

2ND LEVEL

KN	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	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	P4	239
○	Animal Messenger* (R)	Tiny CRO beast save or delivers 25 word message up to 25 miles (50 miles if flyer); +48h/SL duration	Cha	Ench	1 a	30 ft	V,S,M	24 h	P4	240
○	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
○	Borrowed Knowledge	Gain proficiency with one skill; ends early if cast again (25gp)	—	Div	1 a	Self	V,S,Mf	1 h	SC	37
○	Calm Emotions	20-ft rad all humanoids suppress Charmed & Frightened, or hostility to any crea till it or allies dmgd	Cha	Ench	1 a	60 ft	V,S	Conc, 1 min	P4	249
○	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
○	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
○	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
○	Enthrall*	Any creature save (auto pass if fighting) or -10 on Wis (Perception) chks and Passive Perception	Wis	Ench	1 a	60 ft	V,S	Conc, 1 min	P4	269
○	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+	Instantaneous	AI	76
○	Heat Metal*	1 metal object on touch 2d8+1d8/SL Fire dmg; save or drop obj; if held: dis. atk/chk; bns reheat obj	Con	Trans	1 a	60 ft	V,S,M	Conc, 1 min	P4	284
○	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
○	Lesser Restoration	1 creature cured of Blinded, Deafened, Paralyzed, or Poisoned	—	Abjur	1 bns	Touch	V,S	Instantaneous	P4	291
○	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	P4	292
○	Locate Object	Learn direction to closest named or described familiar object (specific or kind) in 1000 ft; see book	—	Div	1 a	Self	V,S,M	Conc, 10 min	P4	293
○	Magic Mouth* (R)	Implant message into object (up to 25 words & 10 min) that is uttered on chosen trigger (10gp cons.)	—	Illus	1 min	30 ft	V,S,M+	Till dispelled	P4	295
○	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
○	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
○	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
○	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
○	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
○	Silence (R)	20-ft radius no sound; all within Deafened, immune to Thunder dmg, can't use Verbal components	—	Illus	1 a	120 ft	V,S	Conc, 10 min	P4	316
○	Skywrite (R)	Write up to 10 words with clouds in a part of the sky I can see; strong wind can disperse the clouds	—	Trans	1 a	Sight	V,S	Conc, 1 h	X	165
○	Spray of Cards	All in area 2d10+1d10/SL Force dmg and blinded until their next turn ends; save halves & not blinded	Dex	Conj	1 a	S:15-ft cone	V,S,M	Instantaneous	MT	50
○	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
○	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
○	Zone of Truth	15-ft rad all crea enter/start in area save or can't lie; I'm aware if saved; crea knows it can't lie	Cha	Ench	1 a	60 ft	V,S	10 min	P4	343
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3RD LEVEL

KN	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	Antagonize	1 crea 4d4+1d4/SL Psychic dmg, use rea to melee atk vs. crea I see (or dis. atk 1 rnd); save half, no rea	Wis	Ench	1 a	30 ft	V,S,M	Instantaneous	MT	50
○	Bestow Curse	1 creature save or cursed, see B; duration SL4: conc, 10 min; SL5: 8h; SL7: 24h; SL9: until dispelled	Wis	Necro	1 a	Touch	V,S	Conc, 1 min	P4	246
○	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
○	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
○	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
○	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
○	Feign Death (R)	Willing crea looks dead: Blinded, Incapacitated, resist. all dmg but Psychic, speed 0, immune Poisoned	—	Necro	1 a	Touch	V,S,M	1 h	P4	271
○	Glyph of Warding	Create glyph that triggers on set condition; Wis(Perception) vs spell DC to notice; see B (200gp cons.)	—	Abjur	1 h	Touch	V,S,M+	Till triggered	P4	279
○	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
○	Leomund's Tiny Hut (R)	Immobile barrier; blocks magic & crea/obj not in area when cast; ends if I leave/recast; see B	—	Evoc	1 min	S:10-ft rad	V,S,M	8 h	P4	291
○	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
○	Mass Healing Word*	6 creatures heal 2d4+1d4/SL+spellcasting ability modifier HP	—	Abjur	1 bns	60 ft	V	Instantaneous	P4	296
○	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
○	Nondetection	1 willing creature or object up to 10 cu ft hidden from all Divination spells (25gp cons.)	—	Abjur	1 a	Touch	V,S,M+	8 h	P4	302
○	Plant Growth	1 a: 100ft rad plants overgrow, cause 1/4 move; 8h: 1 mile dia. plants yield double food at harvest	—	Trans	1 a/8h	150 ft	V,S	Instantaneous	P4	305
○	Sending	Send 25 words to familiar crea; it recognizes me and can respond with 25 words and/or block for 8 hrs	—	Div	1 a	Unlimited	V,S,M	Instantaneous	P4	314
○	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
○	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	P4	318
○	Speak with Plants	Speak with plants & plant crea in fixed 30ft rad about last 24h; dif. plant ter. to normal or vice versa	—	Trans	1 a	S:30-ft rad	V,S	10 min	P4	319
○	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
○	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
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4TH LEVEL

