Spell components listed in ALL CAF	P8 are consumed during the spellcasting proc Sliver, Hg = Mercury, P = Phosphorous	are NOT a replacement. Some spi																				+-
																					+	
il Name i Solesh	Level School Ritual 0 Conjuration	Casting Time 1 action	Range 60 ft.	Target/Area 1 or 2 adjacent targets	V 8 1	M Component(s)	Coet Concentration	Duration Instantaneous	Attack/Saving Throw (Effect)	Damage Type Acid	Damage/Heal DAM: 1d6	Sourcebook PHB	Page #	Additional Detail DAM: Add extra 1d6 at 5th level 11th level and 17th level	Per Higher Spell Level	Bard	Cleric	Druid Paladin	Ranger	Sorceror	Warlock	Wizar
оршин	2 Abjuration	1 action	30 ft.	3 allies		M white cloth strip		8 hours	DEX (rui)	700	HEAL: 5	PHB	211	Each target also increases maximum HP by 5.	HEAL extra 5 HP		Cleric	Paladin		COICCIO		******
n	1 Abjuration Ritual	1 minute	30 ft.	1 door/window/area		M tiny bell, silver wire		8 hours				PHB	211	Audible or silent alarm triggered on entry by those you haven't said can enter					Ranger			Wiza
Self	2 Transmutation 1 Enchantment	1 action	Self 30 ft.	Self 1 beast	V S	M morsel of food	Concentration	1 hour 24 hours	WIS (Fail)			PHB	211 212	Choose one: breathe/swim underwater, natural weapons, change appearance Charm beasts with INT <= 3; spell fails if you hurt beast	One more beast	Bard	Cleric(Nature)	Druid	December	Sorceror		Wiza
al Friendship al Messenger	2 Enchantment Ritual	1 action	30 ft.	1 Tiny beast		M morsel of food		24 hours	WIS (Fall)			PHB	212	Beast will relay 25 word message to a target you describe	48 hours longer	Bard	Cieric(Nature)	Druid	Ranger Ranger		+	+
nal Shapes	8 Transmutation	1 action	30 ft.	Any willing targets	V S		Concentration					PHB	212	Transform targets into Large or smaller beasts with CR <= 4				Druid	1			+
nate Dead	3 Necromancy	1 minute	10 ft.			M blood, flesh, bone		Instantaneous				PHB	212	Creates skeleton or zombie servant that accepts simple directions	Two more undead		Cleric	Paladin(Oathbreaker)				Wiza
mate Objects	5 Transmutation	1 action	120 ft.		V S		Concentration					PHB	213	Animate objects to accept simple commands.	Two more objects	Bard				Sorceror		Wiza
tilfe Shell timagic Field	5 Abjuration	1 action	10 ft. radius 10 ft. radius	Self Self	V S	M powdered iron or filings	Concentration Concentration					PHB	213 213	Erects barrier around you that moves with you. Living creatures cannot enter.		_	Cleric(Death)	Druid		_		Wiza
ritpathy/Sympathy	8 Abjuration 8 Enchantment	1 hour	60 ft.			W lump of alum or honey	Concentration	10 days	WIS (Fail)			PHB	213	Erects a sphere around you in which all magic no longer works. Target object/creature attracts or recels specific creature types.			Cienc	Druid				Wiza
cane Eye	4 Divination	1 action	30 ft.			M a bit of bat fur	Concentration					PHB	214	Create invisible eye with darkvision(30ft) moves 30ft/rd you can see through.			Cleric(Knowledge)					Wiza
cane Gate	6 Conjuration	1 action	500 ft.	Point(10ft),Point(500ft.)	V S		Concentration	10 minutes				PHB	214	Create two linked portals 10ft. across anybody can travel between.						Sorceror	Warlock	Wiza
cane Lock	2 Abjuration	1 action	Touch	1 openable object		M GOLD DUST	25 gp	Until Dispelled				PHB	215	Locks object until password is spoken or dispel/knock. Object break DC +10.								Wiza
mor of Agethys ms of Hader	1 Abjuration	1 action	Self Self	Self 10 ft. radius	VSI	M cup of water		1 hour Instantaneous	STR (Half DAM, no effect)	Cold Necrotic	DAM: 5 DAM: 2d6	PHB PHB	215 215	Gain 5 THP. Melee attackers take 5 DAM. Targets can't take reactions until next turn	5 temp HP and 5 DAM Extra 1d6 DAM					_	Warlock	-
rms or resour strai Prolection	1 Conjuration 9 Necromancy	1 hour	10 ft.			M JACINTH(1k), SILVER(100)	1100 on	Special	STR (Hair DAM, no effect)	Necrotic	DAM: 200	PHB	215	Project to Astral Plane. See Sourcebook.	EXITA 100 DAW		Cleric			-	Warlock	Wiza
ugury	2 Divination Ritual	1 minute	Self	Self		M special tokens	25 gp	Instantaneous				PHB	215	See omen predicting results of action taken within 30 minutes.			Cleric				Wallock	*******
ure of Life	4 Abjuration	1 action	Self	30 ft. radius	V		Concentration	10 minutes				PHB	216	Gain necrotic resistance, HEAL 1 HP if at 0 HP, HP max can't go down.				Paladin				
ure of Purity	4 Abjuration	1 action	Self	30 ft. radius	V		Concentration					PHB	216	Gain poison resist, disease immune, advantage on status saving throws.				Paladin				
are of Vitality	3 Evocation	1 action	Self	30 ft. radius	V		Concentration				HEAL: 2d6	PHB	216	Use bonus action to HEAL 1 target in aura.				Paladin				_
weken ene	5 Transmutation 1 Enchantment	8 hours 1 action	Touch 30 ft.	1 beast/plant <= Huge <= 3 creatures	V S I	M AGATE M drop of blood	1000 gp Concentration	Instantaneous	CHA (Fail)			PHB	216 216	Target with INT <= 3 gaints INT 10 and can speak. Charmed for 30 days. Targets' attack rolls and saving throws are deducted 1d4.	One more creature	Bard Bard	Cleric	Druid Paladin(Vengeance)				-
ane anlehing Smite	1 Enchantment 5 Abjuration	1 action 1 bonus action	30 ft.	<= 3 creatures Self	VSI	a ap or brood	Concentration		Weapon Attack	Force	DAM: 5d10	PHB	216	Targets' attack rolls and saving throws are deducted 1d4. Target banished if <= 50 HP.	ove more desture	aaru	ORIC	Paladin(Vengeance) Paladin		-	+	+
anishment	4 Abjuration	1 action	60 ft.	1 target		M item disliked by target	Concentration		CHA (Fail)			PHB	217	Banish target to another plane; native of other plane doesn't return after 1 min.	One more creature		Cleric	Paladin		Sorceror	Warlock	Wizar
arkakin	2 Transmutation	1 action	Touch	1 willing creature	V S I	VI oak bark	Concentration	1 hour				PHB	217	Target AC is never less than 16 during spell.			Cleric(Nature)	Druid	Ranger			
sacon of Hope	3 Abjuration	1 action	30 ft.	Any targets in range	V S		Concentration					PHB	217	Targets get advantage on WIS and death saving throws; heal spells heal max.			Cleric	Paladin(Devotion)				
east Sense	2 Divination Ritual 3 Necromancy	1 action	Touch Touch	1 willing beast	V S		Concentration Concentration		WIS (Fail)	-		PHB	217	Use action to see/hear whatever beast does. Use action to return.	See Sourcebook.	Bard	Cleric	Druid Paladin(Oathbreaker)	Ranger		+	140-
Bestow Curse Bigby's Hand	3 Necromancy 5 Evocation	1 action	Touch 120 ft.	1 creature		M eggshell, snakeskin glove	Concentration Concentration		WIS (FBII)	Force	See Sourcebool		218 218	Curse target. See Sourcebook. Create giant hand to do various things. See Sourcebook.	See Sourcebook. See Sourcebook.	Dard	CIETIC	Paladin(Oathbreaker)			+	Wiza
liade Barrier	6 Evocation	1 action	90 ft.	5x20x(100 line/60 dia. circle)ft.		ggance, anancokiii giuve	Concentration		DEX (Half DAM)	Slashing		PHB	218	Create giant hand to do various things. See Sourcedook. Creatures entering wall/circle area take DAM.	COGGCCOOK.		Cleric				_	******
lade Ward	0 Abjuration	1 action	Self	Self	v s			1 round				PHB	218	Gain resistance to bludgeoning/piercing/slashing DMG from weapons.		Bard				Sorceror	Warlock	Wiza
lices	1 Enchantment	1 action	30 ft.			M sprinkling of holy water	Concentration					PHB	219	Targets add 1d4 to attack rolls and saving throws.	One more creature.		Cleric	Paladin				
light Indian Code	4 Necromancy 3 Evocation	1 action 1 bonus action	30 ft. Self	1 creature Self	V S		Concentration		CON (Half DAM) CON per turn (Blindness ends)	Necrotic	DAM: 8d8 DAM: 3d8	PHB	219 219	Plants have disadvantage on save and take max DAM. Next melee attack target takes DAM and is blinded until spell ends.	Extra 1d8 DAM.	-	Cleric(Death)	Druid Paladin(Oathbreaker) Paladin		Sorceror	Warlock	Wiza
Hinding Smite Hindness/Deafness	2 Necromancy	1 bonus action	Seif 30 ft.	1 creature	V		Concentration	1 minute 1 minute	CON per turn (Billindness ends CON per turn (Fail)) Radiant	DAM: 308	PHB	219	Next melee attack target takes DAM and is blinded until spell ends. Target becomes blind or deaf (your choice).	One more creature.	Bard	Cleric	Paladin		Sorceror		Wiza
link	3 Transmutation	1 action	Self		V S			1 minute	CON per turi (raii)			PHB	219	Roll 11 or higher to go to Ethereal plane between turns; reapper within 10ft.	One more dealure.	baru	Cleric(Trickery)			Sorceror	_	Wiza
lur	2 Illusion	1 action	Self	Self	V		Concentration	1 minute				PHB	219	Creatures relying on sight have disadvantage to attack.				Druid(Desert)		Sorceror		Wizar
randing Smite	2 Evocation	1 bonus action	Self	Self	V		Concentration	1 minute	Weapon Attack	Radiant	DAM: 2d6	PHB	219	Target becomes visible, sheds dim light.	Extra 1d6 DAM.			Paladin				
uming Hands	1 Evocation	1 action	Self		V S				DEX (Half DAM)	Fire	DAM: 3d6	PHB	220		Extra 1d6 DAM.		Cleric(Light)			Sorceror		Wizar
all Lightning alm Emotions	3 Conjuration 2 Enchantment	1 action	120 ft. 60 ft.		V S		Concentration		DEX (Half DAM) CHA (Fail)	Lightning	DAM: 3d10	PHB	220 221	Targets take DAM each round. Can change targets each round.	Extra 1d10 DAM.	David	Cleric(Tempest)	Druid				-
am Emotions hain Lightning	2 Enchantment 6 Evocation	1 action	60 ft.		V S	M bit of fur,glass,3 silver pins	Concentration	1 minute Instantaneous		Lightning	DAM: 10d8	PHB	221	Suppress charm effects or hostility on target. Bolt hits one target then forks to up to 3 others.	One more bolt in fork.	Bard	Clenc			Sorceror	+	Wizar
Charm Person	1 Enchantment	1 action	30 ft.	1 humanoid	V S	in on or ranginass, o silver pins		1 hour	Wisdom (Fail)	Lightning	Drum. 1000	PHB	221	Charm target so it treats you as friendly. Gets advantage to save if fighting you.		Bard	Cleric(Trickery)	Druid		Sorceror	Warlock	Wizar
Touch	0 Necromancy	1 action	120 ft.	1 creature	v s			1 round	Ranged Spell Attack	Necrotic	DAM: 1d6	PHB	221	Extra 1d6 DAM at 5th level, 11th level, and 17th level. Can't regain HP.			Cleric(Death)			Sorceror	Warlock	Wizar
Chromatic Orb	1 Evocation	1 action	90 ft.	1 creature		M diamond	50 gp		Ranged Spell Attack	See Details	DAM: 3d8	PHB	221	Choose type: acid, cold, fire, lightning, poison, or thunder.	Extra 1d8 DAM.					Sorceror		Wizar
Circle of Death	6 Necromancy	1 action	150 ft.	60 ft. radius sphere	V S I	M crushed black pearl	500 gp		CON (Half DAM)	Necrotic	DAM: 8d6	PHB	221		Extra 2d6 DAM.					Sorceror	Warlock	Wizar
Circle of Power Clairvoyance	5 Abjuration 3 Divination	1 action 10 minutes	Self 1 mile	30 ft. radius sphere	V e	M jeweled horn or glass eye	Concentration 100 gp Concentration					PHB	221	Friendlies: advantage on saving throws against magic/effects. No half DAM. Create sensor in area you can see or hear through.		Bard	Cleric	Paladin		Sorceror		Wizan
Clone	8 Necromancy	1 hour	Touch			M See Sourcebook.	3000 gp	Instantaneous				PHB	222	Create clone of living person; soul transfers to clone if original dies.		baru	Cienc			Soliceioi	_	Wizan
Cloud of Deggers	2 Conjuration	1 action	60 ft.	5 ft. cube		M sliver of glass	Concentration	1 minute		Stashing	DAM: 4d4	PHB	222	DAM taken on entering or starting turn in area.	Extra 2d4 DAM.	Bard				Sorceror	Warlock	Wizard
Cloudidii	5 Conjuration	1 action	120 ft.		V S		Concentration		CON (Half DAM)	Poison	DAM: 5d8	PHB	222	DAM taken on entering or starting turn in area. Fog moves away 10 ft. per turn.			Cleric(Death)	Druid(Underdark)		Sorceror		Wizard
Color Spray	1 Illusion	1 action	Self	15 ft. cone		M pinch of colored powder		1 round				PHB	222		Extra 2d10 HP.					Sorceror		Wizard
Command Commune	1 Enchantment 5 Divination Ritual	1 action 1 minute	60 ft.	1 creature	V 0	VI incense, vial of holy water		1 round 1 minute	WIS (Fail)			PHB	223 223	Speak 1 word command to target. Can't cause harm. Doesn't affect undead. Ask 3 yes/no questions that are answered by deity. See Sourcebook.	One more creature.		Cleric	Paladin Paladin(Devotion)				_
Commune with Nature	5 Divination Ritual	1 minute	Self		V S	vi Incense, viai or noily water		Instantaneous				PHB	223	Gain knowledge of the land around you. See Sourcebook.			Cieric	Druid Paladin(Ancients)	Ranger			_
compelled Duel	1 Enchantment	1 bonus action	30 ft.	1 creature	V		Concentration		WIS (Fail)			PHB	224	Compel target to attack you one-on-one. See Sourcebook.				Paladin	runger			_
comprehend Languages	1 Divination Ritual	1 action	Self		V S I	M pinch of soot and salt		1 hour				PHB	224	Know literal meaning of any speech. Understand written words while touching.		Bard				Sorceror	Warlock	Wizard
Computation	4 Enchantment	1 action	30 ft.	Creatures in range	V S		Concentration		WIS (Fail)			PHB	224	Compel targets to move in specified non-hazardous direction.		Bard						
Cone of Cold Confusion	5 Evocation 4 Enchantment	1 action 1 action	Self 90 ft.	60 ft. cone 10 ft. radius sphere		M crystal or glass cone M 3 nut shells			CON (Half DAM) WIS (Fail)	Cold	DAM: 8d8	PHB	224 224	Creatures killed become frozen statues. Targets can't take reactions and do random actions. See Sourcebook.	Extra 1d8 DAM.	Bard	Cleric(Knowledge)	Druid(Arctic) Druid Paladin(Oathbreaker)		Sorceror	+	Wizard
Confusion Conjure Animais	4 Enchantment 3 Conjuration	1 action	90 ft. 60 ft.		V S I	y J riut sneils	Concentration Concentration		WIS (FBII)			PHB	224	Targets can't take reactions and do random actions. See Sourcebook. Summon fey spirits as creatures (total CR <= 2) that act as a group.	Increase radius by 5ft.	Dard	cieric(knowledge)	Druid Paladin(Oathbreaker) Druid	Ranger	Sorceror		Wizard
Conjure Barrage	3 Conjuration	1 action	Self	60 ft. cone		M ammo or thrown weapon	Loncontration		DEX (Half DAM)	See Details	DAM: 3d8	PHB	225	Damage type is same as ammo/weapon used as component.					Ranger			+
Conjure Celestial	7 Conjuration	1 minute	90 ft.		V S		Concentration	1 hour				PHB	225	Summon celestial CR <= 4. Obeys commands that don't violate alignment.	9th level: CR <= 5		Cleric					
Conjure Elemental	5 Conjuration	1 minute	90 ft.			M See Sourcebook	Concentration					PHB	225		Increase max CR by 1.			Druid				Wizard
Conjure Fey	6 Conjuration	1 minute	90 ft.		V S		Concentration Concentration				-	PHB	226 226	Summon fey CR <= 6. Obeys commands. Hostile if control is lost.	Increase max CR by 1.	-		Druid		_	Warlock	140-
Conjure Minor Elementals Conjure Volley	4 Conjuration 5 Conjuration	1 minute 1 action	90 ft. 150 ft.	40 ft. radius. 20 ft. high cylinder	V S	M ammo or thrown weenon	Concentration		DEX (Half DAM)	See Details	DAM: 8d8	PHB	226 226	Summon elementals (total CR <= 2) that obey commands. Damage type is same as ammo/weapon used as component.	6th: CR <= 4; 8th: CR <= 6	_		Druid	Ranger	_	+	Wizan
conjure Voxey Conjure Woodland Beings	4 Conjuration	1 action	60 ft.			M 1 holly berry per creature	Concentration		n (num prim)	occ ocialis	Drew. 300	PHB	226	Summon fey creatures (CR <= 2) that obey commands.	6th: CR <= 4; 8th: CR <= 6			Druid	Ranger		+	+
Contact Other Plane	5 Divination Ritual	1 minute	Self		v .	.,,.		1 minute	INT DC:15(DAM, insane for da	y) Psychic	DAM: 6d6	PHB	226	Contact extraplanar being. YOU make save. 1-word answers to 5 questions.	. ,						Warlock	Wizard
Contagion	5 Necromancy	1 action	Touch		v s			7 days	CON (See Sourcebook)			PHB	227	Give creature a disease. See Sourcebook.			Cleric	Druid Paladin(Oathbreaker)				
contingency	6 Evocation	10 minutes	Self	Self		M ivory statue of self	1500 gp	10 days				PHB	227	Spell <= 5th level activates when condition occurs. That spell's slot used too.			-					Wizard
Continuel Flame	2 Evocation	1 action	Touch 300 ft.	1 object		M RUBY DUST	50 gp Concentration	Until Dispelled		-		PHB	227	Heatless flame comes from object. Can be covered but not snuffed out.	-		Cleric	Dovid			+	Wizan
Control Water Control Weather	4 Transmutation 8 Transmutation	1 action 10 minutes	300 ft. Self	100 ft. cube 5 mile radius		W water drop, pinch of dust Incense, earth&wood in water	Concentration					PHB	227 228	Control water. See Sourcebook. Control the weather. See Sourcebook		_	Cleric	Druid Druid		_	+	Wizar
Cordon of Arrows	2 Transmutation	1 action	5 ft.	Spell components		M 4 pieces of ammo	Loncontration	8 hours	DEX (Fail)	Piercing	DAM: 1d6	PHB	228	Ammo fired at creatures within 30 ft. Spell ends when ammo gone.	Two extra ammo.				Ranger			.,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
Counterepell	3 Abjuration	1 reaction (spell cast)	60 ft.	1 Spellcaster	S			Instantaneous				PHB	228	Interrupt spell <= 4th. You make casting ability check (DC 10 + spell level).	Interrupt spell <= new level					Sorceror	Warlock	Wizar
Create Food and Water	3 Conjuration	1 action	30 ft.		V S			Instantaneous				PHB	229	Create 45 lbs. of bland, nourishing food for 24 hours and 30 gallons of water.				Druid(Desert) Paladin				
reate or Destroy Water	1 Transmutation	1 action	30 ft.	10 gal. water/30 ft. cube of fog				Instantaneous				PHB		Create/destroy 10 gal. of water or 30 ft. cube of rain/fog.	Con Courses	-	Cleric	Druid			Mark :	100
reete Undeed reetlon	6 Necromancy 5 Illusion	1 minute 1 minute	10 ft. 30 ft.			M See Sourcebook. M bit of matter you want to make	Source	Instantaneous See Sourcebo	nk	-		PHB	229 229	Create undead to serve you for 24 hours. See Sourcebook. Make nonliving object no larger than 5 ft. cube. See Sourcebook.	See Sourcebook. Cube size increases by 5 ft	+	Cleric		-	Sorceror	Warlock	Wizan
reason Frown of Madness	2 Enchantment	1 action	120 ft.		V S	on matter you want to make	Concentration		WIS every turn (Fail)			PHB	229	Charm humanoid to attack your target of choice. Use action to keep control.	Substitute increases by 5 ft	Bard		Paladin(Oathbreaker)		Sorceror	Warlock	Wizar
rusader's Mantie	3 Evocation	1 action	Self		V		Concentration		, (1 411)			PHB	230	Nonhostiles in aura deal an extra 1d4 radiant DAM.			Cleric(War)	Paladin (Califoreaxer)				
ture Wounds	1 Evocation	1 action	Touch	1 creature	v s			Instantaneous			See Details	PHB	230	HEAL: 1d8 + spellcasting ability modifier. No effect on undead or constructs.	Extra 1d8 HEAL.	Bard	Cleric	Druid Paladin	Ranger			
Denoing Lights	0 Evocation	1 action	120 ft.			M phosphorous or glowworm	Concentration					PHB	230	Create 4 glowing, hovering objects that shed light out 10 ft. Can move 60 ft.		Bard				Sorceror		Wizard
Darkness	2 Evocation	1 action	60 ft.			M bat fur and pitch or coal	Concentration					PHB	230	Creates darkness normal light can't dispel. Dispels light spells <= 2nd level.				Druid(Swamp) Paladin(Oathbreaker)		Sorceror	Warlock	Wizar
Parkvision Paylight	2 Transmutation 3 Evocation	1 action	Touch 60 ft.			M dried carrot or agate		8 hours 1 hour		-		PHB	230 230	Grants creature darkvision (60 ft.) but can't see in Darkness aura. Creates bright light. Dispels darkness spells <= 3rd level it overlaps with.		-	Clorio	Druid Paladin	Ranger	Sorceror	+	Wizar
aylight eath Ward	3 Evocation 4 Abjuration	1 action	60 ft.	60 ft. radius sphere 1 willing creature	V S			1 hour 8 hours				PHB	230	Creates bright light. Dispels darkness spells <= 3rd level it overlaps with. 1 use: Target drops to 1 HP instead of 0 HP or negates instant kill effect.			Cleric	Druid Paladin Paladin	Ranger	Sorceror	+	+
ean ward elayed Blast Fireball	7 Evocation	1 action	150 ft.			M tiny ball of guano and sulfur	Concentration		DEX (Half DAM)	Fire	DAM: 12d6	PHB	230	Creates spot where fireball will erupt. See Sourcebook.	Extra 1d6 base DAM.		Julio	Falaulii		Sorceror	_	Wizar
emipiane	8 Conjuration	1 action	60 ft.	,	s	,		1 hour		1		PHB	231	Create door to 30 ft. cubic room in demiplane. Trapped if there when spell ends.							Warlock	Wizard
Destructive Wave	5 Evocation	1 action	Self	30 ft. radius	V			Instantaneous	CON (Half DAM, not prone)	See Details	DAM: 5d6+5d6		231	Targets in circle take thunder DAM, then radiant or necrotic DAM; go prone.			Cleric(Tempest)	Paladin				
Netect Evil and Good	1 Divination	1 action	Self		V S		Concentration					PHB	231	Know location of aberration,celestial,elemental,fey,fiend,undead,(un)holy ground	d.		Cleric	Paladin				
etect Magic	1 Divination Ritual	1 action	Self		V S		Concentration					PHB	231	Sense presence of magic. Use action to see auras around creatures/objects.		Bard	Cleric	Druid Paladin	Ranger	Sorceror		Wizard
etect Polson and Disease	1 Divination Ritual	1 action	Self Self	30 ft. radius	V S 1	vi yew leaf	Concentration	10 minutes 1 minute				PHB	231	Sense location and type of disease, poison, or poisonous creature.			Cleric	Druid Paladin	Ranger			Wizaro

Dimension Door	4	Conjuration	1 action	500 ft.	Self (and ally within 5 ft.)	V				Instantaneou	JS .			PHB	233	Teleport yourself and ally to location. If occupied, 4d6 force DAM and spell fails.		Bard	Cleric(Trickery)		Paladin(Vengeance)		Sorceror	Warlock	Wizard
Disguise Self		Illusion	1 action			v s				1 hour				PHB	233	Create illusion to appear as someone else. Foiled by Investigation vs. spell DC.		Bard	Cleric(Trickery)				Sorceror		Wizard
teintegrate		Transmutation	1 action				M lodestone and pinch of dust				us DEX (Fail)	Force	DAM: 10d6+40	PHB	233	If target drops to 0 HP, is disintegrated. Only revived by True Resurrection.							Sorceror		Wizard
lapel Evil and Good lapel Magic		Abjuration	1 action 1 action	Self			M holy water or silver/iron powder		Concentration	1 minute Instantaneou				PHB	233	Fey,undead,extraplanar creatures have disadvantaged attacks. See Sourcebool		David .	Cleric	Devid	Paladin Paladin	+		Marada etc	Monad
sper magic seonant Whispers		Abjuration Enchantment			1 creature/object/magical effect 1 creature	VS					us WIS (Fail)	Psychic	DAM: 3d6	PHB	234	End spell <= 3rd level. For >= 4th level, casting ability check DC=10+spell level. Target immediately uses reaction to move as far away as possible.	Extra 1d6 DAM.	Bard Bard	Cleric	Druid	Paladin	+	Sorceror	Warlock	Wizard
vination		Divination Ritual		Self			M INCENSE, SAC. OFFERING	25 gp		Instantaneou		1 Sychic	Draw. 000	PHB	234	Question about one event in next 7 days answered by phrase or omen.	Exit 100 Even.	Duru	Cleric	Druid(Forest,Grassland)					
vine Favor		Evocation	1 bonus action	Self		V S			Concentration	1 minute				PHB	234	Your weapon attacks deal extra 1d4 radiant DAM on a hit.			Cleric(War)		Paladin				
Wine Word	7	Evocation	1 bonus action		ranj magana arramga	V				Instantaneou	us CHA (Fail)			PHB	234	Targets suffer effects based on their current HP. See Sourcebook.			Cleric						
ominate Beast		Enchantment	1 action			V S			Concentration		WIS (Fail)			PHB	234		See Sourcebook.		Cleric(Nature)	Druid			Sorceror		
ominate Monster		Enchantment				V S			Concentration		WIS (Fail)			PHB	235			Bard						Warlock	Wizard
ominate Person		Enchantment	1 action			V S			Concentration	1 minute	WIS (Fail)			PHB	235	Charm humanoid to give it commands. Has advantage to save if attacking it.	See Sourcebook.	Bard	Cleric(Trickery)		Paladin(Oathbreaker)		Sorceror		Wizard
rewmij's instent Summons ream		Conjuration Ritual	1 minute 1 minute	See Sourcebook.			M sapphire M sand,ink,quill from asleep bird	1000 gp		Until Dispelle 8 hours	See Sourcebook.	See Sourcebook.	Can Coursehook	PHB	235 236	Speak item name and crush gem to summon object unless it's held by other. Shape creature's dreams. See Sourcebook.		Bard		Druid(Grassland)			+	Warlock	Wizard
ruidoreft		Transmutation	1 action			V S				Instantaneou		See Sourcebook.	See Sourcebook	PHB	236	Create minor druidic effect. See Sourcebook.		baiu	Cleric(Nature)	Druid Druid	+	+	+	Wallock	VVIZaru
arthquake		Evocation	1 action				M piece of dirt, rock, and day		Concentration		See Sourcebook.			PHB	236	Create a seismic disturbance with various effects. See Sourcebook.				Druid			Sorceror		
idritch Blast	0	Evocation	1 action	120 ft.	1 target	v s				Instantaneou	us Ranged Spell Attack	Force	DAM: 1d10	PHB	237	Beam. 2 beams at 5th level, 3 at 11th, 4 at 17th. Can choose different targets.								Warlock	
lemental Weapon		Transmutation	1 action			V S			Concentration	1 hour				PHB	237		5th:+2,2d4 DAM;7th +3,3D4				Paladin				
nhance Ability		Transmutation	1 action	Touch	1 creature	V S	M fur or feather from a beast		Concentration	1 hour				PHB	237	Target creature gains a beneficial effect. See Sourcebook.	One additional creature.	Bard	Cleric	Druid			Sorceror		
nlarge/Reduce		Transmutation				V S	M powdered iron		Concentration		CON (Fail)			PHB	237	Enlarge or reduce target. See Sourcebook.							Sorceror		Wizard
nanaring Strike		Conjuration	1 bonus action		Attack target	V			Concentration	1 minute	STR (Fail)	Piercing	DAM: 1d6 a turn		237	Restrain target. Large and bigger creatures have advantage to save.	Extra 1d6 DAM.				Paladin(Ancients)	Ranger	\perp		
intangle inthrall		Conjuration	1 action 1 action			V S			Concentration	1 minute 1 minute	STR (Fail) WIS (Fail)			PHB	238 238	Creatures become restrained. Use action to use STR against spell DC to escape Disadvantage to see anybody but you; attacked ones have advantage to save.		Dord		Druid		+	+	Warlock	
nurai herealness		Enchantment Transmutation	1 action			V S				Up to 8 hours				PHB	238		8th:3 targets;9th: 6 targets	Bard	Cleric		+	+		Warlock	Wizard
vard's Black Tentacles		Conjuration	1 action				M piece of octopus temtacle		Concentration	1 minute	DEX while in area (Fail)	Bludgeoning	DAM: 3d6	PHB	238	Also restrained. Restrained take DAM every turn. STR/DEX check to get free.	our.o targeta,our. o targeta	Duid	Oiciic				Colocio	TTUINGER	Wizard
goeditious Retreat		Transmutation	1 bonus action			V S			Concentration					PHB	238	You can take Dash as a bonus action until spell ends.						+	Sorceror	Warlock	Wizard
yebite	6	Necromancy	1 action	Self	1 creature within 60 ft.	V S			Concentration	1 minute	WIS (Fail)			PHB	238	Affect targets negatively. New target each turn. See Sourcebook.		Bard					Sorceror	Warlock	Wizard
abricate	4	Transmutation	10 minutes			V S				Instantaneou				PHB	239	Convert raw materials into object no bigger than 5 ft. cube.									Wizard
serie Fire		Evocation	1 action		20 ft. cube	V			Concentration	1 minute	DEX (No Light)			PHB	239	Objects/creatures in cube are outlined in light and are attacked with advantage.		Bard	Cleric(Light)	Druid					
also Life		Necromancy	1 action				M alcohol or distilled spirits			1 hour				PHB	239		Extra 5 temp HP.		Cleric(Death)				Sorceror		Wizard
Mr		Illusion	1 action				M white feather or hen heart		Concentration		WIS (Fail)			PHB	239	Targets drop everything and use Dash to run away. WIS save once out of sight.		Bard						Warlock	Wizard
ether Fell		Transmutation	1 reaction (falling)				M small feather or piece of down			1 minute	- NT DWO 5: "	Barrabia	D416.4 **	PHB	239	Targets' descent slows to 60 ft. per round, takes no DAM, and can land on feet.		Bard		Posts	+	+	Sorceror	Madee	Wizard
eblemind sign Death		Enchantment Necromancy Ritual	1 action				M clay,crystal,or mineral spheres M pinch of craveyard dirt			1 hour	us INT (DMG, but no INT effect)	rsycnic	DAM: 4d6	PHB PHB	239	Creature INT and CHA scores become 1. See Sourcebook. Creature anneare dead. Registe all non-newhir DMC Disease/noison delayed.		Bard Bard	Cleric	Druid Druid	+	+	+	Warlock	Wizard
olgn Death nd Familiar		Necromancy Ritual Conjuration Ritual	1 action 1 hour	Touch 10 ft.			M pinch of graveyard dirt M CHARCOAL,INCENSE,HERBS	10 an		1 hour Instantaneou	IS.			PHB	240 240	Creature appears dead. Resists all non-psychic DMG. Disease/poison delayed. Gain the service of a familiar. See Sourcebook.		Dalia	cienc	bruid	+	+	+		Wizard
and Parisson		Conjuration		30 ft.		V S		.5 gp		Instantaneou				PHB	240	Summons a spirit in the form of a steed. See Sourcebook.					Paladin	+	+		
Ind the Path		Divination	1 minute	Self			M diviner tools, object from target	100 gp	Concentration	1 day	-			PHB	240	Find the shortest, most direct route to a place you are familiar with.		Bard	Cleric	Druid		1			
Ind Trape	2	Divination	1 action	120 ft.	Any trap in range	V S				Instantaneou	JS .			PHB	241	Sense the presence (not location) of any magical or mundane trap nearby.			Cleric	Druid		Ranger			
inger of Death		Necromancy	1 action		1 creature	V S				Instantaneou	us CON (Half DAM)	Necrotic	DAM: 7d8+30		241	Humanoids killed rise as a zombie next turn permanently under your control.							Sorceror	Warlock	Wizard
ire Bolt		Evocation	1 action			V S				Instantaneou	us Ranged Spell Attack	Fire		PHB	242	DAM at 5th level: 2d10, at 11th level: 3d10, at 17th level: 4d10.							Sorceror		Wizard
re Shleid		Evocation	1 action	Self			M bit of phosphorous or a firefly			10 minutes		Fire/Cold	DAM: 2d8	PHB	242	Choose warm or chill shield. Melee attackers take DMG. Light out 10 ft./20 ft.									Wizard
re Storm		Evocation	1 action			V S				Instantaneou		Fire		PHB PHB	242	Each cube must face at least one other cube. Can choose not to affect plants.	Extra 1d6 DAM.		Cleric	Druid					
rebali lame Blade		Evocation Evocation	1 action 1 bonus action	150 ft. Self			M tiny ball of guano and sulfur M sumac leaf		Concentration		JS DEX (Half DAM) Melee Spell Attack	Fire		PHB	241	Fire spreads around corners and ignites flammable objects. Create flery scimitar that sheds bright light 10ft. and dim light for another 10ft.			Cleric(Light)	Druid			Sorceror		Wizard
ame Strike		Evocation	1 action				M pinch of sulfur		Concentiation	Instantaneou		Fire + Radiant		PHB	242	Creatures take fire and radiant damage.	1d6 DAM fire OR radiant		Cleric	Didd	Paladin(Devotion)	+	+		
aming Sphere		Conjuration	1 action				M tallow.brimstone.iron powder		Concentration	1 minute	DEX (Half DAM)	Fire		PHB	242		Extra 1d6 DAM.		Cleric(Light)	Druid	T diadin(DCVOIOII)		+		Wizard
lesh to Stone		Transmutation				V S	M pinch of lime, water, and earth		Concentration		CON (Fail)			PHB	243	Restrained on first fail. Petrified after 3 fails.								Warlock	Wizard
٧		Transmutation	1 action		1 willing creature	v s	M bird's wing feather		Concentration	10 minutes				PHB	243	Target gains fly (60 ft.). Fall if spell ends while in air.	One additional creature.						Sorceror	Warlock	Wizard
og Cloud		Conjuration	1 action			V S			Concentration	1 hour				PHB	243	Creates a foggy sphere. Can be banished by moderate wind.	Increase radius by 20 ft.		Cleric(Tempest)	Druid		Ranger	Sorceror		Wizard
orbiddance	6	Abjuration Ritual	10 minutes		40,000 sq. ft, 30 ft. high	V S	M holy water,incense,ruby powder	1000 gp		1 day		Radiant or Necrotic	DAM: 5d10	PHB	243	Can't teleport/gate into area. A creature type you choose takes DMG in area.			Cleric						
orcecage		Evocation	1 action				M ruby dust	1500 gp		1 hour	See Details.			PHB	243	Creatures stuck in cage can only leave using magic after CHA save.		Bard						Warlock	Wizard
oresight		Divination	1 minute				M hummingbird feather			8 hours				PHB	244	Not surprised. Advantage:attacks,checks,saves. Disadvantage getting attacked.		Bard		Druid				Warlock	Wizard
reedom of Movement		Abjuration	1 action				M leather strap around arm			1 hour				PHB	244	Immune to difficult terrain,slow,paralyze,restrain. Spend 5ft to escape restrain.		Bard	Cleric	Druid	Paladin(Devotion)	Ranger			
inlende		Enchantment	1 action	Self	1 non-hostile creature		M makeup applied to face		Concentration	1 minute				PHB	244	Advantage on CHA checks to target, who knows magic used once spell ends.		Bard						Warlock	Wizard
Sassous Form		Transmutation Conjuration	1 action 1 action				M bit of gauze and wisp of smoke M diamond		Concentration Concentration	1 hour				PHB	244	Cloud form. Fly(10ft.). Resist nonmagical DMG. STR/DEX/CON save advantage Create portal to precise location on another plane or near a specific person.			Clorie	Druid(Underdark)			Sorceror	Warlock	Wizard
300		Enchantment			_	V	W diamond	Jour gp		30 days	WIS (Fail)	See Details.	See Details.	PHB	244	Target must perform task you set. 5d10 psychic DAM whenever it disobeys.	7th: lasts 1 year:9th: forever	Rard	Cleric	Druid	Paladin	+	Soiteitii		Wizard
lentie Repose		Necromancy Ritual	1 action	Touch			M salt and 1 cp on each eye			10 days	(-2.)			PHB	245	Preserves corpse. Extends time limit of Raise Dead spell.	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,		Cleric						Wizard
lant Insect		Transmutation				V S			Concentration					PHB	245	Turn insects into giant insects that obey your commands.				Druid					
ilibness	8	Transmutation	1 action	Self	Self	V				1 hour				PHB	245	Can replace CHA check rolls with a 15. Spells always detect you telling truth.		Bard						Warlock	
liabe of invulnerability		Abjuration	1 action				M glass or crystal bead		Concentration					PHB	245	Spells <= 5th level cannot affect those within the globe.	1 higher spell level blocked.						Sorceror		Wizard
llyph of Warding		Abjuration	1 hour				M incense, DIAMOND POWDER	200 gp		Dispel/Trigge				PHB	245	Create a magical trap. See Sourcebook.	See Sourcebook.	Bard	Cleric						Wizard
loodberry		Transmutation	1 action	Touch			M sprig of mistletoe			Instantaneou				PHB	246	Create <= 10 berries that HEAL 1 HP each. Expire after 24 hours.				Druid		Ranger	+		
Pracping Vine		Conjuration	1 bonus action	30 ft.		V S			Concentration		DEX (Fail)			PHB	246	Create vine that lashes out 30 ft. away. Targets failing save pulled 20 ft. to vine.			Cleric(Nature)	Druid		Ranger	\perp		
Presse Presser Invisibility		Conjuration	1 action 1 action				M pork rind or butter		0	1 minute	DEX (Fail)			PHB PHB	246 246	Creatures in area or entering area fall prone if they fail DEX save.		Bard		Druid(Underdark)	+				Wizard
Prester Restoration		Illusion Abjuration	1 action	Touch		V S	M DIAMOND DUST	100 gp	Concentration	1 minute Instantaneou	10			PHB	246	Become invisible until spell ends. End a debilitating effect on target. See Sourcebook.		Bard	Cleric	Druid (Underdark)		+	Sorceror		Wizard
luardian of Faith		Conjuration		30 ft.		V	50000000000000000000000000000000000	roo gp		8 hours	DEX (No DAM)	Radiant	DAM: 20	PHB	246	Create spectral guardian that attacks hostiles. Leaves after dealing 60 DAM.			Cleric		Paladin(Devotion)				
Buards and Wards		Abjuration	10 minutes				M See sourcebook.	10 gp		24 hours				PHB	248	Protect an area of space. See Sourcebook.		Bard			T		1		Wizard
luidance		Divination	1 action			V S			Concentration	1 minute				PHB	248	Once, add 1d4 to an ability check.			Cleric	Druid					
ulding Bolt		Evocation	1 action	120 ft.		V S				1 round	Ranged Spell Attack	Radiant	DAM: 4d6	PHB	248	Next attack roll against target before end of your next turn has advantage.	Extra 1d6 DAM.		Cleric						
ust of Wind		Evocation	1 action				M a legume seed		Concentration	1 minute	STR (Fail)			PHB	248	Push targets 15 ft. in directon of wind. Creatures move half speed against wind.			Cleric(Tempest)	Druid			Sorceror		Wizard
all of Thoms		Conjuration	1 bonus action			V	M UEDDO ON THE		Concentration		DEX (Half DAM)	Piercing	DAM: 1d10	PHB	249	Target hit by ranged attack and those adjacent who fail save hit by thoms.	Extra 1d10 DAM.		Otrace.		+	Ranger	+		
ellow		Evocation Illusion	24 hours 10 minutes					1000 gp		Until Dispelle 24 hours	90	+		PHB	249 249	Infuse area with holy or unholy power. See Sourcebook. Make natural terrain seem like other terrain. Investigation check to dishallous.		Bard	Cleric	Doubl	+	+	+	Warlock	Wizard
allucinatory Terrain erm		Illusion Necromancy	10 minutes 1 action			V S	M stone, twig, bit of green plant				us CON (Half DAM)	Necrotic	DAM: 14d6	PHB	249	Make natural terrain seem like other terrain. Investigation check to disbelieve. Max HP reduced by same amount as DAM. Target cannot fall below 1 HP.		Dalia	Cleric	bruid	+	+	+	*vanock	vvizard
ando		Transmutation					M shaving of licorice root		Concentration		SON (Nam SONN)			PHB	250	Doubles speed. +2 AC. Advantage on DEX saves. Additional action to Dash.			_ runo	Druid(Grassland)	Paladin(Vengeance)	+	Sorceror		Wizard
eal		Evocation	1 action			v s				Instantaneou	JS .		HEAL: 70	PHB	250		Extra 10 HEAL.		Cleric	Druid		1	1		1
ealing Word	1	Evocation	1 bonus action	60 ft.	1 creature	V				Instantaneou				PHB	250	Target HEAL 1d4 + spellcasting ability. No effect on constructs/undead.	Extra 1d4 HEAL.	Bard	Cleric	Druid					
out Motal		Transmutation	1 action	60 ft.	1 metal object		M piece of iron and a flame		Concentration	1 minute	See Sourcebook.	Fire		PHB	250	Heat metallic objects including weapons and armor. See Sourcebook.		Bard		Druid					
ellish Rebuke		Evocation	1 reaction (take DAM)			V S					us DEX (Half DAM)	Fire	DAM: 2d10	PHB	250	Magical counterattack to taking damage.	Extra 1d10 DAM.				Paladin(Oathbreaker)			Warlock	
sroes' Feast		Conjuration	10 minutes				M GEMENCRUSTED BOWL			Instantaneou	JS .			PHB	250	Cure:disease,poison.lmmune:poison,fright.HP max +2d10,WIS save advantage			Cleric	Druid					
srolem		Enchantment	1 action	Touch		V S			Concentration	1 minute				PHB	250	Immune to being frightened. Temp HP equal to casting ability modifier each turn		Bard			Paladin				
x		Enchantment					M petrified eye of a newt		Concentration	1 hour				PHB	251	Target takes 1d6 necrotic DAM when you hit it;disadvantage on ability of choice								Warlock	
old Moneter		Enchantment	1 action	90 ft. 60 ft.	1 creature		M small straight piece of iron		Concentration		WIS (Fail)			PHB	251	Target is paralyzed. New saving throw at end of turn. Doesn't work on undead.	1 additional creature.	Bard	Cleric(War)	Devid	Paladin(Vengeance)	+		Warlock	Wizard
		Enchantment Abjuration	1 action 1 action				M small straight piece of iron M reliquary containing sacred relic				WIS (Fail)			PHB	251 251	Target is paralyzed. New saving throw at end of turn. Aura helps allies and hurts enemies. See Sourcebook.	1 additional creature.	Bard	Cleric	Druid	Paladin(Vengeance)	+	Sorceror	Warlock	Wizard
		Abjuration Conjuration	1 action				M reliquary containing sacred relic M pickled octoous tentacle		Concentration					PHB	251	Aura neips alties and nurts enemies. See Sourcebook. Start turn in area: 2d6 cold DAM.End turn in area: DEX save or 2d6 acid DAM.			ORIC		+	+	+	Warlock	+
ly Aura		Divination	1 bonus action	90 ft.	1 creature	V	pronou occupus teritaue		Concentration					PHB	251	Mark quarry. Extra 1d6 DAM on weapon hit. Advantage on rolls to find it.	3rd: duration 8hrs:5th: 24hrs				Paladin(Vengeance)	Ranger		unoch	+
ly Aura Inger of Hader	1 1	Illusion	1 action		30 ft. cube	S	M glowing stick of incense		Concentration		WIS (Fail)			PHB	252	Creatures charmed, incapacitated, speed = 0. Spell ends on DAM or shaking.		Bard					Sorceror	Warlock	Wizard
oly Aure unger of Heder unter'e Merk			1 action				M pinch of dust, drop of water				us DEX (Half DAM)	Bludgeoning+Cold	DAM: 2d8+4d6		252	Storm's area of effect becomes difficult terrain until end of next turn.	Extra 1d8 bludgeoning DAM.		Cleric(Tempest)	Druid	Paladin(Ancients)		Sorceror		Wizard
ily Aura inger of Heder inter'e Mark pnotic Pattern	3	Evocation	1 minute	Touch		V S	M pearl, owl feather	100 gp		Instantaneou				PHB	252	Learn what an item is and what spells affect it.		Bard	Cleric(Knowledge)						Wizard
ky Aura Inger of Hader Inter's Mark Ipnotic Pattern I Storm	3 4	Evocation Divination Ritual			writing surface			10 gp		10 days				PHB	252	Write magical script on surface that only designated people can read.		Bard						Warlock	Wizard
ity Aure Inger of Heder Inter's Mark protio Pattern Storm entity	3 4 1		1 minute	Touch										PHB	252	Magically restrain a creature. See sourcebook.								Warlock	Wizard
ly Aura nger of Heder note's Merk pnotic Patiern Storm entify sony Soript prisonment	3 4 1	Divination Ritual	1 minute 1 minute	30 ft.				Source.			ed WIS (Fail)														
ly Aura nger of Heder rete's Mark nondo Petisem Storm edity sony Soript endityen	3 4 1 1 9 8	Divination Ritual Illusion Ritual Abjuration Conjuration	1 minute 1 minute 1 action	30 ft. 150 ft.	20 ft. radius sphere	V S	M See Sourcebook.	Source.	Concentration	1 minute	DEX every turn (Half DMG)	Fire		PHB	253	Targets make save when cloud created or entering or exiting it. Cloud move: 10							Sorceror		Wizard
ly Aura nger of Hader nne's Merk nnotio Patier Storm etitly sony Soript orteoment endiny Cloud tot Wounde	3 4 1 1 9 8	Divination Ritual Illusion Ritual Abjuration Conjuration Necromancy	1 minute 1 minute 1 action 1 action	30 ft. 150 ft. Touch	20 ft. radius sphere 1 creature	V S V S V S	M See Sourcebook.	Source.		1 minute Instantaneou	DEX every turn (Half DMG) us Melee Spell Attack		DAM: 3d10	PHB	253 253	Inflict necrotic damage on target.	Extra 1d10 DAM.		Cleric		Paladin(Oathbreaker)				Wizard
hy Aura mager of Hader marker Mark proteit Pattern Storm storm stript mony Storpt princement set Wounde set Wounde set Plague	3 4 1 1 9 8 1 5	Divination Ritual Illusion Ritual Abjuration Conjuration Necromancy Conjuration	1 minute 1 minute 1 action 1 action 1 action	30 ft. 150 ft. Touch 300 ft.	20 ft. radius sphere 1 creature 20 ft. radius sphere	V S V S V S	M See Sourcebook. M bit of sugar, grain, and fat	Source.	Concentration	1 minute Instantaneou 10 minutes	DEX every turn (Half DMG) us Melee Spell Attack		DAM: 3d10 DAM: 4d10	PHB PHB	253 254	Inflict necrotic damage on target. Targets make save when swarm created or entering or exiting it.	Extra 1d10 DAM. Extra 1d10 DAM.		Cleric Cleric	Druid	Paladin(Oathbreaker)		Sorceror		
oly Aura mager of Hader marker Mark marker Mark sprote Pattern solomy so	3 4 1 1 9 8 1 5	Divination Ritual Illusion Ritual Abjuration Conjuration Necromancy Conjuration Illusion	1 minute 1 minute 1 action 1 action 1 action 1 action	30 ft. 150 ft. Touch 300 ft. Touch	20 ft. radius sphere 1 creature 20 ft. radius sphere 1 creature	V S V S V S V S V S	M bit of sugar, grain, and fat M eyelash in gum arabic	Source.		1 minute Instantaneou 10 minutes 1 hour	DEX every turn (Half DMG) us Melee Spell Attack	Necrotic	DAM: 3d10 DAM: 4d10	PHB PHB PHB	253 254 254	Inflict necrotic damage on target. Targets make save when swarm created or entering or exiting it. Target becomes invisible. Ends if target attacks or casts a spell.	Extra 1d10 DAM. Extra 1d10 DAM.	Bard		Druid(Grassland)	Paladin(Oathbreaker)		Sorceror Sorceror	Warlock	Wizard
oly Aure Imper of Heder Impe	3 4 1 1 9 8 1 5 2	Divination Ritual Illusion Ritual Abjuration Conjuration Necromancy Conjuration Illusion Transmutation	1 minute 1 minute 1 action 1 action 1 action 1 action 1 action 1 action	30 ft. 150 ft. Touch 300 ft. Touch Touch	20 ft. radius sphere 1 creature 20 ft. radius sphere 1 creature 1 creature	V S V S V S V S V S	M See Sourcebook. M bit of sugar, grain, and fat	Source.	Concentration	1 minute Instantaneou 10 minutes 1 hour 1 minute	DEX every turn (Haif DMG) us Melee Spell Attack CON (Haif DAM)	Necrotic	DAM: 3d10 DAM: 4d10	PHB PHB PHB	253 254 254 254	Inflict necrotic damage on target. Targets make save when swarm created or entering or exiting it. Target becomes invisible. Ends if larget attacks or casts a spell. Target's jump distance tripled until spell ends.	Extra 1d10 DAM. Extra 1d10 DAM. One additional creature.				Paladin(Oathbreaker)		Sorceror Sorceror Sorceror	Warlock	Wizard Wizard
only during any of the dark states of the dark stat	3 4 1 1 9 8 1 5 2 1	Divination Ritual Illusion Ritual Abjuration Conjuration Necromancy Conjuration Illusion	1 minute 1 minute 1 action 1 action 1 action 1 action 1 action 1 action	30 ft. 150 ft. Touch 300 ft. Touch Touch 60 ft.	20 ft. radius sphere 1 creature 20 ft. radius sphere 1 creature 1 creature 1 openable object	V S V S V S V S V S V S V S	M bit of sugar, grain, and fat M eyelash in gum arabic	Source.	Concentration	1 minute Instantaneou 10 minutes 1 hour	DEX every turn (Half DMG) ss Melee Spell Attack CON (Half DAM)	Necrotic	DAM: 3d10 DAM: 4d10	PHB PHB PHB	253 254 254	Inflict necrotic damage on target. Targets make save when swarm created or entering or exiting it. Target becomes invisible. Ends if target attacks or casts a spell.	Extra 1d10 DAM. Extra 1d10 DAM. One additional creature.	Bard Bard		Druid(Grassland)	Paladin(Oathbreaker)		Sorceror Sorceror	Warlock	Wizard

