Spell Sheet Options

CANTRIPS (0 LEVEL)

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Acid Splash	1 crea or 2 crea within 5 ft of each other save or 1d6 Acid dmg; +1d6 at CL 5, 11, and 17	Dex	Conj	1 a	60 ft	V,S	Instantaneous	P	211
Blade Ward	Until the end of my next turn, Bludgeoning, Piercing, and Slashing dmg resist. vs. weapons	—	Abjur	1 a	Self	V,S	1 rnd	P	218
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
Chill Touch	Spell attack for 1d8 Necrotic dmg; can't regain HP; undead dis. atks vs. me; +1d8 at CL 5, 11, and 17	—	Necro	1 a	120 ft	V,S	1 rnd	P	221
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
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
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
Druidcraft	Small nature effect; predict weather, expedite small plant growth, snuff light, harmless sensory effect	—	Trans	1 a	30 ft	V,S	Instantaneous	P	236
Eldritch Blast	Spell attack beam 1d10 Force damage; beams can be combined or split; CL5:2, CL11:3, CL17:4 beams	—	Evoc	1 a	120 ft	V,S	Instantaneous	P	237
Encode Thoughts	Make physical through strand of memory or vice versa; works with detect thoughts & modify memory	—	Ench	1 a	Self	S	Up to 8 h	G	47
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	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; +1d6 at CL 5, 11, and 17	Con	Evoc	1 a	60 ft	V,S	Instantaneous	X	156
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
Guidance	1 willing creature adds 1d4 to ability check of its choice, after rolling, once during the duration	—	Div	1 a	Touch	V,S	Conc, 1 min	P	248
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
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
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
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
Mage Hand	Create spectral hand for simple tasks or carry up to 10 lb; 1 a to control; can't have multiple instances	—	Conj	1 a	30 ft	V,S	1 min (D)	P	256
Magic Stone	Imbue 3 pebbles for spell attacks, thrown 60 ft or with sling, do 1d6+spellcasting mod Bludg. dmg	—	Trans	1 bns	Touch	V,S	1 min	X	160
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 I 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
Mind Sliver	1 crea save or 1d6 Psychic dmg, -1d4 on 1st save before my next turn end; +1d6 at CL 5/11/17	Int	Ench	1 a	60 ft	V	1 rnd	T	108
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	X	162
Poison Spray	1 creature save or 1d12 Poison dmg; +1d12 at CL 5, 11, and 17	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
Primal Savagery	Melee spell attack, 5 ft range, for 1d10 Acid dmg; +1d10 at CL 5, 11, and 17	—	Trans	1 a	Self	S	Instantaneous	X	163
Produce Flame	Flame 10 ft bright light; once 30 ft ranged spell attack for 1d8 Fire dmg; +1d8 at CL 5, 11, and 17	—	Conj	1 a	Self	V,S	10 min (D)	P	269
Ray of Frost	Spell attack for 1d8 Cold dmg and -10 ft speed until start of my next turn; +1d8 at CL 5, 11, and 17	—	Evoc	1 a	60 ft	V,S	Instantaneous	P	271
Resistance	1 willing crea can add 1d4 to one saving throw after rolling, once during the duration	—	Abjur	1 a	Touch	V,S,M	Conc, 1 min	P	272
Sacred Flame	1 crea that I can see save or 1d8 Radiant dmg; no bonus for cover on save; +1d8 at CL 5, 11, and 17	Dex	Evoc	1 a	60 ft	V,S	Instantaneous	P	272
Sapping Sting	1 creature that I can see save or 1d4 Necrotic dmg and fall prone; +1d4 at CL 5, 11, and 17	Con	Necro	1 a	30 ft	V,S	Instantaneous	W	189
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
Shillelagh	Club/quarterstaff I hold does 1d8 Bludg. dmg and uses my spellcasting ability modifier instead of Str	—	Trans	1 bns	Touch	V,S,M	1 min	P	275
Shocking Grasp	Spell attack, adv. if metal armor, 1d8 Lightning dmg, no rea 1 turn; +1d8 at CL 5, 11, and 17	—	Evoc	1 a	Touch	V,S	Instantaneous	P	275
Spare the Dying	1 living creature with 0 current HP becomes stable	—	Necro	1 a	Touch	V,S	Instantaneous	P	277
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
Thaumaturgy	Minor wonder; my voice booms, flames flicker, tremors in the ground, ominous sounds, etc.	—	Trans	1 a	30 ft	V	1 min (D)	P	282
Thorn Whip	Melee spell attack for 1d6 Piercing dmg and pull crea 10 ft towards me; +1d6 at CL 5, 11, and 17	—	Trans	1 a	30 ft	V,S,M	Instantaneous	P	282
Thunderclap	100-ft rad audible; all crea but me in area save or 1d6 Thunder dmg; +1d6 at CL 5, 11, and 17	Con	Evoc	1 a	5 ft	S	Instantaneous	X	168
Toll the Dead	1 crea save or 1d12 Necrotic dmg (d8 instead of d12 if at full HP); +1d12/1d8 at CL 5, 11, & 17	Wis	Necro	1 a	60 ft	V,S	Instantaneous	X	169
True Strike	1 creature against whom I gain advantage on my 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; +1d4 at CL 5, 11, and 17	Wis	Ench	1 a	60 ft	V	Instantaneous	P	285
Word of Radiance	Any crea within range save or 1d6 Radiant damage; +1d6 at CL 5, 11, and 17	Con	Evoc	1 a	5 ft	V,M	Instantaneous	X	171

SPELLS (1-9TH LEVEL)

LV	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
8	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
1	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	X	150
2	Aganazzar's Scorcher	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
2	Aid	3 creatures gain 5+5/SL current HP and HP max for the duration	—	Abjur	1 a	30 ft	V,S,M	8 h	P	211
1	Alarm (R)	Door, window, or 20-ft cube area; audible (60 ft) or mental alarm (1 mile) if undesignated crea enters	—	Abjur	1 min	30 ft	V,S,M	8 h	P	211
2	Alter Self	Change appearance, gain +1 magical 1d6 natural weapons, or water breathing and swim spd	—	Trans	1 a	Self	V,S	Conc, 1 h	P	211
1	Animal Friendship	1+1/SL beasts Int<4 save or charmed for the duration	Wis	Ench	1 a	30 ft	V,S,M	24 h	P	212
2	Animal Messenger (R)	Tiny beast delivers 25 word message up to 25 miles (50 miles if flyer); +48h/SL duration	—	Ench	1 a	30 ft	V,S,M	24 h	P	212
8	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
3	Animate Dead	Turn corpses into 1+2/SL Skeletons or Zombies; control for 24h; bns a command within 60 ft	—	Necro	1 min	10 ft	V,S,M	Instantaneous	P	212
5	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
5	Antilife Shell	Only undead and constructs can come within 10 ft; if forced upon living creature the spell ends	—	Abjur	1 a	S:10-ft rad	V,S	Conc, 1 h	P	213
8	Antimagic Field	No magical effects functions in area except those created by an artefact or a deity	—	Abjur	1 a	S:10-ft rad	V,S,M	Conc, 1 h	P	213
8	Antipathy/Sympathy	Creature, object, or area up to 200-ft cube attracts or repels specific type of intelligent crea; see book	Wis	Ench	1 h	60 ft	V,S,M	10 days	P	214
4	Arcane Eye	Create invisible, moving (unlimited range, 30 ft/rnd) 1" magic eye with darkvision I see through	—	Div	1 a	30 ft	V,S,M	Conc, 1 h	P	214
6	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
2	Arcane Lock	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
1	Armor of Agathys	5+5/SL temp HP; as long as temp HP last any crea that hits in melee takes 5+5/SL Cold dmg	—	Abjur	1 a	Self	V,S,M	1 h	P	215
1	Arms of Hadar	2d6+1d6/SL Necrotic dmg; save halves; on failed save no reactions until next turn	Str	Conj	1 a	S:10-ft rad	V,S	Instantaneous	P	215

Made by Joost Wijnen (mpmb@flapkan.com); Design inspired by Wizards of the Coast character sheet

