4	292
<input type="radio"/>	Lightning Lure	1 crea in 15 ft save or pulled 10 ft to me; if it ends in 5 ft, 1d8 Lightning dmg; +1d8 at CL 5, 11, & 17	Str	Evoc	1 a	S:15-ft rad	V	Instantaneous	T	107
<input type="radio"/>	Mage Hand	Spectral hand does simple task in 30ft; carries up to 10 lb; 1 a to control again; only 1 instance	—	Conj	1 a	30 ft	V,S	1 min	P4	293
<input type="radio"/>	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	P4	297
<input type="radio"/>	Message	1 crea I point toward hears whispered message and can reply with a whisper; nobody can overhear	—	Trans	1 a	120 ft	S,M	1 round	P4	298
<input type="radio"/>	Mind Sliver*	1 crea save or 1d6 Psychic, -1d4 on first save before my next turn ends; +1d6 at CL 5, 11, and 17	Int	Ench	1 a	60 ft	V	1 round	P4	298
<input type="radio"/>	Minor Illusion	5-ft cube illusion includes visual or sound; Int(Investigation) check vs spell DC; see book	—	Illus	1 a	30 ft	S,M	1 min	P4	298
<input type="radio"/>	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	X	162
<input type="radio"/>	Poison Spray	Ranged spell attack for 1d12 Poison damage; +1d12 at CL 5, 11, and 17	—	Necro	1 a	30 ft	V,S	Instantaneous	P4	306
<input type="radio"/>	Prestidigitation	Harmless sensory effect, snuff/light fire, clean/soil, chill/warm/flavor, small mark, illusion/trinket; up to 3	—	Trans	1 a	10 ft	V,S	1 h	P4	307
<input type="radio"/>	Ray of Frost	Ranged spell atk for 1d8 Cold dmg and -10 ft speed until start of my next turn; +1d8 at CL 5, 11, & 17	—	Evoc	1 a	60 ft	V,S	Instantaneous	P4	311
<input type="radio"/>	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	X	164
<input type="radio"/>	Shocking Grasp	Melee spell attack for 1d8 Lightning; no opportunity atks until its next turn; +1d8 at CL 5, 11, and 17	—	Evoc	1 a	Touch	V,S	Instantaneous	P4	316
<input type="radio"/>	Sorcerous Burst	Spell atk 1d8 Acid/Cold/Fire/Lightn./Poison/Psych/Thndr; +1d8 per 8 (max spell mod) +1d8 CL 5/11/17	—	Evoc	1 a	120 ft	V,S	Instantaneous	P4	318
<input type="radio"/>	Sword Burst	All crea in range save or 1d6 Force damage; +1d6 at CL 5, 11, and 17	Dex	Conj	1 a	S:5-ft rad	V	Instantaneous	T	115
<input type="radio"/>	Thunderclap	100-ft rad audible; all creatures but me save or 1d6 Thunder; +1d6 at CL 5, 11, and 17	Con	Evoc	1 a	S:5-ft rad	S	Instantaneous	P4	333
<input type="radio"/>	True Strike	Atk with prof. weapon using spell ability; deal weapon or Radiant dmg; +1d6 Radiant at CL 5, 11 & 17	—	Div	1 a	Self	S,M	Instantaneous	P4	336
<input type="radio"/>			—						—	—
<input type="radio"/>			—						—	—
<input type="radio"/>			—						—	—

1ST LEVEL

KN	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="radio"/>	Absorb Elements	Acid, Cold, Fire, Lightning, or Thunder resistance till next turn start; first melee hit +1d6+1d6/SL dmg	—	Abjur	1 rea	Self	S	1 rnd	X	150
<input type="radio"/>	Burning Hands	All in area 3d6+1d6/SL Fire dmg; save halves; unattended flammable objects ignite	Dex	Evoc	1 a	S:15ft cone	V,S	Instantaneous	P4	248
<input type="radio"/>	Catapult	Send 5+5/SL lb unattended object in 90 ft straight line; if crea hit, save or 3d8+1d8/SL Bludg. dmg	Dex	Trans	1 a	60 ft	S	Instantaneous	X	150
<input type="radio"/>	Chaos Bolt	Spell atk 2d8+1d6+1d6/SL dmg, d8s set dmg type, see B; double on d8s: new atk vs. crea in 30 ft	—	Evoc	1 a	120 ft	V,S	Instantaneous	X	151
<input type="radio"/>	Charm Person*	1+1/SL humanoids save or Charmed & Friendly; adv. on save if fighting me/ally; ends if we dmg it	Wis	Ench	1 a	30 ft	V,S	1 h	P4	249
<input type="radio"/>	Chromatic Orb	Spell atk 3d8+1d8/SL Acid/Cold/Fire/Lghtn/Poison/Thdr; if dup. atk new target in 30ft; leap 1/SL (50gp)	—	Evoc	1 a	90 ft	V,S,M,f	Instantaneous	P4	249
<input type="radio"/>	Color Spray	All creatures in area save or Blinded until my next turn ends	Con	Illus	1 a	S:15ft cone	V,S,M	Instantaneous	P4	251
<input type="radio"/>	Comp. Languages (R)	Understand all spoken and signed languages and writing when touched; doesn't help vs codes	—	Div	1 a	Self	V,S,M	1 h	P4	252
<input type="radio"/>	Detect Magic (R)	Sense magic effects in 30ft; 1 a to see aura on magical object/creature and determine school	—	Div	1 a	S:30-ft rad	V,S	Conc, 10 min	P4	262
<input type="radio"/>	Disguise Self	Alter appearance with illusion; Int (Investigation) check vs. spell DC to determine disguise	—	Illus	1 a	Self	V,S	1 h	P4	262
<input type="radio"/>	Distort Value	1 obj up to 1+1/SL cu ft doubles/halves in perceived value; Investigation vs. spell DC to see true value	—	Illus	1 min	Touch	V	8 hours	AI	75
<input type="radio"/>	Earth Tremor	All crea in range except me save or 1d6+1d6/SL Bludgeoning dmg and prone; loose ground is dif. ter.	Dex	Evoc	1 a	10 ft	V,S	Instantaneous	X	155
<input type="radio"/>	Expeditious Retreat	I can take the Dash action now and as a bonus action for the duration	—	Trans	1 bns	Self	V,S	Conc, 10 min	P4	270
<input type="radio"/>	False Life	I gain 2d4+4+5/SL temporary hit points.	—	Necro	1 a	Self	V,S,M	Instantaneous	P4	271
<input type="radio"/>	Feather Fall	5 creatures descend only 60 ft/rnd for duration or until land, taking no falling damage	—	Trans	1 rea	60 ft	V,M	1 min	P4	271
<input type="radio"/>	Fog Cloud	20ft + 20ft/SL radius fog that heavily obscures area; dispersed by strong wind	—	Conj	1 a	120 ft	V,S	Conc, 1 h	P4	276
<input type="radio"/>	Grease	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	P4	280
<input type="radio"/>	Ice Knife	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	P4	287