KN SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○ 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
○ Compulsion*	Any crea save or Charmed; bns pick horizontal direction; on turn Charmed crea move then redo save	Wis	Ench	1 a	30 ft	V,S	Conc, 1 min	P4	252
○ 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
○ Fount of Moonlight	20/20 light; resist Rad.; melee atk +2d6 Rad.; 60ft rea if vis. crea dmgs me, save or Blind to my next EoT	Con	Evoc	1 a	Self	V,S	Conc, 10 mins	P4	277
○ Freedom of Movement	1+1/SL crea; swim spd; magic can't lower spd, paralyze, restrain; 5ft to leave nonmagic restraints	—	Abjur	1 a	Touch	V,S,M	1 h	P4	277
○ Greater Invisibility	1 creature becomes Invisible until the spell ends	—	Illus	1 a	Touch	V,S	Conc, 1 min	P4	281
○ Hallucinatory Terrain	150-ft cube of terrain resembles another sort of terrain; Int (Investigation) vs spell DC; see book	—	Illus	10 min	300 ft	V,S,M	24 h	P4	283
○ Locate Creature	Learn direction to closest named or described familiar creature (specific or kind) in 1000 ft; see book	—	Div	1 a	Self	V,S,M	Conc, 1 h	P4	292
○ Phantasmal Killer*	1 crea 4d10+1d10/SL Psychic; dis. on chks & atks; save 1/2 dmg only; EoT save, same dmg or end	Wis	Illus	1 a	120 ft	V,S	Conc, 1 min	P4	304
○ 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
○ 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
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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
○ Awaken	Give beast or plant speech, Int 10 and ability to move. Charmed for 30 days; see book (1000gp cons.)	—	Trans	8 h	Touch	V,S,M†	Instantaneous	P4	244
○ 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
○ Dream	Me/willing crea enters 1 crea dream; communicate for dur. or terrify (save or 3d6 Psych, no LR benefit)	Wis	Illus	1 min	Special	V,S,M	8 h	P4	266
○ Geas*	1 crea save or Charmed; obey nonlethal commands or 5d10 Psychic (1/day); SL7: 1 year, SL9: until disp.	Wis	Ench	1 min	60 ft	V	30 days	P4	278
○ Greater Restoration	Remove 1 lvl Exhaustion, Charmed, Petrified, curse, stat or max HP reduction (100gp cons.)	—	Abjur	1 a	Touch	V,S,M†	Instantaneous	P4	281
○ 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
○ Legend Lore	Receive lore summary of famous person, place, or object; spell fails if not famous (200gp; 250gp cons.)	—	Div	10 min	Self	V,S,M†	Instantaneous	P4	290
○ Mass Cure Wounds*	6 creatures within 30-ft rad of visible point heal 5d8+1d8/SL+spellcasting ability modifier HP	—	Abjur	1 a	60 ft	V,S	Instantaneous	P4	296
○ Mislead	I go Invisible (till atk/dmg/cast) & create illusory duplicate; see/hear through it; 1 a manipulate	—	Illus	1 a	Self	S	Conc, 1 h	P4	299
○ Modify Memory*	1 creature save or Charmed; alter 1 memory in last (SL6: 7, SL7: 30, SL8: 365, SL9: any) day; see B	Wis	Ench	1 a	30 ft	V,S	Conc, 1 min	P4	299
○ Planar Binding	1 celes./elem./fey/fiend save or bound; SL6: 10, SL7: 30, SL8: 180, SL9: 366 days (1000gp cons.); see B	Cha	Abjur	1 h	60 ft	V,S,M†	24 h	P4	305
○ Raise Dead	Restores corpse that died within the last 10 days to life with 1 HP; see book (500gp cons.)	—	Necro	1 h	Touch	V,S,M†	Instantaneous	P4	310
○ Rary's Telepath. Bond (R)	8 willing crea gain a telepathic bond across any distance on same plane; must know a language	—	Div	1 a	30 ft	V,S,M	1 h	P4	311
○ Scrying	1 creature save or followed by sensor; or create immobile sensor in familiar location; see B (1000gp)	Wis	Div	10 min	Self	V,S,Mf	Conc, 10 min	P4	299
○ 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
○ 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
○ Yolande's Regal Presence*	Any crea covers/enter/end (1/turn/crea) 4d6 Psychic & Prone, can push to 10ft; save 1/2 dmg only	Wis	Ench	1 a	S:10-ft rad	V,S,M	Conc, 1 min	P4	343
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6TH LEVEL