Leomund's Tiny Hut	3	Evocation Ritual	1 minute	Self	10 ft. radius hemisphere	V S	M small crystal bead			8 hours				PHB	255	Protect <= 9 creatures in hut from spells, creatures, elements.		Bard							Wizard
esser Restoration evitate		Abjuration Transmutation	1 action		1 creature 1 creature or object	V S	M small leather loop or golden wire		Concentration	Instantaneous 10 minutes	CON (Fail)			PHB PHB	255 255	End one disease or condition (blind, deaf, paralyzed, poisoned) on target. Target <= 500 lbs. floats 20 ft.Can move up/down 20ft./turn. Floats down on end.		Bard	Cleric	Druid	Paladin	Ranger	Sorceror		Wizard
int		Evocation	1 action				M firefly or phosphorescent moss	-	Concentration	1 hour	DEX (Fail)			PHB	255	Object sheds light in 20 ft. radious. Hostile targets get DEX save.		3ard	Cleric				Sorceror		Wizard
utning Arrow		Transmutation			1 target	V S			Concentration	1 minute		Lightning		PHB	255	Creatures within 10 ft. of initial target also take 2d8 DAM (DEX save for half).						Ranger	Sorceror		
Ining Boit		Evocation			100 ft. line		M bit of fur and glass rod			Instantaneous		Lightning	DAM: 8d6	PHB	255	Lightning ignites flammable objects.	xtra 1d6 DAM.			Druid(Mountain)			Sorceror		Wizard
ate Animals or Plants		Divination Ritual					M bloodhound fur			Instantaneous				PHB	256	Name a kind of beast or plant and find the nearest one within 5 miles.		Bard		Druid		Ranger			
ate Creature ate Object		Divination Divination			1 creature familiar to you 1 object familiar to you		M bloodhound fur M forked twig		Concentration	Instantaneous 10 minutes				PHB PHB	256 256	Sense creature direction within 1000 ft. or locate it within 30 ft. Sense object direction within 1000 ft. or locate it within 30 ft.		Bard Bard	Cleric	Druid	Paladin Paladin	Ranger			Wizard
psirider		Transmutation	1 action		1 creature		M pinch of dirt		DOTICUTURADOT	1 hour				PHB	256			Bard	Olcilo	Druid	i dudiii	Ranger			Wizard
ge Armor	1	Abjuration	1 action	Touch	1 willing creature	V S	M piece of cured leather			8 hours				PHB	256	If target isn't wearing armor, its base AC becomes 13 + DEX modifier.							Sorceror		Wizard
ge Hand		Conjuration		30 ft.		V S				1 minute				PHB	256	Create spectral hand that manipulates objects. Can pick up <= 10 lbs.		Bard					Sorceror	Warlock	Wizard
iglo Circle		Abjuration		10 ft. Self	10 ft. rad., 20 ft. high cylinder		M HOLY WATER or Fe/Ag DUST			1 hour				PHB	256		Ouration increases 1 hour.		Cleric		Paladin			Warlock	Wizard
gio Jer gio Missile		Necromancy Evocation	1 minute 1 action		Any creature in range.	V S		500 gp		Until Dispelled Instantaneous		Force	DAM:(1d4+1)x3	PHB	257 257	Your soul enters an external object. See sourcebook. You choose the target for each dart that does 1d4+1 DAM.	One additional dart.						Sorceror		Wizard
gic Mouth		Illusion Ritual			1 object		M honeycomb and JADE DUST	10 an		Until Dispelled		roice		PHB	257	Magic mouth repeats <= 25 word message once condition is met.	nie additional dart.	Bard					Soliceioi		Wizard
gic Weapon	2	Transmutation	1 bonus action			V S			Concentration	1 hour				PHB	257		th: +2 weapon,6th: +3		Cleric(War)		Paladin				Wizard
jor image	3	Illusion			20 ft. cube		M bit of fleece		Concentration					PHB	258	Create image of object including sounds, smells. Investigation check to foil.		Bard					Sorceror	Warlock	Wizard
ses Cure Wounds	5	Conjuration	1 action	60 ft.	<= 6 creatures	V S				Instantaneous				PHB	258	Creatures HEAL 3d8 + casting ability modifier. No effect on undead/constructs.	IEAL extra 1d8.	Bard	Cleric	Druid					
se Heal		Conjuration				V S				Instantaneous				PHB	258	Targets HEAL total of 700 HP and cured of diseases, blindness, and deafness.			Cleric						
as Healing Word		Evocation Enchantment	1 bonus action 1 action		<= 6 creatures	V				Instantaneous 24 hours	WIS (Fail)			PHB PHB	258	Targets HEAL 1d4 + casting ability modifier. No effect on undead/constructs.			Cleric				Sorceror	Warlock	Wizard
se Suggestion		Conjuration				V S	M snake's tongue, honeycomb			10 minutes	See Details			PHB	258 258	Make creatures accept reasonable sounding suggestions. See Sourcebook. Target uses action each turn to make INT check (DC 20) to escape.	in: 10 days;oin:30;9in:300	sard					Sorceror	vvariocx	Wizard
id Into Stone		Transmutation Ritual	1 action			v s				8 hours				PHB	259	Meld into stone walls or large stone objects. See Sourcebook.			Cleric	Druid					
if's Acid Arrow	2	Evocation	1 action	90 ft.	1 target	v s	M rhubarb leaf, adder's stomach			Instantaneous	Ranged Spell Attack	Acid	DAM: 4d4	PHB	259	Half DAM on miss. On hit, target also takes 2d4 acid DAM at end of next turn.	d4 DAM on both effects			Druid(Swamp)					Wizard
inding		Transmutation	1 minute		1 object		M two lodestones			Instantaneous				PHB	259	Mends one break or tear no larger than 1ft. in a mundane object.		Bard	Cleric	Druid			Sorceror		Wizard
eesge		Transmutation			1 creature in range		M piece of copper wire			1 round				PHB	259	Point at target and whisper a message. They can whisper a response.		Bard					Sorceror		Wizard
deor Swarm	9	Evocation	1 action			V S				Instantaneous 24 hours	DEX (Half DAM)	Fire+Bludgeoning	DAM20d6+20d6	PHB	259 259	Also damages objects and ignites flammable objects.		3ard					Sorceror		Wizard
nd Blank nor Illusion	0	Abjuration			1 willing creature 5 ft. cube	V S	M bit of fleece	-		1 minute				PHB	260	Target immune to psychic damage, charm, mind reading, divinations. Create illusory sound or image. Investigation check against spell DC to detect.		sard Bard					Sorceror	Warlock	Wizard
rage Arcane		Illusion	10 minutes		1 square mile	V S				10 days				PHB	260	Create audo, visual, tactile, and offactory illusion. Only Truesight can detect.		Bard		Druid				unoca	Wizard
mor image		Illusion	1 action			V S				1 minute				PHB	260	Create duplicates that make you harder to hit. See Sourcebook.			Cleric(Trickery)	Druid(Coast)			Sorceror	Warlock	Wizard
slead	5	Illusion	1 action		Self	S		0	Concentration	1 hour				PHB	260	Become invisible and create illusory double. Use action to move your double.		Bard							Wizard
sty Step		Conjuration			Self	V				Instantaneous				PHB	260	Teleport <= 30 ft. away to unoccupied location.				Druid(Coast)	Paladin(Ancients,Vengeance)		Sorceror	Warlock	Wizard
odify Memory		Enchantment		30 ft.		V S			Concentration		WIS (Fail)	Radiant		PHB	261			Bard	Cleric(Trickery)	Druid	Paladin(Ancients)				Wizard
oonbeam ordenkainen's Faithful Hound		Evocation Conjuration		120 ft. 30 ft.	5 ft. rad. 40 ft. high cylinder		M moonseed seeds, feldspar M silver whistle, bone, thread		Concentration	1 minute 8 hours	CON (Half DAM)	Radiant		PHB PHB	261	DAM taken entering/start turn in beam. Shapechanges disadvantage to save. I Spectral hound guards area and can attack hostiles. See Sourcebook.	AUG TOTO DAM.			Druid	r aladin(Ancients)		_		Wizard
ordenkalnen's Magnificent Manelon		Conjuration		30 ft.				15 gp		24 hours		crung		PHB	261	Summon portal to 50000 cubic ft. mansion with food for 100 people.		Bard							Wizard
ordenkalnen's Private Sanctum		Abjuration			<= 100 ft. cube		M lead,glass,cloth,chrysolite			24 hours				PHB	262		xtra 100 ft. per cube side								Wizard
ordenkalnen's Sword		Evocation	1 action	60 ft.					Concentration		Melee Spell Attack	Force		PHB	262	Use bonus action each turn to move sword <= 20 ft. and attack again.		Bard							Wizard
ove Earth		Transmutation			40 ft. square of terrain		M iron blade, bag of soil		Concentration					PHB	263	Reshape dirt, sand, or clay. Can move to different square after 10 minutes.				Druid		_	Sorceror		Wizard
ndetection stul's Magic Aura		Abjuration Illusion	1 action		1 object, place, or willing target		M DIAMOND DUST M small square of silk	25 gp		8 hours 24 hours				PHB PHB	263 263	Hide target from all divination and scrying magic. Divination spells reveal false info about target. See Sourcebook.		Bard	Cleric(Knowledge)			Ranger			Wizard
rure magic Aura luke's Freezing Sphere		Evocation			1 creature or object 60 ft. radius sphere		M small crystal sphere				CON (Half DAM)	Cold		PHB	263	Water freezes. Can give globe to another who fires it and spell takes effect then.	xtra 1d6 DAM								Wizard
uke's Resilient Sphere		Evocation	1 action		1 creature or object		M hemispheres of crystal,arabic		Concentration	1 minute	DEX (Fail)	Conc		PHB	264	Trap creature in sphere. Sphere only destroyed by Disintegrate spell.	AND TOO EVEN.								Wizard
o's Irresistable Dance	6	Enchantment	1 action		1 creature	V			Concentration	1 minute				PHB	264	No movement.Disadvantage on DEX saves and attacks.Use action to WIS save.		Bard							Wizard
ss without Trace		Abjuration			Willing creatures in range		M mistletoe or spruce ash		Concentration					PHB	264	Targets get +10 to Stealth checks and can only be tracked by magic.			Cleric(Trickery)	Druid		Ranger			
sewali		Transmutation		30 ft.			M pinch of sesame seeds			1 hour				PHB	264	Create 5ft wide, 8ft tall,20ft deep opening in wall, ceiling, or floor.				Druid(Mountain)					Wizard
antasmal Force antasmal Killer		Illusion		60 ft. 120 ft.	1 creature		M bit of fleece		Concentration	1 minute 1 minute	INT (Fail) WIS (Fail)	Develope		PHB	264 265	Affect target with illusion. Can DAM for 1d6 Psychic. See Sourcebook.	xtra 1d10 DAM.	3ard					Sorceror		Wizard
antom Steed		Illusion Ritual	1 action 1 minute	30 ft.	1 creature	V S		-	Concentration	1 hour	WIS (Fall)	Psychic		PHB PHB	265	Target is frightened and takes DAM at start of turn if it doesn't save. You and 1 other can ride phantom steed. Speed=100ft or 10mph (13 fast).	XII I I I I DAM.								Wizard
anar Ally		Conjuration		60 ft.		V S				Instantaneous				PHB	265	Ask otherworldly entity for aid. See Sourcebook.			Cleric						Walio
anar Binding		Abjuration			1 extraplanar creature			1000 gp		24 hours	CHA (Fail)			PHB	265	Bind celestial, elemental, fey, or fiend to serve you for spell duration.	ee Sourcebook.	Bard	Cleric	Druid					Wizard
ane Shift	7	Conjuration	1 action		1 unwilling or Self + 8 willing	V S	M forked metal rod	250 gp		Instantaneous	Melee Spell Attack + CHA (Fail)			PHB	266	Transport to another plane. You specify general location or teleportation circle.			Cleric	Druid			Sorceror	Warlock	Wizard
ant Growth		Transmutation	1 action or 8 hours		100 ft. or 1 mile radius	V S				Instantaneous				PHB	266	Cast short term (creatures move 1/4 speed) or long term (double food yield).		Bard		Druid	Paladin(Ancients)	Ranger			
oleon Spray		Conjuration Transmutation			1 creature	V S	M caterpillar cocoon		Concentration	Instantaneous	CON (Fail) WIS (Fail)	Poison	DAM: 1d12	PHB	266	DAM increase. 5th level: 2d12, 11th level: 3d12, 17th level: 4d12.		3ard	Cleric(Nature) Cleric(Trickery)	Druid Druid			Sorceror	Warlock	Wizard
olymorph ower Word Heal		Evocation	1 action	Touch	1 creature	V S			Concentration	1 nour Instantaneous	WIS (Fall)		HEAL: All HP	PHB	266 266	Transform creature's form. All stats change. Limited to actions of new form. Target also cured of charm, fright, paralyze, or stun. Use reaction to stand up.		sard Bard	Clenc(Trickery)	Druid			Sorceror		wizard
ower Word Kill		Enchantment			1 creature	V				Instantaneous				PHB	266	If target has <= 100 HP, it dies instantly. No effect otherwise. No saving throw.		Bard					Sorceror	Warlock	Wizard
wer Word Stun	8	Enchantment	1 action	60 ft.	1 creature	٧				Instantaneous	See Details.			PHB	267	Target <= 150 HP is stunned. Nothing otherwise. CON save at end of turn to end.		Bard					Sorceror	Warlock	Wizard
ayer of Healing		Evocation			<= 6 creatures you choose	V				Instantaneous			See Details.	PHB	267	Targets HEAL 2d8 + casting ability modifier HP. No effect on undead/constructs.	IEAL extra 1d8.		Cleric						
estidigitation		Transmutation	1 action	10 ft.		V S				1 hour				PHB	267	Create minor magical effect. See Sourcebook.		3ard					Sorceror	Warlock	Wizard
emetic Spray		Evocation			60 ft. cone	V S		_			See Sourcebook.		See Sourcebook		267	Send a rainbow of negative effects at enemies. See Sourcebook.							Sorceror		Wizard
Ismatic Wall oduce Flame		Abjuration Conjuration		60 ft. Self	90x30 ft wall or 30ft dia. sphere	V S		_			See Sourcebook. Ranged Spell Attack	See Sourcebook.	See Sourcebook DAM: 1d8	PHB PHB	267 269	Create multicolored barrier with various effects. See Sourcebook. Create flame. DAM increase. 5th level: 2d8, 11th level: 3d8, 17th level: 4d8.			Cleric(Nature)	Druid					Wizard
ogrammed Illusion		Illusion			30 ft. cube			25 gp		Until Dispelled	Rangeu Spell Atlack	riie		PHB	269	Create illusion that performs specific action triggered by specific action.		Bard	Cieric(reature)	Didu					Wizard
oject image		Illusion		500 miles					Concentration	1 day				PHB	270	Create image of self you can see/hear/speak/move (x2 speed) through.		3ard							Wizard
otection from Energy	3	Abjuration	1 action	Touch	1 creature	V S			Concentration	1 hour				PHB	270	Creature gains resistance to one of: acid, cold, fire, lightning, or thunder.			Cleric	Druid	Paladin(Ancients, Vengeance)	Ranger	Sorceror		Wizard
otection from Evil and Good		Abjuration	1 action				M holy water or powdered silver		Concentration					PHB	270	Protect against certain types of creatures. See Sourcebook.			Cleric		Paladin			Warlock	Wizard
otection from Poison		Abjuration	1 action			V S				1 hour				PHB	270	Target has 1 poison neutralized, advantage on poison save, resists poison DAM.			Cleric	Druid	Paladin	Ranger			
rify Food and Drink ise Dead		Transmutation Ritual Necromancy	1 action 1 hour		5 ft. radius 1 dead creature	V S		500 gp		Instantaneous				PHB PHB	270 270	All nonmagical food and drink in range is rendered free of poison and disease. Return target to life with 1 HP. See Sourcebook.		3ard	Cleric	Druid	Paladin Paladin				-
ry's Telepathic Bond		Divination Ritual					M eggshell of 2 different creatures	01		1 hour				PHB	270	Targets can communicate telepathically with each other, but not to other planes.									Wizard
y of Enfeeblement		Necromancy			1 creature in range	V S			Concentration		Ranged Spell Attack			PHB	271	Target deals 1/2 DMG with STR weapon attacks. CON save to end at turn's end.			Cleric(Death)					Warlock	Wizard
y of Frost		Evocation			1 creature in range	V S				Instantaneous	gen epen	Cold		PHB	271	Speed -10ft. DAM increase. 5th level: 2d8, 11th level: 3d8, 17th level: 4d8.				1			Sorceror		Wizard
y of Sickness		Necromancy			1 creature in range	V S					Ranged Spell Attack	Poison		PHB	271		xtra 1d8 DAM.		Cleric(Death)	De de			Sorceror	-	Wizard
generate Incarnate		Transmutation Transmutation	1 minute		1 creature 1 dead humanoid		M prayer wheel and holy water	1000 an		1 hour Instantaneous	-		HEAL: 4d8+15	PHB PHB	271	Target HEAL 1 HP at start of every turn. Severed parts return after 2 minutes.		Bard	Cleric	Druid	-		-	-	+
move Curse	3	Abjuration	1 nour	Touch	1 creature or object	V S	M RARE OILS AND UNGUENTS	rouu gp		Instantaneous				PHB	271	Resurrect dead humanoid into a random humanoid body. See Sourcebook. Remove curse creature or break object's curse attunement to any target.			Cleric	Druid	Paladin			Warlock	Wizard
eletance	0	Abjuration			1 willing creature		M miniature cloak		Concentration	1 minute				PHB	272	Once before spell ends, add 1d4 to a saving throw. Roll before or after save.			Cleric	Druid					
surrection		Necromancy	1 hour	Touch	1 dead creature	V S	M DIAMOND	1000 gp		Instantaneous				PHB	272	Resurrect dead creaature. See Sourcebook.		Bard	Cleric						
verse Gravity	7	Transmutation	1 action		50 ft. radius		M lodestone and iron filings		Concentration		DEX (grab fixed object)			PHB	272	Creatures fall upwards, taking falling damage. Fall again once spell ends.				Druid			Sorceror		Wizard
Mly		Conjuration	1 action		1 creature			300 gp		Instantaneous				PHB	272	Raise creature that died within 1 minute to 1 HP. Doesn't restore missing parts.			Cleric		Paladin				145
pe Trick cred Flame		Transmutation Evocation	1 action		60 ft. rope 1 creature	V S	M powdered corn, parchment loop	-		1 hour	DEX (Fail)	Eiro		PHB PHB	272	Climb rope to other space that can hide 8 Medium creatures. Can see outside. No cover. DAM increase. 5th level: 2d8, 11th level: 3d8, 17th level: 4d8.			Cleric	1			-		Wizard
cred Flame nctuary		Evocation Abjuration				v S	M small silver mirror			Instantaneous 1 minute	DEV (LRI)	rite		PHB PHB		No cover. DAM increase. 5th level: 2d8, 11th level: 3d8, 17th level: 4d8. Those choosing to attack target must make WIS save or choose new target.			Cleric		Paladin(Devotion)		-		_
rohing Ray		Evocation	1 action		<= 3 creatures	V S					Ranged Spell Attack	Fire		PHB	273		One additional ray.		Cleric(Light)				Sorceror		Wizard
ylng	5	Divination	10 minutes	Self	1 creature					10 minutes	WIS (Fail)			PHB	273	Spy on a target located on the same plane as you. See Sourcebook.		Bard	Cleric	Druid	Paladin(Vengeance)			Warlock	Wizard
ring Smite		Evocation			1 creature	٧			Concentration	1 minute	Melee Weapon Attack	Fire		PHB	274	Target takes initial DAM and CON save at start of each turn or take 1d6 fire.					Paladin				
invisibility		Divination					M pinch of talc and silver powder			1 hour				PHB	274	See invisible and ethereal creatures.		Bard					Sorceror		Wizard
eming		Illusion Evocation			Any creatures in range 1 creature	V S	M short piece of fine copper wire	-		8 hours 1 round	CHA (Fail)			PHB PHB	274 274	Disguise willing or unwillig creatures as other similar creatures, including outfits.		Bard Bard	Cleric				Sorceror		Wizard
uding wester		Evocation Transmutation	1 action					5000 gp		1 round Until Dispelled				PHB PHB	274	Send <= 25 word message to known creature. Get similar reply. Hide target from detection, falls into suspended animation. Condition can end it.		Dard	Cienc				_		Wizard
quester apechange		Transmutation Transmutation			Self Self				Concentration					PHB	274	Assume the form of a different creature. See Sourcebook.			1	Druid	+				Wizard
tter		Evocation				V S	M chip of mica	gp (Instantaneous	CON (Half DAM)	Thunder		PHB	275		xtra 1d8 DAM.	3ard	Cleric(Tempest)	T			Sorceror	Warlock	Wizard
old		Abjuration	1 reaction (on hit by attack/magic missile)	Self	Self	V S				1 round				PHB	275	Gain +5 bonus to AC, including triggering attack. Negates Magic Missile attacks.							Sorceror		Wizard
leld of Faith	1	Abjuration	1 bonus action	60 ft.		V S	M small parchment with holy text		Concentration	10 minutes				PHB	275	Target gains +2 bonus to AC.			Cleric		Paladin				
illelagh		Transmutation					M mistletoe, shamrock, weapon			1 minute				PHB	275	Use casting ability instead of STR for attack,damage. Weapon does 1d8 DMG.			Cleric(Nature)	Druid					
hocking Graep lience		Evocation	1 action		1 creature	V S			Concentration		Melee Spell Attack	Lightning		PHB	275	Target can't take reactions until next turn. Advantage if target has metal armor.			L	L		_	Sorceror		Wizard
	2	Illusion Ritual			20 ft. radius sphere	V S								PHB	275	Creatures in area are deafened, immune to thunder DMG, can't cast verbally.		Bard	Cleric	Druid(Desert)		Ranger			Wizard
ient image		Illusion	1 action	60 ft.	15 ft. cube		M bit of fleece		Concentration					PHB	276	Create visual-only illusion. Use action to make it move. Investigation to discover.		Bard					Sorceror		

Sleen	1	Enchantme	nt	1 action	90 ft.	20 ft. radius	V S	M pinch of fine sand			1 minute				PHB	276	5d8 total HP of creatures in area fall asleep. Go in order of lowest HP to hightest Addition 2d8 HP fall asleep.	Bord			T	Sorcer	or	Wizard
Siest Storm		Conjuration	-	1 action	150 ft.			M pinch of dust, drops of water		Concentration		DEX (Fail)			PHB	276	Difficult terrain.Each turn, DEX save or fall prone, CON save or lose concentration.	Duru	Cleric(Tempest)	Dovid		Sorcer		Wizard
Sinw		Transmuta		1 action	120 ft.			M drop of molasses	_	Concentration		WIS (Fail)			PHB	277	Affected creatures become slowed. See Sourcebook.		Cielio(Tellipest)	Druid(Arctic)		Sorcer		Wizard
Spare the Dying		Necromani		1 action	Touch		v s	m Grop or molasses		CONCENTRATION	Instantaneous	THO (Full)			PHB	277	Stabilize dying creature. No effect on undead or constructs.		Cleric	Didd(Hote)		Coloca	oi .	Walio
Speek with Animals		Divination		1 action	Self		v s				10 minutes				PHB	277		Bard		Druid	Paladin(Ancients) R	anger		
Speak with Dead		Necromani		1 action	10 ft.	1 dead creature		M burning incense			10 minutes				PHB	277		Bard	Cleric	Didd	i anding and the	inger		
Speak with Plants	3	Transmuta	ion	1 action	Self	30 ft. radius	V S				10 minutes				PHB	277		Bard		Druid	F	anger		
Spider Climb		Transmuta		1 action	Touch	1 willing creature		M spider and drop of bitumen		Concentration					PHB	277	Target can walk on walls or ceiling. Climbing speed becomes walking speed.			Druid(Forest,Mountain,Underdark		Sorcer	or Warloc	Wizard
Spike Growth		Transmuta		1 action	150 ft.	20 ft. radius		M 7 sharp thorns or twigs		Concentration					PHB	277	Difficult terrain. Moving into or within area takes 2d4 piercing DAM per 5 ft.		Cleric(Nature)	Druid		anger		
Spirit Guardian		Conjuration		1 action	Self			M holy symbol		Concentration		WIS (Half DAM)	Radiant or Necroti	c DAM: 3d8	PHB	278	Enemy creature speed halved. DMG on enter area: necrotic if evil, radiant if not. Extra 1d8 DAM.		Cleric					
Spiritual Weapon		Evocation		1 honus action	60 ft		V S	, .,			1 minute	Melee Snell Attack	Force		PHB	278	Magical weapon does 1d8 + casting ability DMG. Can move 20 ft. per turn. Extra 1d8 DAM.		Cleric					
Staggering Smite		Evocation		1 honus action	Self	Self	V			Concentration	1 minute	Melee Weapon Attack	Psychic	DAM: 4d6	PHB	278	WIS save or disadvantage on attack & ability checks; can't take reactions.				Paladin			
Stinking Cloud	3	Conjuration	1	1 action	90 ft.	20 ft. radius sphere	v s	M rotten egg or skunk cabbag		Concentration	1 minute	CON (Fail)			PHB	278		Bard		Druid(Swamp,Underdark)		Sorcer	or	Wizard
Stone Shape		Transmuta		1 action	Touch			M soft day in desired shape			Instantaneous				PHB	278	Reshape stone into any rough shape you wish.		Cleric	Druid				Wizard
Stoneekin		Abjuration		1 action	Touch	1 willing creature		M DIAMOND DUST	100 an	Concentration	1 hour				PHB	278	Target gains resistance to nonmagical bludgeoning, piercing, and slashing DMG.		Cleric(War)	Druid	Paladin(Ancients) R	anger Sorcer	or	Wizard
Storm of Vengeance		Conjuration		1 action	Sight		V S		100 86	Concentration		See Sourcebook	See Sourcebook.	See Sourcehool		279	Magical storm attacks targets in range. See Sourcebook.			Druid				
Suggestion		Enchantme		1 action	30 ft.	1 creature	-	M snake's tongue, honeycomt		Concentration		WIS (Fail)			PHB	279		Bard	Cleric(Knowledge)			Sorcer	or Warloc	Wizard
Sunbeam		Evocation		1 action	Self			M magnifying glass	_	Concentration	1 minute	CON (Half DAM, no blindness)	Radiant	DAM: 6d8	PHB	279	Creatures are blinded until your next turn. Use your action to make a new line.			Druid		Sorcer		Wizard
Sunbunit		Evocation		1 action	150 ft.			M fire and piece of sunstone	_	- Januari and Maria	Instantaneous	CON (Half DAM, no blindness)			PHB	279	Creatures are blinded for 1 minute (CON save at end of turn to end).			Druid		Sorcer		Wizard
Swift Culver		Transmuta	ion	1 honus action	Touch	Spell component		M quiver with at least 1 ammo	_	Concentration		(rian bran, no amidiless)	· John		PHR		Quiver produces endless ammo. Use bonus action for 2 attacks using ammo.				r	anger	_	- Tracaid
Symbol		Abjuration	au.	1 minute	Touch	1 surface or object		M Hg, P, DIAMOND and OPA	1000 00	CONCENTRATION		d See Sourcebook.	See Sourcebook.	See Sourcehool	1.1100	280		Bard	Cleric			anger		Wizard
Tasha's Hideous Laughter		Enchantme	nt	1 action	30 ft.	1 creature		M tiny tarts and a feather	1000 gp	Concentration		WIS (Fail)	COUNCEDOOK.		PHR	280		Bard						Wizard
Telekinesia		Transmuta		1 action	60 ft.		V S	, was and a readlet	_			······ (·······)			PHB	280	Move objects or creatures with your mind. See Sourcebook.					Sorcer	or	Wizard
Telenathy		Evocation	-	1 action	Unlimited	1 willing creature		M pair of linked silver rings	_	2310011000011	24 hours				PHR	281	Telepathically communicate words, sounds, images with target (INT >= 1).					Juicei	-	Wizard
Telepost		Conjuration		1 action	10 ft.	Self and <= 8 creatures	V	m pair or mined sirver rings	_		Instantaneous				PHB	281		Bard		-		Sorcer	or	Wizard
Teleportation Circle		Conjuration		1 minute	10 ft.	10 ft. diameter circle		M CHALK & INK mixed with g	me 50 an		1 round				PHB	282		Bard		-		Sorcer		Wizard
Tenser's Floating Disk		Conjuration		1 action	30 ft	3 ft. diameter circle		M drop of mercury	ilis oo gp		1 hour				PHB	282	Create floating disk that holds 500 lbs and stays within 20 ft. of you.	baru				Juicei	OI .	Wizard
Theumeturgy		Transmuta		1 action	30 ft.		V	wi drop or mercury	_		Up to 1 minute				PHR	282	Create minor magical effect. See Sourcebook.		Cleric					VVIZAIU
Thom Whip		Transmuta		1 action	30 ft.			M stem of thorny plant	_			Melee Snell Attack	Piercing	DAM: 1d6	PHB	282	Pulled 10 ft to root. DAM increase. 5th level: 2d6, 11th level: 3d6, 17th level: 4d6.			Druid				
Thunderous Smite		Evocation	JOH	1 bonus action	Self	1 creature	V	wi sterii or triorriy piant	_	Concentration		Melee Spell Attack	Thunder	DAM: 2d6	PHR	282	Attack target takes extra thunder DAM and STR save or pushed 10 ft. and prone.		Cielic(Nature)	Didd	Palarlin		_	
Thunderous online		Evocation		1 action	Self	15 ft. cube	V S		_	Concentiation	Instantaneous		Thunder	DAM: 2d8	PHB	282		Bard	Cleric(Tempest)	Dovid	Palaulii	Sorcer	or .	Wizard
Time Stop		Transmuta		1 action	Self	15 it. cube	V		_	_	Instantaneous	CON (Hall DAM, No push)	munuei	DAWI. 200	PHB	283	Stop time. Take 1d4+1 tums alone. Spell ends if you affect others in any way.	baru	Cielic(Tellipest)	Didd		Sorcer	-	Wizard
			ion	1 action	Touch	1 creature		M clay model of a ziggurat	_	_	1 hour				PHB			Bard	Cleric					
Tongues Transport via Plants		Divination		1 action	10 ft.	2 >= Large plants, 1 in range		w clay model of a ziggurat	_	_	1 round				PHB	283 283	Target understands any spoken language and is understood by everyone else. Enter one plant and emerge from another on same plane you've encountered.	Bard	Cienc	Druid		Sorcer	or vvarioc	vvizard
Tree Stride					Self	Self	V S		_	0					PHB	283			Cleric/Nature)	Druid	Date dar Appleaded		_	
True Polymorph		Conjuration		1 action					_	Concentration					PHB		Enter one tree and emerge from another 500 ft. away. Use once per round.	Bard	Cienc(Nature)	Druid	Paladin(Ancients) R	anger	Warloc	Wizard
True Resurrection		Transmuta		1 action	30 ft. Touch	1 creature or nonmagical object 1 creature dead <= 200 years			25000 a		Instantaneous				PHB	283 284		Bard	Cleric	Druid	+		vvanoc	vvizard
		Necroman	y	1 action	Touch	1 willing creature		M OINTMENT FOR EYES		Р	1 hour				PHB	284	Resurrect creature that didn't die of old age. Heals all wounds, effects, etc.	Bard	Cleric	Druid		Sorcer	or Warloc	Wizard
True Seeing True Strike	_	Divination		1 action	30 ft.	1 creature	V S	M UINTMENT FUR ETES	25 gp	Concentration	1 round				PHB	284		Bard	Cienc			Sorcer		
True Strike				1 action 1 minute					_			STR (Half DAM)	Dhudaaaalaa	DAM: 6d10	PHB			Bard		Druid		Sorcer	or wanoc	Wizard
Teunami Unasen Servant		Conjuration		1 minute 1 action	Sight 60 ft.	300 ft x 300 ft x 50 ft water	V S		_	Concentration	1 hour	STR (Half DAM)	Bludgeoning	DAM: 6010	PHB	284 284	Creatures make STR save to avoid more damage (1d10 less DMG each round).			Druid				
		Conjuration			Self	Salf		M piece of string, bit of wood	_						11100			Bard		-			Warloc	
Vampirio Touch		Necroman		1 action	Self 60 ft	Self 1 creature	V S		_	Concentration		Melee Spell Attack WIS (Fail)	Necrotic	DAM: 3d6 DAM: 1d4	PHB	285	Each time you hit a target, you also HEAL half of the DAM you cause. Extra 1d6 DAM.	Doord	Cleric(Death)		+		Warloc	Wizard
Victous Mookery Well of Fire		Enchantme	rit	1 action	60 π. 120 ft.	1 creature See Sourcebook.		M amall pions of phos-*	_	Concentrat'	Instantaneous	WIS (Fail) DEX (Half DAM)	Psychic Fire	DAM: 1d4	PHB	285 285		Bard	Cloried lebt)	Druid	+	Sorcer	~	Minor
Well of Fire		Evocation		1 action	120 ft.	See Sourcebook.		 M small piece of phosphorous M powder from clear gemston 		Concentration		DEY (LISH DWW)	rite	DAM: 508	PHB	285			Cleric(Light)	Druid	+	Sorcer	DI .	Wizard
Well of Force Well of Ice		Evocation		1 action	120 ft.			M powder from clear gemston M small piece of quartz		Concentration	10 minutes 10 minutes	DEX (Half DAM)	Cold	DAM: 10d6	PHB	285	Create impenetrable wall (even into Ethereal Plane) only unmade by Disintegrate. Ice:AC 12, 30 HP. Moving through ice:take 5d6 cold DAM or CON save for half. Extra DAM:2d6,1d6 moving		-		+			Wizard
.,				1 action	120 ft.				_					DAM: 1006	PHB				-	Druid	+	Sorcer		
Well of Stone		Evocation				See Sourcebook.		M small block of granite	_	Concentration		DEX (Move away, not trapped)				287	Create wall of stone or other stone structure. See Sourcebook.		1			Sorcer	DI I	Wizard
Well of Thoms		Conjuration	1	1 action	120 ft.	See Sourcebook.		M handful of thorns		Concentration		DEX (Half DAM)	Piercing	DAM: 7d8	PHB	287	Move through wall at 1/4 speed and take 7d8 slashing DAM (DEX save for half). Extra 1d8 DAM (both types).		-	Druid	+			\rightarrow
Warding Bond		Abjuration		1 action	Touch	1 willing creature		M pair of platinum rings	50 gp	-	1 hour			-	PHB	287	Target (60ft) has +1 AC and saves, resistance to all DAM, shares DAM with you.		Cleric		+	-		
Water Breathing		Transmuta		1 action	30 ft.	<= 10 willing creatures		M short reed or piece of straw	_	+	24 hours	-	-	-	PHB	287	Creatures gain ability to breathe underwater using normal respiration.		Oleve -	Druid		anger Sorcer		Wizard
Water Walk		Transmuta		1 action	30 ft.			M piece of cork	_	-	1 hour			-	PHB	287	Creaturess walk on liquid, rise 60 ft. per round if under. Still take other damage.		Cleric	Druid	R	anger Sorcer		
Web		Conjuration	1	1 action	60 ft.	20 ft. cube		M bit of spiderweb	_	Concentration		DEX (Fail)				287	Every turn:DEX save or restrain;STR save to escape.Burning webs:2d4 fire DAM.			Druid(Underdark)		Sorcer	or	Wizard
Welld		Illusion		1 action	120 ft.	30 ft. radius	V S		_	Concentration		WIS (Fail)	Psychic	DAM: 4d10	PHB	288	Affected creatures make WIS saves each turn and take DAM until they save.		-					Wizard
Wind Walk		Transmuta	ion	1 minute	30 ft.	You and <= 10 willing creatures			_	-	8 hours				PHB	288	Fly speed: 300 ft. Resist weapons.Only Dash in cloud form. Can revert to normal.			Druid				
Wind Wall		Evocation		1 action	120 ft.		V S	M tiny fan and exotic feather	_	Concentration		STR (Half DAM)	Bludgeoning	DAM: 3d8	PHB	288	Strong wind keeps gases, flying creatures, projectiles, gaseous creatures away.		Cleric(Nature)	Druid	R	anger		
William		Conjuration	1	1 action	Self	Self	V				Instantaneous				PHB	288	Replicate and spell <= 8th level or other powerful effect granted. See Sourcebook.		-			Sorcer	-	Wizard
Witch Bolt		Evocation		1 action	30 ft.	1 creature		M twig from tree struck by ligh	ning	Concentration		Ranged Spell Attack	Lightning	DAM: 1d12	PHB	289	Use action to auto hit target hit last round for 1d12 lightning DAM if in range. Extra 1d12 DAM.					Sorcer	or Warloc	Wizard
Word of Recall		Conjuration	1	1 action	5 ft.	You and <= 5 willing creatures					Instantaneous				PHB	289	Instantly teleport to sanctuary you select during prep associated with your deity.		Cleric					
Wrathful Smite		Evocation		1 bonus action	Self	1 creature	V			Concentration	1 minute	Melee Weapon Attack	Psychic	DAM: 1d6	PHB	289	Target hit also makes WIS save or is frightened. WIS save to end effect.		1		Paladin			
Zone of Truth	2	Enchantme	nt	1 action	60 ft.	15 ft. radius sphere	V S				10 minutes	CHA (Fail)			PHB	289	You know which fall saves. They can't lie but know of spell and can be evasive.	Bard	Cleric		Paladin			