○ Jump	1+1/SL creature can spend 10 ft movement to jump 30 ft once per turn	—	Trans	1 bns	Touch	V,S,M	1 min	P4	290
○ Mage Armor	1 creature that isn't wearing armor has AC 13 + Dex modifier; spell ends if it dons armor	—	Abjur	1 a	Touch	V,S,M	8 h	P4	293
○ Magic Missile*	3+1/SL darts hit same or different creatures for 1d4+1 Force dmg per dart	—	Evoc	1 a	120 ft	V,S	Instantaneous	P4	295
○ Ray of Sickness	Ranged spell attack for 2d8+1d8/SL Poison damage and Poisoned until my next turn ends	—	Necro	1 a	60 ft	V,S	Instantaneous	P4	311
○ Shield	If hit by atk +5 AC until start of next turn, may cause to miss; or stop Magic Missile from damaging me	—	Abjur	1 rea	Self	V,S	1 round	P4	316
○ Silent Image	15-ft cube visual illusion; 1 a to move, can appear natural; Int(Investigation) check vs spell DC; see book	—	Illus	1 a	60 ft	V,S,M	Conc, 10 min	P4	317
○ Silvery Barbs	1 crea reroll d20 and use lowest for atk, check, or save; 1 crea adv. next atk, check, or save in 1 min	—	Ench	1 rea	60 ft	V	Instantaneous	SC	38
○ Sleep	Any 5-ft radius save or Incapacitated; if fail, save or Unconscious at next EoT. 1 a or dmg to wake	Wis	Ench	1 a	60 ft	V,S,M	1 min	P4	317
○ Tasha's Caustic Brew	30-ft long 5-ft wide all save or 2d4+2d4/SL Acid dmg at start of turn; action to clean self or adjacent	Dex	Evoc	1 a	S:30-ft line	V,S,M	Conc, 1 min	T	115
○ Thunderwave	All crea/unsecured obj 2d8+1d8/SL Thunder, pushed 10 ft away; save 1/2 dmg only; audible 300ft	Con	Evoc	1 a	S:15ft cube	V,S	Instantaneous	P4	334
○ Witch Bolt	Rngd spell atk 2d12+1d12/SL Lightn.; miss/hit bns 1d12 Lightn. per rnd; ends if out of range/total cover	—	Evoc	1 a	60 ft	V,S,M	Conc, 1 min	P4	343
○ _____	_____	—	_____	_____	_____	_____	_____	—	—
○ _____	_____	—	_____	_____	_____	_____	_____	—	—
○ _____	_____	—	_____	_____	_____	_____	_____	—	—