Spell Sheet Options

3	Ashardalon's Stride	+20+5/SL ft speed; provoke no opp atks for moving; all crea/obj in 5 ft of path 1d6+1d6/SL Fire dmg	—	Trans	1 bns	Self	V,S	Conc, 1 min	FD	19
9	Astral Projection	Me + 8 willing crea projected to Astral Plane with identical statistics (per crea 1100gp cons.)	—	Necro	1 h	10 ft	V,S,M†	Special (D)	P	215
2	Augury (R)	Omen about specific course of action I plan to take in the next 30 min (25gp)	—	Div	1 min	Self	V,S,M*ƒ*	Instantaneous	P	215
4	Aura of Life	Me + any crea while in area Necrotic dmg resist.; at turn start, 0 HP living in area heal 1 HP	—	Abjur	1 a	S:30-ft rad	V	Conc, 10 min	P	216
4	Aura of Purity	Me + any crea while in area Poison dmg resist., immune to disease, adv. on saves vs. conditions	—	Abjur	1 a	S:30-ft rad	V	Conc, 10 min	P	216
3	Aura of Vitality	As a bonus action for the duration, I can heal 2d6 HP to 1 creature in range (can be me)	—	Evoc	1 a	S:30-ft rad	V	Conc, 1 min	P	216
5	Awaken	Give beast or plant Int 10 and ability to move. Follows commands for 30 days (1000gp cons.)	—	Trans	8 h	Touch	V,S,M†	Instantaneous	P	216
1	Bane	3+1/SL creatures save or have to subtract 1d4 on every attack or save for the duration	Cha	Ench	1 a	30 ft	V,S,M	Conc, 1 min	P	216
5	Banishing Smite	Next weapon hit +5d10 Force dmg; if this brings target HP<50, I banish it until spell ends	—	Abjur	1 bns	Self	V	Conc, 1 min	P	216
4	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
2	Barkskin	1 willing crea AC cannot be reduced below 16, regardless of armor it is wearing	—	Trans	1 a	Touch	V,S,M	Conc, 1 h	P	217
3	Beacon of Hope	Any crea in range adv. on Wis/Death saves and gains max HP from any healing	—	Abjur	1 a	30 ft	V,S	Conc, 1 min	P	217
1	Beast Bond	Telepathic link with 1 beast Int<4 while in line of sight; beast has adv. on attacks vs. crea I can see	—	Div	1 a	Touch	V,S,M	Conc, 10 min	X	150
2	Beast Sense (R)	Use 1 willing beast's senses; I'm blinded and deafened while doing so	—	Div	1 a	Touch	S	Conc, 1 h	P	217
3	Bestow Curse	1 creature save or cursed, see book; duration SL4:conc, 10 min; SL5:8h; SL7:24h; SL9:until dispelled	Wis	Necro	1 a	Touch	V,S	Conc, 1 min	P	218
5	Bigby's Hand	Large hand attacks, pushes, grapples or shields, see book; AC 20, my max HP; bns a move 60 ft	—	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P	218
6	Blade Barrier	100×20×5ft (l×w×h) wall or 30 rad 20×5ft (w×h) ring; 6d10 Slashing dmg; save halves; 3/4 cover	Dex	Evoc	1 a	90 ft	V,S	Conc, 10 min	P	218
9	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
1	Bless	3+1/SL creatures can add 1d4 on every attack roll or saving throw during the duration	—	Ench	1 a	30 ft	V,S,M	Conc, 1 min	P	219
4	Blight	1 creature takes 8d8+1d8/SL Necrotic dmg; save halves; plants have dis. on save	Con	Necro	1 a	30 ft	V,S	Instantaneous	P	219
3	Blinding Smite	Next melee weapon hit +3d8 Radiant dmg; save or blinded; extra save at end of every turn	Con	Evoc	1 bns	Self	V	Conc, 1 min	P	219
2	Blindness/Deafness	1+1/SL crea save or blinded or deafened; extra save at end of every turn	Con	Necro	1 a	30 ft	V	1 min	P	219
3	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
2	Blur	Enemies have dis. on attacks vs. me; no effect against crea without vision or immune to illus.	—	Illus	1 a	Self	V	Conc, 1 min	P	219
6	Bones of the Earth	6+2/SL 5-ft dia stone lift up 30 ft; ≥Medium crea save or lifted, 6d6 Bludg. dmg if hit ceiling; see B	Dex	Trans	1 a	120 ft	V,S	Instantaneous	X	150
2	Borrowed Knowledge	Gain proficiency with one skill; ends early if cast again (25gp)	—	Div	1 a	Self	V,S,M*ƒ*	1 hour	SC	37
2	Branding Smite	Next weapon hit +2d6+1d6/SL Radiant dmg; invisible target becomes visible for spell duration	—	Evoc	1 bns	Self	V	Conc, 1 min	P	219
1	Burning Hands	All in area 3d6+1d6/SL Fire dmg; save halves; unattended flammable objects ignite	Dex	Evoc	1 a	S:15-ft cone	V,S	Instantaneous	P	220
3	Call Lightning	60-ft rad 10-ft high cloud; 1 a all in 5-ft rad under cloud 3d10+1d10/SL Lightning dmg; save half	Dex	Conj	1 a	120 ft	V,S	Conc, 10 min	P	220
2	Calm Emotions	20-ft rad all humanoids save or I suppress either charm/fear effects or hostility	Cha	Ench	1 a	60 ft	V,S	Conc, 1 min	P	221
1	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
3	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
1	Cause Fear	1+1/SL crea (not construct/undead), each max 30 ft apart, save or frightened; save end of each turn	Wis	Necro	1 a	60 ft	V	Conc, 1 min	X	151
1	Ceremony (R)	Perform religious ceremony on target(s) within 10 ft throughout the casting; see book (25gp cons.)	—	Abjur	1 h	Touch	V,S,M†	Instantaneous	X	151
6	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
1	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
4	Charm Monster	1+1/SL creatures, each max 30 ft apart, save or charmed; adv. on save if me/ally is fighting it	Wis	Ench	1 a	30 ft	V,S	1 h	X	151
1	Charm Person	1+1/SL humanoids, each max 30 ft apart, save or charmed; adv. on save if me/ally is fighting it	Wis	Ench	1 a	30 ft	V,S	1 h	P	221
1	Chromatic Orb	Spell attack for 3d8+1d8/SL Acid, Cold, Fire, Lightning, Poison or Thunder dmg (50gp)	—	Evoc	1 a	90 ft	V,S,M*ƒ*	Instantaneous	P	221
6	Circle of Death	60-ft rad all 8d6+2d6/SL Necrotic dmg; save halves (500gp)	Con	Necro	1 a	150 ft	V,S,M*ƒ*	Instantaneous	P	221
5	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	S:30-ft rad	V	Conc, 10 min	P	221
3	Clairvoyance	See or hear a familiar place; 1 a to switch between seeing and hearing (100gp)	—	Div	10 min	1 mile	V,S,M*ƒ*	Conc, 10 min	P	222
8	Clone	Create a clone of a living crea; after death its soul can move to the clone (1K gp cons.; 2K gp)	—	Necro	1 h	Touch	V,S,M†	Instantaneous	P	222
2	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
5	Cloudkill	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
1	Color Spray	6d10+2d10/SL HP of crea blinded, starting with the lowest current HP crea	—	Illus	1 a	S:15-ft cone	V,S,M	1 rnd	P	222
1	Command	1+1/SL crea, each max 30 ft apart, save or follow one word command, e.g. approach, drop, flee, halt	Wis	Ench	1 a	60 ft	V	1 rnd	P	223
5	Commune (R)	Ask up to three yes/no questions to my deity or a divine proxy (25gp)	—	Div	1 min	Self	V,S,M	1 min	P	223
5	Commune w. 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
1	Compelled Duel	1 crea save or dis. on attacks vs. not-me and save if moving more than 30 ft away	Wis	Ench	1 bns	30 ft	V	Conc, 1 min	P	224
1	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
4	Compulsion	Any crea that hear me save or I can, as bns, have it move fully in one direction; save again after move	Wis	Ench	1 a	30 ft	V,S	Conc, 1 min	P	224
5	Cone of Cold	8d8+1d8/SL Cold dmg; save halves; crea killed become frozen statues until thawed	Con	Evoc	1 a	S:60-ft cone	V,S,M	Instantaneous	P	224
4	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
3	Conjure Animals	Summon 2+2/2SL CR of beasts; obey my verbal commands	—	Conj	1 a	60 ft	V,S	Conc, 1 h	P	225
3	Conjure Barrage	Throw weapon or ammo; copies rain down for 3d8 dmg; dmg type as weapon; save halves	Dex	Conj	1 a	S:60-ft cone	V,S,M	Instantaneous	P	225
7	Conjure Celestial	CR 4+1/2SL celestial; obeys my verbal commands if they do not go against its alignment	—	Conj	1 min	90 ft	V,S	Conc, 1 h	P	225
5	Conjure Elemental	CR 5+1/SL elemental; obeys my verbal commands; breaks free on broken conc.	—	Conj	1 min	90 ft	V,S,M	Conc, 1 h	P	225
6	Conjure Fey	CR 6+1/SL fey; obeys my verbal commands not against its align.; breaks free on broken conc.	—	Conj	1 min	90 ft	V,S	Conc, 1 h	P	226
4	Conj. Minor Elementals	Summon 2+2/2SL CR of elementals; obey my verbal commands	—	Conj	1 min	90 ft	V,S	Conc, 1 h	P	226
5	Conjure 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
4	Conj. Woodland Beings	Summon 2+2/2SL CR of fey; obey my verbal commands	—	Conj	1 a	60 ft	V,S,M	Conc, 1 h	P	226
5	Contact Other Plane (R)	I make DC 15 save to ask extraplanar entity 5 questions with one word answers; insane on fail	Int	Div	1 min	Self	V	1 min	P	226
5	Contagion	Melee spell attack for poisoned; save each rnd, 3 success: spell ends, 3 fail: poison ends, disease; see B	Con	Necro	1 a	Touch	V,S	7 days	P	227
6	Contingency	Prepare another SL<6 spell I can cast to activate when some condition is met (1500gp)	—	Evoc	10 min	Self	V,S,M*ƒ*	10 days	P	227
2	Continual Flame	Create a permanent flame (50gp cons.)	—	Evoc	1 a	Touch	V,S,M†	Till dispelled	P	227
4	Control Water	Control an amount of water in a 100 ft cube as 1 a; flood, part, redirect, or whirlpool, see book	—	Trans	1 a	300 ft	V,S,M	Conc, 10 min	P	227
8	Control Weather	Change current weather; changes take 1d4×10 min; change precipitation, temperature, wind, see B	—	Trans	10 min	S:5-mile rad	V,S,M	Conc, 8 h	P	228
5	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
2	Cordon of Arrows	4+2/SL arrows/bolts attack first crea in 30 ft one at a time for 1d6 Piercing dmg; save halves	Dex	Trans	1 a	5 ft	V,S,M	8 h	P	228
3	Counterspell	Stop a spell being cast; if above SL of this spell, make DC 10+SL spellcasting ability check	—	Abjur	1 rea	60 ft	S	Instantaneous	P	228