This reference sheet is intended to b	e used in addition t	to the sourcebooks.	They are NOT a rep	olacement. Some spell details wer	re removed o	and grammer rules butchered for the	eaks of br	revity. Some spells are too co	nplicated to be reliablly described her						
Spell components listed in ALL CAP: Element Symbols: Fe = Iron, Ag = 8	S are consumed du	uring the epelicasting	process.									-			
Spell Name Blade Ward	Level Ritual	Casting Time 1 action	Range	Target/Area Self	V 8	M Component(s)	Cost	Concentration Duration	Attack/Saving Throw (Effect)	Damage Type	Damage/Heal	Page 218	Additional Defail Gain resistance to bludgeoning/piercing/slashing DMG from weapons.	Per Higher Spell Level	1
Denoing Lights	0	1 action	120 ft.		v s	M phosphorous or glowworm		Concentration 1 minute				230	Create 4 glowing, hovering objects that shed light out 10 ft. Can move 60 ft.		
Friends	0	1 action	Self Touch	1 non-hostile creature 1 object <= 10 ft. cube		M makeup applied to face M firefly or phosphorescent moss		Concentration 1 minute 1 hour	DEX (Fail)				Advantage on CHA checks to target, who knows magic used once spell ends. Object sheds light in 20 ft. radious. Hostile targets get DEX save.		
Mage Hand	0	1 action	30 ft.	T doject To it. case	V S			1 minute	DEX (Full)				Create spectral hand that manipulates objects. Can pick up <= 10 lbs.		
seace veer Denoting Lights Friends Light Mage Hand Meenting Message Minor Bluston Prestdigitation Trus Strits Victors Michaery	0	1 minute 1 action	Touch 120 ft.	1 object 1 creature in range		M two lodestones		Instantaneo	us				Mends one break or tear no larger than 1ft. in a mundane object.		
Minor Illusion	0	1 action	30 ft.	5 ft. cube		M piece of copper wire M bit of fleece		1 minute					Point at target and whisper a message. They can whisper a response. Create illusory sound or image. Investigation check against spell DC to detect.		
Prestidigitation	0	1 action	10 ft.		V S			1 hour					Create minor magical effect. See Sourcebook.		
Victous Mockery	0	1 action	30 ft. 60 ft.	1 creature	V S			Concentration 1 round Instantanes	us WIS (Fail)	Psychic	DAM: 1d4		Next turn you gain advantage on first attack against the target. Disadvantage to attack.DAM increase.5th level:2d4,11th level:3d4,17th level:4d4		
Animal Friendship	1	1 action	30 ft.	1 beast		M morsel of food		24 hours	WIS (Fail)			212	Charm beasts with INT <= 3; spell fails if you hurt beast Or	One more beast	
Bene Cherm Person	1 1	1 action	30 ft.	<= 3 creatures 1 humanoid	V S	M drop of blood	-	Concentration 1 minute 1 hour	CHA (Fail) Wisdom (Fail)				Targets' attack rolls and saving throws are deducted 1d4. Or Charm target so it treats you as friendly. Gets advantage to save if fighting you.	One more creature One more target <= 30ft.	306.
Comprehend Languages	1 Ritual	1 action	Self		V S	M pinch of soot and salt		1 hour				224	Know literal meaning of any speech. Understand written words while touching.		
Cure Wounds Detect Magic	1 Ritual	1 action	Touch Self	1 creature 30 ft. radius	V S			Concentration 10 minutes			See Details		HEAL: 1d8 + spellcasting ability modifier. No effect on undead or constructs. Ex- Sense presence of magic. Use action to see auras around creatures/objects.	Extra 1d8 HEAL.	
Diaguise Self	1	1 action	Self	Self	V S			1 hour				233	Create illusion to appear as someone else. Foiled by Investigation vs. spell DC.		
Dissonant Whispers Facris Fire	1 1	1 action	60 ft.	1 creature 20 ft. cube	V			Concentration 1 minute	us WIS (Fail)	Psychic	DAM: 3d6		Target immediately uses reaction to move as far away as possible. Ex- Objects/creatures in cube are outlined in light and are attacked with advantage.	Extra 1d6 DAM.	
Feather Fell	1	1 reaction (falling	60 ft.	<= 5 falling creatures		M small feather or piece of down		1 minute					Targets' descent slows to 60 ft. per round, takes no DAM, and can land on feet.		
Healing Word	1 1	1 bonus action 1 action	60 ft. Touch	1 creature 1 willing creature	V V			Concentration 1 minute	us			250		Extra 1d4 HEAL.	
Herolam Identify	1 Ritual	1 minute	Touch	1 object		M pearl, owl feather	100 gp		us			252	Immune to being frightened. Temp HP equal to casting ability modifier each turn. 1 : Learn what an item is and what spells affect it.	i additional d'eature.	
Muscry Script	1 Ritual	1 minute	Touch Touch	writing surface	S	M LEAD-BASED INK	10 gp	10 days				252	Write magical script on surface that only designated people can read.	One additions!	
Longstrider Silent image	1	1 action	Touch 60 ft.	1 creature 15 ft. cube		M pinch of dirt M bit of fleece	+	Concentration 10 minutes					Target's speed increases by 10 ft. Oreate visual-only illusion. Use action to make it move. Investigation to discover.	One additional creature.	<i>g.</i>
Sleep	1 -	1 action	90 ft.	20 ft. radius	V S	M pinch of fine sand		1 minute				276	5d8 total HP of creatures in area fall asleep. Go in order of lowest HP to hightest Ac	Addition 2d8 HP fall asleep	useep.
Speak with Animals Tasha's Hideous Laughter	1 Ritual		Self 30 ft.	Self 1 creature	V S	M finy tarts and a feather	+	Concentration 1 minute					Understand and speak to beasts. Get info about nearby locations and monsters. Target (INT > 4) is prone, incapacitated, can't stand. WIS save each turn to end.		
Thunderwave	1	1 action	Self	15 ft. cube	V S			Instantane	us CON (Half DAM, no push)	Thunder	DAM: 2d8	282	Creatures failing save and objects pushed 10 ft. Boom heard for 300 ft.	Extra 1d8 DAM.	
Unesen Servant Animal Messenger	1 Ritual 2 Ritual		60 ft. 30 ft.	1 Tiny beast		M piece of string, bit of wood M morsel of food		1 hour 24 hours					Create invisible force that can perform simple, menial tasks for you. Beast will relay 25 word message to a target you describe 48	48 hours longer	
Animal Messanger Bitndness/Deafness Calm Emotions		1 action	30 ft.	1 creature	V			1 minute	CON per turn (Fail)			219	Target becomes blind or deaf (your choice).	One more creature.	
	2	1 action	60 ft. 60 ft.	20 ft. radius sphere 5 ft. cube	V S V S	M sliver of glass		Concentration 1 minute Concentration 1 minute	CHA (Fail)	Slashing	DAM: 4d4		Suppress charm effects or hostility on target. DAM taken on entering or starting turn in area.	Extra 2d4 DAM.	
Crown of Madness	2	1 action	120 ft.	1 humanoid	V S			Concentration 1 minute	WIS every turn (Fail)	9		229	Charm humanoid to attack your target of choice. Use action to keep control.		
Crown of Machess Detect Thoughts Enhance Ability Enthreil Heat Metal Hold Person	2	1 action	Self Touch	30 ft. radius 1 creature	V S	M a copper piece M fur or feather from a beast		Concentration 1 minute Concentration 1 hour	See Sourcebook.				Read thoughts of those around you. See Sourcebook. Target creature gains a beneficial effect. See Sourcebook. On	One additional creature.	ir.
Enthrell	2	1 action	60 ft.	Any targets in range	V S			1 minute	WIS (Fail)			238	Disadvantage to see anybody but you; attacked ones have advantage to save.		
Heat Metal	2	1 action	60 ft.	1 metal object		M piece of iron and a flame		Concentration 1 minute	See Sourcebook.	Fire	DAM: 2d8			Extra 1d8 DAM.	
Invisibility Knock	2	1 action	60 ft. Touch	1 humanoid 1 creature	V S	M small straight piece of iron M eyelash in gum arabic		Concentration 1 minute Concentration 1 hour	WIS (Fail)			254	Target becomes invisible. Ends if target attacks or casts a spell.	1 additional creature. One additional creature.	
Knock Lesser Restoration	2	1 action 1 action	60 ft. Touch	1 openable object 1 creature	V V S			Instantane					Open mundane lock or suppress an Arcane Lock for 10 minutes. Loud knock. End one disease or condition (blind, deaf, paralyzed, poisoned) on target.		
	2 Ritual	1 action	Self	Kind of beast or plant		M bloodhound fur		Instantaneo	us			256	Name a kind of beast or plant and find the nearest one within 5 miles.		
Locate Object	2	1 action	Self	1 object familiar to you	V S	M forked twig		Concentration 10 minutes					Sense object direction within 1000 ft. or locate it within 30 ft.		
Magic Mouth Phantasmai Force	2 Ritual	1 minute 1 action	30 ft. 60 ft.	1 object 1 creature	V S	M honeycomb and JADE DUST M bit of fleece	10 gp	Until Dispe Concentration 1 minute	INT (Fail)				Magic mouth repeats <= 25 word message once condition is met. Affect target with illusion. Can DAM for 1d6 Psychic. See Sourcebook.		
See invisibility	2	1 action	Self	Self	V S	M pinch of talc and silver powder		1 hour				274	See invisible and ethereal creatures.		
Locate Object Indiac Natural Core Indiac Natural Indiac Natural Indiac Steno See Invisibility Shatter Steno Suggestion Zone of Truth Bestow Curse Interpreted	2 Ritual	1 action	60 ft. 120 ft.	10 ft. sphere 20 ft. radius sphere	V S	M chip of mica		Concentration 10 minutes	us CON (Half DAM)	Thunder	DAM: 3d8		Inorganic creatures have disadvantage to save. Objects take DAM too. Example 1 Creatures in area are deafened, immune to thunder DMG, can't cast verbally.	Extra 1d8 DAM.	
Suggestion	2	1 action	30 ft.	1 creature	V	M snake's tongue, honeycomb		Concentration 8 hours	WIS (Fail)			279	Target follows reasonable course of action you suggest. Can specify conditions.		
Zone of Truth Bestow Curse	3	1 action	60 ft. Touch	15 ft. radius sphere 1 creature	V S			Concentration 1 minute	CHA (Fail) WIS (Fail)			289 218	You know which fail saves. They can't lie but know of spell and can be evasive. Curse target. See Sourcebook.	See Sourcebook.	
	3	10 minutes	1 mile		V S	M jeweled horn or glass eye	100 gp	Concentration 10 minutes				222	Create sensor in area you can see or hear through.		
Dispel Megio Fear	3	1 action	120 ft. Self	1 creature/object/magical effect 30 ft. cone		M white feather or hen heart		Concentration 1 minute					End spell <= 3rd level. For >= 4th level, casting ability check DC=10+spell level. Er Targets drop everything and use Dash to run away. WIS save once out of sight.	End spell <= new level.	4.
Feign Death	3 Ritual	1 action	Touch	1 willing creature	V S	M pinch of graveyard dirt		1 hour				240	Creature appears dead. Resists all non-psychic DMG. Disease/poison delayed.		
Glyph of Warding Hypnotic Pattern	3 3	1 hour 1 action	Touch 120 ft.	See Sourcebook. 30 ft. cube		M incense, DIAMOND POWDER M glowing stick of incense	200 gp	Concentration 1 minute	wis (Fail)			245	Create a magical trap. See Sourcebook. Se Creatures charmed, incapacitated, speed = 0. Spell ends on DAM or shaking.	See Sourcebook.	
Leomund's Tiny Hut	3 Ritual	1 minute	Self	10 ft. radius hemisphere	V S	M small crystal bead		8 hours				255	Protect <= 9 creatures in hut from spells, creatures, elements.		
Major Image Nondelection	3	1 action	120 ft. Touch	20 ft. cube 1 object, place, or willing target		M bit of fleece M DIAMOND DUST	25 gp	Concentration 10 minutes 8 hours				258 263	Create image of object including sounds, smells. Investigation check to foil. 88 Hide target from all divination and scrying magic.	6th: lasts until dispelled	l bit
Plant Growth	3	1 action or 8 hou	s 150 ft.	100 ft. or 1 mile radius	V S			Instantane	us			266	Cast short term (creatures move 1/4 speed) or long term (double food yield).		
Sending Sneek with Deed	3 3	1 action	Unlimited 10 ft.	1 creature 1 dead creature		M short piece of fine copper wire M burning incense	-	1 round 10 minutes					Send <= 25 word message to known creature. Get similar reply. Ask corpse <= 5 questions. Get brief, cryptic answers. Can be lies.		
Speak with Plants	3	1 action	Self	30 ft. radius	V S			10 minutes				277	Animate plants to communicate with and perform tasks. See Sourcebook.		
Speak with Plants Stinling Cloud Tongues Computation Confusion Dimension Door	3 3	1 action	90 ft. Touch	20 ft. radius sphere 1 creature		M rotten egg or skunk cabbage M clay model of a ziggurat		Concentration 1 minute 1 hour	CON (Fail)				Creatures that need to breathe spend turn retching. Wind disperses cloud. Target understands any spoken language and is understood by everyone else.		
Computation	4	1 action	30 ft.	Creatures in range	V S			Concentration 1 minute				224	Compel targets to move in specified non-hazardous direction.		
Confusion Dimension Door	4	1 action 1 action	90 ft. 500 ft.	10 ft. radius sphere Self (and ally within 5 ft.)	V S	M 3 nut shells		Concentration 1 minute Instantanee					Targets can't take reactions and do random actions. See Sourcebook. In Teleport yourself and ally to location. If occupied, 4d6 force DAM and spell fails.	Increase radius by 5ft.	
Freedom of Movement	4	1 action	Touch	1 willing creature	v s	M leather strap around arm		1 hour				244	Immune to difficult terrain,slow,paralyze,restrain. Spend 5ft to escape restrain.		
Freedom of Movement Greater Invisibility Hallucinatory Terrain	4	1 action 10 minutes	Touch 300 ft.	Self or willing creature 150 ft. cube	V S V S	M stone, twig, bit of green plant		Concentration 1 minute 24 hours					Become invisible until spell ends. Make natural terrain seem like other terrain. Investigation check to disbelieve.		
Locate Creature	4	1 action	Self	1 creature familiar to you	V S	M bloodhound fur		Instantaneo				256	Sense creature direction within 1000 ft. or locate it within 30 ft.		
Polymorph Animate Objects	5	1 action 1 action	60 ft. 120 ft.	1 creature <= 10 objects	V S V S	M caterpillar cocoon		Concentration 1 hour Concentration 1 minute	WIS (Fail)			266	Transform creature's form. All stats change. Limited to actions of new form. Animate objects to accept simple commands.	Two more objects	
Awaken	5	8 hours	Touch	1 beast/plant <= Huge	V S	M AGATE	1000 gp	Instantane	us			216	Target with INT <= 3 gaints INT 10 and can speak. Charmed for 30 days.		
Dominate Person	5	1 action 1 minute	60 ft. See Sourcebook.	1 person	V S			Concentration 1 minute 8 hours	WIS (Fail) See Sourcebook.	Saa Soussaha	Saa Serren	235	Charm humanoid to give it commands. Has advantage to save if attacking it. Se Shape creature's dreams. See Sourcebook.	See Sourcebook.	
Dream Geas	5	1 minute 1 minute	60 ft.	1 creature	VS	pariu,rik,quili from asieep bird		8 hours 30 days		See Sourcebook. See Details.		244	Target must perform task you set. 5d10 psychic DAM whenever it disobeys. 7tl	7th: lasts 1 year;9th: foreve	forever
Greater Restoration	5	1 action	Touch	1 creature		M DIAMOND DUST	100 gp	Instantaneo	us			246	End a debilitating effect on target. See Sourcebook.		
Hold Monster Legend Lore	5	1 action 10 minutes	90 ft. Self	1 creature 1 person, place, or object		M small straight piece of iron M INCENSE(250),4 ivory strips(5		Concentration 1 minute					Target is paralyzed. New saving throw at end of turn. Doesn't work on undead. 1: Learn lore about target. Information is accurate but might use figurative words.	1 additional creature.	
Mass Cure Wounds	5	1 action	60 ft.	<= 6 creatures	V S			Instantane	us		See Details.	258	Creatures HEAL 3d8 + casting ability modifier. No effect on undead/constructs. His	HEAL extra 1d8.	
Mislead Modify Memory	5	1 action	Self 30 ft.	Self	V S		-	Concentration 1 hour Concentration 1 minute	WIS (Fail)				Become invisible and create illusory double. Use action to move your double. Reshape another creature's memories. See Sourcebook.	See Sourcebook.	
Planar Binding	5	1 hour	60 ft.	1 extraplanar creature	V S	M JEWEL	1000 gp	24 hours	CHA (Fail)			265	Bind celestial, elemental, fey, or fiend to serve you for spell duration.	See Sourcebook.	
Raise Dead Serving	5	1 hour 10 minutes	Touch Self	1 dead creature 1 creature		M DIAMOND M scrying focus	500 gp	Instantaneo Concentration 10 minutes					Return target to life with 1 HP. See Sourcebook. Soy on a target located on the same plane as you. See Sourcebook.		
Scrying Seeming	5	1 action	30 ft.	Any creatures in range	V S			8 hours	CHA (Fail)			274	Disguise willing or unwillig creatures as other similar creatures, including outfits.		
Teleportation Circle Eyebite	5	1 minute 1 action	10 ft. Self	10 ft. diameter circle 1 creature within 60 ft.	V V S	M CHALK & INK mixed with gem		1 round Concentration 1 minute	WIS (Fail)			282	Any stepping inside circle teleport to permanent teleportation circle. Affect targets negatively. New target each turn. See Sourcebook.		
Find the Path	6	1 minute	Self		v s	M diviner tools, object from target		Concentration 1 day	···o (raii)			240	Find the shortest, most direct route to a place you are familiar with.		
Guards and Wards	6	10 minutes	Touch	See Sourcebook.	V S	M See sourcebook.	10 gp	24 hours	uno (E-T)				Protect an area of space. See Sourcebook.	Th. 40 day on 00 5	
Mass Suggestion Otto's irresistable Dance	6	1 action 1 action	60 ft. 30 ft.	<= 12 creatures 1 creature	V	M snake's tongue, honeycomb		24 hours Concentration 1 minute	WIS (Fail)			258 264	Make creatures accept reasonable sounding suggestions. See Sourcebook. 7th No movement Disadvantage on DEX saves and attacks. Use action to WIS save.	rtn: 10 days;8th:30;9th:366	1.30
Programmed Illusion	6	1 action	120 ft.	30 ft. cube			25 gp	Until Dispe				269	Create illusion that performs specific action triggered by specific action.		
Programmed Illusion True Seeing Etherseiness	7	1 action	Touch Self	1 willing creature Self	V S		25 gp	1 hour Up to 8 hou					Target creature gains truesight, sees secret doors, Ethereal Plane. Range 120 ft. Become ethereal. Move up/down at half speed. Can't see past 60 ft.	8th:3 targets;9th: 6 targets	urges
Forcecege	7	1 action	100 ft.	20 ft. square or 10 ft. cube	V S	M ruby dust	1500 gp	1 hour	See Details.			243	Creatures stuck in cage can only leave using magic after CHA save.		
Mirege Arcene	7	10 minutes	Sight	1 square mile	V S			10 days				260	Create audo, visual, tactile, and olfactory illusion. Only Truesight can detect.		

Mordenkainen's Magnificent Manalon	7	1 minute	300 ft.		V S	M portal(5),marble(5),spoon(5)	15 gp	24 hours				261 Summon portal to 50000 cubic ft. mansion with food for 100 people.	
Mordenkalnen's Sword	7	1 action	60 ft.		V S	M mini platinum sword	250 gp Concentration	1 minute	Melee Spell Attack	Force	DAM: 3d10	262 Use bonus action each turn to move sword <= 20 ft. and attack again.	
Project image	7	1 action	500 miles		V S	M small replica of self	5 gp Concentration	1 day				270 Create image of self you can see/hear/speak/move (x2 speed) through.	
Regenerate	7	1 minute	Touch	1 creature	V S	M prayer wheel and holy water		1 hour			HEAL: 4d8+15	271 Target HEAL 1 HP at start of every turn. Severed parts return after 2 minutes.	
Resurrection	7	1 hour	Touch	1 dead creature	V S	M DIAMOND	1000 gp	Instantaneous				272 Resurrect dead creaature. See Sourcebook.	
Symbol	7	1 minute	Touch	1 surface or object	V S	M Hg, P, DIAMOND and OPAL	1000 gp	Dispel/Triggered	See Sourcebook.	See Sourcebook.	See Sourcebook	280 Inscribe harmful magical glyph on surface. See Sourcebook.	
Teleport	7	1 action	10 ft.	Self and <= 8 creatures	V			Instantaneous				281 Teleport yourself and willing creatures to a distant location. See Sourcebook.	
Dominate Monster	8	1 action	60 ft.	1 creature	V S		Concentration	1 hour	WIS (Fail)			235 Charm monster to give it commands. Has advantage to save if attacking it. 9th:	9th: Duration is 8 hours.
Feeblemind	8	1 action	150 ft.	1 creature	V S	M day,crystal,or mineral spheres	:	Instantaneous	INT (DMG, but no INT effect)	Psychic	DAM: 4d6	239 Creature INT and CHA scores become 1. See Sourcebook.	
Gilbness	8	1 action	Self	Self	V			1 hour				245 Can replace CHA check rolls with a 15. Spells always detect you telling truth.	
Mind Blank	8	1 action	Touch	1 willing creature	V S			24 hours				259 Target immune to psychic damage, charm, mind reading, divinations.	
Power Word Stun	8	1 action	60 ft.	1 creature	V			Instantaneous	See Details.			267 Target <= 150 HP is stunned. Nothing otherwise. CON save at end of turn to end.	end.
Foreeight	9	1 minute	Touch	1 willing creature	V S	M hummingbird feather		8 hours				244 Not surprised. Advantage:attacks,checks,saves. Disadvantage getting attacked.	ed.
Power Word Heal	9	1 action	Touch	1 creature	V S			Instantaneous			HEAL: All HP	266 Target also cured of charm, fright, paralyze, or stun. Use reaction to stand up.	
Power Word Kill	9	1 action	60 ft.	1 creature	V			Instantaneous			See Details.	266 If target has <= 100 HP, it dies instantly. No effect otherwise. No saving throw.	
True Polymorph	9	1 action	30 ft.	1 creature or nonmagical object	VS	M mercury, gum arabic, smoke	Concentration	1 hour				283 Transform a creature/object into a different creature/object. See Sourcebook.	

This reference sheet is intende	d to be used in ad	dition to the source	ooks. They are NO	OT a replacement. Some spell details	were removed and grammar rules butche	red for the sa	ice of brevity. Some spells are to	o complicated to be reliabily descrit	ed here.								
Spell components listed in ALL	. CAPS are consun	ned during the spell															
Element Symbols: Fe = Iron, A	lg = Silver, Hg = M	ercury, P = Phosph	orous								-						
Spell Name	Level Ritual	Casting Time	Range	Target/Area	S M Component(s)	Cost	Concentration Duration	Attack/Saving Throw (Effect)	Damage Type	Damage/Heal	Page	# Additional Detail Per Higher	er Spell Level (Cleric			
Chill Touch	0	1 action	120 ft.		S S		1 round	Ranged Spell Attack	Necrotic	DAM: 1d6		Extra 1d6 DAM at 5th level, 11th level, and 17th level. Can't regain HP.		Cleric(Death)			
Druktcraft	0	1 action	30 ft.		S		Instantaneous				236	Create minor druidic effect. See Sourcebook.		Cleric(Nature)			
Guidance	0	1 action	Touch		S		Concentration 1 minute					Once, add 1d4 to an ability check.		Cleric			
Light	0	1 action	Touch		M firefly or phosphorescent mo	oss	1 hour	DEX (Fail)			255	,		Cleric			
Mending	0	1 minute	Touch		S M two lodestones		Instantaneous			DAM: 1d12	259 266	Mends one break or tear no larger than 1ft. in a mundane object.		Cleric Cleric(Nature)			
Poison Spray Produce Flame	0	1 action 1 action	10 ft. Self		' S '		Instantaneous 10 minutes	Ranged Spell Attack	Poison Fire	DAM: 1012 DAM: 1d8	269			Cleric(Nature)			
Produce riame Resistence	0	1 action	Touch		S M miniature cloak		Concentration 1 minutes	Kanged Spell Attack	Fire	DAM: 108	209	Once before spell ends, add 1d4 to a saving throw. Roll before or after save.		Cleric (Nature)			
Sacred Flame	0	1 action	60 ft.		' S		Instantaneous	DEX (Fail)	Fire	DAM: 1d8	272			Cleric			
Shillelagh	0	1 bonus action	Touch	1 club or quarterstaff	S M mistletoe, shamrock, weapo	on	1 minute				275			Cleric(Nature)			
Spare the Dying	0	1 action	Touch	1 living creature at 0 HP	S		Instantaneous				277			Cleric			
Theumeturgy	0	1 action	30 ft.		·		Up to 1 minut					Create minor magical effect. See Sourcebook.		Cleric			
Thorn Whip	0	1 action	30 ft.		S M stem of thorny plant			Melee Spell Attack	Piercing	DAM: 1d6		Pulled 10 ft to root. DAM increase. 5th level: 2d6, 11th level: 3d6, 17th level: 4d6.		Cleric(Nature)			
Animal Friendship	1	1 action	30 ft.		S M morsel of food		24 hours Concentration 1 minute	WIS (Fail)				Charm beasts with INT <= 3; spell fails if you hurt beast One more b		Cleric(Nature)			
Bane Bless	1	1 action	30 ft. 30 ft.		S M drop of blood S M sprinkling of holy water		Concentration 1 minute	CHA (Fail)				Targets' attack rolls and saving throws are deducted 1d4. One more of Targets add 1d4 to attack rolls and saving throws. One more of the targets add 1d4 to attack rolls and saving throws.		Cleric Cleric			
Burning Hands	1	1 action	Self		S W Sprinking or nory water		Instantaneous	DEX (Half DAM)	Fire	DAM: 3d6		Flammable objects ignite.		Cleric(Light)			
Charm Person	1	1 action	30 ft.		' S		1 hour	Wisdom (Fail)	1			Charm target so it treats you as friendly. Gets advantage to save if fighting you. One more to		Cleric(Trickery)			
Command	1	1 action	60 ft.	1 creature	,		1 round	WIS (Fail)			223	Speak 1 word command to target. Can't cause harm. Doesn't affect undead. One more of	re creature.	Cleric			
Create or Destroy Water	1	1 action	30 ft.		S M drop of water/sand		Instantaneous					Create/destroy 10 gal. of water or 30 ft. cube of rain/fog.		Cleric			
Cure Wounds	1	1 action	Touch		S		Instantaneous			See Details		HEAL: 1d8 + spellcasting ability modifier. No effect on undead or constructs. Extra 1d8 H		Cleric			
Detect Evil and Good	1	1 action	Self		/ S		Concentration 10 minutes		-	-		Know location of aberration,celestial,elemental,fey,fiend,undead,(un)holy ground.		Cleric			
Detect Magic Detect Poleon and Disease	1 Ritual	1 action	Self		S M vew leaf		Concentration 10 minutes Concentration 10 minutes			-		Sense presence of magic. Use action to see auras around creatures/objects.		Cleric			
Discusse Self	1 ruual	1 action	Self		S M yewlear		Concentration 10 minutes			+		Sense location and type of disease, poison, or poisonous creature. Create illusion to appear as someone else. Foiled by Investigation vs. spell DC.		Cleric(Trickery)			
Divine Favor	1	1 bonus action	Self		' S		Concentration 1 minute					Your weapon attacks deal extra 1d4 radiant DAM on a hit.		Cleric(War)			
Faerle Fire	1	1 action	60 ft.				Concentration 1 minute	DEX (No Light)				Objects/creatures in cube are outlined in light and are attacked with advantage.		Cleric(Light)			
False Life	1	1 action	Self		S M alcohol or distilled spirits		1 hour					You gain 1d4+4 temp HP. Extra 5 tem	emp HP.	Cleric(Death)			
Fog Cloud	1	1 action	120 ft.		' S		Concentration 1 hour							Cleric(Tempest)			
Guiding Bolt	1	1 action	120 ft.		S		1 round	Ranged Spell Attack	Radiant	DAM: 4d6		Next attack roll against target before end of your next turn has advantage. Extra 1d6 D		Cleric			
Healing Word	1 000		60 ft.			4	Instantaneous					Target HEAL 1d4 + spellcasting ability. No effect on constructs/undead. Extra 1d4 H		Cleric			
Identify Inflict Wounds	1 Ritual	1 minute 1 action	Touch		S M pearl, owl feather	100 gp	Instantaneous	Melee Spell Attack	Necrotic	DAM: 3d10	_	Learn what an item is and what spells affect it. Inflict necrotic damage on target. Extra 1d10		Cleric(Knowledge)			
Inflict Wounds Protection from Evil and Good	1	1 action	Touch		S M holy water or nowdered silve	er	Concentration 10 minutes	weree Speri ATTBCK	MECLOTIC	DAW. 3010		Inflict necrotic damage on target. Extra 1d10 Protect against certain types of creatures. See Sourcebook.		Cleric			
Purify Food and Drink	1 Ritual	1 action	10 ft.		S IN Holy water or powdered slive	-	Instantaneous					All nonmagical food and drink in range is rendered free of poison and disease.		Cleric			
Ray of Sickness	1	1 action	60 ft.		S			Ranged Spell Attack	Poison	DAM: 2k8		Target also makes CON save. On fail, poisoned until end of next turn. Extra 1d8 D		Cleric(Death)			
Sanctuary	1	1 bonus action	30 ft.		S M small silver mirror		1 minute				272	Those choosing to attack target must make WIS save or choose new target.		Cleric			
Shield of Faith	1	1 bonus action	60 ft.	1 creature	S M small parchment with holy to	ext	Concentration 10 minutes				275	Target gains +2 bonus to AC.	0	Cleric			
Speak with Animals		1 action	Self		' S		10 minutes					Understand and speak to beasts. Get info about nearby locations and monsters.		Cleric(Nature)			
Thunderwave	1	1 action	Self		' S			CON (Half DAM, no push)	Thunder	DAM: 2d8		Creatures failing save and objects pushed 10 ft. Boom heard for 300 ft. Extra 1d8 D		Cleric(Tempest)			
Ald	2 Ritual	1 action	30 ft.		S M white cloth strip	0=	8 hours			HEAL: 5		Each target also increases maximum HP by 5. HEAL extra		Cleric			
Augury Berkskin	2 Ritual	1 minute 1 action	Self Touch		S M special tokens S M oak bark	25 gp	Concentration 1 hour					See omen predicting results of action taken within 30 minutes. Target AC is never less than 16 during spell.		Cleric Cleric(Nature)			
Blindness/Desfness	2	1 action	30 ft.	1 creature	d dar bark		1 minute	CON per turn (Fail)			219			Cleric			
Calm Emotions	2	1 action	60 ft.		S		Concentration 1 minute	CHA (Fail)			221			Cleric			
Continual Flame	2	1 action	Touch		S M RUBY DUST	50 gp	Until Dispelled	1			227			Cleric			
Enhance Ability	2	1 action	Touch	1 creature	S M fur or feather from a beast		Concentration 1 hour				237		litional creature.	Cleric			
Find Trape	2	1 action	120 ft.		S		Instantaneous				241	Sense the presence (not location) of any magical or mundane trap nearby.		Cleric			
Flaming Sphere	2	1 action	60 ft.		S M tallow,brimstone,iron powde	er	Concentration 1 minute	DEX (Half DAM)	Fire	DAM: 2d6	242			Cleric(Light)			
Gentle Repose	2 Ritual	1 action	Touch		S M salt and 1 cp on each eye		10 days				245			Cleric			
Gust of Wind	2	1 action	Self		S M a legume seed		Concentration 1 minute	STR (Fail) WIS (Fail)			248			Cleric(Tempest)			
Hold Person Lesser Restoration	2	1 action 1 action	60 ft. Touch		S M small straight piece of iron		Concentration 1 minute Instantaneous	WIS (Fall)			251 255			Cleric Cleric			
Locate Object	2	1 action	Self		S M forked twig		Concentration 10 minutes				256			Cleric			
Magic Weapon	2	1 bonus action	Touch		' S		Concentration 1 hour							Cleric(War)			
Mirror Image	2	1 action	Self	Self	S		1 minute				260	Create duplicates that make you harder to hit. See Sourcebook.		Cleric(Trickery)			
Pass without Trace	2	1 action	Self		S M mistletoe or spruce ash		Concentration 1 hour				264			Cleric(Trickery)			
Prayer of Healing	2	10 minutes	30 ft.	<= 6 creatures you choose			Instantaneous			See Details.	267			Cleric			
Protection from Poleon	2	1 action	Touch		' S		1 hour				270	Target has 1 poison neutralized, advantage on poison save, resists poison DAM.		Cleric			
Ray of Enfeeblement	2	1 action	60 ft. 120 ft.		'S		Concentration 1 minute	Ranged Spell Attack Ranged Spell Attack	Fire	DAM: 2d6x3		Target deals 1/2 DMG with STR weapon attacks. CON save to end at turn's end. Shoot 3 rays at up to 3 targets. One additio		Cleric(Death)			
Scorching Ray Shatter	2	1 action	120 ft. 60 ft.		S M chip of mica			CON (Half DAM)	Thunder	DAM: 2d6x3 DAM: 3d8		Shoot 3 rays at up to 3 targets. One additio Inorganic creatures have disadvantage to save. Objects take DAM too. Extra 1d8 D		Cleric(Light) Cleric(Tempest)			
Silence	2 Ritual	1 action	120 ft.		' S		Concentration 10 minutes					Creatures in area are deafened, immune to thunder DMG, can't cast verbally.		Cleric			
Spike Growth	2	1 action	150 ft.		S M 7 sharp thoms or twigs		Concentration 10 minutes				277	Difficult terrain. Moving into or within area takes 2d4 piercing DAM per 5 ft.		Cleric(Nature)			
Spiritual Weapon	2	1 bonus action	60 ft.		S		1 minute	Melee Spell Attack	Force	See Details	278		8 DAM.	Cleric			
Suggestion	2	1 action	30 ft.		M snake's tongue, honeycomb		Concentration 8 hours	WIS (Fail)			279	Target follows reasonable course of action you suggest. Can specify conditions.		Cleric(Knowledge)			
Warding Bond	2	1 action	Touch		S M pair of platinum rings	50 gp	1 hour				287			Cleric			
Zone of Truth	2	1 action	60 ft.		S M blood floor book		10 minutes	CHA (Fail)			289			Cleric			
Animate Dead Beacon of Hope	3	1 minute 1 action	10 ft. 30 ft.		S M blood, flesh, bone		Concentration 1 hour					Creates skeleton or zombie servant that accepts simple directions Two more u		Cleric			
Beacon of Hope Beatow Curse	3	1 action	30 ft.		S		Concentration 1 hour Concentration 1 minute	WIS (Fail)	-			Targets get advantage on WIS and death saving throws; heal spells heal max. Curse target. See Sourcebook. See Source		Cleric			
Blink	3	1 action	Self		' S		1 minute					Roll 11 or higher to go to Ethereal plane between turns; reapper within 10ft.		Cleric(Trickery)			
Call Lightning	3	1 action	120 ft.		' S			DEX (Half DAM)	Lightning	DAM: 3d10		Targets take DAM each round. Can change targets each round. Extra 1d10		Cleric(Tempest)			
Clairvoyance	3	10 minutes	1 mile	-	S M jeweled hom or glass eye	100 gp						Create sensor in area you can see or hear through.		Cleric			
Create Food and Water	3	1 action	30 ft.		S		Instantaneous					Create 45 lbs. of bland, nourishing food for 24 hours and 30 gallons of water.		Cleric			
Crusader's Mantie	3	1 action	Self		'		Concentration 1 minute					Nonhostiles in aura deal an extra 1d4 radiant DAM.		Cleric(War)			
Daylight	3	1 action	60 ft.		S		1 hour					Creates bright light. Dispels darkness spells <= 3rd level it overlaps with.		Cleric			
Dispel Magic	3	1 action	120 ft.	1 creature/object/magical effect			Instantaneous			-		End spell <= 3rd level. For >= 4th level, casting ability check DC=10+spell level. End spell <=		Cleric			
Feign Death Fireball	3 Ritual	1 action	Touch 150 ft.		S M pinch of graveyard dirt		1 hour	DEX (Half DAM)	Fire	DAM: 8d6		Creature appears dead. Resists all non-psychic DMG. Disease/poison delayed. Fire spreads around corners and ignites flammable objects. Extra 1d6 D		Cleric Cleric(Light)			
Fireball Glyph of Warding	3	1 action 1 hour	Touch		S M tiny ball of guano and sulfur S M incense, DIAMOND POWDE		Instantaneous Dispel/Trigger		ciie	DAW. 60b		Fire spreads around corners and ignites flammable objects. Extra 1d6 D Create a magical trap. See Sourcebook. See Source		Cleric(Light)			
Magic Circle	3	1 minute	10 ft.		S M HOLY WATER or Fe/Ag DU		1 hour						increases 1 hour. (
Mass Healing Word	3		60 ft.		/ IN HOLI WATER OF EAG DO	оо ур	Instantaneous			See Details.		Targets HEAL 1d4 + casting ability modifier. No effect on undead/constructs. HEAL extra		Cleric			
Meld Into Stone		1 action	Touch		' S		8 hours					Meld into stone walls or large stone objects. See Sourcebook.		Cleric			
Nondetection	3	1 action	Touch	1 object, place, or willing target		25 gp	8 hours					Hide target from all divination and scrying magic.		Cleric(Knowledge)			
Plant Growth	3	1 action or 8 hour			S		Instantaneous				266	Cast short term (creatures move 1/4 speed) or long term (double food yield).		Cleric(Nature)			
Protection from Energy	3	1 action	Touch		' S		Concentration 1 hour					Creature gains resistance to one of: acid, cold, fire, lightning, or thunder.		Cleric			
Remove Curse	3	1 action	Touch	1 creature or object	S		Instantaneous				271	Remove curse creature or break object's curse attunement to any target.		Cleric			

