

SPELLCASTING ABILITY

TO PREPARE

ATTACK MODIFIER

SAVING THROW DO

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KN SPELL	DESCRIPTION	SAVE	schoo	LTIME	RANGE	СОМР	DURATION	B PG
O Acid Splash	Each creature in 5-ft radius sphere save or 1d6 Acid dmg; +1d6 at CL 5, 11, and 17	Dex	Evoc	1 a	60 ft	V,S	Instantaneous	P4 239
O Blade Ward	For the duration, creatures subtract 1d4 from attack rolls made against me	_	Abjur	1 a	Se l f	V,S	Conc, 1 min	P4 247
O 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,Mf	1 round	T 106
O 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
O Dancing Lights	4 torch-sized lights or 1 humanlike Medium light; each emits 10-ft rad dim light; bns to move 60 ft	_	Illus	1 a	120 ft	V,S,M	Conc, 1 min	P4 259
O Fire Bolt	Spell attack for 1d10 Fire dmg; unattended flammable objects ignite; +1d10 at CL 5, 11, and 17	_	Evoc	1 a	120 ft	V,S	Instantaneous	P4 274
O 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
O 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,Mf	Instantaneous	T 107
O Guidance	Touch willing creature and choose skill; target adds 1d4 to ability chks with chosen skill for duration	_	Div	1 a	Touch	V,S	Conc, 1 min	P4 282
O Light	1 unattended obj ≤Large emits 20-ft rad bright light and 20-ft rad dim light; 1 instance only	_	Evoc	1 a	Touch	V,M	1 h	P4 292
O 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
O Mage Hand	Spectral hand does simple task in 30ft; carries up to 10 lb; 1 a to control again; only 1 instance	_	Conj	1 a	30 ft	V,S	1 min	P4 293
O 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
O Mending	Repair a single broken object no larger than 1 cu ft; can't restore magic to broken magic item	_	Trans	1 min	Touch	V,S,M	Instantaneous	P4 297
O Message	1 crea I point toward hears whispered message and can reply with a whisper; nobody can overhear	_	Trans	1 a	120 ft	S,M	1 round	P4 298
O Poison Spray	Ranged spell attack for 1d12 Poison damage; +1d12 at CL 5, 11, and 17	_	Necro	1 a	30 ft	V,S	Instantaneous	P4 306
 Prestidigitation 	Harmless sensory effect, snuff/light fire, clean/soil, chill/warm/flavor, small mark, illusion/trinket; up to 3	3 —	Trans	1 a	10 ft	V,S	1 h	P4 307
O Ray of Frost	Ranged spell atk for 1d8 Cold dmg and -10 ft speed until start of my next turn; +1d8 at CL 5, 11, & 17	_	Evoc	1 a	60 ft	V,S	Instantaneous	P4 311
O Resistance	Choose 1 dmg type (except Force or Psychic); 1 crea takes -1d4 dmg of that type for duration (1/turn)	_	Abjur	1 a	Touch	V,S	Conc, 1 min	P4 312
O Shocking Grasp	Melee spell attack for 1d8 Lightning; no opportunity atks until its next turn; +1d8 at CL 5, 11, and 17	_	Evoc	1 a	Touch	V,S	Instantaneous	P4 316
O Spare the Dying	1 living creature with 0 current HP becomes stable; range doubles at CL 5, 11, and 17	_	Necro	1 a	15 ft	V,S	Instantaneous	P4 318
O 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
O Thorn Whip	Melee spell atk for 1d6 Piercing & can pull ≤Large crea up to 10 ft closer; +1d6 at CL 5, 11, & 17	_	Trans	1 a	30 ft	V,S,M	Instantaneous	P4 333
O Thunderclap	100-ft rad audible; all creatures but me save or 1d6 Thunder; +1d6 at CL 5, 11, and 17	Con	Evoc	1 a	S:5-ft rad	S	Instantaneous	P4 333
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1ST LEVEL

O Absorb Elements	Acid, Cold, Fire, Lightning, or Thunder resistance till next turn start; first melee hit +1d6+1d6/SL dmg	_	Abjur	1 rea	Self	S	1 rnd	X 150