2ND LEVEL

KN	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	Aganazzar's Scorchers	30-ft long 5-ft wide line all creatures 3d8+1d8/SL Fire dmg; save halves	Dex	Evoc	1 a	30-ft line	V,S,M	Instantaneous	X	150
○	Air Bubble	Create spectral globe of fresh air around a head of 1+2/SL willing creatures, lasts for the duration	—	Conj	1 a	60 ft	S	24 h	SJ	22
○	Alter Self	Alter appearance, gain natural wea (1d6, use spell ability), or water breathing & swim spd; a to switch	—	Trans	1 a	Self	V,S	Conc, 1 h	P4	239
○	Arcane Vigor	Roll 1-2+1/SL unused hit dice and regain roll + spellcasting mod HP. Hit dice then expended.	—	Abjur	1 bns	Self	V,S	Instantaneous	P4	242
○	Blindness/Deafness*	1+1/SL creature save vs Blinded or Deafened; repeat save at end of each turn	Con	Trans	1 a	120 ft	V	1 min	P4	248
○	Blur	Creatures have disadvantage on attacks vs me unless creature has Blindsight or Truesight	—	Illus	1 a	Self	V	Conc, 1 min	P4	248
○	Cloud of Daggers	5-ft cube all now/cover/enter/end 4d4+2d4/SL Slashing (1/turn/creature); a to teleport cube 30 ft	—	Conj	1 a	60 ft	V,S,M	Conc, 1 min	P4	251
○	Crown of Madness*	1 humanoid save or Charmed; a to maintain; melee atk crea I choose before move; redo save EoT; see B	Wis	Ench	1 a	120 ft	V,S	Conc, 1 min	P4	259
○	Darkness	15-ft rad darkness on point or object; Darkvision doesn't work; only magical light of SL 3+ works in it	—	Evoc	1 a	60 ft	V,M	Conc, 10 min	P4	260
○	Darkvision	1 willing creature has Darkvision 150 ft for the duration	—	Trans	1 a	Touch	V,S,M	8 h	P4	260
○	Detect Thoughts	Sense thinking crea/read 1 vis. crea surface thoughts; 1 a switch/probe (save & knows, Int (Arcana) end)	Wis	Div	1 a	S:30-ft rad	V,S,M	Conc, 1 min	P4	262
○	Dragon's Breath	1 willing crea: for dur. 1 a exhale 15-ft cone all 3d6+1d6/SL Acid/Cold/Fire/Lightn./Poison; save halves	Dex	Trans	1 bns	Touch	V,S,M	Conc, 1 min	P4	266
○	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	X	154
○	Earthbind	1 creatures save or fly speed is reduced to 0; airborne creatures safely descend at 60 ft per round	Str	Trans	1 a	300 ft	V	Conc, 1 min	X	154
○	Enhance Ability	1+1/SL creature adv. on checks with 1 stat (choose for each target): Str, Dex, Int, Wis, or Cha	—	Trans	1 a	Touch	V,S,M	Conc, 1 h	P4	268
○	Enlarge/Reduce*	1 crea/obj save or Enlarged (Str adv. +1d4 weapon/unarmed dmg), Reduced (Str disadv; -1d4, min 1)	Con	Trans	1 a	30 ft	V,S,M	Conc, 1 min	P4	268
○	Flame Blade	Summon blade; 1 a melee spell atk for 3d6+1d6/2SL+spell mod Fire; 10ft rad bright/10ft dim light	—	Evoc	1 bns	Self	V,S,M	Conc, 10 min	P4	275
○	Flaming Sphere	5ft dia fiery sphere; 20ft bright/20ft dim; bns move 30ft; if crea hit/end in 5ft 2d6+1d6/SL Fire; save 1/2	Dex	Conj	1 a	60 ft	V,S,M	Conc, 1 min	P4	275
○	Gust of Wind	60ft×10ft (l×w) wind; all in wind now/end save or pushed 15 ft; bns change direction; see book	Str	Evoc	1 a	Self	V,S,M	Conc, 1 min	P4	282
○	Hold Person*	1+1/SL visible humanoids save or Paralyzed; extra save at end of each turn	Wis	Ench	1 a	60 ft	V,S,M	Conc, 1 min	P4	286
○	Invisibility	1+1/SL creatures become Invisible; attacking, casting, or dealing damage ends the spell	—	Illus	1 a	Touch	V,S,M	Conc, 1 h	P4	289
○	Kinetic Jaunt	+10 ft walk spd; provoke no opportunity atks; move through crea space, counts not as difficult terrain	—	Trans	1 bns	Self	S	Conc, 1 min	SC	37
○	Knock*	1 object unlocked (1 lock), unstuck, unbarred, Arcane Lock suppressed for 10 min; audible 300 ft	—	Trans	1 a	60 ft	V	Instantaneous	P4	290