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Spell Sheet Options

3	Create Food and Water	Create 45 pounds of food and 30 gallons of water; enough for 15 humanoids or 5 steeds for 24h	—	Conj	1 a	30 ft	V,S	Instantaneous	P	229
6	Create Homunculus	I take 2d4 piercing dmg to create a homunculus as my faithful companion; see book (1000gp)	—	Trans	1 h	Touch	V,S,M*f*	Instantaneous	X	152
7	Create Magen	Transform doll into magen (500gp cons.); obeys me; my HP max reduced by its CR; see book (1.5k gp)	—	Trans	1 h	Touch	V,S,M†	Instantaneous	RF	318
1	Create or Destroy Water	Create/destroy 10+10/SL gal of water in open container or create rain/destroy fog in 30+5/SL-ft cu	—	Trans	1 a	30 ft	V,S,M	Instantaneous	P	229
6	Create Undead	Turn corpses into 3+1/SL ghouls i.a.; control 24h; bns a command 120 ft; see B (150gp/corpse cons.)	—	Necro	1 min	10 ft	V,S,M†	Instantaneous	P	229
5	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
2	Crown of Madness	1 humanoid save or charmed and must melee attack against crea chosen by me; extra save/rnd	Wis	Ench	1 a	120 ft	V,S	Conc, 1 min	P	229
7	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
3	Crusader's Mantle	Me and allies in range deal extra 1d4 Radiant dmg with weapon attacks	—	Evoc	1 a	S:30-ft rad	V	Conc, 1 min	P	230
1	Cure Wounds	1 living creature heals 1d8+1d8/SL+spellcasting ability modifier HP	—	Evoc	1 a	Touch	V,S	Instantaneous	P	230
5	Danse Macabre	5+2/SL small/medium corpses as zombie/skeleton; spellc. mod to atk/dmg; bns a command in 60 ft	—	Necro	1 a	60 ft	V,S	Conc, 1 h	X	153
8	Dark Star	Up to 40-ft rad as Darkness spell, as Silence spell, dif. ter.; enter/start turn 8d10 Force dmg, save half	Con	Evoc	1 a	150 ft	V,S,M	Conc, 1 min	W	186
2	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	P	230
2	Darkvision	1 willing creature has darkvision 60 ft for the duration	—	Trans	1 a	Touch	V,S,M	8 h	P	230
5	Dawn	30-ft rad 40-ft high all crea 4d10 Radiant dmg at cast/end turn; bns a move it 60 ft (100gp)	Con	Evoc	1 a	60 ft	V,S,M*f*	Conc, 1 min	X	153
3	Daylight	60-ft rad bright light + 60-ft dim light on point or object; only magical darkness of SL 4+ works in it	—	Evoc	1 a	60 ft	V,S	1 h	P	230
4	Death Ward	Once, when crea drops to 0 HP it drops to 1 HP instead; or negates first instantaneous kill effect	—	Abjur	1 a	Touch	V,S	8 h	P	230
7	Delayed Blast 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	P	230
8	Demiplane	Create door to a demiplane of 30-ft cube; when spell ends, creatures inside remain trapped	—	Conj	1 a	60 ft	S	1 h	P	231
5	Destructive Wave	Any crea 5d6 Thunder dmg & 5d6 Radiant or Necrotic dmg & knocked prone; save halves, not prone	Con	Evoc	1 a	S:30-ft rad	V	Instantaneous	P	231
1	Detect Evil and Good	Know if aberration, celestial, elemental, fey, fiend, undead, and des-/consecrated area within 30 ft	—	Div	1 a	Self	V,S	Conc, 10 min	P	231
1	Detect 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
1	Detect Poison/Disease (R)	Know presence, location, and type of poisons, poisonous creatures, and diseases within 30 ft	—	Div	1 a	Self	V,S,M	Conc, 10 min	P	231
2	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
4	Dimension Door	Teleport myself and 1 willing crea within 5 ft, up to 500 ft to a place I can see, specify, or describe	—	Conj	1 a	500 ft	V	Instantaneous	P	233
1	Disguise Self	Alter appearance; Int(Investigation) check vs. spell DC to determine disguise	—	Illus	1 a	Self	V,S	1 h (D)	P	233
6	Disintegrate	1 crea save or 40+10d6+3d6/SL Force dmg; or up to 10-ft cube nonmagical object is destroyed	Dex	Trans	1 a	60 ft	V,S,M	Instantaneous	P	233
5	Dispel Evil and Good	Cele., elem., fey, fiends, and undead dis. on attacks vs. me; end early for dismissal/break enchantment	—	Abjur	1 a	Self	V,S,M	Conc, 1 min	P	233
3	Dispel Magic	Dispel all magical effects on crea or object; if above this SL, DC 10+SL spellcasting ability check	—	Abjur	1 a	120 ft	V,S	Instantaneous	P	234
1	Dissonant Whispers	1 crea 3d6+1d6/SL Psychic dmg and flee; save halves and no fleeing; deaf crea are immune	Wis	Ench	1 a	60 ft	V	Instantaneous	P	234
1	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
4	Divination (R)	Get answer to one question about a goal, event, or activity to occur within the next 7 days (25gp cons.)	—	Div	1 a	Self	V,S,M†	Instantaneous	P	234
1	Divine Favor	My weapon attacks deal an +1d4 Radiant damage for the duration	—	Evoc	1 bns	Self	V,S	Conc, 1 min	P	234
7	Divine Word	Any crea save or deaf/blind/stunned/dead depending on current HP; banishes extraplanar crea	Cha	Evoc	1 bns	30 ft	V	Instantaneous	P	234
4	Dominate 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
8	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
5	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
7	Draconic Transformation	Blindsight 30 ft; 60 ft fly speed; at cast and 1 bns: 60-ft cone all 6d8 Force damage, save half (500gp)	Dex	Trans	1 bns	S:60-ft cone	V,S,M*f*	Conc, 1 min	FD	19
2	Dragon's Breath	1 willing crea: 1 a breathe 15-ft cone all 3d6+1d6/SL Acid/Cold/Fire/Lightn./Poison dmg; save half	Dex	Trans	1 bns	Touch	V,S,M	Conc, 1 min	X	154
6	Draw. Instant Sum. (R)	Link object to sapphire (1000gp); 1 a crush gem to summon the unattended object or learn of wielder	—	Conj	1 min	Touch	V,S,M*f*	Till dispelled	P	235
5	Dream	Me or willing crea enters a crea's dreams, manifesting as a messenger with whom it can communicate	—	Illus	1 min	Special	V,S,M	8 h	P	236
7	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,M*f*	6 hours	T	106
6	Druid Grove	Protect 30-ft to 90-ft cube outdoors or underground; see book for effects	—	Abjur	10 min	Touch	V,S,M†	24 h	X	154
2	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
1	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
2	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
8	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
4	Elemental Bane	1+1/SL crea, each max 30 ft apart, save or 1 energy: lose resist. to it & +2d6 to first dmg with it/turn	Con	Trans	1 a	90 ft	V,S	Conc, 1 min	X	155
3	Elemental Weapon	+1 magical weapon; +1d4 Acid, Cold, Fire, Lightning, or Thunder dmg; SL5: +2/+2d4, SL7: +3/+3d4	—	Trans	1 a	Touch	V,S	Conc, 1 h	P	237
3	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
5	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
2	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
2	Enlarge/Reduce	1 crea/object save or enlarged (Str adv. +1d4 weapon dmg), reduced (Str dis. -1d4 weapon dmg)	Con	Trans	1 a	30 ft	V,S,M	Conc, 1 min	P	237
1	Ensnaring Strike	Next crea hit save (Large adv.) or restrained, 1d6+1d6/SL Piercing dmg/rnd; Str check to escape	Str	Conj	1 bns	Self	V	Conc, 1 min	P	237
1	Entangle	20-ft square save or restrained; Str check vs. Spell DC to escape; for duration area is difficult terrain	Str	Conj	1 a	90 ft	V,S	Conc, 1 min	P	238
2	Enthrall	While I speak, any crea save (adv. if fighting) or dis. on Wis(Perception) for any other than me	Wis	Ench	1 a	60 ft	V,S	1 min	P	238
3	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
7	Etherealness	Me or 3/SL willing 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
4	Evard's Black Tentacles	All that enter/start 20-ft rad save or restrained & 3d6 Bludgeoning dmg/rnd; Str/Dex check to escape	Dex	Conj	1 a	90 ft	V,S,M	Conc, 1 min	P	238
1	Expeditious Retreat	I can take Dash action now, and as a bonus action for the duration	—	Trans	1 bns	Self	V,S	Conc, 10 min	P	238
6	Eyebite	1 crea/rnd within 60 ft save or either fall asleep, panicked, or sickened, my choice	Wis	Necro	1 a	Self	V,S	Conc, 1 min	P	238
4	Fabricate	Create simple object from raw materials; or complex object if proficient in the appropriate tools	—	Trans	10 min	120 ft	V,S	Instantaneous	P	239
1	Faerie Fire	20-ft cube all obj/crea save or outlined in 10 ft dim light and attacks have adv.; see invisible crea	Dex	Evoc	1 a	60 ft	V	Conc, 1 min	P	239
1	False Life	I gain 1d4+4+5/SL temporary hit points for the duration	—	Necro	1 a	Self	V,S,M	1 h	P	239
5	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
3	Fast Friends	1+1/SL humanoid save or charmed and perform tasks I ask it to do; adv. save if me/ally is fighting it	Wis	Ench	1 a	30 ft	V	Conc, 1 h	AI	75
3	Fear	All crea save or drop what it is holding and frightened; extra save at end of turn if not in line of sight	Wis	Illus	1 a	S:30-ft cone	V,S,M	Conc, 1 min	P	239
1	Feather Fall	5 creatures descent only 60 ft/rnd for duration or until landed, taking no falling damage	—	Trans	1 rea	60 ft	V,M	1 min	P	239
8	Feeblemind	1 crea 4d6 Psychic dmg and save or Int and Cha become 1; extra save every 30 days to end spell	Int	Ench	1 a	150 ft	V,S,M	Instantaneous	P	239
3	Feign Death (R)	Willing creature appears dead; it is blinded, incapacitated, has dmg resist. all but Psychic, and speed 0	—	Necro	1 a	Touch	V,S,M	1 h (D)	P	240
1	Find Familiar (R)	Gain the services of a familiar; can see through its eyes; it can deliver touch spells; see B (10gp cons.)	—	Conj	1 h	10 ft	V,S,M†	Instantaneous	P	240