O 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	P4 239
○ Catapult	Send 5+5/SL Ib 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
O Cure Wounds	1 creature heals 2d8+2d8/SL+spellcasting ability modifier HP	_	Abjur	1 a	Touch	V,S	Instantaneous	P4 259
O Detect Magic (R)	Sense magic effects in 30ft; 1 a to see aura on magical object/creature and determine school	_	Div	1 a	S:30-ft rad	V,S	Conc, 10 min	P4 262
O Disguise Self	Alter appearance with illusion; Int (Investigation) check vs. spell DC to determine disguise	_	Illus	1 a	Se l f	V,S	1 h	P4 262
O 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
O Expeditious Retreat	I can take the Dash action now and as a bonus action for the duration	_	Trans	1 bns	Se l f	V,S	Conc, 10 min	P4 270
O Faerie Fire	20-ft cube all obj/crea save or emit 10 ft dim light and attacks have adv.; no benefit from Invisible	Dex	Evoc	1 a	60 ft	V	Conc, 1 min	P4 271
O False Life	I gain 2d4+4+5/SL temporary hit points.	_	Necro	1 a	Se l f	V,S,M	Instantaneous	P4 271
O Feather Fall	5 creatures descend only 60 ft/rnd for duration or until land, taking no falling damage	_	Trans	1 rea	60 ft	V,M	1 min	P4 271
O Grease	10-ft square difficult terrain; all entering, in area at casting or at end of turn save or fall prone	Dex	Conj	1 a	60 ft	V,S,M	1 min	P4 280
O Identify (R)	1 crea/obj; if magic or magic-imbued, learn properties, how to use, spells affecting it, see B (100gp)	_	Div	1 min	Touch	V,S,M;	^r Instantaneous	P4 287
O Jump	1+1/SL creature can spend 10 ft movement to jump 30 ft once per turn	_	Trans	1 bns	Touch	V,S,M	1 min	P4 290
O Longstrider	1+1/SL creature's speed increases by 10 ft for the duration	_	Trans	1 a	Touch	V,S,M	1 h	P4 293
O Purify Food and Drink (R)	5-ft radius of food and drink is rendered free from all poison and rot	_	Trans	1 a	10 ft	V,S	Instantaneous	P4 310
○ Sanctuary	1 crea warded until atk/cast/do dmg; pass save to atk or target them; no protection vs area spells	Wis	Abjur	1 bns	30 ft	V,S,M	1 min	P4 313
O 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
O 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
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DESCRIPTION

ME SPELL

SAVE SCHOOLTIME RANGE

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	2ND LEVEL			2				
E SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	СОМР	DURATION	В
) 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
) Air Bubb l e	Create spectral globe of fresh air around a head of 1+2/SL willing creatures, lasts for the duration	_	Conj	1 a	60 ft	S	24 h	SJ
) Alter Self	Alter appearance, gain natural wea (1d6, use spell ability), or water breathing & swim spd; a to switch	_	Trans	1 a	Self	V,S	Conc, 1 h	P4
Arcane Lock	Entryway/lid locked; only password, designated creature or magic opens (25gp cons.)	_	Abjur	1 a	Touch	V,S,M [†]	Till dispelled	P4
) Arcane Vigor	Roll 1-2+1/SL unused hit dice and regain roll + spellcasting mod HP. Hit dice then expended.	_	Abjur	1 bns	Self	V,S	Instantaneous	P4
) Blur	Creatures have disadvantage on attacks vs me unless creature has Blindsight or Truesight	_	Illus	1 a	Self	V	Conc, 1 min	P4
Continual Flame	Create a permanent magical flame on obj that emits 20-ft rad bright light & 20-ft dim (50gp cons.)	_	Evoc	1 a	Touch	V,S,M ⁺	Till dispelled	P4
) Darkvision	1 willing creature has Darkvision 150 ft for the duration	_	Trans	1 a	Touch	V,S,M	8 h	P4
