|  | ent Symbole: Fe = Iron, Ag = Silver, |  | Phosphorous                         |                       |                 |   | $\blacksquare$ |                                       |            |                                |                            |   |                     |                         |                   |            |  |  |              |                   |                              |                           |         |                      |                    |
|--|--------------------------------------|--|-------------------------------------|-----------------------|-----------------|---|----------------|---------------------------------------|------------|--------------------------------|----------------------------|---|---------------------|-------------------------|-------------------|------------|--|--|--------------|-------------------|------------------------------|---------------------------|---------|----------------------|--------------------|
|  | Neme<br>Splesh                       | Lovel School  0 Conjurati                          | Ritual C                            |                       | Rango<br>60 ft. | Terget/Area 1<br>1 or 2 adjacent targets 1    | V 8            | M Component(s)                        | Cost C     | Concentration                  |                            | Attack/Baving Throw (Effect) DEX (Fail) | Damage Type<br>Acid | Damage/Heel<br>DAM: 1d6 | Sourcetook<br>PHB | Page #     | Additional Detail  DAM: Add extra 1d6 at 5th level, 11th level, and 17th level.  | Per Higher Spell Level                       | Berd         | Clerio            | Drufd                        | Paledin                   | Ranger  | Sorceror<br>Sorceror | Warlock            |
|  |                                      | 2 Abjuratio  | ion 1                               |                       | 30 ft.          | 3 allies 1                                    |                |                                       |            |                                | 8 hours                    | 1.7                                     |                     | HEAL: 5                 | PHB               | 211        | Each target also increases maximum HP by 5.  | HEAL extra 5 HP                              |              | Cleric            |                              | Paladin                   | Ranner  |                      |                    |
|  |                                      | 2 Transmu  | utation 1                           | action                | Self            | Self 1  | V S            |                                       | Ci         | Concentration                  | 1 hour                     | Man (Fee)                               |                     |                         | PHB               |            | Choose one: breathe/swim underwater, natural weapons, change appearance  |  | David        | Charleston        | D-04                         |                           |         | Sorceror             |                    |
|  | Massenger                            | 2 Enchants   | tment Ritual 1                      | action                | 30 ft.          | 1 Tiny beast                                  |                |                                       |            |                                | 24 hours                   | WIS (Fall)                              |                     |                         | PHB               | 212        | Beast will relay 25 word message to a target you describe  |  |              | Clenc(Nature)     | Druid                        |                           |         |                      |                    |
|  | Shapeo                               | 8 Transmu  | rutation 1                          |                       | 30 ft.          | Any willing targets                           | V S            |                                       | Ci         |                                |                            |   |                     |                         | PHB               | 212        | Transform targets into Large or smaller beasts with CR <= 4  |  |              | Clarie            | Druid                        | Palada/Oathbackeri        |         |                      |                    |
|  | o Objects                            | 5 Transmu  | utation 1                           | action                | 120 ft.         | <= 10 objects                                 | V S            |                                       | Ci         | Concentration                  | 1 minute                   |   |                     |                         | PHB               | 213        | Animate objects to accept simple commands.   |  | Bard         |                   |                              | r mauri (Casticlemen)     |         | Sorceror             |                    |
|  | Shell<br>to Flekt                    |  |                                     |                       |                 |   |                |                                       |            | Concentration                  | 1 hour                     |   |                     |                         | PHB<br>PHB        |            | Erects barrier around you that moves with you. Living creatures cannot enter.  Erects a sphere around you in which all mapic no longer works.      |  |              |                   | Druid                        |                           |         |                      |                    |
|  | ry/Sympathy                          | 8 Enchants   | tment 1                             |                       |                 |   | v s            | M lump of alum or honey               |            |                                | 10 days                    | WIS (Fail)                              |                     |                         |                   | 214        | Target object/creature attracts or repels specific creature types.   |  |              |                   | Druid                        |                           |         |                      |                    |
| Part   | Bye<br>Geta                          | 4 Divinatio  | ion 1                               |                       |                 | Point(10th Point(500th)                       |                |                                       |            |                                |                            |   |                     |                         |                   |            | Create invisible eye with darkvision(30t) moves 30tt/rd you can see through.  Create two linked nortals 10th arross anybody can travel between     |  |              | Cleric(Knowledge) |                              |                           |         | Sorreror             | Wartnek            |
|  | Look                                 | 2 Abjuratio  | ion 1                               | action                | Touch           | 1 openable object 1                           | v s            | M GOLD DUST                           |            |                                | Until Dispelled            |   |                     |                         | PHB               | 215        | Locks object until password is spoken or dispelfknock. Object break DC +10.  |  |              |                   |                              |                           |         | Julian               | Hance              |
|  | of Agestye                           |  |                                     |                       | Self            | Self 1  | V S            | M cup of water                        |            |                                | 1 hour                     | OTD (UNIT DAM                           | Cold                | DAM: 5                  | PHB               | 215        | Gain 5 THP. Melee attackers take 5 DAM.  |  |              |                   |                              |                           |         |                      |                    |
|  | Projection                           | 9 Necroma  | nancy 1                             | hour                  |                 | Self and 8 willing targets                    |                |                                       | 1100 gp    |                                | Special                    | STR (Hall DAW, 10 Blied)                | Neurouc             |                         | PHB               | 215        | Project to Astral Plane. See Sourcebook.   | EXIIA 100 DAM                                |              |                   |                              |                           |         |                      | Warlock            |
|  |                                      |  |                                     |                       | Self            |   | V S            | M special tokens                      | 25 gp      |                                | Instantaneous              |   |                     |                         | PHB               |            | See omen predicting results of action taken within 30 minutes.   |  |              | Cleric            |                              |                           |         |                      |                    |
|  | / Pulty                              | 4 Abjuratio  | ion 1                               |                       |                 |   | v              |                                       | Ci         |                                |                            |   |                     |                         | PHB               |            | Gain poison resist, disease immune, advantage on status saving throws.   |  |              | _                 |                              | Paladin                   |         |                      |                    |
|  | (Visity                              | 3 Evocation  | on 1                                |                       |                 | 30 ft. radius                                 | v              |                                       |            | Concentration                  |                            |   |                     | HEAL: 2d6               | PHB               |            | Use bonus action to HEAL 1 target in aura.   |  |              |                   |                              | Paladin                   |         |                      |                    |
|  |                                      |  |                                     | action                | 30 ft.          | <= 3 creatures                                | V S            | M drop of blood                       | 1000 gp    | Concentration                  | 1 minute                   | CHA (Fail)                              |                     |                         | PHB               | 216        | Target with IN1 <= 3 gaints IN1 10 and can speak. Charmed for 30 days.  Targets' attack rolls and saving throws are deducted 1d4.                  | One more creature                            | Bard         | Cleric            | Drud                         | Paladin(Vengeance)        |         |                      |                    |
|  | ng Smile                             |  |                                     |                       |                 | Self Y  | V              |                                       |            |                                |                            |   | Force               |                         |                   | 216        |  |  |              |                   |                              |                           |         |                      |                    |
|  |                                      | 4 Abjuraso<br>2 Transmu                            | utation 1                           |                       | Touch           | 1 willing creature                            | v s            | M lem district by target  M loak bank |            | Concentration                  | 1 minute<br>1 hour         | CHA (Fall)                              |                     |                         |                   | 217        |  | One more creature                            |              | Cleric(Nature)    | Druid                        | Paladin                   | Ranger  | Sorceror             | Wanock             |
|  | of Hope                              | 3 Abjuratio  | ion 1                               | action                | 30 ft.          | Any targets in range                          | v s            |                                       |            |                                |                            |   |                     |                         |                   | 217        | Targets get advantage on WIS and death saving throws; heal spells heal max.  |  |              | Cleric            |                              | Paladin(Devotion)         |         |                      |                    |
|  | Curso                                |  |                                     |                       | Touch           |   | V S            |                                       |            |                                | 1 minute                   | WIS (Fail)                              |                     |                         | PHB               | 217        | Use action to see hear whatever beast does. Use action to return.  Curse target. See Sourcebook.   | See Sourcebook.                              | Bard         | Cleric            | Drud                         | Paladin(Oathbreaker)      | Hanger  |                      |                    |
|  | Hend                                 | 5 Evocation  | on 1                                |                       |                 | 1   | v s            | M eggshell, snakeskin glove           |            |                                |                            |   |                     |                         |                   |            | Create giant hand to do various things. See Sourcebook.  | See Sourcebook.                              |              |                   |                              |                           |         |                      |                    |
|  | enter<br>fund                        |  |                                     | action                | 90 ft.<br>Self  | 5x20x(100 line/60 dia. circle)ft. V<br>Self V | V S            |                                       | C          | Concentration                  |                            | DEX (Half DAM)                          | Stashing            | DAM: 6d10               | PHB<br>PHB        |            |  |  | Bard         | Cleric            |                              |                           |         | Sorperor             | Warlock            |
|  |                                      | 1 Enchants   | itment 1                            | action                | 30 ft.          | <= 3 creatures 1                              | v s            | M sprinkling of holy water            | Ci         | Concentration                  | 1 minute                   |   |                     |                         | РНВ               | 219        | Targets add 1d4 to attack rolls and saving throws.   |  |              | Cleric            |                              | Paladin                   |         |                      |                    |
|  | 8mile                                | 4 Necroma<br>3 Evocatio                            | terrcy 1                            |                       | Self            |   |                |                                       | Ci         | Concentration                  | 1 minute                   | CON per turn (Blindness ends)           |                     |                         |                   |            |  | cxvà 108 LIAM.                               |              | cheno(Death)      | unud                         |                           | -       | porceror             | Wanock             |
|  | MDeathers                            | 2 Necroma  | nancy 1                             | action                |                 | 1 creature 1                                  | v              |                                       |            |                                | 1 minute                   | CON per turn (Fail)                     |                     |                         | PHB               | 219        | Target becomes blind or deaf (your choice).  | One more creature.                           | Bard         |                   |                              |                           |         | Sorceror             |                    |
|  |                                      | 2 Illusion   | 1                                   |                       |                 |   |                |                                       | 0          | Concentration                  | 1 minute                   |   |                     |                         | PHB               |            | Creatures relying on sight have disadvantage to attack.  |  |              | Clerio(Trickery)  | Druid(Desert)                |                           |         |                      |                    |
|  | 9 Smile                              | 2 Evocation  | on 1                                | bonus action          | Self            |   |                |                                       |            | Concentration                  | 1 minute                   |   |                     | DAM: 2d6                | PHB               | 219        | Target becomes visible, sheds dim light.   |  |              |                   | ,,y                          | Paladin                   |         |                      |                    |
|  | Hende<br>Mining                      |  |                                     |                       |                 |   |                |                                       |            |                                |                            |   |                     |                         |                   |            |  |  |              |                   | Druid                        |                           |         | Sorceror             |                    |
|  | notone                               | 2 Enchants   | tment 1                             | action                | 60 ft.          | 20 ft. radius sphere 1                        | v s            |                                       |            | Concentration                  | 1 minute                   | CHA (Fail)                              |                     |                         | PHB               | 221        | Suppress charm effects or hostility on target.   |  | Bard         |                   |                              |                           |         |                      |                    |
|  | ghining                              |  |                                     |                       |                 |   |                |                                       |            |                                |                            |   | Lightning           |                         |                   | 221        | Bolt hits one target then forks to up to 3 others.   |  | Red          | Clario/Trickes*   | Devid                        |                           |         |                      | Wasterk            |
|  | ush                                  | 0 Necroma  | nancy 1                             | action                | 120 ft.         | 1 creature                                    | v 8            |                                       |            |                                | 1 round                    | Ranged Spell Attack                     |                     |                         |                   | 221        | Extra 1d6 DAM at 5th level, 11th level, and 17th level. Can't regain HP.   |  |              |                   |                              |                           |         | Sorceror             | Warlock            |
| Part   | Sio Orb                              | 1 Evocatio   | on 1                                |                       |                 | 1 creature 1                                  | V 8            | M diamond M mushed black sould        | 50 gp      |                                |                            | Ranged Spell Attack                     |                     | DAM: 3d8                | PHB<br>PHR        | 221        | Choose type: acid, cold, fire, lightning, poison, or thunder.  |  |              |                   |                              |                           |         | Sorperor             | Waterk             |
| Part      | f Power                              | 5 Abjuratio  | ion 1                               | action                | Self            | 30 ft. radius sphere                          | v I            |                                       | C          | Concentration                  | 10 minutes                 | _ ora (rear sorall)                     | - AND ONL           |                         | PHB               |            | Friendlies: advantage on saving throws against magic/effects. No half DAM.   | a ann well.                                  |              |                   |                              | Paladin                   |         | Locurd               | TTER-DER.          |
|  | yense                                | 3 Divinatio  | on 1                                | 0 minutes             | 1 mile          | ,   | V S            | M jeweled horn or glass eye           |            | Concentration                  |                            |   |                     |                         | PHB               | 222        | Create sensor in area you can see or hear through.   |  | Bard         | Cleric            |                              |                           |         | Sorceror             |                    |
|  |                                      |  |                                     |                       | 60 ft.          | 5 ft. cube                                    | V S            | M silver of glass                     | SUUU gp Ci | Concentration                  |                            |   | Stashing            |                         |                   | 222        | DAM taken on entering or starting turn in area.  | Extra 2d4 DAM.                               | Bard         |                   |                              |                           |         | Sorceror             | Warlock            |
|  |                                      | 5 Conjurati  | ation 1                             |                       | 120 ft.         | 20 ft. radius sphere 1                        | V S            |                                       | Ci         |                                |                            | CON (Half DAM)                          | Poison              | DAM: 5d8                | PHB               | 222        |  |  |              | Cleric(Death)     | Druid(Underdark)             |                           |         |                      |                    |
| **************************************   | ad early                             |  |                                     |                       | Self<br>60 ft.  | 15 ft. cone 1<br>1 creature 1                 | V S            | M pinch of colored powder             |            |                                |                            | WIS (Fail)                              |                     |                         | PHB<br>PHB        | 222        |  |  |              | Cleric            |                              | Paladin                   |         | Sorceror             |                    |
|  |                                      |  |                                     | minute                |                 |   | v s            | M incerse, vial of holy water         |            |                                | 1 minute                   | - 11.07                                 |                     |                         |                   | 223        | Ask 3 yes/no questions that are answered by deity. See Sourcebook.   |  |              | Cleric            |                              | Paladin(Devotion)         |         |                      |                    |
| Part   | no with Nature<br>and Dual           |  |                                     |                       |                 |   | V S            |                                       | C          | Concentration                  | 1 minute                   | WIS (Fail)                              |                     |                         |                   | 224        |  |  |              | _                 | Druid                        | Paladin(Ancients) Paladin | Ranger  |                      | _                  |
|  | hend Lenguagee                       | 1 Divination                                       | on Ritual 1                         | action                | Self            | 1   |                |                                       |            |                                | 1 hour                     |   |                     |                         |                   | 224        | Know literal meaning of any speech. Understand written words while touching.   |  | Bard         |                   |                              |                           |         | Sorceror             | Warlock            |
|  | laton<br>/ Codd                      | 4 Enchants<br>5 Everation                          | itment 1                            | action                | 30 ft.<br>Self  |   |                |                                       | Ci         | Concentration                  |                            |   | Cold                | DAM: 848                | PHB               | 224        | Compel targets to move in specified non-hazardous direction.  Creatures killed herome frozen statues.  | Evtra 1d8 DAM                                | Bard         |                   | Doubl(Arctic)                |                           |         | Sorreror             | -                  |
|  | len                                  | 4 Enchants   | itment 1                            |                       |                 | 10 ft. radius sphere Y                        | v 8            | M 3 nut shells                        |            |                                | 1 minute                   |   |                     |                         | PHB               | 224        | Targets can't take reactions and do random actions. See Sourcebook.  |  | Bard         | Cleric(Knowledge) | Druid                        | Paladin(Oathbreaker)      |         | Sorceror             |                    |
|  | Animals<br>Names                     | 3 Conjurati  | ation 1                             |                       | 60 ft.<br>Self  |   | V   S          |                                       | Ci         | Concentration                  | 1 hour                     | DEX (Holf DAM)                          | See Details         | DAM: 348                | PHB               | 225        | Summon fey spirits as creatures (total CR <= 2) that act as a group.  Damane type is same as ammolweapon used as commonent.                        |  |              | _                 | Druid                        |                           |         |                      | -                  |
|  | o Colorital                          | 7 Conjurati  | ation 1                             | minute                | 90 ft.          |   | V S            |                                       | Ci         |                                |                            | DEX (I MI DAM)                          | Out Deans           |                         | PHB               |            | Summon celestial CR <= 4. Obeys commands that don't violate alignment.   |  |              | Cleric            |                              |                           | rearger |                      |                    |
| Part   | - Benedial                           |  |                                     |                       |                 |   |                |                                       |            |                                |                            |   |                     |                         |                   | 225        | Summon elemental CR <= 5. Obeys commands. Hostile if control is lost.  |  |              |                   |                              |                           |         |                      | Modern             |
|  | a Minor Hamantala                    | 4 Conjurat   | ation 1                             | I minute              |                 |   |                |                                       | Ci         | Concentration                  | 1 hour                     |   |                     |                         | PHB               | 226        | Summon elementals (total CR <= 2) that obey commands.  | 6th: CR <= 4; 8th: CR <= 6                   |              |                   | Druid                        |                           |         |                      | Wallock            |
| 1  | a Volley                             |  |                                     |                       |                 |   |                |                                       |            |                                |                            | DEX (Half DAM)                          | See Details         | DAM: 8d8                | PHB               | 226        |  |  |              |                   |                              |                           |         |                      |                    |
| 1  | Other Plane                          | 5 Divination                                       | on Ritual 1                         | I minute              | Self            | ,   | v s            | M 1 holly berry per creature          | Ci         |                                |                            | INT DC:15(DAM, insane for day           | ) Psychic           | DAM: 6d6                | PHB               | 226        |  | BIN: CR <= 4; BIN: CR <= 8                   |              |                   | Drud                         |                           | Hanger  |                      | Warlock            |
| 1  | lon                                  | 5 Necroma  | nancy 1                             |                       |                 |   |                |                                       |            |                                |                            |   |                     |                         |                   | 227        | Give creature a disease. See Sourcebook.   |  |              | Cleric            | Druid                        | Paladin(Oathbreaker)      |         |                      |                    |
| 1  | piny<br>ni Fiemo                     | 2 Evocatio   | on 1                                |                       | Touch           | 1 object                                      | V S            |                                       |            |                                |                            |   |                     |                         | PHB               | 227        |  |  |              | Cleric            |                              |                           |         |                      |                    |
| **************************************   | Water                                | 4 Transmu  | rutation 1                          |                       |                 | 100 ft. cube                                  |                | M water drop, pinch of dust           | C          |                                |                            |   |                     |                         |                   |            |  |  |              |                   |                              |                           |         |                      |                    |
| Part   |                                      |  |                                     |                       |                 |   |                |                                       | Ci         |                                |                            | DEX (Fail)                              | Piercing            |                         |                   |            |  | Two extra ammo.                              |              | Chenc             | Drud                         |                           | Ranger  |                      |                    |
| Capasign    |                                      | 3 Abjuratio  | ion 1                               | reaction (spell cast) | 60 ft.          |   |                |                                       |            |                                | Instantaneous              | See Details.                            |                     |                         | PHB               | 228        | Interrupt spell <= 4th. You make casting ability check (DC 10 + spell level).  | Interrupt spell <= new level.                |              |                   |                              |                           |         | Sorceror             | Warlock            |
| 1  |                                      | 1 Transmu  | utation 1                           |                       |                 | 10 gal, water/30 ft, cube of fog              | V S            | M drop of water/sand                  | _          |                                |                            |   |                     |                         |                   | 229        |  |  |              |                   |                              | Paladin                   |         |                      | _                  |
| Manual   M   | ndeed                                | 6 Necroma  | nancy 1                             | minute                | 10 ft.          |   | V S            | M See Sourcebook.                     | Source     |                                | Instantaneous              |   |                     |                         | PHB               |            | Create undead to serve you for 24 hours. See Sourcebook.   |  |              |                   |                              |                           |         |                      | Warlock            |
| March   1  | Marines                              |  |                                     |                       |                 | 1 humannid                                    | V S            | M bit of matter you want to make      | 0          |                                |                            |   |                     |                         |                   |            |  | Cube size increases by 5 ft.                 | Bant         |                   |                              | Palarin/Oathhreaker)      |         |                      | Wartnek            |
| Part      | r's blantis                          | 3 Evocation  | ion 1                               | action                | Self            | 30 ft. radius \                               | V              |                                       |            | Concentration                  | 1 minute                   | ,                                       |                     |                         |                   | 230        | Nonhostiles in aura deal an extra 1d4 radiant DAM.   |  |              |                   |                              | Paladin                   |         |                      |                    |
| Part      | unde<br>Liebte                       |  | on 1                                | action                | Touch           |   |                |                                       |            |                                |                            |   |                     |                         |                   | 230<br>230 |  | Extra 1d8 HEAL                               | Bard<br>Bard | Cleric            | Druid                        | Paladin                   | Ranger  | Sorgeror             |                    |
| The control   Part   P   |                                      | 2 Evocation  | on 1                                | action                | 60 ft.          | 15 ft. radius sphere 1                        | v              | M bat fur and pitch or coal           |            | Concentration                  | 10 minutes                 |   |                     |                         | PHB               | 230        | Creates darkness normal light can't dispel. Dispels light spells <= 2nd level.   |  |              |                   | Druid(Swamp)                 | Paladin(Oathbreaker)      |         | Sorceror             | Warlock            |
| The control   Part   P   | ce .                                 |  |                                     |                       |                 |   |                |                                       |            |                                |                            |   |                     |                         |                   | 230        |  |  |              | Cleric            | Druid                        | Palarin                   |         | Sorperor             |                    |
| Part   Control   Part   | ed .                                 | 4 Abjuratio  | ion 1                               | action                | Touch           | 1 willing creature                            | v s            |                                       |            |                                | 8 hours                    |   |                     |                         | PHB               | 230        | 1 use: Target drops to 1 HP instead of 0 HP or negates instant kill effect.  |  |              | Cleric            |                              |                           |         |                      |                    |
| ## Marked   1   Concision   1  | Hest Fireball                        |  |                                     |                       |                 |   |                |                                       | Ci         | Concentration                  |                            | DEX (Half DAM)                          | Fire                |                         |                   | 230        |  | Extra 1d6 base DAM.                          |              |                   |                              |                           |         | Sorceror             | Warlock            |