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Spell Sheet Options

4	Find Greater Steed	Gain the services of a steed; can communicate with it telepathically; can share spells with it; see book	—	Conj	10 min	30 ft	V,S	Instantaneous	X	156
2	Find Steed	Gain the services of a steed; communicate with each other telepathically; share spells with it; see book	—	Conj	10 min	30 ft	V,S	Instantaneous	P	240
6	Find the Path	Know the shortest route to a location I am familiar with and are on the same plane with (100gp)	—	Div	1 min	Self	V,S,M*f*	Conc, 1 day	P	240
2	Find Traps	Sense presence of any trap within line of sight; not exact location, but general nature of trap	—	Div	1 a	120 ft	V,S	Instantaneous	P	241
7	Finger of Death	1 crea 7d8+30 Necrotic dmg; save halves; crea killed becomes zombie under my command	Con	Necro	1 a	60 ft	V,S	Instantaneous	P	241
4	Fire Shield	Fiery shield gives either Fire or Cold dmg resist. and deals 2d8 of the other dmg type to melee attackers	—	Evoc	1 a	Self	V,S,M	10 min (D)	P	241
7	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
3	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
6	Fizban's Platinum Shield	1 crea Acid, Cold, Fire, Lightn. & Poison resist., half cover, better Dex saves; 1 bns change crea (500gp)	—	Abjur	1 bns	60 ft	V,S,M*f*	Conc, 1 min	FD	20
3	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
2	Flame Blade	Summon fiery blade; 1 a to make a melee spell attack for 3d6+1d6/2SL Fire dmg; 10 ft bright light	—	Evoc	1 bns	Self	V,S,M	Conc, 10 min	P	242
5	Flame Strike	10-ft rad 40-ft high all crea 4d6 Fire dmg and 4d6 Radiant dmg; save halves; +1d6/SL Fire or Radiant	Dex	Evoc	1 a	60 ft	V,S,M	Instantaneous	P	242
2	Flaming Sphere	2.5-ft rad flaming sphere; bns a move 30 ft; all within 5-ft rad 2d6+1d6/SL Fire dmg; save halves	Dex	Conj	1 a	60 ft	V,S,M	Conc, 1 min	P	242
6	Flesh to Stone	1 crea save or restrained; save at end of turn, 3 consecutive fail: petrified, 3 consecutive success: free	Con	Trans	1 a	60 ft	V,S,M	Conc, 1 min	P	243
3	Fly	1+1/SL willing creatures gain fly 60 ft speed	—	Trans	1 a	Touch	V,S,M	Conc, 10 min	P	243
1	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
6	Forbiddance (R)	40k sq ft 30-ft high no extraplanar travel; 1 crea type 5d10 Radiant/Necrotic dmg per rnd (1000gp)	—	Abjur	10 min	Touch	V,S,M*f*	1 day	P	243
7	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,M*f*	1 h	P	243
9	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
2	Fortune's Favor	1+1/SL crea once roll extra d20 and select which to use for atk, check, save, or atk vs. it (100gp cons.)	—	Div	1 min	Touch	V,S,M†	1 h	W	186
4	Freedom of Movement	1 willing crea; magic cannot reduce speed, paralyze, restrain; use 5 ft to escape nonmagical restraints	—	Abjur	1 a	Touch	V,S,M	1 h	P	244
1	Frost Fingers	All in area 2d8+1d8/SL Cold dmg; save halves; unattended nonmagical liquids freeze	Con	Evoc	1 a	S:15-ft cone	V,S	Instantaneous	RF	318
3	Gaseous Form	1 willing crea into a misty cloud with fly 10 ft, resist. to nonmagical dmg, adv. on Str/Dex/saves	—	Trans	1 a	Touch	V,S,M	Conc, 1 h	P	244
9	Gate	Create a portal to a precise location on a different plane; can transport named crea to me (5000gp)	—	Conj	1 a	60 ft	V,S,M*f*	Conc, 1 min	P	244
5	Geas	1 crea save or charmed, it must obey commands or 5d10 Psychic dmg; SL7: 1 year, SL9: until disp.	Wis	Ench	1 min	60 ft	V	30 days (D)	P	244
2	Gentle Repose (R)	1 corpse protected from decay and prevent it from becoming undead; add duration to raising dead	—	Necro	1 a	Touch	V,S,M	10 days	P	245
4	Giant Insect	Transform centipedes, spiders, wasps, or scorpions into giant versions; obey my verbal commands	—	Trans	1 a	30 ft	V,S	Conc, 10 min	P	245
1	Gift of Alacrity	1 willing creature can add 1d8 to its initiative rolls for the duration	—	Div	1 min	Touch	V,S	8 h	W	186
2	Gift of Gab	Cast when talking, any crea within 5 ft think what I said in the last 6 seconds was only to cast a spell	—	Ench	1 rea	Self	V,S,R†	Conc, 1 h	AI	76
8	Glibness	I can choose to roll a 15 on any Charisma check; magic cannot detect if I am lying	—	Trans	1 a	Self	V	1 h	P	245
6	Globe of Invulnerability	SL<(6+1/SL) cast outside area cannot effect inside area; casting with a higher spell slot does not help	—	Abjur	1 a	S:10-ft rad	V,S,M	Conc, 1 min	P	245
3	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
1	Goodberry	Create 10 berries; 1 a to eat 1 berry: heal 1 HP, nourishment for 1 day; berries lose potency after 24h	—	Trans	1 a	Touch	V,S,M	Instantaneous	P	246
4	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
4	Gravity Sinkhole	20-ft rad all crea 5d10+1d10/SL Force dmg, pulled to center of radius; save halves and not pulled	Con	Evoc	1 a	120 ft	V,S,M	Instantaneous	W	187
1	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	P	246
4	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
5	Greater Restoration	Reduce exhaustion or end charm, petrify, curse, stat or max HP reduction (100gp cons.)	—	Abjur	1 a	Touch	V,S,M†	Instantaneous	P	246
4	Guardian of Faith	Place spectre; hostiles coming in 10 ft of it 20 Radiant dmg; save half; vanishes after it deals 60 dmg	Dex	Conj	1 a	30 ft	V	8 h	P	246
4	Guardian of Nature	I transform into a Primal Beast (offensive bonuses) or a Great Tree (defensive bonuses); see book	—	Trans	1 bns	Self	V	Conc, 1 min	X	157
6	Guards and Wards	Protect an area with an assortment of effects including fog, web, illusions and locks; see book (10gp)	—	Abjur	10 min	Touch	V,S,M*f*	24 h	P	248
1	Guiding Bolt	Spell attack for 4d6+1d6/SL Radiant dmg and next attack against target has advantage	—	Evoc	1 a	120 ft	V,S	1 rnd	P	248
2	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	S:60-ft line	V,S,M	Conc, 1 min	P	248
1	Hail of Thorns	Next ranged weapon hit, all within 5 ft of target 1d10+1d10/SL Piercing dmg; save halves	Dex	Conj	1 bns	Self	V	Conc, 1 min	P	249
5	Hallow	30-ft rad protected against celestials, elementals, fey, fiend, and undead; add additional effects; see B	—	Evoc	24 h	Touch	V,S,M†	Till dispelled	P	249
4	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
6	Harm	1 crea 14d6 Necrotic dmg, reduce max HP by same; not <1 HP; save halves and no max HP reduce	Con	Necro	1 a	60 ft	V,S	Instantaneous	P	249
3	Haste	1 willing crea +2 AC, speed doubled, adv. on Dex saves, extra action (1 attack, dash, disengage, hide)	—	Trans	1 a	30 ft	V,S,M	Conc, 1 min	P	250
6	Heal	1 living 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
2	Healing Spirit	5-ft cube; any living crea I see start/enter heals 1d6+1d6/SL HP; 1+spell mod uses; bns a move it 30 ft	—	Conj	1 bns	60 ft	V,S	Conc, 1 min	X	157
1	Healing Word	1 living creature heals 1d4+1d4/SL+spellcasting ability modifier HP	—	Evoc	1 bns	60 ft	V	Instantaneous	P	250
2	Heat Metal	1 metal obj on touch 2d8+1d8/SL Fire dmg; 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	Hellish Rebuke	Cast when taking dmg, crea that dealt dmg 2d10+1d10/SL Fire dmg; save halves	Dex	Evoc	1 rea	60 ft	V,S	Instantaneous	P	250
6	Heroes' Feast	Up to 12 crea; 1h to consume; for 24h: disease/poison immune, +2d10 max HP, see B (1000gp cons.)	—	Conj	10 min	30 ft	V,S,M†	Instantaneous	P	250
1	Heroism	1+1/SL crea immune to fear, gain spellcasting ability modifier temp. HP start of each turn as spell lasts	—	Ench	1 a	Touch	V,S	Conc, 1 min	P	250
1	Hex	1 crea +1d6 Necrotic dmg from my atks; dis. on chosen ability checks; SL3: conc, 8h; SL5: conc, 24h	—	Ench	1 bns	90 ft	V,S,M	Conc, 1 h	P	251
5	Hold Monster	1+1/SL crea (not undead), each max 30 ft apart, save or paralyzed; extra save at end of each turn	Wis	Ench	1 a	90 ft	V,S,M	Conc, 1 min	P	251
2	Hold Person	1+1/SL humanoids, 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
8	Holy Aura	Any in 30 ft of me adv. saves; dis. atks vs. targets; fiend/undead atk a target save or blinded (1000gp)	Con	Abjur	1 a	Self	V,S,M*f*	Conc, 1 min	P	251
5	Holy Weapon	Wea +2d8 Radiant dmg; bns a end spell: 30-ft rad all crea 4d8 Radiant dmg, blind; save half, no blind	Con	Evoc	1 bns	Touch	V,S	Conc, 1 h	X	157
3	Hunger of Hadar	20-ft rad all: blind while in, start turn in 2d6 Cold dmg, end turn in save or 2d6 Acid dmg	Dex	Conj	1 a	150 ft	V,S,M	Conc, 1 min	P	251
1	Hunter's Mark	1 crea +1d6 dmg from my weapon atks; adv. Wis (Perception/Survival) vs. target; SL3: 8h; SL5: 24h	—	Div	1 bns	90 ft	V	Conc, 1 h	P	251
3	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
1	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	X	157
4	Ice Storm	20-ft rad 40-ft high all crea 2d8+1d8/SL Bludg. dmg & 4d6 Cold dmg; save half; 1 rnd difficult ter.	Dex	Evoc	1 a	300 ft	V,S,M	Instantaneous	P	252
1	Identify (R)	1 magical item or magic-imbued crea/obj; learn properties, how to use, and spells affecting it (100gp)	—	Div	1 min	Touch	V,S,M*f*	Instantaneous	P	252
8	Illusory Dragon	Huge shadowy dragon; see: Wis save or fright.; bns a move 60 ft & breath wea 7d6 dmg; Int save half	W/I	Illus	1 a	120 ft	S	Conc, 1 min	X	157
1	Illusory Script (R)	Write a message that only I, designated crea, and any with truesight can understand (10gp cons.)	—	Illus	1 min	Touch	S,M†	10 days	P	252
5	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
2	Immovable Object	1 obj <10 lb fixed in place; holds 4k lb; Str check move, except chosen/password; See B (25gp cons.)	—	Trans	1 a	Touch	V,S,M†	1 h	W	187
9	Imprisonment	1 crea save or trapped in chosen way with no means of escape; see book (500gp/HD cons.)	Wis	Abjur	1 min	30 ft	V,S,M†	Till dispelled	P	252