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
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
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
) 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
) Kinetic Jaunt	+10 ft walk spd; provoke no opportunity atks; move through crea space, counts not as difficult terrain	_		1 bns	Self	S	Conc, 1 min	SC
) Knock	1 object unlocked (1 lock), unstuck, unbarred, Arcane Lock suppressed for 10 min; audible 300 ft	_		1 a	60 ft	V	Instantaneous	
Lesser Restoration	1 creature cured of Blinded, Deafened, Paralyzed, or Poisoned	_		1 bns	Touch	V,S	Instantaneous	
) Levitate*	1 crea/≤500 lb object save or rise vertically, up to 20 ft; 1 a move target up/down 20 ft (move a if me)	Con	•	1 a	60 ft		Conc, 10 min	
) Magic Mouth* (R)	Implant message into object (up to 25 words & 10 min) that is uttered on chosen trigger (10gp cons.)	_		1 min	30 ft		Till dispelled	P4
Protection from Poison	33 7 31				Touch	V,S,IVII	1 h	P4
	1 creature cured of Poisoned, gains resistance to Poison damage, and adv on saves vs Poisoned	_	,	1 a				
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		1 a	60 ft	V,S	Instantaneous	
Rope Trick	Rope stands vertical; at top extradimens. space with invisible 3×5 ft entrance, holds 8 Medium crea	_		1 a	Touch	V,S,M		P4
See Invisibility	See Invisible/ethereal creatures and objects as if they were visible; ethereals appear ghostly	_		1 a	Self	V,S,M		P4
Skywrite (R)	Write up to 10 words with clouds in a part of the sky I can see; strong wind can diperse the clouds	_		1 a	Sight	V,S	Conc, 1 h	Х
) Spider Climb	1+1/SL crea gains climb speed equal to speed; can move on walls and ceilings without using hands	_		1 a	Touch		Conc, 1 h	P4
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
Web	20ft cu flammable web; enter/start save or Restr.; dif. ter.; lightly obsc.; Str(Ath.) chk vs DC to free	Dex	Conj	1 a	60 ft	V,S,M	Conc, 1 h	P4
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	3RD LEVEL		`	2				
SPELL	DESCRIPTION	CAVE	cellool	TIME	DANCE	COMP	DURATION	_
	DESCRIPTION	SAVE	SCHOOL		RANGE		DURATION	В
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	_		1 bns	Self	V,S	Conc, 1 min	FD
Blink	50% chance to travel to Ethereal Plane each EoT; return to an empty space within 10ft next turn	_		1 a	Self	V,S	1 min	P4
Catnap	3+1/SL willing crea unconscious for 10 min to gain benefits of short rest; Ends if dmg or 1 a to wake	_		1 a	30 ft	S,M	10 min	Х
Create Food and Water	Create 45 pounds of food and 30 gallons of fresh water on ground/in containers; food lasts 24 hrs	_	•	1 a	30 ft	V,S	Instantaneous	
Dispel Magic	Dispel all spells on crea, obj, or magical effect; if above casting SL, DC 10+SL spellcasting ability chk	_	,	1 a	120 ft	V,S	Instantaneous	
Elemental Weapon	Mundane wea to +1 magic wea; +1d4 Acid/Cold/Fire/Lightn./Thndr dmg; SL5: +2/+2d4, SL7: +3/+3d4	_	Trans	1 a	Touch	V,S	Conc, 1 h	P4
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	Χ
Fly	1+1/SL willing creatures gain 60 feet fly speed and hover	_	Trans	1 a	Touch	V,S,M	Conc, 10 min	P4
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
Haste*	1 crea +2 AC, speed ×2, adv. on Dex saves, extra action: Atk (1 only), Dash, Diseng., Hide, or Utilize	_	Trans	1 a	30 ft	V,S,M	Conc, 1 min	P4
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	Т
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