Revivity	3	1 action	Touch	1 creature \	/ S	M DIAMOND 300	0 gp	Instantaneous				272	Raise creature that died within 1 minute to 1 HP. Doesn't restore missing parts.		Cleric			
Sending	3	1 action	Unlimited	1 creature \	/ S	M short piece of fine copper wire		1 round				274	Send <= 25 word message to known creature. Get similar reply.		Cleric			
Sleet Storm	3	1 action	150 ft.	40 ft. rad. 20 ft. tall cylinder \	/ S	M pinch of dust, drops of water	Concentration	1 minute	DEX (Fail)			276	Difficult terrain.Each turn,DEX save or fall prone,CON save or lose concentration		Cleric(Tempest)			
Speak with Dead	3	1 action	10 ft.	1 dead creature \	/ S	M burning incense		10 minutes				277	Ask corpse <= 5 questions. Get brief, cryptic answers. Can be lies.		Cleric			
Spirit Guardian	3	1 action	Self	15 ft. radius	/ S	M holy symbol	Concentration	10 minutes	WIS (Half DAM)	Radiant or Necrotic	c DAM: 3d8	278	Enemy creature speed halved. DMG on enter area: necrotic if evil, radiant if not.	Extra 1d8 DAM.	Cleric			
Tongues	3	1 action	Touch	1 creature \	/	M clay model of a ziggurat		1 hour				283	Target understands any spoken language and is understood by everyone else.		Cleric			
Vampiric Touch	3	1 action	Self	Self \	/ S		Concentration	1 minute	Melee Spell Attack	Necrotic	DAM: 3d6	285	Each time you hit a target, you also HEAL half of the DAM you cause.	Extra 1d6 DAM.	Cleric(Death)			
Water Walk	3 Ritua	1 action	30 ft.	<= 10 willing creatures \	/ S	M piece of cork		1 hour				287	Creaturess walk on liquid, rise 60 ft. per round if under. Still take other damage.		Cleric			
Wind Wali	3	1 action	120 ft.			M tiny fan and exotic feather	Concentration		STR (Half DAM)	Bludgeoning	DAM: 3d8		Strong wind keeps gases, flying creatures, projectiles, gaseous creatures away.		Cleric(Nature)			
Arcane Eye	4	1 action	30 ft.		-	M a bit of bat fur	Concentration						Create invisible eye with darkvision(30ft) moves 30ft/rd you can see through.		Cleric(Knowledge)			
Banlehment	4	1 action	60 ft.			M item disliked by target	Concentration		CHA (Fail)				Banish target to another plane; native of other plane doesn't return after 1 min.		Cleric			
Blight	4	1 action	30 ft.		/ S			Instantaneous	CON (Half DAM)	Necrotic	DAM: 8d8			Extra 1d8 DAM.	Cleric(Death)			
Confusion	4	1 action	90 ft.		-	M 3 nut shells	Concentration		WIS (Fail)					Increase radius by 5ft.	Cleric(Knowledge)			
Control Water	4	1 action	300 ft.			M water drop, pinch of dust	Concentration						Control water. See Sourcebook.		Cleric			
Death Ward	4	1 action	Touch		/ S			8 hours					1 use: Target drops to 1 HP instead of 0 HP or negates instant kill effect.		Cleric			
Dimension Door	4	1 action	500 ft.	Self (and ally within 5 ft.)	/			Instantaneous					Teleport yourself and ally to location. If occupied, 4d6 force DAM and spell fails.		Cleric(Trickery)			
Divination	4 Ritua	1 action	Self			M incense, sacrifical offering 25	gp	Instantaneous					Question about one event in next 7 days answered by phrase or omen.		Cleric			
Dominate Beast	4	1 action	60 ft.		/ S		Concentration		WIS (Fail)					See Sourcebook.	Cleric(Nature)			
Freedom of Movement	4	1 action	Touch			M leather strap around arm		1 hour					Immune to difficult terrain, slow, paralyze, restrain. Spend 5ft to escape restrain.		Cleric			
Grasping Vine	4	1 bonus action	30 ft.	\	/ S		Concentration		DEX (Fail) DEX (No DAM)	Radiant	DAM: 20	246	Create vine that lashes out 30 ft. away. Targets failing save pulled 20 ft. to vine.		Cleric(Nature)			
Guardian of Faith	4	1 action	30 ft.	000 1 400 1 1 1 1 1	, ,			8 hours					Create spectral guardian that attacks hostiles. Leaves after dealing 60 DAM.	F				
loe Storm	4	1 action	300 ft.			M pinch of dust, drop of water		Instantaneous	DEX (Half DAM)	Bludgeoning+Cold	DAM: ∠d8+4d6			Extra 1d8 bludgeoning DAM	l. Cleric(Tempest) Cleric			
Locate Creature	4	1 action	Self			M bloodhound fur	Comment ii		WIS (Fail)			256	Sense creature direction within 1000 ft. or locate it within 30 ft.		Cleric Cleric(Trickery)			
Polymorph Stone Shape	4	1 action	60 ft. Touch			M caterpillar cocoon M soft clay in desired shape	Concentration	1 hour Instantaneous	WIO (FBII)				Transform creature's form. All stats change. Limited to actions of new form. Reshape stone into any rough shape you wish.		Cleric(Trickery) Cleric			
Stone Snape	*																	
Stoneskin Wall of Fire	4	1 action 1 action	Touch 120 ft.			M small piece of phosphorous	0 gp Concentration Concentration		DEX (Half DAM)	Fire	DAM: 5d8	285	Target gains resistance to nonmagical bludgeoning, piercing, and slashing DMG.	Extra 1d8 DAM.	Cleric(War) Cleric(Light)			
Antilife Shell	5	1 action			/ S	w small piece of prospriorous	Concentration		DEA (Hall DAM)	1 10	DAINI. SUO		Those entering or ending turn on one side of the wall take 5d8 fire DAM. Erects barrier around you that moves with you. Living creatures cannot enter.	LAUG 100 DAW.	Cleric(Light)			
Cloudkii	5	1 action	120 ft.		/ S		Concentration		CON (Half DAM)	Poison	DAM: 5d8		DAM taken on entering or starting turn in area. Fog moves away 10 ft. per turn.	Extra 1d0 DAM	Cleric(Death)			
Commune	5 Ritua		Self			M incense, vial of holy water	Concentration	1 minute	CON (Fiall DAM)	r disdii	DAW. 300		Ask 3 yes/no questions that are answered by deity. See Sourcebook.	LAUA 100 DAWI.	Cleric			
Contagion	5 Kitua	1 action	Touch		/ S	w incense, viai ornoly water		7 days	CON (See Sourcebook)				Give creature a disease. See Sourcebook.		Cleric			
Destructive Wave	5	1 action			/					See Details	DAM: 5d6+5d6		Targets in circle take thunder DAM, then radiant or necrotic DAM; go prone.		Cleric(Tempest)			
Dispel Evil and Good	5	1 action	Self		/ S	M holy water or silver/iron powder	Concentration						Fey,undead,extraplanar creatures have disadvantaged attacks. See Sourcebook		Cleric			
Dominate Person	5	1 action	60 ft		/ S	w may water or diversion power	Concentration		WIS (Fail)					See Sourcebook.	Cleric(Trickery)			
Flame Strike	5	1 action	60 ft.	1	/ M	M pinch of sulfur		Instantaneous	DEX (Half DAM)	Fire + Radiant	DAM: 4d6+4d6				Cleric			
Gees	5	1 minute	60 ft.	1 creature	/			30 days		See Details.	See Details.			7th: lasts 1 year:9th: forever				
Greater Restoration	5	1 action	Touch	1 creature	/ S	M DIAMOND DUST 100	0 gp	Instantaneous					End a debilitating effect on target. See Sourcebook.		Cleric			
Hallow	5	24 hours					00 gp	Until Dispelled					Infuse area with holy or unholy power. See Sourcebook.		Cleric			
Hold Monster	5	1 action	90 ft.			M small straight piece of iron	Concentration		WIS (Fail)				Target is paralyzed. New saving throw at end of turn. Doesn't work on undead.	1 additional creature.	Cleric(War)			
Insect Plague	5	1 action				M bit of sugar, grain, and fat	Concentration	10 minutes	CON (Half DAM)	Piercing	DAM: 4d10			Extra 1d10 DAM.	Cleric			
Legend Lore	5	10 minutes	Self			M INCENSE(250),4 ivory strips(50 300		Instantaneous					Learn lore about target. Information is accurate but might use figurative words.		Cleric			
Mass Cure Wounds	5	1 action	60 ft.	<= 6 creatures \	/ S			Instantaneous			See Details.	258	Creatures HEAL 3d8 + casting ability modifier. No effect on undead/constructs.	HEAL extra 1d8.	Cleric			
Modify Memory	5	1 action	30 ft.	\	/ S		Concentration	1 minute	WIS (Fail)				Reshape another creature's memories. See Sourcebook.	See Sourcebook.	Cleric(Trickery)			
Planar Binding	5	1 hour	60 ft.	1 extraplanar creature \	/ S	M JEWEL 100	00 gp	24 hours	CHA (Fail)			265	Bind celestial, elemental, fey, or fiend to serve you for spell duration.	See Sourcebook.	Cleric			
Raise Dead	5	1 hour	Touch	1 dead creature \	/ S	M DIAMOND 500	n					270	Return target to life with 1 HP. See Sourcebook.		Cleric			
Scrying				1 dead creature \ \			u gp	Instantaneous				2/0			Cienc			
Tree Stride	5	10 minutes	Self		/ S		00 gp Concentration		WIS (Fail)				Spy on a target located on the same plane as you. See Sourcebook.		Cleric			
	5			1 creature \	/ S			10 minutes	WIS (Fail)			273						
Blade Barrier	-	10 minutes 1 action 1 action	Self	1 creature \ \\ Self \ \\ 5x20x(100 line/60 dia. circle)ft. \ \\	/ S	M scrying focus 100	00 gp Concentration Concentration Concentration	10 minutes 1 minute	WIS (Fail) DEX (Half DAM)	Slashing	DAM: 6d10	273 283	Spy on a target located on the same plane as you. See Sourcebook.		Cleric			
Blade Barrier Create Undead	-	10 minutes 1 action	Self Self	1 creature \ \\ Self \ \\ 5x20x(100 line/60 dia. circle)ft. \ \\	/ S		00 gp Concentration Concentration Concentration	10 minutes 1 minute		Slashing	DAM: 6d10	273 283 218	Spy on a target located on the same plane as you. See Sourcebook. Enter one tree and emerge from another 500 ft. away. Use once per round.	See Sourcebook.	Cleric Cleric(Nature)			
	-	10 minutes 1 action 1 action	Self Self 90 ft.	1 creature \ Self \ Sx20x(100 line/60 dia. circle)ft. \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	/ S / S / S	M scrying focus 100	00 gp Concentration Concentration Concentration urce	10 minutes 1 minute 10 minutes Instantaneous		J. T. J.		273 283 218 229	Spy on a target located on the same plane as you. See Sourcebook. Enter one tree and emerge from another 500 ft. away. Use once per round. Creatures entering wall/circle area take DAM.	See Sourcebook.	Cleric (Nature) Cleric			
Create Undead	-	10 minutes 1 action 1 action 1 minute 1 minute 1 minute 1 minutes	Self Self 90 ft. 10 ft. Self Touch	1 creature	/ S / S / S / S	M scrying focus 100 M See Sourcebook. Sou	Concentration Concentration Concentration urce 0 gp Concentration	10 minutes 1 minute 10 minutes Instantaneous 1 day 1 day	DEX (Half DAM)	Radiant or Necrotic	c DAM: 5d10	273 283 218 229 240 243	Spy on a target located on the same plane as you. See Sourcebook. Enter one tree and emerge from another 50 M away. Use once per round. Creature sentering wallcricide area take DAM. Creature undead to serve you for 24 hours. See Sourcebook. Find the shortest, most direct route to a place you are familiar with. Can't teleportigate into area. A creature type you choose takes DMG in area.	See Sourcebook.	Cleric Cleric(Nature) Cleric Cleric Cleric Cleric Cleric Cleric Cleric			
Create Undead	5 6 6	10 minutes 1 action 1 action 1 minute 1 minute 1 minute 1 minutes 1 action	Self Self 90 ft. 10 ft. Self Touch 60 ft.	1 creature	/ S / S / S / S / S	M See Sourcebook. Soo M diviner tools, object from target 100	Concentration Concentration Concentration urce 0 gp Concentration	10 minutes 1 minute 10 minutes Instantaneous 1 day 1 day Instantaneous		Radiant or Necrotic	c DAM: 5d10 DAM: 14d6	273 283 218 229 240 243 249	Spy on a target located on the same plane as you. See Sourcebook. Enter one tree and emerge from another 500 ft. away. Use once per round. Creatures entering wallcrick area take DAM. Create undead to serve you for 24 hours. See Sourcebook. Find the shortest, most direct route to a place you are familiar with. Cant teleportigate into area. A creature type you choose takes DMG in area. Max HP reduced by same amount as DAM. Target cannot fall below 1 HP.		Cleric Cleric(Nature) Cleric Cleric Cleric Cleric Cleric Cleric Cleric Cleric			
Create Undeed Find the Path Forbiddence Harm Heal	5 6 6	10 minutes 1 action 1 action 1 minute 1 minute 1 minute 1 10 minutes 1 action 1 action	Self Self 90 ft. 10 ft. Self Touch 60 ft.	1 creature	/ S / S / S / S / S / S / S / S	M See Sourcebook. Soo M diviner tools, object from target 100 M holy water,incense, ruby powder 100	Concentration Concentration Concentration urce 0 gp Concentration 00 gp	10 minutes 1 minute 10 minutes Instantaneous 1 day 1 day Instantaneous Instantaneous Instantaneous	DEX (Half DAM)	Radiant or Necrotic	c DAM: 5d10	273 283 218 229 240 243 249 250	Syo no a target located on the same plane as you. See Sourcebook. Enter one tree and emerge from another 500 ft. away. Use once per round. Creatures entering wall/circle area take DAM. Creature undead to serve you for 24 hours. See Sourcebook. Find the shortest, most direct route to place you are familiar with. Can't teleportigate into area. A creature type you choose takes DMG in area. Max HP reduced by same amount as DAM. Target cannot fail below 1 HP. Ends blindness, deafness, any deseases. No effect on constructs undead.	See Sourcebook.	Cleric Cleric(Nature) Cleric Cleric Cleric Cleric Cleric Cleric Cleric Cleric Cleric			
Create Undead Find the Path Forbiddance Herm Heal Heroes' Feast	5 6 6	10 minutes 1 action 1 action 1 minute 1 minute 1 minute 1 to minutes 1 action 1 action 10 minutes	Self Self 90 ft. 10 ft. Self Touch 60 ft. 30 ft.	1 creature \ \ Self \ \	/ S / S / S / S / S / S / S / S / S / S	M See Sourcebook. Soo M diviner tools, object from target 100	Concentration Concentration Concentration urce 0 gp Concentration 00 gp	10 minutes 1 minute 10 minutes Instantaneous 1 day 1 day Instantaneous Instantaneous Instantaneous Instantaneous	DEX (Half DAM)	Radiant or Necrotic	c DAM: 5d10 DAM: 14d6	273 283 218 229 240 243 249 250 250	Spy on a target located on the same plane as you. See Sourcebook. Enter one tree and emerge from another 50 it. away. Use once per round. Creature sentering wallcricle area take DAM. Creature undead to serve you for 24 hours. See Sourcebook. Find the shortest, most direct route to a place you are familiar with. Cant teleportigate into area. A creature type you choose takes DMG in area. Max HP reduced by same amount as DAM. Target cannot fall below 1 HP. Ends blindness, deafness, any diseases. No effect on constructs undead. Cure disease, potion. Immune poison. fright HP max +2d TU/MS sawe advantage.		Cleric Cleric(Nature) Cleric			
Create Undead Find the Path Forbiddance Harm Heal Heroes' Feast Planer Ally	5 6 6	10 minutes 1 action 1 action 1 minute 1 minute 1 minute 1 minute 1 of minutes 1 action 1 action 10 minutes 10 minutes	Self Self 90 ft. 10 ft. Self Touch 60 ft. 30 ft. 60 ft.	1 creature 1 1 1 1 1 1 1 1 1	/ S / S / S / S / S / S / S / S	M See Sourcebook. M See Sourcebook. M diviner tools, object from target 100 M holy water incense, ruby powder 100 M GEM-ENCRUSTED BOWL 100	00 gp Concentration Concentration Concentration Concentration 00 gp Concentration 00 gp	10 minutes 1 minute 10 minutes Instantaneous 1 day 1 day Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous	DEX (Half DAM)	Radiant or Necrotic	c DAM: 5d10 DAM: 14d6	273 283 218 229 240 243 249 250 250 265	Syor on a target located on the same plane as you. See Sourcebook. Enter one tree and emerge from another 500 ft. away. Use once per round. Creatures entering wallicrictie area take DAM. Creature undead to serve you for 24 hours. See Sourcebook. Find the shortest most direct route to place you are familiar with. Can't teleportigate into area. A creature type you choose takes DMG in area. Max HP reduced by same amount as DAM. Target cannot in below 1 HP. Ends blindness, deafness, any diseases. No effect on constructs/undead. Cure disease.poison.hmmune poison.fright.HP max 2410 (WIS save advantage. Aak dicherworkly ently for aid. See Sourcebook.		Cleric Cheric(Nature) Cleric			
Create Undead Find the Path Forbiddance Harm Heal Heroes' Feast Planar Ally True Seeing	5 6 6	10 minutes 1 action 1 action 1 action 1 minute 1 minute 10 minutes 1 action 1 action 10 minutes 10 minutes 11 action	Self Self 90 ft. 10 ft. Self Touch 60 ft. 60 ft. 30 ft. 60 ft. Touch	1 creature Sel Sel Sx20x(100 line/60 dia. circle)ft. 40,000 sq. ft, 30 ft. high 1 creature 1 creature <= 12 feast goers 1 willing creature 1	/ S / S / S / S / S / S / S / S	M See Sourcebook. Soo M diviner tools, object from target 100 M holy water,incense, ruby powder 100	00 gp Concentration Concentration Concentration Concentration 00 gp Concentration 00 gp	10 minutes 1 minute 10 minutes Instantaneous 1 day 1 day Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous	DEX (Half DAM)	Radiant or Necrotic	c DAM: 5d10 DAM: 14d6	273 283 218 229 240 243 249 250 250 265 284	Spy on a target located on the same plane as you. See Sourcebook. Enter one thee and emerge from another 500 n. away. Use onco per round. Creature sentering wall/circle area take DAM. Creature underaid to serve you for 24 hours. See Sourcebook. Find the shortest, noul direct roule to a place you are familiar with. Can't teleportigate into area. A creature type you choose takes DMG in area. Max HP reduced by same amount as DAM. Target cannot tail below 1 HP. Ends bindress, Sedenses, any diseases. No effect on constructivalmedad. Cure disease poison Immune poison fright HP max ±2d10,WIS save advantage. Ask otherworldy entity for aid. See Sourcebook.		Cleric Cleric(Nature) Cleric			
Create Undead Find the Path Forbiddance Harm Heal Herose' Feast Planar Ally Trus Seeing Word of Recall	5 6 6 6 6 6 6 6 6 6 6 6	10 minutes 1 action 1 action 1 minute 1 minute 1 minute 1 no minutes 1 action 1 action 10 minutes 10 minutes 11 action 11 action 11 action 12 minutes 13 minutes 14 action 15 minutes 16 minutes 17 minutes 18 action 19 action 10 minutes	Self Self 90 ft. 10 ft. Self Touch 60 ft. 60 ft. 60 ft. Touch 5 ft.	1 creature Sef Sef \$1,200x(100 line/80 dia. circle)ft. \$1,200x(100 line/80 dia. circle)ft. \$1,200x(100 line/80 dia. circle)ft. \$1,000 sq. ft, 30 ft. high \$1	/ S / S / S / S / S / S / S / S / S / S	M See Sourcebook. M See Sourcebook. M diviner tools, object from target 100 M holy water incense, ruby powder 100 M GEM-ENCRUSTED BOWL 100	00 gp Concentration Concentration Concentration 0 gp Concentration 0 gp Occupation 0 gp	10 minutes 1 minute 10 minutes Instantaneous 1 day 1 day Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous 1 hour Instantaneous	DEX (Half DAM)	Radiant or Necrotic	c DAM: 5d10 DAM: 14d6	273 283 218 229 240 243 249 250 250 265 284	Syo on a target located on the same plane as you. See Sourcebook. Enter one tree and emerge from another 500 ft. away. Use once per round. Creatures entering wallicitide area take DAM. Create undead to serve you for 24 hours. See Sourcebook. Find the shortest, most direct route to place you are familiar with. Can't teleportigate into area. A creature type you choose takes DMG in area. Max HP reduced by same amount as DAM. Target cannot for below 1 HP. Ends bilindness, deafness, any diseases. No effect on construction/dead. Cure disease points, immune posion, first HP max 4210 WIS save advantage. Ask otherworldly entity for aid. See Sourcebook. Target creature gains truesight, sees secret doors. Ethereal Plane. Range 120 ft. instantly leleport to sanchary you select during prep associated with your dely.	Extra 10 HEAL.	Cleric Cleric (Nature) Cleric			
Create Undead Find the Path Forbliddance Harm Heel Herose' Feest Planer Ally Trus Seeling Word of Rocell Conjune Colestal	5 6 6	10 minutes 1 action 1 action 1 minute 1 minute 1 minute 1 of minutes 1 action 1 action 10 minutes 10 minutes 10 minutes 11 action 11 minutes 12 minutes 13 minutes 14 action 15 minutes 16 minutes 17 minutes 18 minutes 18 minutes 18 minutes 19 minutes 10	Self Self 90 ft. 10 ft. Self Touch 60 ft. 30 ft. 60 ft. Touch 5 ft. 90 ft.	1 creature Sef \$x20x(100 line/80 dia. circle)f. 40,000 sq. ft, 30 ft. high 1 creature 1 creature 1 creature 1 willing creature You and <= 5 willing creatures 1	/ S / S / S / S / S / S / S / S	M See Sourcebook. M See Sourcebook. M diviner tools, object from target 100 M holy water incense, ruby powder 100 M GEM-ENCRUSTED BOWL 100	00 gp Concentration Concentration Concentration Concentration 00 gp Concentration 00 gp	10 minutes 1 minute 10 minutes Instantaneous 1 day Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Inbur	DEX (Half DAM) CON (Half DAM)	Radiant or Necrotic	c DAM: 5d10 DAM: 14d6	273 283 218 229 240 243 249 250 250 265 284 289 225	Soy on a target located on the same plane as you. See Sourcebook. Enter one thee and emerge from another 500 ft. away. Use once per round. Creature sentering wall/circle area take DAM. Create undead to serve you for 24 hours. See Sourcebook. Find the shortest, most direct route to a place you are familiar with. Cant teleportigate into area. A creature type you choose takes DMG in area. Max HP reduced by same amount as DAM. Target cannot fail below 1 HP. Ends blindness, deafness, any desease. No effect on constructs/undead. Cure: disease.poison.Immune poison.fright.HP max '2410 /WIS save advantage. Aak otherworldly entify for aid. See Sourcebook. Target creature gains truesight, sees secret doors, Ethereal Plane. Range 120 ft. Instantly seleport to sanchary you select during perp associated with your dely. Summon celestad CRC = 4. Obeys commands that don't violate alignment.		Cleric Cleric(Nature) Cleric			
Create Undead Find the Path Forbiddance Harm Heal Herose' Feast Planar Ally Trus Seeing Word of Recall	5 6 6 6 6 6 6 6 6 6 6 7 7	10 minutes 1 action 1 action 1 minute 1 minute 1 minute 1 minute 1 minute 1 action 1 action 1 action 1 action 1 action 1 minutes 1 action 1 minutes 1 action 1 action 1 bonus action 1 action	Self Self Self 90 ft. 10 ft. Self Touch 60 ft. 30 ft. Touch 5 ft. 90 ft. 30 ft.	1 creature Self Self \$4200x(100 line/60 dia. circle)ft. \$4200x(100 line/60 dia. circle)ft. \$440,000 sq. ft, 30 ft. high 1 creature 1 creature 4 = 12 feast goers 1 willing creature 1 vulling creature Any targets in range	/ S / S / S / S / S / S / S / S / S / S	M See Sourcebook. M See Sourcebook. M diviner tools, object from target 100 M holy water incense, ruby powder 100 M GEM-ENCRUSTED BOWL 100	00 gp Concentration Concentration Concentration 0 gp Concentration 0 gp Occupation 0 gp	10 minutes 1 minute 10 minutes 10 minutes Instantaneous 1 day 1 day Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous 1 hour Instantaneous 1 hour Instantaneous	DEX (Half DAM) CON (Half DAM)	Radiant or Necrotic	c DAM: 5d10 DAM: 14d6	273 283 218 229 240 243 249 250 250 265 284 289 225 234	Syo on a target located on the same plane as you. See Sourcebook. Enter one bre and energe from another 500 £ away. Use once per round. Creatures entering walticircle area take DAM. Creatures entering walticircle area take DAM. Creature undead to serve you for 24 hours. See Sourcebook. Find the shortest, most direct route to a place you are familiar with. Can't teleportigate into area. A creature type you choose takes DMG in area. Max H7 Preduced by same amount as DAM. Target cannot below 1 HP. Ends blindness, deafness, any diseases. No effect on construction/nead. Cure disease-points immune posion fright HP max 4210 kWIS sawe advantage. Ask otherworldly entity for aid. See Sourcebook. Target creature gains truesight, sees secret doors, Ethereal Plane. Range 120 ft. Instantly leleport to sanchuary you select during prep associated with your deby. Summon celestal CR <4. Obeys commands that don't violate alignment. Targets suffer effects based on their current HP. See Sourcebook.	Extra 10 HEAL. 9th level: CR <= 5	Cleric Cleric (Nature) Cleric			
Create Undeed Find the Path Forbiddence Harm Heat Herosa' Feast Planar Ally True Seeing Word of Recall Conjure Celestel Divine Word Ethereainees	5 6 6 6 6 6 6 6 6 6 7 7 7 7	10 minutes 1 action 1 action 1 minute 1 minute 1 minute 1 minute 1 of minute 1 of minute 1 action 1 action 1 action 1 action 1 action 1 action 1 minute 1 minute 1 binus action 1 minute 1 binus action 1 action 1 action	Self Self Self 90 ft. 10 ft. Self Touch 60 ft. 30 ft. 60 ft. 7 ouch 5 ft. 90 ft. Self Self Self	1 creature Sef \$\text{Sef}\$ 40.000 sq. ft, 30 ft. high 1 creature 1 creature 1 creature 1 willing creature 1 willing creature Vou and <= 5 willing creatures Any targets in range Sef \$\text{Sef}\$	/ S / S / S / S / S / S / S / S / S / S	M See Sourcebook. M See Sourcebook. M diviner tools, object from target 100 M holy water incense, ruby powder 100 M GEM-ENCRUSTED BOWL 100	00 gp Concentration Concentration Concentration 0 gp Concentration 0 gp Occupation 0 gp	10 minutes 1 minute 1 minute 10 minutes Instantaneous 1 day 1 day Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous 1 hour Instantaneous 1 hour Instantaneous Up to 8 hours	DEX (Half DAM) CON (Half DAM) CHA (Fall)	Radiant or Necrotic	c DAM: 5d10 DAM: 14d6 HEAL: 70	273 283 218 229 240 243 249 250 250 265 284 289 225 234 238	Syor on a target located on the same plane as you. See Sourcebook. Enter one tree and emerge from another 500 ft. away. Use once per round. Creature entering wall/circle area take DAM. Create undead to serve you for 2h hours. See Sourcebook. Find the shortest, most direct route to a place you are familiar with. Cant teleportigate into area. A creature type you choose takes DMG in area. Mark HP reduced by same amount as DAM. Target cannot fall below 1 HP. Ends blindness, deafness, any diseases. No effect on constructs/undead. Curs disease.poison.immune poison.fright.HP mark 2d10.WIS save advantage. Ask disherworldly enstudy for aid. See Sourcebook. Target creature gains truesight, sees secret doors, Ethereal Plane. Range 120 ft. Instantly leleport on sanchaay you select during prep associated with your delty. Summon celestial CR <= 4. Obeys commands that don't violate alignment. Targets suffer effects based on their current HP. See Sourcebook.	Extra 10 HEAL.	Cleric Cleric(Nature) Cleric (Cleric Cleric			
Create Undead Find the Path Forbiddence Harm Head Harced Feast Planna Ally Trus Seeing Word of Recall Divine Word Ethereatinese Fite Storm	5 6 6 6 6 6 6 6 6 6 6 7 7	10 minutes 1 action 1 action 1 minute 1 minute 1 minute 1 minute 1 on minutes 1 action 1 action 1 action 1 action 1 minutes 10 minutes 10 minutes 1 minutes 1 action 1 action 1 minute 1 bonus action 1 action 1 action	Self Self Self Self 10 ft. Self Touch 60 ft. 60 ft. 70 ft. 90 ft. 30 ft. 90 ft. 30 ft. Self 150 ft.	1 creature Set Set Sx20x(100 line/60 dia. circle/ft. 40,000 sq. ft, 30 ft. high 1 creature 1 creature 1 creature 1 willing creature You and <= 5 willing creatures Any targets in range Set Set ten 10 ft. cubes	// S	M see Sourcebook. So. M diviner tools, object from targel 100 M holy water inceree ruby powder 100 M GEM-ENCRUSTED BOWL 100 M OINTMENT FOR EYES 25	00 gp Concentration Concentration Concentration Concentration Unce 0 gp Concentration 00 gp 00 gp 00 gp Concentration	10 minutes 1 minute 1 minute 10 minutes Instantaneous 1 day 1 day Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous 1 hour Instantaneous Up to 8 hours Instantaneous	DEX (Half DAM) CON (Half DAM) CHA (Fall) DEX (Half DAM)	Radiant or Necrotic	c DAM: 5d10 DAM: 14d6	273 283 218 229 240 243 249 250 265 284 289 225 234 238	Spy on a target located on the same plane as you. See Sourcebook. Enter one tree and energe from another 500 £ away. Use once per round. Creatures entering wall circle area take DAM. Create undead to serve you for 24 hours. See Sourcebook. Find the shortest, most direct route to pasce you are familiar with. Can't teleportigate into area. A creature type you choose takes DMG in area. Max HP reduced by same amount as DAM. Target cannot in below 1 HP. Ends blindness, deafness, any diseases. No effect on construction/dead. Cure disease-points influence points of the control of the	Extra 10 HEAL. 9th level: CR <= 5	Cleric			
Creefs Undeed Find the Path Forbiddence Harm Here Hare Here Hare Ally Trus Seeing Word of Rocall Conjun Culestel Define Word Ethereatines Fire Storm Plans Shift	5 6 6 6 6 6 6 6 6 6 7 7 7 7 7 7	10 minutes 1 action 1 action 1 minute 1 minute 10 minutes 1 action 1 bonus action 1 action	Self Self Self 90 ft. 10 ft. Self Touch 60 ft. 30 ft. 60 ft. 70 uch 5 ft. 90 ft. Self Self Touch 5 ft. 90 ft. Touch	1 creature Sef Sef \$1,200x(100 line60 dia. circle)f. \$1,200x(100 line60 dia. circl	// S //	M see Sourcebook. Soo M diviner tools object from target 100 M holy water incense ruby powder 100 M GEM-ENCRUSTED BOWL 100 NINTMENT FOR EYES 250 M forked metal rod 255	00 gp Concentration Concentration Concentration 0 gp Concentration 0 gp Occupation 0 gp	10 minutes 1 minute 1 minute 10 minutes Instantaneous 1 day 1 day Instantaneous Instantaneous Instantaneous Instantaneous 1 hour Instantaneous 1 hour Instantaneous Up to 8 hours Instantaneous Instantaneous Instantaneous	DEX (Half DAM) CON (Half DAM) CHA (Fall)	Radiant or Necrotic	c DAM: 5d10 DAM: 14d6 HEAL: 70 DAM: 7d10	273 283 218 229 240 243 250 250 265 284 289 225 234 238 242	Syor on a target located on the same plane as you. See Sourcebook. Enter one tree and emerge from another 500 ft. away. Use once per round. Creature entering wallicricte area take DAM. Create undead to serve you for 24 hours. See Sourcebook. Find the shortest most direct route to paleze you are familiar with. Cant teleportigate into area. A creature type you choose takes DMG in area. Max HP reduced by same amount as DAM. Target connot in below 1 HP. Ends blindness, deafness, any diseases. No effect on constructs/undead. Cure disease.poison.Immune poson.fright.HP max 2410 VMS save advantage. Ask disherworldly as sourcebook. Target creature gains truesight, sees secret doors. Etherneal Plane. Range 120 ft. Instantly teleport on sanchary you select during prep associated with your defly. Summon celestial CR << 4. Obeys commands that don't violate alignment. Targets suffer effects based on their current HP. See Sourcebook. Become ethrean! More upform at half speed. Cant see past 60 ft. Each cube must fice at least one other cube. Can choose not to affect plants. Transport to arother plane. You specify general location or leptoportion cricies.	Extra 10 HEAL. 9th level: CR <= 5	Cleric Cleric(Nature) Cleric (Cleric Cleric			
Creete Undeed Find the Path Forbiddence Harm Herel Hercel Fleat Fl	5 6 6 6 6 6 6 6 6 7 7 7 7 7 7 7 7 7 7	10 minutes 1 action 1 action 1 minute 1 minute 1 minute 1 minute 1 minute 1 action 1 action 10 minutes 1 action 10 minutes 1 action 1 minute 1 action 1 action 1 minute 1 bonus action 1 action 1 action 1 action 1 action 1 action 1 action	Self Self Self Self 90 ft. 10 ft. Self Touch 60 ft. 30 ft. 60 ft. Touch 5 ft. 90 ft. Self 150 ft. Touch Touch Touch	1 creature Sef \$\frac{1}{5}\times 20x(100 line \times 0 dia. circle \times 1. 40,000 sq. ft, 30 ft. high 1 creature 1 creature 1 creature 1 willing creature 1 vou and \$\times 5\times 1 \times 1. Any targets in range Sef \$\times 1 \times 1 \times 1. \$\times 1 \times 1. \$\times 1 \times 1 \times 1. \$\times 1 \times 1. \$\t	// S //	M Sorying focus 100 M See Sourcebook. Soil M Midnienr tools object from target 100 M holy water, incense, ruby ponder 100 M GEM-ENCRUSTED BOWL 100 M ONTMENT FOR EYES 25 M forked metal rod 25 M forked metal rod 25 M prayer wheel and holy water	00 gp Concentration	10 minutes 1 minute 10 minutes 10 minutes Instantaneous 1 day 1 day Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous I hour Instantaneous 1 hour Instantaneous Up to 8 hours Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous	DEX (Half DAM) CON (Half DAM) CHA (Fall) DEX (Half DAM)	Radiant or Necrotic	c DAM: 5d10 DAM: 14d6 HEAL: 70	273 283 218 229 240 243 249 250 265 284 289 225 234 238 242 266 271	Soy on a target located on the same plane as you. See Sourcebook. Enter one tree and emerge from another 500 ft. away. Use once per round. Creature sentering wall/circle area take DAM. Creature undead to serve you for 24 hours. See Sourcebook. Find the shortest, most direct route to a place you are familiar with. Cant teleportigate into area. A creature type you choose takes DMG in area. Max HP reduced by same amount as DAM. Target cannot fail below 1 HP. Ends blindness, deafness, any desease. No effect on constructs/undead. Cure disease.poison.Immune poison.fright HP max 2410 /WIS save advantage. Ask otherworldly entify for aid. See Sourcebook. Target creature gains truesight, sees secret doors, Ethereal Plane. Range 120 ft. Instantly leleport to sanchuary you select during perp associated with your dely. Summon celestad CR <4. Obeys commands that don't violate alignment. Targets suffer effects based on their current HP. See Sourcebook. Become effereat, New upridown at his goed. Can't see past 60 ft. Each cube must face at least one other cube. Can choose not to affect plants. Transport to another plane. You specify general cacksion or teleportation cricle. Target HEA.1 HP attant of every turn. Severed parts enture after 2 minutes.	Extra 10 HEAL. 9th level: CR <= 5	Cleric Cleric(Nature) Cleric			
Creefs Undeed Find the Path Forbiddence Harm Here Hare Here Hare Ally Trus Seeing Word of Rocall Conjun Culestel Define Word Ethereatines Fire Storm Plans Shift	5 6 6 6 6 6 6 6 6 6 7 7 7 7 7 7 7 7 7 7	10 minutes 1 action 1 action 1 minute 1 minute 10 minutes 1 action 1 minute 10 minutes 1 action 10 minutes 10 minutes 11 action 11 action 11 action 11 action 11 minutes 1 bonus action 1 minutes 1 bonus action 1 action 1 action 1 action 1 minutes 1 bonus action 1 action 1 action 1 action 1 minutes 1 bonus action 1 action 1 action 1 minutes 1 bonus action 1 minutes 1 bonus action 1 minutes 1 action 1 minutes 1 bonus action 1 minutes 1 bonus action 1 minutes 1 action 1 minutes 1 action 1 minutes 1 bonus action 1 minutes 1 action 1 minutes 1 bonus action 1 minutes 1 action 1 minutes 1 bonus action 1 minutes 1 action 1 minutes 1 bonus action 1 minutes 1 action 1 minutes 1 bonus action 1 minutes 1 action 1 minutes 1 action 1 minutes 1 action 1 action 1 action	Self Self Self 90 ft. 10 ft. Self Touch 60 ft. 30 ft. 60 ft. 30 ft. 60 ft. 30 ft. Touch 15 ft. 70 och 150 ft. 70 och 70 och 70 och 70 och 70 och 70 och	1 creature Sef Sef \$1,200x(100 line60 dia. circle)f. \$40,000 sq. ft, 30 ft. high 1 creature 1 creature 1 creature 1 streature 1 willing creature Vou and ~5 willing creatures Sef 4-t to 10 ft. cubes 1 unwilling or Sef + 8 willing 1 creature 1 to unwilling or Sef + 8 willing 1 creature 1 dead creature 1 creature 1 dead creature	// S //	M See Sourcebook. M See Sourcebook. M diviner tools, object from target 100. M holy water incense, ruby powder 100. M GEM-ENCRUSTED BOWL. M OINTMENT FOR EYES 25. M forked metal rod M prayer wheel and holy water M prayer wheel and holy water M DIAMOND 100.	00 gp Concentration	10 minutes 1 minute 1 minute 1 minute 1 minute 1 of minutes Instantaneous 1 day Instantaneous Instantaneous Instantaneous 1 hour Instantaneous 1 hour Instantaneous 1 hour Instantaneous 1 thour Instantaneous	DEX (Half DAM) CON (Half DAM) CHA (Fall) DEX (Half DAM) Melee Spell Attack + CHA (Fall)	Radiant or Necrotic Necrotic	c DAM: 5d10 DAM: 14d6 HEAL: 70 DAM: 7d10 HEAL: 4d8+15	273 283 218 229 240 243 249 250 265 284 289 225 234 238 242 266 271	Syo on a target located on the same plane as you. See Sourcebook. Enter one tree and emerge from another 500 ft. away. Use once per round. Creatures entering wallicricitie area take DAM. Creatures entering wallicricitie area take DAM. Creatures contenting wallicricitie area take DAM. Creatures contenting wallicricitie area take DAM. Creatures contenting wallicricitie area take DAM and target cannot for the form the shortest most direct or the page of the see that the properties of the properties of the page of th	Extra 10 HEAL. 9th level: CR <= 5	Cleric Cleric (Nature) Cleric			
Creefs Undeed Find the Path Forbiddance Herm Hetel Hercel Feet Harror Ally True Seeing Word of Reall Conjune Celestel Divine Word Ethereatines Fire Storm Plane Shift Regenerate Reseuraction Symbol	5 6 6 6 6 6 6 6 6 7 7 7 7 7 7 7 7 7 7	10 minutes 1 action 1 action 1 minute 1 minute 1 minute 1 minute 1 of minutes 1 action 1 action 1 action 1 action 1 action 1 minutes 1 action 1 action 1 action 1 action 1 minute 1 action 1 minute 1 bonus action 1 action 1 action 1 action 1 action 1 minute 1 action 1 minute 1 minute 1 minute 1 minute 1 minute	Self Self Self 90 ft. 10 ft. Self Touch 60 ft. 60 ft. 30 ft. 60 ft. 70uch 5 ft. 90 ft. 30 ft. 10 ft. Touch Touch Touch Touch Touch Touch	1 creature Sef \$x20x(100 line/60 da. circle)ft. \$40,000 sq. ft, 30 ft. high 1 creature 1 creature 1 creature 1 willing creature You and <= 5 willing creatures You and <= 5 willing creature 1 to ft. cubes \$x60 ft = 8 willing \$x60	// S //	M Serying focus 100 M See Sourcebook. So. M divinier tools object from target 100 M holy water incense ruby powder 100 M GEM-ENCRUSTED BOWL 100 M OINTMENT FOR EYES 25 M Forked metal rod 250 M prayer wheel and holy water 300 M DIAMOND 100 M DIAMOND 300 M P.D. MAMOND and OPAL 100	Concentration	10 minutes 1 minute 10 minutes Instantaneous 1 day 1 day 1 day 1 day 1 stantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous 1 hour Instantaneous 1 hour Instantaneous 1 hour Instantaneous Up to 8 hours Instantaneous 1 hour Instantaneous 1 hour	DEX (Half DAM) CON (Half DAM) CHA (Fall) DEX (Half DAM)	Radiant or Necrotic	c DAM: 5d10 DAM: 14d6 HEAL: 70 DAM: 7d10 HEAL: 4d8+15	273 283 218 229 240 243 249 250 265 284 289 225 234 238 242 266 272 272 280	Syor on a target located on the same plane as you. See Sourcebook. Enter one tree and emerge from another 500 ft. away. Use once per round. Creature entering wall/circle area take DAM. Creature undead to serve you for 2h hours. See Sourcebook. Find the shortest, most direct fout let o place you are familiar with. Can't teleportigate into area. A creature type you choose takes DMG in area. Max HP reduced by same amount as DAM. Target cannot fall below 1 HP. Ends blindress, deafiness, any diseases. No effect on constructs/undead. Cure disease_poison.Immune poison.fright.HP max *2d10.WIS save advantage. Ask dicherworldly entity for aid. See Sourcebook. Target creature gains truesight, sees secret doors, Ethereal Plane. Range 120 ft. Instantly teleport is sanchasy you select during pera associated with your dely. Summon celestial CR <= 4. Obeys commands that don't violate alignment. Targets suffer effects based on their current HP. See Sourcebook. Become effereal Nowe upröwn at half speed. Can't see past 60 ft. Each cube must fice at least one other cube. Can choose not to affect junts. Taraport to another plane You specify general location or teleportation cricle. Target HEAL 1 HP at start of every turn. Severed parts return after 2 minutes. Resurred tolded creature. See Sourcebook.	Extra 10 HEAL. 9th level: CR <= 5	Cleric Cleric(Nature) Cleric (Cleric Cleric			
Create Undead Find the Path Forbiddence Harm Head Harceaf Feast Planna Aly Trus Seeing Word of Recall Define Word Ethereatinese Fire Storm Plans Shift Regenerate Researce(on Symbol Antimagio Field	5 6 6 6 6 6 6 6 6 6 7 7 7 7 7 7 7 7 7 7	10 minutes 1 action 1 action 1 action 1 minute 1 minute 1 minute 1 minute 1 action 1 action 1 action 1 action 1 action 1 minutes 10 minutes 10 minutes 10 minutes 1 action 1 minute 1 minute 1 minute 1 minute 1 action	Self Self Self Self Self Self Self Self	1 creature Self Self \$1,200x(100 line/80 dia. circle)ft. \$1,200x(100 line/80 dia. circle)ft. \$1,40,000 sq. ft, 30 ft. high 1 creature 1 creature 1 creature 1 villing creature 1 villing creature Any tangets in range Self 4 creature 1 unwilling or Self + 8 willing 1 urwilling or Self + 8 willing 1 dead creature 1 dead creature 1 surface or object Self 1 surface or object Self	// S //	M See Sourcebook. M See Sourcebook. M diviner tools, object from target 100. M holy water incense, ruby powder 100. M GEM-ENCRUSTED BOWL. M OINTMENT FOR EYES 25. M forked metal rod 250. M prayer wheel and holy water M DIAMONO 300. M Hg. P. DIAMONOD and OPAL. 100. M Hg. P. DIAMONOD and OPAL. 100. M powdered from or filings	00 gp	10 minutes 10 minutes 10 minutes 10 minutes Instantaneous 1 day 1 day 1 day 1 day 1 thour Instantaneous Instantaneous 1 hour Instantaneous 1 hour Instantaneous 1 hour Instantaneous Ins	DEX (Half DAM) CON (Half DAM) CHA (Fall) DEX (Half DAM) Melee Spell Attack + CHA (Fall)	Radiant or Necrotic Necrotic	c DAM: 5d10 DAM: 14d6 HEAL: 70 DAM: 7d10 HEAL: 4d8+15	273 283 218 229 240 243 249 250 265 284 289 225 234 238 242 266 271 272 4 280 213	Spy on a target located on the same plane as you. See Sourcebook. Enter one tree and entering from another 500 £ away. Use once per round. Create undead to serve you for 24 hours. See Sourcebook. Find the shortest, most direct orde to a place you are familiar with. Can't teleportigate into area. A creature type you choose takes DMG in area. Max H7 Preduced by same amount as DAM. Target cannot below 1 HP. Ends blindness, deafness, any diseases. No effect on construction/dead. Cure diseases points immune posion first H7 max 4210.W/IS save advantage. Ask otherworldly entity for aid. See Sourcebook. Entereal Plane. Range 120 ft. Instantly leleport to sanchary you select during prep associated with your deby. Summon celestial CR <= 4. Debys commands that don't violate alignment. Targets cuffer effect based on their current HP. See Sourcebook. Become ethereal. More upridown at half speed. Can't see past 60 ft. Each cube must face at least one other cube. Can choose not to affect plants. Transport to another plane You specify general location or teleportation circle. Target HEA. I HP at start of every turn. Severed parts return after 2 minutes. Resumed tead or results you no surface. See Sourcebook.	Extra 10 HEAL. 9th level: CR <= 5	Cleric Cleric (Cleric) Cleric			
Creefs Undeed Find the Path Forbiddence Harm Head Harces' Feast Harar Ally Trus Sealing Word of Reall Conjere Celebrid Divins Word Ethewathese Fire Storm Pilans Shift Regeneratio Symbol Anthrough Field Control Weather	5 6 6 6 6 6 6 6 6 6 7 7 7 7 7 7 7 7 7 7	10 minutes 1 action 1 action 1 minute 1 minute 1 minute 1 minute 1 minute 1 action 1 action 1 action 1 action 1 action 1 minutes 1 action 1 action 1 action 1 action 1 action 1 minute 1 minute 1 minute 1 action 1 minute 1 action 1 minute 1 action 1 minute 1 action 1 minute 1 minute 1 action 1 minute 1 action	Self Self Self Self Self Self Self Self	1 creature Sef Sef 40.000 sq. ft, 30 ft. high 1 creature 1 creature 1 creature 1 creature 1 creature 1 willing creature You and <= 5 willing creatures Any targets in range Late to 10 ft. cubes Late to 10 ft.	// S //	M sersying focus 100 M See Sourcebook. So, M diviner tools object from target 100 M holy water,incense,ruby powder 100 M GEM-ENCRUSTED BOWL 100 M GINTMENT FOR EYES 25: M forked metal rod 255 M prayer wheel and holy water M powdered in on or filings 100 M powdered in on or filings 100 M powdered in or or filings 100 M powdered 1	Concentration	10 minutes 11 minute 11 minute 11 minute 11 minute Instantaneous 1 hour Instantaneous 1 hour Instantaneous Instant	DEX (Half DAM) CON (Half DAM) CHA (Fall) DEX (Half DAM) Melee Spell Attack + CHA (Fall) J See Sourcebook.	Radiant or Necrotic Necrotic	c DAM: 5d10 DAM: 14d6 HEAL: 70 DAM: 7d10 HEAL: 4d8+15	273 283 218 229 240 243 249 250 265 284 289 225 234 238 242 266 271 272 280 213 228	Syor on a target located on the same plane as you. See Sourcebook. Enter one tree and emerge from another 500 ft. away. Use once per round. Creature entering wall/circle area take DAM. Creature indexing wall created the same place you are familiar with. Cant teleportigate into area. A creature type you choose takes DMG in area. Max HP reduced by same amount as DAM. Target cannot in below 1 HP. Ends blindness, deafness, any diseases. No effect on constructs/undead. Cure disease.poison.Immune poison.fright HP max 2610 (WIS save advantage. Ask chrewordly surfame poison. Sourcebook. Target creature gains truesight, sees secret doors. Ethereal Plane. Range 120 ft. Instantly teleport is sanchary you select during prep associated with your delty. Summon celestial CR << 4. Deeps commands that con't violate alignment. Targets suffer effects based on their current HP. See Sourcebook. Become ethereal. More upfown at half speed. Can't see past 60 ft. Each cube must fice at least one other cube. Can choose not to affect plants. Transport to another plane. You specify general location or lepoptation cricle. Target HEAL 1 HP at start of every turn. Severed parts return after 2 minutes. Resurrect dead creature. See Sourcebook. Inscribe harmful magical glyph on surface. See Sourcebook. Inscribe harmful magical glyph on surface. See Sourcebook.	Extra 10 HEAL. 9th level: CR <= 5	Cleric Cleric(Nature) Cleric (Cleric Cleric			
Create Undead Find the Path Fondsidence Harm Head Harcel Fleat Pleaner Ally Trus Seeleg Word of Recall Defraw Word Ethweetinee File Storm Plane State Researceion Symbol Antinegio Field Control Weather Earthquake	5 6 6 6 6 6 6 6 6 6 7 7 7 7 7 7 7 7 7 7	10 minutes 1 action 1 action 1 action 1 minute 1 minute 1 minute 1 minute 1 action 1 minutes 1 minute 1 borus action 1 minute 1 minute 1 minute 1 minute 1 minute 1 action 1 action 1 action 1 minute 1 action 1 action 1 minute 1 action 1 action 1 action 1 action 1 action 1 minute 1 action	Self Self Self Self Self Self Self Self	1 creature Self Self A2020(100 line/60 dia. circle)ft 1 value 1 creature 1 creature 1 creature 1 creature 1 valiling creature 1 villing creature 1 unwilling or Self + 8 willing 1 creature 1 dead creature	// S	M serying focus 100 M See Sourcebook. M diviner tools object from target 100 M holy water inconse, ruby powder 100 M GEM-ENCRUSTED BOWL 100 M OINTMENT FOR EYES 25 M forked metal rod 25 M prayer wheel and holy water 100 M DIAMOND 100 M prowdered from or filings 100 inconse, earth Aucool in water 100 M prowdered from or filings 100 inconse, earth Aucool in water 100 M prowdered from or filings 100 inconse, earth Aucool in water 100 M prowdered from or filings 100 inconse, earth Aucool in water 100 M piece of filt rock, and clay 100 M pi	00 gp Concentration	10 minutes 10 minutes 10 minutes 11 minute 10 minutes Instantaneous 1 day 1 da	DEX (Half DAM) CON (Half DAM) CHA (Fall) DEX (Half DAM) Melee Spell Attack + CHA (Fall)	Radiant or Necrotic Necrotic	c DAM: 5d10 DAM: 14d6 HEAL: 70 DAM: 7d10 HEAL: 4d8+15	273 283 218 229 240 243 249 250 250 265 284 289 225 234 242 266 271 272 < 280 213 228 236	Spy on a target located on the same plane as you. See Sourcebook. Enter one bre and emerge from another 500 £ away. Use once per round. Creatures entering walticircle area take DAM. Create undead to serve you for 24 hours. See Sourcebook. Find the shortest, most direct force to a place you are familiar with. Can't teleportigate into area. A creature type you choose takes DMG in area. Max H7 Preduced by same amount as DAM. Target cannot in below 1 HP. Ends blindness, deafness, any diseases. No effect on constructivundead. Curre diseases points in murner poison fright. HP max 42 dt 0.WIS save advantage. Ask otherworldly entity for aid. See Sourcebook. Target creature gains truesight, sees secret doors, Ethereal Plane. Range 120 ft. instantly teleport to sanchusry you select during prep associated with your deby. Summon celestial CR =< 4. Deeps commands that don't violate alignment. Targets suffer effects based on their current HP. See Sourcebook. Become ethereal. More uprichown at half speed. Can't see past 60 ft. Each cube must face a least on oother cube. Can choose not to affect plants. Transport to another plane. You specify general location or teleportation circle. Target HEAL 1 HP at start of every turn. Severed pats neutru nater 2 minutes. Resurrect dead creaature. See Sourcebook. Inscribe harmful magical glyph on surface. See Sourcebook. Central new telepath of the surface of the seed of the	Extra 10 HEAL. 9th level: CR <= 5	Cleric C			
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Create Undead Find the Path Fondsidence Harm Head Harcel Fleat Pleaner Ally Trus Seeleg Word of Recall Defraw Word Ethweetinee File Storm Plane State Researceion Symbol Antinegio Field Control Weather Earthquake	5 6 6 6 6 6 6 6 6 6 7 7 7 7 7 7 7 7 7 7	10 minutes 1 action 1 action 1 action 1 minute 1 minute 1 minute 1 minute 1 action 1 minutes 1 minute 1 borus action 1 minute 1 action 1 minute 1 hour 1 minute 1 action 1 action 1 action 1 action 1 minute 1 action	Self 90 ft. 90 ft. 10 f	1 creature Self Self Available 40,000 sq. ft, 30 ft. high 1 creature 2 creature 3 creature 3 creature 3 creature 4 creature 5 creature 5 creature 5 creature 5 creature 5 creature 6 creature 6 creature 7 creature 7 creature 7 creature 8 creature 8 creature 9 creat	\(\) \(\)	M serying focus 100 M See Sourcebook. Soit M diviner tools object from target 100 M holy water incense, ruby powder 100 M GEM-ENCRUSTED BOWL 100 M ONTMENT FOR EYES 25 M forted metal rod 255 M prayer wheel and holy water M DIAMOND 100 M powdered iron or filings M incense, earth-Ausood in water M pilec of dirt rock, and clay brice of the rock, and clay M reliquery containing sacred relic 100 M RUSH SEE SEE SEE SEE SEE SEE SEE SEE SEE S	00 gp Concentration	10 minutes 10 minutes 10 minutes 10 minutes Instantaneous 1 day 1	DEX (Half DAM) CON (Half DAM) CHA (Fall) DEX (Half DAM) Melee Spell Attack + CHA (Fall) J See Sourcebook.	Radiant or Necrotic Necrotic	c DAM: 5d10 DAM: 14d6 HEAL: 70 DAM: 7d10 HEAL: 4d8+15	273 288 218 229 240 243 250 250 250 284 289 225 234 238 242 266 271 272 28 236 251 215	Spy on a target located on the same plane as you. See Sourcebook. Enter one tree and energe from another 500 £ away. Use once per round. Creatures entering walticircle area take DAM. Create undead to serve you for 24 hours. See Sourcebook. Find the shortest, most direct route to pale you are familiar with. Can't teleportigate into area. A creature type you choose takes DMG in area. Max H7 Preduced by same amount as DAM. Target cannot flat below 1 HP. Ends blindness, deafness, any diseases. No effect on constructivulnead. Cure disease points instrume posion, Firitly H7 max x420 flows Same advantage. Ask otherworldly entity for aid. See Sourcebook. Farget creature gains fruselight, sees sore doors, Ethereal Plane. Range 120 finistently teleport to sanctuary you select during prep associated with your delty. Summon celestal CR ≃ 4. Deeys commands that don't violate alignment. Targets suffer effects based on their current HP. See Sourcebook. Become ethereal. More upridown at half speed. Can't see past 60 ft. Each cuber must face at least on other true tobe. Can choose not to affect plants. Transport to another plane. You specify general location or teleportation circle. Target H2AL 1 HP at start of every turn. Severed parts return after 2 minutes. Resurrect dead creaature. See Sourcebook. Erects a sphere around you in which all magic no longer works. Conto if the weather. See Sourcebook. Forceta a seating distributione with various effects. See Sourcebook. Aura helps allies and hurts enemies. See Sourcebook.	Extra 10 HEAL. 9th level: CR <= 5	Cleric			
Creefs Undeed Phild the Path Forbiddence Harm Herel He	5 6 6 6 6 6 6 6 6 7 7 7 7 7 7 7 7 8 8 8 8	10 minutes 1 action 1 action 1 action 1 minute 1 minute 1 of minutes 1 action	Self	1 creature Sef Sef 40,000 sq. ft, 30 ft. high 1 creature 1 creature 1 creature 1 creature 1 willing creature Any tangets in range Sef 1 unwilling or Seff + 8 willing 1 creature 1 unwilling or Seff + 8 willing 1 creature 1 unwilling or Seff + 8 willing 1 creature 1 unwilling or Seff + 8 willing 1 creature 1 unwilling or Seff + 8 willing 1 creature 1 surface or object 5 mile radius 30 ft. radius sphere Sef adus swhere Sef	\(\) \(\)	M serying focus 100 M See Sourcebook. Soit M diviner tools object from target 100 M holy water incense, ruby powder 100 M GEM-ENCRUSTED BOWL 100 M ONTMENT FOR EYES 25 M forted metal rod 255 M prayer wheel and holy water M DIAMOND 100 M powdered iron or filings M incense, earth-Ausood in water M pilec of dirt rock, and clay brice of the rock, and clay M reliquery containing sacred relic 100 M RUSH SEE SEE SEE SEE SEE SEE SEE SEE SEE S	Concentration Co	10 minutes 10 minutes 10 minutes 11 minutes 10 minutes Instantaneous 1 day 1 d	DEX (Half DAM) CON (Half DAM) CHA (Fall) DEX (Half DAM) Melee Spell Attack + CHA (Fall) J See Sourcebook.	Radiant or Necrotic Necrotic	DAM: 5d10 DAM: 1d05 DAM: 1d05 HEAL: 70 DAM: 7d10 HEAL: 4d8+15 See Sourcebook	273 283 218 229 240 243 249 250 265 284 289 225 234 238 242 266 271 272 280 213 228 236 251 244	Spy on a target located on the same plane as you. See Sourcebook. Enter one tree and emerge from another 500 ft. away. Use once per round. Create undersing wallicricide area take DAM. Create undersing wallicricide area take DAM. Create undersid to serve you for 24 hours. See Sourcebook. Find the shortest, most direct route to place you are familiar with. Can't teleportigate into area. A creature type you choose takes DMG in area. Max HP reduced by same amount as DAM. Target cannot in below 1 HP. Ends bilindness, deafness, any diseases. No effect on construction/dead. Curs diseases, poison, limmune poison, fright HP max 4210 LWIS sawe advantage. Ask otherwordidy entity for aid. See Sourcebook. Target creature gains truesight, sees secret doors. Ethereal Plane. Range 120 ft. instantly leleport on sanchary you select during prep associated with your dely. Summon celestial CR <= 4. Obeys commands that don't violate alignment. Targets suffer effects based on their current HP. See Sourcebook. Become ethereal. Move uption at his speed. Can't see past 60 ft. Each cube must face at least one other cube. Can choose not to affect plants. Target tEAL 1 HP at start of every lum. Severed pairs return after 2 minutes. Resurred dead creature. See Sourcebook. Inscribe harmful magical plyin on surface. See Sourcebook. Linscribe harmful magical plyin on surface. See Sourcebook. Control the weather. See Sourcebook. Create a sestinal obstance with various effects. See Sourcebook. Project to Astral Plane. See Sourcebook. Project to Astral Plane. See Sourcebook. Project to Astral Plane. See Sourcebook.	Extra 10 HEAL. 9th level: CR <= 5	Cleric Cleric (Nature) Cleric			
Creefs Unfeed Find the Path Forbiddence Harm Head Heroef Feest Heroef Resel Horoef Feest Floar Ally Trus Seeing Word of Recel Conjure Celestel Divins Word Ethewestnee Fire Storm Plans Shift Regenerate Researmedion Symbol Control Weather Earthquake	5 6 6 6 6 6 6 6 6 7 7 7 7 7 7 8 8 8 8 8 8	10 minutes 1 action 1 action 1 action 1 minute 1 minute 1 minute 1 minute 1 action 1 minutes 1 minute 1 borus action 1 minute 1 action 1 minute 1 hour 1 minute 1 action 1 action 1 action 1 action 1 minute 1 action	Self 90 ft. 90 ft. 10 f	1 creature Sef Sef 40,000 sq. ft, 30 ft. high 1 creature 1 creature 1 creature 1 creature 1 willing creature Any tangets in range Sef 1 unwilling or Seff + 8 willing 1 creature 1 unwilling or Seff + 8 willing 1 creature 1 unwilling or Seff + 8 willing 1 creature 1 unwilling or Seff + 8 willing 1 creature 1 unwilling or Seff + 8 willing 1 creature 1 surface or object 5 mile radius 30 ft. radius sphere Sef adus swhere Sef	\(\) \(\)	M serying focus 100 M See Sourcebook. Soo M diviner tools object from target 100 M holy water incense, ruby powder 100 M GEM-ENCRUSTED BOWL 100 M GINTMENT FOR EYES 25: M forked metal rod 255 M prayer wheel and holy water M DIAMOND 100 M Hg. P. DIAMOND and OPAL 100 M powdered iron or filings in incense, earth Xaoo din water M preliquiary tools and the preliquiary reliquiary containing sacred religion 100 M JACINTH(1k), SIL VER(100) 111 M diamond 000	00 gp Concentration	10 minutes 10 minutes 10 minutes 10 minutes Instantaneous 1 day 1	DEX (Half DAM) CON (Half DAM) CHA (Fall) DEX (Half DAM) Melee Spell Attack + CHA (Fall) J See Sourcebook.	Radiant or Necrotic Necrotic	c DAM: 5d10 DAM: 14d6 HEAL: 70 DAM: 7d10 HEAL: 4d8+15	273 283 218 229 240 243 250 250 265 284 289 225 224 2266 271 272 272 272 272 272 273 274 275 275 275 275 275 275 275 275 275 275	Spy on a target located on the same plane as you. See Sourcebook. Enter one tree and energe from another 500 £ away. Use once per round. Creatures entering walticircle area take DAM. Create undead to serve you for 24 hours. See Sourcebook. Find the shortest, most direct route to pale you are familiar with. Can't teleportigate into area. A creature type you choose takes DMG in area. Max H7 Preduced by same amount as DAM. Target cannot flat below 1 HP. Ends blindness, deafness, any diseases. No effect on constructivulnead. Cure disease points instrume posion, Firitly H7 max x420 flows Same advantage. Ask otherworldly entity for aid. See Sourcebook. Farget creature gains fruselight, sees sore doors, Ethereal Plane. Range 120 finistently teleport to sanctuary you select during prep associated with your delty. Summon celestal CR ≃ 4. Deeys commands that don't violate alignment. Targets suffer effects based on their current HP. See Sourcebook. Become ethereal. More upridown at half speed. Can't see past 60 ft. Each cuber must face at least on other true tobe. Can choose not to affect plants. Transport to another plane. You specify general location or teleportation circle. Target H2AL 1 HP at start of every turn. Severed parts return after 2 minutes. Resurrect dead creaature. See Sourcebook. Erects a sphere around you in which all magic no longer works. Conto if the weather. See Sourcebook. Forceta a seating distributione with various effects. See Sourcebook. Aura helps allies and hurts enemies. See Sourcebook.	Extra 10 HEAL. 9th level: CR <= 5	Cleric			