| Marchannes    1   Distable   1   D   | the Ware                             | 5 Evocation  | on 1                                | action                | Self            | 30 ft. radius                                 | v              |                                       |            |                                | Instantaneous              | CON (Half DAM, not prone)               | See Details         | DAM: 5d6+5d6            | PHB               | 231        | Targets in circle take thunder DAM, then radiant or necrotic DAM; go prone.  |  |              | Cleric(Tempest)   |                              |                           |         |                      |                    |
| 1  | evil and Good                        | 1 Divinatio  | on 1                                |                       | Self            | 30 ft. radius 1                               | V 8            |                                       | Ci         |                                |                            |   |                     |                         |                   | 231        | Know location of aberration, celestial, elemental, fey, fiend, undead, (un)holy ground.  |  | Bant         | Cleric            | Dovid                        |                           | Ranner  | Someror              |                    |
| A   Opcysion   A   Opcysion   Section   A   Opcysion   Section   A   Opcysion     | Polson and Disease                   | 1 Divinatio  | on Ritual 1                         | action                | Self            | 30 ft. radius                                 |                |                                       | C          | Concentration                  | 10 minutes                 |   |                     |                         | PHB               | 231        | Sense location and type of disease, poison, or poisonous creature.   |  |              |                   | Druid                        |                           | Ranger  | Locust               |                    |
| 1   March   1   State   1      | Thoughts                             |  |                                     |                       |                 |   |                |                                       | Ci         | Concentration                  | 1 minute                   | See Sourcebook                          |                     |                         |                   | 231        |  |  | Bard<br>Bard | Clerin/Trinkery*  |                              | Palarlin/Venneance)       |         |                      | Warlock            |
| Part   Company   | - Self                               | 1 Illusion   | 1                                   | action                | Self            | Self Y  | V S            |                                       |            |                                |                            |   |                     |                         | PHB               | 233        | Create illusion to appear as someone else. Foiled by Investigation vs. spell DC.   |  |              |                   |                              | auri, vergestice)         |         | Sorceror             | TTHINDER.          |
| Application   1   Exclusioning   | puls<br>Miland Good                  |  |                                     |                       | 60 ft.          |   |                |                                       |            | ononetr-*                      |                            | DEX (Fail)                              | Force               | DAM: 10d6+40            | PHB               | 233        | If target drops to 0 HP, is disintegrated. Only revived by True Resurrection.  | Extra 3d6 DAM.                               |              | Clarie            |                              | Baladia                   |         | Sorceror             |                    |
| Marchannel   Contraction   C   | agio                                 | 3 Abjuratio  | ion 1                               | action                |                 | 1 creature/object/magical effect   1          | v 8            | rory water or seveniron powder        | C          |                                | Instantaneous              |   |                     |                         |                   | 233        | End spell <= 3rd level. For >= 4th level, casting ability check DC=10+spell level.   |  |              | Cleric            | Druid                        | Paladin                   |         | Sorceror             | Warlock            |
| 1   Towards      | t Whispers                           | 1 Enchants   | itment 1                            |                       | 60 ft.          | 1 creature                                    | V              |                                       | 05         |                                |                            | WIS (Fail)                              | Psychic             | DAM: 3d6                | PHB               | 234        |  | Extra 1d6 DAM.                               | Bard         | Olaria<br>Olaria  | Decision : -                 |                           |         |                      |                    |
| A  | NOT                                  | 4 Divinatio  | on Retual 1                         | bonus action          | Self            | Self Y  | v 8            | M INCENSE, SAC. OFFERING              | 20 gp Ci   | Concentration                  | 1 minute                   |   |                     |                         | PHB               | 234        | Your weapon attacks deal extra 1d4 radiant DAM on a hit.   |  |              | Cleric(War)       | unund(horest (urassland)     | Paladin                   |         |                      | -                  |
| Secondary   Seco   | ord .                                | 7 Evocatio   | on 1                                | bonus action          | 30 ft.          | Any targets in range                          | v              |                                       |            |                                | Instantaneous              | CHA (Fail)                              |                     |                         | PHB               | 234        | Targets suffer effects based on their current HP. See Sourcebook.  | Day On work .                                |              |                   | Decid .                      |                           |         |                      |                    |
| Free 6   5   Companies   1   Section   1   S | Monster                              | 4 Enchants<br>8 Enchants                           | irment 1                            | action                | 60 ft.          | 1 beast \                                     |                |                                       | Ci         | concentration<br>Concentration | 1 hour                     | wiS (Fall)                              |                     |                         | PHB               |            | Charm posts to give it commands. Has advantage to save if attacking it.  Charm monster to give it commands. Has advantage to save if attacking it. | owe Sourcebook.<br>9th: Duration is 8 hours. | Bard         | cteno(Nature)     | unud                         |                           | -       |                      | Warlock            |
| 5   Barbor   Finish   See Description   Finish   See Description   Finish   See Description   Finish   | Person                               | 5 Enchants   | itment 1                            | action                | 60 ft.          | 1 person                                      | V S            |                                       | Ci         | Concentration                  | 1 minute                   | WIS (Fail)                              |                     |                         | PHB               | 235        | Charm humanoid to give it commands. Has advantage to save if attacking it.   |  |              | Cleric(Trickery)  |                              | Paladin(Oathbreaker)      |         |                      | THE LOCK           |
| 1  | Instant Summons                      |  |                                     |                       |                 |   |                |                                       | 1000 gp    |                                | Until Dispelled<br>8 hours | See Sourcebonk                          | See Sourcebook      |                         |                   |            |  |  | Bard         |                   | Druid/Grassland <sup>b</sup> |                           |         |                      | Warlock            |
| 2  |                                      | 0 Transmu  | utation 1                           | action                | 30 ft.          | See Sourcebook.                               | v s            |                                       |            |                                | Instantaneous              |   |                     |                         | PHB               | 236        | Create minor druidic effect. See Sourcebook.   |  |              | Clerio(Nature)    |                              |                           |         |                      |                    |
|  | in India                             | 8 Evocation  | ion 1                               | action                | 500 ft.         | 100 ft. radius                                | V 8            | M piece of dirt, rock, and clay       | Ci         | Concentration                  | 1 minute                   | See Sourcebook.                         | Force               |                         | PHB               | 236        | Create a seismic disturbance with various effects. See Sourcebook.   |  |              | Cleric            |                              |                           |         | Sorceror             | Wartonk            |
| Process   2   Transmission   Santon     |                                      | 3 Transmu  | utation 1                           | action                | Touch           | 1 nonmagical weapon \                         |                |                                       | C          | Concentration                  | 1 hour                     | roungett open Attack                    | 1 GICE              |                         | PHB               |            | Weapon is +1 to hit and +1d4 acid, cold, fire, lightning, or thunder DAM.  |  |              |                   |                              | Paladin                   |         |                      | HARDCK             |
| 6 Micromancy station left counter within 6t V S Convention 1110 M (6 Feb) PHB 235 Affect large registery in the Station S on make 100 k to take 1 S Convention 1110 M (6 Feb) PHB 235 Affect large registery. Note that the Station S on make 100 k to take 1 S Convention 1110 M (6 Feb) PHB 235 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that  | Mally                                | 2 Transmu  | utation 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.   |  | Bard         | Cleric            | Druid                        |                           |         |                      |                    |
| Necessary   1-storin   Set   1-storing   Set     | Birke                                | 1 Conjurati  | ation 1                             | bonus action          |                 | Attack target                                 | V              |                                       | C          | Concentration                  | 1 minute                   | STR (Fail)                              | Piercing            | DAM: 1d6 a turn         | PHB               | 237        | Restrain target. Large and bigger creatures have advantage to save.  | Extra 1d6 DAM.                               |              |                   |                              | Paladin(Ancients)         | Ranger  | porceror             |                    |
| 6 Micromancy station left counter within 6t V S Convention 1110 M (6 Feb) PHB 235 Affect large registery in the Station S on make 100 k to take 1 S Convention 1110 M (6 Feb) PHB 235 Affect large registery. Note that the Station S on make 100 k to take 1 S Convention 1110 M (6 Feb) PHB 235 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that the Station S Convention 1110 M (6 Feb) PHB 236 Affect large registery. Note that  |                                      | 1 Conjurati  | ation 1                             |                       | 90 ft.          | 20 ft. square 1                               |                |                                       | Ci         |                                |                            |   |                     |                         |                   |            | Creatures become restrained. Use action to use STR against spell DC to escape.   |  | Dest         |                   | Druid                        |                           |         |                      | Mark :             |
| 6 Neconstructor 1 station Set 1 counter with 65 t V S Concentration 1 Final WS (Fail) PHS 228 Affect trapes registery. No set of transcription 1 Final Set of trapes 1 Final Set |                                      |  |                                     |                       | e0 ft.<br>Self  | Any targets in range                          |                |                                       | -          |                                |                            | WIS (Fail)                              | _                   |                         |                   |            | Become ethereal. Move up/down at half speed. Can't see past 60 ft.   | 8th:3 targets;9th: 6 tarrers                 |              | Cleric            |                              |                           | -       | Sorceror             | Warlock<br>Warlock |
| Necessary   1-storin   Set   1-storing   Set     |                                      |  |                                     | action                |                 | 20 ft. square                                 | V S            | M piece of octopus territacle         |            | 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.  |  |              |                   |                              |                           |         |                      |                    |
| 1 Evocation 1 action 60 ft. 20 ft. cube V Concentration 1 minute DEX (No Light) PHB 239 Objects/creatures in cube are outlined in light and are attracted with advantage. Bland Orinic/Light) Druid  | e<br>ak Tentacies                    | 4 Conjurati  | 490th   1                           |                       |                 |   |                |                                       |            | concentration                  | 10 minutes                 |   |                     |                         | PHB               | 238        |  |  |              |                   |                              |                           |         | Sorceror             | Warlock            |
| 1 Evocation 1 action 60 ft. 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. Bland Chiro(Light) Druid  | no<br>ok Terrincies<br>o Retrent     | 4 Conjurati  | utation 1                           |                       | Self            | 1 creature within 60 ft                       | V 8            |                                       | 0          | oncentration                   | 1 minute                   | WIS (Fail)                              |                     |                         | PHB               | 23R        |  |  | Bard         |                   |                              |                           |         | Sorperor             |                    |
|  | no<br>note Terrinoles<br>Redrest     | 4 Conjurati<br>1 Transmu<br>6 Necroma<br>4 Transmu | tutation 1<br>nancy 1<br>tutation 1 | action<br>I0 minutes  | Self<br>120 ft. | 10 ft. cube                                   | V S<br>V S     |                                       | Ci         | Concentration                  | 1 minute<br>Instantaneous  |   |                     |                         | PHB               |            | Convert raw materials into object no bigger than 5 ft. cube.   |  |              |                   |                              |                           |         | Sorceror             | Warlock            |

| Feether Fell Feethering   | 1 Transmutation<br>8 Enchantment            | 1 reaction (falling)<br>1 action    | 60 ft.<br>150 ft.  | <= 5 falling creatures                                      | V S           | M small feather or piece of down M clay, crystal, or mineral spheres |                                | 1 minute<br>Instantaneous      | INT (DMG, but no INT effect)                    | Psychic                | DAM: 4d6 P                               | HB<br>HB | 239<br>239 | Targets' descent slows to 60 ft. per round, takes no DAM, and can land on feet.<br>Creature INT and CHA scores become 1. See Sourcebook.                              |  | Bard<br>Bard |                           | Druid                  |  |                  | Sorceror             | Warlock            | Wizard                     |
|---|---|-------------------------------------|--------------------|---|---------------|--|--------------------------------|--------------------------------|---|------------------------|--|----------|------------|---|--|--------------|---------------------------|------------------------|--|------------------|----------------------|--------------------|----------------------------|
| Feeblumind<br>Felgo Death<br>Find Femiliar  | 3 Neoromancy Ritual<br>1 Conjuration Ritual | 1 action<br>1 hour                  | Touch<br>10 ft.    | 1 willing creature  | V S           | M pinch of graveyard dirt M CHARCOAL, INCENSE, HERBS                 |                                | 1 hour<br>Instantaneous        |   |                        | P  | HB<br>HB | 240<br>240 | Creature appears dead. Resists all non-psychic DMG. Disease/poison delayed<br>Gain the service of a familiar. See Sourcebook.   |  | Bard         | Cleric                    | Druid                  |  |                  |                      |                    | Wizard                     |
| nd Steed  | 2 Conjuration                               | 10 minutes                          | 30 ft.             |   | V S           |  |                                | Instantaneous                  |   |                        | P  | HB       | 240        | Summons a spirit in the form of a steed. See Sourcebook.  |  |              |                           |                        | Paladin                                  |                  |                      | $\pm$              | Wilcard                    |
| nd Trape  | 6 Divination<br>2 Divination                | 1 minute<br>1 action                | Self<br>120 ft.    | Any trap in range   | V S           |  | 00 gp Concentration            | 1 day<br>Instantaneous         |   |                        | P  | HB<br>HB | 240<br>241 | Find the shortest, most direct route to a place you are familiar with.  Sense the presence (not location) of any magical or mundane trap nearby.                      |  | Bard         | Cleric                    | Druid                  |  | Ranger           |                      | _                  | _                          |
| ger of Death<br>Bolt  | 7 Necromancy<br>0 Evocation                 | 1 action                            | 60 ft.<br>120 ft.  |   | V S<br>V S    |  |                                | Instantaneous<br>Instantaneous | CON (Half DAM)<br>Ranged Spell Attack           | Necrotic<br>Fire       | DAM: 7d8+30 P                            | HB<br>HB | 241        | Humanoids killed rise as a zomble next turn permanently under your control.  DAM at 5th level: 2d10, at 11th level: 3d10, at 17th level: 4d10.                        |  |              |                           |                        |  |                  | Sorceror<br>Sorceror | Warlock            | Wizard                     |
| o Stinki<br>o Storm   | 4 Evocation<br>7 Evocation                  | 1 action                            | Self<br>150 ft.    | Self  | V 8<br>V 8    | M bit of phosphorous or a firefly                                    |                                | 10 minutes<br>Instantaneous    | DEX (Helf DAM)                                  | Fire/Cold              | DAM: 1d10 P<br>DAM: 2d8 P<br>DAM: 7d10 P | HB<br>HB | 242<br>242 | Choose warm or chill shield. Melee attackers take DMG. Light out 10 ft./20 ft.<br>Each cube must face at least one other cube. Can choose not to affect plants.       |  |              | Clarie                    | Dod                    |  |                  |                      |                    | Wizard                     |
| obeli<br>amo Blado  | 3 Evocation                                 | 1 action                            | 150 ft.            | 20 ft. radius sphere  | V S           | M finy ball of guaro and sulfur                                      |                                | Instantaneous                  | DEX (Half DAM)                                  | Fire                   | DAM: 8d6 P                               | нв       | 241        | Fire spreads around comers and ignites flammable objects.   | Extra 1d6 DAM.                                       |              | Cleric(Light)             | Didd                   |  |                  | Sorceror             | $\perp$            | Wizard                     |
| arno Striko   | 2 Evocation<br>5 Evocation                  | 1 bonus action<br>1 action          | Self<br>60 ft.     | 40 ft. high 10 ft. rad. cylinder                            | V S<br>V M    | M sumac leaf M pinch of sulfur                                       | Concentration                  | 10 minutes<br>Instantaneous    | Melee Spell Attack<br>DEX (Half DAM)            | Fire + Radiant         | DAM: 3d6 P<br>DAM: 4d6+4d6 P             | НВ       | 242        | Create fiery scimitar that sheds bright light 10ft, and dim light for another 10ft.  Creatures take fire and radiant damage.  | 1d6 DAM fire OR radiant                              |              | Cleric                    | Druid                  | Paladin(Devotion)                        |                  |                      | +                  | _                          |
| larning Sphere<br>lesh to Stone   | 2 Conjuration<br>6 Transmutation            | 1 action<br>1 action                | 60 ft.             | 5 ft. diameter sphere                                       | V S           | M tallow,brimstone,iron powder<br>M pinch of lime, water, and earth  | Concentration                  | 1 minute<br>1 minute           | DEX (Half DAM)<br>CON (Fail)                    | Fire                   | DAM: 266 P                               | HB<br>HB | 242<br>243 | Creatures next to spheres at end of turn take DAM. Move spheres 30 ft.  Restrained on first fail. Petrified after 3 fails.  | Extra 1d6 DAM.                                       |              | Cleric(Light)             | Druid                  |  |                  |                      | Warlock            | Wizard                     |
| v   | 3 Transmutation                             | 1 action                            | Touch              | 1 willing creature  |               | M bird's wing feather  | Concentration                  | 10 minutes                     | 1 1 1 1   |                        | P  | нв       | 243        | Target gains fly (60 ft.). Fall if spell ends while in air.   | One additional creature.                             |              |                           |                        |  |                  | Sorceror             | Warlock            | Wizard                     |
| ng Cloud<br>urbiddimos  | 1 Conjuration Ritual                        | 1 action<br>10 minutes              | 120 ft.<br>Touch   | 20 ft. radius sphere<br>40,000 sq. ft, 30 ft. high          | V S           | M holy water,incense,ruby powder                                     |                                | 1 hour<br>1 day                |   | Radiant or Necroti     | DAM: 5d10 P                              | нв       | 243        | Creates a foggy sphere. Can be banished by moderate wind.  Can't teleportigate into area. A creature type you choose takes DMG in area.                               | Increase radius by 20 ft.                            |              | Cleric(Tempest)<br>Cleric | Drud                   |  | Ranger           | Sorceror             | _                  | Wizard                     |
| critistiance<br>(creasign<br>creatight<br>readom of Movement  | 7 Evocation<br>9 Divination                 | 1 action<br>1 minute                | 100 ft.<br>Touch   | 20 ft. square or 10 ft. cube<br>1 willing creature          |               | M ruby dust M hummingbird feather                                    | 500 gp                         | 1 hour<br>8 hours              | See Details.                                    |                        | P  | HB<br>HB | 243<br>244 | Creatures studk in cage can only leave using magic after CHA save.  Not surprised. Advantage attacks, checks, saves. Disadvantage getting attacked                    |  | Bard<br>Bard |                           | Druid                  |  |                  |                      | Warlock<br>Warlock | Wizard                     |
| reedom of Movement<br>Hende   | 4 Abjuration<br>0 Enchantment               | 1 action                            | Touch<br>Self      |   | V S           | M leather strap around arm M makeup applied to face                  |                                | 1 hour<br>1 minute             |   |                        |  | HB<br>HB | 244<br>244 | Immune to difficult terrain, slow paralyze, restrain. Spend 5ft to escape restrain.  Advantage on CHA checks to target, who knows magic used once spell ends.         |  | Bard<br>Bard | Cleric                    | Druid                  | Paladin(Devotion)                        | Ranger           | Sorceror             | Warlock            | Wizard                     |
| lessous Form  | 3 Transmutation                             | 1 action                            | Touch              | 1 willing creature  | V S           | M bit of gauze and wisp of smoke                                     | Concentration                  | 1 hour                         |   |                        |  | нв       | 244        | Cloud form. Fly(10ft.). Resist normagical DMG. STR/DEX/CON save advantage   |  | Datu         |                           | Druid(Underdark)       |  |                  | Sorceror             | Warlock            | Wizard                     |
| -   | 9 Conjuration<br>5 Enchantment              | 1 action<br>1 minute                | 60 ft.             | 1 creature  | V             | M diamond :  |                                | 1 minute<br>30 days            | WIS (Fail)                                      | See Details.           | See Details. P                           | НВ<br>НВ | 244        | Create portal to precise location on another plane or near a specific person.  Target must perform task you set. 5d10 psychic DAM whenever it disobeys.               | 7th: lasts 1 year;9th: forever                       | Bard         | Cleric                    | Druid                  | Paladin                                  |                  | Sorceror             | +                  | Wizard                     |
| entile Repose<br>fant insect  | 2 Necromancy Ritual 4 Transmutation         | 1 action                            | Touch<br>30 ft.    | 1 corpse  | V S<br>V S    | M salt and 1 cp on each eye  | Concentration                  | 10 days<br>10 minutes          |   |                        | P  | HB<br>HB | 245        | Preserves corpse. Extends time limit of Raise Dead spell.  Turn insects into giant insects that obey your commands.   |  |              | Cleric                    | Dod                    |  |                  |                      |                    | Wizard                     |
| libness   | 8 Transmutation                             | 1 action                            | Self               | Self  | V             |  |                                | 1 hour                         |   |                        | P  | НВ       | 245        | Can replace CHA check rolls with a 15. Spells always detect you telling truth.  |  | Bard         |                           | Didd                   |  |                  |                      | Warlock            |                            |
| lobe of Invulnerability<br>typh of Warding  | 6 Abjuration<br>3 Abjuration                | 1 action<br>1 hour                  | Self               | 10 ft. radius sphere<br>See Sourcebook.                     | V S           | M glass or crystal bead M incense, DIAMOND POWDER                    | Concentration<br>t00 gp        | 1 minute<br>Dispel/Triggere    | ed .  |                        |  | HB<br>HB | 245<br>245 | Spells <= 5th level cannot affect those within the globe.  Create a magical trap. See Sourcebook.   | 1 higher spell level blocked.<br>See Sourcebook.     | Bard         | Cleric                    |                        |  |                  | Sorceror             | +                  | Wizard                     |
| codberry<br>resping Vine  | 1 Transmutation 4 Conjuration               | 1 action<br>1 bonus action          | Touch<br>30 ft.    |   | V S<br>V S    | M sprig of mistletoe   | Concentration                  | Instantaneous                  | DEX (Fail)                                      |                        | P  | HB<br>HB | 246        | Create <= 10 berries that HEAL 1 HP each. Expire after 24 hours.  Create vine that lashes out 30 ft. away. Targets failing save pulled 20 ft. to vine.                |  |              | Cleric(Nature)            | Druid<br>Druid         |  | Ranger           |                      |                    | _                          |
| rease invisibility  | 1 Conjuration                               | 1 action                            | 60 ft.             | 10 ft. square   |               | M pork rind or butter  |                                | 1 minute                       | DEX (Fail)                                      |                        |  | нв       | 246        | Creatures in area or entering area fall prone if they fail DEX save.  |  |              |                           |                        |  | -                |                      |                    | Wizard                     |
| reater Restoration  | 4 Illusion<br>5 Abjuration                  | 1 action<br>1 action                | Touch              | Self or willing creature                                    | V S           | M DIAMOND DUST   |                                | 1 minute<br>Instantaneous      |   |                        | P  | HB<br>HB | 246        | Become invisible until spell ends.  End a debilitating effect on target. See Sourcebook.  |  | Bard<br>Bard | Cleric                    | Druid(Underdark) Druid |  |                  | Sorceror             | +                  | Wizard                     |
| uardian of Feith  | 4 Conjuration<br>6 Abjuration               | 1 action<br>10 minutes              | 30 ft.<br>Touch    |   |               |  | 0 gp                           | 8 hours<br>24 hours            | DEX (No DAM)                                    | Radiant                | DAM: 20 P                                | HB<br>HB | 246<br>248 | Create spectral guardian that attacks hostiles. Leaves after dealing 60 DAM.  Protect an area of space. See Sourcebook.   |  | Bard         | Cleric                    |                        | Paladin(Devotion)                        |                  |                      | -                  | Wizan4                     |
| lutience<br>luting Boit   | 0 Divination                                | 1 action                            | Touch              | 1 willing creature  | V S           |  | Concentration                  | 1 minute                       | December 1111 1                                 | Defeat                 | P P                                      | нв       | 248        | Once, add 1d4 to an ability check.  | Can del Dati   |              | Cleric                    | Druid                  |  |                  |                      | $\pm$              |                            |
| Bust of Wind  | 1 Evocation<br>2 Evocation                  | 1 action                            | 120 ft.<br>Self    |   | V S           | M a legume seed  | Concentration                  | 1 round<br>1 minute            | Ranged Spell Attack<br>STR (Fail)               | Radiant                | DAM: 4d6 P                               | нв       | 248<br>248 | Push targets 15 ft. in director of wind. Creatures move half speed against wind.  | Extra 1d6 DAM.                                       |              | Cleric(Tempest)           | Druid                  |  |                  | Sorceror             | $\pm$              | Wizard                     |
| all of Thoms  | 1 Conjuration<br>5 Evocation                | 1 bonus action<br>24 hours          | Self<br>Touch      |   |               |  | Concentration                  | 1 minute<br>Until Dispelled    | DEX (Half DAM)                                  | Piercing               | DAM: 1d10 P                              | HB<br>HB | 249<br>249 | Target hit by ranged attack and those adjacent who fall save hit by thorns.<br>Infuse area with holy or unholy power. See Sourcebook.                                 | Extra 1d10 DAM                                       |              | Cleric                    |                        |  | Ranger           |                      |                    | -                          |
| elucinatory Terrain   | 4 Illusion                                  | 10 minutes                          | 300 ft.            | 150 ft. cube  | V S           | M stone, twig, bit of green plant                                    |                                | 24 hours                       | COM STANDALL                                    | None                   | P  | нв       | 249        | Make natural terrain seem like other terrain. Investigation check to disbelieve.  |  | Bard         |                           | Druid                  |  |                  |                      | Warlock            | Wizard                     |
| larm<br>lasto   | 6 Necromancy<br>3 Transmutation             | 1 action<br>1 action                | 60 ft.<br>30 ft.   |   |               | M shaving of licorice root   |                                | Instantaneous<br>1 minute      | CON (Half DAM)                                  | recrosc                | P  | HB<br>HB | 249<br>250 | Max HP reduced by same amount as DAM. Target cannot fall below 1 HP.  Doubles speed. +2 AC. Advantage on DEX saves. Additional action to Dash.                        |  |              | Cleric                    | Druid(Grassland)       | Paladin(Vengeance)                       |                  | Sorceror             | _                  | Wizard                     |
| leal<br>lealing Word  | 6 Evocation<br>1 Evocation                  | 1 action<br>1 bonus action          | 60 ft.             | 1 creature  | V S           |  |                                | Instantaneous<br>Instantaneous |   |                        | HEAL: 70 P                               | нв       | 250<br>250 | Ends blindness, deafness, any diseases. No effect on constructs/undead.  Target HEAL 1d4 + spellcasting ability. No effect on constructs/undead.                      | Extra 10 HEAL.<br>Extra 1d4 HEAL.                    |              | Cleric<br>Cleric          | Druid<br>Druid         |  |                  |                      | +                  | -                          |
| eeling Word<br>out Motel<br>olish Robulo  | 2 Transmutation                             | 1 action                            | 60 ft.             | 1 metal object  |               | M piece of iron and a flame  |                                | 1 minute                       | See Sourcebook                                  | Fire                   | DAM: 2d8 P                               |          | 250        | Heat metallic objects including wapons and armor. See Sourcebook.  Macical counterstack to taking damage.   | Extra 1d8 DAM.                                       | Bard         |                           | Druid                  | Palado/Oathir                            |                  |                      | Water              | -                          |
| olish Rebule<br>erose' Feast<br>erolem  | 1 Evocation<br>6 Conjuration                | 1 reaction (take DAM)<br>10 minutes | 60 ft.<br>30 ft.   | <= 12 feast goers   | V S<br>V S    | M GEM-ENCRUSTED BOWL   | 000 gp                         | Instantaneous                  | DEX (Half DAM)                                  | Fire                   | DAM: 2d10 P                              | нв       | 250        | Cure:disease.poison./mmune:poison.fright.HP max +2d10,WIS save advantage  | Extra 1d10 DAM.                                      |              | Cleric                    | Druid                  | Paladin(Oathbreaker)                     |                  |                      | Warlock            |                            |
| erolum<br>ex  | 1 Enchantment<br>1 Enchantment              | 1 action<br>1 bonus action          | Touch<br>90 ft.    | 1 willing creature  | V S           | M petrified eye of a newt  | Concentration<br>Concentration | 1 minute<br>1 hour             |   |                        | P  | HB<br>HB | 250<br>251 | Immune to being frightened. Temp HP equal to casting ability modifier each turn<br>Target takes 1d6 necrotic DAM when you hit it;disadvantage on ability of choice    |  | Bard         |                           |                        | Paladin                                  |                  |                      | Warlock            | -                          |