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Spell Sheet Options

8	Incendiary Cloud	20-ft rad all now/enter/end turn 10d8 Fire dmg; save half; heavily obscures; moves 10 ft/rnd away	Dex	Conj	1 a	150 ft	V,S	Conc, 1 min	P	253
3	Incite Greed	Any crea that see me save or charmed, only move to me, if in 5 ft do nothing; save end of each turn	Wis	Ench	1 a	30 ft	V,S,M*ƒ*	Conc, 1 min	AI	76
5	Infernal Calling	Summon 1 devil of CR 6+1/SL; hostile to all, obeys my command if to its liking or Cha check; see B	—	Conj	1 min	90 ft	V,S,M*ƒ*	Conc, 1 h	X	158
1	Inflict Wounds	Spell attack for 3d10+1d10/SL Necrotic dmg	—	Necro	1 a	Touch	V,S	Instantaneous	P	253
5	Insect Plague	20-ft rad all now/enter/end turn 4d10+1d10/SL Piercing dmg; save half, no cover; light obsc.; dif. ter	Con	Conj	1 a	300 ft	V,S,M	Conc, 10 min	P	254
3	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
6	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
6	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
6	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	X	159
6	Investiture of Wind	Rngd wea atks dis. vs. me; fly 60 ft; 1 a 15-ft cube in 60 ft all 2d10 Bludg. dmg, push 10 ft, save half	Con	Trans	1 a	Self	V,S	Conc, 10 min	X	160
2	Invisibility	1+1/SL crea invisible; attacking/casting makes the crea visible; anything worn/carried also invisible	—	Illus	1 a	Touch	V,S,M	Conc, 1 h	P	254
9	Invulnerability	Immune to all damage until the spell ends (500gp cons.)	—	Abjur	1 a	Self	V,S,M†	Conc, 10 min	X	160
2	Jim's Glowing Coin	30-ft radius any creature I can see save or disadvantage on Perception and Initiative for duration	Wis	Ench	1 a	60 ft	V,M,R†	1 min	AI	76
1	Jim's Magic Missile	3+1/SL darts, each spell atk for 2d4 Force dmg, 5d4 crit; any 1 to hit, all dmg me 1 (1+1/SL gp cons.)	—	Evoc	1 a	120 ft	V,S,R†	Instantaneous	AI	76
1	Jump	1 creature's jump distance is tripled for the duration	—	Trans	1 a	Touch	V,S,M	1 min	P	254
2	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
2	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
5	Legend Lore	Learn summary of lore of named or described person, place, or object (200gp; 250gp cons.)	—	Div	10 min	Self	V,S,M†	Instantaneous	P	254
4	Leomund's Secret Chest	Hide chest with content in Ethereal Plane for 60 days, after that chance of loss; 1 a reappear (5050gp)	—	Conj	1 a	Touch	V,S,M*ƒ*	Instantaneous	P	254
3	Leomund's Tiny Hut (R)	10-ft rad immobile dome of force holds 9 Medium crea; blocks magic; ends if I leave; see book	—	Evoc	1 min	S:10-ft rad	V,S,M	8 h	P	255
2	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
2	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
3	Life Transference	I take 4d8+1d8/SL Necrotic dmg (in full) and 1 crea in range I can see heals twice that in HP	—	Necro	1 a	30 ft	V,S	Instantaneous	X	160
3	Lightning Arrow	Next rngd wea atk +4d8+1d8/SL Lightn. dmg, miss half; 10 ft all 2d8+1d8/SL Lightn. dmg, save half	Dex	Trans	1 bns	Self	V,S	Conc, 1 min	P	255
3	Lightning Bolt	100-ft long 5-ft wide all 8d6+1d6/SL Lightn. dmg; save halves; unattended flammable obj ignite	Dex	Evoc	1 a	S:100-ft line	V,S,M	Instantaneous	P	255
2	Locate Animal/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
4	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
2	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
1	Longstrider	1+1/SL creature's speed increases by 10 ft for the duration	—	Trans	1 a	Touch	V,S,M	1 h	P	256
8	Maddening Darkness	60-ft rad darkness; darkvision, no light works; all crea starting turn in 8d8 Psychic dmg, save halves	Wis	Evoc	1 a	150 ft	V,M	Conc, 10 min	X	160
5	Maelstrom	5-ft deep 30-ft rad dif. ter.; all crea starting turn in save or 6d6 Bludg. dmg and pulled 10 ft to center	Str	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	X	160
1	Mage Armor	1 crea that isn't wearing armor has AC 13 + Dex modifier for the duration; spell ends if it dons armor	—	Abjur	1 a	Touch	V,S,M	8 h (D)	P	256
3	Magic Circle	Celes., elem., fey, fiends, or undead can't enter/leave; dis. on atk; +1h/SL dura.; see B (100gp cons.)	—	Abjur	1 min	10 ft	V,S,M†	1 h	P	256
6	Magic Jar	Transport my soul into container from which I can attempt to possess humanoids; see B (500gp)	—	Necro	1 min	Self	V,S,M*ƒ*	Till dispelled	P	257
1	Magic Missile	3+1/SL darts hit creature(s) I can see for 1d4+1 Force dmg per dart	—	Evoc	1 a	120 ft	V,S	Instantaneous	P	257
2	Magic Mouth (R)	Implant a 25 word message in an object that is uttered on chosen trigger condition (10gp cons.)	—	Illus	1 min	30 ft	V,S,M†	Till dispelled	P	257
2	Magic Weapon	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
1	Magnify Gravity	10-ft rad all crea 2d8+1d8/SL Force dmg, half spd; Save halves & no spd reduce; Str check to move obj	Con	Trans	1 a	60 ft	V,S	1 rnd	W	188
3	Major Image	20-ft cube illusion includes visible, audible, olfactory, temperature; 1 a move it; SL6: no conc.; see B	—	Illus	1 a	120 ft	V,S,M	Conc, 10 min	P	258
5	Mass Cure Wounds	6 living creatures within 30-ft rad heal 3d8+1d8/SL+spellcasting ability modifier HP	—	Evoc	1 a	60 ft	V,S	Instantaneous	P	258
9	Mass Heal	Heal 700 HP split over any crea in range; each healed is cured of blindness, deafness, and all diseases	—	Evoc	1 a	60 ft	V,S	Instantaneous	P	258
3	Mass Healing Word	6 living creatures heal 1d4+1d4/SL+spellcasting ability modifier HP	—	Evoc	1 bns	60 ft	V	Instantaneous	P	258
9	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
6	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
2	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
8	Maze	1 crea banished to labyrinthine demiplane; DC 20 Int check each rnd to escape; appears in same spot	—	Conj	1 a	60 ft	V,S	Conc, 10 min	P	258
3	Meld into Stone (R)	I merge into a stone object large enough to contain me; can't see through the stone; see book	—	Trans	1 a	Touch	V,S	8 h	P	259
2	Melf's Acid Arrow	Spell attack for 4d4+1d4/SL Acid dmg and 2d4+1d4/SL next turn; on miss half dmg, no next turn	—	Evoc	1 a	90 ft	V,S,M	Instantaneous	P	259
3	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
6	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
9	Meteor Swarm	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
8	Mighty Fortress	Create a stone fortress 120 ft on a side for 7 days; see book for effects (500gp cons.)	—	Conj	1 min	1 mile	V,S,M†	Instantaneous	X	161
8	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
2	Mind Spike	1 crea 3d8+1d8/SL Psychic dmg, know its location, can't be invis for me; save half, no other benefits	Wis	Div	1 a	60 ft	S	Conc, 1 h	X	162
7	Mirage Arcane	1 sq mile alter terrain illusion includes visible, audible, olfactory, tactile; can make difficult ter.; see B	—	Illus	10 min	Sight	V,S	10 days	P	260
2	Mirror Image	Create three illusionary duplicates of me; destroyed if hit; randomize attacks; AC 10 + my Dex mod	—	Illus	1 a	Self	V,S	1 min (D)	P	260
5	Mislead	I go invisible; create illusionary duplicate of me, 1 a move it, bns a switch between its senses and mine	—	Illus	1 a	Self	S	Conc, 1 h	P	260
2	Misty Step	I teleport 30 feet to a unoccupied space I can see	—	Conj	1 bns	Self	V	Instantaneous	P	260
5	Modify Memory	1 crea save or charmed, alter 1 memory of last (SL6: 7, SL7: 30, SL8: 365) day; SL:9 any memory	Wis	Ench	1 a	30 ft	V,S	Conc, 1 min	P	261
2	Moonbeam	5-ft rad 40-ft high all enter/start turn 2d10+1d10/SL Radiant dmg; save half; 1 a move it 60 ft; see B	Con	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P	261
4	Mor. Faithful Hound	Invisible, immobile dog does melee spell atk for 4d8 Piercing dmg; sees invisible/ethereal; see book	—	Conj	1 a	30 ft	V,S,M	8 h (D)	P	261
7	Mor. Magni. Mansion	Create extradimensional mansion with rooms, food and servants to serve 100 people; see book (15gp)	—	Conj	1 min	300 ft	V,S,M*ƒ*	24 h	P	261
4	Mor. Private Sanctum	Up to 100+100/SL ft cube is magically secured in chosen way; see book	—	Abjur	10 min	120 ft	V,S,M	24 h (D)	P	262
7	Mordenkainen's Sword	Hovering sword makes melee spell attacks for 3d10 Force dmg; bns a to move 20 ft and/or attack	—	Evoc	1 a	60 ft	V,S,M*ƒ*	Conc, 1 min	P	262
3	Motivational Speech	5 crea that hear me 5+5/SL temp HP, adv. Wis saves, if hit adv. on next atk; stops when temp HP gone	—	Ench	1 min	60 ft	V	1 h	AI	77
6	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
2	Nathair's Mischief	20-ft cube of magic, roll d4 for effect; At start of my turn, move cube 10 ft and reroll effect; see book	Var	Illus	1 a	60 ft	S,M	Conc, 1 min	FD	20
5	Negative Energy Flood	1 crea: living 5d12 Necrotic dmg, save halves, rises as zombie if killed; undead 5d12/2 temp HP	Con	Necro	1 a	60 ft	V,M	Instantaneous	X	163
3	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
2	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
6	Otiluke's Freezing Sphere	60-ft rad all 10d6+1d6/SL Cold dmg; save halves; freezes water; can save up to 1 min before using	Con	Evoc	1 a	300 ft	V,S,M	Instantaneous	P	263