○	Levitate*	1 crea/≤500 lb object save or rise vertically, up to 20 ft; 1 a move target up/down 20 ft (move a if me)	Con	Trans	1 a	60 ft	V,S,M	Conc, 10 min	P4	291
○	Magic Weapon	1 nonmagical weapon becomes magical with +1 to atk & dmg; 1 instance only; SL3+: +2, SL6+: +3	—	Trans	1 bns	Touch	V,S	1 h	P4	295
○	Max's Earthen Grasp	Medium hand atks 1 crea: save or 2d6 Bludg. dmg & restrained; 1 a hand moves/atks, releases; see B	Str	Trans	1 a	30 ft	V,S,M	Conc, 1 min	X	161
○	Mind Spike*	1 creature 3d8+1d8/SL Psychic, know location on plane, not Invisible for me; save half dmg only	Wis	Div	1 a	120 ft	S	Conc, 1 h	P4	298
○	Mirror Image	3 illusory duplicates; if hit & atker not Blind/Blindsight/Truesight roll 1d6 per; >2 any d6, destroys dup	—	Illus	1 a	Self	V,S	1 min	P4	299
○	Misty Step*	I teleport up to 30 feet to an unoccupied space I can see	—	Conj	1 bns	Self	V	Instantaneous	P4	299
○	Phantasmal Force*	1 crea save or see 10ft cu illusion; if harmful & in 5ft 2d8 Psychic/rnd; Int(Invest.) vs spell DC ends	Int	Illus	1 a	60 ft	V,S,M	Conc, 1 min	P4	304
○	Pyrotechnics	5 cu ft nonma. flame extinguish, or 10-ft rad all crea save or blind 1 rnd, or 20-ft rad hvy obsc. 1 min	Con	Trans	1 a	60 ft	V,S	Instantaneous	X	163
○	Scorching Ray	3+1/SL rays target 1 or more creatures; each ray ranged spell attack for 2d6 Fire dmg	—	Evoc	1 a	120 ft	V,S	Instantaneous	P4	313
○	See Invisibility	See Invisible/ethereal creatures and objects as if they were visible; ethereals appear ghostly	—	Div	1 a	Self	V,S,M	1 h	P4	314
○	Shadow Blade	Sword 2d8 Psychic dmg, finesse, light, thrown (20/60 ft), adv. if target in dim/dark; +1d8 at SL3/5/7	—	Illus	1 bns	Self	V,S	Conc, 1 min	X	164
○	Shatter	10ft rad all crea and nonmagical unattended obj 3d8+1d8/SL Thunder; save halves; constructs dis.	Con	Evoc	1 a	60 ft	V,S,M	Instantaneous	P4	316
○	Snillloc's Snowball Swarm	5-ft radius all creatures 3d6+1d6/SL Cold damage; save halves	Dex	Evoc	1 a	90 ft	V,S,M	Instantaneous	X	165
○	Spider Climb	1+1/SL crea gains climb speed equal to speed; can move on walls and ceilings without using hands	—	Trans	1 a	Touch	V,S,M	Conc, 1 h	P4	319
○	Suggestion*	1 crea save or Charmed; attempts achievable action stated in 25 words; ends if done or l/allies dmg it	Wis	Ench	1 a	30 ft	V,M	Conc, 8 h	P4	321
○	Tasha's Mind Whip	1+1/SL crea, max 30 ft apart; 3d6 Psychic dmg; no rea; only move, act, or bns; save half, no act limit	Int	Ench	1 a	90 ft	V	1 rnd	T	115
○	Vortex Warp	1 crea save or teleported to a sufficiently empty space of my choice within range; +30 ft/SL range	Con	Conj	1 a	90 ft	V,S	Instantaneous	SC	38
○	Warding Wind	Strong (20 mph) wind around me deafens/extinguishes unprotected flames/dif. ter./ranged wea dis.	—	Evoc	1 a	S:10-ft rad	V	Conc, 10 min	X	170
○	Warp Sense	Know presence of portals in 30 ft; 1 a DC 15 spell ability chk to see destination & portal key, ends spell	—	Div	1 a	Self	V,S,M	Conc, 1 min	PS	12
○	Web	20ft cu flammable web; enter/start save or Restr.; dif. ter.; lightly obsc.; Str(Ath.) chk vs DC to free	Dex	Conj	1 a	60 ft	V,S,M	Conc, 1 h	P4	340
○	Wither and Bloom	10-ft rad any crea 2d6+1d6/SL Necrotic dmg, save half; 1 crea can heal using 1+1/SL HD; see B	Con	Necro	1 a	60 ft	V,S,M	Instantaneous	SC	38
○	_____	_____	—	_____	_____	_____	_____	_____	—	—
○	_____	_____	—	_____	_____	_____	_____	_____	—	—
○	_____	_____	—	_____	_____	_____	_____	_____	—	—
○	_____	_____	—	_____	_____	_____	_____	_____	—	—
○	_____	_____	—	_____	_____	_____	_____	_____	—	—
○	_____	_____	—	_____	_____	_____	_____	_____	—	—
○	_____	_____	—	_____	_____	_____	_____	_____	—	—
○	_____	_____	—	_____	_____	_____	_____	_____	—	—