Protection from Energy	1 willing creature gains resistance to Acid, Cold, Fire, Lightning, or Thunder damage	_	Abjur	1 a	Touch	V,S	Conc, 1 h	P4
Revivify	Restore a corpse that died within the last minute to life with 1 HP (300gp cons.)	_	Necro	1 a	Touch	V,S,M+	Instantaneous	P⊿
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	Х
Water Breathing (R)	10 willing creatures can breathe underwater for the duration	_		1 a	30 ft	V,S,M		P4
Water Walk (R)	10 crea can move across any liquid for duration; bns move between liquid/surface; if fall enter liquid	_		1 a	30 ft	V,S,M		P4
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	4TH LEVEL			That	DANICE		DUBATION	_
SPELL	DESCRIPTION 4TH LEVEL		SCHOOL		RANGE		DURATION	
SPELL Arcane Eye	ATH LEVEL DESCRIPTION Create Invisible 1" magic eye I see through; 30ft Darkvision; bns to move (unlimited range, 30 ft/rnd)	_	Div	1 a	30 ft	V,S,M	Conc, 1 h	P4
SPELL Arcane Eye Elemental Bane	ATH LEVEL DESCRIPTION Create Invisible 1" magic eye I see through; 30ft Darkvision; bns to move (unlimited range, 30 ft/rnd) 1+1/SL crea, each max 30 ft apart, save or 1 energy: lose resist. to it & +2d6 to first dmg with it/turn	_	Div Trans	1 a 1 a	30 ft 90 ft	V,S,M V,S	Conc, 1 h Conc, 1 min	P4 X
SPELL Arcane Eye Elemental Bane Fabricate	ATH LEVEL DESCRIPTION Create Invisible 1" magic eye I see through; 30ft Darkvision; bns to move (unlimited range, 30 ft/rnd) 1+1/SL crea, each max 30 ft apart, save or 1 energy: lose resist. to it & +2d6 to first dmg with it/turn Create ≤ Large object from raw materials (10 ft cu or 8 5ft cu); or complex obj if prof. in right tools	_	Div Trans Trans	1 a 1 a 10 min	30 ft 90 ft 120 ft	V,S,M V,S V,S	Conc, 1 h Conc, 1 min Instantaneous	P4 X P4
SPELL Arcane Eye Elemental Bane Fabricate Freedom of Movement	ATH LEVEL DESCRIPTION Create Invisible 1" magic eye I see through; 30ft Darkvision; bns to move (unlimited range, 30 ft/rnd) 1+1/SL crea, each max 30 ft apart, save or 1 energy: lose resist, to it & +2d6 to first dmg with it/turn Create ≤Large object from raw materials (10 ft cu or 8 5ft cu); or complex obj if prof. in right tools 1+1/SL crea; swim spd; magic can't lower spd, paralyze, restrain; 5ft to leave nonmagic restraints	_	Div Trans Trans Abjur	1 a 1 a	30 ft 90 ft 120 ft Touch	V,S,M V,S V,S V,S,M	Conc, 1 h Conc, 1 min Instantaneous 1 h	P4 X P4 P4
SPELL Arcane Eye Elemental Bane Fabricate Freedom of Movement	ATH LEVEL DESCRIPTION Create Invisible 1" magic eye I see through; 30ft Darkvision; bns to move (unlimited range, 30 ft/rnd) 1+1/SL crea, each max 30 ft apart, save or 1 energy: lose resist. to it & +2d6 to first dmg with it/turn Create ≤ Large object from raw materials (10 ft cu or 8 5ft cu); or complex obj if prof. in right tools	_ Con _	Div Trans Trans Abjur	1 a 1 a 10 min	30 ft 90 ft 120 ft	V,S,M V,S V,S V,S,M	Conc, 1 h Conc, 1 min Instantaneous	P4 X P4 P4
SPELL Arcane Eye Elemental Bane Fabricate Freedom of Movement Leomund's Secret Chest	ATH LEVEL DESCRIPTION Create Invisible 1" magic eye I see through; 30ft Darkvision; bns to move (unlimited range, 30 ft/rnd) 1+1/SL crea, each max 30 ft apart, save or 1 energy: lose resist, to it & +2d6 to first dmg with it/turn Create ≤Large object from raw materials (10 ft cu or 8 5ft cu); or complex obj if prof. in right tools 1+1/SL crea; swim spd; magic can't lower spd, paralyze, restrain; 5ft to leave nonmagic restraints	 Con 	Div Trans Trans Abjur Conj	1 a 1 a 10 min 1 a	30 ft 90 ft 120 ft Touch	V,S,M V,S V,S V,S,M	Conc, 1 h Conc, 1 min Instantaneous 1 h Till dispelled	P4 X P4 P4