| old Monster<br>old Person   | 5 Enchantment<br>2 Enchantment              | 1 action<br>1 action                | 90 ft.<br>60 ft.   |   | v s           | M small straight piece of iron M small straight piece of iron        |                                | 1 minute<br>1 minute           | WIS (Fail)<br>WIS (Fail)                        |                        |  | HB<br>HB | 251<br>251 | Target is paralyzed. New saving throw at end of turn. Doesn't work on undead.<br>Target is paralyzed. New saving throw at end of turn.                                | 1 additional creature. 1 additional creature         | Bard<br>Bard | Cleric(War)<br>Cleric     | Druid                  | Paladin(Vengeance)<br>Paladin(Vengeance) |                  | Sorceror<br>Sorceror | Warlock<br>Warlock | Wizard                     |
| oly Aure  | 8 Abjuration                                | 1 action                            | Self               |   | V S           | M reliquary containing sacred relic                                  |                                | 1 minute                       |   |                        | P  | нв       | 251        | Aura helps allies and hurts enemies. See Sourcebook.  |  |              | Cleric                    |                        |  |                  | -                    |                    | -                          |
| unior's Mark  | 3 Conjuration<br>1 Divination               | 1 action<br>1 bonus action          | 150 ft.<br>90 ft.  | 1 creature  | V             | M pickled octopus tentacle   |                                | 1 hour                         |   |                        |  | HB<br>HB | 251<br>251 | Start turn in area: 2d8 cold DAM.End turn in area: DEX save or 2d8 acid DAM.<br>Mark quarry. Extra 1d8 DAM on weapon hit. Advantage on rolls to find it.              | 3rd: duration 8hrs;5th: 24hrs                        |              |                           |                        | Paladin(Vengeance)                       | Ranger           |                      | Warlock            | _                          |
| gnotic Pattern  | 3 Illusion<br>4 Evocation                   | 1 action<br>1 action                | 120 ft.<br>300 ft. | 30 ft. cube<br>20 ft. rad, 40ft. high cylinder              | S<br>V S      | M glowing stick of incense M pinch of dust, drop of water            |                                | 1 minute<br>Instantaneous      | WIS (Fail)<br>DEX (Half DAM)                    | Bludgeoning+Cold       | DAM: 2d8+4d6 P                           | HB<br>HB | 252<br>252 | Creatures charmed, incapacitated, speed = 0. Spell ends on DAM or shaking.<br>Storm's area of effect becomes difficult terrain until end of next turn.                | Extra 1d8 bludgeoning DAM                            | Bard         | Cleric(Tempest)           | Druid                  | Paladin(Ancients)                        |                  | Sorceror<br>Sorceror | Warlock            | Wizard                     |
| erally  | 1 Divination Ritual 1 Illusion Ritual       | 1 minute<br>1 minute                | Touch<br>Touch     | 1 object  | V S           | M pearl, owl feather   | 00 gp                          | Instantaneous                  |   | ,                      | P  | HB<br>HB | 252        | Learn what an item is and what spells affect it.  |  | Bard         | Cleric(Knowledge)         |                        |  |                  |                      | Warlock            | Wizard                     |
| se erom serotty busory Soript sprisorment coendary Cloud dict Wounds  | 9 Abjuration                                | 1 minute<br>1 minute                | 30 ft.             | writing surface 1 creature                                  |               | M See Sourcebook.  | 0 gp<br>lource.                | 10 days<br>Until Dispelled     |   |                        | P  |          | 252        | Write magical script on surface that only designated people can read.  Magically restrain a creature. See sourcebook.   |  | Bard         |                           |                        |  |                  |                      | Warlock            | Wizard<br>Wizard           |
| nendlary Cloud<br>flot Wounds   | 8 Conjuration<br>1 Necromancy               | 1 action<br>1 action                | 150 ft.<br>Touch   |   | V S<br>V S    |  | Concentration                  | 1 minute<br>Instantaneous      | DEX every turn (Half DMG)<br>Melee Spell Attack | Fire<br>Necrotic       | DAM: 10d8 P                              |          | 253<br>253 | Targets make save when cloud created or entering or exiting it. Cloud move: 10<br>inflict necrotic damage on target.  | Extra 1d10 DAM.                                      |              | Cleric                    |                        | Paladin(Oathbreaker)                     |                  | Sorceror             | -                  | Wizard                     |
| need Pique<br>makity<br>lump<br>(nook   | 5 Conjuration<br>2 Illusion                 | 1 action                            | 300 ft.<br>Touch   | 20 ft. radius sphere  | V S           | M bit of sugar, grain, and fat<br>M evelash in our arabic            | Concentration<br>Concentration | 10 minutes                     | CON (Half DAM)                                  | Piercing               | DAM: 4d10 P                              | HB<br>HB | 254<br>254 | Targets make save when swarm created or entering or exiting it.  Target becomes invisible. Ends if target attacks or casts a seel.                                    | Extra 1d10 DAM. One additional creature.             | Bard         | Cleric                    | Druid                  |  |                  | Sorceror<br>Sorceror | Warlock            | Wizard                     |
| mp  | 1 Transmutation                             | 1 action                            | Touch              | 1 creature  |               | M grasshopper's hind leg   | Concentration                  | 1 minute                       |   |                        | P  | нв       | 254        | Target's jump distance tripled until spell ends.  | One additional cleature.                             | Datu         |                           | Druid(Grassland) Druid |  | Ranger           | Sorceror             | Wallock            | Wizard                     |
|   | 2 Transmutation<br>5 Divination             | 1 action<br>10 minutes              | 60 ft.<br>Self     | 1 openable object<br>1 person, place, or object             | V S           | M INCENSE(250),4 ivory strips(50)                                    | 100 gp                         | Instantaneous<br>Instantaneous |   |                        | P  |          | 254<br>254 | Open mundane lock or suppress an Arcane Lock for 10 minutes. Loud knock.<br>Learn lore about target. Information is accurate but might use figurative words.          |  | Bard<br>Bard | Cleric                    |                        |  |                  | Sorceror             | +                  | Wizard                     |
| .econum's Secret Chest<br>.econum's Tiny Hut  | 4 Conjuration 3 Evocation Ritual            | 1 action<br>1 minute                | Touch<br>Self      | 1 chest   |               | M chest(5000), replica chest(50) 5<br>M small crystal bead           | 060 gp                         | Instantaneous<br>8 hours       |   |                        |  | HB<br>HB | 254<br>255 | Transport chest back and forth from Ethereal Plane using replica.  Protect <= 9 creatures in hut from spells, creatures, elements.                                    |  | Bant         |                           |                        |  |                  |                      |                    | Wizard<br>Wizard<br>Wizard |
| seeer Restoration   | 2 Abjuration                                | 1 action                            | Touch              | 1 creature  | V S           |  |                                | Instantaneous                  |   |                        | P  | нв       | 255        | End one disease or condition (blind, deaf, paralyzed, poisoned) on target.  |  | Bard         | Cleric                    | Druid                  | Paladin                                  | Ranger           |                      | -                  |                            |
| oritate<br>lphi   | 2 Transmutation<br>0 Evocation              | 1 action                            | 60 ft.<br>Touch    | 1 creature or object<br>1 object <= 10 ft. cube             |               | M small leather loop or golden wire M firefly or phosphorescent moss | Concentration                  | 10 minutes<br>1 hour           | CON (Fail)<br>DEX (Fail)                        |                        | P  | HB<br>HB | 255<br>255 | Target <= 500 lbs. floats 20 ft.Can move upidown 20ft./turn. Floats down on end<br>Object sheds light in 20 ft. radious. Hostile targets get DEX save.                |  | Bard         | Cleric                    |                        |  |                  | Sorceror             | _                  | Wizard                     |
| Ightning Arrow<br>Ightning Bolt   | 3 Transmutation<br>3 Evocation              | 1 bonus action<br>1 action          | Self<br>Self       | 1 target  | V S           | M bit of fur and glass rod   | Concentration                  | 1 minute<br>Instantaneous      | Ranged Weapon Attack.<br>DEX (Half DAM)         | Lightning<br>Lightning | DAM: 4d8 P<br>DAM: 8d6 P                 | HB<br>HB | 255<br>255 | Creatures within 10 ft. of initial target also take 2d8 DAM (DEX save for half).  Lightning ignites flammable objects.  | Both effects add 1d8 DAM.<br>Extra 1d6 DAM.          |              |                           | Druid(Mountain)        |  | Ranger           | Sorceror<br>Sorceror | -                  | Wizard                     |
| coste Animeie or Plants<br>coste Creature   | 2 Divination Ritual 4 Divination            | 1 action                            | Self               | Kind of beast or plant                                      | v s           | M bloodhound fur<br>M bloodhound fur                                 |                                | Instantaneous<br>Instantaneous | 1 1   |                        | P  | HB<br>HB | 256        | Name a kind of beast or plant and find the nearest one within 5 miles.  Sense creature direction within 1000 ft. or locate it within 30 ft.                           |  | Bard<br>Bard | Cleric                    | Druid<br>Druid         |  | Ranger           |                      | _                  | Wizard                     |
| conto Obbasi  | 2 Divination                                | 1 action                            | Self               | 1 object familiar to you                                    | V S           | M forked twig  | Concentration                  | 10 minutes                     |   |                        | P  | НВ       | 256        | Sense object direction within 1000 ft. or locate it within 30 ft.   |  |              | Cleric                    | Druid                  | Paladin                                  | Ranger<br>Ranger |                      |                    | Wizard                     |
| ingskider<br>inge Armer   | 1 Transmutation<br>1 Abjuration             | 1 action<br>1 action                | Touch              | 1 creature<br>1 willing creature                            | V S<br>V S    | M pinch of dirt M piece of cured leather                             |                                | 1 hour<br>8 hours              |   |                        | P  | HB<br>HB | 256<br>256 | Target's speed increases by 10 ft.  If target isn't wearing armor, its base AC becomes 13 + DEX modifier.   | One additional creature.                             | Bard         |                           | Druid                  |  | Ranger           | Sorceror             | +                  | Wizard                     |
| organidor ingo Armer ingo Armer ingo Hand ingo Circlo ingo Lare ingo Lare ingo Manda ingo Manda ingo Manda ingo Manda | 0 Conjuration<br>3 Abjuration               | 1 action<br>1 minute                | 30 ft.<br>10 ft.   |   | V S           | M HOLY WATER or Fe/Ag DUST   |                                | 1 minute<br>1 hour             |   |                        | P  | HB<br>HB | 256        | Create spectral hand that manipulates objects. Can pick up <= 10 lbs.  Hinder one creature type within cylinder. See Sourcebook.                                      | Duration increases 1 hour.                           | Bard         | Cleric                    |                        | Paladin                                  |                  | Sorceror             | Warlock<br>Warlock | Wizard                     |
| legio Jer   | 6 Necromancy                                | 1 minute                            | Self               |   |               |  |                                | Until Dispelled                |   |                        | P  | НВ       | 257        | Your soul enters an external object. See sourcebook.  |  |              | CHEE                      |                        | T MAGN                                   |                  |                      | HEIDER             | Wizard                     |
| lagio Missila<br>lagio Mouth  | 1 Evocation<br>2 Illusion Ritual            | 1 action<br>1 minute                | 120 ft.<br>30 ft.  | Any creature in range.  1 object                            | V S           | M honeycomb and JADE DUST  | 0 gp                           | Until Dispelled                |   | Force                  | DAM:(1d4+1)x3 P                          |          | 257<br>257 | You choose the target for each dart that does 1d4+1 DAM.  Magic mouth repeats <= 25 word message once condition is met.   | One additional dart.                                 | Bard         |                           |                        |  |                  | Sorceror             | +                  | Wizard                     |
| lagio Weapon<br>lator Image   | 2 Transmutation<br>3 Illusion               | 1 bonus action<br>1 action          | Touch<br>120 ft.   | 1 nonmagical weapon   | V 8           | M bit of fleece  | Concentration                  | 1 hour<br>10 minutes           |   | 1                      | P  | HB<br>HB | 257<br>258 | Nonmagical weapon becomes +1.  Create image of object including sounds, smells. Investigation check to foil.  | 4th: +2 weapon,6th: +3<br>6th: lasts until dispelled | Bard         | Cleric(War)               |                        | Paladin                                  |                  | Sorperor             | Warlock            | Wizard                     |
| fejor Image<br>dese Cure Wounds<br>dass Heal  | 5 Conjuration                               | 1 action                            | 60 ft.             | <= 6 creatures  | V S           |  |                                | Instantaneous                  |   |                        | See Details. P                           |          | 258        | Creatures HEAL 3d8 + casting ability modifier. No effect on undead/constructs.  |  | Bard         | Cleric                    | Druid                  |  |                  |                      |                    |                            |
| nee Healing Word  | 9 Conjuration<br>3 Evocation                | 1 action<br>1 bonus action          | 60 ft.             | <= 6 creatures  | V S<br>V      |  |                                | Instantaneous<br>Instantaneous |   |                        | See Details. P                           | HB<br>HB | 258<br>258 |   | HEAL extra 1d4.                                      |              | Cleric<br>Cleric          |                        |  |                  |                      | _                  |                            |
| lase Buggestion   | 6 Enchantment<br>8 Conjuration              | 1 action<br>1 action                | 60 ft.             |   | V S           | M snake's tongue, honeycomb  | Concentration                  | 24 hours<br>10 minutes         | WIS (Fail)<br>See Details                       |                        | P  | HB<br>HB | 258<br>258 | Make creatures accept reasonable sounding suggestions. See Sourcebook.  Target uses action each turn to make INT check (DC 20) to escape.                             | 7th: 10 days; 8th:30;9th:366                         | isard        |                           |                        |  |                  | Sorceror             | Warlock            | Wizard<br>Wizard           |
| side Info Stone<br>site Antid Arrow   | 3 Transmutation Ritual<br>2 Evocation       | 1 action<br>1 action                | Touch<br>90 ft.    | Stone object or surface                                     | V S           | M rhubarb leaf, adder's stomach                                      |                                | 8 hours<br>Instantaneous       | Ranged Spell Attack                             | Acid                   | DAM: 4d4 P                               | нв       | 259<br>259 | Meld into stone walls or large stone objects. See Sourcebook.  Half DAM on miss. On hit, target also takes 264 acid DAM at end of next turn.                          | 1d4 DAM on both effects                              |              | Cleric                    | Druid<br>Druid(Swamp)  |  |                  |                      | -                  | Wizard                     |
| ending  | 0 Transmutation                             | 1 minute                            | Touch              | 1 object  | V S           | M two lodestones   |                                | Instantaneous                  |   | _                      | P  | нв       | 259        | Mends one break or tear no larger than 1ft. in a mundane object.  |  |              | Cleric                    | Druid Druid            |  |                  | Sorceror             | _                  | Wizard                     |
| ending<br>seesge<br>steor Seerm<br>ind Blank<br>inor Buston   | 0 Transmutation<br>9 Evocation              | 1 action<br>1 action                | 120 ft.<br>1 mile  | 40 ft. radius sphere  | V S           | M piece of copper wire   |                                | 1 round<br>Instantaneous       | DEX (Half DAM)                                  | Fire+Bludgeoning       | DAM20d6+20d6 P                           |          | 259<br>259 | Point at target and whisper a message. They can whisper a response.  Also damages objects and ignites flammable objects.  |  | Bard         |                           |                        |  |                  | Sorceror<br>Sorceror |                    | Wizard                     |
| ind Blank<br>inor Musico  | 8 Abjuration<br>0 Illusion                  | 1 action<br>1 action                | Touch<br>30 ft.    | 5 ft. cube  |               | M bit of fleece  |                                | 24 hours<br>1 minute           |   |                        |  | нв       | 259<br>260 | Target immune to psychic damage, charm, mind reading, divinations.  Create illusory sound or image. Investigation check against spell DC to detect.                   |  | Bard<br>Bard |                           |                        |  |                  | Sorceror             | Warlock            | Wizard                     |
| ingo Accuro<br>incr Image   | 7 Busion<br>2 Busion                        | 10 minutes<br>1 action              | Sight              | 1 square mile   | V S<br>V S    |  |                                | 10 days                        |   |                        |  | НВ       | 260        | Create audo,visual,tactile, and offactory illusion. Only Truesight can detect.  Create duplicates that make you harder to hit. See Sourcebook.                        |  | Bard         | Cleric(Trickery)          | Druid<br>Druid(Coast)  |  |                  | Sorreror             | Waterk             | Wizard                     |
| hited   | 5 Illusion                                  | 1 action                            | Self               |   | V S<br>S<br>V |  | Concentration                  | 1 hour                         |   |                        |  | HB<br>HB | 260        | Become invisible and create illusory double. Use action to move your double.  |  | Bard         | CARRO(TROKERY)            |                        |  |                  | Jordelot             | wwwock             | Wizard                     |
| lety Step<br>lodily Memory  | 2 Conjuration<br>5 Enchantment              | 1 bonus action<br>1 action          | Self<br>30 ft.     |   | V S           |  |                                | Instantaneous<br>1 minute      | WIS (Fail)                                      |                        | P  | нв       | 260<br>261 | Teleport <= 30 ft. away to unoccupied location.  Reshape another creature's memories. See Sourcebook.   | See Sourcebook.                                      | Bard         | Clerio(Trickery)          | Druid(Coast)           | Paladin(Ancients, Vengeance)             |                  | Sorceror             | Warlock            | Wizard                     |
| lety Step<br>lodity Memory<br>conteem<br>lordenkeinen's Feltiful Hound<br>lordenkeinen's Megnificent Manaton          | 2 Evocation<br>4 Conjuration                | 1 action                            | 120 ft.<br>30 ft.  |   |               | M moonseed seeds, feldspar<br>M silver whistle, bone, thread         | Concentration                  |                                | CON (Half DAM)                                  | Radiant                | DAM: 2d10 P<br>DAM: 4d8 P                | HB<br>HR | 261        | DAM taken enteringistart turn in beam. Shapechanges disadvantage to save.<br>Spectral hound quards area and can attack hostiles. See Sourcebook.                      |  |              |                           | Druid                  | Paladin(Ancients)                        |                  |                      | -                  | Wingers                    |
| ordenization's Magniflount Manufon  | 7 Conjuration                               | 1 minute                            | 300 ft.            |   | V S           | M portal(5),marble(5),spoon(5)                                       | 5 gp                           | 24 hours                       |   | Pieroing               | P  | нв       | 261        | Summon portal to 50000 cubic ft. mansion with food for 100 people.  | Evtra 100 ft ner nuhe side                           | Bard         |                           |                        |  |                  |                      | +                  | Wizard                     |
| ordenkalnen's Private Sanotum<br>ordenkalnen's Sword  | 4 Abjuration<br>7 Evocation                 | 10 minutes<br>1 action              | 120 ft.<br>60 ft.  |   | V S           | M lead,glass,cloth,chrysolite M mini platinum sword                  | 50 gp Concentration            | 24 hours<br>1 minute           | Melee Spell Attack                              | Force                  | DAM: 3d10 P                              | HB<br>HB |            | Create magically secure area. See Sourcebook.  Use bonus action each turn to move sword <= 20 ft. and attack again.   | Exità 100 ft. per cube side                          | Bard         |                           |                        |  |                  |                      |                    | Wizard                     |
| ove Earth<br>andsteeden   | 6 Transmutation<br>3 Abjuration             | 1 action<br>1 action                | 120 ft.<br>Touch   | 40 ft. square of terrain 1 object, place, or willing target | V S           | M iron blade, bag of soil  | Concentration                  | 2 hours<br>8 hours             |   |                        | P  | HB<br>HB | 263<br>263 | Reshape dirt, sand, or clay. Can move to different square after 10 minutes.<br>Hide target from all divination and scrying magic.                                     |  | Bard         | Cleric(Knowledge)         | Druid                  |  | Ranger           | Sorceror             | +                  | Wizard                     |
| ondelection<br>return Meglo Aure<br>Bular's Freezing Ophere   | 2 Illusion                                  | 1 action                            | Touch              | 1 creature or object  | V S           | M small square of silk   |                                | 24 hours                       | CONTRIVEDED.                                    | Oute                   | P  | HB       | 263        | Divination spells reveal false info about target. See Sourcebook.   | Day 440 DAY:   |              |                           |                        |  |                  |                      |                    | Wizard                     |
| ulor's Resilient Sphere   | 6 Evocation<br>4 Evocation                  | 1 action<br>1 action                | 300 ft.<br>30 ft.  | 1 creature or object  | v S<br>V S    | M small crystal sphere M hemispheres of crystal arabic               | Concentration                  | 1 minute                       | CON (Half DAM)<br>DEX (Fail)                    | Cold                   |  | HB<br>HB | 263<br>264 | Water freezes. Can give globe to another who fires it and spell takes effect then<br>Trap creature in sphere. Sphere only destroyed by Disintegrate spell.            | EXIS 106 UAM.  |              |                           |                        |  |                  |                      |                    | Wizard                     |
| ic's Irresistable Dance<br>se without Trace   | 6 Enchantment<br>2 Abjuration               | 1 action<br>1 action                | 30 ft.<br>Self     | 1 creature  Willing creatures in range                      | V S           | M mistletce or spruce ash  | Concentration<br>Concentration | 1 minute                       |   |                        |  | HB<br>HB | 264<br>264 | No movement Disadvantage on DEX saves and attacks. Use action to WIS save<br>Targets get +10 to Stealth checks and can only be tracked by magic.                      |  | Bard         | Cleric(Trickery)          | Druid                  |  | Ranger           | -                    | +                  | Wizard                     |
| normal  | 5 Transmutation                             | 1 action                            | 30 ft.<br>60 ft.   | 1   | V S           | M pinch of sesame seeds  |                                | 1 hour                         | INT (End)                                       |                        | P  | нв       | 264<br>264 | Create 5ft wide, 8ft tall,20ft deep opening in wall, ceiling, or floor.  Affect target with illusion. Can DAM for 1d8 Psychic. See Sourcebook.                        |  |              | ,                         | Druid(Mountain)        |  | -                | Quenar               |                    | Wizard                     |
| neovali<br>hardsomal Feros<br>hardsomal Kilor   | 2 Illusion<br>4 Illusion                    | 1 action                            | 120 ft.            | 1 creature  | V 8           |  | Concentration                  |                                | INT (Fail)<br>WIS (Fail)                        | Psychic                | DAM: 4d10 P                              | HB<br>HB | 264<br>265 | Target is frightened and takes DAM at start of turn if it doesn't save.   | Extra 1d10 DAM.                                      | Bard         |                           |                        |  |                  | Sorceror             | $\pm$              | Wizard<br>Wizard           |
| hentom Steed<br>ener Ally   | 3 Illusion Ritual<br>6 Conjuration          | 1 minute<br>10 minutes              | 30 ft.<br>60 ft.   |   | V S<br>V S    |  |                                | 1 hour<br>Instantaneous        |   |                        | P  | HB<br>HB | 265<br>265 | You and 1 other can ride phantom steed. Speed=100ft or 10mph (13 fast).  Ask otherworldly entity for aid. See Sourcebook.   |  |              | Cleric                    |                        |  | -                | _                    | +                  | Wizard                     |
| aner Binding  | 5 Abjuration                                | 1 hour                              | 60 ft.             |   |               |  | 000 gp                         | 24 hours                       | CHA (Fail)<br>Melee Soell Attack + CHA (Fail)   |                        | P  | нв       | 265        | Bind celestial, elemental, fey, or fiend to serve you for spell duration.   | See Sourcebook.                                      |              | Cleric                    | Druid<br>Druid         |  |                  | Sarar                | Water              | Wizard                     |
| ant Growth  | 7 Conjuration<br>3 Transmutation            | 1 action<br>1 action or 8 hours     | Touch<br>150 ft.   |   | V S<br>V S    |  |                                | Instantaneous                  |   |                        | P  | HB<br>HB | 266<br>266 | Transport to another plane. You specify general location or teleportation circle.  Cast short term (creatures move 1/4 speed) or long term (double food yield).       |  |              | Cleric<br>Cleric(Nature)  | Druid                  | Paladin(Ancients)                        | Ranger           | Sorceror             | Warlock            | Wizard                     |
| olson Spray   | 0 Conjuration 4 Transmutation               | 1 action<br>1 action                | 10 ft.<br>60 ft.   |   |               | M caterpillar cocoon   | Concentration                  | Instantaneous<br>1 hour        | CON (Fail)<br>WIS (Fail)                        | Poison                 |  | нв       | 266<br>266 | DAM increase. 5th level: 2d12, 11th level: 3d12, 17th level: 4d12.  Transform creature's form. All stats change. Limited to actions of new form.                      |  | Bard         |                           | Druid<br>Druid         |  |                  | Sorceror<br>Sorceror | Warlock            | Wizard                     |
| olymorph<br>ower Word Heal<br>ower Word Kill  | 9 Evocation<br>9 Enchantment                | 1 action<br>1 action                | Touch<br>60 ft.    | 1 creature  | V S           |  |                                | Instantaneous<br>Instantaneous |   |                        |  | НВ       | 266<br>266 | Target also cured of charm, fright, paralyze, or stun. Use reaction to stand up.<br>If target has <= 100 HP, it dies instantly. No effect otherwise. No saving throw. |  | Bard<br>Bard |                           |                        |  |                  | Sorceror             | Warlock            | Wizard                     |
| THE THOUGHT   | - Engranment                                | 1 action                            | 60 ft.             | 1 creature  | V<br>V        |  |                                | Instantaneous<br>Instantaneous | See Details.                                    |                        | une pesalts. P                           | HB<br>HB | 266        | Target <= 150 HP is stunned. Nothing otherwise, CON save at end of turn to en   | 4  | Bard<br>Bard |                           |                        |  | 1                |                      | Warlock            | Wizard                     |
| Power Word Stun<br>Prayer of Heating  | 8 Enchantment<br>2 Evocation                | 10 minutes                          |                    | <= 6 creatures you choose                                   |               |  |                                | Instantaneous                  |   |                        | See Details. P                           |          |            | Targets HEAL 2d8 + casting ability modifier HP. No effect on undead/constructs  |  |              | Cleric                    |                        |  |                  |                      |                    |                            |

| Priemeto oprey   | 7     | Evocation                   | 1 action                                    | Self                 | 60 ft. cone                         | V S        |  |                            | Instanta                                   | ineous See Sourcebook.                                  | See Sourcebook.     | See Sourcebook F | нв       | 267        | Send a rainbow of negative effects at enemies. See Sourcebook.   |                              |              |                   |                                 |                              |          | Sorperor |         | Wizard   |
|--|-------|-----------------------------|---|----------------------|-------------------------------------|------------|--|----------------------------|--|---|---------------------|------------------|----------|------------|--|------------------------------|--------------|-------------------|---------------------------------|------------------------------|----------|----------|---------|----------|
| Prismatic Well   |       | Abjuration                  |   |                      | 90x30 ft wall or 30ft dia. sphere   |            |  |                            |  | ineous See Sourcebook.                                  |                     | See Sourcebook F |          | 267        | Create multicolored barrier with various effects. See Sourcebook.  |                              |              |                   |                                 |                              |          |          |         | Wizard   |
| odano Flamo  |       | Conjuration                 | 1 action                                    | Self                 |                                     | V S        |  |                            |  |   | Fire                |                  | НВ       | 269        | Create flame. DAM increase. 5th level: 2d8, 11th level: 3d8, 17th level: 4d8.  |                              |              | Cleric(Nature)    | Druid                           |                              |          |          |         |          |
| ogrammed Blankin<br>slock image  | - 6   | Illusion<br>Illusion        | 1 action                                    | 120 ft.<br>500 miles | 30 ft. cube                         |            |  | 25 gp Concent              | Until Di-<br>ation 1 day                   | spelled   | _                   |                  | HB<br>HB | 269<br>270 | Create illusion that performs specific action triggered by specific action.  Create image of self you can see/hear/speak/move (x2 speed) through.  |                              | Bard<br>Bard |                   |                                 |                              |          |          |         | Wizard   |
| ect mage<br>action from Energy   | 3     | Abjuration                  | 1 action                                    | Touch                | 1 creature                          | V S        |  | 5 gp Concent<br>Concent    |  |   |                     |                  | HB       | 270        | Creature gains resistance to one of: acid, cold, fire, lightning, or thunder.  |                              | Datu         | Cleric            | Druid                           | Paladin(Ancients, Vengeance) | Ranner   | Sorperor |         | Wizard   |
| action from Etril and Good   |       | Abjuration                  | 1 action                                    | Touch                | 1 willing creature                  |            | M holy water or powdered silver                            |                            | ation 10 minu                              | ites  |                     | F                | нв       | 270        | Protect against certain types of creatures. See Sourcebook.  |                              |              | Cleric            |                                 | Paladin                      |          |          |         | Wizard   |
| Inciton from Poison  |       | Abjuration                  | 1 action                                    | Touch                | 1 willing creature                  | V S        |  |                            | 1 hour                                     |   |                     | F                | HB       | 270        | Target has 1 poison neutralized, advantage on poison save, resists poison DAN  |                              |              | Cleric            | Druid                           | Paladin                      | Ranger   |          |         |          |
| tly Food and Drink   | 1     | Transmutation Ritual        | 1 action                                    |                      | 5 ft. radius                        | V S        |  |                            | Instanta                                   |   |                     | F                | нв       | 270        | All nonmagical food and drink in range is rendered free of poison and disease.   |                              |              | Cleric            | Druid                           | Paladin                      |          |          |         |          |
| ine Dead   | 5     | Necromancy                  | 1 hour                                      | Touch                | 1 dead creature                     |            |  | 500 gp                     | Instanta                                   | ineous  |                     |                  | нв       | 270        | Return target to life with 1 HP. See Sourcebook.   |                              | Bard         | Cleric            |                                 | Paladin                      |          |          |         |          |
| ny'e Telepathic Bond   |       | Divination Ritual           |   | 30 ft.               | <= 8 willing creatures              |            | M eggshell of 2 different creatures                        |                            | 1 hour                                     |   |                     |                  | нв       | 270        | Targets can communicate telepathically with each other, but not to other planes  |                              |              |                   |                                 |                              |          |          |         | Wizard   |
| y of Enfeeblement  |       | Necromancy                  | 1 action                                    | 60 ft.               | 1 creature in range                 | V S        |  | Concent                    | ation 1 minut                              | e Ranged Spell Attack                                   |                     |                  | НВ       | 271        | Target deals 1/2 DMG with STR weapon attacks. CON save to end at turn's end<br>Speed -10th DAM increase. Shi level: 2d8. 11th level: 3d8. 17th level: 4d8.   |                              |              | Cleric(Death)     |                                 |                              |          |          |         | Wizard   |