3RD LEVEL

KN SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○ Blink	50% chance to travel to Ethereal Plane each EoT; return to an empty space within 10ft next turn	—	Trans	1 a	Self	V,S	1 min	P4	248
○ Catnap	3+1/SL willing crea unconscious for 10 min to gain benefits of short rest; Ends if dmg or 1 a to wake	—	Ench	1 a	30 ft	S,M	10 min	X	151
○ Clairvoyance	See or hear familiar place or obvious location; bns switch between seeing and hearing (100gp)	—	Div	10 min	1 mile	V,S,Mf	Conc, 10 min	P4	250
○ Counterspell*	Stop spell being cast; target save to keep casting; if fail spell action wasted but spell slot unused	Con	Abjur	1 rea	60 ft	S	Instantaneous	P4	258
○ Daylight	60-ft rad bright sunlight & 60-ft rad dim on point or obj; only magical darkness of SL 4+ works in it	—	Evoc	1 a	60 ft	V,S	1 h	P4	260
○ Dispel Magic	Dispel all spells on crea, obj, or magical effect; if above casting SL, DC 10+SL spellcasting ability chk	—	Abjur	1 a	120 ft	V,S	Instantaneous	P4	264
○ Enemies Abound	1 crea save or regard all creatures it can see as enemies; random targeting; save when damaged to end	Int	Ench	1 a	120 ft	V,S	Conc, 1 min	X	155
○ Erupting Earth	20-ft cube all crea 3d12+1d12/SL Bludgeoning dmg; save halves; area becomes difficult terrain	Dex	Trans	1 a	120 ft	V,S,M	Instantaneous	X	155
○ Fear	All crea save or drop held items and Frightened; Dash away; extra save at EoT if no line of sight	Wis	Illus	1 a	S:30ft cone	V,S,M	Conc, 1 min	P4	271
○ 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	P4	274
○ Flame Arrows	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	X	156
○ Fly	1+1/SL willing creatures gain 60 feet fly speed and hover	—	Trans	1 a	Touch	V,S,M	Conc, 10 min	P4	276
○ Gaseous Form	1+1/SL willing crea into mist; fly 10ft, resist. physical dmg, adv. on Str/Dex/Con saves; 1 a/0 hp revert	—	Trans	1 a	Touch	V,S,M	Conc, 1 h	P4	277
○ Haste*	1 crea +2 AC, speed ×2, adv. on Dex saves, extra action: Atk (1 only), Dash, Diseng., Hide, or Utilize	—	Trans	1 a	30 ft	V,S,M	Conc, 1 min	P4	284
○ Hypnotic Pattern	30-ft cube all sighted crea save or Charmed; for dur. Incapacitated, speed 0; 1 a or dmg to end for crea	Wis	Illus	1 a	120 ft	S,M	Conc, 1 min	P4	287
○ Intellect Fortress	1+1/SL crea, each max 30 ft apart, has Psychic damage resistance and adv. on Int, Wis, and Cha saves	—	Abjur	1 a	30 ft	V	Conc, 1 h	T	107
○ Lightning Bolt	100-ft long 5-ft wide line all creatures 8d6+1d6/SL Lightning damage; save halves	Dex	Evoc	1 a	S:100-ft line	V,S,M	Instantaneous	P4	292
○ Major Image*	20-ft cube illusion includes sight, sounds, smells, temperature; 1 a move; SL4+: no conc; see book	—	Illus	1 a	120 ft	V,S,M	Conc, 10 min	P4	295
○ Melf's Minute Meteors	6+2/SL meteors; at casting/bns a send up to two 120 ft for 5-ft rad all crea 2d6 Fire dmg; save half	Dex	Evoc	1 a	Self	V,S,M	Conc, 10 min	X	161
○ Protection from Energy	1 willing creature gains resistance to Acid, Cold, Fire, Lightning, or Thunder damage	—	Abjur	1 a	Touch	V,S	Conc, 1 h	P4	309
○ Sleet Storm	40ft × 40ft cyl.; heavily obs.; douses flames; dif. ter.; enter/start turn save or Prone & lose conc.	Dex	Conj	1 a	150 ft	V,S,M	Conc, 1 min	P4	317
○ Slow	40ft cu 6 crea save or 1/2 spd, -2 AC & Dex save, no rea, only a or bns, 1 atk; 25% S spell fails; EoT save	Wis	Trans	1 a	120 ft	V,S,M	Conc, 1 min	P4	318
○ Stinking Cloud	20-ft radius; heavily obscures; all in area at start of turn save vs Poisoned or can't act that turn	Con	Conj	1 a	90 ft	V,S,M	Conc, 1 min	P4	321
○ Thunder Step	Me + 1 willing crea teleport 90 ft; all crea in 10 ft of origin 3d10+1d10/SL Thunder dmg; save half	Con	Conj	1 a	90 ft	V	Instantaneous	X	168
○ Tidal Wave	30-ft × 10-ft, 10-ft high all crea 4d8 Bludg. dmg and prone; save halves not prone; extinguish flames	Dex	Conj	1 a	120 ft	V,S,M	Instantaneous	X	168
○ Tongues	1 crea understands all spoken and signed languages, all creatures with a language understand it	—	Div	1 a	Touch	V,M	1 h	P4	334
○ Vampiric Touch	Melee spell attack for 3d6+1d6/SL Necrotic dmg; I heal half the damage dealt; repeat as a	—	Necro	1 a	Self	V,S	Conc, 1 min	P4	337
○ Wall of Water	30×1×10ft (l×w×h) or 20-ft rad 20-ft high; dif. ter.; range wea dis.; Fire dmg half; Cold dmg freezes	—	Evoc	1 a	60 ft	V,S,M	Conc, 10 min	X	170
○ Water Breathing (R)	10 willing creatures can breathe underwater for the duration	—	Trans	1 a	30 ft	V,S,M	24 h	P4	340
○ Water Walk (R)	10 crea can move across any liquid for duration; bns move between liquid/surface; if fall enter liquid	—	Trans	1 a	30 ft	V,S,M	1 h	P4	340
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4TH LEVEL

KN SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○ Banishment*	1+1/SL crea save or banished; aberration/celestial/elemental/fey/ fiend don't return if spell lasts 1 min	Cha	Abjur	1 a	30 ft	V,S,M	Conc, 1 min	P4	245
○ Blight*	Kill nonmagical plant or target 1 crea for 8d8+1d8/SL Necrotic dmg; save halves; plant crea auto fails	Con	Necro	1 a	30 ft	V,S	Instantaneous	P4	247
○ Charm Monster*	1+1/SL crea save or Charmed & Friendly; adv. on save if fighting me/ally; ends if we dmg it	Wis	Ench	1 a	30 ft	V,S	1 h	P4	249
○ Confusion	10+5ft/SL rad all crea save or no bns/reactions and confused; see book; repeat save at end of turn	Wis	Ench	1 a	90 ft	V,S,M	Conc, 1 min	P4	253
○ Dimension Door	Teleport myself and 1 willing crea within 5 ft, up to 500 ft to place I can see, visualize or describe	—	Conj	1 a	500 ft	V	Instantaneous	P4	262
○ Dominate Beast*	1 beast save or Charmed; redo on dmg; follows telepathic commands; rea to use rea; +SL for dur.	Wis	Ench	1 a	60 ft	V,S	Conc, 1 min	P4	265
○ Fire Shield	Resist Fire or Cold; 2d8 of other dmg type to melee atkers if hit in 5ft; 10-ft rad bright/10-ft dim light	—	Evoc	1 a	Self	V,S,M	10 min	P4	274
○ Gate Seal	30-ft cube wherein all portals close and can't be opened, and no planar travel; SL6: until dispelled	—	Abjur	1 a	60 ft	V,S,M†	24 h	PS	12
○ Greater Invisibility	1 creature becomes Invisible until the spell ends	—	Illus	1 a	Touch	V,S	Conc, 1 min	P4	281
○ Ice Storm	20ft rad 40ft high cylin. all 2d10+1d10/SL Bludg. & 4d6 Cold; save half; dif. ter. to my next EoT	Dex	Evoc	1 a	300 ft	V,S,M	Instantaneous	P4	287
○ Polymorph*	1 crea save or turned into chosen beast of same CR (or lvl) or lower; gain beast HP as THP; see book	Wis	Trans	1 a	60 ft	V,S,M	Conc, 1 h	P4	306
○ Sickening Radiance	30-ft rad all enter/start turn save or 4d10 Radiant dmg, 1 level of exhaustion, and emit 5-ft rad light	Con	Evoc	1 a	120 ft	V,S	Conc, 10 min	X	164
○ Stoneskin	1 willing crea has resistance to Bludgeoning, Piercing, and Slashing damage (100gp cons.)	—	Trans	1 a	Touch	V,S,M†	Conc, 1 h	P4	321
○ Storm Sphere	20-ft rad dif. ter., all now/end turn save or 2d6 Bludg. dmg; bns a 60 ft atk 4d6 Lightn. dmg; +1d6/SL	Str	Evoc	1 a	150 ft	V,S	Conc, 1 min	X	166
○ Vitriolic Sphere	20-ft rad all crea 10d4+2d4/SL Acid dmg, 5d4 Acid next turn end; save half & no dmg next turn	Dex	Evoc	1 a	150 ft	V,S,M	Instantaneous	P4	337
○ Wall of Fire	60 1 20ft (l w h) or 10-ft rad wall; all in 5d8+1d8/SL Fire; save 1/2; enter/end in 10ft hot side same dmg	Dex	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P4	338
○ Watery Sphere	5-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	X	170
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5TH LEVEL

