Spell Sheet Options

CHARACTER NAME

1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL	7TH LEVEL	8TH LEVEL	9TH LEVEL

SPELL SLOTS

DRUID SPELLS

Wisdom			
SPELLCASTING ABILITY	TO PREPARE	ATTACK MODIFIER	SAVING THROW DC

CANTRIPS (0 LEVEL)

KN	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	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
○	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
○	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
○	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
○	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
○	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
○	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
○	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
○	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
○	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
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1ST LEVEL

ME	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	Absorb Elements	Acid, Cold, Fire, Lightning, or Thunder resistance vs. 1 atk; first melee hit next rnd +1d6+1d6/SL dmg	—	Abjur	1 rea	Self	S	1 rnd	X	150
○	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
○	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
○	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
○	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
○	Cure Wounds	1 living creature heals 1d8+1d8/SL+spellcasting ability modifier HP	—	Evoc	1 a	Touch	V,S	Instantaneous	P	230
○	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
○	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
○	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
○	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
○	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
○	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
○	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
○	Healing Word	1 living creature heals 1d4+1d4/SL+spellcasting ability modifier HP	—	Evoc	1 bns	60 ft	V	Instantaneous	P	250
○	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
○	Jump	1 creature's jump distance is tripled for the duration	—	Trans	1 a	Touch	V,S,M	1 min	P	254
○	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
○	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
○	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
○	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
○	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
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Made by Joost Wijnen (mpmb@flapkan.com); Design inspired by Wizards of the Coast character sheet

Spell Sheet Options

2ND LEVEL

ME	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	Animal Messenger (R)	Tiny beast delivers 25 word message up to 25 miles (50 miles if flyer); +48h/SL duration	—	Ench	1 a	30 ft	V,S,M	24 h	P	212
○	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
○	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
○	Darkvision	1 willing creature has darkvision 60 ft for the duration	—	Trans	1 a	Touch	V,S,M	8 h	P	230
○	Dust Devil	5-ft cube; all in 5-ft 1d8+1d8/SL Bludg. dmg and pushed 10 ft away; save halves, no push; see book	Str	Conj	1 a	60 ft	V,S,M	Conc, 1 min	X	154
○	Earthbind	1 creatures save or fly speed is reduced to 0; airborne creatures safely descend at 60 ft per round	Str	Trans	1 a	300 ft	V	Conc, 1 min	X	154
○	Enhance Ability	1+1/SL 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
○	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
○	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
○	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
○	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
○	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
○	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
○	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
○	Lesser Restoration	1 crea cured of 1 disease, or 1 condition: blinded, deafened, paralyzed, or poisoned	—	Abjur	1 a	Touch	V,S	Instantaneous	P	255
○	Locate 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
○	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
○	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
○	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
○	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
○	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
○	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
○	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*f*	Conc, 1 h	T	109
○	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
○	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
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3RD LEVEL

ME	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	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
○	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
○	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
○	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
○	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
○	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
○	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
○	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
○	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
○	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
○	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
○	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
○	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*f*	Conc, 1 h	T	112
○	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
○	Wall of Water	30×1×10ft (l×w×h) or 20-ft rad 20-ft high; dif. ter.; range wea dis.; Fire dmg half; Cold dmg freezes	—	Evoc	1 a	60 ft	V,S,M	Conc, 10 min	X	170
○	Water Breathing (R)	10 willing creatures can breathe underwater for the duration	—	Trans	1 a	30 ft	V,S,M	24 h	P	287
○	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
○	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
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4TH LEVEL

ME	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	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
○	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
○	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
○	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
○	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
○	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
○	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
○	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
○	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
○	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
○	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
○	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
○	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

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Spell Sheet Options

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
Locate Creature	Learn direction to closest named or described kind or specific creature within 1000 ft; see book	—	Div	1 a	Self	V,S,M	Conc, 1 h	P	256
Polymorph	1 creature with > 0 HP save or transformed into beast of choice of same CR or lower; see book	Wis	Trans	1 a	60 ft	V,S,M	Conc, 1 h	P	266
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
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
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*f*	Conc, 1 h	T	111
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
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

5TH LEVEL

ME	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
	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
	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
	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
	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
	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
	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
	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
	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
	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
	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
	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
	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
	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
	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
	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*f*	Conc, 1 min	FD	21
	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
	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
	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
	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