| ny of Front  |       | Evocation                   |   | 60 ft.               | 1 creature in range                 | V S        |  |                            | Instanta                                   |   | Poison              |                  | HB<br>HB | 271        |  | Evtra 1d8 DAM                |              | Clerio(Death)     |                                 |                              |          | Sorceror |         | Wizard   |
| ny of Statemen   |       | Necromancy<br>Transmutation | 1 minute                                    | Touch                | 1 creature in range<br>1 creature   | V S        | M prayer wheel and holy water                              | _                          | 1 hour                                     | neous Ranged Spell Attack                               | Poison              | HEAL: 4d8+15 F   |          | 271        | Target also makes CON save. On fair, poisoned until end of next turn.  Target HEAL 1 HP at start of every turn. Severed parts return after 2 minutes.  | EXII a 1d8 LIAM.             | Bard         | Cleric            | De of                           |                              |          | Sorceror |         | Wizard   |
| legenerale<br>letroamate   |       | Transmutation               | 1 hour                                      | Touch                | 1 dead humanoid                     | V 8        | M RARE OILS AND UNGUENTS                                   | 1000 on                    | Instanta                                   | inenis  | _                   |                  | HB       | 271        | Resurrect dead humanoid into a random humanoid body. See Sourcebook.   |                              | Datu         | Charic            | Druid                           |                              |          |          |         | _        |
| lemove Curse   |       | Abjuration                  | 1 action                                    | Touch                |                                     | V S        |  | ar ar                      | Instanta                                   |   |                     |                  | НВ       | 271        | Remove curse creature or break object's curse attunement to any target.  |                              |              | Cleric            |                                 | Paladin                      |          | _        | Warlock | Wizard   |
| Iselatance   | 0     | Abjuration                  | 1 action                                    | Touch                | 1 willing creature                  | V S        | M miniature doak   | Concent                    | ation 1 minut                              | 0   |                     | F                | нв       | 272        | Once before spell ends, add 1d4 to a saving throw. Roll before or after save.  |                              |              | Cleric            | Druid                           |                              |          |          | -       |          |
| issistance<br>issurrection<br>isverse Gravity  | 7     | Necromancy                  | 1 hour                                      | Touch                | 1 dead creature                     | V S        | M DIAMOND  | 1000 gp                    | Instanta                                   | ineous  |                     | F                | нв       | 272        | Resurrect dead creaature. See Sourcebook.  |                              | Bard         | Cleric            |                                 |                              |          |          |         |          |
| loverno Gravity  |       | Transmutation               | 1 action                                    | 100 ft.              | 50 ft. radius                       | V S        | M lodestone and iron filings                               | Concent                    | ation 1 minut                              |   |                     |                  | HB       | 272        | Creatures fall upwards, taking falling damage. Fall again once spell ends.   |                              |              |                   | Druid                           |                              |          | Sorceror |         | Wizard   |
| tenhilly<br>Tope Trick   |       | Conjuration                 | 1 action                                    | Touch                | 1 creature                          |            |  | 300 gp                     | Instanta                                   | ineous  |                     | F                | HB       | 272        | Raise creature that died within 1 minute to 1 HP. Doesn't restore missing parts.   |                              |              | Cleric            |                                 | Paladin                      |          |          |         |          |
| lope Trick   |       | Transmutation               | 1 action                                    | Touch                | 60 ft. rope                         |            | M powdered corn, parchment loop                            |                            | 1 hour                                     |   |                     | F                | HB       | 272        | Climb rope to other space that can hide 8 Medium creatures. Can see outside.   |                              |              |                   |                                 |                              |          |          |         | Wizard   |
| ecred Fleme  | 0     | Evocation                   | 1 action                                    | 60 ft.               | 1 creature                          | V S        |  |                            |  |   | Fire                | DAM: 1d8 F       | нв       | 272        | No cover. DAM increase. 5th level: 2d8, 11th level: 3d8, 17th level: 4d8.  |                              |              | Cleric            |                                 |                              |          |          |         | -        |
| lendumy<br>loorshing Ray   |       | Abjuration<br>Evocation     | 1 bonus action<br>1 action                  | 30 ft.               | 1 creature<br><= 3 creatures        | V S        | M small silver mirror                                      |                            | 1 minut                                    |   | Fire                | DAM: 2d6x3 F     | HB<br>HB | 272<br>273 | Those choosing to attack target must make WIS save or choose new target.   | One additional ray.          |              | Cleric            |                                 | Paladin(Devotion)            |          | -        |         | Wizard   |
| corching Ray   |       |                             | 1 action<br>10 minutes                      | 120 ft.              | <= 3 creatures<br>1 creature        |            |  |                            |  |   | Fire                | DAM: 2d6x3 F     | HB       |            | Shoot 3 rays at up to 3 targets.   | One additional ray.          |              | Clerio(Light)     |                                 |                              |          | Sorceror |         |          |
| caying<br>centry Smile   | 1     | Divination<br>Evocation     | 10 minutes<br>1 bonus action                | Self                 | 1 creature<br>1 creature            | V 8        | M scrying focus  | 1000 gp Concent<br>Concent |  |   | Fire                | DAM: 1d8 F       | HB<br>HB | 273        | Spy on a target located on the same plane as you. See Sourcebook.  Target takes initial DAM and CON save at start of each turn or take 1d6 fire.   | Extra 1d6 initial DAM.       | Bard         | Cleric            | uruu                            | Paladin(Vengeance)           |          |          | Warlock | Wizard   |
|  |       | Divination                  | 1 action                                    | Self                 | Self                                | V 8        | M pinch of talc and silver powder                          | Cuident                    | auon I minus<br>1 hour                     |   |                     |                  | HB       | 274        | See invisible and ethereal creatures.  |                              | Bard         | 1                 |                                 |                              |          | Sorperor | _       | Wizard   |
| ouning   |       | Husion                      |   |                      |                                     | V S        | , and and powder   |                            | 8 hours                                    | CHA (Fail)  |                     |                  | нв       | 274        | Disguise willing or unwillig creatures as other similar creatures, including outfits.  |                              | Bard         |                   |                                 |                              |          | Sorceror |         | Wizard   |
| Banding  |       | Evocation                   | 1 action                                    | Unlimited            | 1 creature                          | V S        | M short piece of fine copper wire                          |                            | 1 round                                    |   |                     |                  | нв       | 274        | Send <= 25 word message to known creature. Get similar reply.  |                              | Bard         | Cleric            |                                 |                              |          |          |         | Wizard   |
| equester   |       | Transmutation               | 1 action                                    | Touch                | 1 willing creature or object        |            |  | 5000 gp                    | Until Di                                   | spelled   |                     |                  | нв       | 274        | Hide target from detection, falls into suspended animation. Condition can end it.  |                              |              |                   |                                 |                              |          |          |         | Wizard   |
| hapachange   |       | Transmutation               | 1 action                                    | Self                 | Self                                | V S        | M jade circlet   | 1500 gp Concent            | ation 1 hour                               |   |                     |                  | нв       | 274        | Assume the form of a different creature. See Sourcebook.   |                              |              |                   | Druid                           |                              |          |          |         | Wizard   |
| Sheller  |       | Evocation                   |   |                      | 10 ft. sphere                       |            | M chip of mica   |                            |  | neous CON (Half DAM)                                    | Thunder             |                  | нв       | 275        |  | Extra 1d8 DAM.               | Bard         | Cleric(Tempest)   |                                 |                              |          |          | Warlock | Wizard   |
| Meld   |       | Abjuration                  | 1 reaction (on hit by attack/magic missile) |                      | Self                                | V S        |  |                            | 1 round                                    |   |                     |                  | нв       | 275        | Gain +5 bonus to AC, including triggering attack. Negates Magic Missile attacks  |                              |              |                   |                                 |                              |          | Sorceror |         | Wizard   |
| Beening<br>Bersing<br>Beguster<br>Bhapachange<br>Bhallar<br>Bhallar<br>Bhall of Falth  |       | Abjuration                  |   | 60 ft.               | 1 creature                          |            | M small parchment with holy text                           | Concent                    | ation 10 min.                              |   |                     |                  | НВ       | 275        | Target gains +2 bonus to AC.   |                              |              | Cleric            |                                 | Paladin                      |          |          |         | -        |
| Hillelegh<br>Hooking Greep   |       | Transmutation               | 1 bonus action                              | Touch                |                                     |            | M mistletoe, shamrock, weapon                              |                            | 1 minut                                    |   |                     |                  | НВ       | 275        | Use casting ability instead of STR for attack,damage. Weapon does 1d8 DMG.   |                              |              | Cleric(Nature)    | Druid                           |                              |          |          |         | -        |
| mozing Greep   |       | Evocation Ritual            | 1 action                                    | Touch<br>120 ft.     | 1 creature<br>20 ft. radius sohere  | V S<br>V S |  | Cor                        | ation 10 mins                              | neous Melee Spell Attack                                | Lightning           | DAM: 1d8 F       | HB<br>up | 275        | Target can't take reactions until next turn. Advantage if target has metal armor.<br>Creatures in area are deafened, immune to thunder DMG, can't cast verbally.   |                              | Revel        | Cleric            | Druid(Desert)                   |                              | Ranger   | Sorceror | +       | Wizard   |
| lence<br>lent image  |       | Illusion Hetual             | 1 action                                    | 120 ft.              | 20 ft. radius sphere<br>15 ft. cube |            | M bit of fleece  | Concent                    | ation 10 mins                              |   | _                   |                  | HB HB    | 276        | Creatures in area are dearened, immune to thunder DMU, carrt cast verbally.  Create visual-only illusion. Use action to make it move. Investigation to discover  |                              | Bard         | Clienc            | Druid(Desert)                   |                              | Hanger   | Sorperor | -       | Wizard   |
| indenia  |       | Illusion                    | 12 hours                                    | Touch                |                                     |            |  | 1500 gp                    | Until Di                                   |   |                     |                  | HB       | 276        | Create duplicate of beast or humanoid that obeys your commands.  |                              |              | 1                 |                                 |                              |          |          | _       | Wizard   |
| in the same of the |       | Enchantment                 | 1 action                                    | 90 ft.               | 20 ft. radius                       |            | M pinch of fine sand                                       | 1300 gp                    | 1 minut                                    |   |                     |                  | нв       | 276        | 5d8 total HP of creatures in area fall asleep. Go in order of lowest HP to hightes   | Artrition 248 HP fall asleen | Band         |                   |                                 |                              |          | Sorceror | -       | Wizard   |
| Heat Storm   |       | Conjuration                 | 1 action                                    | 150 ft.              |                                     |            | M pinch of dust, drops of water                            | Concent                    |  |   |                     |                  | нв       | 276        | Difficult terrain Each turn DEX save or fall prone, CON save or lose concentration   |                              |              | Cleric(Tempest)   | Druid                           |                              |          | Sorceror |         | Wizard   |
| liow   | 3     | Transmutation               | 1 action                                    | 120 ft.              | <= 6 creatures in 40 ft, cube       | V S        | M drop of molasses   | Concent                    |  | e WIS (Fail)  |                     | F                | HB       | 277        | Affected creatures become slowed. See Sourcebook.  |                              |              |                   | Druid(Arctic)                   |                              |          | Sorceror |         | Wizard   |
| ipere the Dying  | 0     | Necromancy                  | 1 action                                    | Touch                | 1 living creature at 0 HP           | V S        |  |                            | Instanta                                   | ineous  |                     | F                | HB       | 277        | Stabilize dying creature. No effect on undead or constructs.   |                              |              | Cleric            |                                 |                              |          |          |         |          |
| peak with Animale  | 1     | Divination Ritual           | 1 action                                    | Self                 | Self                                | V S        |  |                            | 10 mins                                    |   |                     |                  | нв       | 277        | Understand and speak to beasts. Get info about nearby locations and monsters   |                              | Bard         | Cleric(Nature)    | Druid                           | Paladin(Ancients)            | Ranger   |          |         |          |
| lpeak with Dead  |       | Necromancy                  |   | 10 ft.               | 1 dead creature                     | V 8        | M burning incense  |                            | 10 minu                                    |   |                     |                  | HB       | 277        | Ask corpse <= 5 questions. Get brief, cryptic answers. Can be lies.  |                              | Bard         | Cleric            |                                 |                              |          |          |         |          |
| peak with Plants   |       | Transmutation               | 1 action                                    |                      | 30 ft. radius                       | V S        |  |                            | 10 minu                                    | ites  |                     |                  | HB       | 277        | Animate plants to communicate with and perform tasks. See Sourcebook.  |                              | Bard         |                   | Druid                           |                              | Ranger   |          |         |          |
| Spider Climb   |       | Transmutation               | 1 action                                    | Touch                | 1 willing creature                  | V S        | M spider and drop of bitumen                               | Concent                    |  |   |                     |                  | HB       | 277        | Target can walk on walls or ceiling. Climbing speed becomes walking speed.   |                              |              |                   | Druid(Forest,Mountain,Underdark |                              |          | Sorceror | Warlock | Wizard   |
| Spiles Growth  |       | Transmutation               | 1 action                                    |                      | 20 ft. radius                       |            | M 7 sharp thoms or twigs                                   |                            | ation 10 min.                              |   |                     |                  | HB       | 277        | Difficult terrain. Moving into or within area takes 2d4 piercing DAM per 5 ft.   |                              |              | Cleric(Nature)    | Druid                           |                              | Ranger   |          |         | _        |
| Spirit Quardien  |       | Conjuration                 | 1 action                                    | Self                 | 15 ft. radius                       |            | M holy symbol  | Concent                    | ation 10 min.                              |   | Radiant or Necroti  |                  | НВ       | 278        | Enemy creature speed halved. DMG on enter area: necrotic if evil, radiant if not   |                              |              | Cleric            |                                 |                              |          |          |         | _        |
| Spiritual Weapon   |       | Evocation                   |   | 60 ft.<br>Self       |                                     | V S        |  | -                          | 1 minut<br>ation 1 minut                   |   |                     | See Details F    | HB<br>HB | 278        | Magical weapon does 1d8 + casting ability DMG. Can move 20 ft. per turn.   | Extra 1d8 DAM.               |              | Cleric            |                                 |                              |          |          |         | -        |
| Spiritual Weepon<br>Singgering Smile<br>Stinking Cloud<br>Stone Shape  |       | Evocation<br>Conjuration    | 1 bonus action<br>1 action                  |                      | 20 ft. radius sohere                | V          | M rotten eog or skunk cabbage                              |                            | ation 1 minut                              |   | Psychic             |                  | HB<br>HB | 278<br>278 | WIS save or disadvantage on attack & ability checks; can't take reactions.  Creatures that need to breathe spend turn retching. Wind disperses cloud.  |                              | Bard         |                   | Druid(Swamp, Underdark)         | Paladin                      |          | Sorgeror |         | Wizard   |
| Stree Chana  |       | Transmutation               | 1 action                                    |                      | 5 ft. cube                          |            | M soft clay in desired shape                               | Consens                    | auon I minus<br>Instanta                   |   | _                   |                  | HB       | 278        | Reshape stone into any rough shape you wish.   |                              | Datu         | Cleric            | Druid Swamp, Underdank)         |                              |          | Sorceror |         | Wizard   |
| Stoneskin  |       | Abjuration                  | 1 action                                    | Touch                | 1 willing creature                  |            |  | 100 gp Concents            |  | medus   |                     |                  | HB.      | 278        | Target gains resistance to nonmagical bludgeoning, piercing, and slashing DMC  |                              |              | Cleric(War)       | Doub                            | Paladin(Ancients)            | Ranger   | Sorceror |         | Wizard   |
| Storm of Vengeence   | 9     | Conjuration                 | 1 action                                    | Sight                | 360 ft. radius                      | V S        |  | Concent                    |  | e See Sourcebook  | See Sourcebook.     | See Sourcebook F | НВ       | 279        | Magical storm attacks targets in range. See Sourcebook.  |                              |              |                   | Druid                           |                              | The same |          | _       |          |
| busselien  |       | Enchantment                 | 1 action                                    | 30 ft.               | 1 creature                          | V          | M snake's tongue, honeycomb                                |                            | ation 8 hours                              |   |                     | F                | НВ       | 279        | Target follows reasonable course of action you suggest. Can specify conditions   |                              | Bard         | Cleric(Knowledge) |                                 |                              |          | Sorperor | Warlock | Wizard   |
| kupperion<br>kurbeem   |       | Evocation                   | 1 action                                    | Self                 | 60 ft. line                         | V S        | M magnifying glass   | Concent                    |  |   | Radient             | DAM: 6d8 F       | НВ       | 279        | Creatures are blinded until your next turn. Use your action to make a new line.  |                              |              |                   | Druid                           |                              |          | Sorperor |         | Wizard   |
| kurbunt<br>helf Quiver   |       | Evocation                   | 1 action                                    | 150 ft.              | 60 ft. radius sphere                | V S        | M fire and piece of sunstone                               |                            |  | neous CON (Half DAM, no blindness)                      | Radiant             | DAM: 12d6 F      |          | 279        | Creatures are blinded for 1 minute (CON save at end of turn to end).   |                              |              |                   | Druid                           |                              |          | Sorceror |         | Wizard   |
| will Quiver  |       | Transmutation               | 1 bonus action                              | Touch                | Spell component                     | V S        | M quiver with at least 1 ammo                              | Concent                    | ation 1 minut                              | 0   |                     | F                |          | 279        | Quiver produces endiess ammo. Use bonus action for 2 attacks using ammo.   |                              |              |                   |                                 |                              | Ranger   |          |         |          |
| ymbol  | 7     | Abjuration                  | 1 minute                                    | Touch                | 1 surface or object                 | V S        | M Hg. P. DIAMOND and OPAL                                  | 1000 gp                    | Dispel/                                    | Friggered See Sourcebook.                               | See Sourcebook.     | See Sourcebook F | нв       | 280        | Inscribe harmful magical glyph on surface. See Sourcebook.   |                              | Bard         | Cleric            |                                 |                              |          |          |         | Wizard   |
| lymbol<br>Tesha's Hideous Laughter   |       | Enchantment                 |   | 30 ft.               | 1 creature                          | V S        | M finy tarts and a feather                                 | Concent                    | ation 1 minut                              | e WIS (Fail)  |                     |                  | нв       | 280        | Target (INT > 4) is prone, incapacitated, can't stand. WIS save each turn to end   |                              | Bard         |                   |                                 |                              |          |          |         | Wizard   |
| feleldneels  |       | Transmutation               |   | 60 ft.               |                                     | V S        |  | Concent                    | ation 10 min.                              |   |                     |                  | HB       | 280        | Move objects or creatures with your mind. See Sourcebook.  |                              |              |                   |                                 |                              |          | Sorceror |         | Wizard   |
| elopathy   |       | Evocation                   | 1 action                                    | Unlimited            | 1 willing creature                  | V 8        | M pair of linked silver rings                              |                            | 24 hour                                    |   |                     |                  | HB       | 281        | Telepathically communicate words, sounds, images with target (INT >= 1).   |                              |              |                   |                                 |                              |          |          |         | Wizard   |
| 'alapathy<br>'alapart  |       | Conjuration                 | 1 action                                    | 10 ft.               | Self and <= 8 creatures             | V          | M CHALK & INK mixed with gems                              |                            | Instanta                                   |   |                     |                  | НВ       | 281        | Teleport yourself and willing creatures to a distant location. See Sourcebook.   |                              | Bard         | -                 |                                 |                              |          | Sorceror |         | Wizard   |
| eleportation Circle  |       | Conjuration                 | 1 minute                                    | 10 ft.               |                                     |            |  | 50 gp                      | 1 round                                    |   |                     |                  | HB       | 282        | Any stepping inside circle teleport to permanent teleportation circle.   |                              | Bard         | -                 |                                 |                              |          | Sorceror |         | Wizard   |
| eneer's Floating Disk  |       | Conjuration Ritual          |   | 30 ft.               | 3 ft. diameter circle               | V S        | M drop of mercury  |                            | 1 hour                                     |   | _                   |                  | HB       | 282        | Create floating disk that holds 500 lbs and stays within 20 ft. of you.  |                              |              |                   |                                 |                              |          | +        | +       | Wizard   |
| homelurgy<br>hom Whip  |       | Transmutation               |   |                      |                                     | V          | M day of the second  | _                          | Up to 1                                    |   | Province            |                  | HB<br>HB | 282        | Create minor magical effect. See Sourcebook.   |                              |              | Cleric            | Druid                           |                              |          | +        | +       | -        |
| nam yangi<br>kundanan Badia  |       | Transmutation<br>Evocation  | 1 action<br>1 bonus action                  | 30 ft.<br>Self       | 1 creature                          | V 8        | M stem of thorny plant                                     | Cog                        | ation 1 minut                              | neous Melee Spell Attack<br>e Melee Weapon Attack       | Piercing<br>Thunder |                  | HB<br>HB | 282        | Pulled 10 ft to root. DAM increase. 5th level: 2d8, 11th level: 3d8, 17th level: 4d<br>Attack target takes extra thunder DAM and STR save or pushed 10 ft. and pron-   |                              |              | Cleric(Nature)    | uruu                            | Paladin                      |          | +        | +       | +        |
| Transport  | 1     | Evocation                   | 1 action                                    | Self                 | 15 ft. cube                         | V S        |  | Concent                    |  | e Meree Weapon Attack<br>ineous CON (Half DAM, no push) | Thunder             | DAM: 208 F       | HB       | 282        | Attack target takes extra thunder DAM and STR save or pushed 10 ft. and pron<br>Creatures failing save and objects pushed 10 ft. Boom heard for 300 ft.  | Extra 1d8 DAM.               | Bard         | Cleric(Tempest)   | Druid                           | r mmari                      |          | Sorceror |         | Wizard   |
| ime Stop   | 9     | Transmutation               | 1 action                                    | Self                 |                                     | V          |  |                            | Instanta                                   | ineous  |                     |                  | нв       | 283        | Stop time. Take 1d4+1 turns alone. Spell ends if you affect others in any way.   |                              | -            |                   | -                               |                              |          | Sorceror |         | Wizard   |
| Concrete   |       | Divination                  | 1 action                                    | Touch                | 1 creature                          | V          | M clay model of a ziggurat                                 |                            | 1 hour                                     |   |                     | -                | нв       | 283        | Target understands any spoken language and is understood by everyone else.   |                              | Bard         | Cleric            |                                 |                              |          | Sorceror | Warlock | Wizard   |
| ransport via Plants  |       | Conjuration                 | 1 action                                    | 10 ft.               | 2 >= Large plants, 1 in range       |            |  |                            | 1 round                                    |   |                     |                  | нв       | 283        | Enter one plant and emerge from another on same plane you've encountered.  |                              |              |                   | Druid                           |                              |          |          |         |          |
| Iree Stride  | 5     | Conjuration                 | 1 action                                    | Self                 | Self                                | V S        |  | Concent                    | ation 1 minut                              |   |                     | F                | нв       | 283        | Enter one tree and emerge from another 500 ft. away. Use once per round.   |                              |              | Cleric(Nature)    | Druid                           | Paladin(Ancients)            | Ranger   |          |         |          |
| rue Polymorph  | 9     | Transmutation               | 1 action                                    | 30 ft.               | 1 creature or nonmagical object     | V S        | M mercury, gum arabic, smoke                               | Concent                    | ation 1 hour                               |   |                     | F                | нв       | 283        | Transform a creature/object into a different creature/object. See Sourcebook.  |                              | Bard         |                   |                                 |                              |          |          | Warlock | Wizard   |
| True Resurrection  |       | Necromancy                  | 1 hour                                      | Touch                | 1 creature dead <= 200 years        | V S        | M holy water, DIAMONDS                                     | 25000 gp                   | Instanta                                   | ineous  |                     |                  | нв       | 284        | Resurrect creature that didn't die of old age. Heals all wounds, effects, etc.   |                              |              | Cleric            | Druid                           |                              |          |          |         |          |
| rue Seeing   |       | Divination                  | 1 action                                    | Touch                | 1 willing creature                  |            |  | 25 gp                      | 1 hour                                     |   |                     |                  | нв       | 284        | Target creature gains truesight, sees secret doors, Ethereal Plane. Range 120 l  |                              | Bard         | Cleric            |                                 |                              |          |          |         | Wizard   |
| True Strike  |       | Divination                  |   | 30 ft.               | 1 creature                          | 8          |  | Concent                    |  |   |                     |                  | НВ       | 284        | Next turn you gain advantage on first attack against the target.   |                              | Bard         |                   |                                 |                              |          | Sorceror | Warlock | Wizard   |
| (eunam)  |       | Conjuration                 | 1 minute                                    |                      | 300 ft x 300 ft x 50 ft water       | V S        |  | Concent                    | ation 6 round                              | s STR (Half DAM)  | Bludgeoning         | DAM: 6d10 F      | НВ       | 284        | Creatures make STR save to avoid more damage (1d10 less DMG each round)  |                              |              |                   | Druid                           |                              |          |          |         | _        |
| Inesen Servent   |       | Conjuration Ritual          | 1 action                                    | 60 ft.               |                                     | V S        | M piece of string, bit of wood                             |                            | 1 hour                                     |   |                     | F                | HB       | 284        | Create invisible force that can perform simple, menial tasks for you.  |                              | Bard         |                   |                                 |                              |          |          |         | Wizard   |
| empirio Touch  |       | Necromancy                  | 1 action                                    | sef                  | Seri                                | V 8        |  | Concent                    | ation 1 minut                              |   | Necrotic            |                  | HB       | 285        | Each time you hit a target, you also HEAL half of the DAM you cause.   | Extra 1d6 DAM.               | Dest         | Cleric(Death)     |                                 |                              |          |          | Warlock | Wizard   |
| Nations Micolary<br>Vall of Fire   |       | Enchantment                 |   |                      | 1 creature                          | V          | M and day of the sale                                      | 0                          |  | neous WIS (Fail)  | Psychic             |                  | HB<br>HB | 285        | Disadvantage to attack DAM increase 5th level 2d4, 11th level 3d4, 17th level 4d   |                              | Bard         | Charles John      | Period                          |                              |          | -        | -       | Miless : |