SPELL Arcane Eye Elemental Bane Fabricate Freedom of Movement Leomund's Secret Chest Mor. Faithful Hound*	ATH LEVEL DESCRIPTION Create Invisible 1" magic eye I see through; 30ft Darkvision; bns to move (unlimited range, 30 ft/rnd) 1+1/SL crea, each max 30 ft apart, save or 1 energy: lose resist, to it & +2d6 to first dmg with it/turn Create ≤Large object from raw materials (10 ft cu or 8 5ft cu); or complex obj if prof. in right tools 1+1/SL crea; swim spd; magic can't lower spd, paralyze, restrain; 5ft to leave nonmagic restraints Hide chest with contents in Ethereal Plane for 60 days, after that chance of loss; 1 a to recall (5050gp)	_ Con _ _	Div Trans Trans Abjur Conj	1 a 1 a 10 min 1 a 1 a 1 a	30 ft 90 ft 120 ft Touch	V,S,M V,S V,S V,S,M V,S,M	Conc, 1 h Conc, 1 min Instantaneous 1 h F Till dispelled 8 h	P4 X P4 P4 P4
SPELL Arcane Eye Elemental Bane Fabricate Freedom of Movement Leomund's Secret Chest Mor. Faithful Hound* Mor. Private Sanctum	ATH LEVEL DESCRIPTION Create Invisible 1" magic eye I see through; 30ft Darkvision; bns to move (unlimited range, 30 ft/rnd) 1+1/SL crea, each max 30 ft apart, save or 1 energy: lose resist. to it & +2d6 to first dmg with it/turn Create ≤Large object from raw materials (10 ft cu or 8 5ft cu); or complex obj if prof. in right tools 1+1/SL crea; swim spd; magic can't lower spd, paralyze, restrain; 5ft to leave nonmagic restraints Hide chest with contents in Ethereal Plane for 60 days, after that chance of loss; 1 a to recall (5050gp) Invisible dog: Truesight, barks at crea in 30ft; my turn 1 crea in 5ft save or 4d8 Force; 1 a move 30ft	_ Con _ _	Div Trans Trans Abjur Conj Conj Abjur	1 a 1 a 10 min 1 a 1 a 1 a	30 ft 90 ft 120 ft Touch Touch 30 ft	V,S,M V,S V,S V,S,M V,S,M; V,S,M	Conc, 1 h Conc, 1 min Instantaneous 1 h F Till dispelled 8 h	P4 X P4 P4 P4 P4
SPELL Arcane Eye Elemental Bane Fabricate Freedom of Movement Leomund's Secret Chest Mor. Faithful Hound* Mor. Private Sanctum Otiluke's Resilient Sphere	ATH LEVEL DESCRIPTION Create Invisible 1" magic eye I see through; 30ft Darkvision; bns to move (unlimited range, 30 ft/rnd) 1+1/SL crea, each max 30 ft apart, save or 1 energy: lose resist. to it & +2d6 to first dmg with it/turn Create ≤ Large object from raw materials (10 ft cu or 8 5ft cu); or complex obj if prof. in right tools 1+1/SL crea; swim spd; magic can't lower spd, paralyze, restrain; 5ft to leave nonmagic restraints Hide chest with contents in Ethereal Plane for 60 days, after that chance of loss; 1 a to recall (5050gp) Invisible dog: Truesight, barks at crea in 30ft; my turn 1 crea in 5ft save or 4d8 Force; 1 a move 30ft Up to 100+100/SL sq ft cube is magically secured in chosen way; see book	Con Dex	Div Trans Trans Abjur Conj Conj Abjur	1 a 1 a 10 min 1 a 1 a 1 a 10 min	30 ft 90 ft 120 ft Touch Touch 30 ft 120 ft	V,S,M V,S V,S,M V,S,Mj V,S,M V,S,M V,S,M	Conc, 1 h Conc, 1 min Instantaneous 1 h F Till dispelled 8 h 24 h	P4 X P4 P4 P4 P4 P4