components listed in ALL CAPS ent Symbole: Fe = Iron, Ag = Si	8 are consumed during the of Blver, Hg = Mercury, P = Phot d Ritual Casting Time 1 action 1 action	pelicasting process. rephorous Range 30 ft.	Terget/Area See Sourcebook.	v s	removed and grammar rules butchers M Component(s)	Cost Concentration		Attack/Saving Throw (Effect)					
	Ritual Casting Time 1 action 1 action	Range 30 ft.	Target/Area See Sourcebook		M Component(s)	Cost Concentration	Duration	Attack/Rening Throw (Pffact)	Damena Tona				
Name Love mult 0 noe 0 tg 0 tg 0 tSpray 0 ts Flame 0 tinge 0 tgh 0	1 action 1 action	30 ft.	Terget/Area See Sourcebook		M Component(s)	Cost Concentration	Duration	Attack/Saving Throw (Pffact)	Demons Time				
maft 0 noe 0 19 0 18pmy 0 18pmy 0 1noe 0 1noe 0 1ph 0	1 action		See Sourcebook.								# Additional Datali	Per Higher Spell Level	Druid
no 0 ng 0 1 Spray 0 20 Flame 0 100 0 gh 0	1 action			V S			Instantaneous				6 Create minor druidic effect. See Sourcebook.		Dould
1 Spray 0 to Flame 0 ince 0 gh 0	1 minute	Touch Touch	1 willing creature 1 object	V S	M two lodestones	Concentration	1 minute Instantaneous			24	8 Once, add 1d4 to an ability check. 9 Mends one break or tear no larger than 1ft. in a mundane object.		Double Driving
os Flame 0 anos 0 gh 0	1 action	10 ft.		V S			Instantaneous			DAM: 1d12 26	B DAM increase. 5th level: 2d12, 11th level: 3d12, 17th level: 4d12.		Doubl
gh 0	1 action	Self		V S				Ranged Spell Attack	Fire		9 Create flame. DAM increase. 5th level: 2d8, 11th level: 3d8, 17th level: 4d8.		Draid Draid
	1 action 1 bonus action	Touch Touch	1 willing creature 1 club or quarterstaff	V S	M miniature cloak M mistletoe, shamrock, weapon	Concentration	1 minute 1 minute			27	 Once before spell ends, add 1d4 to a saving throw. Roll before or after save. Use casting ability instead of STR for attack,damage. Weapon does 1d8 DMG. 		Doubl
White 0	1 action	30 ft.			M stem of thorny plant			Melee Spell Attack	Piercing		Pulled 10 ft to root. DAM increase. 5th level: 2d6, 11th level: 3d6, 17th level: 4d6		Order School Sch
J Friendship 1	1 action	30 ft.			M morsel of food		24 hours	WIS (Fail)		21	2 Charm beasts with INT <= 3; spell fails if you hurt beast	One more beast	Druid
Person 1 or Destroy Water 1	1 action	30 ft.	1 humanoid 10 gal. water/30 ft. cube of fog	V S			1 hour Instantaneous	Wisdom (Fail)			1 Charm target so it treats you as friendly. Gets advantage to save if fighting you.	One more target <= 30ft.	Druid
Mounds 1	1 action	30 ft. Touch		V S	M Grop of Water/sallo		Instantaneous			See Details 23	9 Create/destroy 10 gal. of water or 30 ft. cube of rain/fog. 0 HEAL: 1d8 + spellcasting ability modifier. No effect on undead or constructs.	Extra 1d8 HEAL.	United Obstacle Obsta
t Magic 1	Ritual 1 action		30 ft. radius	v s		Concentration	10 minutes			2	1 Sense presence of magic. Use action to see auras around creatures/objects.		Druid Druid
Polson and Disease 1	Ritual 1 action 1 action	Self 90 ft.	30 ft. radius 20 ft. square	V S	M yew leaf	Concentration Concentration	10 minutes	STR (Fail)			 Sense location and type of disease, poison, or poisonous creature. Creatures become restrained. Use action to use STR against spell DC to escape. 		Doud
glo 1 Piro 1	1 action	60 ft.	20 ft. cube	v		Concentration		DEX (No Light)			Objects/creatures in cube are outlined in light and are attacked with advantage.		United Dated Science S
foud 1	1 action	120 ft.	20 ft. radius sphere	V S		Concentration	1 hour			24	3 Creates a foggy sphere. Can be banished by moderate wind.	Increase radius by 20 ft.	Draid Draid
berry 1 ig Word 1	1 action 1 bonus action	Touch 60 ft.	1 creature	V S	M sprig of mistletoe		Instantaneous				6 Create <= 10 berries that HEAL 1 HP each. Expire after 24 hours. 0 Target HEAL 1d4 + spelicasting ability. No effect on constructs/undead.		Doubl
1	1 action	Touch		V S	M grasshopper's hind leg		1 minute				4 Target's jump distance tripled until spell ends.		United Chief
trider 1	1 action	Touch			M pinch of dirt		1 hour						Draid
Food and Drink 1	Ritual 1 action	10 ft.	5 ft. radius Self	V S			Instantaneous 10 minutes				O All nonmagical food and drink in range is rendered free of poison and disease. Understand and speak to beasts. Get info about nearby locations and monsters.		Doubl
cwith Animals 1 Israeus 1	Ritual 1 action 1 action	Self	15 ft. cube	V S				CON (Half DAM, no push)	Thunder	DAM: 2d8 21			Druid Druid
Messenger 2	Ritual 1 action	30 ft.	1 Tiny beast	V S	M morsel of food		24 hours			2	2 Beast will relay 25 word message to a target you describe	48 hours longer	Druld Druld
kin 2 Sense 2	1 action	Touch Touch	1 willing creature		M oak bark	Concentration					7 Target AC is never less than 16 during spell. 7 Use action to see/hear whatever beast does. Use action to return.		Dould Control
2	Ritual 1 action 1 action	Touch Self	1 willing beast Self	V S		Concentration Concentration	1 minute				Use action to see/hear whatever beast does. Use action to return. Greatures relying on sight have disadvantage to attack.		Drust
	1 action	60 ft.	15 ft. radius sphere		M bat fur and pitch or coal	Concentration	10 minutes			2	O Creates darkness normal light can't dispel. Dispels light spells <= 2nd level.		Druid(Swamp)
alon 2	1 action 1 action	Touch Touch	1 willing creature 1 creature		M dried carrot or agate M fur or feather from a beast	Concentration	8 hours				0 Grants creature darkvision (60 ft.) but can't see in Darkness aura. 7 Target creature gains a beneficial effect. See Sourcebook.		Doud Doug
reps 2	1 action	Touch 120 ft.		V S			1 hour Instantaneous				7 Target creature gains a beneficial effect. See Sourcebook. 1 Sense the presence (not location) of any magical or mundane trap nearby.		Doud
Blade 2	1 bonus action	Self		v s	M sumac leaf	Concentration	10 minutes			DAM: 3d6 24	2 Create fiery scimitar that sheds bright light 10ft, and dim light for another 10ft.	Extra 1d6 DAM per 2 levels.	Ondd Ond
g Sphere 2	1 action		5 ft. diameter sphere 60 ft. line 10 ft. wide		M tallow,brimstone,iron powder	Concentration			Fire			Extra 1d6 DAM.	Drud
Astal 2	1 action 1 action	Self 60 ft.	60 ft. line 10 ft. wide 1 metal object		M a legume seed M piece of iron and a flame	Concentration Concentration	1 minute	STR (Fail) See Sourcebook.	Fire		B Push targets 15 ft. in direction of wind. Creatures move half speed against wind. Heat metallic objects including weapons and armor. See Sourcebook.	Extra 1d8 DAM.	Drud
2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	1 action	60 ft.	1 humanoid	V S	M small straight piece of iron	Concentration	1 minute	WIS (Fail)		21	1 Target is paralyzed. New saving throw at end of turn.	1 additional creature.	Druid
r Restoration 2	1 action 1 action	Touch Touch	1 creature 1 creature	V S	M eyelash in gum arabic	Concentration	1 hour Instantaneous				4 Target becomes invisible. Ends if target attacks or casts a spell. 5 End one disease or condition (blind, deaf, paralyzed, poisoned) on target.	One additional creature.	Date(Constand) Date Out
Animals or Plants 2	Ritual 1 action	Self		V S	M bloodhound fur		Instantaneous				6 Name a kind of beast or plant and find the nearest one within 5 miles.		unio
a Animala or Planta 2 a Object 2 Acid Arrow 2	1 action	Self	1 object familiar to you	V S	M forked twig	Concentration	10 minutes			21	6 Sense object direction within 1000 ft. or locate it within 30 ft.		Druid Druid
Acid Arrow 2	1 action	90 ft. Self	1 target Self	V S V S	M rhubarb leaf, adder's stomach		Instantaneous 1 minute	Ranged Spell Attack	Acid		Half DAM on miss. On hit, target also takes 2d4 acid DAM at end of next turn. Create duplicates that make you harder to hit. See Sourcebook.		Draid(Swarp) Draid(Swarp)
Image 2 Step 2 Seam 2 without Trace 2	1 action 1 bonus action	Self	Self	V			Instantaneous			21	0 Teleport <= 30 ft. away to unoccupied location.		unacionasis
sem 2	1 action				M moonseed seeds, feldspar			CON (Half DAM)	Radiant		DAM taken entering/start turn in beam. Shapechanges disadvantage to save.		Draid Draid
iffhout Trace 2 Son from Poison 2	1 action 1 action	Self Touch		V S V S	M mistletoe or spruce ash	Concentration	1 hour 1 hour				Targets get +10 to Stealth checks and can only be tracked by magic. Target has 1 poison neutralized, advantage on poison save, resists poison DAM.		Draid
2	Ritual 1 action			v s		Concentration				21	5 Creatures in area are deafened, immune to thunder DMG, can't cast verbally.		Double Control Dubble
2 Climb 2 Growth 2 2	1 action	Touch			M spider and drop of bitumen	Concentration	1 hour			2	7 Target can walk on walls or ceiling. Climbing speed becomes walking speed.		Druid/Forest Mountain, Underdark)
Srowth 2	1 action 1 action	150 ft. 60 ft.	20 ft. radius 20 ft. cube		M 7 sharp thorns or twigs M bit of spiderweb	Concentration	10 minutes 1 hour	DEV (E-in			7 Difficult terrain. Moving into or within area takes 2d4 piercing DAM per 5 ft. Fivery turn:DEX save or restrain;STR save to escape.Burning webs:2d4 fire DAM		Draid Draid Draid Draid(Deletelank)
ghtning 3	1 action			v s	m bit of aproblemed	Concentration			Lightning	DAM: 3d10 2:	Targets take DAM each round. Can change targets each round.		Ond
o Animaio 3	1 action	60 ft.		V S		Concentration					Summon fey spirits as creatures (total CR <= 2) that act as a group.		Draid Draid
Food and Water 3	1 action	30 ft. 60 ft.		V S V S			Instantaneous 1 hour				9 Create 45 lbs. of bland, nourishing food for 24 hours and 30 gallons of water. 0 Creates bright light. Dispels darkness spells <= 3rd level it overlaps with.		David Desert)
ht 3 Magic 3	1 action	120 ft.	1 creature/object/magical effect	V S			Instantaneous				Creates bright light. Dispess darkness spells <= 3rd level it overlaps with. End spell <= 3rd level. For >= 4th level, casting ability check DC=10+spell level.		Union Chief
Death 3	Ritual 1 action	Touch			M pinch of graveyard dirt		1 hour			24	O Creature appears dead. Resists all non-psychic DMG. Disease/poison delayed.		Draid
oue Form 3	1 action	Touch 30 ft.	1 willing creature 1 willing creature		M bit of gauze and wisp of smoke M shaving of licorice root	Concentration Concentration					4 Cloud form. Fly(10ft.). Resist nonmagical DMG. STR/DEX/CON save advantage. 0 Doubles speed. +2 AC. Advantage on DEX saves. Additional action to Dash.		Disald (Inderdenk)
ing Bolt 3	1 action	Self	100 ft. line		M bit of fur and glass rod			DEX (Half DAM)	Lightning	DAM: 8d6 25	5 Lightning ignites flammable objects.		Dough(Mountain)
into Stone 3	Ritual 1 action	Touch		V S			8 hours			2!	9 Meld into stone walls or large stone objects. See Sourcebook.		Draid Draid
Growth 3 often from Energy 3	1 action or 8 hou 1 action	rs 150 ft. Touch		V S		Concentration	Instantaneous 1 hour				6 Cast short term (creatures move 1/4 speed) or long term (double food yield). 0 Creature gains resistance to one of: acid, cold, fire, lightning, or thunder.		Doubl
Storm 3	1 action	150 ft.	40 ft. rad. 20 ft. tall cylinder	V S	M pinch of dust, drops of water	Concentration	1 minute	DEX (Fail)		27	B Difficult terrain.Each turn,DEX save or fall prone,CON save or lose concentration		Druid
3	1 action	120 ft.	<= 6 creatures in 40 ft. cube		M drop of molasses	Concentration		WIS (Fail)			7 Affected creatures become slowed. See Sourcebook.		David/Arctic)
cwith Plants 3 ng Cloud 3	1 action	Self 90 ft.		V S	M rotten egg or skunk cabbage	Concentration	10 minutes 1 minute	CON (Fail)			7 Animate plants to communicate with and perform tasks. See Sourcebook. 8 Creatures that need to breathe spend turn retching. Wind disperses cloud.		Doub
Breaking 3	Ritual 1 action	30 ft.	<= 10 willing creatures	V S	M short reed or piece of straw		24 hours			21	7 Creatures gain ability to breathe underwater using normal respiration.		Druid Druid
Walk 3	Ritual 1 action	30 ft. 120 ft.	<= 10 willing creatures	V S	M piece of cork		1 hour	STR (Half DAM)	Disabasas'		7 Creaturess walk on liquid, rise 60 ft. per round if under. Still take other damage.		Drud S S S S S S S S S S S S S S S S S S S
Well 3	1 action	120 ft. 30 ft.	See Sourcebook. 1 creature	v S	M tiny fan and exotic feather	Concentration	Instantaneous	STR (Half DAM) CON (Half DAM)	Bludgeoning Necrotic	DAM: 3d8 2: DAM: 8d8 2:	Strong wind keeps gases, flying creatures, projectiles, gaseous creatures away. Plants have disadvantage on save and take max DAM.	Extra 1d8 DAM.	Drud
Aon 4	1 action	90 ft.	10 ft. radius sphere		M 3 nut shells	Concentration	1 minute	WIS (Fail)		22	Targets can't take reactions and do random actions. See Sourcebook.	Increase radius by 5ft.	Druid Druid
e Minor Elementate 4	1 minute 1 action	90 ft. 60 ft.		V S	M 1 holly berry per creature	Concentration Concentration						6th: CR <= 4; 8th: CR <= 6 6th: CR <= 4; 8th: CR <= 6	
torn la	1 action	60 ft. 300 ft.	100 ft. cube		M 1 holly berry per creature M water drop, pinch of dust	Concentration					 Summon fey creatures (CR <= 2) that obey commands. Control water. See Sourcebook. 		Doub
ion 4	Ritual 1 action	Self			M INCENSE, SAC. OFFERING		Instantaneous				Question about one event in next 7 days answered by phrase or omen.		Draid/Forest (Grassland)
no Beast 4	1 action 1 action		1 beast 1 willing creature	V S V S	M leather strap around arm		1 minute 1 hour	WIS (Fail)			4 Charm beast to give it commands. Has advantage to save if attacking it. 4 Immune to difficult terrain,slow,paralyze,restrain. Spend 5ft to escape restrain.		Doud
sect 4	1 action	30 ft.	See Sourcebook.	v s		Concentration	10 minutes			24	5 Turn insects into giant insects that obey your commands.		Orude Oruge
g Vine 4	1 bonus action	30 ft.		V S		Concentration	1 minute	DEX (Fail)		24	6 Create vine that lashes out 30 ft. away. Targets failing save pulled 20 ft. to vine.		Draid Draid
nvisibility 4	1 action 10 minutes	Touch 300 ft.	Self or willing creature 150 ft. cube	V S V S	M stone, twig, bit of green plant	Concentration	1 minute 24 hours			24	Become invisible until spell ends. Make natural terrain seem like other terrain. Investigation check to disbelieve.		Disald Underdensky
n 4	1 action	300 ft.	20 ft. rad, 40ft. high cylinder	V S	M pinch of dust, drop of water		Instantaneous	DEX (Half DAM)	Bludgeoning+Cold		2 Storm's area of effect becomes difficult terrain until end of next turn.	Extra 1d8 bludgeoning DAM.	
realure 4	1 action	Self			M bloodhound fur		Instantaneous				Sense creature direction within 1000 ft. or locate it within 30 ft.		Druid Druid
pri 4 hape 4	1 action 1 action	60 ft. Touch	1 creature 5 ft. cube		M caterpillar cocoon M soft clay in desired shape		1 hour Instantaneous				6 Transform creature's form. All stats change. Limited to actions of new form. 8 Reshape stone into any rough shape you wish.		Draid Draid
In 4	1 action	Touch	1 willing creature	v s	M DIAMOND DUST	100 gp Concentration	1 hour			21	B Target gains resistance to nonmagical bludgeoning, piercing, and slashing DMG.		Ondd Ond
Pire 4	1 action		See Sourcebook.		M small piece of phosphorous	Concentration	1 minute	DEX (Half DAM)	Fire	DAM: 5d8 28	5 Those entering or ending turn on one side of the wall take 5d8 fire DAM.	Extra 1d8 DAM.	Draid
hell 5	1 action 8 hours	10 ft. radius Touch	Self 1 beast/plant <= Huge	V S	M AGATE	Concentration 1000 gp	1 hour Instantaneous				3 Erects barrier around you that moves with you. Living creatures cannot enter. 6 Target with INT <= 3 gaints INT 10 and can speak. Charmed for 30 days.		Doubl
5	1 action	120 ft.	20 ft. radius sphere	V S	January	Concentration	10 minutes	CON (Half DAM)	Poison	DAM: 5d8 2	2 DAM taken on entering or starting turn in area. Fog moves away 10 ft. per turn.	Extra 1d8 DAM.	Union
with Nature 5	Ritual 1 minute	Self		V S			Instantaneous			2	4 Gain knowledge of the land around you. See Sourcebook.		Draid Draid
citd 5 Jemental 5	1 action 1 minute	Self 90 ft.	60 ft. cone		M crystal or glass cone M See Sourcebook	Concentration		CON (Half DAM)	Cold	DAM: 8d8 2:	4 Creatures killed become frozen statues. 5 Summon elemental CR <= 5. Obeys commands. Hostile if control is lost.		Date(putch) Date(putch)
5	1 action			V S			7 days	CON (See Sourcebook)			Give creature a disease. See Sourcebook.		Undu Code Code Code Code Code Code Code Code
5	1 minute	See Sourcebook.	1 creature		M sand,ink,quill from asleep bird		8 hours	See Sourcebook.	See Sourcebook.	See Sourcebook 23	6 Shape creature's dreams. See Sourcebook.		Drud(Grassland)
5 Sestoration 5	1 minute 1 action	60 ft. Touch	1 creature	V e	M DIAMOND DUST		30 days Instantaneous	WIS (Fail)	See Details.		4 Target must perform task you set. 5d10 psychic DAM whenever it disobeys. 6 End a debilitation effect on target. See Sourcebook		Drust
legue 5	1 action					100 gp Concentration	10 minutes	CON (Half DAM)		DAM: 4d10 2!		Extra 1d10 DAM.	unia
re Wounds 5	1 action	60 ft.	<= 6 creatures	VS			Instantaneous			See Details. 25	B Creatures HEAL 3d8 + casting ability modifier. No effect on undead/constructs.		Draid Draid
5 Station 5	1 action	30 ft. 60 ft.	1 avtraplanar cross-tree	V S	M pinch of sesame seeds M JEWEL	1000 ap	1 hour	CHA (Fail)			4 Create 5ft wide, 8ft tall, 20ft deep opening in wall, ceiling, or floor. 5 Bind celestial, elemental, fey, or fiend to serve you for spell duration.		Doub(Moutatia) Doub(Moutatia)
Minding 5	1 hour	60 ft. Touch	1 extraplanar creature 1 dead humanoid		M RARE OILS AND UNGUENTS	1000 gp	24 hours Instantaneous	Unit (Fill)			5 Bind celestial, elemental, tey, or fiend to serve you for spell duration. 1 Resurrect dead humanoid into a random humanoid body. See Sourcebook.		Drud
5	10 minutes	Self	1 creature	V S	M scrying focus	1000 gp Concentration	10 minutes	WIS (Fail)		2	3 Spy on a target located on the same plane as you. See Sourcebook.		Druid Druid
ide 5	1 action	Self	Self	V S		Concentration	1 minute			21	Enter one tree and emerge from another 500 ft. away. Use once per round.		Dad Carlo
	1 action 1 minute	120 ft. 90 ft.	See Sourcebook.	V S	M small block of granite	Concentration Concentration		DEX (Move away, not trapped)			7 Create wall of stone or other stone structure. See Sourcebook. 6 Summon fey CR <= 6. Obeys commands. Hostile if control is lost.		Drud
Stone 5													
Stone 5	1 minute	Self			M diviner tools,object from target					24	Find the shortest, most direct route to a place you are familiar with.		Druid Druid
7 Stone 5 re Fey 6 re Path 6 re Feest 6		Self 60 ft.	1 creature	V S V S		100 gp Concentration				24 HEAL: 70 25		Extra 10 HEAL.	Druid

Sunbeam	6	1 action	Self	60 ft. line	V S	M magnifying glass	Concentrati	tion 1 minute	CON (Half DAM, no blindness)	Radiant	DAM: 6d8	279 Creatures are blinded until your next turn. Use your action to make a new line.	Druid					
Transport via Plants	6	1 action	10 ft.	2 >= Large plants, 1 in range	V S			1 round				283 Enter one plant and emerge from another on same plane you've encountered.	Druid					
Well of Thoms	6	1 action	120 ft.	See Sourcebook.	V S	M handful of thoms	Concentrati	tion 10 minutes	DEX (Half DAM)	Piercing	DAM: 7d8	287 Move through wall at 1/4 speed and take 7d8 slashing DAM (DEX save for half). Extra 1d8 DAM (both types).	Druid					
Wind Walk	6	1 minute	30 ft.	You and <= 10 willing creatures	V S	M fire and holy water		8 hours				288 Fly speed: 300 ft. Resist weapons. Only Dash in cloud form. Can revert to normal.	Druid					
Fire Storm	7	1 action	150 ft.	<= ten 10 ft. cubes	V S			Instantaneous	DEX (Half DAM)	Fire	DAM: 7d10	242 Each cube must face at least one other cube. Can choose not to affect plants.	Druid					
Mirego Arceno	7	10 minutes	Sight	1 square mile	V S			10 days				260 Create audo,visual,tactile, and olfactory illusion. Only Truesight can detect.	Druid					
Plane Shift	7	1 action	Touch	1 unwilling or Self + 8 willing	V S	M forked metal rod 250 g	IP.	Instantaneous	Melee Spell Attack + CHA (Fail)			266 Transport to another plane. You specify general location or teleportation circle.	Druid					
Regenerate	7	1 minute	Touch	1 creature	V S	M prayer wheel and holy water		1 hour			HEAL: 4d8+15	271 Target HEAL 1 HP at start of every turn. Severed parts return after 2 minutes.	Druid					
Reverse Gravity	7	1 action	100 ft.	50 ft. radius	V S	M lodestone and iron filings	Concentrat	tion 1 minute	DEX (grab fixed object)			272 Creatures fall upwards, taking falling damage. Fall again once spell ends.	Druid					
Animal Shapes	8	1 action	30 ft.	Any willing targets	V S		Concentrati	tion 24 hours				212 Transform targets into Large or smaller beasts with CR <= 4	Druid					
Antipathy/Sympathy	8	1 hour	60 ft.	1 Huge or smaller target	V S	M lump of alum or honey		10 days	WIS (Fail)			214 Target object/creature attracts or repels specific creature types.	Druid					
Control Weather	8	10 minutes	Self	5 mile radius	V S	M incense, earth&wood in water	Concentrat	tion 8 hours				228 Control the weather. See Sourcebook.	Druid					
Earthquake	8	1 action	500 ft.	100 ft. radius	v s	M piece of dirt, rock, and clay	Concentrati	tion 1 minute	See Sourcebook.			236 Create a seismic disturbance with various effects. See Sourcebook.	Druid					
Feeblemind	8	1 action	150 ft.	1 creature	V S	M clay,crystal,or mineral spheres		Instantaneous	INT (DMG, but no INT effect)	Psychic	DAM: 4d6	239 Creature INT and CHA scores become 1. See Sourcebook.	Druid					
Sunburst	8	1 action	150 ft.	60 ft. radius sphere	V S	M fire and piece of sunstone		Instantaneous	CON (Half DAM, no blindness)	Radiant	DAM: 12d6	279 Creatures are blinded for 1 minute (CON save at end of turn to end).	Druid					
Teunemi	8	1 minute	Sight	300 ft x 300 ft x 50 ft water	v s		Concentrati	tion 6 rounds	STR (Half DAM)	Bludgeoning	DAM: 6d10	284 Creatures make STR save to avoid more damage (1d10 less DMG each round).	Druid					
Foresight	9	1 minute	Touch	1 willing creature	V S	M hummingbird feather		8 hours				244 Not surprised. Advantage:attacks,checks,saves. Disadvantage getting attacked.	Druid					
Shapechange	9	1 action	Self	Self	V S	M jade circlet 1500	gp Concentrati	tion 1 hour				274 Assume the form of a different creature. See Sourcebook.	Druid					
Storm of Vengeence	9	1 action	Sight	360 ft. radius	V S		Concentrati	tion 1 minute	See Sourcebook.	See Sourcebook.	See Sourcebook	279 Magical storm attacks targets in range. See Sourcebook.	Druid					
True Resurrection	9	1 hour	Touch	1 creature dead <= 200 years	V S	M holy water, DIAMONDS 25000	0 gp	Instantaneous				284 Resurrect creature that didn't die of old age. Heals all wounds, effects, etc.	Druid					

This reference sheet is intended	i to be use	d in addition to the sourc	books. They are NOT	a replacement. Some spell details v	vere remo	oved and grammar rules butchered for	the eake of I	f brevity. Some	apelle are too co	molicated to be reliabliv described	here.								
Spell components listed in ALL	CAPS are	consumed during the spo																	
Element Symbols: Fe = Iron, A	g = Silver,	Hg = Mercury, P = Phosp	horou																
Onell Mame	lami I	Ritual Casting Time	Renge	Terpet/Area	v •	M Component(e)	Cost	Concentration	Durellon	Attack/Saving Throw (Effect)	Demons Tons	Damage/Heal Pr	ge # Additional Datali	Per Higher Spell Level	Paladin				
open rume Bana	1	1 action	30 ft.	<= 3 creatures		M drop of blood		Concentration		CHA (Fail)	Demage Type		16 Targets' attack rolls and saving throws are deducted 1d4.	One more creature	Paladin(Vengeance)				
Blees	1	1 action	30 ft.	<= 3 creatures	V S	M sprinkling of holy water		Concentration	1 minute				19 Targets add 1d4 to attack rolls and saving throws.	One more creature.	Paladin				
Command	1	1 action	60 ft.	1 creature	V				1 round	WIS (Fail)			23 Speak 1 word command to target. Can't cause harm. Doesn't affect undead.	One more creature.	Paladin				
Compelled Duel Cure Wounds	1	1 bonus action 1 action	30 ft.	1 creature	V S			Concentration	1 minute Instantaneous	WIS (Fail)			24 Compel target to attack you one-on-one. See Sourcebook. 30 HEAL: 1d8 + spellcasting ability modifier. No effect on undead or constructs.	Euton 149 MEAL	Paladin Paladin				
Datect Evil and Good	1	1 action	Self	30 ft. radius	V S			Concentration	10 minutes				31 Know location of aberration celestial elemental fey, fiend, undead, (un)holy grounded.		Paladin				
Detect Magle		Ritual 1 action	Self	30 ft. radius	V S			Concentration					31 Sense presence of magic. Use action to see auras around creatures/objects.		Paladin				
Detect Poison and Disease	1 1	Ritual 1 action	Self			M yew leaf		Concentration					Sense location and type of disease, poison, or poisonous creature.		Paladin				
Divine Fevor Enemaring Strike	1	1 bonus action 1 bonus action	Self Self	Self Attack target	V S			Concentration	1 minute	PTD (Eail)	Piercing		34 Your weapon attacks deal extra 1d4 radiant DAM on a hit. 37 Restrain target. Large and bigger creatures have advantage to save.	Extra 1d6 DAM.	Paladin Paladin(Ancients)				
Heilish Rebuke	1	1 reaction (take		1 creature that damaged you	v s			Concentration		DEX (Half DAM)	Fire		50 Magical counterattack to taking damage.	Extra 1d10 DAM.	Paladin(Oathbreaker)				
Herolem	1	1 action	Touch	1 willing creature	V S			Concentration					50 Immune to being frightened. Temp HP equal to casting ability modifier each tur		Paladin				
Hunter's Mark Inflict Wounds	1	1 bonus action 1 action	90 ft.	1 creature	V S			Concentration		Melee Spell Attack	Necrotic	DAM: 3d10	Mark quarry. Extra 1d6 DAM on weapon hit. Advantage on rolls to find it.	3rd: duration 8hrs;5th: 24h Extra 1d10 DAM.	s Paladin(Vengeance)				
Protection from Evil and Good	1	1 action	Touch	1 creature 1 willing creature		M holy water or powdered silver		Concentration	10 minutes	Melee Spell Attack	Necrosc		Inflict necrotic damage on target. Protect against certain types of creatures. See Sourcebook.	EXTRA 1010 DAM.	Paladin (Cambreaker)				
Purity Food and Drink	1	Ritual 1 action	10 ft.	5 ft. radius	V S			-	Instantaneous				70 All nonmagical food and drink in range is rendered free of poison and disease.		Paladin				
Senotuery	1	1 bonus action	30 ft.	1 creature	V S	M small silver mirror			1 minute				72 Those choosing to attack target must make WIS save or choose new target.		Paladin(Devotion)				
Searing Smite Shield of Faith	1	1 bonus action	Self 60 ft	1 creature	V			Concentration		Melee Weapon Attack	Fire		74 Target takes initial DAM and CON save at start of each turn or take 1d6 fire.	Extra 1d6 initial DAM.	Paladin Paladin				
Shield of Feith Speak with Animale	1	1 bonus action Ritual 1 action	ou it.	1 creature Self	V S	M small parchment with holy text		Concentration	10 minutes				175 Target gains +2 bonus to AC. 177 Understand and speak to beasts. Get info about nearby locations and monsten	5.	Paladin Paladin(Ancients)				
Thunderous Smile	1	1 bonus action	Self	1 creature	V			Concentration		Melee Weapon Attack	Thunder	DAM: 2d6	82 Attack target takes extra thunder DAM and STR save or pushed 10 ft. and pror		Paladin				
Wrathful Smite	1	1 bonus action	Self	1 creature	V			Concentration	1 minute	Melee Weapon Attack	Psychic	DAM: 1d6	89 Target hit also makes WIS save or is frightened. WIS save to end effect.		Paladin				
Ald Branding Smile	2	1 action 1 bonus action	30 ft. Self	3 alies		M white cloth strip	-	Concentration	8 hours	Weapon Attack	Destinat		11 Each target also increases maximum HP by 5.	HEAL extra 5 HP Extra 1d6 DAM.	Paladin Paladin				
Branding Smite Crown of Madness	2	1 bonus action 1 action	Self 120 ft.	Self 1 humanoid	V S			Concentration		Weapon Attack WIS every turn (Fail)	Radiant		119 Target becomes visible, sheds dim light. 29 Charm humanoid to attack your target of choice. Use action to keep control.	Exita 100 DAM.	Paladin Paladin(Oathbreaker)				
Darkness	2	1 action	60 ft.	15 ft. radius sphere	V	M bat fur and pitch or coal		Concentration	10 minutes				30 Creates darkness normal light can't dispel. Dispels light spells <= 2nd level.		Paladin(Oathbreaker)				
Find Steed	2	10 minutes	30 ft.		V S				Instantaneous				40 Summons a spirit in the form of a steed. See Sourcebook.		Paladin				
Hold Person Lesser Restoration	2	1 action	60 ft.	1 humanoid 1 creature	V S	M small straight piece of iron		Concentration	1 minute Instantaneous	WIS (Fail)	+		51 Target is paralyzed. New saving throw at end of turn. 55 End one disease or condition (blind, deaf, paralyzed, poisoned) on target.	1 additional creature.	Paladin(Vengeance) Paladin				
Locate Object	2	1 action	Self			M forked twig		Concentration					56 Sense object direction within 1000 ft. or locate it within 30 ft.		Paladin				
Maglo Weapon	2	1 bonus action	Touch	1 nonmagical weapon	V S			Concentration	1 hour				57 Nonmagical weapon becomes +1.	4th: +2 weapon,6th: +3	Paladin				
Misty Step	2	1 bonus action	Self	Self	V				Instantaneous				Teleport <= 30 ft. away to unoccupied location.		Paladin(Ancients, Vengeance)				
Moonbeam Protection from Poleon	2	1 action	120 ft. Touch	5 ft. rad. 40 ft. high cylinder 1 willing creature	V S	M moonseed seeds, feldspar		Concentration	1 minute 1 hour	CON (Half DAM)	Radiant		81 DAM taken entering/start turn in beam. Shapechanges disadvantage to save. 70 Target has 1 poison neutralized, advantage on poison save, resists poison DAI		Paladin(Ancients) Paladin				
Zone of Truth	2	1 action	60 ft.	15 ft. radius sohere	V S				10 minutes	CHA (Fail)			You know which fail saves. They can't lie but know of spell and can be evasive.		Paladin				
Animate Dead	3	1 minute	10 ft.	<= Medium corpse	V S	M blood, flesh, bone			Instantaneous				12 Creates skeleton or zombie servant that accepts simple directions	Two more undead	Paladin(Oathbreaker)				
Aura of Vitality	3	1 action	Self	30 ft. radius	V			Concentration					16 Use bonus action to HEAL 1 target in aura.		Paladin				
Beacon of Hope Bealow Curse	3	1 action	30 ft.	Any targets in range	V S			Concentration		WIS (Fail)			17 Targets get advantage on WIS and death saving throws; heal spells heal max. 18 Curse target. See Sourcebook.	See Sourcebook	Paladin(Devotion) Paladin(Oathbreaker)				
Blinding Smite	3	1 bonus action	Self	Self	V			Concentration		CON per turn (Blindness ends)	Radiant		19 Next melee attack target takes DAM and is blinded until spell ends.		Paladin				
Create Food and Water	3	1 action	30 ft.		V S				Instantaneous				29 Create 45 lbs. of bland, nourishing food for 24 hours and 30 gallons of water.		Paladin				
Crusader's Mantie	3	1 action	Self 60 ft.	30 ft. radius 60 ft. radius sphere	V V S			Concentration	1 minute 1 hour				Nonhostiles in aura deal an extra 1d4 radiant DAM.		Paladin Paladin				
Daylight Dispel Magic	3	1 action	120 ft.	1 creature/object/magical effect					Instantaneous				30 Creates bright light. Dispels darkness spells <= 3rd level it overlaps with. 34 End spell <= 3rd level. For >= 4th level, casting ability check DC=10+spell leve	End spell <= new level.	Paladin				
Elemental Weapon Haste	3	1 action	Touch		V S			Concentration	1 hour				37 Weapon is +1 to hit and +1d4 acid, cold, fire, lightning, or thunder DAM.						
Hasto	3	1 action	30 ft.			M shaving of licorice root		Concentration					50 Doubles speed. +2 AC. Advantage on DEX saves. Additional action to Dash.		Paladin(Vengeance)				
Magio Circle Plant Growth	3	1 minute 1 action or 8 ho	10 ft. irs 150 ft.		V S	M HOLY WATER or Fe/Ag DUST	100 gp		1 hour Instantaneous				156 Hinder one creature type within cylinder. See Sourcebook. 166 Cast short term (creatures move 1/4 speed) or long term (double food yield).	Duration increases 1 hour.	Paladin Paladin(Ancients)				
Protection from Energy	3	1 action	Touch	1 creature	v s			Concentration					70 Creature gains resistance to one of: acid, cold, fire, lightning, or thunder.		Paladin(Ancients, Vengeance)				
Remove Curse	3	1 action	Touch	1 creature or object	v s				Instantaneous				71 Remove curse creature or break object's curse attunement to any target.		Paladin				
Revivity	3	1 action	Touch Self	1 creature 30 ft. radius	V S	M DIAMOND	300 gp	Consents	Instantaneous				72 Raise creature that died within 1 minute to 1 HP. Doesn't restore missing parts.		Paladin Paladin				
Aura of Life Aura of Purity	4	1 action	Self	30 ft. radius	V			Concentration	10 minutes				116 Gain necrotic resistance, HEAL 1 HP if at 0 HP, HP max can't go down. 116 Gain poison resist, disease immune, advantage on status saving throws.		Paladin Paladin				
Banishment	4	1 action	60 ft.	1 target		M item disliked by target			1 minute	CHA (Fail)			Banish target to another plane; native of other plane doesn't return after 1 min.	One more creature	Paladin				
Blight	4	1 action	30 ft.	1 creature	V S				Instantaneous	CON (Half DAM)	Necrotic	DAM: 8d8 :	19 Plants have disadvantage on save and take max DAM.	Extra 1d8 DAM.	Paladin(Oathbreaker)				
Confusion Death Ward	4	1 action	90 ft.	10 ft. radius sphere 1 willing creature	V S	M 3 nut shells	-	Concentration	1 minute 8 hours	WIS (Fail)			24 Targets can't take reactions and do random actions. See Sourcebook.	Increase radius by 5ft.	Paladin(Oathbreaker)	-	-		
Dimension Door	4	1 action	500 ft.		VS				Instantaneous				30 1 use: Target drops to 1 HP instead of 0 HP or negates instant kill effect. 33 Teleport yourself and ally to location. If occupied, 4d6 force DAM and spell fails	s.	Paladin(Vengeance)				
Freedom of Movement	4	1 action	Touch			M leather strap around arm			1 hour				44 Immune to difficult terrain, slow, paralyze, restrain. Spend 6ft to escape restrain.		Paladin(Devotion)				
Guerdien of Feith	4	1 action	30 ft.	00.0 4 400 10.4 5	V				8 hours	DEX (No DAM)	Radiant		46 Create spectral guardian that attacks hostiles. Leaves after dealing 60 DAM.	5 4 1	Paladin(Devotion)				
loe Storm Locate Creature	4	1 action	300 ft. Self			M pinch of dust, drop of water M bloodhound fur		-	Instantaneous	DEX (Half DAM)	Bludgeoning+Col		52 Storm's area of effect becomes difficult terrain until end of next turn. 56 Sense creature direction within 1000 ft. or locate it within 30 ft.	Extra 1d8 bludgeoning DA	Paladin(Ancients) Paladin				
Sleggering Smite	4	1 bonus action	Self	Self	V	a.oounouno or		Concentration		Melee Weapon Attack	Psychic		78 WIS save or disadvantage on attack & ability checks; can't take reactions.		Paladin				
Stoneskin	4	1 action	Touch	1 willing creature		M DIAMOND DUST	100 gp	Concentration	1 hour				78 Target gains resistance to nonmagical bludgeoning, piercing, and slashing DM	G.	Paladin(Ancients)				
Benishing Smite	5	1 bonus action	Self	Self	V			Concentration		Weapon Attack	Force		Target banished if <= 50 HP.		Paladin				
Circle of Power Commune	5 5	1 action Ritual 1 minute	Self	30 ft. radius sphere	V S	M incense, vial of holy water		Concentration	10 minutes 1 minute				21 Friendlies: advantage on saving throws against magic/effects. No half DAM. 23 Ask 3 yes/no questions that are answered by deity. See Sourcebook.		Paladin Paladin(Devotion)				
Commune with Nature		Ritual 1 minute	Self		V S				Instantaneous				24 Gain knowledge of the land around you. See Sourcebook.		Paladin(Ancients)				
Contegion	5	1 action	Touch	1 creature	V S					CON (See Sourcebook)			27 Give creature a disease. See Sourcebook.		Paladin(Oathbreaker)				
Destructive Wave Dispel Evil and Good	5	1 action	Self Self	30 ft. radius Self	V	M holy water or silver/iron powder		Consente		CON (Half DAM, not prone)	See Details		Targets in circle take thunder DAM, then radiant or necrotic DAM; go prone.	al.	Paladin Paladin				
Dispel Evil and Good Dominate Person	5	1 action	Self 60 ft.	Self 1 person	V S			Concentration		WIS (Fail)			733 Fey,undead,extraplanar creatures have disadvantaged attacks. See Sourcebox 735 Charm humanoid to give it commands. Has advantage to save if attacking it.		Paladin Paladin(Oathbreaker)				
Flame Strike	5	1 action	60 ft.			M pinch of sulfur				DEX (Half DAM)	Fire + Radiant		42 Creatures take fire and radiant damage.	1d6 DAM fire OR radiant					
Geas	5	1 minute	60 ft.	1 creature	V				30 days	WIS (Fail)	See Details.		44 Target must perform task you set. 5d10 psychic DAM whenever it disobeys.						
Hold Monster	5	1 action	90 ft.	1 creature 1 dead creature		M small straight piece of iron M DIAMOND	500 ap	Concentration		WIS (Fail)			Target is paralyzed. New saving throw at end of turn. Doesn't work on undead. Detug terest to life with 1 HD. See Secretary.	1 additional creature.	Paladin(Vengeance) Paladin				
Raise Dead Sorying Tree Stride	5	1 hour 10 minutes	Self	1 dead creature 1 creature		M DIAMOND M scrying focus		Concentration	Instantaneous 10 minutes				Return target to life with 1 HP. See Sourcebook. Spy on a target located on the same plane as you. See Sourcebook.		Paladin Paladin(Vengeance)				
Tree Stride	5	1 action	Self	Self	V S			Concentration		()			83 Enter one tree and emerge from another 500 ft. away. Use once per round.		Paladin(Ancients)				