KN SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○ 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
○ Find the Path	I know the direction, distance & shortest route to familiar immobile location on same plane (100gp)	—	Div	1 min	Self	V,S,Mf	Conc, 1 day	P4	273
○ Guards and Wards	Protect an area with multiple effects including fog, webs, illusions and locks; see book (10gp)	—	Abjur	10 h	Touch	V,S,Mf	24 h	P4	282
○ Heroes' Feast	12 crea eat in 1h; 24h: resist Poison, immune Fright. & Poisoned, +2d10 max+current HP (1000gp cons.)	—	Conj	10 min	Self	V,S,M†	Instantaneous	P4	284
○ 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
○ Otto's Irresistible Dance*	1 crea pass: dance to next EoT; fail: Charmed, no move, dis. atk/Dex saves, adv. atk vs it; 1 a save to end	—	Ench	1 a	30 ft	V	Conc, 1 min	P4	303
○ Programmed Illusion	30-ft cube illusion includes visual, audible; activates on set trigger; Int(Invest.) vs spell DC; see B (25gp)	—	Illus	1 a	120 ft	V,S,Mf	Till dispelled	P4	309
○ 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.
○ 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
○ Forcecage	20-ft cu cage or 10-ft cu solid box; blocks spells; teleport or extraplanar travel in/out if save (1500gp)	Cha	Evoc	1 a	100 ft	V,S,Mf	Conc, 1 h	P4	276
○ Mirage Arcane	1 sq mile terrain illusion includes visual, audible, olfactory, tactile; add/remove difficult terrain; see B	—	Illus	10 min	Sight	V,S	10 days	P4	299
○ Mor. Magni. Mansion	Create extradimensional mansion with rooms, food and servants to serve 100 people; see book (15gp)	—	Conj	1 min	300 ft	V,S,Mf	24 h	P4	300
○ Mordenkainen's Sword	Hovering sword makes melee spell attack for 4d12 Force; bns to move 30 ft and attack again	—	Evoc	1 a	90 ft	V,S,Mf	Conc, 1 min	P4	302
○ Power Word Fortify*	Divide 120 Temporary HP equally among up to 6 visible creatures in range	—	Ench	1 a	60 ft	V	instantaneous	P4	306
○ 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
○ Project Image	Project image of me to familiar place; see/hear through it; 1 a manipulate; Int(Invest.) vs spell DC (5gp)	—	Illus	1 a	500 miles	V,S,Mf	Conc, 1 day	P4	309
○ Regenerate	1 crea heals 4d8+15 HP now and gains 1 HP each turn for duration; restores lost body parts in 2 min	—	Trans	1 min	Touch	V,S,M	1 h	P4	311