SPELL Arcane Eye Elemental Bane Fabricate Freedom of Movement Leomund's Secret Chest Mor. Faithful Hound* Mor. Private Sanctum Otiluke's Resilient Sphere Stone Shape	ATH LEVEL DESCRIPTION Create Invisible 1" magic eye I see through; 30ft Darkvision; bns to move (unlimited range, 30 ft/rnd) 1+1/SL crea, each max 30 ft apart, save or 1 energy: lose resist. to it & +2d6 to first dmg with it/turn Create ≤Large object from raw materials (10 ft cu or 8 5ft cu); or complex obj if prof. in right tools 1+1/SL crea; swim spd; magic can't lower spd, paralyze, restrain; 5ft to leave nonmagic restraints Hide chest with contents in Ethereal Plane for 60 days, after that chance of loss; 1 a to recall (5050gp) Invisible dog: Truesight, barks at crea in 30ft; my turn 1 crea in 5ft save or 4d8 Force; 1 a move 30ft Up to 100+100/SL sq ft cube is magically secured in chosen way; see book 1 ≤Large crea/obj save or enclosed in impenetrable sphere; can move as hamster ball at half speed	Con Dex Dex	Div Trans Trans Abjur Conj Conj Abjur Abjur Trans	1 a 1 a 10 min 1 a 1 a 1 a 10 min	30 ft 90 ft 120 ft Touch Touch 30 ft 120 ft 30 ft	V,S,M V,S V,S,M V,S,M V,S,M V,S,M V,S,M	Conc, 1 h Conc, 1 min Instantaneous 1 h f Till dispelled 8 h 24 h Conc, 1 min	P4 X P4 P4 P4 P4 P4
SPELL Arcane Eye Elemental Bane Fabricate Freedom of Movement Leomund's Secret Chest Mor. Faithful Hound* Mor. Private Sanctum	ATH LEVEL DESCRIPTION Create Invisible 1" magic eye I see through; 30ft Darkvision; bns to move (unlimited range, 30 ft/rnd) 1+1/SL crea, each max 30 ft apart, save or 1 energy: lose resist. to it & +2d6 to first dmg with it/turn Create ≤Large object from raw materials (10 ft cu or 8 5ft cu); or complex obj if prof. in right tools 1+1/SL crea; swim spd; magic can't lower spd, paralyze, restrain; 5ft to leave nonmagic restraints Hide chest with contents in Ethereal Plane for 60 days, after that chance of loss; 1 a to recall (5050gp) Invisible dog: Truesight, barks at crea in 30ft; my turn 1 crea in 5ft save or 4d8 Force; 1 a move 30ft Up to 100+100/SL sq ft cube is magically secured in chosen way; see book 1 ≤Large crea/obj save or enclosed in impenetrable sphere; can move as hamster ball at half speed Form 5 cu ft of stone into any shape; can have up to two hinges and a latch, but no finer mechanisms 1 willing crea has resistance to Bludgeoning, Piercing, and Slashing damage (100gp cons.)	Con Dex Dex	Div Trans Trans Abjur Conj Conj Abjur Abjur Trans	1 a 1 a 10 min 1 a 1 a 1 o min 1 a 1 a	30 ft 90 ft 120 ft Touch Touch 30 ft 120 ft 30 ft Touch	V,S,M V,S V,S,M V,S,M V,S,M V,S,M V,S,M V,S,M	Conc, 1 h Conc, 1 min Instantaneous 1 h Till dispelled 8 h 24 h Conc, 1 min Instantaneous	P4 P4 P4 P4 P4
SPELL Arcane Eye Elemental Bane Fabricate Freedom of Movement Leomund's Secret Chest Mor. Faithful Hound* Mor. Private Sanctum Otiluke's Resilient Sphere Stone Shape Stoneskin Summon Construct*	ATH LEVEL DESCRIPTION Create Invisible 1" magic eye I see through; 30ft Darkvision; bns to move (unlimited range, 30 ft/rnd) 1+1/SL crea, each max 30 ft apart, save or 1 energy: lose resist. to it & +2d6 to first dmg with it/turn Create ≤Large object from raw materials (10 ft cu or 8 5ft cu); or complex obj if prof. in right tools 1+1/SL crea; swim spd; magic can't lower spd, paralyze, restrain; 5ft to leave nonmagic restraints Hide chest with contents in Ethereal Plane for 60 days, after that chance of loss; 1 a to recall (5050gp) Invisible dog: Truesight, barks at crea in 30ft; my turn 1 crea in 5ft save or 4d8 Force; 1 a move 30ft Up to 100+100/SL sq ft cube is magically secured in chosen way; see book 1 ≤Large crea/obj save or enclosed in impenetrable sphere; can move as hamster ball at half speed Form 5 cu ft of stone into any shape; can have up to two hinges and a latch, but no finer mechanisms	Con Dex Dex	Div Trans Trans Abjur Conj Conj Abjur Abjur Trans	1 a 1 a 10 min 1 a 1 a 10 min 1 a 1 a	30 ft 90 ft 120 ft Touch Touch 30 ft 120 ft 30 ft Touch	V,S,M V,S V,S,M V,S,M V,S,M V,S,M V,S,M V,S,M	Conc, 1 h Conc, 1 min Instantaneous 1 h Till dispelled 8 h 24 h Conc, 1 min Instantaneous Conc, 1 h	P4 X P4 P4 P4 P4 P4 P4