| all of Fire<br>tall of Force   |       | Evocation<br>Evocation      | 1 action                                    | 120 ft.<br>120 ft.   | See Sourcebook<br>See Sourcebook    |            | M small piece of phosphorous  M powder from clear gemstone |                            | ation 1 minut<br>ation 10 minu             |   | Fire                | DAM: 5d8 F       | no<br>uo | 285        | Those entering or ending turn on one side of the wall take 5d8 fire DAM.  Create impenetrable wall (even into Ethereal Plane) only unmade by Disintegral.  |                              | -            | Cleric(Light)     | Druid                           |                              |          | Sorceror |         | Wizard   |
| ras or roros<br>fall of los  |       | Evocation                   | 1 action                                    |                      | See Sourcebook.                     |            | M powder from clear geristone M small piece of quartz      |                            | ation 10 mins<br>ation 10 mins             |   | Cold                | DAM: 10d6 F      | HB       | 285        | Ice:AC 12, 30 HP. Moving through ice:take 5d8 cold DAM or CON save for half.   |                              |              |                   |                                 |                              |          |          |         | Wizard   |
| all of Stone   |       | Evocation                   | 1 action                                    |                      | See Sourcebook.                     |            | M small piece of quartz  M small block of granite          |                            | ation 10 mins<br>ation 10 mins             |   | - Could             |                  | HB HB    | 287        | Create wall of stone or other stone structure. See Sourcebook.   | LAVE DAME 200, 100 MOVING    |              | -                 | Doub                            |                              |          | Sorceror |         | Wizard   |
| fall of Thoma  |       | Conjuration                 | 1 action                                    | 120 ft.              | See Sourcebook                      |            | M handful of thoms   | Concent                    |  |   | Piercing            | DAM: 7d8 F       | HB       | 287        | Move through wall at 1/4 speed and take 7d8 slashing DAM (DEX save for half)   | Extra 1d8 DAM (both types)   |              |                   | Druid                           |                              |          |          |         | rumd     |
| wding Bond   |       | Abjuration                  | 1 action                                    | Touch                | 1 willing creature                  |            |  | 50 gp                      | 1 hour                                     |   |                     |                  | нв       | 287        | Target (60ft) has +1 AC and saves, resistance to all DAM, shares DAM with you  |                              |              | Cleric            |                                 |                              |          |          |         | _        |
| felor Breefring  |       | Transmutation Ritual        | 1 action                                    | 30 ft.               | <= 10 willing creatures             |            | M short reed or piece of straw                             | *                          | 24 hour                                    | 5   |                     | F                | нв       | 287        | Creatures gain ability to breathe underwater using normal respiration.   |                              |              |                   | Druid                           |                              | Ranger   | Sorceror |         | Wizard   |
| Inter Walk   |       | Transmutation Ritual        | 1 action                                    | 30 ft.               | <= 10 willing creatures             |            | M piece of cork  |                            | 1 hour                                     |   |                     | F                | нв       | 287        | Creaturess walk on liquid, rise 60 ft. per round if under. Still take other damage.  |                              |              | Cleric            | Druid                           |                              | Ranger   | Sorperor |         | 1        |
| w  | 2     | Conjuration                 | 1 action                                    | 60 ft.               | 20 ft. cube                         | V S        | M bit of spiderweb   | Concent                    | ation 1 hour                               | DEX (Fail)  |                     | F                | нв       | 287        | Every turn:DEX save or restrain;STR save to escape. Burning webs:264 fire DAI  | i.                           |              |                   | Druid(Underdark)                |                              |          | Sorceror |         | Wizard   |
| Velici   | 9     | Illusion                    | 1 action                                    |                      | 30 ft. radius                       | V S        |  | Concent                    | ation 1 minut                              | e WIS (Fail)  | Psychic             | DAM: 4d10 F      | нв       | 288        | Affected creatures make WIS saves each turn and take DAM until they save.  |                              |              |                   |                                 |                              |          |          |         | Wizard   |
|  |       | Transmutation               |   | 30 ft.               | You and <= 10 willing creatures     |            |  |                            | 8 hours                                    |   |                     | F                | нв       | 288        | Fly speed: 300 ft. Resist weapons. Only Dash in cloud form. Can revert to normal   | l.                           |              |                   | Druid                           |                              |          |          |         |          |
| and Welk   |       | Evocation                   | 1 action                                    |                      | See Sourcebook                      | V S        | M finy fan and exotic feather                              | Concent                    | ation 1 minut                              |   | Bludgeoning         | DAM: 3d8 F       | нв       | 288        | Strong wind keeps gases, flying creatures, projectiles, gaseous creatures away.  |                              |              | Cleric(Nature)    | Druid                           |                              | Ranger   |          |         |          |
| Wind Welk<br>Wind Well   |       |                             | 1 action                                    | Sef                  | Self                                | V          |  |                            | Instanta                                   |   |                     | F                | НВ       | 288        | Replicate and spell <= 8th level or other powerful effect granted. See Sourcebox   |                              |              |                   |                                 |                              |          | Sorceror |         | Wizard   |
| lind Well<br>Nah   | 9     | Conjuration                 |   |                      |                                     |            |  |                            |  |   |                     |                  |          |            |  |                              |              |                   |                                 |                              |          |          |         | Wizard   |
| find Well<br>fish<br>fish Bolt   | 9 1   | Evocation                   | 1 action                                    | 30 ft.               | 1 creature                          |            | M Itwig from tree struck by lightning                      | Concent                    | ation 1 minut                              |   | Lightning           | DAM: 1d12 F      | HB       | 289        | Use action to auto hit target hit last round for 1d12 lightning DAM if in range.   | Extra 1d12 DAM.              |              |                   |                                 |                              |          | Sorperor | Warlock | Wizard   |
| And Well   | 9 1 6 |                             | 1 action                                    | 30 ft.<br>5 ft.      |                                     | V S<br>V   | M twig from tree struck by lightning                       |                            | ation 1 minut<br>Instanta<br>ation 1 minut | ineous  | Lightning           | F                | HB<br>HB | 289<br>289 | Use action to auto hit target hit last round for 1d12 lightning DAM if in range.  Instantly teleport to sanctuary you select during prep associated with your delty.  Target hit also makes WIS save or is frightened. WIS save to end effect. | Extra 1d12 DAM.              |              | Cleric            |                                 | Paladin                      |          | Sorceror | Warlock | Wizard   |

| Part   | rence sheet is intended to be used in ac   | acidition to t             | he sourostooks. '                   | They are NOT a repl | norment. Some spell datalla were                   | removed a  | and grammer rules buichered for the e                           | eales of bres     | vity. Some spells are too comp                 | Socied to be reliably described here |                |                |              |   |  |  |  |  |  |
|--|--|----------------------------|-------------------------------------|---------------------|--|------------|---|-------------------|--|--------------------------------------|----------------|----------------|--------------|---|--|--|--|--|--|
| Mary      | mpenenio liulad in ALL CAPS are consu<br>1 Symbolic: Fe = Iron, Ag = Silver, Hg = Ir | named during<br>Marcury, P | g the epsilosoting<br>= Phosphorous | process.            |  | H          |   |                   |  |                                      |                |                |              |   |  |  |  |  |  |
|  | me Lead  | i Films                    | Contine Time                        | Rense               | Tennessione.                                       | v 8        | M Conscensitio  | Cost              | Concentration Duration                         | Attack/Seving Throw (Filled)         | Damage Type    | Demonstrat     | Page 4       | Additional Dated  | Per Higher Book Level                    |  |  |  |  |
|  | land 0   |                            |                                     |                     |  |            |   | _                 | 1 round  |                                      |                |                | 218          | Gain resistance to bludgeoning/piercing/slashing DMG from weapons.  |  |  |  |  |  |
| Mary      | 0  |                            | 1 action<br>1 action                | Self                | 1 non-hostile creature                             | V S        | M phosphorous or glowworm  M makeup applied to face             |                   | Concentration 1 minute Concentration 1 minute  |                                      |                |                | 244          | Create 4 glowing, hovering objects that shed light out 10 ft. Can move 60 ft.  Advantage on CHA checks to target, who knows magic used once spell ends.   |  |  |  |  |  |
| Mary      | o o  |                            | 1 action                            | Touch<br>30 ft.     |  |            |   |                   | 1 hour<br>1 minute                             | DEX (Fail)                           |                |                | 255<br>256   | Object sheds light in 20 ft. radious. Hostile targets get DEX save.  Create spectral hand that manipulates objects. Can pick up <= 10 lbs.  |  |  |  |  |  |
|  | 0  |                            | 1 minute                            | Touch               | 1 object   | V 8        | M two lodestones  |                   | Instantaneous                                  |                                      |                |                | 259          | Mends one break or tear no larger than 1ft. in a mundane object.  |  |  |  |  |  |
| Mary   1   | union 0  |                            | 1 action                            | 30 ft.              | 6.0 cubo   |            | M hit of flacon   |                   | 1 minute                                       |                                      |                |                | 260          | Port at target and whaper a message. They can whaper a response.  Create illusory sound or image. Investigation check against spell DC to detect.   |  |  |  |  |  |
| The column   | Martin 0   |                            |                                     |                     | 1 meature  | V 8        |   |                   | Concentration 1 mund                           |                                      |                |                | 267          | Create minor magical effect. See Sourcebook.  Next turn you main enventure on first etterk enainst the ternet.  |  |  |  |  |  |
|  | Modery 0   |                            | 1 action                            | 60 ft.              | 1 creature   | v          |   |                   | Instantaneous                                  | WIS (Fail)                           | Psychic        | DAM: 164       | 285          | Disadvantage to attack DAM increase 5th level 2d4,11th level 3d4,17th level 4d4   |  |  |  |  |  |
| The content  | minemp 1   |                            | 1 action<br>1 action                | 30 ft.              | <= 3 creatures                                     | V S        | M drop of blood   |                   | Concentration 1 minute                         | CHA (Fail)                           |                |                | 212          | Charm beads with INT <= 3; spell falls if you hurt beads  Targets' attack rolls and saving throws are deducted 1d4.  C  | One more creature                        |  |  |  |  |
| The column   | Person 1<br>hend Lenguages 1   | Ritual                     | 1 action<br>1 action                | 30 ft.<br>Self      |  | V S        | M pinch of soot and salt  |                   | 1 hour<br>1 hour                               | Wisdom (Fail)                        |                | -              | 221          | Charm target so it treats you as friendly. Gets advantage to save if fighting you. C<br>Know literal meaning of any speech. Understand written words while touching.  | One more target <= 30ft.                 |  |  |  |  |
| Mary      | emis 1   | Process                    | 1 action                            | Touch               |  | V 8        |   |                   | Instantaneous                                  |                                      |                | See Details    | 230          | HEAL: 1d8 + spellcasting ability modifier. No effect on undead or constructs.   | Extra 1d8 HEAL                           |  |  |  |  |
|  | Self 1   | Nousi                      | 1 action                            | Self                | 30 ft. radius<br>Self                              | V S        |   |                   | Concentration 10 minutes<br>1 hour             |                                      |                |                | 231          | Sinse presence of magic. Use action to see auriss around creatures/objects.  Create illusion to appear as someone else. Folled by Investigation vs. spell DC.   |  |  |  |  |  |
| Mary      | nt Whispers 1  |                            | 1 action<br>1 action                | 60 ft.              | 1 creature<br>20 ft. cube                          |            |   |                   | Concentration 1 minute                         | WtS (Fait)<br>DEX (No Light)         | Psychic        | DAM: 3d6       | 234          | Target immediately uses reaction to move as far away as possible. E Objects/creatures in cube are outlined in light and are attacked with advantage.  | Extra 1d6 DAM.                           |  |  |  |  |
|  | Pel 1  |                            | 1 reaction (falling                 | 60 ft.              | <= 5 falling creatures                             | V          | M small feather or piece of down                                |                   | 1 minute                                       |                                      |                |                | 239          | Targets' descent slows to 60 ft, per round, takes no DAM, and can land on feet.   | Even 144 MEAI                            |  |  |  |  |
| The column   | 1  |                            | 1 action                            | Touch               | 1 willing creature                                 | v s        |   |                   | Concentration 1 minute                         |                                      |                |                | 250          | Immune to being frightened. Temp HP equal to casting ability modifier each turn. 1  | 1 additional creature.                   |  |  |  |  |
| Mary      | Sought 1   | Ritual                     | 1 minute<br>1 minute                | Touch               |  | V S        | M pearl, owl feather  | 100 gp            | Instantaneous<br>10 days                       |                                      |                |                |              |   |  |  |  |  |  |
| Mary Column  | der 1  |                            | 1 action                            | Touch<br>en e       | 1 creature   | V 8        | M pinch of dirt M hit of flaces                                 |                   | 1 hour<br>Concentration 10 minutes             |                                      |                |                | 258          | Target's speed increases by 10 ft. Create visual critical list in the control of | One additional creature.                 |  |  |  |  |
| The content  | - i  |                            | 1 action                            | 90 ft.              | 20 ft. radius                                      | v s        | M pinch of fine sand  |                   | 1 minute                                       |                                      |                |                |              |   | Addition 2d8 HP fall asleep.             |  |  |  |  |
| Marcha   M   | RTD Artimole 1<br>Hidocus Loughter 1   | Ritual                     | 1 action                            | Self<br>30 ft.      | 1 creature   | V S        | M Siny tarts and a feather                                      |                   | Concentration 1 minute                         | WIS (Fail)                           |                |                | 280          | Target (INT > 4) is grone, incapacitated, can't stand, WIS save each turn to end.   |  |  |  |  |  |
| The column   | trans 1  | Ribral                     | 1 action<br>1 action                | Self<br>60 ft.      |  | v s        | M piece of string, bit of wood                                  |                   |  |                                      | Thunder        | DAM: 2d8       | 282          | Creatures failing save and objects pushed 10 ft. Boom heard for 300 ft.  Create invisible force that can perform simple manual tasks for way.   | Extra 1d8 DAM.                           |  |  |  |  |
| Marcha   M   | demonger 2   | Ritual                     | 1 action                            | 30 ft.              | 1 Tiny beast                                       | V 8        | M morsel of food  |                   | 24 hours                                       |                                      |                |                | 212          | Beast will relay 25 word message to a target you describe 4   | 48 hours longer                          |  |  |  |  |
| Marchan  | nolitino 2   |                            | 1 action                            | 50 ft.              | 1 creature<br>20 ft. radius sphere                 | V S        |   |                   | Concentration 1 minute                         | CHA (Fail)                           |                |                | 219          | larger oecomes blind or deaf (your cholols).  Suppress charm effects or hostility on target.  |  |  |  |  |  |
| Part   | Daggere 2  |                            | 1 action<br>1 action                | 60 ft.<br>120 ft.   | 5 ft. cube<br>1 humanoid                           | V S<br>V S | M sliver of glass   |                   |  | WIS every turn (Fail)                | Stashing       | DAM: 464       | 222          | DAM taken on entering or starting turn in area.  Charm humanoid to attack your farest of choice. Use action to keep control   | Extra 2d4 DAM.                           |  |  |  |  |
|  | houghts 2  |                            | 1 action                            | Self                | 30 ft. radius                                      | V 8        | M a copper piece  |                   | Concentration 1 minute                         | See Sourcebook.                      |                |                | 231          | Read thoughts of those around you. See Sourcebook.  | One additional control                   |  |  |  |  |
| Mart   | 2  |                            | 1 action                            | 60 ft.              | Any targets in range                               | V 8        | ur or neather from a beast                                      |                   |  | WIS (Fail)                           |                |                | 237          | Disadvantage to see anybody but you; attacked ones have advantage to save.  | And additional creature.                 |  |  |  |  |
| Martin   | fed 2  |                            | 1 action<br>1 action                | 60 ft.              | 1 metal object<br>1 humanoid                       | V S<br>V S | M piece of iron and a flame M amail straight piece of iron      |                   | Concentration 1 minute Concentration 1 minute  | See Sourcebook.<br>WIS (Fail)        | Fire           | DAM: 2d8       | 250<br>251   | Heat metallic objects including weapons and armor. See Sourcebook. E<br>Target is penalyzed. New saving throw at end of turn.   | Extra 1d8 DAM.<br>1 additional creature. |  |  |  |  |
| Marcha   | y 2  |                            | 1 action                            | Touch               |  | V S        | M eveloph in our arabic   |                   | Concentration 1 hour                           |                                      |                |                |              |   | One additional creature.                 |  |  |  |  |
| Mary      | Restoration 2  |                            | 1 action                            | Touch               | 1 creature   | v s        |   |                   | Instantaneous                                  |                                      |                |                | 255          | End one disease or condition (blind, deaf, paralyzed, poisoned) on target.  |  |  |  |  |  |
| Marke  | Inimals or Plants 2<br>Minut 2   | Ritual                     | 1 action<br>1 action                | Self<br>Self        | Kind of beast or plant<br>1 object familiar to you | V S        | M bloodhound fur<br>M forked twig                               |                   | Concentration 10 minutes                       |                                      |                |                | 258<br>258   | Name a kind of beast or plant and find the nearest one within 5 miles.  Sense object direction within 1000 ft. or locate it within 30 ft.   |  |  |  |  |  |
| Martin   | leath 2  | Ritual                     | 1 minute                            | 30 ft.              | 1 object   | v s        | M honeycomb and JADE DUST                                       | 10 gp             | Until Dispelle                                 | 1                                    |                |                | 257          | Magic mouth repeats <= 25 word message once condition is met.   |  |  |  |  |  |
| The column   | Market 2   |                            | 1 action                            | Self                | Self   | V S        | M pinch of talc and silver powder                               |                   | 1 hour   | INT (FMI)                            |                |                | 274          | See invisible and ethereal creatures.   |  |  |  |  |  |
| Mary      | 2 2  | Ritual                     | 1 action<br>1 action                | 60 ft.<br>120 ft.   | 10 ft. sphere<br>20 ft. radius sphere              | V S        | M chip of mica  |                   | Concentration 10 minutes                       | CON (Half DAM)                       | Thunder        | DAM: 3d8       | 275<br>275   | Inorganic creatures have disadvantage to save. Objects take DAM too. E<br>Creatures in area are deafened, immune to thunder DMG, can't cast verbally.   | Extra 1d8 DAM.                           |  |  |  |  |
| Series Se | ton 2  |                            | 1 action                            | 30 ft.              | 1 creature   | V e        | M snake's tongue, honeycomb                                     |                   | Concentration 8 hours                          | WtS (Fail)                           |                |                | 279          | Target follows reasonable course of action you suggest. Can specify conditions.   |  |  |  |  |  |
| March   Marc   | Come 3   |                            | 1 action                            | Touch               | 1 creature   | v s        |   |                   | Concentration 1 minute                         | WtS (Fail)                           |                |                |              |   | See Sourcebook.                          |  |  |  |  |
| Mary      | tingo 3  |                            | 10 minutes<br>1 action              | 1 mile<br>120 ft.   | 1 creature/object/magical effect                   | V S        | M jeweled horn or glass eye                                     | 100 gp            | Concentration 10 minutes<br>Instantaneous      |                                      |                | -              |              |   | End spell <= new level.                  |  |  |  |  |
| Mary Control   Mary   | 3  | Disast                     | 1 action                            | Self                | 30 ft. cone  | V S        | M white feather or hen heart                                    |                   | Concentration 1 minute                         | WtS (Fail)                           |                |                | 239          | Targets drop everything and use Dash to run away. WIS save once out of sight.   |  |  |  |  |  |
| Marke   Mark   | TWerding 3   | POSSAI                     | 1 hour                              | Touch               | See Sourcebook                                     | V S        | M Incerse, DIAMOND POWDER                                       | 200 gp            | Dispet/Trigge                                  | ed                                   |                |                | 245          | Create a magical trap. See Sourcebook. S  | See Sourcebook                           |  |  |  |  |
| March   Marc   | Pattern 3<br>dis Tiny Hut 3  | Ritual                     | 1 action<br>1 minute                | 120 ft.<br>Self     | 30 ft. cube<br>10 ft. radius hemisphere            | V S        | M glowing stick of incense  M small crystal bead                |                   | Concentration 1 minute<br>8 hours              | WtS (Fail)                           |                |                | 252<br>255   | Creatures charmed, incapacitated, speed = 0. Spell ends on DAM or shaking.  Protect <= 9 creatures in hut from spells, creatures, elements.   |  |  |  |  |  |
| Mathematical   Math   | map 3  |                            | 1 action                            | 120 ft.             | 20 ft. cube  | V S        | M bit of fleece   | 26 on             | Concentration 10 minutes                       |                                      |                |                | 258          | Create image of object including sounds, smells. Investigation check to foil. 6   | 5th: lasts until dispelled               |  |  |  |  |
| March   Marc   | unin 3   |                            | 1 action or 8 hour                  | 150 ft.             | 100 ft. or 1 mile radius                           | V S        | M DIAMOND DOST  | 25 gp             | Instantaneous                                  |                                      |                |                | 268          | Cost short term (creatures move 1/4 speed) or long term (double food yield).  |  |  |  |  |  |
| Second Process   Seco   | Mh Deed 3  |                            | 1 action<br>1 action                | Unlimited<br>10 ft. |  |            |   |                   |  |                                      |                |                |              |   |  |  |  |  |  |
| The column   Section   S   | (th Plents 3<br>Cloud 3  |                            | 1 action<br>1 action                | Self<br>90 ft.      | 30 ft. radius<br>20 ft. radius sohere              | V S        | M rotten eop or skunk cabbage                                   |                   | Concentration 1 minute                         | CON (Fail)                           |                |                | 277          | Animate plants to communicate with and perform tasks. See Sourcebook.  Creatures that need to breathe spend turn retching. Wind discerses cloud.  |  |  |  |  |  |
| Marchan   Winter   Marchan   March   | 3  |                            |                                     |                     | 1 creature   | V 0        | M clay model of a ziggurat                                      |                   | 1 hour   | MAD (F-II)                           |                |                | 283          | Target understands any spoken language and is understood by everyone else.  |  |  |  |  |  |
| Marke   Mark   | n -  |                            | 1 action                            | 90 ft.              | 10.8 codius seboso                                 | u 0        | M 2 and aboth   |                   |  |                                      |                |                | 224          | Tamets can't take reactions and do random actions. See Sourcebook.  | Increase radius by 5ft.                  |  |  |  |  |
| Marchand    | on Door 4  |                            | 1 action                            | 500 ft.<br>Touch    | Self (and ally within 5 ft.)  1 willing creature   | v s        | M leather strap around arm                                      |                   | Instantaneous<br>1 hour                        |                                      |                |                | 233<br>244   | Teleport yourself and ally to location. If occupied, 4d6 force DAM and spell fails.  Immune to difficult terrain slow paralyze restrain. Spend 5ft to escape restrain.  |  |  |  |  |  |
| Table   Second   Se   | Invisibility 4   |                            | 1 action                            | Touch               | Self or willing creature                           | v s        |   |                   |  |                                      |                |                | 246          | Become invisible until spell ends.  |  |  |  |  |  |
| Margin   M   | Reduce 4   |                            | 1 action                            | Self .              | 1 creature familiar to you                         | V 8        | M bloodhound fur  |                   | Instantaneous                                  |                                      |                |                | 258          | Sense creature direction within 1000 ft. or locate it within 30 ft.   |  |  |  |  |  |
| March   Marc   | ph 4<br>Olijosis 5   |                            | 1 action<br>1 action                | 120 ft.             | 1 creature<br><= 10 objects                        | V S        | M caterpilar cocoon   |                   | Concentration 1 hour<br>Concentration 1 minute | WIS (Fail)                           |                |                | 266<br>213   | Transform creature's form. All stats change. Limited to actions of new form.  Animate objects to accept simple commands.  | Two more objects                         |  |  |  |  |
| Control   Cont   | is Person  |                            | 8 hours<br>1 action                 | Touch<br>60.8       | 1 beastiplant <= Huge                              | V S        | M AGATE   | 1000 gp           | Connentration 1 min to                         | WIS (Fail)                           |                |                |              |   |  |  |  |  |  |
| Company   Comp   | 5 5  |                            | 1 minute                            | See Sourcebook.     | 1 creature   | v 8        | M sand,ink,quill from asleep bird                               |                   | 8 hours  | See Sourcebook.                      | See Sourcebook | See Sourcebook | 236<br>k 238 | Shape creature's dreams. See Sourcebook.  | nonemak                                  |  |  |  |  |
| Marked   S   1   1   1   1   1   1   1   1   1   | Restoration 5  |                            | 1 minute<br>1 action                | Touch               | 1 creature   | V S        | M DIAMOND DUST  | 100 gp            | 30 days<br>Instantaneous                       | wits (rail)                          | oee Details.   | See Details.   | 244          | I arget must perform task you set. 5d10 psychic DAM whenever it disobeys. 7 End a debitating effect on target. See Sourcebook.  | rm: sasts 1 year;5th: forever            |  |  |  |  |
| March   S   1   1   1   1   1   1   1   1   1  | noter 5  |                            | 1 action<br>10 minutes              | 90 ft.<br>Self      | 1 creature<br>1 person, place, or object           | V S<br>V S | M small straight piece of iron M INCENSE(250),4 ivory strics/50 | 300 gp            | Concentration 1 minute<br>Instantaneous        | WtS (Fail)                           |                |                | 251<br>254   | Target is penalyzed. New saving throw at end of turn. Doesn't work on undead. 1 Learn lone about target. Information is accurate but might use figurative words.  | 1 additional creature.                   |  |  |  |  |
| Part      | so Vioundo 5   |                            | 1 action                            | 60 ft.              | <= 6 creatures                                     | V S        |   |                   | Instantaneous<br>Connecteding                  |                                      |                | See Details.   | 258          | Creatures HEAL 3d8 + casting ability modifier. No effect on undead/constructs. H  | HEAL extra 1d8.                          |  |  |  |  |
| Part      | Assecy 5   |                            | 1 action                            | 30 ft.              | DARF   | V S        |   |                   | Concentration 1 minute                         | WIS (Fail)                           |                |                | 260          | Reshape another creature's memories. See Sourcebook.  | See Sourcebook.                          |  |  |  |  |
| Second   S   | linding 5  | $\Box$                     | 1 hour<br>1 hour                    | 60 ft.<br>Touch     | 1 extraplanar creature<br>1 dead creature          | V S<br>V S | M JEWEL<br>M DIAMOND  | 1000 gp<br>500 gp | 24 hours<br>Instantaneous                      | CHA (Fail)                           |                |                | 265<br>270   | Bind celestial, elemental, fey, or fiend to serve you for spell duration. S<br>Return target to life with 1 HP. See Sourcebook.   | See Sourcebook                           |  |  |  |  |
| Part   Company   | 5  |                            | 10 minutes                          | Self                | 1 creature   | V S        | M scrying focus   | 1000 gp           | Concentration 10 minutes                       | WIS (Fail)                           |                |                | 273          | Spy on a target located on the same plane as you. See Sourcebook.   |  |  |  |  |  |
| Part      | ation Circle 5   |                            | 1 minute                            | 10 ft.              | 10 ft. diameter circle                             | v S        | M CHALK & INK mixed with gems                                   | 50 gp             | 8 hours<br>1 round                             | Cha (raii)                           |                |                | 274          | Loguese wring or unwring creatures as other similar creatures, including duties.  |  |  |  |  |  |
| A  | Path 6   |                            | 1 action<br>1 minute                | Self<br>Self        | 1 creature within 60 ft.                           | V S<br>V S | M diviner tools, object from target                             | 100 gp            | Concentration 1 minute<br>Concentration 1 day  | WtS (Fail)                           |                |                | 238<br>240   | Affect targets negatively. New target each turn. See Sourcebook. Find the shortest, most direct route to a place you are femiliar with.   |  |  |  |  |  |
| Control   Cont   | and Wards 8  |                            | 10 minutes                          | Touch               | See Sourcebook                                     | V S        | M See sourcebook  | 10 gp             | 24 hours                                       | Mare (Eur)                           |                |                | 248          | Protect an area of space. See Sourcebook.   | Th: 10 days 90 90 00                     |  |  |  |  |
| Proposed Substance   1   12   12   13   13   13   14   14   14   14   14   | recistable Dance 6   |                            | 1 action                            |                     | 1 creature   | V          | arsens sorgue, honeycomb  |                   | Concentration 1 minute                         | vila (Fill)                          |                |                |              |   | U carys, out 30; 981: 368                |  |  |  |  |
| Processing   F   1 station   1 star   1    | aned Huston 6<br>strg 6  |                            | 1 action<br>1 action                | 120 ft.<br>Touch    | 30 ft. cube<br>1 willing creature                  | V S<br>V S | M fleece, jade dust<br>M OINTMENT FOR EYES                      | 25 gp<br>25 gp    | 1 hour   |                                      |                |                | 284          | Target creature gains truesight, sees secret doors, Ethereal Plane. Range 120 ft.   |  |  |  |  |  |