KN SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○ Animate Objects	Spell modifier nonmagical unattended loose objects (M=1/L=2/H=3); bns command in 500 ft; see B	—	Trans	1 a	120 ft	V,S	Conc, 1 min	P4	240
○ Bigby's Hand*	Large hand attacks, pushes, grapples or protects; see B; AC 20, my max HP; bns move 60 ft & act	—	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P4	246
○ Cloudkill	Heavily obsc. 20ft rad; now/cover/enter/end 5d8+1d8/SL Poison (1/turn/crea, save 1/2); move 10ft/rnd	Con	Conj	1 a	120 ft	V,S	Conc, 10 min	P4	251
○ Cone of Cold	8d8+1d8/SL Cold dmg; save halves; creatures killed become frozen statues until thawed	Con	Evoc	1 a	S:60ft cone	V,S,M	Instantaneous	P4	253
○ Control Winds	100-ft cube of air either gusts, downdraft, or updraft; affects flying/jump/ranged; 1 a change; see B	—	Trans	1 a	300 ft	V,S	Conc, 1 h	X	152
○ Creation	Create familiar object up to 5+5ft/SL cube of plant matter, stone, metal, gems or rare metals; see B	—	Illus	1 min	30 ft	V,S,M	Special	P4	259
○ Dominate Person*	1 humanoid save or Charmed; redo on dmg; follows telepathic commands; rea to use rea; +SL for dur.	Wis	Ench	1 a	60 ft	V,S	Conc, 1 min	P4	266
○ Enervation	1 crea 4d8+1d8/SL Necrotic dmg, action to repeat, I heal half; on save 2d8+1d8/SL dmg once; see B	Dex	Necro	1 a	60 ft	V,S	Conc, 1 min	X	155
○ Far Step	At casting and as bonus action for duration, I can teleport 60 ft to a space I can see	—	Conj	1 bns	Self	V	Conc, 1 min	X	155
○ Hold Monster*	1+1/SL visible creature, save or Paralyzed; extra save at end of each turn	Wis	Ench	1 a	90 ft	V,S,M	Conc, 1 min	P4	285
○ Immolation	1 crea save or 8d6 Fire dmg & burns for 4d6 Fire dmg/rnd; save each rnd to end; save half, no burning	Dex	Evoc	1 a	90 ft	V	Conc, 1 min	X	158
○ Insect Plague	20-ft rad all now/enter/end 4d10+1d10/SL Piercing (1/turn/crea); save half; light obsc.; dif. ter.	Con	Conj	1 a	300 ft	V,S,M	Conc, 10 min	P4	289
○ Seeming*	Any crea save or disguised by illusory appearance; Int(Investigation) check vs spell DC; see book	Cha	Illus	1 a	30 ft	V,S	8 h	P4	314
○ Skill Empowerment	1 willing creature gains expertise in one skill of my choice that it is proficient with for the duration	—	Trans	1 a	Touch	V,S	Conc, 1 h	X	165
○ Synaptic Static	20-ft rad all save or 8d6 Psychic, 1 min -1d6 on atk/chk/conc. save; save 1/2, no -1d6; redo save EoT	Int	Ench	1 a	120 ft	V,S	Instantaneous	P4	330
○ Telekinesis*	1 ≤Huge crea/held obj save or move 30ft & Restrain to my next EoT; unattended obj no save; 1 a redo	Str	Trans	1 a	60 ft	V,S	Conc, 10 min	P4	331
○ Teleportation Circle	Create a circle to teleport to another teleportation circle on same plane; see book (50gp cons.)	—	Conj	1 min	10 ft	V,M†	1 round	P4	332
○ Wall of Light	60×5×10ft (l×w×h) 4d8+1d8/SL Radiant dmg & blind; save half, not blind; 1 a mgd spell atk; see B	Con	Evoc	1 a	120 ft	V,S,M	Conc, 10 min	X	170
○ Wall of Stone	10 10×10-ft panels 6" thick wall connected with existing stone; half thickness, double surface; see B	—	Evoc	1 a	120 ft	V,S,M	Conc, 10 min	P4	339
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6TH LEVEL