6TH LEVEL

ME	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
	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
	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
	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
	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
	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
	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
	Investiture of Flame	Fire immune; Cold res.; 1d10 Fire dmg in 5 ft; 1 a 15-ft long 5-ft wide all crea 4d8 Fire dmg, save half	Dex	Trans	1 a	Self	V,S	Conc, 10 min	X	159
	Investiture of Ice	Cold im.; Fire res.; 10-ft rad dif. ter.; 1 a 15-ft cone all crea 4d6 Cold dmg, half spd; save half, no spd	Con	Trans	1 a	Self	V,S	Conc, 10 min	X	159
	Investiture of Stone	Nonmagical 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
	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
	Move Earth	Every 10 min of concentration, gradually reshape 40 cu ft of dirt, sand, or clay; see book	—	Trans	1 a	120 ft	V,S,M	Conc, 2 h	P	263
	Primordial Ward	Acid, Cold, Fire, Lightning, and Thunder resistance; use rea to gain 1 immunity for 1 rnd, spell ends	—	Abjur	1 a	Self	V,S	Conc, 1 min	X	163
	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
	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
	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
	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

7TH LEVEL

ME	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
	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
	Fire Storm	10 connected 10-ft cubes all crea 7d10 Fire dmg; save halves; unattended flammable objects ignite	Dex	Evoc	1 a	150 ft	V,S	Instantaneous	P	241
	Mirage Arcane	1 sq mile alter terrain illusion includes visible, audible, olfactory, tactile; can make difficult ter.; see B	—	Illus	10 min	Sight	V,S	10 days	P	260
	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
	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
	Reverse Gravity	50-ft rad 100-ft high everything falls upward; save to grab hold onto something solid	Dex	Trans	1 a	100 ft	V,S,M	Conc, 1 min	P	272
	Whirlwind	10-ft rad 30-ft high all crea 10d6 Bludg. dmg; save halves; restrains; 1 a move 30 ft; see book	Dex	Evoc	1 a	300 ft	V,M	Conc, 1 min	X	171

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8TH LEVEL

ME	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	Animal Shapes	Any willing creatures transform into up to Large CR4 beasts; retain Wis, Int, Cha, but nothing else	—	Trans	1 a	30 ft	V,S	Conc, 24 h	P	212
○	Antipathy/Sympathy	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
○	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
○	Earthquake	Cause an earthquake in a 100-ft rad, damaging structures and creating dangerous fissures, see book	—	Evoc	1 a	500 ft	V,S,M	Conc, 1 min	P	236
○	Feeblemind	1 crea 4d6 Psychic dmg and save or 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
○	Sunburst	60-ft rad all 12d6 Radiant dmg, 1 min blind; save halves and not blinded; save at end of each turn	Con	Evoc	1 a	150 ft	V,S,M	Instantaneous	P	279
○	Tsunami	300×50×300ft (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
○										
○										
○										

9TH LEVEL

ME	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	Foresight	1 willing crea can't be surprised; adv. on attacks, ability checks, and saves; dis. on attacks vs. target	—	Div	1 min	Touch	V,S,M	8 h	P	244
○	Shapechange	Take form of creature with CR of CL or lower; keep Int, Wis, Cha and alignment; see book (1500gp)	—	Trans	1 a	Self	V,S,M*f*	Conc, 1 h	P	274
○	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
○	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
○										
○										
○										

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	**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	**P**	Player's Handbook
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	**RF**	Rime of the Frostmaiden
20 sq ft	20 square feet	**Me**	Memorized	**25gp cons.**	The material component, worth 25 gp, is consumed by the spell	**SC**	Strixhaven: A Curriculum of Chaos
adv.	Advantage	**min**	Minute(s)	**all**	All creatures within the spell's area	**SR**	System Reference Document
atk	Attack (roll)	**obj**	Object(s)	**any**	Any creatures of your choosing that are within the spell's area	**T**	Tasha's Cauldron of Everything
chk/check	Ablity check	**obsc.**	Obscured	**M*f***	Material component is costly, but is not consumed upon casting	**U**	Unearthed Arcana
CL	Character Level	**rnd**	Round(s)	**M*†***	Material component is costly and is consumed upon casting	**W**	Explorer's Guide to Wildemount
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	**X**	Xanathar's Guide to Everything

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