| Company   Comp   | 7  |                            | 1 action                            | Self 100 B          |  |            | M edecded   | 1600 or           |  |                                      |                |                |              |   | 8th:3 targets;9th: 6 targets             |  |  |  |  |
| Secretaria Department   Secr   | Arceno 7   |                            | 10 minutes                          | Sight .             | 1 square mile                                      | V S        | m puly Gibt   | ,300 gp           | 10 days  | One Desire.                          |                |                | 260          | Create audo, visual, tactile, and offactory illusion. Only Truesight can detect.  |  |  |  |  |  |
| Popularida   7   1   1   1   1   1   1   1   1   1   | rather's Magnifloors Mension 7<br>rather's Second 7                                  | +                          | 1 minute<br>1 action                | 300 ft.<br>60 ft.   |  | V S<br>V S | M  portal(5),marble(5),spoon(5)<br>M  mini platinum sword       | 15 gp<br>250 gp   | 24 hours<br>Concentration 1 minute             | Melee Spell Attack                   | Force          | DAM: 3d10      | 261          | Summon portal to 50000 cubic ft. mansion with food for 100 people.  |  |  |  |  |  |
| Name   Table   | mego 7   |                            | 1 action                            | 500 miles<br>Touch  | 1 meature  | V S        | M arnell replice of self  | 5 gp              | Concentration 1 day                            |                                      |                |                | 270          | Create image of self you can see the arispeak/move (x2 speed) through.  Target HFAL1 HP at start of every turn. Second costs when when a few 9  |  |  |  |  |  |
| Special   7   Terminal   Teach   Tea   | often 7  |                            | 1 hour                              | Touch               | 1 dead creature                                    | V 8        | M DIAMOND   | 1000 gp           | I nour<br>Instantaneous                        |                                      |                | 1 NOAL: 400+15 | 271          | Resurrect dead creasture. See Sourcebook.   |  |  |  |  |  |
| Deptide Marker   | 7  |                            |                                     |                     | 1 surface or object<br>Self and <= 8 creatures     | V S        | M Hg, P, DIAMOND and OPAL                                       | 1000 gp           | Dispet/Trigge<br>Instantaneous                 | ed See Sourcebook.                   | See Sourcebook | See Sourcebook |              |   |  |  |  |  |  |
| Address   Section   Sect   | lo Monator 8   |                            | 1 action                            | 60 ft.              | 1 creature   | V 8        | M clay could by minute sub-                                     |                   | Concentration 1 hour                           | WIS (Fail)                           | Psyrbin        | DAM: 440       | 235          | Charm monster to give it commands. Has advantage to save if attacking it. 9 Creature INT and CHS covers become 1 9 or 9 constant.   | 9th: Duration is 8 hours.                |  |  |  |  |
| Herdfleck 8 1 station Touch 1 suling country V S 24 Nations 229 Target immunits paying claiming charge charge community and paying charge char | 8  |                            | 1 action                            | Self .              | Out  |            |   |                   | 1 hour   | inti (Dino, Datito inti ellect)      | rayerse        | LAWE 400       |              |   |  |  |  |  |  |
|  | ink 8<br>Yord Stan 8   |                            | 1 action<br>1 action                | 60 ft.              | 1 willing creature<br>1 creature                   | V S        |   |                   |  |                                      |                |                | 259<br>267   | Target immune to psychic damage, charm, mind reading, divinations.  Target <= 150 HP is stunned. Nothing otherwise. CON serve at end of turn to end.  |  |  |  |  |  |
| New Yes   Table   Ta   | t 9<br>Kent Hant n   |                            | 1 minute<br>1 action                | Touch<br>Touch      | 1 willing creature<br>1 creature                   | V S        | M hummingbird feather   |                   | 8 hours  |                                      |                | HEAL: AT HP    | 244          | Not surprised. Advantage attacks, checks, saves. Disadvantage getting attacked.   |  |  |  |  |  |
| V   Factor   Good   Constant   V   S   Percentage   Per   | (cod Kill 9  |                            |                                     | 60 ft.              | 1 creature   | v          |   |                   | Instantaneous                                  |                                      |                | See Details.   | 266          | If target has <= 100 HP, it dies instantly. No effect otherwise. No saving throw.   |  |  |  |  |  |
| 1 section 30 t. consister or normingual depail V S II intercept of the consister or normingual depail V S II intercept on a format consistent department or affirment consistent department or  | ymorpn 9   |                            | 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.   |  |  |  |  |  |

| This reference sheet is intended to  | be used in ad                     | dition to the source                     | books. They are N            | OT a replacement. Some spell details                              | were remo | oved and grammer rules butchered                              | for the eaks | of brevity. Som                | e apelle are too o              | complicated to be reliably describe        | d here.             |                         |            |  |                                   |                                    |    |
|--|-----------------------------------|--|------------------------------|---|-----------|---|--------------|--------------------------------|---------------------------------|--|---------------------|-------------------------|------------|--|-----------------------------------|------------------------------------|----|
| Spell components listed in ALL CA<br>Element Symbols: Fe = Iron, Ag =                                  | VPS are consur<br>• S8ver, Hg = M | ned during the epe<br>lercury, P = Phoep | licesting process.<br>horous |   |           |   |              |                                |                                 |  |                     |                         |            |  |                                   |                                    |    |
| Spell Name   |                                   | Casting Time                             | Range                        | Target/Area V   | / 8 1     | M Component(s)  | Cost         | Concentration                  | Duration                        | Attack/Saving Throw (Effect)               | Damage Type         | DemegaTical             | Page 6     | Additional Detail  | Per Higher Spell Level            | Cleric                             |    |
| Chill Touch  | 0                                 | 1 action                                 | 120 ft.<br>30 ft.            | 1 creature V  | / S       |   |              |                                | 1 round<br>Instantaneous        | Ranged Spell Attack                        | Necrotic            | DAM: 1d6                | 221        | Extra 1d6 DAM at 5th level, 11th level, and 17th level. Can't regain HP. Create minor druidic effect. See Sourcebook.  |                                   | Cleric(Death)<br>Cleric(Nature)    |    |
| One Total Developer Guidence Light Mending Poleon Sprey Produce Fleme Resistance Secred Fleme          | 0                                 | 1 action                                 | Touch                        | 1 willing creature V  | / S       |   |              | Concentration                  | 1 minute                        |  |                     |                         | 248        | Once, add 1d4 to an ability check.   |                                   | Cleric                             |    |
| Light  | 0                                 | 1 action<br>1 minute                     | Touch<br>Touch               |   |           | M firefly or phosphorescent moss M two lodestones             |              |                                | 1 hour<br>Instantaneous         | DEX (Fail)                                 |                     |                         |            | Object sheds light in 20 ft. radious. Hostile targets get DEX save.  Mends one break or tear no larger than 1ft. in a mundane object.                                |                                   | Cleric<br>Cleric                   |    |
| Polson Spray   | 0                                 | 1 action                                 | 10 ft.                       | 1 creature V  | / S       |   |              |                                | Instantaneous                   |  |                     | DAM: 1d12               | 266        | DAM increase. 5th level: 2d12, 11th level: 3d12, 17th level: 4d12.   |                                   | Cleric(Nature)                     |    |
| Produce Fleme<br>Resistance  | 0                                 | 1 action<br>1 action                     | Self<br>Touch                |   | / S       | M miniature cloak   |              | Concentration                  |                                 | Ranged Spell Attack                        | Fire                | DAM: 1d8                |            | Create flame. DAM increase. 5th level: 2d8, 11th level: 3d8, 17th level: 4d8.  Once before spell ends, add 1d4 to a saving throw. Roll before or after save.         |                                   | Cleric(Nature)<br>Cleric           |    |
| Secred Flame   | 0                                 | 1 action<br>1 bonus action               | 60 ft.<br>Touch              |   | / S       | M mistletoe, shamrock, weapon                                 |              |                                | Instantaneous<br>1 minute       | DEX (Fail)                                 | Fire                | DAM: 1d8                |            | No cover. DAM increase. 5th level: 2d8, 11th level: 3d8, 17th level: 4d8.  Use casting ability instead of STR for attack,damage. Weapon does 1d8 DMG.                |                                   | Cleric<br>Cleric(Nature)           |    |
| Shillelegh<br>Spare the Dying  | 0                                 | 1 action                                 | Touch                        |   | / S       | m misueue, shanrock, weapon                                   |              |                                | Instantaneous                   |  |                     |                         | 277        | Stabilize dying creature. No effect on undead or constructs.   |                                   | Cleric                             |    |
| Theumeturgy<br>Thom Whip   | 0                                 | 1 action                                 | 30 ft.                       | V   | / 8 1     | M stem of thorny plant  |              |                                | Up to 1 minute<br>Instantaneous | Melee Spell Attack                         | Piercing            | DAM: 1d6                |            | Create minor magical effect. See Sourcebook.  Pulled 10 ft to root. DAM increase. 5th level: 2d6, 11th level: 3d6, 17th level: 4d6                                   |                                   | Cleric(Nature)                     |    |
|  | 1                                 | 1 action                                 | 30 ft.                       | 1 beast V   | / S 1     | M morsel of food  |              |                                | 24 hours                        | WIS (Fall)                                 | -                   |                         | 212        | Charm beasts with INT <= 3; spell fails if you hurt beast  | One more beast                    | Cleric(Nature)                     |    |
| Bicco  | 1                                 | 1 action                                 | 30 ft.                       |   |           | M drop of blood  M sprinkling of holy water                   |              | Concentration<br>Concentration |                                 | CHA (Fall)                                 |                     |                         |            | Targets add 1d4 to attack rolls and saving throws.   | One more creature.                | Cleric<br>Cleric                   |    |
| Burning Hands<br>Charm Person  | 1 1                               | 1 action                                 | Self<br>30 ft.               |   | / S       |   |              |                                | Instantaneous<br>1 hour         | DEX (Half DAM)<br>Wisdom (Fall)            | Fire                | DAM: 3d6                | 220        | Flammable objects ignite.  Charm target so it treats you as friendly. Gets advantage to save if fighting you.  | Extra 1d6 DAM.                    | Cleric(Light)<br>Cleric(Trickery)  |    |
| Command  | 1                                 | 1 action                                 | 60 ft.                       | 1 creature V  | /         |   |              |                                | 1 round                         | WIS (Fall)                                 |                     |                         | 223        | Speak 1 word command to target. Can't cause harm. Doesn't affect undead.   | One more creature.                | Cleric                             |    |
| Create or Destroy Water<br>Cure Wounds   | 1 1                               | 1 action                                 | 30 ft.<br>Touch              | 10 gal. water/30 ft. cube of fog V<br>1 creature V                | / S 1     | M drop of water/sand  |              |                                | Instantaneous<br>Instantaneous  |  |                     | See Details             | 229        | Create/destroy 10 gal. of water or 30 ft. cube of rain/fog.  HEAL: 1d8 + spelicasting ability modifier. No effect on undead or constructs.                           | Extra 1d8 HEAL                    | Cleric                             |    |
| Detect Evil and Good<br>Detect Magic   | 1 Ritual                          | 1 action                                 | Self                         |   | / S       |   |              | Concentration<br>Concentration | 10 minutes                      |  |                     |                         | 231        | Know location of aberration, celestial, elemental, fey, fiend, undead, (un)holy ground<br>Sense presence of magic. Use action to see auras around creatures/objects. |                                   | Cleric<br>Cleric                   |    |
| Detect Poison and Disease  | 1 Ritual                          | 1 action                                 | Self                         |   | / S       | M yew leaf  |              | Concentration                  | 10 minutes                      |  |                     |                         | 231        | Sense location and type of disease, poison, or poisonous creature.   |                                   | Cleric                             |    |
| Disguise Self<br>Divine Favor  | 1 1                               | 1 action<br>1 bonus action               | Self<br>Self                 |   | / S       |   |              | Concentration                  | 1 hour<br>1 minute              |  |                     |                         | 233        | Create illusion to appear as someone else. Folied by Investigation vs. spell DC.<br>Your weapon attacks deal extra 1d4 radiant DAM on a hit.                         |                                   | Cleric(Trickery)<br>Cleric(War)    |    |
| Facelo Fire  | 1                                 | 1 action                                 | 60 ft.                       | 20 ft. cube V   | /         |   |              | Concentration                  | 1 minute                        | DEX (No Light)                             |                     |                         | 239        | Objects/creatures in cube are outlined in light and are attacked with advantage.   |                                   | Cleric(Light)                      |    |
| Felse Life<br>Fog Cloud  | 1 1                               | 1 action<br>1 action                     | Self<br>120 ft.              |   | / S 1     | M alcohol or distilled spirits                                |              |                                | 1 hour<br>1 hour                |  |                     |                         | 243        | Creates a foggy sphere. Can be banished by moderate wind.  |                                   | Cleric(Death)<br>Cleric(Tempest)   |    |
| Guiding Bolt   | 1                                 | 1 action<br>1 bonus action               | 120 ft.<br>60 ft.            | 1 creature V  | / S       |   |              |                                | 1 round                         | Ranged Spell Attack                        | Radiant             | DAM: 4d6                | 248        | Next attack roll against target before end of your next turn has advantage.  | Extra 1d6 DAM.<br>Extra 1d4 HEAL. | Cleric<br>Cleric                   |    |
| Healing Word<br>Identify   | 1 Ritual                          | 1 minute                                 | Touch                        | 1 object V  | / 8 1     | M pearl, owl feather  | 100 gp       |                                | Instantaneous<br>Instantaneous  |  |                     |                         | 252        | Learn what an item is and what spells affect it.   |                                   | Cleric(Knowledge)                  | e) |
| Inflict Wounds Protection from Evil and Good   | 1 1                               | 1 action                                 | Touch<br>Touch               | 1 creature V  | / S       | M holy water or powdered silver                               |              |                                | Instantaneous<br>10 minutes     | Melee Spell Attack                         | Necrotic            | DAM: 3d10               |            | Inflict necrotic damage on target.  Protect against certain types of creatures. See Sourcebook.  | Extra 1d10 DAM.                   | Cleric<br>Cleric                   |    |
| Purity Food and Drink  | 1 Ritual                          | 1 action                                 | 10 ft.                       | 5 ft. radius V  | 8         |   |              |                                | Instantaneous                   |  |                     |                         | 270        | All nonmagical food and drink in range is rendered free of poison and disease.   |                                   | Cleric                             |    |
| Ray of Sickness<br>Senctuary   | 1 1                               | 1 action<br>1 bonus action               | 60 ft.<br>30 ft.             | 1 creature in range V<br>1 creature V                             | / S       | M small silver mirror   |              |                                | Instantaneous<br>1 minute       | Ranged Spell Attack                        | Poison              | DAM: 2k8                | 271<br>272 | Target also makes CON save. On fall, poisoned until end of next turn.  Those choosing to attack target must make WIS save or choose new target.                      | Extra 1d8 DAM.                    | Cleric(Death)<br>Cleric            |    |
| Shield of Faith  | 1                                 | 1 bonus action                           | 60 ft.                       | 1 creature V  | / 8 1     | M small parchment with holy text                              |              | Concentration                  | 10 minutes                      |  |                     |                         | 275        | Target gains +2 bonus to AC.   |                                   | Cleric                             |    |
| Speak with Animale<br>Thunderwaye  | 1 Ritual                          | 1 action                                 | Self<br>Self                 | 15 ft. cube V   | / S       |   |              |                                |                                 | CON (Half DAM, no push)                    | Thunder             | DAM: 2d8                | 282        |  | Extra 1d8 DAM.                    | Cleric(Nature)<br>Cleric(Tempest)  |    |
| Ald<br>Augusy  | 2 Ritual                          | 1 action                                 | 30 ft.<br>Self               |   |           | M white cloth strip M special tokens                          | 25 gp        |                                | 8 hours<br>Instantaneous        |  |                     | HEAL: 5                 |            | Each target also increases maximum HP by 5.<br>See omen predicting results of action taken within 30 minutes.  |                                   | Cleric<br>Cleric                   |    |
| Augury<br>Bariakin<br>Biindness/Deafness   |                                   | 1 action                                 | Touch                        | 1 willing creature V  |           | M oak bark  |              | Concentration                  | 1 hour                          |  |                     |                         | 217        | Target AC is never less than 16 during spell.  |                                   | Cleric(Nature)                     |    |
| Blindness/Deafness<br>Calm Emotions  | 2                                 | 1 action<br>1 action                     | 30 ft.<br>60 ft.             | 1 creature V<br>20 ft. radius sphere V                            | / S       |   |              | Concentration                  |                                 | CON per turn (Fail)<br>CHA (Fail)          |                     |                         |            | Target becomes blind or deaf (your choice).  Suppress charm effects or hostility on target.  | One more creature.                | Cleric<br>Cleric                   |    |
| Continuel Flame  | 2                                 | 1 action                                 | Touch                        | 1 object V  | / S 1     | M RUBY DUST   | 50 gp        |                                | Until Dispelled                 |  |                     |                         | 227        | Heatless flame comes from object. Can be covered but not snuffed out.  |                                   | Cleric                             |    |
| Enhance Ability Find Trape   | 2                                 | 1 action<br>1 action                     | Touch<br>120 ft.             |   | / S I     | M fur or feather from a beast                                 |              | Concentration                  | 1 hour<br>Instantaneous         |  |                     |                         |            | Target creature gains a beneficial effect. See Sourcebook.  Sense the presence (not location) of any magical or mundane trap nearby.                                 |                                   | Cleric<br>Cleric                   |    |
| Flaming Sphere<br>Gentle Repose  | 2 Ritual                          | 1 action                                 | 60 ft.<br>Touch              |   |           | M tallow,brimstone,iron powder<br>M salt and 1 cp on each eye |              | Concentration                  | 1 minute<br>10 days             | DEX (Half DAM)                             | Fire                | DAM: 2d6                |            | Creatures next to spheres at end of turn take DAM. Move spheres 30 ft.  Preserves corpse. Extends time limit of Raise Dead soell.                                    |                                   | Cleric(Light)<br>Cleric            |    |
| Gust of Wind   | 2 Hotuai                          | 1 action                                 | Self                         |   |           | M a legume seed   |              | Concentration                  |                                 | STR (Fail)                                 |                     |                         | 248        | Push targets 15 ft. in directon of wind. Creatures move half speed against wind.   |                                   | Cleric(Tempest)                    |    |
| Hold Person<br>Lesser Restoration  | 2                                 | 1 action                                 | 60 ft.<br>Touch              |   | / S 1     | M small straight piece of iron                                |              | Concentration                  | 1 minute<br>Instantaneous       | WIS (Fall)                                 |                     |                         |            | Target is paralyzed. New saving throw at end of turn.  End one disease or condition (blind, deaf, paralyzed, poisoned) on target.                                    | 1 additional creature.            | Cleric<br>Cleric                   |    |
| Locale Object  | 2                                 | 1 action                                 | Self                         | 1 object familiar to you V  | / S 1     | M forked twig   |              | Concentration                  | 10 minutes                      |  |                     |                         | 256        | Sense object direction within 1000 ft. or locate it within 30 ft.  |                                   | Cleric                             |    |
| Magio Weapon<br>Mirror Image   | 2                                 | 1 bonus action<br>1 action               | Touch<br>Self                | 1 nonmagical weapon V Self V                                      | / S       |   |              | Concentration                  | 1 hour<br>1 minute              |  |                     |                         | 257<br>260 | Nonmagical weapon becomes +1.  Create duplicates that make you harder to hit. See Sourcebook.  | 4th: +2 weapon,6th: +3            | Cleric(War)<br>Cleric(Trickery)    |    |
| Pase without Trace   | 2                                 | 1 action<br>10 minutes                   | Self                         | Willing creatures in range V <= 6 creatures you choose V          | 8 1       | M mistletoe or spruce ash                                     |              | Concentration                  |                                 |  |                     | See Details.            | 264        | Targets get +10 to Stealth checks and can only be tracked by magic.  |                                   | Cleric(Trickery)                   |    |
| Preyer of Healing<br>Protection from Poleon  | 2                                 | 1 action                                 | 30 ft.<br>Touch              | 1 willing creature V  | / S       |   |              |                                | Instantaneous<br>1 hour         |  |                     | See Details.            | 270        | Targets HEAL 2d8 + casting ability modifier HP. No effect on undead/constructs.  Target has 1 poison neutralized, advantage on poison save, resists poison DAM.      |                                   | Cleric<br>Cleric                   |    |
| Rev of Enfectionant  | 2                                 | 1 action<br>1 action                     | 60 ft.<br>120 ft.            |   | / S       |   |              | Concentration                  | 1 minute                        | Ranged Spell Attack<br>Ranged Spell Attack | Fire                | DAM: 2d6x3              | 271        | Target deals 1/2 DMG with STR weapon attacks. CON save to end at turn's end.   |                                   | Cleric(Death)<br>Cleric(Light)     |    |
| Scorching Ray<br>Shatter<br>Stlance<br>Spilos Growth<br>Spiritual Weapon<br>Suggestion<br>Warding Bond | 2                                 | 1 action                                 | 60 ft.                       | 10 ft. sphere V   |           | M chip of mica  |              |                                | Instantaneous                   | CON (Half DAM)                             |                     | DAM: 3d8                | 275        | Inorganic creatures have disadvantage to save. Objects take DAM too.   | Extra 1d8 DAM.                    | Cleric(Tempest)                    |    |
| Silence<br>Solke Growth  | 2 Ritual<br>2                     | 1 action<br>1 action                     | 120 ft.<br>150 ft.           | 20 ft. radius sphere V<br>20 ft. radius V                         | / S       | M 7 sharp thorns or twigs                                     |              | Concentration<br>Concentration |                                 |  |                     |                         |            | Creatures in area are deafened, immune to thunder DMG, can't cast verbally.  Difficult terrain. Moving into or within area takes 2d4 piercing DAM per 5 ft.          |                                   | Cleric<br>Cleric(Nature)           |    |
| Spiritual Weapon   | 2                                 | 1 bonus action                           | 60 ft.<br>30 ft.             | V   | / S       |   |              | Concentration                  |                                 | Melee Spell Attack                         | Force               | See Details             | 278        | Magical weapon does 1d8 + casting ability DMG. Can move 20 ft. per turn.   | Extra 1d8 DAM.                    | Cleric<br>Cleric/Knowledge)        |    |
| Warding Bond   | 2                                 | 1 action<br>1 action                     | Touch                        | 1 creature V<br>1 willing creature V                              | 8 1       | M snake's tongue, honeycomb  M pair of platinum rings         |              |                                | 1 hour                          | WIS (Fall)                                 |                     |                         | 287        | Target follows reasonable course of action you suggest. Can specify conditions.  Target (60ft) has +1 AC and saves, resistance to all DAM, shares DAM with you.      |                                   | Cleric Cleric                      |    |
| ZONS OF IPUIN  | 3                                 | 1 action<br>1 minute                     | 60 ft.<br>10 ft.             | 15 ft. radius sphere V  | / S       | M blood, flesh, bone  |              |                                | 10 minutes<br>Instantaneous     | CHA (Fall)                                 |                     |                         |            | You know which fall saves. They can't lie but know of spell and can be evasive.<br>Creates skeleton or zomble servant that accepts simple directions                 |                                   | Cleric<br>Cleric                   |    |
| Beacon of Hope   | 3                                 | 1 action                                 | 30 ft.                       | Any targets in range V  | / S       | m bood, man, bone   |              | Concentration                  | 1 hour                          |  |                     |                         | 217        | Targets get advantage on WIS and death saving throws; heal spells heal max.  |                                   | Cleric                             |    |
| Bestow Curse<br>Blink  | 3                                 | 1 action                                 | Touch<br>Self                |   | / S       |   |              | Concentration                  | 1 minute<br>1 minute            | WIS (Fail)                                 |                     |                         | 219        | Roll 11 or higher to go to Ethereal plane between turns; reapper within 10ft.  | See Sourcebook.                   | Cleric<br>Cleric(Trickery)         |    |
| Cell Lightning   | 3                                 | 1 action<br>10 minutes                   | 120 ft.<br>1 mile            |   | / S       |   |              | Concentration                  |                                 | DEX (Half DAM)                             | Lightning           | DAM: 3d10               | 220        |  | Extra 1d10 DAM.                   | Cleric(Tempest)                    |    |
| Cishvoyance<br>Create Food and Water   | 3                                 | 1 action                                 | 30 ft.                       | l v   | / S       | M jeweled horn or glass eye                                   |              |                                | Instantaneous                   |  |                     |                         | 229        | Create sensor in area you can see or hear through.  Create 45 lbs. of bland, nourishing food for 24 hours and 30 gallons of water.                                   |                                   | Cleric                             |    |
| Crusador's Mantis<br>Daylight  | 3                                 | 1 action                                 | Self<br>60 ft.               | 30 ft. radius V   | / S       |   |              | Concentration                  | 1 minute<br>1 hour              |  |                     |                         |            | Nonhostiles in aura deal an extra 1d4 radiant DAM.  Creates bright light. Dispels darkness spells <= 3rd level it overlaps with.                                     |                                   | Cleric(War)<br>Cleric              |    |
| Dispel Megic   | 3                                 | 1 action                                 | 120 ft.                      | 1 creature/object/magical effect V                                | / S       |   |              |                                | Instantaneous                   |  |                     |                         | 234        | End spell <= 3rd level. For >= 4th level, casting ability check DC=10+spell level.   | End spell <= new level.           | Cleric                             |    |
| Feign Death<br>Fireball  | 3 Ritual<br>3                     | 1 action<br>1 action                     | Touch<br>150 ft.             | 20 ft. radius sphere V  | / S 1     | M pinch of graveyard dirt M tiny ball of guano and sulfur     |              |                                | 1 hour<br>Instantaneous         | DEX (Half DAM)                             | Fire                | DAM: 8d6                | 240        |  | Extra 1d6 DAM.                    | Cleric<br>Cleric(Light)            |    |
| Glyph of Warding   | 3                                 | 1 hour<br>1 minute                       | Touch<br>10 ft.              |   | / S 1     | M Incense, DIAMOND POWDER                                     |              |                                | Dispel/Triggered                | 1  |                     |                         | 245        | Create a magical trap. See Sourcebook.   |                                   | Cleric                             |    |
| Magic Circle<br>Mass Healing Word  | 3                                 | 1 bonus action                           | 60 ft.                       | <= 6 creatures V  | /         |   | roo gp       |                                | Instantaneous                   |  |                     | See Details.            | 258        | Targets HEAL 1d4 + casting ability modifier. No effect on undead/constructs.   | HEAL extra 1d4.                   | Cleric                             |    |
| Meid Into Stone<br>Nondetection  | 3 Ritual                          | 1 action                                 | Touch<br>Touch               | Stone object or surface V<br>1 object, place, or willing target V | / S       | M DIAMOND DUST  | 25 gp        |                                | 8 hours<br>8 hours              |  |                     |                         |            | Meld into stone walls or large stone objects. See Sourcebook.  Hide target from all divination and scrying magic.  |                                   | Cleric<br>Cleric(Knowledge)        |    |
| Plant Growth   | 3                                 | 1 action or 8 hou                        | rs 150 ft.                   | 100 ft. or 1 mile radius V  | / S       |   |              |                                | Instantaneous                   |  |                     |                         | 266        | Cast short term (creatures move 1/4 speed) or long term (double food yield).   |                                   | Cleric(Nature)                     |    |
| Protection from Energy<br>Remove Curse   | 3                                 | 1 action                                 | Touch<br>Touch               | 1 creature or object V  | / S       |   |              | Concentration                  | 1 hour<br>Instantaneous         |  |                     |                         | 271        | Creature gains resistance to one of: acid, cold, fire, lightning, or thunder.  Remove curse creature or break object's curse attunement to any target.               |                                   | Cleric<br>Cleric                   |    |
| Reddly   | 3                                 | 1 action<br>1 action                     | Touch<br>Unlimited           | 1 creature V  | / S 1     | M DIAMOND M short piece of fine copper wire                   | 300 gp       |                                | Instantaneous<br>1 round        |  |                     |                         | 272        | Raise creature that died within 1 minute to 1 HP. Doesn't restore missing parts.  Send == 25 word message to known creature. Get similar reply.                      |                                   | Cleric<br>Cleric                   |    |
| Sending<br>Sleet Storm   | 3                                 | 1 action                                 | 150 ft.                      | 40 ft. rad. 20 ft. tall cylinder V                                | / S 1     | M pinch of dust, drops of water                               |              | Concentration                  | 1 minute                        | DEX (Fall)                                 |                     |                         | 276        | Difficult terrain.Each turn,DEX save or fall prone,CON save or lose concentration  |                                   | Cleric(Tempest)                    |    |
| Speak with Dead<br>Spirit Guardian   | 3                                 | 1 action                                 | 10 ft.<br>Self               | 1 dead creature V<br>15 ft. radius V                              | 8 1       | M burning incense M holy symbol                               |              |                                | 10 minutes                      | WIS (Half DAM)                             | Radiant or Necrotic | DAM: 3d9                |            | Ask corpse <= 5 questions. Get brief, cryptic answers. Can be lies.  Enemy creature speed halved. DMG on enter area: necrotic if evil, radiant if not.               | Extra 1d8 DAM                     | Cleric                             |    |