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Spell Sheet Options

4	Otiluke's 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
6	Otto's Irresistible Dance	1 crea dances in place, can't move, dis. on atks/Dex saves, adv. on atks vs. target; 1 a Wis save to end	—	Ench	1 a	30 ft	V	Conc, 1 min	P	264
2	Pass Without Trace	Any within 30-ft rad +10 Dex(Stealth) checks, leave no tracks, can't be tracked by nonmagical means	—	Abjur	1 a	Self	V,S,M	Conc, 1 h	P	264
5	Passwall	Create a passage (max. 5 ft wide, 8 ft tall, 20 ft deep) in a wooden, plaster or stone surface for 1 h	—	Trans	1 a	30 ft	V,S,M	1 h	P	264
2	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
4	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
3	Phantom Steed (R)	Summon quasi-real steed with 100 ft speed (10 mph); I designate rider; spells ends if it takes dmg	—	Illus	1 min	30 ft	V,S	1 h (D)	P	265
6	Planar Ally	Otherwordly entity sends celestial, elemental or fiend to a location near me; see book	—	Conj	10 min	60 ft	V,S	Instantaneous	P	265
5	Planar Binding	1 celestial/elem/fey/fiend save or bound; SL6: 10, SL7: 30, SL8: 180, SL9: 366 days (1000gp cons.)	Cha	Abjur	1 h	60 ft	V,S,M†	24 h	P	265
7	Plane Shift	Me + 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	P	266
3	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	V,S	Instantaneous	P	266
4	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
9	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	P	266
9	Power Word Kill	1 creature with 100 current HP or less dies	—	Ench	1 a	60 ft	V	Instantaneous	P	266
7	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
8	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
2	Prayer of Healing	6 living creatures heal 2d8+1d8/SL+spellcasting ability modifier HP	—	Evoc	10 min	30 ft	V	Instantaneous	P	267
6	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	X	163
7	Prismatic Spray	All random effect each, see book: either 10d6 dmg, restrained, or blinded; save halves/negates	Dex	Evoc	1 a	S:60-ft cone	V,S	Instantaneous	P	267
9	Prismatic Wall	Up to 90 ft long 30 ft high 5 inch thick; all in 20 ft save or blinded; 7 layers with effects, see book	Con	Abjur	1 a	60 ft	V,S	10 min	P	267
6	Programmed Illusion	30-ft cube illusion includes visible, audible; triggers on set condition; see book (25gp)	—	Illus	1 a	120 ft	V,S,M*f*	Till dispelled	P	269
7	Project Image	Project image of me to familiar place; 1 a manipulate; bns a switch between its senses and mine (5gp)	—	Illus	1 a	500 miles	V,S,M*f*	Conc, 1 day	P	270
3	Protection 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
1	Prot. from Evil/Good	1 crea immune fear/charm/possess by abber./celest./elem./fey/fiends/undead, they also dis. on atks	—	Abjur	1 a	Touch	V,S,M†	Conc, 10 min	P	270
2	Protection from Poison	1 crea cured from 1 poison, gains resistance to Poison damage, and adv. on saves vs. being poisoned	—	Abjur	1 a	Touch	V,S	1 h	P	270
9	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
3	Pulse Wave	6d6+1d6/SL Force dmg, pulled/pushed 15+5/SL ft from me (also free obj); save halves, no move	Con	Evoc	1 a	S:30-ft cone	V,S	Instantaneous	W	188
1	Purify Food and Drink (R)	5-ft rad of food and drink is rendered free of all poison and disease	—	Trans	1 a	10 ft	V,S	Instantaneous	P	270
2	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
5	Raise Dead	Restores a creature's body that has died in the last 10 days to life with 1 HP; see book (500gp cons.)	—	Necro	1 h	Touch	V,S,M†	Instantaneous	P	270
5	Rary's Telepath. Bond (R)	8 willing crea with Int>2 gain a telepathic bond that works for any distance on the same plane	—	Div	1 a	30 ft	V,S,M	1 h	P	270
4	Raulothim's Psychic Lance	1 crea I see or can name 7d6+1d6/SL Psychic dmg & incap. till start of my turn; save half, not incap.	Int	Ench	1 a	120 ft	V	Instantaneous	FD	21
9	Ravenous Void	20-ft rad all enter/start 5d10 Force dmg, restrained; all enter/start in 100 ft save or pulled in; see B	Str	Evoc	1 a	1000 ft	V,S,M	Conc, 1 min	W	188
2	Ray of Enfeeblement	Spell attack; crea does half dmg with weapon attacks that use Str; save at end of each turn to end	Con	Necro	1 a	60 ft	V,S	Conc, 1 min	P	271
1	Ray of Sickness	Spell attack for 2d8+1d8/SL Poison dmg; save or also poisoned until end of my next turn	Con	Necro	1 a	60 ft	V,S	Instantaneous	P	271
8	Reality Break	1 crea save or can't take reactions, random effect each turn, see book; extra save at end of every turn	Wis	Conj	1 a	60 ft	V,S,M	Conc, 1 min	W	189
7	Regenerate	1 crea heals 4d8+15 HP now 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
5	Reincarnate	Brings humanoid that died in last 10 days to life in a new random adult body, see book (1000gp cons.)	—	Trans	1 h	Touch	V,S,M†	Instantaneous	P	271
3	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
7	Resurrection	Resurrects a crea that died in the last century to life with whole body and full HP; see B (1000gp cons.)	—	Necro	1 h	Touch	V,S,M†	Instantaneous	P	272
7	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
3	Revivify	Restores a creature's body that has died in the last min to life with 1 HP (300gp cons.)	—	Necro	1 a	Touch	V,S,M†	Instantaneous	P	272
2	Rime's Binding Ice	All in area 3d8+1d8/SL Cold dmg and speed 0 for 1 min until 1 a to undo; save halves, normal speed	Con	Evoc	1 a	S:30-ft cone	S,M	Instantaneous	FD	21
2	Rope Trick	Rope up to 60 ft stands vertical; extradimens. space with invisible 3×5 ft entrance at top, for 8 crea	—	Trans	1 a	Touch	V,S,M	1 h	P	272
1	Sanctuary	1 crea warded; any who want to attack/target must first make save; doesn't protect vs. area spells	Wis	Abjur	1 bns	30 ft	V,S,M	1 min	P	272
6	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
2	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
5	Scrying	1 crea save or sensor follows it around; or create sensor in familiar location; see book (1000gp)	Wis	Div	10 min	Self	V,S,M*f*	Conc, 10 min	P	273
1	Searing Smite	Next melee weapon hit +1d6+1d6/SL Fire dmg and target ignites: start of turn save to end or 1d6 dmg	Con	Evoc	1 bns	Self	V	Conc, 1 min	P	274
2	See Invisibility	See invisible/ethereal creatures and objects as if they were visible; ethereals are ghostly, translucent	—	Div	1 a	Self	V,S,M	1 h	P	274
5	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
3	Sending	Send a 25 word message to a familiar creature; it recognizes me and can respond with 25 words	—	Evoc	1 a	Unlimited	V,S,M	1 rnd	P	274
7	Sequester	1 willing crea/obj suspended, invisible, hidden from divination magic; see book (5000gp cons.)	—	Trans	1 a	Touch	V,S,M†	Till dispelled	P	274
2	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
4	Shadow of Moil	Me: heavy obsc., Radiant resistance; 10-ft rad: 1 step darker, hit vs. me get 2d8 Necrotic dmg (150gp)	—	Necro	1 a	Self	V,S,M*f*	Conc, 1 min	X	164
9	Shapechange	Take form of creature with CR of CL or lower; keep Int, Wis, Cha and alignment; see book (1500gp)	—	Trans	1 a	Self	V,S,M*f*	Conc, 1 h	P	274
2	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
1	Shield	If hit by attack +5 AC until start of next turn; or stop Magic Missile spell from doing any dmg to me	—	Abjur	1 rea	Self	V,S	1 rnd	P	275
1	Shield of Faith	1 creature gains +2 AC for the duration	—	Abjur	1 bns	60 ft	V,S,M	Conc, 10 min	P	275
4	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
2	Silence (R)	20-ft rad no sound propagates; all within deafened, immune to Thunder dmg, can't use verbal comp.	—	Illus	1 a	120 ft	V,S	Conc, 10 min	P	275
1	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
1	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
7	Simulacrum	Create snow/ice duplicate of humanoid/beast; follows my verbal commands; see B (1500gp cons.)	—	Illus	12 h	Touch	V,S,M†	Till dispelled	P	276
5	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
2	Skywrite (R)	Write up to 10 words with clouds in a part of the sky I can see; strong wind can diperse the clouds	—	Trans	1 a	Sight	V,S	Conc, 1 h	X	165
1	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
3	Sleet Storm	40-ft rad 20-ft high; heavily obsc.; douses flames; difficult ter.; save or prone; Con save or lose conc.	Dex	Conj	1 a	150 ft	V,S,M	Conc, 1 min	P	276
3	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	V,S,M	Conc, 1 min	P	277
1	Snare	5-ft rad trap; Investigation vs spell DC to see; save or restrained 3 ft in the air; save each rnd (5sp)	Dex	Abjur	1 min	Touch	S,M†	8 h, till trigger	X	165
2	Snilloc'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