This reference sheet is into	nded to be	used in addition to the s	surcebooks. They are	NOT a replacement. Some spell de	etalle were	e removed and grammar rules butch	ered for the sake of brevity	y. Some spells are	too complicated to be reliablly dee	cribed here.							
Spell components listed in				.													
Element Symbols: Fe = In	n, Ag = SB	rer, Hg = Mercury, P = P	noaphorous														
Spell Name	Level	Ritual Casting Time	Range	Target/Area	V 8	M Component(s)	Cost Concentration	on Duration	Attack/Saving Throw (Effect)	Damage Type	Damage/Heal	Page#	Additional Detail	Per Higher Spell Level			
Alarm	1	Ritual 1 minute	30 ft.	1 door/window/area	V S	M tiny bell, silver wire		8 hours				211	Audible or silent alarm triggered on entry by those you haven't said can enter				
Animal Friendship	- 1	1 action	30 ft.	1 beast	v s	M morsel of food		24 hours	WIS (Fail)			212	Charm beasts with INT <= 3; spell fails if you hurt beast	One more beast			
Cure Wounds	1	1 action	Touch	1 creature	V S			Instantaneous			See Details	230	HEAL: 1d8 + spellcasting ability modifier. No effect on undead or constructs.	Extra 1d8 HEAL.			
Detect Megic	1	Ritual 1 action	Self	30 ft. radius	V S		Concentratio	on 10 minutes				231	Sense presence of magic. Use action to see auras around creatures/objects.				
Detect Poison and Disease	1	Ritual 1 action	Self	30 ft. radius	v s	M yew leaf	Concentration	on 10 minutes				231	Sense location and type of disease, poison, or poisonous creature.				
Ensnaring Strike	- 1	1 bonus action	Self	Attack target	V		Concentratio	on 1 minute	STR (Fail)	Piercing	DAM: 1d6 a turn	237	Restrain target. Large and bigger creatures have advantage to save.	Extra 1d6 DAM.			
Fog Cloud	1	1 action	120 ft.	20 ft. radius sphere	V S		Concentratio	on 1 hour				243	Creates a foggy sphere. Can be banished by moderate wind.	Increase radius by 20 ft.			
Goodberry	1	1 action	Touch		V S	M sprig of mistletoe		Instantaneous				246	Create <= 10 berries that HEAL 1 HP each. Expire after 24 hours.				
Hell of Thoms	- 1	1 bonus action	Self	Self	V		Concentratio	on 1 minute	DEX (Half DAM)	Piercing	DAM: 1d10	249	Target hit by ranged attack and those adjacent who fail save hit by thoms.	Extra 1d10 DAM.			
Hunter's Mark	- 1	1 bonus action	90 ft.	1 creature	V		Concentratio	on 1 hour					Mark quarry. Extra 1d6 DAM on weapon hit. Advantage on rolls to find it.	3rd: duration 8hrs;5th: 24hrs			
Jumo	1	1 action	Touch	1 creature	v s	M grasshopper's hind leg		1 minute					Target's jump distance tripled until spell ends.				
Longstrider	- 1	1 action	Touch	1 creature		M pinch of dirt		1 hour					Target's speed increases by 10 ft.	One additional creature.			
Speak with Animals	- 1	Ritual 1 action	Self		v s			10 minutes					Understand and speak to beasts. Get info about nearby locations and monstern				
Animal Messenger		Ritual 1 action	30 ft.			M morsel of food		24 hours					Beast will relay 25 word message to a target you describe	48 hours longer			
Barkakin	2		Touch			M oak bark	Concentratio						Target AC is never less than 16 during spell.				
Beest Sense	2		Touch	1 willing beast	S		Concentratio						Use action to see/hear whatever beast does. Use action to return.				
Cordon of Arrows	2	1 action	5 ft.			M 4 pieces of ammo		8 hours	DEX (Fail)	Piercing	DAM: 1d6	_	Ammo fired at creatures within 30 ft. Spell ends when ammo gone.	Two extra ammo.			
Derivision	2		Touch			M dried carrot or agate		8 hours					Grants creature darkvision (60 ft.) but can't see in Darkness aura.				
Find Trace	2		120 ft.		V S			Instantaneous					Sense the presence (not location) of any magical or mundane trap nearby.				
Lesser Restoration	2	1 action	Touch		V S			Instantaneous					End one disease or condition (blind, deaf, paralyzed, poisoned) on target.				
Locate Animals or Plants		Ritual 1 action	Self			M bloodhound fur		Instantaneous					Name a kind of beast or plant and find the nearest one within 5 miles.				
Locate Object	2	1 action	Self			M forked twig	Concentration	on 10 minutes					Sense object direction within 1000 ft. or locate it within 30 ft.				
Pass without Trace	2	1 action	Self			M mistletoe or spruce ash	Concentratio						Targets get +10 to Stealth checks and can only be tracked by magic.				
Protection from Poison	2	1 action	Touch		V S			1 hour					Target has 1 poison neutralized, advantage on poison save, resists poison DAI	м			
Silence		Ritual 1 action	120 ft.		v s		Concentration	on 10 minutes					Creatures in area are deafened, immune to thunder DMG, can't cast verbally.				
Spike Growth	2		150 ft.			M 7 sharp thorns or twigs		on 10 minutes					Difficult terrain. Moving into or within area takes 2d4 piercing DAM per 5 ft.				
Conjure Animeia	3	1 action	60 ft.		V S		Concentratio						Summon fey spirits as creatures (total CR <= 2) that act as a group.				
Conjure Barrage	3	1 action	Self			M ammo or thrown weapon			DEX (Half DAM)	See Details	DAM: 3d8		Damage type is same as ammo/weapon used as component.				
Designed	3	1 action	60 ft.	60 ft. radius sphere	v s	m annio or anomi weapon		1 hour	DEX (Hair Estati)	OCC DCIDIO	Draw. 500		Creates bright light. Dispels darkness spells <= 3rd level it overlaps with.				
Lightning Arrow	3	1 bonus action		1 target	v s		Concentratio		Ranged Weapon Attack.	Lightning	DAM: 4d8		Creatures within 10 ft. of initial target also take 2d8 DAM (DEX save for half).	Roth effects add 1d8 DAM			
Mondetection	3	1 action	Touch	1 object, place, or willing target		M DIAMOND DUST	25 gp	8 hours		-99			Hide target from all divination and scrying magic.				
Plant Growth	3	1 action or 8 h			V S		9P	Instantaneous					Cast short term (creatures move 1/4 speed) or long term (double food yield).				
Protection from Energy	3	1 action	Touch	1 creature	v s		Concentration						Creature gains resistance to one of: acid, cold, fire, lightning, or thunder.				
Speak with Plants	3	1 action	Self		V S		Concentration	10 minutes					Animate plants to communicate with and perform tasks. See Sourcebook.				
Water Breathing	3	Ritual 1 action	30 ft.			M short reed or piece of straw		24 hours					Creatures gain ability to breathe underwater using normal respiration.				
Water Wells		Ritual 1 action	30 ft.			M piece of cork		1 hour					Creaturess walk on liquid, rise 60 ft. per round if under. Still take other damage				
Water Well	3	1 action	30 π. 120 ft.			M tiny fan and exotic feather	Concentration		STR (Half DAM)	Bludgeoning	DAM: 348		Strong wind keeps gases, flying creatures, projectiles, gaseous creatures away				
Conjure Woodland Beings	4	1 action	60 ft.			M 1 holly berry per creature	Concentratio		a,(ital Drin)	auguorinig			Summon fey creatures (CR <= 2) that obey commands.	6th: CR <= 4: 8th: CR <= 6			
Freedom of Movement	4	1 action	Touch			M leather strap around arm	Concentiatio	1 hour		+			Immune to difficult terrain, slow, paralyze, restrain. Spend 5ft to escape restrain.	Gar. Gr 4, 881. GR 4= 0			
Greeping Vine	4	1 bonus action			V S		Concentration	n 1 minute	DEX (Fail)	_	_		Create vine that lashes out 30 ft. away. Targets failing save pulled 20 ft. to vine				
Locate Creature	4	1 action	Self .			M bloodhound fur	Concentiatio	Instantaneous	DEX (run)				Sense creature direction within 1000 ft. or locate it within 30 ft.	-			
Sinnadin	4		Touch		_	M DIAMOND DUST	100 gp Concentratio			+	_		Target gains resistance to nonmagical bludgeoning, piercing, and slashing DM	G			
Commune with Nature		Ritual 1 minute	Self		V S	M DIMMOND DUST	100 gp Concentratio	Instantaneous					Gain knowledge of the land around you. See Sourcebook.	G.			
Continue with return	5	1 action	150 ft.	40 ft. radius, 20 ft. high cylinder		M ammo or thrown wacene			DEX (Half DAM)	See Details	DAM: 8d8		Damage type is same as ammol/weapon used as component.				
Swift Quiver			Touch			M guiver with at least 1 ammo	Conor		DEA (naii DAWI)	See Details	DAM. 608						
Swift Quiver Tree Stride	5	1 bonus action	Self	Spell component Self	V S	M quiver with at least 1 ammo	Concentratio						Quiver produces endless ammo. Use bonus action for 2 attacks using ammo.				
1100 00000	0	1 action	oerr	on	V S		Concentratio	at I minute				283	Enter one tree and emerge from another 500 ft. away. Use once per round.				

This reference sheet is into	ended to b	e used in addition to the	sourcebooks. They are	e NOT a replacement. Some apell de	dalle were	removed and grammar rules butchered for the	sake of brevity	. Some spells are t	oo complicated to be reliabily deed	ribed here.								
Spell components listed in .	ALL CAP	8 are consumed during	the spelicesting process	i.														
Element Symbols: Fe = Inc	on, Ag = 8	Ever, Hg = Mercury, P	Phoephorous		+													
Spell Name	Level	Stual Casting Time	Range	Target/Area	v 8	M Component(s) Cost	Concentration	n Duration	Attack/Saving Throw (Effect)	Damage Type	Damage/Heal	Pape #	Additional Detail	Per Higher Spell Level				
Acid Splash Blade Ward	0	1 action	60 ft.	1 or 2 adjacent targets	V S			Instantaneous		Acid	DAM: 1d6		DAM: Add extra 1d6 at 5th level, 11th level, and 17th level.					
	0	1 action	Self		V S			1 round					Gain resistance to bludgeoning/piercing/slashing DMG from weapons.					
Chill Touch	0	1 action	120 ft. 120 ft.	1 creature	V S	M phosphorous or glowworm	Concentration	1 round n 1 minute	Ranged Spell Attack	Necrotic	DAM: 1d6		Extra 1d6 DAM at 5th level, 11th level, and 17th level. Can't regain HP. Create 4 glowing, hovering objects that shed light out 10 ft. Can move 60 ft.					
Dencing Lights Fire Bolt	0	1 action	120 ft.	1 creature/object	V S		Concentratio		Ranged Spell Attack	Fire	DAM: 1d10		DAM at 5th level: 2d10, at 11th level: 3d10, at 17th level: 4d10.					
Friends	0	1 action	Self	1 non-hostile creature		M makeup applied to face	Concentratio						Advantage on CHA checks to target, who knows magic used once spell ends.					
Mage Hand Mending Message Minor Illusion	0	1 action	30 ft.		V S			1 minute				256	Create spectral hand that manipulates objects. Can pick up <= 10 lbs.					
Mending	0	1 minute	Touch	1 object		M two lodestones		Instantaneous					Mends one break or tear no larger than 1ft. in a mundane object.					
Message Minor Busion	0	1 action	120 ft. 30 ft.	1 creature in range 5 ft. cube		M piece of copper wire M bit of fleece		1 round 1 minute					Point at target and whisper a message. They can whisper a response. Create illusory sound or image. Investigation check against spell DC to detect.					
Polson Spray	0	1 action	10 ft.	1 creature	v s	m on or necoc		Instantaneous	CON (Fail)	Poison	DAM: 1d12		DAM increase. 5th level: 2d12, 11th level: 3d12, 17th level: 4d12.					
Poleon Spray Prestidigitation Ray of Frest	0	1 action	10 ft.		v s			1 hour				267	Create minor magical effect. See Sourcebook.					
Ray of Front	0	1 action	60 ft.	1 creature in range	V S					Cold	DAM: 1d8		Speed -10ft. DAM increase. 5th level: 2d8, 11th level: 3d8, 17th level: 4d8.					
Shooking Greep	0	1 action	Touch 30 ft.		V S		Concentratio		Melee Spell Attack	Lightning	DAM: 1d8		Target can't take reactions until next turn. Advantage if target has metal armor.					
True Strike	1	1 action	Self	1 creature 15 ft. cone	V S		Concentratio		DEX (Half DAM)	Fire	DAM: 3d6		Next turn you gain advantage on first attack against the target. Flammable objects ignite.	Extra 1d6 DAM.				
Burning Hands Charm Person	1	1 action	30 ft.		V S			1 hour	Wisdom (Fail)	1			Charm target so it treats you as friendly. Gets advantage to save if fighting you.					
Chromatic Orb	1	1 action	90 ft.	1 creature	V S	M diamond 50 gp			Ranged Spell Attack	See Details	DAM: 3d8			Extra 1d8 DAM.				
Color Spray	1	1 action	Self	15 ft. cone		M pinch of colored powder		1 round				222		Extra 2d10 HP.				
Comprehend Languages Detect Magic	1 1	Ritual 1 action	Self	30 ft. radius	V S	M pinch of soot and salt	Concentratio	1 hour n 10 minutes		-			Know literal meaning of any speech. Understand written words while touching. Sense presence of magic. Use action to see auras around creatures/objects.					
Disguise Self	1	1 action	Self		V S		Concentratio	1 hour					Create illusion to appear as someone else. Foiled by Investigation vs. spell DC.					
Expeditious Retreat	1	1 bonus action	Self	Self	V S		Concentratio	n 10 minutes					You can take Dash as a bonus action until spell ends.					
False Life	1	1 action	Self	Self		M alcohol or distilled spirits		1 hour						Extra 5 temp HP.				
Feather Fall	1 1	1 reaction (falli	g) 60 ft. 120 ft.		V S	M small feather or piece of down	Concentratio	1 minute	-				Targets' descent slows to 60 ft. per round, takes no DAM, and can land on feet. Creates a foggy sphere. Can be banished by moderate wind.	Increase radius by 20 ft.				
Fog Cloud Jump	1	1 action	Touch	1 creature		M grasshopper's hind leg	Concentratio	1 minute					Target's jump distance tripled until spell ends.	and case radius by 20 ft.				
Mage Armor Magic Missile	1	1 action	Touch	1 willing creature		M piece of cured leather		8 hours					If target isn't wearing armor, its base AC becomes 13 + DEX modifier.					
	1	1 action	120 ft.	Any creature in range.	V S			Instantaneous		Force	DAM:(1d4+1)x3	257	You choose the target for each dart that does 1d4+1 DAM.	One additional dart.				
Ray of Sickness	1	1 action 1 reaction (get	60 ft. nit) Self	1 creature in range Self	V S V S		-	Instantaneous 1 round	Ranged Spell Attack	Poison	DAM: 2k8			Extra 1d8 DAM.				
Shield Silent Image	1	1 reaction (get 1 action	it) Self 60 ft.	Self 15 ft. cube		M bit of fleece	Concentration	1 round n 10 minutes		-			Gain +5 bonus to AC, including triggering attack. Negates Magic Missile attacks. Create visual-only illusion. Use action to make it move. Investigation to discover.					
Sleep	1	1 action	90 ft.	20 ft. radius		M pinch of fine sand	Jonnounidado	1 minute					5d8 total HP of creatures in area fall asleep. Go in order of lowest HP to hightest					
Thunderwave Witch Bolt	1	1 action	Self		V S			Instantaneous	CON (Half DAM, no push)	Thunder	DAM: 2d8	282	Creatures failing save and objects pushed 10 ft. Boom heard for 300 ft.	Extra 1d8 DAM.				
	1	1 action	30 ft.			M twig from tree struck by lightning	Concentratio		Ranged Spell Attack	Lightning	DAM: 1d12	289	Use action to auto hit target hit last round for 1d12 lightning DAM if in range.	Extra 1d12 DAM.				
Alter Self Blindness/Deafness	2	1 action	Self 30 ft.	Self 1 creature	V S V		Concentratio	n 1 hour 1 minute	CON per turn (Fail)				Choose one: breathe/swim underwater, natural weapons, change appearance Target becomes blind or deaf (your choice).	One more creature.				
Blur	2	1 action	Self	Self	V		Concentratio		a a per con (r cm)				Creatures relying on sight have disadvantage to attack.	and more detailer.				
Cloud of Deggers	2	1 action	60 ft.	5 ft. cube		M sliver of glass	Concentratio			Slashing	DAM: 4d4	222	DAM taken on entering or starting turn in area.	Extra 2d4 DAM.				
Crown of Madness Darkness	2	1 action	120 ft.	1 humanoid	V S		Concentratio		WIS every turn (Fail)				Charm humanoid to attack your target of choice. Use action to keep control.					
Darkness	2	1 action	60 ft. Touch	15 ft. radius sphere		M bat fur and pitch or coal M dried carrot or agate	Concentratio	n 10 minutes					Creates darkness normal light can't dispel. Dispels light spells <= 2nd level. Grants creature darkvision (60 ft.) but can't see in Darkness aura.					
Derivision Defect Thoughts	2	1 action	Self	1 willing creature 30 ft. radius		M a copper piece	Concentratio	8 hours n 1 minute	See Sourcebook.				Read thoughts of those around you. See Sourcebook.					
Detect Thoughts Enhance Ability	2	1 action	Touch	1 creature		M fur or feather from a beast	Concentratio							One additional creature.				
Enlarge/Reduce Gust of Wind	2	1 action	30 ft.	1 creature or object		M powdered iron	Concentratio		CON (Fail)				Enlarge or reduce target. See Sourcebook.					
Gust of Wind	2	1 action	Self	60 ft. line 10 ft. wide		M a legume seed		n 1 minute	STR (Fail)				Push targets 15 ft. in directon of wind. Creatures move half speed against wind.					
Hold Person	2	1 action	60 ft. Touch	1 humanoid 1 creature		M small straight piece of iron M eyelash in gum arabic	Concentratio		WIS (Fail)					additional creature. One additional creature.				
Knock	2	1 action	60 ft.	1 openable object	V	m cyclast in gair arabic	CONCENTRATION	Instantaneous				254	Open mundane lock or suppress an Arcane Lock for 10 minutes. Loud knock.	One additional decision.				
Invisibility Knock Levitate	2	1 action	60 ft.	1 creature or object	V S	M small leather loop or golden wire	Concentratio	n 10 minutes	CON (Fail)			255	Target <= 500 lbs. floats 20 ft.Can move up/down 20ft./turn. Floats down on end.	l.				
Mirror Image	2	1 action	Self Self	Self	V S			1 minute					Create duplicates that make you harder to hit. See Sourcebook.					
Misty Step Phantaemal Force	2	1 bonus action 1 action	Self 60 ft.	Self 1 creature	V	M bit of fleece	Concentratio	Instantaneous in 1 minute	BIT (Eall)				Teleport <= 30 ft. away to unoccupied location. Affect target with illusion. Can DAM for 1d6 Psychic. See Sourcebook.					
Scorching Ray	2	1 action	120 ft.	<= 3 creatures	V S		Concentiatio			Fire	DAM: 2d6x3			One additional ray.				
Soorching Ray See Invisibility Shatter Spider Climb Suggestion Web	2	1 action	Self	Self		M pinch of talc and silver powder		1 hour					See invisible and ethereal creatures.					
Shatter	2	1 action	60 ft.	10 ft. sphere		M chip of mica			CON (Half DAM)	Thunder	DAM: 3d8			Extra 1d8 DAM.				
Spider Climb	2	1 action	Touch 30 ft.	1 willing creature		M spider and drop of bitumen M snake's tongue, honeycomb	Concentratio		MIO (E-7)				Target can walk on walls or ceiling. Climbing speed becomes walking speed. Target follows reasonable course of action you suggest. Can specify conditions.					
Web	2	1 action	30 π. 60 ft.	1 creature 20 ft. cube		M bit of spiderweb	Concentratio		WIS (Fail) DEX (Fail)				Every turn:DEX save or restrain;STR save to escape.Burning webs:2d4 fire DAM	M.				
Blink	3	1 action	Self	Self	v s			1 minute	,				Roll 11 or higher to go to Ethereal plane between turns; reapper within 10ft.					
Clairvoyance	3	10 minutes	1 mile			M jeweled horn or glass eye 100 gp	Concentratio						Create sensor in area you can see or hear through.					
Counterepell	3	1 reaction (spe 1 action	cast) 60 ft. 60 ft.	1 Spellcaster 60 ft. radius sphere	V S			Instantaneous 1 hour	See Details.				Interrupt spell <= 4th. You make casting ability check (DC 10 + spell level).	Interrupt spell <= new level	L .			
Daylight Dispel Magic	3	1 action	120 ft.	1 creature/object/magical effect				Instantaneous		_			Creates bright light. Dispels darkness spells <= 3rd level it overlaps with. End spell <= 3rd level. For >= 4th level, casting ability check DC=10+spell level.	End enall r= new level				
Fear	3	1 action	Self			M white feather or hen heart	Concentratio		WIS (Fail)				Targets drop everything and use Dash to run away. WIS save once out of sight.	spon liew level.				
Fireball	3	1 action	150 ft.	20 ft. radius sphere		M tiny ball of guano and sulfur		Instantaneous	DEX (Half DAM)	Fire	DAM: 8d6	241	Fire spreads around corners and ignites flammable objects.	Extra 1d6 DAM.				
Fly	3	1 action	Touch			M bird's wing feather		n 10 minutes						One additional creature.				
Gaseous Form Haste	3	1 action	Touch 30 ft.	1 willing creature 1 willing creature		M bit of gauze and wisp of smoke M shaving of licorice root	Concentratio			-			Cloud form. Fly(10ft.). Resist nonmagical DMG. STR/DEX/CON save advantage. Doubles speed. +2 AC. Advantage on DEX saves. Additional action to Dash.					
Hypnotic Pattern	3	1 action	120 ft.	30 ft. cube		M glowing stick of incense		n 1 minute	WIS (Fail)				Creatures charmed, incapacitated, speed = 0. Spell ends on DAM or shaking.					
Lightning Arrow	3	1 bonus action	Self	1 target	V S			n 1 minute	Ranged Weapon Attack.	Lightning	DAM: 4d8	255	Creatures within 10 ft. of initial target also take 2d8 DAM (DEX save for half).	Both effects add 1d8 DAM.				
Lightning Bolt	3	1 action	Self	100 ft. line		M bit of fur and glass rod	0		DEX (Half DAM)	Lightning	DAM: 8d6			Extra 1d6 DAM.				
Major Image Protection from Energy	3	1 action	120 ft.	20 ft. cube 1 creature	V S V S	M bit of fleece	Concentratio	n 10 minutes					Create image of object including sounds, smells. Investigation check to foil. Creature gains resistance to one of: acid, cold, fire, lightning, or thunder.	oun: tasts until dispelled				
Sleet Storm	3	1 action	150 ft.			M pinch of dust, drops of water	Concentratio		DEX (Fail)				Difficult terrain.Each turn,DEX save or fall prone,CON save or lose concentration	n.				
Slow	3	1 action	120 ft.	<= 6 creatures in 40 ft. cube	V S	M drop of molasses	Concentratio	n 1 minute	WIS (Fail)			277	Affected creatures become slowed. See Sourcebook.					
Stinking Cloud	3	1 action	90 ft.			M rotten egg or skunk cabbage	Concentratio		CON (Fail)				Creatures that need to breathe spend turn retching. Wind disperses cloud.					
Tongues Water Breathing	3	1 action	Touch 30 ft.	1 creature <= 10 willing creatures		M clay model of a ziggurat M short reed or piece of straw	-	1 hour 24 hours		-	-		Target understands any spoken language and is understood by everyone else. Creatures gain ability to breathe underwater using normal respiration.	-				
Water Walk		tual 1 action	30 ft.			M short reed or piece of straw M piece of cork	_	24 hours 1 hour					Creatures gain ability to breathe underwater using normal respiration. Creaturess walk on liquid, rise 60 ft. per round if under. Still take other damage.					
Banishment	4	1 action	60 ft.	1 target	V S	M item disliked by target	Concentratio	n 1 minute	CHA (Fail)			217	Banish target to another plane; native of other plane doesn't return after 1 min.					
Blight	4	1 action	30 ft.		V S			Instantaneous	CON (Half DAM)	Necrotic	DAM: 8d8			Extra 1d8 DAM.				
Confusion Dimension Door	4	1 action	90 ft.		V S	M 3 nut shells	Concentratio		WIS (Fail)					Increase radius by 5ft.				
Dimension Door Dominate Beast	4	1 action	500 ft. 60 ft.	Self (and ally within 5 ft.) 1 beast	v s		Concentration	Instantaneous in 1 minute	WIS (Fail)				Teleport yourself and ally to location. If occupied, 4d6 force DAM and spell fails. Charm beast to give it commands. Has advantage to save if attacking it.	See Sourcebook				
Greater invisibility	4	1 action	Touch		V S		Concentratio						Become invisible until spell ends.					
loe Storm	4	1 action	300 ft.	20 ft. rad, 40ft. high cylinder		M pinch of dust, drop of water			DEX (Half DAM)	Bludgeoning+Co	d DAM: 2d8+4d6			Extra 1d8 bludgeoning DAI	м.			
Polymorph Stonesidn	4	1 action	60 ft.	1 creature	V S	M caterpillar cocoon	Concentratio	n 1 hour				266	Transform creature's form. All stats change. Limited to actions of new form.					
Stonesidn Wall of Fire	4	1 action	Touch 120 ft.				Concentratio		DEX (Half DAM)	Eira	DAM: 549		Target gains resistance to nonmagical bludgeoning, piercing, and slashing DMG. Those entering or ending turn on one side of the wall take 5d8 fire DAM.					
	5	1 action	120 ft. 120 ft.		V S			n 1 minute n 1 minute	SEA (Hall DAVII)	· iie	DAM. 000			Two more objects				
Cloudidii	5	1 action	120 ft.	20 ft. radius sphere	V S			n 10 minutes	CON (Half DAM)	Poison	DAM: 5d8	222	DAM taken on entering or starting turn in area. Fog moves away 10 ft. per turn.	Extra 1d8 DAM.				
Cone of Cold	5	1 action	Self	60 ft. cone	V S	M crystal or glass cone			CON (Half DAM)	Cold	DAM: 8d8			Extra 1d8 DAM.				
Creation Dominate Person	5	1 minute 1 action	30 ft. 60 ft.			M bit of matter you want to make	Cons	See Sourceboo	k.					Cube size increases by 5 ft	L			
Hold Moneter	5	1 action	60 ft. 90 ft.	1 person 1 creature	V S	M small straight piece of iron		n 1 minute n 1 minute	WIS (Fail) WIS (Fail)	-	_		Charm humanoid to give it commands. Has advantage to save if attacking it. Target is paralyzed. New saving throw at end of turn. Doesn't work on undead.					
Insect Plague	5	1 action	300 ft.		V S	M bit of sugar, grain, and fat	Concentratio	n 10 minutes	CON (Half DAM)	Piercing	DAM: 4d10			Extra 1d10 DAM.				
Seeming	5	1 action	30 ft.	Any creatures in range	V S			8 hours	CHA (Fail)			274	Disguise willing or unwillig creatures as other similar creatures, including outfits.					
Telekinsels	5	1 action	60 ft.	Creatures or objects in range	V S			n 10 minutes					Move objects or creatures with your mind. See Sourcebook.					
Teleportation Circle Wall of Stone	5	1 minute 1 action	10 ft. 120 ft.	10 ft. diameter circle See Sourcebook.	V c	M CHALK & INK mixed with gems 50 gp M small block of granite		1 round	DEX (Move away, not trapped)				Any stepping inside circle teleport to permanent teleportation circle. Create wall of stone or other stone structure. See Sourcebook.					
Wall of Stone Arcane Gate	6	1 action	120 ft. 500 ft.	Point(10ft),Point(500ft.)				n 10 minutes n 10 minutes	SEA (move away, not trapped)				Create wall of stone or other stone structure. See Sourcebook. Create two linked portals 10ft, across anybody can travel between.					
				(.e.y): equeen.y	-								, and an an any and an					

Chain Lightning	6	1 action	150 ft.	1 target, then 3 within 30ft.	V S	M bit of fur,glass,3 silver pins			Instantaneous	DEX (Half DAM)	Lightning	DAM: 10d8	221	Bolt hits one target then forks to up to 3 others. One more bolt						
Circle of Death	6	1 action	150 ft.	60 ft. radius sphere	v s	M crushed black pearl	500 gp		Instantaneous	CON (Half DAM)	Necrotic	DAM: 8d6	221	Extra 2d6 DAM	AM.					
Disintegrate	6	1 action	60 ft.	1 creature	v s	M lodestone and pinch of dust			Instantaneous	DEX (Fail)	Force	DAM: 10d6+40	233	If target drops to 0 HP, is disintegrated. Only revived by True Resurrection. Extra 3d6 DAM	AM.					
Eyebite	6	1 action	Self	1 creature within 60 ft.	V S			Concentration	1 minute	WIS (Fail)			238	Affect targets negatively. New target each turn. See Sourcebook.						
Globe of invulnerability	6	1 action	Self	10 ft. radius sphere	V S	M glass or crystal bead		Concentration	1 minute				245	Spells <= 5th level cannot affect those within the globe. 1 higher spell le	ell level blocked.					
Mass Suggestion	6	1 action	60 ft.	<= 12 creatures	V	M snake's tongue, honeycomb			24 hours	WIS (Fail)			258	Make creatures accept reasonable sounding suggestions. See Sourcebook. 7th: 10 days;8t	s;8th:30;9th:366					
Move Earth	6	1 action	120 ft.	40 ft. square of terrain	v s	M iron blade, bag of soil		Concentration	2 hours				263	Reshape dirt, sand, or clay. Can move to different square after 10 minutes.						
Sunbeam	6	1 action	Self	60 ft. line	v s	M magnifying glass		Concentration	1 minute	CON (Half DAM, no blindness)	Radiant	DAM: 6d8	279	Creatures are blinded until your next turn. Use your action to make a new line.						
True Seeing	6	1 action	Touch	1 willing creature	v s	M OINTMENT FOR EYES	25 gp		1 hour				284	Target creature gains truesight, sees secret doors, Ethereal Plane. Range 120 ft.						
Delayed Blast Fireball	7	1 action	150 ft.	20 ft. radius sphere	V S	M tiny ball of guano and sulfur		Concentration	1 minute	DEX (Half DAM)	Fire	DAM: 12d6	230	Creates spot where fireball will erupt. See Sourcebook. Extra 1d6 base	ase DAM.					
Etherealness	7	1 action	Self	Self	V S				Up to 8 hours				238	Become ethereal. Move up/down at half speed. Can't see past 60 ft. 8th:3 targets;9t	s;9th: 6 targets					
Finger of Death	7	1 action	60 ft.	1 creature	v s				Instantaneous	CON (Half DAM)	Necrotic	DAM: 7d8+30	241	Humanoids killed rise as a zombie next turn permanently under your control.						
Plane Shift	7	1 action	Touch	1 unwilling or Self + 8 willing	V S	M forked metal rod	250 gp		Instantaneous	Melee Spell Attack + CHA (Fail)			266	Transport to another plane. You specify general location or teleportation circle.						
Prismatic Spray	7	1 action	Self	60 ft. cone	V S				Instantaneous	See Sourcebook.	See Sourcebook	. See Sourcebook	267	Send a rainbow of negative effects at enemies. See Sourcebook.						
Reverse Gravity	7	1 action	100 ft.	50 ft. radius	v s	M lodestone and iron filings		Concentration	1 minute	DEX (grab fixed object)			272	Creatures fall upwards, taking falling damage. Fall again once spell ends.						
Teleport	7	1 action	10 ft.	Self and <= 8 creatures	V				Instantaneous				281	Teleport yourself and willing creatures to a distant location. See Sourcebook.						
Dominate Monster	8	1 action	60 ft.	1 creature	V S			Concentration	1 hour	WIS (Fail)			235	Charm monster to give it commands. Has advantage to save if attacking it. 9th: Duration is	n is 8 hours.					
Earthquake	8	1 action	500 ft.	100 ft. radius	v s	M piece of dirt, rock, and clay		Concentration	1 minute	See Sourcebook.			236	Create a seismic disturbance with various effects. See Sourcebook.						
Incendiary Cloud	8	1 action	150 ft.	20 ft. radius sphere	v s			Concentration	1 minute	DEX every turn (Half DMG)	Fire	DAM: 10d8	253	Targets make save when cloud created or entering or exiting it. Cloud move: 10ft.						
Power Word Stun	8	1 action	60 ft.	1 creature	V				Instantaneous	See Details.			267	Target <= 150 HP is stunned. Nothing otherwise. CON save at end of turn to end.						
Sunburst	8	1 action	150 ft.	60 ft. radius sphere	v s	M fire and piece of sunstone			Instantaneous	CON (Half DAM, no blindness)	Radiant	DAM: 12d6	279	Creatures are blinded for 1 minute (CON save at end of turn to end).						
Gate	9	1 action	60 ft.	5-20 ft. diameter gate	V S	M diamond	5000 gp	Concentration	1 minute				244	Create portal to precise location on another plane or near a specific person.						
Meteor Swarm	9	1 action	1 mile	40 ft. radius sphere	v s				Instantaneous	DEX (Half DAM)	Fire+Bludgeonin	g DAM20d6+20d6	259	Also damages objects and ignites flammable objects.						
Power Word KIII	9	1 action	60 ft.	1 creature	v				Instantaneous			See Details.	266	If target has <= 100 HP, it dies instantly. No effect otherwise. No saving throw.						
Time Stop	9	1 action	Self		v				Instantaneous				283	Stop time. Take 1d4+1 turns alone. Spell ends if you affect others in any way.						
Wah	9	1 action	Self	Self	v				Instantaneous				288	Replicate and spell <= 8th level or other powerful effect granted. See Sourcebook.						