|  | 3                                 | 1 action                                 | Touch                        |   | / 1       | M clay model of a ziggurat                                    |              |                                | 1 hour                          | (rain brein)                               |                     |                         |            | Enemy creature speed naived. DMG on enter area: necrotic r evil, radiant if not.<br>Target understands any spoken language and is understood by everyone else.       | I TOO LOVE.                       | Cleric                             |    |
| Vampirio Touch<br>Water Walk   | 3 Ritual                          | 1 action                                 | Self<br>30 ft.               | Self V <= 10 willing creatures V                                  | / S       | M piece of cork   | $\Box$       | Concentration                  | 1 minute<br>1 hour              | Melee Spell Attack                         | Necrotic            | DAM: 3d6                | 285        | Each time you hit a target, you also HEAL half of the DAM you cause.  Creaturess walk on liquid, rise 60 ft. per round if under. Still take other damage.            | Extra 1d6 DAM.                    | Cleric(Death)<br>Cleric            |    |
| Wind Well  | 3                                 | 1 action                                 | 120 ft.                      | See Sourcebook. V   | / S 1     | M tiny fan and exotic feather                                 |              | Concentration                  | 1 minute                        | STR (Half DAM)                             | Bludgeoning         | DAM: 3d8                | 288        | Strong wind keeps gases, flying creatures, projectiles, gaseous creatures away.  |                                   | Cleric(Nature)                     |    |
| Benishment   | 4                                 | 1 action<br>1 action                     | 30 ft.<br>60 ft.             | 1 target V  |           | M a bit of bat fur<br>M item disliked by target               |              | Concentration<br>Concentration | 1 minute                        | CHA (Fail)                                 |                     |                         | 217        | Create invisible eye with darkvision(30ft) moves 30ft/rd you can see through.  Banish target to another plane; native of other plane doesn't return after 1 min.     | One more creature                 | Cleric(Knowledge)<br>Cleric        |    |
| Blight   | 4                                 | 1 action                                 | 30 ft.<br>90 ft.             | 1 creature V  | / 8       | M 3 nut shells  |              |                                | Instantaneous                   | CON (Half DAM)                             | Necrotic            | DAM: 8d8                | 219        | Plants have disadvantage on save and take max DAM.   | Extra 1d8 DAM.                    | Cleric(Death)<br>Cleric(Knowledge) |    |
| Confusion<br>Control Water   | 4                                 | 1 action<br>1 action                     | 300 ft.                      | 100 ft. cube V  | / S 1     | M water drop, pinch of dust                                   |              | Concentration  Concentration   | 10 minutes                      | WIS (Fail)                                 |                     |                         | 227        | Control water. See Sourcebook.   |                                   | Cleric                             |    |
| Death Ward<br>Dimension Door   | 4                                 | 1 action<br>1 action                     | Touch<br>500 ft.             | 1 willing creature V Self (and ally within 5 ft.) V               | / S       |   |              |                                | 8 hours<br>Instantaneous        |  |                     |                         | 230        | 1 use: Target drops to 1 HP instead of 0 HP or negates instant kill effect. Teleport yourself and ally to location. If occupied, 4d6 force DAM and spell fails.      |                                   | Cleric<br>Cleric(Trickery)         |    |
| Divination   | 4 Ritual                          | 1 action                                 | Self                         | V   | / S 1     | M Incense, sacrifical offering                                | 25 gp        |                                | Instantaneous                   |  |                     |                         | 234        | Question about one event in next 7 days answered by phrase or omen.  |                                   | Cleric                             |    |
| Dominate Beast   | 4                                 | 1 action                                 | 60 ft.<br>Touch              | 1 beast V   | / S       | M leather strap around arm                                    |              | Concentration                  | 1 minute<br>1 hour              | WIS (Fail)                                 |                     |                         | 234        | Charm beast to give it commands. Has advantage to save if attacking it.<br>Immune to difficult terrain, slow, paralyze, restrain. Spend 5ft to escape restrain.      | See Sourcebook.                   | Cleric(Nature)<br>Cleric           |    |
| Grasping Vine  |                                   | 1 bonus action                           | 30 ft.                       | V   | s         |   |              | Concentration                  | 1 minute                        | DEX (Fall)                                 |                     |                         | 246        | Create vine that lashes out 30 ft. away. Targets falling save pulled 20 ft. to vine.   |                                   | Cleric(Nature)                     |    |
| Grasping Vitre Guardian of Faith los Storm Locate Creature Polymorph Stone Shape Stonesidn             | 4                                 | 1 action<br>1 action                     | 30 ft.<br>300 ft.            | 20 ft. rad, 40ft. high cylinder V                                 | 8 1       | M pinch of dust, drop of water                                |              |                                |                                 |  |                     | DAM: 20<br>DAM: 2d8+4d6 |            | Create spectral guardian that attacks hostiles. Leaves after dealing 60 DAM.  Storm's area of effect becomes difficult terrain until end of next turn.               | Extra 1d8 bludgeoning DAM.        | Cleric<br>Cleric(Tempest)          |    |
| Locate Creature  | 4                                 | 1 action                                 | Self<br>60 ft.               | 1 creature familiar to you V                                      | 8 1       | M bloodhound fur<br>M caterollar cocoon                       |              |                                | Instantaneous                   | WIS (Fail)                                 |                     |                         | 256        | Sense creature direction within 1000 ft. or locate it within 30 ft.  |                                   | Cleric<br>Cleric(Trickery)         |    |
| Stone Shape  | 4                                 | 1 action                                 | Touch                        | 5 ft. cube V  | 8 1       | M soft clay in desired shape                                  |              |                                | Instantaneous                   | mo (Fall)                                  |                     |                         | 278        | Transform creature's form. All stats change. Limited to actions of new form.<br>Reshape stone into any rough shape you wish.   |                                   | Cleric                             |    |
| Stonesidn<br>Wall of Fire  | 4                                 | 1 action<br>1 action                     | Touch<br>120 ft.             | 1 willing creature V  | / S 1     |   |              | Concentration<br>Concentration |                                 | DEX (Half DAM)                             | Fire                | DAM: 5d8                | 278        | 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.              | Extra 1d8 DAM                     | Cleric(War)<br>Cleric(Light)       |    |
|  |                                   | 1 action                                 | 120 ft.<br>10 ft. radius     | See Sourcebook. V   | J 1       | M small piece or priospriorous                                |              | Concentration                  |                                 | (rime prom)                                |                     |                         |            | Erects barrier around you that moves with you. Living creatures cannot enter.  |                                   | Cleric(Death)                      |    |

| Cloudidi                       | 5       | 1 action       | 120 ft.       | 20 ft. radius sphere              | v s |                                     |           | Concentration | 40 minutes              | CON (Half DAM)                  | Poison             | DAM: 5d8       | 222 | DAM taken on entering or starting turn in area. Fog moves away 10 ft. per turn.                              | From Add DAM                 | Cleric(Death)    |  |  |   |  |   |
|--------------------------------|---------|----------------|---------------|-----------------------------------|-----|-------------------------------------|-----------|---------------|-------------------------|---------------------------------|--------------------|----------------|-----|--|------------------------------|------------------|--|--|---|--|---|
| Commune                        | 5 Ritua |                | Self          |                                   |     | M Incense, vial of holy water       |           | Concentration | 1 minute                | CON (Hall DAW)                  | Poson              | DAWI. 306      |     | Ask 3 yes/no questions that are answered by deity. See Sourcebook.   |                              | Cleric           |  |  |   |  |   |
|                                | 5 Hitua |                |               |                                   | V S |                                     | _         | _             |                         | CON (See Sourcebook)            | -                  |                |     | Ask 3 yes/no questions that are answered by deity. See Sourcecook.  Give creature a disease. See Sourcebook. |                              | Cleric           |  |  |   |  | _ |
| Contagion                      | -       | 1 action       | Touch         |                                   |     |                                     | _         | -             |                         |                                 |                    |                |     |  |                              |                  |  |  |   |  |   |
| Destructive Wave               | 5       |                | Self          |                                   | ٧   |                                     | _         |               |                         | CON (Half DAM, not prone)       | 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       |                | Self          |                                   |     | M holy water or silver/iron powder  |           | Concentration |                         |                                 |                    |                |     | Fey,undead,extraplanar creatures have disadvantaged attacks. See Sourcebook                                  |                              | Cleric           |  |  |   |  |   |
| Dominate Person                | 5       |                | 60 ft.        |                                   | v s |                                     |           | Concentration |                         | WIS (Fail)                      |                    |                |     | Charm humanoid to give it commands. Has advantage to save if attacking it.                                   |                              | Cleric(Trickery) |  |  |   |  |   |
| Flame Strike                   | 5       |                | 60 ft.        |                                   |     | M pinch of sulfur                   |           |               |                         | DEX (Half DAM)                  |                    | DAM: 4d6+4d6   |     | Creatures take fire and radiant damage.  |                              | Cleric           |  |  |   |  |   |
| Gene                           | 5       |                | 60 ft.        |                                   | V   |                                     |           |               |                         | WIS (Fail)                      | See Details.       | See Details.   |     | Target must perform task you set. 5d10 psychic DAM whenever it disobeys.                                     |                              |                  |  |  |   |  |   |
| Greater Restoration            | 5       | 1 action       | Touch         | 1 creature                        | V S | M DIAMOND DUST                      | 100 gp    |               | Instantaneous           |                                 |                    |                | 246 | End a debilitating effect on target. See Sourcebook.   |                              | Cleric           |  |  |   |  |   |
| Hellow                         | 5       | 24 hours       | Touch         | 60 ft. radius                     | V S | M HERBS, OIL, INCENSE               | 1000 gp   |               | Until Dispelled         |                                 |                    |                | 249 | Infuse area with holy or unholy power. See Sourcebook.   |                              | Cleric           |  |  |   |  |   |
| Hold Monster                   | 5       | 1 action       | 90 ft.        | 1 creature                        | v s | M small straight piece of iron      |           | Concentration | 1 minute                | WIS (Fail)                      |                    |                | 251 | 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       | 300 ft.       | 20 ft. radius sphere              | v s | M bit of sugar, grain, and fat      |           | Concentration | 10 minutes              | CON (Half DAM)                  | Piercing           | DAM: 4d10      | 254 | Targets make save when swarm created or entering or exiting it.  | Extra 1d10 DAM.              | Cleric           |  |  |   |  |   |
| Legend Lore                    | 5       | 10 minutes     | Self          | 1 person, place, or object        | V S | M INCENSE(250),4 ivory strips(50    | 300 gp    |               | Instantaneous           |                                 |                    |                | 254 | Learn lore about target. Information is accurate but might use figurative words.                             |                              | Cleric           |  |  |   |  |   |
| Mase Cure Wounds               | 5       | 1 action       | 60 ft.        | <= 6 creatures                    | V 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.        |                                   | v s |                                     |           | Concentration | 1 minute                | WIS (Fail)                      |                    |                | 261 | Reshape another creature's memories. See Sourcebook.   | See Sourcebook.              | Cleric(Trickery) |  |  |   |  |   |
| Plener Binding                 | 5       | 1 hour         | 60 ft.        | 1 extraplanar creature            | V S | M JEWEL                             | 1000 gp   |               | 24 hours                | CHA (Fall)                      |                    |                | 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                   | v s | M DIAMOND                           | 500 gp    |               | Instantaneous           |                                 |                    |                | 270 | Return target to life with 1 HP. See Sourcebook.   |                              | Cleric           |  |  |   |  |   |
| Sarying                        | 5       | 10 minutes     | Self          | 1 creature                        | v s | M scrying focus                     | 1000 gp   | Concentration | 10 minutes              | WIS (Fail)                      |                    |                | 273 | Spy on a target located on the same plane as you. See Sourcebook.  |                              | Cleric           |  |  |   |  |   |
| Tree Stride                    | 5       | 1 action       | Self          | Self                              | v s |                                     |           | Concentration | 1 minute                |                                 |                    |                | 283 | Enter one tree and emerge from another 500 ft, away. Use once per round.                                     |                              | Cleric(Nature)   |  |  |   |  |   |
| Blade Berrier                  | 6       | 1 action       | 90 ft.        | 5x20x/100 line/60 dia. circle/ft. | v s |                                     |           | Concentration | 10 minutes              | DEX (Half DAM)                  | Slashing           | DAM: 6d10      | 218 | Creatures entering wall/circle area take DAM.  |                              | Cleric           |  |  |   |  |   |
| Creele Lindeed                 | 6       | 1 minute       | 10 ft.        |                                   | v s | M See Sourcebook.                   | Source    |               | Instantaneous           |                                 |                    |                | 229 | Create undead to serve you for 24 hours. See Sourcebook.   | See Sourcebook               | Cleric           |  |  |   |  |   |
| Find the Path                  | 6       | 1 minute       | Self          |                                   |     | M diviner tools object from target  | 100 gp    | Concentration | 1 day                   |                                 |                    |                | 240 |  |                              | Cleric           |  |  |   |  |   |
| Forbiddence                    | 6 Ritua | 10 minutes     | Touch         | 40.000 sq. ft. 30 ft. high        | v s | M holy water incense ruby powder    | r 1000 ap |               | 1 day                   |                                 | Radiant or Necroti | c DAM: 5d10    | 243 | Can't teleport/gate into area. A creature type you choose takes DMG in area.                                 |                              | Cleric           |  |  |   |  |   |
| Harm                           | 6       |                | 60 ft.        |                                   | v s | ,,                                  | 1000 85   |               |                         | CON (Half DAM)                  | Necrotic           | DAM: 14d6      |     | Max HP reduced by same amount as DAM. Target cannot fall below 1 HP.   |                              | Cleric           |  |  |   |  |   |
| i de al                        | 6       |                | 60 ft.        |                                   | v s |                                     |           |               | Instantaneous           |                                 |                    | HEAL: 70       |     | Ends blindness, deafness, any diseases. No effect on constructs/undead.                                      |                              | Cleric           |  |  |   |  |   |
| Heross' Feast                  | 6       |                | 30 ft.        |                                   |     | M GEM-ENCRUSTED BOWL                | 1000 an   |               | Instantaneous           |                                 |                    | TILAL: 10      |     | Cure:disease.poison.Immune:poison.fright.HP max +2d10,WIS save advantage                                     |                              | Cleric           |  |  |   |  |   |
| Planar Ally                    | 6       |                | 60 ft.        |                                   | v s | m GEM-ENGIGOTED BOTTE               | rooo gp   |               | Instantaneous           |                                 |                    |                |     | Ask otherworldly entity for aid. See Sourcebook.   |                              | Cleric           |  |  |   |  |   |
| True Seeing                    |         | 1 action       | Touch         |                                   |     | M OINTMENT FOR EYES                 | 25 gp     |               | 1 hour                  |                                 |                    |                | 284 |  |                              | Cleric           |  |  |   |  |   |
| Word of Receil                 | 6       |                | 5 ft.         |                                   | v   | M CINIMENT FOR ETES                 | 25 gp     |               | Instantaneous           |                                 |                    |                |     | Instantly teleport to sanctuary you select during prep associated with your delty.                           |                              | Cleric           |  |  |   |  |   |
| Conjure Celestial              | 7       |                | 90 ft.        |                                   | v s |                                     |           | Concentration |                         |                                 |                    |                |     |  |                              | Cleric           |  |  |   |  |   |
| Conjure Corecom<br>Divine Word | 7       | 1 bonus action |               |                                   | V   |                                     | _         | Concentration | Instantaneous           | CUA (FeB                        | _                  |                |     | Targets suffer effects based on their current HP. See Sourcebook.  |                              | Cleric           |  |  |   |  |   |
| Divino vicio<br>Etheradines    | 7       |                | Self          |                                   | v s |                                     | _         | _             | Up to 8 hours           | UHA (Fall)                      |                    |                |     | Become ethereal. Move up/down at half speed. Can't see past 60 ft.   | 8th:3 targets:9th: 6 targets |                  |  |  |   |  |   |
| Etnereanese<br>Fire Storm      | 7       | 1 action       | 150 ft.       |                                   | v s |                                     | -         | -             |                         | DEX (Half DAM)                  | Fire               | DAM: 7d10      |     |  |                              | Cleric           |  |  |   |  |   |
| Pire Storm<br>Plane Shift      | -       |                |               |                                   |     |                                     |           | -             |                         |                                 | riie               | DAM. 7010      |     | Each cube must face at least one other cube. Can choose not to affect plants.                                |                              | Cleric           |  |  | - |  |   |
|                                | 7       | 1 action       | Touch         |                                   |     | M forked metal rod                  | 250 gp    | -             | Instantaneous<br>1 hour | Melee Spell Attack + CHA (Fail) | _                  |                |     | Transport to another plane. You specify general location or teleportation circle.                            |                              |                  |  |  |   |  |   |
| Regenerate                     | 7       | 1 minute       | Touch         |                                   |     | M prayer wheel and holy water       |           | -             | 1 11001                 |                                 | _                  | HEAL: 4d8+15   |     | Target HEAL 1 HP at start of every turn. Severed parts return after 2 minutes.                               |                              | Cleric           |  |  |   |  | _ |
| Recurrection                   | 7       | 1 hour         | Touch         |                                   |     | M DIAMOND                           | 1000 gp   |               | Instantaneous           |                                 |                    |                |     | Resurrect dead creaature. See Sourcebook.  |                              | Cleric           |  |  |   |  | - |
| Symbol                         | 7       | 1 minute       | Touch         |                                   |     | M Hg, P, DIAMOND and OPAL           | 1000 gp   |               |                         | See Sourcebook.                 | See Sourcebook.    | See Sourcebook |     | Inscribe harmful magical glyph on surface. See Sourcebook.   |                              | Cleric           |  |  |   |  |   |
| Antimagic Fleid                | 8       | 1 action       | 10 ft. radius |                                   |     | M powdered iron or filings          |           | Concentration |                         |                                 |                    |                |     | Erects a sphere around you in which all magic no longer works.   |                              | Cleric           |  |  |   |  |   |
| Control Weather                | 8       |                | Self          |                                   |     | M incense, earth&wood in water      |           | Concentration |                         |                                 |                    |                |     | Control the weather. See Sourcebook.   |                              | Cleric           |  |  |   |  |   |
| Earthquake                     | 8       |                | 500 ft.       |                                   |     | M piece of dirt, rock, and clay     |           | Concentration |                         | See Sourcebook.                 |                    |                |     | Create a seismic disturbance with various effects. See Sourcebook.   |                              | Cleric           |  |  |   |  |   |
| Holy Aura                      | 8       | 1 action       | Self          |                                   |     | M reliquary containing sacred relic |           | Concentration |                         |                                 |                    |                |     | Aura helps allies and hurts enemies. See Sourcebook.   |                              | Cleric           |  |  |   |  |   |
| Astral Projection              | 9       | 1 hour         | 10 ft.        | Self and 8 willing targets        | V S | M JACINTH(1k), SILVER(100)          | 1100 gp   |               | Special                 |                                 |                    |                | 215 | Project to Astral Plane. See Sourcebook.   |                              | Cleric           |  |  |   |  |   |
| Gate                           | 9       |                | 60 ft.        |                                   |     | M diamond                           | 5000 gp   | Concentration | 1 minute                |                                 |                    |                | 244 | Create portal to precise location on another plane or near a specific person.                                |                              | Cleric           |  |  |   |  |   |
| Mass Heal                      | 9       | 1 action       | 60 ft.        | Any creature in range.            | V S |                                     |           |               | Instantaneous           |                                 |                    | See Details.   | 258 | Targets HEAL total of 700 HP and cured of diseases, blindness, and deatness.                                 |                              | Cleric           |  |  |   |  |   |
| True Resurrection              | 9       | 1 hour         | Touch         | 1 creature dead <= 200 years      | v s | M holy water, DIAMONDS              | 25000 gp  | p             | Instantaneous           |                                 |                    |                | 284 | Resurrect creature that didn't die of old age. Heals all wounds, effects, etc.                               |                              | Cleric           |  |  |   |  |   |

| This reference sheet is inlands   | i to be used i                            | in addition to the sou  | rosbooks. They are  | NOT a replacement. Some apel d   | otalio svero | removed and grammer rules builded  | red for the sales of bres      | vily. Some spells  | are toe complicated to be reliably dee   | orBed here.                     |                               |  |   |  |  |  |   |   |  |
|---|---|---|---|--|--------------|--|--------------------------------|--|--|---------------------------------|-------------------------------|--|---|--|--|--|---|---|--|
| Spell components listed in ALL<br>Element Symbols: Fo = Iron, /   | CAPS are as<br>g = Stiver, H <sub>i</sub> | secuned during the s<br>g = bloroury, P = Pho   | objectors<br>braperaged basecer   |  |              |  |                                |  |  |                                 |                               |  |   |  |  |  |   |   |  |
| Spell Heres   | Loyal Ribat                               | Exiting Time  1 action  1 action  1 action  1 initiate  1 action  | Florge  | Turpel/Free<br>See Sourcebook  | V 8          | M Component(s)   | Cost Concentra                 | des Duraltes   | AlbeidSorby Three (Elbei)  | Damage Type                     | Demografical P                | go Ø Additional Delail 25 Create minor druidic effect. See Sourcebook.   | Per Higher Spell Level  | Druid  |  |  |   |   |  |
| Marianeo  | 0   | 1 action  | Touch   | 1 wiling creature<br>1 object  | v s          | M two lodestones   | Concentra                      | stion 1 minute   | SUB .  |                                 |                               | Create immort duratic effect. See Sourcebook.     Create immort duratic effect. See Sourcebook.     Croce, add 164 to an ability check.     Marcha one break or lear so larger than 1ft. in a mandane object.     So DAM increase. Sol leave? 2012, 17th level. 4912. 17th level. 4912.     Create Same. DAM increase. 5th level. 203, 11th level. 491.  |   | Druid<br>Druid   |  |  |   |   |  |
| Calcan Spray  | 0   | 1 action  | 10 ft.  | 1 creature   | v s          | M TWO locationes   |                                | Instantane   | ous CON (Fail)<br>Ranged Spell Attack  | Poison<br>Fine                  | DAM: 1d12<br>DAM: 1d8         | 59 Menda one break or sair no larger train 11t. In a municipie coject. 55 DAM increase. 5th level: 2d12, 11th level: 3d12, 17th level: 4d12.   |   | Druid<br>Druid   |  |  |   |   |  |
| Totalo Piano  | 0   | 1 action  | Touch   |  | v s          | M ministure closk  | Concentra                      | stion 1 minute   |  | Fife                            | unit 1d5                      | Consideration College Col      |   | Druid<br>Druid   |  |  |   |   |  |
| Thom Willp  | 0   | 1 bonus action<br>1 action  | Touch<br>30 ft.   | 1 club or quarterstaff   | v s          | M ministure closk M mistletos, sharmock, weapon M stem of thorny plant M morsel of food  |                                | 1 minute<br>Instantanes  | xus Melee Spell Attack   | Piercing                        | DAM: 1d5                      | <ol> <li>Use casting ability instead of STR for affact, damage. Weapon does 1d8 DMG.</li> <li>Pulled 10 ft to root. DAM increase. 5th level: 2d5, 1 fth level: 3d5, 17th level: 4d8</li> </ol>   | 5.  | Druid<br>Druid   |  |  |   |   |  |
| Charm Person  | 1   | 1 action  | 30 ft.  | 1 beast<br>1 humanoid<br>10 gal, water/30 ft, cube of fog  | v s          | M morsel of food   |                                | 24 hours<br>1 hour   | WiS (Fall) Wadom (Fall)  |                                 |                               | 712 Charm beasts with INT <= 3; spell fails if you hurt beast 21 Charm target so it treats you as friendly. Gets advantage to save if fighting you.  | One more target <= 30ft.  | Druid<br>Druid<br>Druid<br>Druid   |  |  |   |   |  |
| Oreals or Dealiny Water<br>Cure Wounds  | 1   | 1 action<br>1 action  | Touch   | 10 gal. water/30 ft. cube of log<br>1 creature<br>30 ft. radius  | v s          | M drop of waterlaand   |                                | Instantanee<br>Instantanee<br>ation 10 minutes                     | 328  |                                 |                               |  |   | Druid<br>Druid<br>Druid  |  |  |   |   |  |
| Delect Magle<br>Delect Palson and Disease   | 1 Ritual                                  | 1 action<br>4 1 action<br>4 1 action<br>1 action<br>1 action<br>1 action<br>1 action<br>1 action  | Self  | 30 ft. radius<br>30 ft. radius<br>20 ft. square  | v s          | M yew leaf   | Concentra                      | ation 10 minutes<br>ation 10 minutes                               |  |                                 |                               | 21 Sense presence of magic. Use action to see auras around creatures/objects. 21 Sense location and type of disease, polson, or polsonous creature.  |   | Druid<br>Druid   |  |  |   |   |  |
| Entenglo<br>Fessio Piro   | 1   | 1 action<br>1 action  | 90 ft.<br>60 ft.  | 20 ft. cube<br>20 ft. cube<br>20 ft. radius sphere   | v s          | M yew leaf   | Concentra                      | stion 1 minute<br>stion 1 minute                                   | STR (Fall)<br>DEX (No Light)   |                                 |                               | Objects/creatures become restrained Use action to use STR against spell DC to escape<br>(Dijects/creatures in cube are outlined in light and are attacked with advantage.)   |   | Druid<br>Druid   |  |  |   |   |  |
| Fog Cloud<br>Boodherry  | 1   | 1 action<br>1 action  | Touch   | 20 ft. radius sphere 1 creature  | v s          | M aprig of mistletoe   | Concentra                      | ition 1 hour<br>Instantanee<br>Instantanee                         | SUB .  |                                 |                               | 2) Serve y reversor of mags. Date spicit to the extra section of seathershipped.  3) Greate bushine med your difference points or printing or of disease, points or printing or of the seath points of the seath of the seathershipped.  4) Confessionations and seath of the seath of the seathership of  | Increase radius by 20 ft.   | Druid Druid Druid  |  |  |   |   |  |
| Healing Word<br>Jump  | 1   | 1 bonus action<br>1 action  | Touch   | 1 creature<br>1 creature   | v s          | M grasshopper's hind leg M pinch of dirt   |                                | 1 minute<br>1 hour   | 328  |                                 |                               | 50 Target HEAL 154 * spelicasing ability. No effect on constructs/undead. 54 Target's jump distance tripled until spell ends.  | Extra 1d4 HEAL.   | Druid<br>Druid   |  |  |   |   |  |
| Pully Food and Drink  | 1 Ritual                                  | 1 action<br>d 1 action  | Touch<br>10 ft.   | 1 creature<br>1 creature<br>5 ft. radius<br>Self<br>15 ft. cube  | v s          | M pinch of dist  |                                | 1 hour<br>Instantanee<br>10 minutes                                | SUB .  |                                 |                               | 70 All nonmagical food and drink in range is rendered free of poison and disease.  | One additional creature.  | Druid<br>Druid<br>Druid<br>Druid   |  |  |   |   |  |
| Rpoak with Antonale<br>Thunderyore  | 1 Ritual<br>1 2 Ritual                    | 1 action  | Self  | 15 ft. cube  |              | M morsel of food   |                                | 10 minutes<br>Instantanes  | ous CON (Half DAM, no push)  | Thunder                         | DAM: 2d8                      | 77 Understand and speak to beasts. Get info about nearby locations and monaters.  E2 Creatures failing save and objects pushed 10 ft. Boom heard for 300 ft.  12 Beast will relay 25 word message to a target you describe   | Extra 1d5 DAM   | Druid<br>Druid<br>Druid  |  |  |   |   |  |
| Artical Mountains<br>Badalin  | 2 Ritual                                  | 1 action<br>1 action  | Touch   | 1 Tiny beast<br>1 willing creature   | v s          | M morsel of food<br>M cak bank   | Concentra                      | 24 hours<br>stion 1 hour   |  |                                 |                               | 112 Beast will relay 25 word measage to a target you describe<br>117 Target AC is never less than 16 during spell.   | 48 hours longer   | Druid<br>Druid<br>Druid  |  |  |   |   |  |
| Seed Senso<br>Mar   | 2 Ritual                                  | 1 action<br>1 action  | Touch<br>Self   | 1 wiling creature<br>1 wiling beast<br>Self<br>15 ft. radius aphere  | v            | M bat fur and pitch or coal M dried carrot or agate  | Concentra                      | ation 1 hour<br>ation 1 hour<br>ation 1 minute<br>ation 10 minutes |  |                                 |                               | Target AC in more less than 15 Guing post.  Target AC in more less than 15 Guing post.  To less action to seelhear whatever beaut does. Use action to refer.  Creatives signify on sight have disasterateps to statics.  Creates destiness normal light cen't dispet. Dispets light spets == 2nd level.  |   | Druid(Desert)  |  |  |   |   |  |
| Derlanden<br>Derlanden  | 2   | 1 action<br>1 action  | SO R.<br>Touch  | 15 ft. radius sphere 1 willing creature 1 creature   | v s          | M bet fur and pitch or coal  M dried carrot or agate  M fur or feather from a beast  | Concentra                      | 8 hours<br>8 hours<br>stion 1 hour                                 |  |                                 |                               | Creates darkness normal light can't dispel. Dispels light spells <= 2nd level.     Grants creature darkvision (60 ft.) but can't see in Darkness aura.     Target creature gains a beneficial effect. See Sourcebook.  |   | Druid (Swamp) Druid Druid  |  |  |   |   |  |
| Pind Tespo  | 2   | 1 action<br>1 action  | Touch<br>120 ft.  | Any trap in range  | 11 0         | M fur or feather from a beast  M sumac leaf  | Concentra                      | ition 1 hour<br>Instantanes  | SUB .  |                                 | DAM: 3d5                      | 237 Target creature gains a beneficial effect. See Sourcebook.  41 Sense the presence (not location) of any magical or mundane trap nearby.  | One additional creature.  | Druid<br>Druid<br>Druid  |  |  |   |   |  |