					5TH LEVEL							
ME SPELL	DI	ESCRIPTION				SAVE	schoo	LTIME	RANGE	СОМР	DURATION	ВР
Animate Obje	ects Sp	oell modifier	nonmagical unatte	onmagical unattended loose objects (M=1/L=2/H=3); bns command in 500 ft; see B				1 a	120 ft	V,S	Conc, 1 min	P4 24
◯ Bigby's Hand	* La	rge hand att	e hand attacks, pushes, grapples or protects; see B; AC 20, my max HP; bns move 60 ft & act				Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P4 24
Create spellja	mming helm O	ne Large or s	maller unoccupied	chair I touch tr	ansforms into a spelljamming helm (5000gp cons.)	_	Trans	1 a	Touch	V,S,M	† Instantaneous	s SJ 2
Creation	Cr	reate familiar	object up to 5+5f	:/SL cube of pla	nt matter, stone, metal, gems or rare metals; see B	_	Illus	1 min	30 ft	V,S,M	Special	P4 25
Greater Resto	ration Re	Remove 1 lvl Exhaustion, Charmed, Petrified, curse, stat or max HP reduction (100gp cons.)				_	Abjur	1 a	Touch	V,S,M	† Instantaneous	s P4 28
Skill Empowe					ny choice that it is proficient with for the duration	_	Trans	1 a	Touch	V,S	Conc. 1 h	X 16
7 Transmute Ro		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		Until dispelled	d X 16
Wall of Stone					existing stone; half thickness, double surface; see B	_	Evoc	1 a	120 ft		Conc, 10 min	
		, 10 · 10 10 10 pc	mens o timen man e	omiceted men	existing sterie, num timetimess, deduste surface, see s		2,00		.20 .0	*,5,	20110, 10 111111	55
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										_		
(R)	Ritual	dif. ter.	Difficult terrain	(D)	The spell can be dismissed by the caster as 1 action				URCES ('B'		,)
1 a	1 action	dis.	Disadvantage	+1d6/SL	+1d6 for each spell slot level above the spell's leve			Al FD	Acquisitio		oorated of Dragons	
1 bns / bns a		U	Damage	30-ft rad	30-foot radius sphere centered on any point within	n range		MT	The Book			
1 rea	1 reaction	h	Hour(s)	S:30-ft rad	Self: 30-foot radius sphere centered on the caster			Р	Player's F			
20 cu ft	20 cubic feet	Kn	Known	5 crea	Up to 5 creatures in the spell's area, 1 of which ca	PS			ınd the Outland	ıS		
20 sq ft	20 square fee		Memorized	25gp cons.	The material component, worth 25 gp, is consum-	RF	Rime of t					
adv.	Advantage	min	Minute(s)	all	All creatures within the spell's area	SC			culum of Chaos			
atk	Attack (roll)	obj	Object(s)	any	Any creatures of your choosing that are within the	SJ Spelljammer - Astral Adventure Guide						
chk/check	Ablity check	obsc.	Obscured	Mf	Material component is costly, but is not consume	SR System Reference Document T Tasha's Cauldron of Everything						
CL	Character Lev		Round(s)	ΜŢ	Material component is costly and is consumed up		_	UA	Unearthe		Lverytilling	
Conc, 1 min	Concentration	•	Spell slot level	see book / B	The short spell description here is very incomplet	e, so be	eware	w			Wildemount	
	up to 1 minut	е		GLOSSAR	Y OF ABBREVIATIONS USED IN THIS SPELL SHEET			х	Xanathar'	s Guide t	o Everything	