Spell Sheet Options

CHARACTER NAME

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

## CLERIC SPELLS

| Wisdom | | | |
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| SPELLCASTING ABILITY | TO PREPARE | ATTACK MODIFIER | SAVING THROW DC |

### CANTRIPS (0 LEVEL)

| KN | SPELL | DESCRIPTION | SAVE | SCHOOL | TIME | RANGE | COMP | DURATION | B | PG. |
|---|---|---|---|---|---|---|---|---|---|---|
| ○ | 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 |
| ○ | 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 |
| ○ | 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 |
| ○ | 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 |
| ○ | Spare the Dying | 1 living creature with 0 current HP becomes stable | — | Necro | 1 a | Touch | V,S | Instantaneous | P | 277 |
| ○ | 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 |
| ○ | 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 |
| ○ | 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 |
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### 1ST LEVEL

| ME | SPELL | DESCRIPTION | SAVE | SCHOOL | TIME | RANGE | COMP | DURATION | B | PG. |
|---|---|---|---|---|---|---|---|---|---|---|
| ○ | 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 |
| ○ | 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 |
| ○ | 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 |
| ○ | 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 |
| ○ | 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 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 |
| ○ | 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 |
| ○ | 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 |
| ○ | Healing Word | 1 living creature heals 1d4+1d4/SL+spellcasting ability modifier HP | — | Evoc | 1 bns | 60 ft | V | Instantaneous | P | 250 |
| ○ | Inflict Wounds | Spell attack for 3d10+1d10/SL Necrotic dmg | — | Necro | 1 a | Touch | V,S | Instantaneous | P | 253 |
| ○ | 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 |
| ○ | 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 |
| ○ | 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 |
| ○ | Shield of Faith | 1 creature gains +2 AC for the duration | — | Abjur | 1 bns | 60 ft | V,S,M | Conc, 10 min | P | 275 |
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### 2ND LEVEL

| ME | 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 | P | 211 |
| ○ | 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*f* | Instantaneous | P | 215 |
| ○ | 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 |
| ○ | Borrowed Knowledge | Gain proficiency with one skill; ends early if cast again (25gp) | — | Div | 1 a | Self | V,S,M*f* | 1 hour | SC | 37 |
| ○ | 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 |
| ○ | Continual Flame | Create a permanent flame (50gp cons.) | — | Evoc | 1 a | Touch | V,S,M† | Till dispelled | P | 227 |
| ○ | 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 |
| ○ | 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 |
| ○ | 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 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 |
| ○ | Prayer of Healing | 6 living creatures heal 2d8+1d8/SL+spellcasting ability modifier HP | — | Evoc | 10 min | 30 ft | V | Instantaneous | P | 267 |
| ○ | 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 |
| ○ | 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 |
| ○ | 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 |
| ○ | 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 |
| ○ | 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 |



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

Spell Sheet Options

## 3RD LEVEL

| ME | SPELL | DESCRIPTION | SAVE | SCHOOL | TIME | RANGE | COMP | DURATION | B | PG. |
|---|---|---|---|---|---|---|---|---|---|---|
| ○ | 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 |
| ○ | 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 |
| ○ | 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 |
| ○ | Clairvoyance | See or hear a familiar place; 1 a to switch between seeing and hearing (100gp) | — | Div | 10 min | 1 mile | V,S,M*f* | Conc, 10 min | P | 222 |
| ○ | 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 |
| ○ | 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 |
| ○ | 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 | Al | 75 |
| ○ | 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 |
| ○ | 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 |
| ○ | 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*f* | Conc, 1 min | Al | 76 |
| ○ | 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 |
| ○ | 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 |
| ○ | Mass Healing Word | 6 living creatures heal 1d4+1d4/SL+spellcasting ability modifier HP | — | Evoc | 1 bns | 60 ft | V | Instantaneous | P | 258 |
| ○ | 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 |
| ○ | 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 | Al | 77 |
| ○ | 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 |
| ○ | 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 |
| ○ | 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 |
| ○ | 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 |
| ○ | 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 |
| ○ | 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 |
| ○ | 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 |
| ○ | 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 |
| ○ | 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 |
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## 4TH LEVEL

| ME | SPELL | DESCRIPTION | SAVE | SCHOOL | TIME | RANGE | COMP | DURATION | B | PG. |
|---|---|---|---|---|---|---|---|---|---|---|
| ○ | 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 |
| ○ | 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 |
| ○ | 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 |
| ○ | 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 |
| ○ | 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 |
| ○ | 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 |
| ○ | 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 |
| ○ | 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 |
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## 5TH LEVEL

| ME | SPELL | DESCRIPTION | SAVE | SCHOOL | TIME | RANGE | COMP | DURATION | B | PG. |
|---|---|---|---|---|---|---|---|---|---|---|
| ○ | 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 |
| ○ | 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 |
| ○ | 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 |
| ○ | 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 |
| ○ | 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 |
| ○ | 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 |
| ○ | 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 |
| ○ | 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 |
| ○ | 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 |
| ○ | 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 |
| ○ | 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 |
| ○ | 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 |
| ○ | 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 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*f* | Conc, 1 h | T | 110 |
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Made by Joost Wijnen (mpmb@flapkan.com); Design inspired by Wizards of the Coast character sheet

Spell Sheet Options

## 6TH LEVEL

| ME | SPELL | DESCRIPTION | SAVE | SCHOOL | TIME | RANGE | COMP | DURATION | B | PG. |
|---|---|---|---|---|---|---|---|---|---|---|
| ○ | 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 |
| ○ | 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 |
| ○ | 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*ƒ* | Conc, 1 day | P | 240 |
| ○ | 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*ƒ* | 1 day | P | 243 |
| ○ | 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 |
| ○ | 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 |
| ○ | 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 |
| ○ | 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 |
| ○ | 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 |
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## 7TH LEVEL

| ME | SPELL | DESCRIPTION | SAVE | SCHOOL | TIME | RANGE | COMP | DURATION | B | PG. |
|---|---|---|---|---|---|---|---|---|---|---|
| ○ | 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 |
| ○ | 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 |
| ○ | 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 |
| ○ | 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 |
| ○ | 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*ƒ* | 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 |
| ○ | 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 |
| ○ | 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 |
| ○ | 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 |
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## 8TH LEVEL

| ME | SPELL | DESCRIPTION | SAVE | SCHOOL | TIME | RANGE | COMP | DURATION | B | PG. |
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| ○ | 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 |
| ○ | 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 |
| ○ | 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*ƒ* | Conc, 1 min | P | 251 |
| ○ | | | | | | | | | | |
| ○ | | | | | | | | | | |
| ○ | | | | | | | | | | |

## 9TH LEVEL

| ME | SPELL | DESCRIPTION | SAVE | SCHOOL | TIME | RANGE | COMP | DURATION | B | PG. |
|---|---|---|---|---|---|---|---|---|---|---|
| ○ | 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 |
| ○ | 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*ƒ* | Conc, 1 min | P | 244 |
| ○ | 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 |
| ○ | 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**

| | | | | | | **SOURCES ('B' COLUMN)** | |
|---|---|---|---|---|---|---|---|
| **(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 | **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*ƒ*** | Material component is costly, but is not consumed upon casting | **U** | Unearthed Arcana |
| **CL** | Character Level | **rnd** | Round(s) | **M*ƒ*** | 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 |



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