○ Resurrection	Bring corpse 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	P4	312
○ 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	P4	329
○ 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
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8TH LEVEL

KN	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	Antipathy/Sympathy	1 creature or object (≤Huge) attracts (save vs Charm) or repels (save vs Fear) chosen crea type; see B	Wis	Ench	1 h	60 ft	V,S,M	10 days	P4	242
○	Befuddlement*	1 crea 10d12 Psychic & can't cast spells/take Magic action; save 1/2 dmg only; resave every 30 days	Int	Ench	1 a	150 ft	V,S,M	Instantaneous	P4	245
○	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
○	Glibness	I can choose to replace roll with 15 on any Charisma check; magic cannot detect if I am lying	—	Ench	1 a	Self	V	1 h	P4	279
○	Mind Blank	1 crea immune to Psychic, Charmed, mind reading, magical observation, mind control, divination	—	Abjur	1 a	Touch	V,S	24 h	P4	298
○	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
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9TH LEVEL

KN	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	Foresight	1 willing creature adv. on attacks, checks and saves; attackers dis. vs. them; ends if cast again	—	Div	1 min	Touch	V,S,M	8 h	P4	276
○	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
○	Power Word Heal*	1 crea heals all HP & cured of Charmed, Frightened, Paralyzed, Poisoned, Stunned; can use rea to stand	—	Ench	1 a	60 ft	V	Instantaneous	P4	306
○	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
○	Prismatic Wall	Up to 90 ft long 30 ft high 5 inch thick; all in 20 ft save or Blinded; 7 layers with dif. effects, see book	Con	Abjur	1 a	60 ft	V,S	10 min	P4	308
○	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
○	True Polymorph*	1 crea save or becomes other crea/obj of ≤CR/CL; or obj turned into crea (CR≤9); see B	Wis	Trans	1 a	30 ft	V,S,M	Conc, 1 h	P4	335
○			—							
○			—							
○			—							

(R)	Ritual	dif. ter.	Difficult terrain	(D)	The spell can be dismissed by the caster as 1 action	SOURCES ('B' COLUMN)
1 a	1 action	dis.	Disadvantage	+1d6/SL	+1d6 for each spell slot level above the spell's level	AI Acquisitions Incorporated
1 bns / bns a	1 bonus action	dmg	Damage	30-ft rad	30-foot radius sphere centered on any point within range	FD Fizban's Treasury of Dragons
1 rea	1 reaction	h	Hour(s)	S:30-ft rad	Self: 30-foot radius sphere centered on the caster	MT The Book of Many Things
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	P Player's Handbook
20 sq ft	20 square feet	Me	Memorized	25gp cons.	The material component, worth 25 gp, is consumed by the spell	PS Planescape - Sigil and the Outlands
adv.	Advantage	min	Minute(s)	all	All creatures within the spell's area	RF Rime of the Frostmaiden
atk	Attack (roll)	obj	Object(s)	any	Any creatures of your choosing that are within the spell's area	SC Strixhaven: A Curriculum of Chaos
chk/check	Ability check	obsc.	Obscured	Mf	Material component is costly, but is not consumed upon casting	SJ Spelljammer - Astral Adventure Guide
CL	Character Level	rnd	Round(s)	M†	Material component is costly and is consumed upon casting	SR System Reference Document
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	T Tasha's Cauldron of Everything
						UA Unearthed Arcana
						W Explorer's Guide to Wildemount
						X Xanathar's Guide to Everything

GLOSSARY OF ABBREVIATIONS USED IN THIS SPELL SHEET