KN SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○ Arcane Gate*	Two portals up to 500 ft apart filled with opaque mist; teleport any between; bns change orientation	—	Conj	1 a	500 ft	V,S	Conc, 10 min	P4	242
○ Chain Lightning*	Lightning bolt 1 visible crea/obj and 3+1/SL crea/obj in 30 ft of 1st; 10d8 Lightning dmg; save halves	Dex	Evoc	1 a	150 ft	V,S,M	Instantaneous	P4	249
○ Circle of Death	60-ft radius all creatures 8d8+2d8/SL Necrotic dmg; save halves (500gp)	Con	Necro	1 a	150 ft	V,S,Mf	Instantaneous	P4	250
○ Disintegrate*	1 crea save or 40+10d6+3d6/SL Force; or destroy up to 10ft cube nonmagical obj/force creation	Dex	Trans	1 a	60 ft	V,S,M	Instantaneous	P4	263
○ Eyebite*	1 crea in 60 ft save vs Unconscious, Frightened, or Poisoned. 1 a target another crea that hasn't saved	Wis	Necro	1 a	Self	V,S	Conc, 1 min	P4	270
○ Flesh to Stone*	1 crea save or Restrained; EoT save until 3 fails: Petrified, or 3 successes: free; if full duration perm.	Con	Trans	1 a	60 ft	V,S,M	Conc, 1 min	P4	275
○ Globe of Invulnerability	Immobile barrier surrounds me for duration. SL<(6+1/SL) cast outside area can't affect inside area	—	Abjur	1 a	S:10-ft rad	V,S,M	Conc, 1 min	P4	279
○ Investiture of Flame	Fire immune; Cold res.; 1d10 Fire dmg in 5 ft; 1 a 15-ft long 5-ft wide all crea 4d8 Fire dmg, save half	Dex	Trans	1 a	Self	V,S	Conc, 10 min	X	159
○ Investiture of Ice	Cold im.; Fire res.; 10-ft rad dif. ter.; 1 a 15-ft cone all crea 4d6 Cold dmg, half spd; save half, no spd	Con	Trans	1 a	Self	V,S	Conc, 10 min	X	159
○ Investiture of Stone	Nonmagical Bludge/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	X	159
○ Investiture of Wind	Rngd wea atks dis. vs. me; fly 60 ft; 1 a 15-ft cube in 60 ft all 2d10 Bludge. dmg, push 10 ft, save half	Con	Trans	1 a	Self	V,S	Conc, 10 min	X	160
○ Mass Suggestion*	12 crea save or Charmed; do action said in 25 wrds; SL7: 10 days; SL8: 30 days; SL9: 366 days; see B	Wis	Ench	1 a	60 ft	V,M	24 h	P4	296
○ Mental Prison	1 crea 5d10 Psychic dmg; save or restrained, blind, deaf, and if moved: 10d10 dmg, ends; charm effect	Int	Illus	1 a	60 ft	S	Conc, 1 min	X	161
○ 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	P4	302
○ Otiluke's Freezing Sphere	60ft rad all 10d6+1d6/SL Cold; save 1/2; freeze 30ft sq water & restrain crea; save up to 1 min then use	Con	Evoc	1 a	300 ft	V,S,M	Instantaneous	P4	302
○ Scatter	Up to 5 creatures in range, save or teleported 120 ft to a different space I can see on the ground	Wis	Conj	1 a	30 ft	V	Instantaneous	X	164
○ Sunbeam	60×5ft line all 6d8 Radiant, 1 rnd Blind; save 1/2 only; 1 a for new line; 30ft rad bright sunlight/30ft dim	Con	Evoc	1 a	S:60-ft line	V,S,M	Conc, 1 min	P4	329
○ T's Otherworldly Guise	Fire/Poison or Radiant/Necrotic/Charm immune; 40 ft fly; +2 AC; 2 atks; spellcast. abi atks (500gp)	—	Trans	1 bns	Self	V,S,Mf	Conc, 1 min	T	116
○ True Seeing	1 crea gains Truesight 120 ft; pierces darkness, illusions, invisible, ethereal, magic trans. (25gp cons.)	—	Div	1 a	Touch	V,S,M†	1 h	P4	336
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7TH LEVEL

KN SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○ Crown of Stars	7+2/SL motes shed 30-ft light; bonus action to fire one as 120 ft ranged atk for 4d12 Radiant dmg	—	Evoc	1 a	Self	V,S	1 h	X	152
○ Delayed Blast Fireball	Create bead; when conc. ends all 20ft rad 12d6+1d6/SL+1d6/EoT Fire; save 1/2; unattended obj ignite	Dex	Evoc	1 a	150 ft	V,S,M	Conc, 1 min	P4	261
○ Dream of the Blue Veil	9 willing crea unconscious for duration, after that travel to origin material plane of magic item or crea	—	Conj	10 min	20 ft	V,S,Mf	6 hours	T	106
○ Etherealness	Me or 3/SL willing crea in 10ft to Ethereal Plane for duration; can perceive 60ft into source plane	—	Conj	1 a	Self	V,S	8 h	P4	269
○ Finger of Death*	1 crea 7d8+30 Necrotic dmg; save halves; humanoid killed becomes zombie under my command	Con	Necro	1 a	60 ft	V,S	Instantaneous	P4	273
○ 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	P4	275
○ Plane Shift	Me + 8 willing crea teleport to general location on different plane or teleportation circle I know	—	Conj	1 a	Touch	V,S,Mf	Instantaneous	P4	305
○ Power Word Pain	1 crea with 100 HP or less disadv. atk/check/save, conc. save to cast; save/rnd to end; charm effect	—	Ench	1 a	60 ft	V	Instantaneous	X	163
○ Prismatic Spray	All creatures random effect each: 12d6 damage, Restrained, or Blinded; save halves/negates; see B	Dex	Evoc	1 a	S:60ft cone	V,S	Instantaneous	P4	307
○ Reverse Gravity	50-ft rad 100-ft high cyl. everything falls upward; save to grab nearby object; fall when ends	Dex	Trans	1 a	100 ft	V,S,M	Conc, 1 min	P4	312
○ Teleport*	Me + 8 willing crea, or 1 unattended obj teleport to a place I know, have seen, or can describe; see B	—	Conj	1 a	10 ft	V	Instantaneous	P4	331
○ Whirlwind	10-ft rad 30-ft high all crea 10d6 Bludge. dmg; save halves; restrains; 1 a move 30 ft; see book	Dex	Evoc	1 a	300 ft	V,M	Conc, 1 min	X	171
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8TH LEVEL