reference sheet is intended to it	be used I	In addition to the sourcebooks.	They are NOT a r	replacement. Some apell details v	evomer ere	d and grammer rules builchered for the se	ake of brevity.	Some spells are too or	mplicated to be reliablly described it	er				
il components listed in ALL CAP	² S are co	consumed during the epsiloasting	process.											
ment Symbols: Fe = Iron, Ag = S	Silver, Ho	ig = Mercury, P = Phosphorous												
			_									L .		
ii Name ie Ward	LOVEL P		Range Self	Target/Area	V S	M Component(s) Cos	et Cono	ontration Duration 1 round	Attack/Saving Throw (Effect)	Damage Type	Damage/Heal	218	Additional Detail Gain resistance to bludgeoning/piercing/slashing DMG from weapons.	
l Touch	0			1 creature	v s			1 round	Ranged Spell Attack	Necrotic	DAM: 1d6	221	Extra 1d6 DAM at 5th level, 11th level, and 17th level. Can't regain HP.	
ttch Blast	0	1 action	120 ft.	1 target	v s			Instantaneou	Ranged Spell Attack	Force	DAM: 1d10		Beam. 2 beams at 5th level, 3 at 11th, 4 at 17th. Can choose different targets.	
nde	0		Self	1 non-hostile creature		M makeup applied to face	Cono	entration 1 minute					Advantage on CHA checks to target, who knows magic used once spell ends.	
ge Hand or Illusion	0		30 ft. 30 ft.	5 ft. cube	v s	M bit of fleece		1 minute					Create spectral hand that manipulates objects. Can pick up <= 10 lbs.	
or Illusion ion Spray	0		30 ft. 10 ft.	5 ft. cube 1 creature	v s			1 minute	CON (Fail)	Poison	DAM: 1d12	260	Create illusory sound or image. Investigation check against spell DC to detect. DAM increase. 5th level: 2d12, 11th level: 3d12, 17th level: 4d12.	
	0		10 ft.	1 Creature	v s			1 hour	CON (I day)	i diddii	Double 1012		Create minor magical effect. See Sourcebook.	
atidigitation a Strike	0			1 creature	S		Cono	entration 1 round					Next turn you gain advantage on first attack against the target.	
	1					M cup of water		1 hour		Cold	DAM: 5		Gain 5 THP. Melee attackers take 5 DAM. 5 temp HP and 5 DAM	
s of Heder rm Person	1		Self 30 ft.	10 ft. radius	V S		_		STR (Half DAM, no effect)	Necrotic	DAM: 2d6		Targets can't take reactions until next turn Extra 1d6 DAM	
rm Person nprehend Languages	1 1 F		30 ft. Self	1 humanoid	V S	M pinch of soot and salt		1 hour	Wisdom (Fail)		_		Charm target so it treats you as friendly. Gets advantage to save if fighting you. One more target <= 30ft.	
editious Refrest	1			Self	V S	w prici or soot and sait	Cono	entration 10 minutes			_		Know literal meaning of any speech. Understand written words while touching. You can take Dash as a bonus action until spell ends.	
leh Rebuke	1	1 reaction (take DAM)	80 ft.	1 creature that damaged you					DEX (Half DAM)	Fire	DAM: 2d10		Magical counterattack to taking damage. Extra 1d10 DAM.	
1	1		90 ft.	1 creature		M petrified eye of a newt		entration 1 hour				251	Target takes 1d6 necrotic DAM when you hit it; disadvantage on ability of choice. 3rd: duration 8 hrs;5th 24 hrs	
ory Script lection from Evil and Good	1 F			writing surface			gp	10 days					Write magical script on surface that only designated people can read.	
ection from Evil and Good een Servant	1 6		Touch 60 ft.	1 willing creature		M holy water or powdered silver M piece of string, bit of wood	Cono	entration 10 minutes 1 hour		_	_		Protect against certain types of creatures. See Sourcebook. Create invisible force that can perform simple, menial tasks for you.	
sh Bolt	1		30 ft.	1 creature	V S	M twig from tree struck by lightning	Cono	entration 1 minute	Ranged Spell Attack	Lightning	DAM: 1d12		Use action to auto hit target hit last round for 1d12 lightning DAM if in range. Extra 1d12 DAM.	
ad of Deggers	2			5 ft. cube	V S	M sliver of glass	Cono	entration 1 minute		Slashing	DAM: 4d4		DAM taken on entering or starting turn in area. Extra 2d4 DAM.	
wn of Madness	2			1 humanoid	V S			entration 1 minute	WIS every turn (Fail)			229	Charm humanoid to attack your target of choice. Use action to keep control.	
kness	2	1 action		15 ft. radius sphere		M bat fur and pitch or coal	Cono	entration 10 minutes	W00 (E-3)				Creates darkness normal light can't dispel. Dispels light spells <= 2nd level.	
rell i Person	2		60 ft. 60 ft.	Any targets in range 1 humanoid	V S	M small straight piece of iron	Cono	1 minute entration 1 minute	WIS (Fail) WIS (Fail)				Disadvantage to see anybody but you; attacked ones have advantage to save. Target is paralyzed. New saving throw at end of turn. 1 additional creature.	
ability	2		Touch	1 creature		M eyelash in gum arabic		entration 1 hour	(1 un)			254	Target becomes invisible. Ends if target attacks or casts a spell. One additional creature.	
ability or image	2	1 action	Self	Self	v s			1 minute					Create duplicates that make you harder to hit. See Sourcebook.	
ly Step	2			Self	V			Instantaneou				260	Teleport <= 30 ft. away to unoccupied location.	
of Enfeeblement Mer	2		80 ft. 80 ft.	1 creature in range	v s		Cono		Ranged Spell Attack CON (Half DAM)	Thunder	DAM: 3d8		Target deals 1/2 DMG with STR weapon attacks. CON save to end at turn's end. Inorganic creatures have disadvantage to save. Objects take DAM too. Extra 1d8 DAM.	
der Climb	2		50 ft. Touch	10 ft. sphere 1 willing creature		M chip of mica M spider and drop of bitumen	Cono	Instantaneou entration 1 hour	CON (Half DAM)	Ihunder	DAM: 3d8		Inorganic creatures have disadvantage to save. Objects take DAM too. Extra 1d8 DAM. Target can walk on walls or ceiling. Climbing speed becomes walking speed.	
peedon	2		30 ft.	1 creature		M snake's tongue, honeycomb		entration 8 hours	WIS (Fail)				Target follows reasonable course of action you suggest. Can specify conditions.	
interspell	3	1 reaction (spell cast)		1 Spelicaster	S				See Details.				Interrupt spell <= 4th. You make casting ability check (DC 10 + spell level). Interrupt spell <= new level.	
	3		120 ft.	1 creature/object/magical effect				Instantaneou				234	End spell <= 3rd level. For >= 4th level, casting ability check DC=10+spell level. End spell <= new level.	
	3			30 ft. cone		M white feather or hen heart		entration 1 minute	WIS (Fail)				Targets drop everything and use Dash to run away. WIS save once out of sight.	
	3		Touch Touch	1 willing creature 1 willing creature		M bird's wing feather M bit of gauze and wisp of smoke		entration 10 minutes		_	_		Target gains fly (60 ft.). Fall if spell ends white in air. One additional creature. Cloud form. Fly(10ft.). Resist nonmagical DMG. STR/DEX/CON save advantage.	
ger of Hadar	3			20 ft. radius sphere	V S	M pickled octopus tentacle		entration 1 minute				251	Start turn in area: 2d6 cold DAM.End turn in area: DEX save or 2d6 acid DAM.	
	3			30 ft. cube	S	M glowing stick of incense	Cono	entration 1 minute	WIS (Fail)				Creatures charmed, incapacitated, speed = 0. Spell ends on DAM or shaking.	
pic Circle	3					M HOLY WATER or Fe/Ag DUST 100		1 hour				256	Hinder one creature type within cylinder. See Sourcebook. Duration increases 1 hour.	
	3			20 ft. cube		M bit of fleece	Cono	entration 10 minutes					Create image of object including sounds, smells. Investigation check to foil. 6th: lasts until dispelled	
	3		Touch Touch	1 creature or object 1 creature	V S	M clay model of a ziggurat		Instantaneou 1 hour			-		Remove curse creature or break object's curse attunement to any target.	
mpiric Touch	3			Self	V S	m cay moder or a ziggurar	Cono	entration 1 minute	Melee Spell Attack	Necrotic	DAM: 3d6		Target understands any spoken language and is understood by everyone else. Each time you hit a target, you also HEAL half of the DAM you cause. Extra 1d6 DAM.	
Ishment	4		60 ft.	1 target	V S	M item disliked by target		entration 1 minute	CHA (Fail)				Banish target to another plane; native of other plane doesn't return after 1 min. One more creature	
ht	4			1 creature	V S				CON (Half DAM)	Necrotic	DAM: 8d8		Plants have disadvantage on save and take max DAM. Extra 1d8 DAM.	
ension Door	4			Self (and ally within 5 ft.)	V C	M stone twin hit of aroon old		Instantaneou					Teleport yourself and ally to location. If occupied, 4d6 force DAM and spell fails.	
ucinatory Terrain fact Other Plane	4 5 F		300 ft. Self	150 ft. cube	V S	M stone, twig, bit of green plant		24 hours 1 minute	INT DC:15(DAM, insane for day	() Psychic	DAM: 6d6		Make natural terrain seem like other terrain. Investigation check to disbelieve. Contact extraplanar being. YOU make save. 1-word answers to 5 questions.	
en	5			1 creature	v s	M sand,ink,quill from asleep bird		8 hours	See Sourcebook.				Shape creature's dreams. See Sourcebook.	
i Monster	5	1 action	90 ft.	1 creature	V S	M small straight piece of iron		entration 1 minute	WIS (Fail)			251	Target is paralyzed. New saving throw at end of turn. Doesn't work on undead. 1 additional creature.	
ring	5			1 creature	V S	M scrying focus 100		entration 10 minutes	WIS (Fail)				Spy on a target located on the same plane as you. See Sourcebook.	
ane Gate	6			Point(10ft),Point(500ft.)	V S			entration 10 minutes	CON (Helf DAM)	Necrotic	DAM: 8d6	214	Create two linked portals 10ft. across anybody can travel between. Extra 2d6 DAM.	
ie of Death jure Fey	6		150 ft. 90 ft.	60 ft. radius sphere	V S		0 gp	Instantaneou entration 1 hour	CON (Half DAM)	rvecrotic	DAM: 8d6	221	Extra 2d6 DAM. Summon fey CR <= 6. Obeys commands. Hostile if control is lost. Increase max CR by 1.	
ate Undeed	6		90 ft. 10 ft.				urce	Instantaneou					Create undead to serve you for 24 hours. See Sourcebook. See Sourcebook.	
bite	6	1 action	Self	1 creature within 60 ft.	V S			entration 1 minute	WIS (Fail)				Affect targets negatively. New target each turn. See Sourcebook.	
ih to Stone	6			1 creature		M pinch of lime, water, and earth	Cono	entration 1 minute	CON (Fail)			243	Restrained on first fail. Petrified after 3 fails.	
e Suggestion	6			<= 12 creatures		M snake's tongue, honeycomb		24 hours	WIS (Fail)				Make creatures accept reasonable sounding suggestions. See Sourcebook. 7th: 10 days;8th:30;9th:368	
s Seeing	7		Touch Self	1 willing creature Self	V S	M OINTMENT FOR EYES 25 (gp	1 hour Up to 8 hours					Target creature gains truesight, sees secret doors, Ethereal Plane. Range 120 ft. Recome athereal. Move uniform at half eneed. Can't see next 60 ft. 8th 3 targets 9th; 6 targets.	
per of Death	7		50 ft.	1 creature	V S				CON (Half DAM)	Necrotic	DAM: 7d8+30		Become ethereal. Move up/down at half speed. Can't see past 60 ft. 8th:3 targets;9th: 6 targets Humanoids killed rise as a zombie next turn permanently under your control.	
recege	7	1 action	100 ft.				00 gp	1 hour	See Details.			243	Creatures stuck in cage can only leave using magic after CHA save.	
ne Shift	7		Touch	1 unwilling or Self + 8 willing	V S	M forked metal rod 250	0 gp		Melee Spell Attack + CHA (Fail				Transport to another plane. You specify general location or teleportation circle.	
nipiane	8		80 ft.		S			1 hour	W00 (F-3)				Create door to 30 ft. cubic room in demiplane. Trapped if there when spell ends.	
ninate Monater	8			1 creature 1 creature	V S		Cono	entration 1 hour	WIS (Fail)	Dauahia	DAM: 4d6		Charm monster to give it commands. Has advantage to save if attacking it. 9th: Duration is 8 hours.	
ORRA	8			1 creature Self	V	M clay,crystal,or mineral spheres		Instantaneou 1 hour	INT (DMG, but no INT effect)	rsycnic	DAM: 400		Creature INT and CHA scores become 1. See Sourcebook. Can replace CHA check rolls with a 15. Spells always detect you telling truth.	
er Word Stun	8		80 ft.	1 creature	V				See Details.				Target <= 150 HP is stunned. Nothing otherwise. CON save at end of turn to end.	
al Projection	9			Self and 8 willing targets	v s	M JACINTH(1k), SILVER(100) 110	00 gp	Special				215	Project to Astral Plane. See Sourcebook.	
edght .	9		Touch	1 willing creature	V S	M hummingbird feather		8 hours				244	Not surprised. Advantage:attacks,checks,saves. Disadvantage getting attacked.	
risonment er Word Kill	9		30 ft.	1 creature		M See Sourcebook. Sou	urce.		d WIS (Fail)		See Details.		Magically restrain a creature. See sourcebook.	
	9			1 creature	V s	M mercury, gum arabic, smoke	Conn	Instantaneou entration 1 hour	•	-	see Details.		If target has <= 100 HP, it dies instantly. No effect otherwise. No saving throw. Transform a creature/object into a different creature/object. See Sourcebook.	
Polymorph														

This reference sheet is intended to b	a used in addition to th	e enumebooks. They are NOT a	a reniscement. Sor	me enell detelle were removed and o	remmer i	rules butchered for the sake of brevity. Some of	enells ere too co	unlicated to be reli	abily described here.									
Spell components listed in ALL CAP	3 are consumed during	the spelicasting process.	O	, and an indicated that y		James S. L. Sand S. Dierry, Guille I												
Element Symbols: Fe = Iron, Ag = S	liver, Hg = Mercury, P	= Phosphorous																
	Level School	Ritual Casting Time	Range			M Component(s) Cost	Concentration		Attack/Saving Throw (Effect)	Damage Type	Damage/Heal			Per Higher Spell Level				
Acid Splash Blade Ward	0 Conjuration 0 Abjuration	1 action	60 ft. Self		V S			Instantaneous 1 round	DEX (Fail)	Acid	DAM: 1d6		DAM: Add extra 1d6 at 5th level, 11th level, and 17th level. Gain resistance to bludgeoning/piercing/slashing DMG from weapons.					
Chill Touch	0 Necromancy	1 action	120 ft.	1 creature	V S			1 round	Ranged Spell Attack	Necrotic	DAM: 1d6		Extra 1d6 DAM at 5th level, 11th level, and 17th level. Can't regain HP.					
Dancing Lights Fire Bott	0 Evocation 0 Evocation	1 action	120 ft. 120 ft.			M phosphorous or glowworm	Concentration	n 1 minute	December 1 American	Fire	D444 4440		Create 4 glowing, hovering objects that shed light out 10 ft. Can move 60 ft. DAM at 5th level: 2d10, at 11th level: 3d10, at 17th level: 4d10.					
Friends	0 Enchantment	1 action	120 ft. Self	1 creature/object 1 non-hostile creature	V S	M makeup applied to face	Concentration	n 1 minute	Ranged Spell Attack	Fire	DAM: 1d10		DAM at 5th level: 2d10, at 11th level: 3d10, at 17th level: 4d10. Advantage on CHA checks to target, who knows magic used once spell ends.					
Light	0 Evocation	1 action	Touch			M firefly or phosphorescent moss		1 hour	DEX (Fail)				Object sheds light in 20 ft. radious. Hostile targets get DEX save.					
Mage Hand	0 Conjuration 0 Transmutation	1 action 1 minute	30 ft. Touch		V S	M two lodestones		1 minute Instantaneous					Create spectral hand that manipulates objects. Can pick up <= 10 lbs. Mends one break or tear no larger than 1ft. in a mundane object.					
Message Minor Illusion	0 Transmutation	1 action	120 ft.			M piece of copper wire		1 round					Point at target and whisper a message. They can whisper a response.					
Minor Illusion	0 Illusion		30 ft.	5 ft. cube		M bit of fleece		1 minute					Create illusory sound or image. Investigation check against spell DC to detect.					
Poleon Spray Prestidigitation Ray of Frost	0 Conjuration 0 Transmutation	1 action 1 action	10 ft.		V S			Instantaneous 1 hour	CON (Fail)	Poison	DAM: 1d12		DAM increase. 5th level: 2d12, 11th level: 3d12, 17th level: 4d12. Create minor magical effect. See Sourcebook.					
Ray of Frost	0 Evocation	1 action	60 ft.	1 creature in range	v s			Instantaneous	Ranged Spell Attack	Cold	DAM: 1d8	271	Speed -10ft. DAM increase. 5th level: 2d8, 11th level: 3d8, 17th level: 4d8.					
Shooking Greep	0 Evocation 0 Divination	1 action	Touch 30 ft.		V S		0		Melee Spell Attack	Lightning	DAM: 1d8		Target can't take reactions until next turn. Advantage if target has metal armor.					
Alarm	1 Abjuration		30 ft.	1 creature 1 door/window/area	V S	M tiny bell, silver wire	Concentration	8 hours					Next turn you gain advantage on first attack against the target. Audible or silent alarm triggered on entry by those you haven't said can enter					
Burning Hands	1 Evocation	1 action	Self		v s				DEX (Half DAM)	Fire	DAM: 3d6	220	Flammable objects ignite.	Extra 1d6 DAM.				
Cherm Person Chromatic Orb	1 Enchantment 1 Evocation	1 action	30 ft.		V S	M diamond 50 gp		1 hour	Wisdom (Fail) Ranged Spell Attack	See Details	DAM: 3d8		Charm target so it treats you as friendly. Gets advantage to save if fighting you. Choose type: acid, cold, fire, lightning, poison, or thunder.	One more target <= 30ft. Extra 1d8 DAM.				
Color Spray	1 Illusion	1 action	Self			M pinch of colored powder		1 round	ranged open rames.	OCC DCIBIO	Drum. GGD			Extra 2d10 HP.				
Comprehend Languages	1 Divination	Ritual 1 action	Self			M pinch of soot and salt		1 hour					Know literal meaning of any speech. Understand written words while touching.					
Detect Magic Disguise Self	1 Divination 1 Illusion	Ritual 1 action 1 action	Self Self		V S		Concentration	n 10 minutes 1 hour					Sense presence of magic. Use action to see auras around creatures/objects. Create illusion to appear as someone else. Foiled by Investigation vs. spell DC.					
Expeditious Retreat	1 Transmutation	1 bonus action	Self	Self	v s		Concentration	n 10 minutes				238	You can take Dash as a bonus action until spell ends.					
Falso Life	1 Necromancy	1 action	Self			M alcohol or distilled spirits		1 hour				239	You gain 1d4+4 temp HP.	Extra 5 temp HP.				
Feather Fall Find Familiar	1 Transmutation 1 Conjuration	1 reaction (falling) Ritual 1 hour	60 ft.	<= 5 falling creatures		M small feather or piece of down M CHARCOAL,INCENSE,HERBS 10 gp	+	1 minute Instantaneous					Targets' descent slows to 60 ft. per round, takes no DAM, and can land on feet. Gain the service of a familiar. See Sourcebook.					
Fog Cloud	1 Conjuration	1 action	120 ft.	20 ft. radius sphere	V S		Concentration	n 1 hour				243	Creates a foggy sphere. Can be banished by moderate wind.	Increase radius by 20 ft.				
Grease	1 Conjuration 1 Divination	1 action Ritual 1 minute	60 ft. Touch			M pork rind or butter M pearl, owl feather 100 gp		1 minute Instantaneous	DEX (Fail)				Creatures in area or entering area fall prone if they fail DEX save.					
Identify Illusory Script	1 Divination 1 Illusion	Ritual 1 minute Ritual 1 minute	Touch	1 object writing surface		M pearl, owl feather 100 gp M LEAD-BASED INK 10 gp		Instantaneous 10 days					Learn what an item is and what spells affect it. Write magical script on surface that only designated people can read.					
Jump	1 Transmutation	1 action	Touch	1 creature	V S	M grasshopper's hind leg		1 minute				254	Target's jump distance tripled until spell ends.					
	1 Transmutation	1 action	Touch			M pinch of dirt	-	1 hour						One additional creature.				
Mage Armor Magic Missile	1 Abjuration 1 Evocation	1 action	120 ft.	Any creature in range.	V S			8 hours Instantaneous		Force	DAM:(1d4+1)x3		If target isn't wearing armor, its base AC becomes 13 + DEX modifier. You choose the target for each dart that does 1d4+1 DAM.	One additional dart.				
Protection from Evil and Good	1 Abjuration	1 action	Touch			M holy water or powdered silver	Concentration	n 10 minutes					Protect against certain types of creatures. See Sourcebook.					
Ray of Sickness Shield	1 Necromancy 1 Abjuration	1 action 1 reaction (get hit)	60 ft. Self		V S			Instantaneous 1 round	Ranged Spell Attack	Poison	DAM: 2k8		Target also makes CON save. On fail, poisoned until end of next turn. Gain +5 bonus to AC, including triggering attack. Negates Magic Missile attacks.	Extra 1d8 DAM.				
Silent Image	1 Illusion	1 action	60 ft.	15 ft. cube	V S	M bit of fleece	Concentration	n 10 minutes				276	Create visual-only illusion. Use action to make it move. Investigation to discover.					
Sleep	1 Enchantment	1 action	90 ft.			M pinch of fine sand	0	1 minute	W40 (F-7)			276	5d8 total HP of creatures in area fall asleep. Go in order of lowest HP to hightest	Addition 2d8 HP fall asleep.				
Tesha's Hideous Laughter Tenser's Floating Disk	1 Enchantment 1 Conjuration	Ritual 1 action	30 ft.			M tiny tarts and a feather M drop of mercury	Concentration	n 1 minute 1 hour	WIS (Fail)				Target (INT > 4) is prone, incapacitated, can't stand. WIS save each turn to end. Create floating disk that holds 500 lbs and stays within 20 ft. of you.					
Thunderwave	1 Evocation	1 action	Self	15 ft. cube	V S			Instantaneous	CON (Half DAM, no push)	Thunder	DAM: 2d8	282	Creatures failing save and objects pushed 10 ft. Boom heard for 300 ft.	Extra 1d8 DAM.				
Unseen Servant		Ritual 1 action	60 ft.			M piece of string, bit of wood	Cor	1 hour	Danasal Spell Attach	Linktoir -	DAM 4:40		Create invisible force that can perform simple, menial tasks for you.	Euleo 1412 DAM				
Witch Bolt Alter Self	1 Evocation 2 Transmutation	1 action 1 action	30 ft. Self		V S	M twig from tree struck by lightning	Concentration	n 1 minute n 1 hour	Ranged Spell Attack	Lightning	DAM: 1d12		Use action to auto hit target hit last round for 1d12 lightning DAM if in range. Choose one: breathe/swim underwater, natural weapons, change appearance	EXTR 1012 DAM.				
Arcane Lock	2 Abjuration	1 action	Touch	1 openable object	v s	M GOLD DUST 25 gp		Until Dispelled				215	Locks object until password is spoken or dispel/knock. Object break DC +10.					
Blindness/Deafness Blur	2 Necromancy 2 Illusion	1 action 1 action	30 ft. Self		V		Concentration	1 minute	CON per turn (Fail)				Target becomes blind or deaf (your choice). Creatures relying on sight have disadvantage to attack.	One more creature.				
Cloud of Daggers	2 Conjuration	1 action	60 ft.	5 ft. cube	v s	M sliver of glass		n 1 minute		Slashing	DAM: 4d4	222	DAM taken on entering or starting turn in area.	Extra 2d4 DAM.				
Continual Flame	2 Evocation	1 action	Touch			M RUBY DUST 50 gp		Until Dispelled	W40			227	Heatless flame comes from object. Can be covered but not snuffed out.					
Crown of Madness Darkness	2 Enchantment 2 Evocation	1 action	120 ft. 60 ft.		V S	M bat fur and pitch or coal		n 1 minute n 10 minutes	WIS every turn (Fail)				Charm humanoid to attack your target of choice. Use action to keep control. Creates darkness normal light can't dispel. Dispels light spells <= 2nd level.					
Darkvision	2 Transmutation	1 action	Touch	1 willing creature	v s	M dried carrot or agate		8 hours				230	Grants creature darkvision (60 ft.) but can't see in Darkness aura.					
Detect Thoughts	2 Divination 2 Transmutation	1 action 1 action	Self 30 ft.			M a copper piece M powdered iron		n 1 minute n 1 minute	See Sourcebook. CON (Fail)				Read thoughts of those around you. See Sourcebook. Enlarge or reduce target. See Sourcebook.					
Enlarge/Reduce Flaming Sphere	2 Transmutation 2 Conjuration	1 action	30 ft. 60 ft.			M powdered iron M tallow,brimstone,iron powder		n 1 minute n 1 minute	DEX (Half DAM)	Fire	DAM: 2d6			Extra 1d6 DAM.				
Gentle Repose	2 Necromancy	Ritual 1 action	Touch	1 corpse	V S	M salt and 1 cp on each eye		10 days				245	Preserves corpse. Extends time limit of Raise Dead spell.					
Gust of Wind Hold Person	2 Evocation 2 Enchantment	1 action 1 action	Self 60 ft.			M a legume seed M small straight piece of iron		n 1 minute n 1 minute	STR (Fail) WIS (Fail)				Push targets 15 ft. in directon of wind. Creatures move half speed against wind. Target is paralyzed. New saving throw at end of turn.	1 additional creature.				
Invisibility	2 Illusion	1 action	Touch	1 creature		M eyelash in gum arabic	Concentration	n 1 hour				254	Target becomes invisible. Ends if target attacks or casts a spell.	One additional creature.				
invisibility Knock Levitate	2 Transmutation 2 Transmutation	1 action	60 ft. 60 ft.	1 openable object	V e	M small leather loop or golden wire	Consenter	Instantaneous n 10 minutes	CON (Est)				Open mundane lock or suppress an Arcane Lock for 10 minutes. Loud knock. Target <= 500 lbs. floats 20 ft.Can move up/down 20ft./turn. Floats down on end.					
Locate Object	2 Iransmutation 2 Divination	1 action	Self			M small leather loop or golden wire M forked twig		n 10 minutes n 10 minutes	CON (Fail)				larget <= 500 lbs. floats 20 ft.Can move up/down 20ft./turn. Floats down on end. Sense object direction within 1000 ft. or locate it within 30 ft.					
Magic Mouth	2 Illusion	Ritual 1 minute	30 ft.	1 object	v s	M honeycomb and JADE DUST 10 gp		Until Dispelled				257	Magic mouth repeats <= 25 word message once condition is met.					
Magic Weapon Metre Acid Arrow	2 Transmutation 2 Evocation	1 bonus action 1 action	Touch 90 ft.		V S	M rhubarb leaf, adder's stomach	Concentration		Ranged Spell Attack	Acid	DAM: 4d4			4th: +2 weapon.6th: +3 1d4 DAM on both effects				
Mirror Image	2 Illusion	1 action	Self		V S			1 minute	. Lingua Opun Mildux	. 4.40	201m. 404		Create duplicates that make you harder to hit. See Sourcebook.	- I - I - I - I - I - I - I - I - I - I				
Mirror Image Misty Step	2 Conjuration	1 bonus action	Self		V	14		Instantaneous				260	Teleport <= 30 ft. away to unoccupied location.					
Nystu's Magic Aura Phantasmai Force	2 Illusion 2 Illusion	1 action	Touch 60 ft.			M small square of silk M bit of fleece	Concentration	24 hours n 1 minute	INT (Fail)				Divination spells reveal false info about target. See Sourcebook. Affect target with illusion. Can DAM for 1d6 Psychic. See Sourcebook.					
Phantasmal Force Ray of Enfeeblement	2 Necromancy	1 action	60 ft.	1 creature in range	V S			n 1 minute	Ranged Spell Attack			271	Target deals 1/2 DMG with STR weapon attacks. CON save to end at turn's end.					
Rope Trick	2 Transmutation 2 Evocation	1 action	Touch 120 ft.		V S V S	M powdered corn, parchment loop		1 hour	Denged Spell ****	Fire	DAM: 2d6x3		Climb rope to other space that can hide 8 Medium creatures. Can see outside. Shoot 3 rays at up to 3 targets.	One additional ray.				
Scorching Ray See Invisibility	2 Evocation 2 Divination	1 action	120 ft. Self			M pinch of talc and silver powder		1 hour	Ranged Spell Attack	· iie	JAM. 200X3		Shoot 3 rays at up to 3 targets. See invisible and ethereal creatures.	one succession (ay.				
Shatter	2 Evocation	1 action	60 ft.	10 ft. sphere	V S	M chip of mica		Instantaneous	CON (Half DAM)	Thunder	DAM: 3d8	275	Inorganic creatures have disadvantage to save. Objects take DAM too.	Extra 1d8 DAM.				
Spider Climb	2 Transmutation 2 Enchantment	1 action	Touch 30 ft.			M spider and drop of bitumen M snake's tongue, honeycomb	Concentration	n 1 hour n 8 hours	WIS (Fail)				Target can walk on walls or ceiling. Climbing speed becomes walking speed. Target follows reasonable course of action you suggest. Can specify conditions.					
Suggestion Web	2 Enchantment 2 Conjuration	1 action	30 ft. 60 ft.			M snake's tongue, honeycomb M bit of spiderweb			DEX (Fail)				larget follows reasonable course of action you suggest. Can specify conditions. Every turn:DEX save or restrain;STR save to escape.Burning webs:2d4 fire DAN					
Animate Dead	3 Necromancy	1 minute	10 ft.			M blood, flesh, bone		Instantaneous				212	Creates skeleton or zombie servant that accepts simple directions	Two more undead				
Bestow Curse Blink	3 Necromancy 3 Transmutation	1 action	Touch Self		V S		Concentration	n 1 minute 1 minute	WIS (Fail)				Curse target. See Sourcebook. Roll 11 or higher to go to Ethereal plane between turns; reapper within 10ft.	See Sourcebook.				
	3 Divination	10 minutes	1 mile			M jeweled horn or glass eye 100 gp	p Concentration	n 10 minutes				222	Create sensor in area you can see or hear through.					
Counterspell	3 Abjuration	1 reaction (spell cast)		1 Spellcaster	S			Instantaneous					Interrupt spell <= 4th. You make casting ability check (DC 10 + spell level).					
	3 Abjuration 3 Illusion		120 ft. Self	1 creature/object/magical effect 30 ft. cone		M white feather or hen heart	Concentration	Instantaneous n 1 minute					End spell <= 3rd level. For >= 4th level, casting ability check DC=10+spell level. Targets drop everything and use Dash to run away. WIS save once out of sight.	End spell <= new level.				
Feign Death	3 Necromancy	Ritual 1 action	Touch	1 willing creature	v s	M pinch of graveyard dirt		1 hour				240	Creature appears dead. Resists all non-psychic DMG. Disease/poison delayed.					
Firebali	3 Evocation	1 action	150 ft.	20 ft. radius sphere		M tiny ball of guano and sulfur		Instantaneous	DEX (Half DAM)	Fire	DAM: 8d6	241	Fire spreads around corners and ignites flammable objects.	Extra 1d6 DAM.				
Fly Gassous Form	3 Transmutation 3 Transmutation		Touch	1 willing creature	V S	M bit of gauze and wisp of smoke	Concentration	n 10 minutes n 1 hour				243	Target gains fly (60 ft.). Fall if spell ends while in air. Cloud form. Fly(10ft.). Resist nonmagical DMG. STR/DEX/CON save advantage.	One additional creature.				
Glyph of Warding	3 Abjuration	1 hour	Touch	See Sourcebook.	V S	M incense, DIAMOND POWDER 200 gp	р	Dispel/Triggere	ed			245	Create a magical trap. See Sourcebook.	See Sourcebook.				
Haste Managia Bettern	3 Transmutation 3 Illusion	1 action	30 ft. 120 ft.	1 willing creature 30 ft. cube	V S	M shaving of licorice root M glowing stick of incense		n 1 minute n 1 minute	WIS (Fail)			250	Doubles speed. +2 AC. Advantage on DEX saves. Additional action to Dash. Creatures charmed, incapacitated, speed = 0. Spell ends on DAM or shaking.					
	3 Evocation		120 ft. Self			M amail aquatal based	Concentrate	n 1 minute 8 hours	viio (raii)				Protect <= 9 creatures in hut from spells, creatures, elements.					
Lightning Bolt	3 Evocation	1 action	Self	100 ft. line	V S	M bit of fur and glass rod		Instantaneous	DEX (Half DAM)	Lightning	DAM: 8d6		-99-9	Extra 1d6 DAM.				
Magic Circle Major Image	3 Abjuration 3 Illusion		10 ft.	10 ft. rad., 20 ft. high cylinder 20 ft. cube	V S	M HOLY WATER or Fe/Ag DUST 100 gp M bit of fleece	Concentration	1 hour					Hinder one creature type within cylinder. See Sourcebook. Create image of object including sounds, smells. Investigation check to foil.	Duration increases 1 hour. 6th: lasts until dispelled				
Nondetection	3 Abjuration		Touch	1 object, place, or willing target				8 hours				263	Hide target from all divination and scrying magic.	was seen was withfulful				
Phentom Steed			30 ft.		V S			1 hour					You and 1 other can ride phantom steed. Speed=100ft or 10mph (13 fast).					
	3 Abjuration 3 Abjuration	1 action	Touch		V S		Concentration	n 1 hour Instantaneous					Creature gains resistance to one of: acid, cold, fire, lightning, or thunder. Remove curse creature or break object's curse attunement to any target.					
	- rujulduuti	- suduli	. 0001	. Demoire or object	. 0							2/1						

0	3 Evocation		Unlimited	1 creature V				4					074	0.4 . 65			
	3 Conjuration	1 action	150 ft.	40 ft. rad. 20 ft. tall cylinder V		A short piece of fine copper wire A pinch of dust, drops of water	Conc	centration 1 mir		DEX (Fail)				Send <= 25 word message to known creature. Get similar reply. Difficult terrain.Each turn,DEX save or fall prone,CON save or lose concentration.			
Slow	3 Transmutation	1 action	120 ft.	<= 6 creatures in 40 ft. cube V				centration 1 mir		WIS (Fail)				Affected creatures become slowed. See Sourcebook.			
	3 Conjuration	1 action	90 ft.			I rotten egg or skunk cabbage	Conc	centration 1 mir		CON (Fail)				Creatures that need to breathe spend turn retching. Wind disperses cloud.			
Tongues	3 Divination	1 action	Touch Self	1 creature V	A .	A clay model of a ziggurat	0	1 hou		Mala a Carall Marada	Marana dia	D414 040	283	Target understands any spoken language and is understood by everyone else.			
	3 Necromancy 3 Transmutation Rit	1 action tual 1 action			S	A short reed or piece of straw	Conc	centration 1 mir		Melee Spell Attack	Necrotic	DAM: 3d6		Each time you hit a target, you also HEAL half of the DAM you cause. Extra 1d6 DAM. Creatures gain ability to breathe underwater using normal respiration.			
	4 Divination	1 action	30 ft.			A a bit of bat fur	Conc	centration 1 hou						Create invisible eye with darkvision(30ft) moves 30ft/rd you can see through.			
	4 Abjuration	1 action	60 ft.			I item disliked by target		centration 1 mir		CHA (Fail)				Banish target to another plane; native of other plane doesn't return after 1 min. One more creature			
	4 Necromancy	1 action	30 ft.		S					CON (Half DAM)	Necrotic	DAM: 8d8		Plants have disadvantage on save and take max DAM. Extra 1d8 DAM.			
	4 Enchantment	1 action	90 ft.			A 3 nut shells		centration 1 mir		WIS (Fail)				Targets can't take reactions and do random actions. See Sourcebook.			
	4 Conjuration	1 minute	90 ft. 300 ft.		S	A wester dress minels of dust		centration 1 hou centration 10 m						Summon elementals (total CR <= 2) that obey commands. 6th: CR <= 4; 8th: CR <= 6	= 6		
Control Water Dimension Door	4 Transmutation 4 Conjuration	1 action	500 ft.	100 ft. cube V Self (and ally within 5 ft.) V		M water drop, pinch of dust	Conc		intaneous					Control water. See Sourcebook. Teleport yourself and ally to location. If occupied, 4d6 force DAM and spell fails.			
	4 Conjuration	1 action	90 ft.			A piece of octopus temtacle	Conc			DEX while in area (Fail)	Bludgeoning			Also restrained. Restrained take DAM every turn. STR/DEX check to get free.			
Fabricate	4 Transmutation	10 minutes	120 ft.	10 ft. cube V	S				intaneous					Convert raw materials into object no bigger than 5 ft. cube.			
	4 Evocation	1 action	Self			I bit of phosphorous or a firefly			ninutes		Fire/Cold	DAM: 2d8		Choose warm or chill shield. Melee attackers take DMG. Light out 10 ft./20 ft.			
	4 Illusion	1 action	Touch		S		Conc	centration 1 mir						Become invisible until spell ends.			
	4 Illusion 4 Evocation	10 minutes 1 action	300 ft. 300 ft.			A stone, twig, bit of green plant A pinch of dust, drop of water		24 ho	ours	DEX (Half DAM)	Dhudaaaniaa (Cale	DAM: 2d8+4d6		Make natural terrain seem like other terrain. Investigation check to disbelieve. Storm's area of effect becomes difficult terrain until end of next turn. Extra 1d8 bludgeoning DAM.	DAM		
	4 Conjuration	1 action	Touch			A chest(5000), replica chest(50)	5050 an		intaneous	DEX (Hall DAW)	biologeoring+cox	DAM. 200+400		Transport chest back and forth from Ethereal Plane using replica.	DPM.		
Locate Creature	4 Divination	1 action	Self			A bloodhound fur	95		intaneous					Sense creature direction within 1000 ft. or locate it within 30 ft.			
Mordenkeinen's Faithful Hound	4 Conjuration	1 action	30 ft.	V		M silver whistle, bone, thread		8 hou			Piercing	DAM: 4d8	261	Spectral hound guards area and can attack hostiles. See Sourcebook.			
Mordenkainen's Private Sanctum	4 Abjuration	10 minutes	120 ft.			M lead,glass,cloth,chrysolite		24 ho						Create magically secure area. See Sourcebook. Extra 100 ft. per cube side	ide		
	4 Evocation	1 action	30 ft.			M hemispheres of crystal,arabic		centration 1 mir		DEX (Fail)				Trap creature in sphere. Sphere only destroyed by Disintegrate spell.			
	4 Illusion 4 Transmutation	1 action 1 action	120 ft. 60 ft.		S	A caterpillar cocoon		centration 1 mir centration 1 hou		WIS (Fail) WIS (Fail)	Psychic	DAM: 4d10		Target is frightened and takes DAM at start of turn if it doesn't save. Extra 1d10 DAM. Transform creature's form. All stats change. Limited to actions of new form.			
	4 Transmutation	1 action				A soft clay in desired shape	Conc		intaneous	viio (r aii)				Reshape stone into any rough shape you wish.			
	4 Abjuration	1 action	Touch				100 gp Cond	centration 1 hou						Target gains resistance to nonmagical bludgeoning, piercing, and slashing DMG.			
Wall of Fire	4 Evocation	1 action	120 ft.	See Sourcebook. V		A small piece of phosphorous	Conc	centration 1 mir	nute	DEX (Half DAM)	Fire	DAM: 5d8	285	Those entering or ending turn on one side of the wall take 5d8 fire DAM. Extra 1d8 DAM.			
	5 Transmutation	1 action	120 ft.	<= 10 objects V	S		Conc	centration 1 mir	nute				213	Animate objects to accept simple commands. Two more objects			
g-y	5 Evocation	1 action	120 ft.			4 eggshell, snakeskin glove		centration 1 mir			Force	See Sourcebook	218	Create giant hand to do various things. See Sourcebook. See Sourcebook.			
	5 Conjuration 5 Evocation	1 action	120 ft. Self		S	A crystal or glass cone	Conc				Poison Cold			DAM taken on entering or starting turn in area. Fog moves away 10 ft. per turn. Extra 1d8 DAM. Creatures killed become frozen statues. Extra 1d8 DAM.			
	5 Conjuration	1 minute	90 ft.			A See Sourcebook	Conc	centration 1 hou		(-ium Drum)		m. oac		Summon elemental CR <= 5. Obeys commands. Hostile if control is lost. Increase max CR by 1.			
Contact Other Plane	5 Divination Rit	tual 1 minute	Self	V						INT DC:15(DAM, insane for day)	Psychic	DAM: 6d6		Contact extraplanar being. YOU make save. 1-word answers to 5 questions.			
Creation	5 Illusion	1 minute	30 ft.			d bit of matter you want to make		See :	Sourcebook				229	Make nonliving object no larger than 5 ft. cube. See Sourcebook. Cube size increases by 5 ft.	5 ft.		
	5 Enchantment	1 action	60 ft.		S		Conc	centration 1 mir		WIS (Fail)		00	235	Charm humanoid to give it commands. Has advantage to save if attacking it. See Sourcebook.			
Dream Geas	5 Illusion 5 Enchantment	1 minute 1 minute	See Sourcebook. 60 ft.	1 creature V	S A	M sand,ink,quill from asleep bird		8 hou						Shape creature's dreams. See Sourcebook. Tarrest must parform test you set 5d10 reschip D&M whenever it dischare. 7th lests 1 year-9th forever.	arar .		
Hold Moneter	5 Enchantment 5 Enchantment	1 minute 1 action	90 ft.		SA	A small straight piece of iron	Cone	30 da centration 1 mir		WIS (Fail)	See Details.	Jee Deidlis.		Target must perform task you set. 5d10 psychic DAM whenever it disobeys. 7th: lasts 1 year;9th: forever Target is paralyzed. New saving throw at end of turn. Doesn't work on undead. 1 additional creature.	Life I		
	5 Divination	10 minutes	Self			INCENSE(250),4 ivory strips(50			intaneous	1				Learn lore about target. Information is accurate but might use figurative words.			
Misload	5 Illusion	1 action	Self	Self	S		Conc	centration 1 hou	ur				260	Become invisible and create illusory double. Use action to move your double.			
Modify Memory	5 Enchantment	1 action	30 ft.		S		Conc	centration 1 mir		WIS (Fail)				Reshape another creature's memories. See Sourcebook. See Sourcebook.			
	5 Transmutation	1 action	30 ft.			A pinch of sesame seeds	4000	1 hou		014 (5-7)				Create 5ft wide, 8ft tall,20ft deep opening in wall, ceiling, or floor.			
Plener Binding Rary's Telepathic Bond	5 Abjuration 81	1 hour tual 1 action	60 ft. 30 ft.			A JEWEL A eggshell of 2 different creatures	1000 gp	24 ho		CHA (Fail)				Bind celestial, elemental, fey, or fiend to serve you for spell duration. See Sourcebook. Targets can communicate telepathically with each other, but not to other planes.			
	5 Divination	10 minutes	Self					centration 10 m		WIS (Fail)				Spy on a target located on the same plane as you. See Sourcebook.			
	5 Illusion	1 action	30 ft.		S	,	J			CHA (Fail)				Disguise willing or unwillig creatures as other similar creatures, including outfits.			
Telekineels	5 Transmutation	1 action	60 ft.	Creatures or objects in range V	S			centration 10 m					280	Move objects or creatures with your mind. See Sourcebook.			
	5 Conjuration	1 minute	10 ft.			CHALK & INK mixed with gems		1 rou						Any stepping inside circle teleport to permanent teleportation circle.			
	5 Evocation 5 Evocation	1 action	120 ft. 120 ft.			A powder from clear gemstone		centration 10 m		DEX (Move away, not trapped)				Create impenetrable wall (even into Ethereal Plane) only unmade by Disintegrate.			
Wall of Stone Arcane Gate	6 Conjuration	1 action	120 ft.		S	f small block of granite		centration 10 m		DEX (Move away, not trapped)				Create wall of stone or other stone structure. See Sourcebook. Create two linked portals 10ft, across anybody can travel between.			
	6 Evocation	1 action				A bit of fur,glass,3 silver pins	Conc			DEX (Half DAM)	Lightning	DAM: 10d8		Bolt hits one target then forks to up to 3 others. One more bolt in fork.			
	6 Necromancy	1 action	150 ft.				500 gp				Necrotic	DAM: 8d6	221	Extra 2d6 DAM.			
	6 Evocation	10 minutes	Self			I ivory statue of self	1500 gp	10 da						Spell <= 5th level activates when condition occurs. That spell's slot used too.			
	6 Necromancy	1 minute	10 ft.				Source		intaneous					Create undead to serve you for 24 hours. See Sourcebook. See Sourcebook.			
	6 Transmutation 6 Conjuration Rit	1 action tual 1 minute	60 ft. Touch			lodestone and pinch of dust	1000 ee		ntaneous Dispelled	DEX (Fail)	Force			If target drops to 0 HP, is disintegrated. Only revived by True Resurrection. Extra 3d6 DAM.			
	6 Necromancy	1 action	Self		S	M sapphire	1000 gp	centration 1 mir		WIS (Fail)			238	Speak item name and crush gem to summon object unless it's held by other. Affect targets negatively. New target each turn. See Sourcebook.			
	6 Transmutation	1 action	60 ft.			A pinch of lime, water, and earth		centration 1 mir		CON (Fail)				Restrained on first fail. Petrified after 3 fails.			
	6 Abjuration	1 action	Self			M glass or crystal bead	Conc	centration 1 mir	nute				245	Spells <= 5th level cannot affect those within the globe. 1 higher spell level blocked.	ked.		
	6 Abjuration	10 minutes	Touch			M See sourcebook.	10 gp	24 h						Protect an area of space. See Sourcebook.			
Magic Jar	6 Necromancy	1 minute	Self				500 gp		Dispelled					Your soul enters an external object. See sourcebook.			
Move Earth	6 Enchantment 6 Transmutation	1 action 1 action	60 ft. 120 ft.			M snake's tongue, honeycomb M iron blade, bag of soil	Cone	centration 2 hou	ours	WIS (Fail)				Make creatures accept reasonable sounding suggestions. See Sourcebook. 7th: 10 days;8th:30,9th:368 Reshape dirt, sand, or clay. Can move to different square after 10 minutes.	366		
	6 Evocation	1 action	300 ft.			A small crystal sphere	Conc			CON (Half DAM)	Cold	DAM: 10d6		Water freezes. Can give globe to another who fires it and spell takes effect then. Extra 1d8 DAM.			
	6 Enchantment	1 action	30 ft.	1 creature V			Conc	centration 1 mir						No movement.Disadvantage on DEX saves and attacks.Use action to WIS save.			
	6 Illusion	1 action	120 ft.	30 ft. cube V	SA	M fleece, jade dust	25 gp	Until	Dispelled				269	Create illusion that performs specific action triggered by specific action.			
	6 Evocation	1 action	Self			M magnifying glass	Conc			CON (Half DAM, no blindness)	Radiant	DAM: 6d8		Creatures are blinded until your next turn. Use your action to make a new line.			
	6 Divination	1 action	Touch				25 gp	1 hou		DEV (Half DAM)	Cold	DAM 1010		Target creature gains truesight, sees secret doors, Ethereal Plane. Range 120 ft.	ries .		
	6 Evocation 7 Evocation	1 action 1 action	120 ft. 150 ft.			A small piece of quartz A tiny ball of guano and sulfur		centration 10 m centration 1 mir			Cold Fire			Ice:AC 12, 30 HP. Moving through ice:take 5d6 cold DAM or CON save for half. Extra DAM:2d6,1d6 moving Creates spot where fireball will erupt. See Sourcebook. Extra 1d6 base DAM.	my .		
Etherealness	7 Transmutation	1 action	Self		S	, , car a gazino una sundi	COIRC		o 8 hours	- ()				Become ethereal. Move up/down at half speed. Can't see past 60 ft. 8th:3 targets;9th: 6 targets	ets		
Finger of Death	7 Necromancy	1 action	60 ft.	1 creature V	S					CON (Half DAM)	Necrotic	DAM: 7d8+30	241	Humanoids killed rise as a zombie next turn permanently under your control.			
Forcecage	7 Evocation	1 action			SA	A ruby dust	1500 gp			See Details.				Creatures stuck in cage can only leave using magic after CHA save.			
Mirage Arcane	7 Illusion	10 minutes	Sight		S		45	10 da						Create audo, visual, tactile, and olfactory illusion. Only Truesight can detect.			
Mordenkeinen's Magnificent Mansi Mordenkeinen's Sword	7 Conjuration 7 Evocation	1 minute	300 ft.			A portal(5),marble(5),spoon(5)		24 ho		Melee Spell Attack	Enma			Summon portal to 50000 cubic ft. mansion with food for 100 people. Use bonus action each turn to move sword <= 20 ft. and attack again.			
Mordenkainen's Sword Plane Shift	7 Evocation 7 Conjuration	1 action	60 ft. Touch	1 unwilling or Self + 8 willing V			250 gp Conc 250 gp			Melee Spell Attack Melee Spell Attack + CHA (Fail)	ruite	DAM: 3d10		Use bonus action each turn to move sword <= 20 ft. and attack again. Transport to another plane. You specify general location or teleportation circle.			
Prismatic Spray	7 Evocation	1 action	Self		S		or				See Sourcebook.	See Sourcebook		Send a rainbow of negative effects at enemies. See Sourcebook.			
Project Image	7 Illusion	1 action	500 miles	V	SA	A small replica of self	5 gp Cond	centration 1 day						Create image of self you can see/hear/speak/move (x2 speed) through.			
Reverse Gravity	7 Transmutation	1 action	100 ft.	50 ft. radius V	SA	lodestone and iron filings	Conc	centration 1 mir		DEX (grab fixed object)				Creatures fall upwards, taking falling damage. Fall again once spell ends.			
	7 Transmutation	1 action	Touch	1 willing creature or object V	SA	// GEM POWDER	5000 gp		Dispelled					Hide target from detection, falls into suspended animation. Condition can end it.			
Smulicrum	7 Illusion 7 Abjuration	12 hours 1 minute	Touch			M See Sourcebook. M Hg, P, DIAMOND and OPAL	1500 gp		Dispelled	See Sourcebook.	Pan Pauronh: -1:			Create duplicate of beast or humanoid that obeys your commands.			
Symbol Teleport	7 Abjuration 7 Conjuration	1 minute 1 action	10 ft.	1 surface or object V Self and <= 8 creatures V		ng, r, DIAMOND and OPAL	routi gp		el/Inggered intaneous	aee autircebook.	oee Sourcebook.			Inscribe harmful magical glyph on surface. See Sourcebook. Teleport yourself and willing creatures to a distant location. See Sourcebook.			
	8 Abjuration	1 action	10 ft. radius			M powdered iron or filings	Conc	centration 1 hou						Erects a sphere around you in which all magic no longer works.			
Antimagic Field Antipathy/Sympathy Clone	8 Enchantment	1 hour				I lump of alum or honey	2310			WIS (Fail)			214	Target object/creature attracts or repels specific creature types.			
Clone	8 Necromancy	1 hour	Touch				3000 gp		intaneous					Create clone of living person; soul transfers to clone if original dies.			
Control Weather	8 Transmutation	10 minutes	Self	5 mile radius V		I incense, earth&wood in water	Conc	centration 8 hou						Control the weather. See Sourcebook.			
	8 Conjuration	1 action	60 ft.	1 creature V	S		0	1 hou centration 1 hou		M/S (Feil)				Create door to 30 ft. cubic room in demiplane. Trapped if there when spell ends. Charm monster to give it commands. Has advantage to save if attacking it. 9th: Duration is 8 hours.			
Feeblemind	8 Enchantment 8 Enchantment	1 action 1 action	60 ft. 150 ft.			A clay,crystal,or mineral spheres		Insta	intaneous	INT (DMG, but no INT effect)	Psychic	DAM: 4d6		Charm monster to give it commands. Has advantage to save if attacking it. 9th: Duration is 8 hours. Creature INT and CHA scores become 1. See Sourcebook.			
	8 Conjuration	1 action			S	y, - y - an, - minoral spirities				DEX every turn (Half DMG)				Targets make save when cloud created or entering or exiting it. Cloud move: 10ft.			
Mezo	8 Conjuration	1 action	60 ft.		S		Conc	centration 10 m	ninutes	See Details				Target uses action each turn to make INT check (DC 20) to escape.			
Mind Blank	8 Abjuration	1 action	Touch		S			24 ho	ours					Target immune to psychic damage, charm, mind reading, divinations.			
	8 Enchantment	1 action	60 ft.							See Details.				Target <= 150 HP is stunned. Nothing otherwise. CON save at end of turn to end.			
Power Word Stun	8 Evocation	1 action				If fire and piece of sunstone				CON (Half DAM, no blindness)	Radiant			Creatures are blinded for 1 minute (CON save at end of turn to end).			
Sunburst		1 action	Unlimited			A pair of linked silver rings		24 ho					281	Telepathically communicate words, sounds, images with target (INT >= 1). Project to Astral Plane. See Sourcebook.			
Telepathy	8 Evocation		10 8	Self and 8 willing ternate	S 1	A JACINTH(1k) SILVED(100)	1100 ar	Qean					4.0				
Telepathy Astral Projection		1 hour 1 minute	10 ft. Touch			A JACINTH(1k), SILVER(100) A hummingbird feather	1100 gp	Spec 8 hou					244				
Telepathy Astral Projection Foresight	8 Evocation 9 Necromancy	1 hour		1 willing creature V	SA	M hummingbird feather	UI UI	Spec 8 hou centration 1 mir	urs					Project to Asia a Fialle. See Southeest. Not surprised. Advantage attacks, checks, saves. Disadvantage getting attacked. Create portat to precise location on another plane or near a specific person.			
Telepathy Astral Projection Foreeight Gate Imprisonment	8 Evocation 9 Necromancy 9 Divination 9 Conjuration 9 Abjuration	1 hour 1 minute 1 action 1 minute	Touch 60 ft. 30 ft.	1 willing creature V 5-20 ft. diameter gate V 1 creature V	SA	M hummingbird feather M diamond	UI UI	8 hou centration 1 mir Until	urs nute Dispelled	WIS (Fail)			244 252	Not surprised. Advantage attacks, checks, saves. Disadvantage getting attacked. Creake portal to precise location on another plane or near a specific person. Magically restrain a creature. See sourcebook.			
Telepatry Astral Projection Foresight Gate Imprisonment Meteor Swarm	8 Evocation 9 Necromancy 9 Divination 9 Conjuration	1 hour 1 minute 1 action	Touch 60 ft.	1 willing creature V 5-20 ft. diameter gate V 1 creature V	S A S A S	M hummingbird feather M diamond	5000 gp Conc	8 hou centration 1 mir Until	urs nute Dispelled		Fire+Bludgeoning	DAM20d6+20d6	244 252 259	Not surprised. Advantage: attacks, checks, saves. Disadvantage getting attacked. Create portal to precise location on another plane or near a specific person.			