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6	Soul Cage	As a reaction when humanoid in range dies, I capture their soul in a tiny cage; see book (100gp)	—	Necro	1 rea	60 ft	V,S,M*ƒ*	8 h	X	165
1	Speak with Animals (R)	Speak verbally with and understand beasts for duration; interaction limited by intelligence of beasts	—	Div	1 a	Self	V,S	10 min	P	277
3	Speak with Dead	1 corpse with mouth answers 5 questions with what it knew in life; can cast on same every 10 days	—	Necro	1 a	10 ft	V,S,M	10 min	P	277
3	Speak with Plants	Speak with plants in range about last 24h events; turn difficult plant terrain to normal or vice versa	—	Trans	1 a	S:30-ft rad	V,S	10 min	P	277
2	Spider Climb	1 gains climbing speed equal to walking speed; can go on walls and ceilings with hands free	—	Trans	1 a	Touch	V,S,M	Conc, 1 h	P	277
2	Spike Growth	20-ft rad difficult terrain; all 2d4 Piercing dmg per 5 ft moved; Wis(Perc) vs. Spell DC to recognize	—	Trans	1 a	150 ft	V,S,M	Conc, 10 min	P	277
3	Spirit Guardians	Undesignated crea start turn/enter in area half speed, 3d8+1d8/SL Radiant/Necrotic dmg; save half	Wis	Conj	1 a	S:15-ft rad	V,S,M	Conc, 10 min	P	278
3	Spirit Shroud	My atks +1d8+1d8/2SL Cold/Necro/Radiant dmg, no heal until next turn; any crea I see -10 ft spd	—	Necro	1 bns	S:10-ft rad	V,S	Conc, 1 min	T	108
2	Spiritual Weapon	Create weapon; spell atk 1d8+1d8/2SL+ability modifier Force dmg; bns a to move 20 ft and/or attack	—	Evoc	1 bns	60 ft	V,S	1 min	P	278
4	Staggering Smite	Next melee weapon hit +4d6 Psychic dmg and save or dis. on atks/chks, no rea, until end next turn	Wis	Evoc	1 bns	Self	V	Conc, 1 min	P	278
5	Steel Wind Strike	Melee spell attack vs. 5 crea in range; 6d10 Force dmg on hit; after, I teleport next to one target	—	Conj	1 a	30 ft	S,M*ƒ*	Instantaneous	X	166
3	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	V,S,M	Conc, 1 min	P	278
4	Stone Shape	Form 5 cu ft of stone into any shape; can have up to two hinges and a latch, but no finer mechanisms	—	Trans	1 a	Touch	V,S,M	Instantaneous	P	278
4	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
9	Storm of Vengeance	360-ft rad all save or 2d6 Thunder dmg and deafened for 5 min; effect changes every round; see book	Con	Conj	1 a	Sight	V,S	Conc, 1 min	P	279
4	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
2	Suggestion	1 crea save or follow understood reasonable stated course of action; ends if I or allies harm target	Wis	Ench	1 a	30 ft	V,M	Conc, 8 h	P	279
4	Summon Abberation	Summon choice of Abberant Spirit; obeys commands; takes turn after mine; vanishes at 0 hp (300gp)	—	Conj	1 a	90 ft	V,S,M*ƒ*	Conc, 1 h	T	109
2	Summon Beast	Summon choice of Bestial Spirit; obeys commands; takes turn after mine; disappears at 0 hp (200gp)	—	Conj	1 a	90 ft	V,S,M*ƒ*	Conc, 1 h	T	109
5	Summon Celestial	Summon choice of Celestial Spirit; obeys commands; takes turn after mine; disappears at 0 hp (500gp)	—	Conj	1 a	90 ft	V,S,M*ƒ*	Conc, 1 h	T	110
4	Summon Construct	Summon choice of Construct Spirit; obeys commands; takes turn after mine; vanishes at 0 hp (400gp)	—	Conj	1 a	90 ft	V,S,M*ƒ*	Conc, 1 h	T	111
5	Summon Draconic Spirit	Summon choice of Draconic Spirit; obeys commands; takes turn after mine; vanishes at 0 hp (500gp)	—	Conj	1 a	60 ft	V,S,M*ƒ*	Conc, 1 min	FD	21
4	Summon Elemental	Summon choice of Elemental Spirit; obeys commands; takes turn after mine; vanishes at 0 hp (400gp)	—	Conj	1 a	90 ft	V,S,M*ƒ*	Conc, 1 h	T	111
3	Summon Fey	Summon choice of Fey Spirit; obeys commands; takes turn after mine; disappears at 0 hp (300gp)	—	Conj	1 a	90 ft	V,S,M*ƒ*	Conc, 1 h	T	112
6	Summon Fiend	Summon choice of Fiendish Spirit; obeys commands; takes turn after mine; disappears at 0 hp (500gp)	—	Conj	1 a	90 ft	V,S,M*ƒ*	Conc, 1 h	T	112
4	Summon Greater Demon	Summon 1 demon of CR 5+1/SL that obeys me; end of each of its turn, save to break free; see book	Cha	Conj	1 a	60 ft	V,S,M	Conc, 1 h	X	166
3	Summon Lesser Demons	Summon up to 8 (16 at SL6, 24 at SL8) CR ≤1 1 demons, DM choice; attack nearest non-demons	—	Conj	1 a	60 ft	V,S,M	Conc, 1 h	X	167
3	Summon Shadowspawn	Summon choice of Shadow Spirit; obeys commands; takes turn after mine; disappears at 0 hp (300gp)	—	Conj	1 a	90 ft	V,S,M*ƒ*	Conc, 1 h	T	113
3	Summon Undead	Summon choice of Undead Spirit; obeys commands; takes turn after mine; disappears at 0 hp (300gp)	—	Necro	1 a	90 ft	V,S,M*ƒ*	Conc, 1 h	T	114
6	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	S:60-ft line	V,S,M	Conc, 1 min	P	279
8	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
5	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
7	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
5	Synaptic Static	20-ft rad all crea Int>2 save or 8d6 Psychic dmg, -1d6 on atks/check/conc. save; save half, no -1d6	Int	Ench	1 a	120 ft	V,S	Instant, 1 min	X	167
1	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
1	Tasha's Hideous Laughter	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
2	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
6	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,M*ƒ*	Conc, 1 min	T	116
5	Telekinesis	Move Huge creature or 1000 lb object 30 ft as 1 a; spellcasting ability check vs. Str check; see B	—	Trans	1 a	60 ft	V,S	Conc, 10 min	P	280
8	Telepathy	1 willing crea Int>0 and I telepathic link; share words, sensory information if on same plane	—	Evoc	1 a	Unlimited	V,S,M	24 h	P	281
7	Teleport	I + 8 willing crea, or an object teleport to a place I know, have seen, or can describe; see book	—	Conj	1 a	10 ft	V	Instantaneous	P	281
5	Teleportation Circle	Create a circle to teleport to another teleportation circle on same plane; see book (50gp cons.)	—	Conj	1 min	10 ft	V,M†	1 rnd	P	281
7	Temple of the Gods	Create a temple 120 ft on a side to the deity of a holy symbol used; see book for effects	—	Conj	1 h	120 ft	V,S,M*ƒ*	24 h	X	167
5	Temporal Shunt	Cast if see atk/cast, 1+1/SL crea, each max 30 ft apart, save or vanish until next turn, atk/cast wasted	Wis	Trans	1 rea	120 ft	V,S	1 rnd	W	189
1	Tenser's Floating Disk (R)	Create a 3 ft diameter disk that carries 500 lb and follows me if I move more than 20 ft away	—	Conj	1 a	30 ft	V,S,M	1 h	P	282
6	Tenser's Transformation	50 temp HP; prof Str/Con save, all wea/arm; extra atk; adv., wea atks +2d12 Force dmg; no spellc.	—	Trans	1 a	Self	V,S,M	Conc, 10 min	X	168
7	Tether Essence	2 crea save (dis. if in 30 ft) or if both fail take same dmg and same healing; ends if 0 hp (250gp cons.)	Con	Necro	1 a	60 ft	V,S,M†	Conc, 1 h	W	189
3	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
1	Thunderous Smite	Next melee weapon hit +2d6 Thunder dmg and save or 10 ft push and prone; audible in 300 ft	Str	Evoc	1 bns	Self	V	Conc, 1 min	P	282
1	Thunderwave	All crea/obj in area 2d8+1d8/SL Thunder dmg, pushed 10 ft away; save halves and not pushed	Con	Evoc	1 a	S:15ft cube	V,S	Instantaneous	P	282
3	Tidal Wave	30-ft x 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
9	Time Ravage	1 crea 10d12 Necrotic dmg & aged: dis. atk/chk/save, die in 30 days; save half, not aged (5k gp cons.)	Con	Necro	1 a	90 ft	V,S,M†	Instantaneous	W	189
9	Time Stop	I 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
3	Tiny Servant	Animate 1+2/SL Tiny, nonmagical, unattended obj as tiny servants; bns a to command telepathically	—	Trans	1 min	Touch	V,S	8 h	X	168
3	Tongues	1 crea understands all spoken languages, all with a language can understand what it means	—	Div	1 a	Touch	V,M	1 h	P	283
5	Transmute Rock	40 cu ft stone to mud or mud to stone; mud and stone restrains; mud from ceiling falls; see book	—	Trans	1 a	120 ft	V,S,M	Until dispelled	X	169
6	Transport via Plants	For duration all can transport from a Large plant to a plant on the same plane that I have touched	—	Conj	1 a	10 ft	V,S	1 rnd	P	283
5	Tree Stride	I can teleport 1/rnd for 5 ft move through a tree to another tree of the same kind within 500 ft	—	Conj	1 a	Self	V,S	Conc, 1 min	P	283
9	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
9	True Resurrection	Resurrects a crea that died in the last 200 years to life with new body and full HP; see B (25k gp cons.)	—	Necro	1 h	Touch	V,S,M†	Instantaneous	P	284
6	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
8	Tsunami	300×50×300ft (l×w×h) wall of water moves away at 50 ft/rnd; 6d10 Bludg. dmg; save halves; see B	Str	Conj	1 min	Sight	V,S	Conc, 6 rnd	P	284
1	Unseen Servant (R)	Create a mindless, invisible, shapeless, Medium servant for simple tasks; bns a to mentally command it	—	Conj	1 a	60 ft	V,S,M	1 h	P	284
3	Vampiric Touch	Spell attack each turn as 1 a for 3d6+1d6/SL Necrotic dmg; I heal half the damage dealt	—	Necro	1 a	Self	V,S	Conc, 1 min	P	285
4	Vitriolic Sphere	20-ft rad all crea 10d4+2d4/SL Acid dmg, +5d4 dmg next turn end; save half & no dmg next turn	Dex	Evoc	1 a	150 ft	V,S,M	Instantaneous	X	170
2	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
4	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 B	Dex	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P	285
5	Wall of Force	10 10×10-ft panels or 10-ft rad (hemi)sphere invisible, impenetrable wall; can float in air; see book	—	Evoc	1 a	120 ft	V,S,M	Conc, 10 min	P	285
6	Wall of Ice	10 10×10-ft panels 1-ft thick wall; at casting 10d6 Cold dmg; save halves; can cut through; see book	Dex	Evoc	1 a	120 ft	V,S,M	Conc, 10 min	P	285
5	Wall of Light	60×5×10ft (l×w×h) 4d8+1d8/SL Radiant dmg & blind; save half, not blind; 1 a rngd spell atk; see B	Con	Evoc	1 a	120 ft	V,S,M	Conc, 10 min	X	170
3	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	X	170