KN SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○ Abi-D's Horrid Wilting	30-ft cube all crea 12d8 Necrotic dmg; save halves; plants/water elem. dis. const/undead immune	Con	Necro	1 a	150 ft	V,S,M	Instantaneous	X	150
○ Demiplane*	Create door to 30-ft cu demiplane (new or existing); when spell ends, obj remain, crea choose if stay	—	Conj	1 a	60 ft	S	1 h		P4 261
○ Dominate Monster*	1 crea save or Charmed; redo on dmg; follows telepathic commands; rea to use rea; SL9: conc, 8h	Wis	Ench	1 a	60 ft	V,S	Conc, 1 h		P4 265
○ Earthquake*	Create earthquake in a 100-ft rad, affecting any crea, damaging structures & creating fissures, see book	—	Trans	1 a	500 ft	V,S,M	Conc, 1 min		P4 267
○ Incendiary Cloud	20ft rad all now/cover/enter/end 10d8 Fire; save 1/2; heavily obscures; move 10ft/rnd away chosen dir.	Dex	Conj	1 a	150 ft	V,S	Conc, 1 min		P4 288
○ Power Word Stun*	1 crea Stunned if 150 or less current HP, else Speed is 0 until my next turn; repeat save at end of turn	Con	Ench	1 a	60 ft	V	Instantaneous		P4 306
○ Sunburst	60-ft rad sunlight all 12d6 Radiant dmg, 1 min Blind; save halves and not Blinded; repeat save EoT	Con	Evoc	1 a	150 ft	V,S,M	Instantaneous		P4 329
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9TH LEVEL

KN SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○ Blade of Disaster	Create weapon; 2 spell atks 4d12 Force dmg; crit on 18+, triple dmg; bns a to move 30 ft & do 2 atks	—	Conj	1 bns	60 ft	V,S	Conc, 1 min	T	106
○ Gate*	Create a 5ft-20ft portal to precise location on other plane; can transport named crea to me (5000gp)	—	Conj	1 a	60 ft	V,S,Mf	Conc, 1 min		P4 277
○ Mass Polymorph	10 crea save or take chosen beast form of CR ≤ its CR or half its char. level; can only act as beast; see B	Wis	Trans	1 a	120 ft	V,S,M	Conc, 1 h	X	160
○ Meteor Swarm*	4x 40-ft rad all 20d6 Bludgeoning and 20d6 Fire; save 1/2; areas don't stack; unattended obj ignite	Dex	Evoc	1 a	1 mile	V,S	Instantaneous		P4 298
○ Power Word Kill*	1 creature dies if it has 100 or less current HP, else takes 12d12 Psychic damage	—	Ench	1 a	60 ft	V	Instantaneous		P4 306
○ Psychic Scream	10 crea Int>2 save or 14d6 Psychic dmg and stunned; save halves, no stun; end of turn save to stop	Int	Ench	1 a	90 ft	S	Instantaneous	X	163
○ Time Stop	I instantly take 1d4+1 turns; spell ends if affect other crea or worn/carried obj, or move over 1000ft	—	Trans	1 a	Self	V	Instantaneous		P4 334
○ Wish	Duplicate any 8th lvl or lower spell as 1 a, create objects, heal, grant resist., alter time, etc.; see book	—	Conj	1 a	Self	V	Instantaneous		P4 341
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(R)	Ritual	dif. ter.	Difficult terrain	(D)	The spell can be dismissed by the caster as 1 action
1 a	1 action	dis.	Disadvantage	+1d6/SL	+1d6 for each spell slot level above the spell's level
1 bns / bns a	1 bonus action	dmg	Damage	30-ft rad	30-foot radius sphere centered on any point within range
1 rea	1 reaction	h	Hour(s)	S:30-ft rad	Self; 30-foot radius sphere centered on the caster
20 cu ft	20 cubic feet	Kn	Known	5 crea	Up to 5 creatures in the spell's area, 1 of which can be the caster
20 sq ft	20 square feet	Me	Memorized	25gp cons.	The material component, worth 25 gp, is consumed by the spell
adv.	Advantage	min	Minute(s)	all	All creatures within the spell's area
atk	Attack (roll)	obj	Object(s)	any	Any creatures of your choosing that are within the spell's area
chk/check	Ablity check	obsc.	Obscured	Mf	Material component is costly, but is not consumed upon casting
CL	Character Level	rnd	Round(s)	Mi	Material component is costly and is consumed upon casting
Conc, 1 min	Concentration, up to 1 minute	SL	Spell slot level	see book / B	The short spell description here is very incomplete, so beware

GLOSSARY OF ABBREVIATIONS USED IN THIS SPELL SHEET

SOURCES ('B' COLUMN)

AI	Acquisitions Incorporated
FD	Fizban's Treasury of Dragons
MT	The Book of Many Things
P	Player's Handbook
PS	Planescape - Sigil and the Outlands
RF	Rime of the Frostmaiden
SC	Strixhaven: A Curriculum of Chaos
SJ	Spelljammer - Astral Adventure Guide
SR	System Reference Document
T	Tasha's Cauldron of Everything
UA	Unearthed Arcana
W	Explorer's Guide to Wildemount
X	Xanathar's Guide to Everything