Prismatic Wall	9 Abjuration	1 action	60 ft.	90x30 ft wall or 30ft dia. sphere V	S			Instantaneous	See Sourcebook.	See Sourcebook.	See Sourcebook	267	Create multicolored barrier with various effects. See Sourcebook.
Shapechange	9 Transmutation	1 action	Self	Self V	S	M jade circlet 1500 gp	p Concentrati	n 1 hour				274	Assume the form of a different creature. See Sourcebook.
Time Stop	9 Transmutation	1 action	Self	V				Instantaneous				283	Stop time. Take 1d4+1 turns alone. Spell ends if you affect others in any way.
True Polymorph	9 Transmutation	1 action	30 ft.	1 creature or nonmagical object V	S	M mercury, gum arabic, smoke	Concentrati	n 1 hour				283	Transform a creature/object into a different creature/object. See Sourcebook.
Welrd	9 Illusion	1 action	120 ft.	30 ft. radius V	S		Concentrati	n 1 minute	WIS (Fail)	Psychic	DAM: 4d10	288	Affected creatures make WIS saves each turn and take DAM until they save.
Wish	9 Conjuration	1 action	Self	Self V				Instantaneous				288	Replicate and shell <= 8th level or other powerful effect granted. See Sourcebook

This reference sheet is intended to Spell components listed in ALL CAF	be used in addition to to PS are consumed durin	he sourcebooks ig the spelicastin	s. They are NOT a r	replacement. Som	ne spell details were removed and gran	mmer rule	s butchered for the sake of brevity.	Some spi	olis are too complic	aled to be reliabl	y described here.								
Element Symbols: Fe = Iron, Ag = 1	Silver, Hg = Mercury, P	= Phosphorous																	
Spell Name	Level School 1 Abjuration	Ritual C	eeting Time	Range			M Component(s) M tiny bell, silver wire	Cost	Concentration	Duration 8 hours	Attack/Saving Throw (Effect)	Damage Type	Damage/Heal			ligher Spell Level			
Antimagic Field	8 Abjuration	1:	action	10 ft. radius	Self	v s	M powdered iron or filings		Concentration	1 hour				213	Audible or silent alarm triggered on entry by those you haven't said can enter Erects a sphere around you in which all magic no longer works.				
Arcene Lock Benishment Blade Ward Counterspell Dispel Magic	2 Abjuration 4 Abjuration		action action	Touch 60 ft.			M GOLD DUST M item disliked by target	25 gp	Concentration	Until Dispelled 1 minute	CHA (Fail)				Locks object until password is spoken or dispel/knock. Object break DC +10. Banish target to another plane; native of other plane doesn't return after 1 min. One mor	more creature			
Blade Ward	0 Abjuration		action reaction (spell cast)	Self	Self	v s				1 round	D. D. D. Marilla				Gain resistance to bludgeoning/piercing/stashing DMG from weapons.				
Dispei Megic	3 Abjuration 3 Abjuration		action (spell cast)	120 ft.	1 Spellcaster 1 creature/object/magical effect	V S				Instantaneous Instantaneous	See Details.				Interrupt spell <= 4th. You make casting ability check (DC 10 + spell level). Interrupt End spell <= 3rd level. For >= 4th level, casting ability check DC=10+spell level. End spel	rupt spell <= new level. spell <= new level.			
Globe of invulnerability Glyph of Warding	6 Abjuration 3 Abjuration		action hour	Self Touch			M glass or crystal bead M incense, DIAMOND POWDER	200 an	Concentration	1 minute Dispel/Triggered						her spell level blocked. Sourcebook.			
Guarde and Wards	6 Abjuration	10	0 minutes	Touch	See Sourcebook.	v s	M See sourcebook.	10 gp		24 hours				248	Protect an area of space. See Sourcebook.	oourcebook.			
Imprisonment Mage Armor	9 Abjuration 1 Abjuration		minute action	30 ft. Touch			M See Sourcebook. M piece of cured leather	Source		Until Dispelled 8 hours	WIS (Fail)				Magically restrain a creature. See sourcebook. If target isn't wearing armor, its base AC becomes 13 + DEX modifier.				
Mage Armor Magic Circle	3 Abjuration	1	minute	10 ft. Touch	10 ft. rad., 20 ft. high cylinder		M HOLY WATER or Fe/Ag DUST	T 100 gp		1 hour 24 hours				256	Hinder one creature type within cylinder. See Sourcebook. Duration	tion increases 1 hour.			
Mind Blank Mordenkainen's Private Sanctum	8 Abjuration 4 Abjuration		action 0 minutes	120 ft.			M lead,glass,cloth,chrysolite			24 hours					Target immune to psychic damage, charm, mind reading, divinations. Create magically secure area. See Sourcebook. Extra 10t	100 ft. per cube side			
Nondetection Plener Binding	3 Abjuration 5 Abjuration		action hour	Touch 60 ft.	1 object, place, or willing target 1 extraplanar creature		M DIAMOND DUST M JEWEL	25 gp 1000 gg		8 hours 24 hours	CHA (Fail)				Hide target from all divination and scrying magic. Bind celestial, elemental, fey, or fiend to serve you for spell duration. See Sou	Sourcebook.			
Prismatic Wali	9 Abjuration	1:	action	60 ft.	90x30 ft wall or 30ft dia. sphere	v s	III OLIVEL	1000 9		Instantaneous	See Sourcebook.	See Sourcebook.	See Sourcebook	267	Create multicolored barrier with various effects. See Sourcebook.	oodiccooox.			
Protection from Energy Protection from Evil and Good	3 Abjuration 1 Abjuration		action action	Touch Touch		V S V S	M holy water or powdered silver		Concentration Concentration						Creature gains resistance to one of: acid, cold, fire, lightning, or thunder. Protect against certain types of creatures. See Sourcebook.				
Remove Curse Shield	3 Abjuration 1 Abjuration	1:	action	Touch Self	1 creature or object	V S V S				Instantaneous				271	Remove curse creature or break object's curse attunement to any target.				
Stoneskin	4 Abjuration			Touch	1 willing creature	v s	M DIAMOND DUST	100 gp	Concentration	1 round 1 hour					Gain +5 bonus to AC, including triggering attack. Negates Magic Missile attacks. Target gains resistance to nonmagical bludgeoning, piercing, and slashing DMG.				
Stoneskin Symbol Add Splash	7 Abjuration 0 Conjuration		minute action	Touch 60 ft.			M Hg, P, DIAMOND and OPAL	1000 gg		Dispel/Triggered	See Sourcebook.				Inscribe harmful magical glyph on surface. See Sourcebook. DAM: Add extra 1d6 at 5th level, 11th level, and 17th level.				
Arcene Gate	6 Conjuration	1:	action	500 ft.	Point(10ft),Point(500ft.)	V S V S			Concentration	10 minutes		Acid		214	Create two linked portals 10ft, across anybody can travel between.				
Cloud of Daggers Cloudidii	2 Conjuration 5 Conjuration		action action	60 ft. 120 ft.		V S	M sliver of glass	-	Concentration		CON (Half DAM)	Slashing	DAM: 4d4 DAM: 5d8		DAM taken on entering or starting turn in area. Extra 2d: DAM taken on entering or starting turn in area. Fog moves away 10 ft. per turn. Extra 1di	2d4 DAM. 1d8 DAM.			
Conjure Elemental	5 Conjuration	1	minute	90 ft.		V S	M See Sourcebook		Concentration	1 hour	7			225	Summon elemental CR <= 5. Obeys commands. Hostile if control is lost. Increase	ase max CR by 1.			
Conjure Minor Elementals Demiplene	4 Conjuration 8 Conjuration		minute action	90 ft. 60 ft.		V S		+	Concentration	1 hour 1 hour					Summon elementals (total CR <= 2) that obey commands. 6th: CR Create door to 30 ft. cubic room in demiplane. Trapped if there when spell ends.	CR <= 4; 8th: CR <= 6			
Dimension Door	4 Conjuration		action	500 ft.		V	M complies	1000		Instantaneous				233	Teleport yourself and ally to location. If occupied, 4d6 force DAM and spell fails.				
Drawmije Instant Summons Everd's Black Tentacles	6 Conjuration 4 Conjuration	1:		Touch 90 ft.	20 ft. square	V S	M sapphire M piece of octopus temtacle	1000 gg	Concentration		DEX while in area (Fail)	Bludgeoning	DAM: 3d6		Speak item name and crush gem to summon object unless it's held by other. Also restrained. Restrained take DAM every turn. STR/DEX check to get free.				
Find Familier Flaming Sphere	1 Conjuration 2 Conjuration		hour action	10 ft. 60 ft.			M CHARCOAL,INCENSE,HERBS M tallow.brimstone.iron.powder		Concentration	Instantaneous	DEX (Half DAM)	Fire	DAM: 2d6		Gain the service of a familiar. See Sourcebook. Creatures next to spheres at end of turn take DAM. Move spheres 30 ft. Extra 1dl	146 DAM			
Fog Cloud	1 Conjuration	1:	action	120 ft.	20 ft. radius sphere	V S			Concentration	1 hour	DEX (Hall DAW)	rae	D/WI. 200	243	Creates a foggy sphere. Can be banished by moderate wind. Increase	ase radius by 20 ft.			
Gate Grease	9 Conjuration 1 Conjuration		action action	60 ft.			M diamond M pork rind or butter	5000 gg	Concentration	1 minute 1 minute	DEX (Fail)				Create portal to precise location on another plane or near a specific person. Creatures in area or entering area fall prone if they fail DEX save.				
Incendiary Cloud	8 Conjuration	1.	action	150 ft.	20 ft. radius sphere	V S	· ·		Concentration	1 minute		Fire	DAM: 10d8		Targets make save when cloud created or entering or exiting it. Cloud move: 10ft.				
Leomund's Secret Chest Mage Hand	4 Conjuration 0 Conjuration		action	Touch 30 ft.		V S	M chest(5000), replica chest(50)	5050 gg		Instantaneous 1 minute				254 256	Transport chest back and forth from Ethereal Plane using replica. Create spectral hand that manipulates objects. Can pick up <= 10 lbs.				
Maze	8 Conjuration	1.	action	60 ft. Self	1 creature	v s			Concentration	10 minutes	See Details			258	Target uses action each turn to make INT check (DC 20) to escape.				
Misty Step Mordenkainen's Faithful Hound	2 Conjuration 4 Conjuration		bonus action action	Self 30 ft.	Self	v s	M silver whistle, bone, thread	-		Instantaneous 8 hours		Piercing	DAM: 4d8		Teleport <= 30 ft. away to unoccupied location. Spectral hound guards area and can attack hostiles. See Sourcebook.				
Mordenkainen's Magnificent Manelo Plane Shift	7 Conjuration 7 Conjuration		minute action	300 ft. Touch	1 unwilling or Self + 8 willing	V S	M portal(5),marble(5),spoon(5) M forked metal rod	15 gp 250 gp		24 hours	Melee Spell Attack + CHA (Fail)				Summon portal to 50000 cubic ft. mansion with food for 100 people. Transport to another plane. You specify general location or teleportation circle.				
Polson Spray	0 Conjuration	1:	action	10 ft.	1 creature	V S		200 gp		Instantaneous	CON (Fail)	Poison	DAM: 1d12	266	DAM increase. 5th level: 2d12, 11th level: 3d12, 17th level: 4d12.				
Steet Storm Stinking Cloud	3 Conjuration 3 Conjuration		action action	150 ft.			M pinch of dust, drops of water M rotten egg or skunk cabbage	-	Concentration		DEX (Fail) CON (Fail)				Difficult terrain. Each turn, DEX save or fall prone, CON save or lose concentration. Creatures that need to breathe spend turn retching. Wind disperses cloud.				
Teleport	7 Conjuration	1:	action	10 ft.	Self and <= 8 creatures	V				Instantaneous	CON (Fail)			281	Teleport yourself and willing creatures to a distant location. See Sourcebook.				
Teleportation Circle Tenser's Floating Disk	5 Conjuration 1 Conjuration		minute action	10 ft. 30 ft.			M CHALK & INK mixed with gems M drop of mercury	ns 50 gp		1 round 1 hour					Any stepping inside circle teleport to permanent teleportation circle. Create floating disk that holds 500 lbs and stays within 20 ft. of you.				
Unseen Servent	1 Conjuration			60 ft.			M piece of string, bit of wood			1 hour					Create invisible force that can perform simple, menial tasks for you.				
Weh	2 Conjuration 9 Conjuration		action action	60 ft. Self	Self	V	M bit of spiderweb		Concentration	1 hour Instantaneous	DEX (Fail)			288	Every turn:DEX save or restrain;STR save to escape.Burning webs:2d4 fire DAM. Replicate and spell <= 8th level or other powerful effect granted. See Sourcebook.				
Arcane Eye	4 Divination 3 Divination		action 0 minutes	30 ft.			M a bit of bat fur M jeweled horn or glass eye	100 00	Concentration Concentration						Create invisible eye with darkvision(30ft) moves 30ft/rd you can see through. Create sensor in area you can see or hear through.				
Cialroyence Comprehend Languages	1 Divination	Ritual 1:	action	Self			M pinch of soot and salt	100 gp		1 hour				224	Know literal meaning of any speech. Understand written words while touching.				
Contact Other Plane Detect Maxic	5 Divination 1 Divination	Ritual 1:	minute action	Self Self	30 ft. radius	V S			Concentration		INT DC:15(DAM, insane for day) Psychic	DAM: 6d6	226	Contact extraplanar being. YOU make save. 1-word answers to 5 questions. Sense presence of magic. Use action to see auras around creatures/objects.				
Detect Megic Detect Thoughts	2 Divination	1:	action	Self	30 ft. radius	v s	M a copper piece		Concentration	1 minute	See Sourcebook.				Read thoughts of those around you. See Sourcebook.				
Foresight Identify Legend Lore	9 Divination 1 Divination		minute minute	Touch			M hummingbird feather M pearl, owl feather	100 gp		8 hours Instantaneous					Not surprised. Advantage:attacks,checks,saves. Disadvantage getting attacked. Learn what an item is and what spells affect it.				
	5 Divination 4 Divination	10	0 minutes action	Self Self	1 person, place, or object	V S	M INCENSE(250),4 ivory strips(5 M bloodhound fur	50 300 gp		Instantaneous				254	Learn lore about target. Information is accurate but might use figurative words.				
Locate Creature Locate Object	2 Divination	1:	action action	Self			M bloodhound fur M forked twig		Concentration					256	Sense creature direction within 1000 ft. or locate it within 30 ft. Sense object direction within 1000 ft. or locate it within 30 ft.				
Rary's Telepathic Bond	5 Divination 5 Divination		action 0 minutes	30 ft. Self			M eggshell of 2 different creature M scrying focus		Concentration	1 hour 10 minutes	WIS (Fail)				Targets can communicate telepathically with each other, but not to other planes. Spy on a target located on the same plane as you. See Sourcebook.				
Sorying See invisibility	2 Divination	1:	action	Self	Self	v s	M pinch of talc and silver powder			1 hour	····o (r all)			274	See invisible and ethereal creatures.				
Tongues True Seeing	3 Divination 6 Divination		action action	Touch Touch			M clay model of a ziggurat M OINTMENT FOR EYES	25 gp		1 hour 1 hour					Target understands any spoken language and is understood by everyone else. Target creature gains truesight, sees secret doors, Ethereal Plane. Range 120 ft.				
True Strike	0 Divination	1:	action	30 ft.	1 creature	S		. 01	Concentration	1 round				284	Next turn you gain advantage on first attack against the target.				
Antipathy/Sympathy Charm Person	8 Enchantmen		hour action	60 ft. 30 ft.		V S	M lump of alum or honey	+		10 days 1 hour	WIS (Fail) Wisdom (Fail)		-		Target object/creature attracts or repels specific creature types. Charm target so it treats you as friendly. Gets advantage to save if fighting you. One mor	more target <= 30ft.			
Confusion	4 Enchantmen 2 Enchantmen	nt 1	action action	90 ft. 120 ft.	10 ft. radius sphere	V S	M 3 nut shells		Concentration	1 minute	WIS (Fail)			224	Targets can't take reactions and do random actions. See Sourcebook. Increase	ase radius by 5ft.			
Crown of Medness Dominate Monster	2 Enchantmen 8 Enchantmen		action action	60 ft.		V S			Concentration Concentration	1 hour	WIS every turn (Fail) WIS (Fail)			235	Charm humanoid to attack your target of choice. Use action to keep control. Charm monster to give it commands. Has advantage to save if attacking it. 9th: Dura				
Dominate Person Feeblemind	5 Enchantmen 8 Enchantmen		action action	60 ft. 150 ft.		V S	M clay,crystal,or mineral spheres		Concentration	1 minute	WIS (Fail) INT (DMG, but no INT effect)	Psychic	DAM: 4d6		Charm humanoid to give it commands. Has advantage to save if attacking it. See Sou Creature INT and CHA scores become 1. See Sourcebook.	Sourcebook.			
Friends	0 Enchantmen	nt 1	action	Self	1 non-hostile creature		M clay,crystal,or mineral spheres M makeup applied to face	-	Concentration	1 minute				244	Advantage on CHA checks to target, who knows magic used once spell ends.				
Geas Hold Monster	5 Enchantmen 5 Enchantmen		minute action	60 ft. 90 ft.	1 creature 1 creature	V s	M small straight piece of iron	-	Concentration	30 days 1 minute	WIS (Fail) WIS (Fail)	See Details.	See Details.	244	Target must perform task you set. 5d10 psychic DAM whenever it disobeys. 7th: lasts Target is paralyzed. New saving throw at end of turn. Doesn't work on undead. 1 additio				
Hold Person	2 Enchantmen	nt 1	action	60 ft.	1 humanoid	V S	M small straight piece of iron		Concentration	1 minute	WIS (Fail)			251	Target is paralyzed. New saving throw at end of turn. 1 additio	ditional creature.			
Mass Suggestion Modify Memory	6 Enchantmen 5 Enchantmen			60 ft. 30 ft.		V S	M snake's tongue, honeycomb		Concentration		WIS (Fail) WIS (Fail)				Make creatures accept reasonable sounding suggestions. See Sourcebook. 7th: 10 d Reshape another creature's memories. See Sourcebook. See Sou	10 days;8th:30;9th:366 Sourcebook.			
Otto's Irresistable Dence	6 Enchantmen	nt 1	action	30 ft.	1 creature	V			Concentration	1 minute			00	264	No movement.Disadvantage on DEX saves and attacks.Use action to WIS save.				
Power Word Kill Power Word Stun	9 Enchantmen 8 Enchantmen	nt 1	action	60 ft.	1 creature	V				Instantaneous Instantaneous	See Details.		See Details.	267	If target has <= 100 HP, it dies instantly. No effect otherwise. No saving throw. Target <= 150 HP is stunned. Nothing otherwise. CON save at end of turn to end.				
Sleep	1 Enchantmen 2 Enchantmen		action action	90 ft. 30 ft.			M pinch of fine sand		Concentration	1 minute	WIS (Fail)			276	5d8 total HP of creatures in area fall asleep. Go in order of lowest HP to hightest Addition Target follows reasonable course of action you suggest. Can specify conditions.	tion 2d8 HP fall asleep.			
Suggestion Tesha's Hideous Laughter	1 Enchantmen	nt 1:	action	30 ft.			M snake's tongue, honeycomb M tiny tarts and a feather		Concentration	1 minute	WIS (Fail)			280	Target (INT > 4) is prone, incapacitated, can't stand. WIS save each turn to end.				
Bigby's Hand Burning Hands	5 Evocation 1 Evocation		action action	120 ft. Self		V S V S	M eggshell, snakeskin glove		Concentration		DEX (Half DAM)	Force Fire				Sourcebook. 1 1d6 DAM.			
Chain Lightning Chromatic Orb	6 Evocation	1:	action	150 ft.	1 target, then 3 within 30ft.	V S	M bit of fur,glass,3 silver pins			Instantaneous	DEX (Half DAM)	Lightning	DAM: 10d8	221	Bolt hits one target then forks to up to 3 others. One mor	more bolt in fork.			
Chrometic Orb Cone of Cold	1 Evocation 5 Evocation		action action	90 ft. Self			M diamond M crystal or glass cone	50 gp			Ranged Spell Attack CON (Half DAM)	See Details Cold	DAM: 3d8 DAM: 8d8			1d8 DAM. 1d8 DAM.			
Contingency Continuel Flame	6 Evocation	10	0 minutes	Self	Self	V S	M ivory statue of self	1500 gg		10 days					Spell <= 5th level activates when condition occurs. That spell's slot used too.				
Continual Flame Dancing Lights	2 Evocation 0 Evocation		action action	Touch 120 ft.		v s	M RUBY DUST M phosphorous or glowworm	50 gp	Concentration						Heatless flame comes from object. Can be covered but not snuffed out. Create 4 glowing, hovering objects that shed light out 10 ft. Can move 80 ft.				
Darkness	2 Evocation 7 Evocation			60 ft.	15 ft. radius sphere	V	M bat fur and pitch or coal		Concentration		DEX (Half DAL)	Fire	DAM: 10:10	230	Creates darkness normal light can't dispel. Dispels light spells <= 2nd level.	1d6 base DAM.			
Delayed Blast Fireball	/ Evocation	1:	action	150 ft.	20 ft. radius sphere	v S	M tiny ball of guano and sulfur		Concentration	i minute	DEX (Half DAM)	ree	DAM: 1206	230	Greates spot where threball will erupt. See Sourcebook. Extra 1di	I IUU Dase DAM.			

Fire Bolt	0 Evocation		1 action	120 ft.	1 creature/object	V S			In	tantaneous	Ranged Spell Attack	Fire	DAM: 1d10	242	DAM at 5th level: 2d10, at 11th level: 3d10, at 17th level: 4d10.				
	4 Evocation			Self	Self		M bit of phosphorous or a firefly		10	minutes			DAM: 2d8	242	Choose warm or chill shield. Melee attackers take DMG. Light out 10 ft./20 ft.				
	 Evocation Evocation 		1 action 1 action				M tiny ball of guano and sulfur M ruby dust	1500 gp			DEX (Half DAM) See Details.	Fire	DAM: 8d6		Fire spreads around corners and ignites flammable objects. Creatures stuck in cage can only leave using magic after CHA save.	Extra 1d6 DAM.			
Gust of Wind	2 Evocation		1 action		60 ft. line 10 ft. wide		M a legume seed				STR (Fail)			248	Push targets 15 ft. in directon of wind. Creatures move half speed against wind.				
	4 Evocation 3 Evocation		1 action 1 minute				M pinch of dust, drop of water M small crystal bead			tantaneous lours	DEX (Half DAM)	Bludgeoning+Cold	DAM: 2d8+4d6		Storm's area of effect becomes difficult terrain until end of next turn. Protect <= 9 creatures in hut from spells, creatures, elements.	Extra 1d8 bludgeoning DAM	A		
	0 Evocation	Totala	1 action	Touch	1 object <= 10 ft. cube		M firefly or phosphorescent moss				DEX (Fail)				Object sheds light in 20 ft. radious. Hostile targets get DEX save.				
	3 Evocation		1 action			V S	M bit of fur and glass rod				DEX (Half DAM)		DAM: 8d6		Lightning ignites flammable objects.	Extra 1d6 DAM.			
	1 Evocation 2 Evocation		1 action 1 action		Any creature in range. 1 target	V S	M rhubarb leaf, adder's stomach			tantaneous	Ranged Spell Attack		DAM:(1d4+1)x3 DAM: 4d4		You choose the target for each dart that does 1d4+1 DAM. Half DAM on miss. On hit, target also takes 2d4 acid DAM at end of next turn.	One additional dart. 1d4 DAM on both effects			
Meteor Swarm	9 Evocation		1 action	1 mile	40 ft. radius sphere	V S				tantaneous	DEX (Half DAM)	Fire+Bludgeoning			Also damages objects and ignites flammable objects.				
	 Evocation Evocation 		1 action 1 action	60 ft. 300 ft.	60 ft. radius sphere	V S	M mini platinum sword M small crystal sphere	250 gp	Concentration 1		Melee Spell Attack CON (Half DAM)		DAM: 3d10 DAM: 10d6		Use bonus action each turn to move sword <= 20 ft. and attack again. Water freezes. Can give globe to another who fires it and spell takes effect then	Euleo 1d0 DAM			
	4 Evocation		1 action				M hemispheres of crystal,arabic		Concentration 1			Colu	DAM. 1000		Trap creature in sphere. Sphere only destroyed by Disintegrate spell.	. Extra 100 DAM.			
Prismatic Spray	7 Evocation		1 action			V S					See Sourcebook.	See Sourcebook.			Send a rainbow of negative effects at enemies. See Sourcebook.				
	0 Evocation 2 Evocation		1 action 1 action			V S							DAM: 1d8 DAM: 2d6x3		Speed -10ft. DAM increase. 5th level: 2d8, 11th level: 3d8, 17th level: 4d8. Shoot 3 rays at up to 3 targets.	One additional ray.			
Sending Shatter	3 Evocation		1 action				M short piece of fine copper wire			ound	rungeo open ruuek		Druii. 200X5	274	Send <= 25 word message to known creature. Get similar reply.	One dodnoral ray.			
Shatter	2 Evocation 0 Evocation		1 action 1 action			V S V S	M chip of mica				CON (Half DAM) Melee Spell Attack		DAM: 3d8 DAM: 1d8		Inorganic creatures have disadvantage to save. Objects take DAM too. Target can't take reactions until next turn. Advantage if target has metal armor.	Extra 1d8 DAM.			
Shocking Grasp Sunbeam	6 Evocation		1 action				M magnifying glass		Concentration 1		CON (Half DAM, no blindness)		DAM: 1d8 DAM: 6d8		Creatures are blinded until your next turn. Advantage it target has metal armor.				
	8 Evocation		1 action		60 ft. radius sphere	V S	M fire and piece of sunstone			tantaneous	CON (Half DAM, no blindness)		DAM: 12d6		Creatures are blinded for 1 minute (CON save at end of turn to end).				
Telepathy Thursdaywaya	8 Evocation 1 Evocation		1 action 1 action			V S	M pair of linked silver rings			hours	CON (Half DAM, no push)	Thunder	DAM: 2d8		Telepathically communicate words, sounds, images with target (INT >= 1). Creatures failing save and objects pushed 10 ft. Boom heard for 300 ft.	Extra 1d8 DAM			
Wall of Fire	4 Evocation		1 action				M small piece of phosphorous		Concentration 1				DAM: 5d8			Extra 1d8 DAM.			
	5 Evocation		1 action 1 action				M powder from clear gemstone		Concentration 10		DEX (Half DAM)	Cold	DAM: 10d6		Create impenetrable wall (even into Ethereal Plane) only unmade by Disintegra				
	6 Evocation 5 Evocation		1 action				M small piece of quartz M small block of granite		Concentration 10		DEX (Move away, not trapped)	Cold	DAWI: 1006		Ice:AC 12, 30 HP. Moving through ice:take 5d6 cold DAM or CON save for half. Create wall of stone or other stone structure. See Sourcebook.	Extra DAM:206,106 moving			
	1 Evocation					V S	M twig from tree struck by lightning		Concentration 1		Ranged Spell Attack	Lightning	DAM: 1d12		Use action to auto hit target hit last round for 1d12 lightning DAM if in range.	Extra 1d12 DAM.			
	2 Illusion 1 Illusion		1 action 1 action		Self 15 ft. cone	V S	M pinch of colored powder		Concentration 1	ninute ound					Creatures relying on sight have disadvantage to attack. Blinds 6d10 HP worth of creatures, starting with lowest HP.	Extra 2d10 HP.			
Creation	5 Illusion		1 minute	30 ft.			M bit of matter you want to make		Se	e Sourcebook				229	Make nonliving object no larger than 5 ft. cube. See Sourcebook.	Cube size increases by 5 ft.			
Disguise Self	1 Illusion 5 Illusion		1 action 1 minute		Self	V S	M sand,ink,quill from asleep bird			our ours	See Sourcebook.	Saa Sourcebox*	See Sourcebook		Create illusion to appear as someone else. Foiled by Investigation vs. spell DC Shape creature's dreams. See Sourcebook.				
	3 Illusion		1 minute 1 action				M sand,ink,quill from asleep bird M white feather or hen heart		Concentration 1		WIS (Fail)	uce auurcebook.	See Sourcebook		Shape creature's dreams. See Sourcebook. Targets drop everything and use Dash to run away. WIS save once out of sight.				
Greater invisibility	4 Illusion		1 action	Touch	Self or willing creature	V S			Concentration 1	ninute				246	Become invisible until spell ends.				
	4 Illusion 3 Illusion		10 minutes 1 action		150 ft. cube 30 ft. cube		M stone, twig, bit of green plant M glowing stick of incense		Concentration 1	hours ninute	WIS (Fail)				Make natural terrain seem like other terrain. Investigation check to disbelieve. Creatures charmed, incapacitated, speed = 0. Spell ends on DAM or shaking.				
Husory Script	1 Illusion	Ritual	1 minute	Touch	writing surface	S	M LEAD-BASED INK	10 gp	10	days				252	Write magical script on surface that only designated people can read.				
Invisibility	2 Illusion	Ritual	1 action		1 creature	v s	M eyelash in gum arabic		Concentration 1	iour til Dispelled				254	Target becomes invisible. Ends if target attacks or casts a spell.	One additional creature.			
	2 Illusion 3 Illusion		1 minute 1 action				M honeycomb and JADE DUST M bit of fleece		Concentration 10						Magic mouth repeats <= 25 word message once condition is met. Create image of object including sounds, smells. Investigation check to foil.	6th: lasts until dispelled			
Minor Illusion	0 Illusion		1 action	30 ft.	5 ft. cube	S	M bit of fleece		1	ninute				260	Create illusory sound or image. Investigation check against spell DC to detect.				
	7 Illusion 2 Illusion		10 minutes 1 action			V S				days ninute					Create audo, visual, tactile, and olfactory illusion. Only Truesight can detect. Create duplicates that make you harder to hit. See Sourcebook.				
	5 Illusion				Self	S			Concentration 1						Become invisible and create illusory double. Use action to move your double.				
	2 Illusion		1 action				M small square of silk			hours					Divination spells reveal false info about target. See Sourcebook.				
	2 Illusion 4 Illusion		1 action 1 action			V S	M bit of fleece		Concentration 1		INT (Fail) WIS (Fail)	Psychic	DAM: 4d10		Affect target with illusion. Can DAM for 1d6 Psychic. See Sourcebook. Target is frightened and takes DAM at start of turn if it doesn't save.	Extra 1d10 DAM.			
Phantom Steed	3 Illusion	Ritual	1 minute	30 ft.		V S			1					265	You and 1 other can ride phantom steed. Speed=100ft or 10mph (13 fast).				
	6 Illusion 7 Illusion		1 action 1 action	120 ft. 500 miles			M fleece, jade dust M small replica of self	25 gp	Concentration 1	til Dispelled					Create illusion that performs specific action triggered by specific action. Create image of self you can see/hear/speak/move (x2 speed) through.				
Project Image Seeming	5 Illusion		1 action			V S			8	ours	CHA (Fail)				Disguise willing or unwillig creatures as other similar creatures, including outfits				
Silent image	1 Illusion		1 action				M bit of fleece		Concentration 10					276	Create visual-only illusion. Use action to make it move. Investigation to discover				
Simulacrum Weird	7 Illusion 9 Illusion		12 hours 1 action	Touch 120 ft.		V S	M See Sourcebook.	1500 gp	Concentration 1	til Dispelled ninute	WIS (Fail)	Psychic	DAM: 4d10		Create duplicate of beast or humanoid that obeys your commands. Affected creatures make WIS saves each turn and take DAM until they save.				
Animate Dead	3 Necromar	cy	1 minute	10 ft.	<= Medium corpse	V S	M blood, flesh, bone		In	tantaneous					Creates skeleton or zombie servant that accepts simple directions	Two more undead			
	 Necromar Necromar 		1 hour 1 action		Self and 8 willing targets 1 creature	V S	M JACINTH(1k), SILVER(100)	1100 gp	Concentration 1	ecial ninute	WIS (Fail)				Project to Astral Plane. See Sourcebook. Curse target. See Sourcebook.	See Sourcebook.			
	4 Necroman					v s					CON (Half DAM)	Necrotic	DAM: 8d8			Extra 1d8 DAM.			
	2 Necroman		1 action		1 creature	V					CON per turn (Fail) Ranged Spell Attack		DAM: 1d6		Target becomes blind or deaf (your choice).	One more creature.			
	 Necromar Necromar 		1 action 1 action			V S	M crushed black pearl	500 gp			CON (Half DAM)		DAM: 106 DAM: 8d6	221	Extra 1d6 DAM at 5th level, 11th level, and 17th level. Can't regain HP.	Extra 2d6 DAM.			
	8 Necroman		1 hour	Touch			M See Sourcebook.	3000 gp		tantaneous					Create clone of living person; soul transfers to clone if original dies.				
	 Necromar Necromar 		1 minute 1 action	10 ft. Self		V S		Source	Concentration 1	tantaneous ninute	WIS (Fail)				Create undead to serve you for 24 hours. See Sourcebook. Affect targets negatively. New target each turn. See Sourcebook.	See Sourcebook.			
Falso Life	1 Necroman		1 action				M alcohol or distilled spirits			our					You gain 1d4+4 temp HP.	Extra 5 temp HP.			
	 Necromar Necromar 	cy Ritual	1 action 1 action		1 willing creature		M pinch of graveyard dirt			tantanaous	CON (Half DAM)	Necrotic	DAM: 7d8+30		Creature appears dead. Resists all non-psychic DMG. Disease/poison delayed Humanoids killed rise as a zombie next turn permanently under your control.				
	 Necromar Necromar 		1 action 1 action				M salt and 1 cp on each eye			days	CON (Hair DAM)	rvecrooc	DAM: 708+30		Humanoids killed rise as a zombie next turn permanently under your control. Preserves corpse. Extends time limit of Raise Dead spell.				
Magio Jar	6 Necroman	cy	1 minute	Self		V S	M ornamental container	500 gp	U	til Dispelled				257	Your soul enters an external object. See sourcebook.				
	 Necromar Necromar 		1 action 1 action			V S V S					Ranged Spell Attack Ranged Spell Attack	Poison	DAM: 2k8		Target deals 1/2 DMG with STR weapon attacks. CON save to end at turn's end Target also makes CON save. On fail, poisoned until end of next turn.	Extra 1d8 DAM.			
Vempirio Touch	3 Necroman	cy	1 action			V S			Concentration 1	ninute	Melee Spell Attack		DAM: 2k8 DAM: 3d6	285	Each time you hit a target, you also HEAL half of the DAM you cause.	Extra 1d6 DAM.			
	2 Transmuta 5 Transmuta		1 action 1 action			V S V S			Concentration 1					211	Choose one: breathe/swim underwater, natural weapons, change appearance Animate objects to accept simple commands.	Two more objects			
	3 Transmuta					V S			Concentration 1	ninute ninute					Animate objects to accept simple commands. Roll 11 or higher to go to Ethereal plane between turns; reapper within 10ft.	. no more objects			
Control Water	4 Transmut	ation	1 action	300 ft.	100 ft. cube	V S	M water drop, pinch of dust		Concentration 10	minutes				227	Control water. See Sourcebook.				
	8 Transmuta 2 Transmuta		10 minutes 1 action				M incense, earth&wood in water M dried carrot or agate		Concentration 8	nours					Control the weather. See Sourcebook. Grants creature darkvision (60 ft.) but can't see in Darkness aura.				
	6 Transmut			60 ft.			M lodestone and pinch of dust			tantaneous	DEX (Fail)	Force	DAM: 10d6+40	233	If target drops to 0 HP, is disintegrated. Only revived by True Resurrection.	Extra 3d6 DAM.			
	2 Transmut		1 action				M powdered iron		Concentration 1		CON (Fail)			237	Enlarge or reduce target. See Sourcebook.	Other townstown Common Common			
	7 Transmuta 1 Transmuta		1 action 1 bonus action			V S			Concentration 10	to 8 hours minutes					Become ethereal. Move up/down at half speed. Can't see past 60 ft. You can take Dash as a bonus action until spell ends.	8th:3 targets;9th: 6 targets			
Fabricate	4 Transmut	stion	10 minutes	120 ft.	10 ft. cube	V S			In	tantaneous				239	Convert raw materials into object no bigger than 5 ft. cube.				
	1 Transmuta 6 Transmuta						M small feather or piece of down M pinch of lime, water, and earth		Concentration 1	ninute ninute	CON (Fail)				Targets' descent slows to 60 ft. per round, takes no DAM, and can land on feet. Restrained on first fail. Petrified after 3 fails.				
Fly	3 Transmut		1 action	Touch	1 willing creature		M bird's wing feather		Concentration 10		()				Target gains fly (60 ft.). Fall if spell ends while in air.	One additional creature.			
	3 Transmut						M bit of gauze and wisp of smoke		Concentration 1						Cloud form. Fly(10ft.). Resist nonmagical DMG. STR/DEX/CON save advantage				
	 Transmuta Transmuta 		1 action 1 action				M shaving of licorice root M grasshopper's hind leg		Concentration 1	ninute ninute					Doubles speed. +2 AC. Advantage on DEX saves. Additional action to Dash. Target's jump distance tripled until spell ends.				
Knock	2 Transmut	stion	1 action	60 ft.	1 openable object	٧			In	tantaneous				254	Open mundane lock or suppress an Arcane Lock for 10 minutes. Loud knock.				
Languidian	2 Transmuta 1 Transmuta		1 action 1 action				M small leather loop or golden wire M pinch of dirt	e	Concentration 10	minutes	CON (Fail)				Target <= 500 lbs. floats 20 ft.Can move up/down 20ft./turn. Floats down on end Target's speed increases by 10 ft.	One additional creature.			
Magic Weapon	2 Transmut					V S			Concentration 1						Nonmagical weapon becomes +1.	4th: +2 weapon,6th: +3			
Mending	0 Transmuta	stion	1 minute	Touch	1 object	V S	M two lodestones		In	tantaneous				259	Mends one break or tear no larger than 1ft. in a mundane object.				
Mossage Move Earth	0 Transmuta 6 Transmuta		1 action 1 action				M piece of copper wire M iron blade, bag of soil		Concentration 2	ound					Point at target and whisper a message. They can whisper a response. Reshape dirt, sand, or clay. Can move to different square after 10 minutes.				
Pesewali	5 Transmut			30 ft.			M pinch of sesame seeds		Concentration 2						Create 5ft wide, 8ft tall,20ft deep opening in wall, ceiling, or floor.				
Polymorph	4 Transmut	stion				V S	M caterpillar cocoon		Concentration 1		WIS (Fail)			266	Transform creature's form. All stats change. Limited to actions of new form.				
Prestidigitation Reverse Gravity	 Transmuta Transmuta 		1 action 1 action	10 ft. 100 ft.	50 ft. radius	V S	M lodestone and iron filings		Concentration 1	ninute	DEX (grab fixed object)				Create minor magical effect. See Sourcebook. Creatures fall upwards, taking falling damage. Fall again once spell ends.				
Rope Trick	2 Transmuta	ation	1 action	Touch	60 ft. rope	V S	M powdered corn, parchment loop		1	our				272	Climb rope to other space that can hide 8 Medium creatures. Can see outside.				
Sequester	7 Transmuta	ation	1 action												Hide target from detection, falls into suspended animation. Condition can end it. Assume the form of a different creature. See Sourcebook.				
Oliapoulatigo	9 Transmuta 3 Transmuta				Self <= 6 creatures in 40 ft. cube		M jade circlet M drop of molasses		Concentration 1		WIS (Fail)				Assume the form of a different creature. See Sourcebook. Affected creatures become slowed. See Sourcebook.				
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Spider Climb	2 Transmutation	1 action	Touch	1 willing creature	V S	M spider and drop of bitumen	Concentration	1 hour	277	Target can walk on walls or ceiling. Climbing speed becomes walking speed.					
Stone Shape	4 Transmutation	1 action	Touch	5 ft. cube	V S	M soft clay in desired shape		Instantaneous	278	Reshape stone into any rough shape you wish.					
Telekinesis	5 Transmutation	1 action	60 ft.	Creatures or objects in range	V S		Concentration	10 minutes	280 I	Move objects or creatures with your mind. See Sourcebook.					
Time Stop	9 Transmutation	1 action	Self		V			Instantaneous	283	Stop time. Take 1d4+1 turns alone. Spell ends if you affect others in any way.					
True Polymorph	9 Transmutation	1 action	30 ft.	1 creature or nonmagical object	V S	M mercury, gum arabic, smoke	Concentration	1 hour	283	Transform a creature/object into a different creature/object. See Sourcebook.					
Water Breathing	3 Transmutation	Ritual 1 action	30 ft.	<= 10 willing creatures	v s	M short reed or piece of straw		24 hours	287	Creatures gain ability to breathe underwater using normal respiration.					