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5	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	P	287
6	Wall of Thorns	60×5×20ft (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	V,S,M	Conc, 10 min	P	287
3	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
2	Warding Bond	1 crea +1 AC, +1 saves, resistance all dmg; if takes dmg I take same dmg; ends if >60 ft away (100gp)	—	Abjur	1 a	Touch	V,S,M*f*	1 h (D)	P	287
2	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
3	Water Breathing (R)	10 willing creatures can breathe underwater for the duration	—	Trans	1 a	30 ft	V,S,M	24 h	P	287
3	Water Walk (R)	10 willing creatures can move across any liquid for the duration; rise to surface if underwater	—	Trans	1 a	30 ft	V,S,M	1 h	P	287
4	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
2	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
9	Weird	30-ft rad all crea save or frightened; extra save at end of each turn to stop, on fail 4d10 Psychic dmg	Wis	Illus	1 a	120 ft	V,S	Conc, 1 min	P	288
7	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	X	171
6	Wind Walk	Me + 10 willing creatures assume gaseous form with fly 300 ft, resist. to nonmagical dmg; see book	—	Trans	1 min	30 ft	V,S,M	8 h	P	288
3	Wind Wall	50×1×15ft (l×w×h) wall, any line-shape, at cast all in 3d8 Bludg. dmg; save halves; blocks arrows	Str	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P	288
9	Wish	Duplicate any 8th lvl or lower spell, create objects, heal, resurrect, alter time, etc.; see book	—	Conj	1 a	Self	V	Instantaneous	P	288
1	Witch Bolt	Rngd spell atk 1d12+1d12/SL Lightn. dmg; 1 a 1d12 Lightn. dmg; ends if out of range or I do other a	—	Evoc	1 a	30 ft	V,S,M	Conc, 1 min	P	289
2	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
6	Word of Recall	Me + 5 willing crea teleport to sanctuary of my deity, designated as such by casting this spell there	—	Conj	1 a	5 ft	V	Instantaneous	P	289
5	Wrath of Nature	60-ft cu dif. ter.; rock: rngd atk 3d8 Bludg. dmg; tree: Dex or 4d6 Slash. dmg; root: Str or restr.; see B	—	Evoc	1 a	120 ft	V,S	Conc, 1 min	X	171
1	Wrathful Smite	Next melee weapon hit +1d6 Psychic dmg and save or frightened; it can take 1 a for extra save	Wis	Evoc	1 bns	Self	V	Conc, 1 min	P	289
2	Wristpocket (R)	Store 1 held obj <5 lb in extradim. space; 1 a to summon obj in free hand or return; reappears at end	—	Conj	1 a	Self	S	Conc, 1 h	W	190
1	Zephyr Strike	Moving doesn't provoke opportunity atks; once: adv. on wea atk, +1d8 Force dmg, +30 ft spd for turn	—	Trans	1 bns	Self	V	Conc, 1 min	X	171
2	Zone of Truth	15-ft rad all in or enter save or unable to lie; I'm aware if saved or not; crea aware it cannot lie	Cha	Ench	1 a	60 ft	V,S	10 min	P	289

GLOSSARY OF ABBREVIATIONS USED IN THIS SPELL SHEET

(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	**M*f***	Material component is costly, but is not consumed upon casting
CL	Character Level	**rnd**	Round(s)	**M*!***	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

SOURCES ('B' COLUMN)

AI	Acquisitions Incorporated
FD	Fizban's Treasury of Dragons
P	Player's Handbook
RF	Rime of the Frostmaiden
SC	Strixhaven: A Curriculum of Chaos
SR	System Reference Document
T	Tasha's Cauldron of Everything
U	Unearthed Arcana
W	Explorer's Guide to Wildemount
X	Xanathar's Guide to Everything

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