| Floring Ophers  | 2   | Indian  | Soft.   | 5 ft. diameter sphere<br>50 ft. line 10 ft. wide   | v s          | M tallow,brimatone,iron powder   | Concentra                      | stion 10 minutes<br>stion 1 minute                                 | Meles Spell Attack DEX (Half DAM) STR (Fall) See Sourcebook.   | Fire<br>Fire                    | DAM: 3d5<br>DAM: 2d5          | 1 Sease by presence (not location) of any magacia or number by nearby. 142 Create fleey scientist that sheds bright light 105, and dim light for another 105. 143 Creatives not to physics at end of his size 50M love spheres 30 H. 144 Pash targets 15 ft. in direction of wind. Creatives move half speed against wind.   | Extra 1d5 DAM per 2 levels<br>Extra 1d5 DAM.                            | Druid<br>Druid   |  |  |   |   |  |
| ALES OF STORY<br>Sout Market  | 2   | 1 action  | Soft.   |  | v s          | M tallow,brimatone,iron powder<br>M a legume seed<br>M piece of iron and a fame  | Concentra                      | stion 1 minute   | 5 rR (Fall)<br>See Sourcebook.   | Fire                            | DAM: 2d8                      |  |   | Druid<br>Druid   |  |  |   |   |  |
| nice Person<br>ministry   | 2   | 1 action<br>1 action  | 60 ft.<br>Touch   | 1 meas coject 1 humanoid 1 creature 1 creature 1 creature Kind of beast or plant 1 object familiar to you 1 target Self Self | v s          | M amail straight piece of iron  M evelash in our arabic  | Concentra                      | stion 1 minute   | WIS (Fall)   |                                 |                               | 51 Target is paralyzed. New saving throw at end of turn. 54 Target becomes invisible. Ends if target attacks or casts a spell.   | 1 additional creature. One additional creature.                         | Druid<br>Druid(Grassland)  |  |  |   |   |  |
| costo Animalo or Planto   | 2<br>2 Ritual                             | 1 action<br>d 1 action  | Touch<br>Self   | 1 creature<br>Kind of beast or plant   | v s<br>v s   | M bloodhound fur<br>M forked twig<br>M rhubarb leaf, adder's stomach   |                                | Instantane   | out<br>out   |                                 |                               | Image seconds invoices, in the steps station or cases a specific of the decidence or condition (bland, east, passigned, pointwell) on target.     Name a kind of beast or plant and find the reasest one within 5 miles.     Same abgled direction within 1000 or include a within 100 the station of the sta      |   | Druid Druid Druid Druid Druid Druid(Swamp)   |  |  |   |   |  |
| Lecono Chiprot<br>Viell'o Auto Arrorr   | 2   | 1 action<br>1 action  | Self 90 ft.   | 1 object familiar to you<br>1 target   | v s<br>v s   | M forked twig M rhubarb leaf, adder's stomach  | Concentra                      | Instantane   | ous Ranged Spell Attack  | Acid                            | DAM: 464                      | 56 Sense object direction within 1000 ft. or locate it within 30 ft. 59 Mail DAM on miss. On hit, target also takes 264 acid DAM at end of next turn.  | 1d4 DAM on both effects   | Druid(Swamp)   |  |  |   |   |  |
| Maly Step   | 2   | 1 action<br>1 bonus action  | Self Self   | Self Self  | v            |  |                                | 1 minute<br>Instantane   | x/i  |                                 |                               | EO Create duplicates that make you harder to hit. See Sourcebook.  EO Teleport <= 30 ft. away to unoccupied location.  |   | Druid(Coast)<br>Druid(Coast)   |  |  |   |   |  |
| Pens without Trees  | 2   | I adon | 120 ft.<br>Self   | 5 ft. rad. 40 ft. high cylinder  | v s<br>v s   | M moonseed seeds, feldspar<br>M mistletoe or spruce ash  | Concentra<br>Concentra         | ston 1 minute<br>ston 1 hour                                       |  | Radiant                         | DAM: 2d10                     | From Turburk of miss. Centre, segent also states and adoptional are not or resortant.  Consider depiction but his missels you have bein 15 see Source-lossed.  To line propose to = 30 ft. asways to uncoopered focation.  Diffusion of the state of the sta | Extra 1d10 DAM.   | Druid Druid Druid Druid Druid(Desett)  |  |  |   |   |  |
| Protection from Polson<br>Mence   | 2 Ritual                                  | 1 action<br>d 1 action  | Touch<br>120 ft.  | Willing creatures in range<br>1 willing creature<br>20 ft. radius sphere   | v s<br>v s   |  | Concertra                      | stion 10 minutes   |  |                                 |                               | 70 Target has 1 poison neutralized, advantage on poison save, resists poison DAM<br>75 Creatures in area are deafened, immune to thunder DMG, can't cast verbally.   |   | Druid<br>Druid(Desert)   |  |  |   |   |  |
| Spilor Climb<br>Spilo Growth  | 2   | 1 action<br>1 action  | Touch<br>150 ft.  | 1 willing creature<br>20 ft. radius  | v s<br>v s   | M spider and drop of bitumen M 7 sharp thorns or twigs   | Concentra                      | ation 1 hour<br>ation 10 minutes                                   |  |                                 |                               | TT Different terminal Manager and an exhibite some technic 244 elements DAM one Eth  |   | Druid[Forest,Mountain,Underdark<br>Druid   |  |  |   |   |  |
| Meb<br>Cell Lightning   | 3   | 1 action<br>1 action  | 60 ft.<br>120 ft.   | 20 ft. cube<br>60 ft. radius cylinder  | v s          | M bit of spiderweb   | Concentra                      | stion 1 hour<br>stion 10 minutes                                   | DEX (Fail)<br>DEX (Half DAM)   | Lightning                       | DAM: 3d10                     | B7 Every turn: DEX save or restnin; STR save to escape. Burning webs: 2d4 fire DAM<br>20 Targets take DAM each round. Can change targets each round.   | Estra 1d10 DAM  | Druid(Underdark)<br>Druid  |  |  |   |   |  |
| Conjune Animale<br>Create Food and Water  | 3   | 1 action<br>1 action<br>1 action<br>1 action<br>1 action<br>1 action  | 30 ft.  |  | v s<br>v s   |  | Concentra                      | ition 1 hour<br>Instantane   | DEX (Fail) DEX (Half DAM)  |                                 |                               | 27 Every turnOEX axes or restaurs, STR save to except Bluming with 244 fee DAA 28 Tagets take DAM each round. Can change tagets each round. 29 Exempts to the DAM each round. Can change tagets each round. 29 Exempts to the DAM each round. 20 Exempts to the DAM each round. 20 Exempts to the DAM each round. 20 Create 45 ba. of bland, roundating food for 24 hours and 30 gallons of water.   |   | Druid<br>Druid(Desert)   |  |  |   |   |  |
| Daylight<br>Dispet Magio  | 3   | 1 action  | 50 ft.<br>120 ft.   | 60 ft. radius sphere<br>1 creature/object/magical effect   | v s<br>v s   |  |                                |  |  |                                 |                               | 30 Creates origin: propess canonists speak ** 3rd level it overlaps with.  |   | Druid<br>Druid   |  |  |   |   |  |
| Feign Death<br>Gaseous Form   | 3 Ritual                                  | 1 action<br>1 action  | Touch   | 1 willing creature<br>1 willing creature   | v s<br>v s   | M pinch of graveyand dirt M bit of gauze and wap of smoke  | Concentra                      | 1 hour   |  |                                 |                               | NO Creature appears dead. Resists all non-psychic DMG. Disease-poison delayed.  Gloud form. Fly(10t.). Resist nonmagical DMG. STRIDEX.CON save advantage   |   | Druid<br>Druid(Underdark)  |  |  |   |   |  |
| Hario<br>Lightning Bolt   | 3   | 1 action<br>1 action<br>1 action<br>1 action  | 30 ft.<br>Self<br>Touch   | 1 wiling creature 1 wiling creature 1 wiling creature 1 wiling creature 100 ft. line   | v s<br>v s   | M pinch of graveyand dirt M bit of gauze and wisp of smoke M shaving of licorice root M bit of far and glass rod                     | Concentra                      | ition 1 minute<br>Instantane                                       | DEX (Helf DAM)   | Lightning                       | DAM: 8d5                      | Define the second of the seco  | Extra 1d5 DAM   | Druid(Grassland)<br>Druid(Mountain)  |  |  |   |   |  |
| Held Into Stone<br>Plant Growth   | 3 Ritual                                  | 1 action  | Touch   | 100 ft. or 1 mile radius   | v s          |  |                                | 8 hours<br>Instantane  | SUB .  |                                 |                               | 59 Meld into stone walls or large stone objects. See Sourcebook. 56 Cast short term (creatures move 1/4 speed) or long term (double food yield).   |   | Druid<br>Druid   |  |  |   |   |  |
| Protection from Energy<br>Stoot Okum  | 3   | 1 action<br>1 action  | Touch<br>150 ft.  | 40.8 and 20.8 bill orderter  | V 5          |  | Concentra                      | stion 1 hour<br>stion 1 minute                                     | DEX (Fwil)   |                                 |                               | 70 Creature gains resistance to one of: acid, cold, fine, lightning, or thunder. 76 Difficult terrain Each turn, DEX save or fall prone, CON save or lose concentration  | 6.  | Druid<br>Druid   |  |  |   |   |  |
| tion<br>Speak with Plants   | 3   | 1 action<br>1 action<br>1 action<br>1 action<br>1 action<br>4 1 action  | Touch<br>150 ft.<br>120 ft.<br>Salf<br>90 ft.<br>30 ft.<br>120 ft.                            | 4= 6 creatures in 40 ft. cube<br>30 ft. radius<br>20 ft. radius aphere<br>4= 10 willing creatures                            | v s<br>v s   | M pinch of dust, drops of water M drop of molasses   | Concentra                      | stion 1 minute<br>10 minutes                                       | DEX (Pail) VIS (Pail) CON (Pail)   |                                 |                               | Oraclarus gains resistance to one of acid, cold, fire, lighting, or flunder.  Oraclarus gains resistance to one of acid, cold, fire, lighting, or flunder.  Difficult terrain Each larn, DEX save or fall prom, CON save or lose concentration.  Alkindad restants become above. Bee Soundbook.  Aremate plants to communicate with and perform tasks. See Soundbook.  |   | Druid(Arctic)<br>Druid   |  |  |   |   |  |
| Mining Cloud<br>Malor Breaking  | 3 Rhui                                    | 1 action<br>d 1 action  | 90 ft.  | 20 ft. radius sphere<br>+= 10 willing creatures  | v s<br>v s   | M rotten egg or skunk cabbage<br>M short need or piece of straw  | Concentra                      | ation 1 minute<br>24 hours   | CON (Fail)   |                                 |                               | 26 Creatures that need to breathe spend turn retching, wind disperses cloud.   |   | Druid(Swamp,Underdark) Druid   |  |  |   |   |  |
| Mana Wall   | 3 Rhui                                    | 1 action  | 30 ft.  | 4= 10 willing creatures<br>See Sourcebook.<br>1 creature<br>10 ft. radius aphere   |              | M piece of cork M tny fan and exotic feather   | Concentra                      | 1 hour<br>stion 1 minute   | STR (Half DAM) DUB CON (Half DAM) WIS (Fall)   | Bludgeoning                     | DAM: 3d8<br>DAM: 8d8          | 27 Condumna spin ability to breath underwater using round respondent. 28 Condumna spin ability to breath underwater using round respondent of the development. 28 Storp yeard seeps passe, flying creatures, projection, passons creatures away.  29 Plantis have dearwaterage on sew and their max DAM.  28 Targets can't lake reactions and do mindron actions. See Sourcabook.  28 Summon silversiting (set) CIV = 21 their obey commands.  29 Summon fly creatures (SEC 2014 of 19 their obey commands.  20 Summon fly creatures (SEC 2014 of 19 their obey commands.  |   | Druid<br>Druid   |  |  |   |   |  |
| Confesion   |   | 1 action  | 30 ft.<br>90 ft.<br>90 ft.<br>60 ft.  | 10 ft. radius sphere   | v s          | M 3 nut shells   | Concerts                       | stion 1 minute   | WS (Fail)  | NECTOR                          | LIANE 000                     | Parts have calculating on save and take max uses.  Parts can't take reactions and do random actions. See Sourcebook.   | Extra 1d8 DAM.<br>Increase radius by 5ft.<br>6th: CR += 4; 8th: CR += 6 | Druid<br>Druid<br>Druid  |  |  |   |   |  |
| Conjune Woodland Beings   | 4   | 1 action  | 50 ft.  | 100 ft. cube   | v s          | M 1 holly berry per creature   | Concentra                      | ation 1 hour<br>ation 1 hour<br>ation 10 minutes                   |  |                                 |                               | Summon few creaments (con C+ -2) that obey commands.   | Bits CR += 4; Bits CR += 6  | Druid<br>Druid   |  |  |   |   |  |
| Oktober<br>Destroite  | 4 Ritual                                  | 1 action  | Self 60.8   |  | v s          | M water drop, pinch of dust<br>M INCENSE, SAC. OFFERING  | 25 gp<br>Concentra             | Instantane   | WS (FeD  |                                 |                               | TAL Constitute where the second in second Today assessment for advance or comme  |   |  |  |  |   |   |  |
| Francism of Movement  | 4   | 1 action  | Touch   | 1 beast<br>1 willing creature<br>See Sourcebook  | v s          | M leather strap around arm   | Concentra                      | 1 hour   |  |                                 |                               | Cham beast to give it commands. Has advantage to save if attacking it.     Immune to difficult terrain alox paralyze restrain. Spend 5ft to escape restrain.     Turn insects into giant insects that obey your commands.  |   | Druid Druid Druid Druid Druid Druid Druid Druid(Underdark)                           |  |  |   |   |  |
| Grouping Vino   | 4   | 1 bonus action  | 30 ft.  | Pall as willian second-on  | v s          |  | Concentra                      | ation 1 minute   | DEX (Fall)   |                                 |                               | NG Create vine that lashes out 30 ft. away. Targets falling save pulled 20 ft. to vine.  MG Recomme invisible until snell ends   |   | Druid Druid Inderdek)  |  |  |   |   |  |
| Helizabelory Tomain   | 4   | Taction  I action   | 300 ft.<br>Self<br>60 ft.<br>Touch<br>30 ft.<br>Touch<br>300 ft.<br>300 ft.<br>Self<br>60 ft. | 150 ft. cube<br>20 ft. rad, 40ft. high cylinder<br>1 creature femiliar to you<br>1 creature                                  | v s<br>v s   | M stone, twig, bit of green plant M pinch of dust, drop of water M bloodhound fur M caterpillar cocoon                               |                                | 24 hours   | WIS (Fall)  DEX (Fall)                   | Bludgeoning+Col                 | DAM: 2d5+4d5                  | Time insection the great insection but does your commands.     White the section of the sec      | Estra 1d5 bludoscrane D4A   | Druid<br>Druid   |  |  |   |   |  |
| Lecale Creature<br>Polymorph  | 4 4                                       | 1 action<br>1 action  | Self<br>60 ft.  | 1 creature familiar to you<br>1 creature   | v s<br>v s   | M bloodhound fur<br>M caterpillar coccon   | Concerting                     | Instantane   | WS (Fail)  | -                               |                               | 56 Sense creature direction within 1000 ft. or locate it within 30 ft. Transform creature's form. All state chance. Limited to actions of new form.  |   | Druid<br>Druid   |  |  |   |   |  |
| Stone Shape<br>Stoneskin  | 4 4                                       | 1 action<br>1 action  | Touch<br>Touch  | 5 ft. CUDB   | V S          | M DIAMOND DUST   | 200 mg Consented               | other Stewar   |  |                                 |                               | 76 Reshape stone into any rough shape you wish. 78 Target gains resistance to nonmagical bludgeoning oleroing, and whether PARS  |   |  |  |  |   |   |  |
| specification of the control of the | 4 5                                       | 1 action<br>1 action  | 120 ft.<br>10 ft. radius  | See Sourcebook   | v s          | M small piece of phosphorous   | Concentra                      | ation 1 minute   | DEX (Half DAM)   | Fire                            | DAM: 5d8                      | to Transcriver clearable storm, A. a state change, Limited to absolute or new form.  Reshapes store is now youngh shape you wish.  Part Target gains resistance to incremence thickperings, and skaleshing DMA.  These sentings or wrining turns on one side of the wall table 500 few DMA.  These sentings or wrining turns on one side of the wall table 500 few DMA.  The sent to the sent of the sent that the sent of the sent  | Extra 1d5 DAM.  | Druid Druid Druid Druid Druid Druid Druid Druid Druid(Underdark) Druid Druid(Archic) |  |  |   |   |  |
| Appalan<br>Chuddi   | 5   | 8 hours<br>1 action   | Touch<br>120 ft.  | 1 beautiplant <= Huge<br>20 ft. radius sphere  | v s          | M AGATE  | 1000 gp Concentra              | Instantane   | CON (Half DAM)   | Poison                          | DAM: 5d8                      | 16 Target with INT == 3 gaints INT 10 and can speak. Charmed for 30 days.  22 DAM taken on entering or starting turn in area. Fog moves away 10 ft. cer turn.  | Extra 1d5 DAM   | Druid<br>Druid(Underdark)  |  |  |   |   |  |
| Commune with Nature<br>Come of Cold   | 5 Ritual                                  | 1 minute<br>1 action  | Self<br>Self  | 60 ft. come  | v s<br>v s   | M crystal or glass cone  |                                | Instantane   | ous CON (Half DAM)   | Cold                            |                               |  |   | Druid<br>Druid(Arctic)   |  |  |   |   |  |
| cojus Elemental<br>Corteatos  | 5   | 1 action 1 action 1 action 5 hours 1 action 5 hours 1 action 1 action 1 minute 1 action 1 action 1 action 1 action  | 120 ft.<br>10 ft. radius<br>Touch<br>120 ft.<br>Self<br>Self<br>So ft.<br>Touch               | 1 creature   | v s          | M crystal or glass cone M See Sourcebook M sand, ink, quill from saleep bird M DIAMOND DEIST   | Concentra                      | ation 1 hour<br>7 days   | CON (See Sourcebook)   |                                 | DAM GOD                       | 24 Orasirvas killed bocome fozons statues.  25 Sammon elementaci CR 4-5 Cheya commanda. Hostile if control is lost.  27 Olivo creature a disease. See Sourcebook.  28 Sepan creativari disease. See Sourcebook.  44 Target mast perform task you set. 5d10 psychic DAM whenever it disobeys.   | Increase max CR by 1.   | Druid<br>Druid   |  |  |   |   |  |
| )men  | 5   | 1 minute<br>1 minute  | See Sourcebook<br>60 ft.<br>Touch<br>300 ft.  | 1 creature<br>1 creature   | v s          | M sand,ink,quill from asleep bird  |                                | 8 hours<br>30 days   | See Sourcebook.<br>WIS (Fall)  | See Sourcebook.<br>See Details. | See Sourcebook<br>See Details | Shape creature's dreams. See Sourcebook.     Taget must perform task you set. 5d10 psychic DAM whenever it disobevs.   | 7th: lasts 1 year;9th: forever  | Druid(Grassland)<br>Druid  |  |  |   |   |  |
| Irredor Restoration<br>resect Plague  | 5   | 1 action<br>1 action  | Touch<br>300 ft.  | 20 ft. radius sphere   | v s          | M bit of sugar, grain, and fat   | Concentra                      | viton 10 minutes   | CON (Half DAM)   | Plercing                        | DAM: 4d10                     | Tigger max person saw you ask 3010 psychol: Louke wherever oldoopsy.  End a debilities perfect on legal; See Sourcebook.  Tagests make saw when swains resided or extension or exiting in contrast states.  Constances REAC able casing shift profest. No effect on undeadloconstructs.  Constances REAC able casing shift profest. No effect on undeadloconstructs.  Constances REAC able casing shift profest.  Constances REAC able casing shift profest. No effect on service per specific portion.  Constances REAC are serviced by a service or service por service performance of the constances.  Reacting and the constances of the constances are specific profest.  Service shift profest performances are specific profest.  Service shift profest performances are specific profest.  Service shift profest.  | Extra 1d10 DAM  | Druid<br>Druid   |  |  |   |   |  |
| dess Cure Wounds  | 5   | 1 action<br>1 action<br>1 hour<br>1 hour<br>10 minutes<br>1 action  | 30.0  | <= 5 creatures   | v s<br>v s   | M pinch of sesame seeds  |                                |  |  | T                               | See Details                   | 55 Creatures HEAL 3:d5 + casting ability modifier. No effect on undead/constructs. 54 Create 5ft wide, 8ft tall 20ft deep opening in wall, ceiling, or floor.  | HEAL extra 1d8.   | Druid Druid Druid Druid Druid(Mountain)  |  |  |   |   |  |
| Tener Bloding<br>Televamelo   | 5   | 1 hour<br>1 hour  | 60 ft.<br>Touch   | 1 extraplanar creature<br>1 dead humanoid  | v s<br>v s   | M pinch of sesame seeds M JEWEL M RARE OILS AND UNGUENTS   | 1000 gp<br>1000 gp             | 24 hours<br>Instantance  | CHA (Fail)   |                                 |                               | ES Bind celestial, elemental, fey, or fixed to serve you for spell duration. T1 Resurrect dead humanoid into a random humanoid body. See Sourcebook.   | See Sourcebook.   | Druid<br>Druid   |  |  |   |   |  |
| krying<br>Ino Októo   | 5   | 10 minutes<br>1 action  | Self<br>Self  | 1 creature<br>Self   | v s<br>v s   | M pinch of sesame seeds M JEWEL M RARE OILS AND UNGUENTS M scrying focus M small block of grante M diviner tools, object from target | 1000 gp Concentra<br>Concentra | ation 10 minutes   | WIS (Fail)   |                                 |                               | E3 Enter one tree and emerge from another 500 ft. away. Use once per round.  |   | Druid<br>Druid   |  |  |   |   |  |
| Yell of Stone<br>Conjune Pay  | 5   | 1 action<br>1 minute  | 120 ft.<br>90 ft.   | See Sourcebook   | v s<br>v s   | M small block of granite   | Concentra                      | ation 10 minutes<br>ation 1 hour                                   | DEX (Move away, not trapped)   |                                 |                               | 87 Create wall of stone or other stone structure. See Sourcebook.  |   | Druid<br>Druid   |  |  |   |   |  |
| nd the Path<br>led  | 6   | 1 minute<br>1 action  |   |  |              |  |                                |  |  |                                 | HEAL: 70                      | NO Find the shortest, most direct route to a place you are familiar with.  50 Ends bindness, deafness, any diseases. No effect on constructs/undead.   | Extra 10 HEAL   | Druid<br>Druid   |  |  |   |   |  |
| ercer' Feast<br>love Earth  | 6   | 1 minute 1 action 10 minutes 1 action 1 action 1 action 1 action 1 action 1 minute 1 action 1 minute 1 action 1 minutes 1 action 1 minutes 1 action 1 minutes   | Self<br>60 ft.<br>30 ft.<br>120 ft.   | 1 creature<br>+= 12 feast goers<br>40 ft. square of terrain  | v s<br>v s   | M GEM-ENCRUSTED BOWL M iron blade, bag of soil M magnifying glass  | 1000 gp                        | Instantane   | 328  |                                 |                               | Sommon by CM = 0. Copys communa. Hosse in control is cert     Find the shortest, most deed not be a place by our familiar with.     Emb bindness, deafhress, any diseases. No effect on constructs undeed.     Care disease poison immune polecu, fright HP max 2d10,WIS save advantage.     Reahape did, sand, or clay. Can move to different against after 70 minutes.   |   | Druid<br>Druid   |  |  |   |   |  |
| unbeem<br>recepted via Planta   | 6   | 1 action<br>1 action  | Self<br>10.8  | 60 ft. line<br>2 >= Large plants, 1 in range   | v s<br>v s   | M magnifying glass   | Concentra                      |  |  | Radant                          | DAM: 6d8                      | 79 Creatures are blinded until your next turn. Use your action to make a new line.   |   | Druid<br>Druid   |  |  |   |   |  |
| Vall of Thome<br>Vand Wielk   | 6   | 1 action<br>1 minute  | 120 ft.<br>30 ft.   | 60 ft. line 2 >= Large plants, 1 in range See Sourcebook You and <= 10 willing creatures <= ten 10 ft. cubes 1 square mile   | v s<br>v s   | M handful of thoms M fire and holy water   | Concentra                      | ation 10 minutes<br>8 hours  | DEX (Half DAM)   | Piercing                        | DAM: 7d8                      | TO Move through wall at 114 speed and below 700 slashing DAM (DECN size for half).<br>When through wall at 114 speed and below 700 slashing DAM (DECN size for half).<br>If ye speed 200 ft. Resist weapons Dely Deah in cloud form. Can revert to normal<br>Each cube must fine at least one other cube. Can choose not to slided plants.<br>Create audo, visual facilie, and cillactory illusion. Only Trussight can detect.   | Extra 1d8 DAM (both types)  | Druid<br>Druid   |  |  |   |   |  |
| tre Storm   | 7 7                                       | 1 action<br>10 minutes  | 150 ft.<br>Sight  | <= ten 10 ft. cubes<br>1 square mile   | v s<br>v s   |  |                                | Instantanes<br>10 days   | ous DEX (Half DAM)   | Fire                            | DAM: 7d10                     | 42 Each cube must face at least one other cube. Can choose not to affect plants. 50 Create audo, visual facilie, and offsclory flusion. Only Truesight can detect.   |   | Druid<br>Druid   |  |  |   |   |  |
| tero that   | 7 7                                       | 1 action<br>1 minute  | Touch   | 1 Unwilling or Set = 6 Willing   | v s          | M Torked metal rod   |                                |  |  |                                 | HEAL: 4d8+15                  | 55 Transport to another plane. You specify general location or teleportation circle. 71 Tagget HEAL 1 HP at start of every turn. Severed certs return after 2 minutes  |   | Druid<br>Druid   |  |  |   |   |  |
| arrana Granty   | 7 8                                       | 1 action<br>1 action  | 100 ft.<br>30 ft.   | 50 ft. radius<br>Any willing targets   |              | M torked metal rod M prayer wheel and holy water M todestone and iron filings  | Concentra                      | ation 1 minute   | DEX (grab fixed object) WIS (Fait)   |                                 | INDEC 400113                  | Transport for barother plane. You specify pinned floation to the plane from post of the plane from plane floating plane floating plane floating  |   | Druid<br>Druid   |  |  |   |   |  |
| Inspetty/Oproperty  | 8   | 1 hour  | 100 ft.<br>30 ft.<br>60 ft.<br>Self<br>500 ft.  | 1 Huge or smaller target   | v s          | M lump of alum or honey M increase earth/second in water   | Concentra                      | 10 days  | WIS (Fail)   |                                 |                               | 114 Target object/creature attracts or repets specific creature types.   |   | Druid<br>Druid   |  |  |   |   |  |
| latiquele<br>latiquele  | 8   | 1 action 1 action 1 hour 1 hour 10 minutes 1 action 1 action 1 minute 1 minute 1 minute 1 action 1 action 1 hour 1 action 1 hour  | 500 ft.   | 5 mile radius<br>100 ft. radius  | V S          | M Incense, earth awood in water  | Conceres                       | ston o nours   |  |                                 | DAM 445                       | 28 Control the weather. See Sourcebook. 26 Create a seamic disturbance with various effects. See Sourcebook. 29 Creature IVI and CHA source bancom 1. See Sourcebook.  |   | Druid<br>Druid   |  |  |   |   |  |
| habant<br>hamani  | 8   | 1 action  | 150 ft.<br>150 ft.<br>Sight<br>Touch<br>Self<br>Sight<br>Touch                                | 50 ft. radius sphere   | v s          | M fre and piece of suratone  | Concentra                      | Instantane   | See Sourcebook.  DIT (DMG, but no INT effect)  DIS CON (Half DAM, no blindness)  STR (Half DAM)  See Sourcebook. | Radiant                         | DAM: 12d6                     | O Creature ST and CH4 scores become 1. See Sourcebook.  O Creature ST and CH4 scores become 1. See Sourcebook.  Comment of the CH4 scores become 1. See Sourcebook.  Comment of the CH4 scores of the CH4 scores of the CH4 scores.  O Creatures are blinded for Inimulae (CD4 save at each of time to end).  And the Ch4 scores of the CH4 scor |   | Druid<br>Druid   |  |  |   |   |  |
| Foresight   | 9   | 1 minute  | Touch   | 1 willing creature   | v s          | M hummingbird feather M laste risolat  | 1500 an Committee              | 8 hours  | (rian broay  |                                 |                               | Not surprised. Advantage affacts, checks, saves. Disadvantage getting affacted.  74. Not surprised. Advantage affacts, checks, saves. Disadvantage getting affacted.   |   | Druid<br>Druid   |  |  |   |   |  |
| Norm of Venguence   | 9   | 1 action  | Sight   | 360 ft. radius   | v s          | M holy water, DIAMONDS   | Concentra                      | stion 1 minute<br>linetantanes                                     | See Sourcebook   | See Sourcebook.                 | See Sourcebook                | Not supprised. Advantage strators, precisi, seasons range grang stratore.  79 Assume the form of a different creature. See Sourcebook.  80 Assigned storm attacks targets in range. See Sourcebook.  |   | Druid<br>Druid<br>Druid  |  |  |   |   |  |
|   |   | 1 man   | , reason  |  | . 5          | ,-wy week, LAMIUNUS  | 2000 90                        | danane   |  |                                 |                               | 54 Resurrect creature that didn't die of old age. Heals all wounds, effects, etc.  |   |  |  |  | - | - |  |

|  |                          | in addition to the ecuror<br>oncurred during the ope   |  | replacement. Some spall details v  | rene remove   | ed and grammer rules butchered for th  | he sale of brevily. B  | amo apollo aro tao aa  | replicated to be reliably described i   |   | ++   |  |  |  |  |  |  |  |
|--|--------------------------|--|--|--|---|--|--|--|---|---|--|--|--|--|--|--|--|--|
| Bernet Symbols: Fe = Iron. /   | la - Albar, Ho           | g = Mercury, P = Phosp   | orau   |  |   |  |  |  |   |   | +  |  |  |  |  |  |  |  |
|  |                          |  |  |  |   |  |  |  |   |   |  |  |  |  |  |  |  |  |
| Spell Hamo   | Lovel Rite               | Real Cooling Time  | Range  | TorgotiArea  |   |  | Cost Concentr  |  | Attack/Goring Three (Effect)  | Damago Typo   |  | ago 8 Additional Dated   |  | Peledit  |  |  |  |  |
| Bern<br>Man  | 1                        | 1 action   | 30 ft.   | <= 3 creatures   |   | M drop of blood  |  | ation 1 minute   | CHA (Fail)  |   |  | 216 Targets' attack rolls and saving throws are deducted 1d4.  |  | Paladin(Vengeance)   |  |  |  |  |
|  | 1                        | 1 action   | 30 ft.<br>60 ft.   | <= 3 creatures<br>1 creature   | V S   | M sprinkling of holy water   | Concentra  | ation 1 minute<br>1 round  | WS (Fail)   |   |  | Targets add 1d4 to attack rolls and saving throws.  Speak 1 word command to target. Can't cause harm. Doesn't affect undead.   |  | Paladin<br>Paladin   |  |  |  |  |
| Commend<br>Compelled Dual  | 1                        | 1 bonus action   | 30 ft.   | 1 creature   | v   |  | Concentra  | ation 1 minute   | WIS (Fail)  |   |  | 224 Compel target to attack you one-on-one. See Sourcebook.  | OTHER DESIGNATION.   | Polido   |  |  |  |  |
| 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.  | Paladin  |  |  |  |  |
| Delect Byll and Good   | 1                        | 1 action   | Self   |  | v s   |  |  | ation 10 minutes   |   |   |  | 231 Know location of aberration,calestial,elemental, key, fiend, undead, (un)holy group  | ind.   | Paladin  |  |  |  |  |
| Datest Magis   | 1 Ris.                   |  | Self   | 30 ft. radius  | v s   |  |  | ation 10 minutes   |   |   |  | 231 Sense presence of magic. Use action to see auras around creatures/objects.   |  | Paladin  |  |  |  |  |
| Delact Police and Disease<br>Divine Farer  | 1 Ris.                   | itual 1 action<br>1 bonus action   | Self<br>Self   | 30 ft. radius  | V 8   | M yew leaf   |  | ation 10 minutes<br>ation 1 minute   |   |   |  | 231 Sense location and type of disease, poison, or poisonous creature. 234 Your weapon attacks deal extra 1d4 radiant DAM on a hit.  |  | Paladin<br>Paladin   |  |  |  |  |
| Divino Peror<br>Enerating Stiller  | 1                        | 1 bonus action   | Self   | Attack target  | v s   |  |  | ation 1 minute   | STR (Fail)  | Piercing  |  | 237 Restrain target. Large and bigger creatures have advantage to save.  | Extra 1d6 DAM.   | Paladin(Ancienta)  |  |  |  |  |
| Helleh Rebute  | 1                        | 1 reaction (take I   |  | 1 creature that damaged you  | v s   |  |  |  | DEX (Half DAM)  | Fire  |  | 250 Magical counterattack to taking damage.  | Extra 1d10 DAM.  | Paladin(Oathbreaker)   |  |  |  |  |
| Herolem  | 1                        | 1 action   | Touch  | 1 willing creature   | V S   |  |  | ation 1 minute   |   |   |  | 250 Immune to being frightened. Temp HP equal to casting ability modifier each to  |  | Paladin  |  |  |  |  |
| Hunter's Mark  | 1                        | 1 bonus action   | 90 ft.   | 1 creature   | V   |  | Concentra  | ation 1 hour   |   |   |  | 251 Mark quarry. Extra 1d6 DAM on weapon hit. Advantage on rolls to find it.   |  |  |  |  |  |  |
| Inflict Wounds<br>Protection from Evil and Good  | 1                        | 1 action   | Touch<br>Touch   |  | V 8   | M holy water or powdered silver  |  | Instantaneous<br>ation 10 minutes  | Melee Spell Attack  | Necrotic  |  | 253 Inflict necrotic damage on target.  270 Protect against certain types of creatures. See Sourcebook.  | Extra 1d10 DAM.  | Paladin(Oathbreaker) Paladin   |  |  |  |  |
| Purity Food and Drink  | 1 89                     | itual 1 action   | 10 ft.   | 5 ft. radius   | v s   |  | Concerns   | Instantaneous  |   |   |  | 270 All normagical food and drink in range is rendered free of poison and disease  |  | Paladin  |  |  |  |  |
| Sendany  | 1                        | 1 bonus action   | 30 ft.   |  |   | M small silver mirror  |  | 1 minute   |   |   |  | 272 Those choosing to attack target must make WIS save or choose new target.   |  | Paladin(Devotion)  |  |  |  |  |
| Searing Smile  | 1                        | 1 bonus action   | Self   | 1 creature   | V   |  |  | ation 1 minute   | Melee Weapon Attack   | Fire  | DAM: 1d6   | 274 Target takes initial DAM and CON save at start of each turn or take 1d6 fire.  | Extra 1d6 initial DAM.   | Paladin  |  |  |  |  |
| Shield of Felin  | 1                        | 1 bonus action   | 60 ft.   | 1 creature   |   | M small parchment with holy text   | Concentra  | ation 10 minutes   |   |   |  | 275 Target gains +2 bonus to AC.   |  | Paladin  |  |  |  |  |
| Speak with Animals   | 1 Ris.                   | itual 1 action<br>1 bonus action   | Self<br>Self   | Self<br>1 creature   | v s   |  | Committee  | 10 minutes<br>ation 1 minute   | Melee Weapon Attack   | Thunder   |  | 277 Understand and speak to beasts. Get info about nearby locations and monste<br>262 Attack target takes extra thunder DAM and STR save or pushed 10 ft, and pro  |  | Paladin(Ancienta) Paladin  |  |  |  |  |
| Thunderous Smile<br>Virethiul Smile  | 1                        | 1 bonus action<br>1 bonus action   | Self   | 1 creature<br>1 creature   | v   |  |  | ation 1 minute<br>ation 1 minute   | Melee Weapon Attack<br>Melee Weapon Attack  | Thunder<br>Psychic                                  |  | 282 Altack target takes extra thunder DAM and STR save or pushed 10 ft. and pro<br>289 Target hit also makes WIS save or is frightened. WIS save to end effect.  |  | Palade<br>Palade   |  |  |  |  |
| ALC  | 2                        | 1 action   | 30 ft.   | 3 alles  | V S   | M white cloth strip  |  | 8 hours  |   | ,   | HEAL: 5  | 211 Each target also increases maximum HP by 5.  | HEAL extra 5 HP  | Paladin  |  |  |  |  |
| Branding State   | 2                        | 1 bonus action   | Self   | Self   | V   |  |  | ation 1 minute   | Weapon Attack   | Redient   | DAM: 2d6   | 219 Target becomes visible, sheds dim light.   | Extra 1d6 DAM.   | Paladin  |  |  |  |  |
| Crown of Madness   | 2                        | 1 action   | 120 ft.  |  | V S   |  |  | ation 1 minute   | WIS every turn (Fail)   |   |  | 229 Charm humanoid to attack your target of choice. Use action to keep control.  |  | Paladin(Oathbreaker)   |  |  |  |  |
| Derimoso<br>Flad Stood   | 2                        | 1 action<br>10 minutes   | 60 ft.<br>30 ft.   |  |   | M bat fur and pitch or coal  | Concentra  | ation 10 minutes   | _   | _   |  | 230 Creates darkness normal light can't dispel. Dispels light spells <= 2nd level. 240 Summons a spirit in the form of a steed. See Sourcebook.  | _  | Paladin(Oathbreaker) Paladin   |  |  |  |  |
| read Steed<br>Hold Person  | 2                        | 10 minutes   | 50 ft.   |  | V S   | M small straight piece of iron   | Consumer   | Instantaneous<br>ation 1 minute  | WIS (Fail)  | _   |  | 240 Summons a spirit in the form of a steed. See Sourcebook.  251 Tarpet is paralyzed. New saving throw at end of turn.  | 1 additional creature.   | Paladin<br>Paladin(Vengeance)  |  |  |  |  |
| Leaser Reviewsion  | 2                        | 1 action   | Touch  | 1 creature   | V S   |  | CONCERNI   | Instantaneous  | , / maj   |   |  | 255 End one disease or condition (blind, deaf, paralyzed, poisoned) on target.   |  | Paladn (Varigeance)  |  |  |  |  |
| Locate Object  | 2                        | 1 action   | Self   |  |   | M forked twig  |  | ation 10 minutes   |   |   |  | 256 Sense object direction within 1000 ft. or locate it within 30 ft.  |  | Paladin  |  |  |  |  |
| Meglo Weepon   | 2                        | 1 bonus action   | Touch  |  | V S   |  | Concentra  | ation 1 hour   |   |   |  | 257 Nonmagical weapon becomes +1.  | 4th: +2 weapon,6th: +3   | Paladin  |  |  |  |  |
| Moty Step<br>Moonbeam  | 2                        | 1 bonus action<br>1 action   | Self<br>120 ft.  | Self<br>5 ft. rad. 40 ft. high cylinder  | V o   | M moonseed seeds, feldspar   |  | Instantaneous<br>ation 1 minute  | CON (Half DAM)  | 0.5   |  | 260 Teleport <= 30 ft. away to unoccupied location.  | C  | Paladin(Ancienta, Vengeance) Paladin(Ancienta)   |  |  |  |  |
| Protection from Poleon   | 2                        | 1 action   | Touch  |  | v s   |  | Concerns   | 1 hour   | CON (Hall LIAM)   | resciare  |  | 261 DAM taken entering/start turn in beam. Shapechanges disadvantage to save.  270 Tarcet has 1 poison neutralized, advantage on poison save, resists poison DA  |  | Priestn (Artoires)   |  |  |  |  |
| Zone of Truth  | 2                        | 1 action   | 60 ft.   |  | V S   |  |  | 10 minutes   | CHA (Fail)  |   |  | You know which fall saves. They can't lie but know of spell and can be evasive   |  | Polistin   |  |  |  |  |
| Animalo Doed<br>Aura of Wielly   | 3                        | 1 minute   | 10 ft.   |  | V 8   | M blood, flesh, bone   |  | Instantaneous  |   |   |  | 212 Creates skeleton or zombie servent that accepts simple directions  | Two more undead  | Paladin(Oathbreaker)   |  |  |  |  |
| Aura of Vitality   | 3                        | 1 action   | Self   | 30 ft. radius  | V   |  |  | ation 1 minute   |   |   |  | 216 Use bonus action to HEAL 1 target in aura.   |  | Paladin  |  |  |  |  |
| Beacon of Hope   | 3                        | 1 action   | 30 ft.<br>Touch  | Any targets in range<br>1 creature   | v s<br>v s  |  |  | ation 1 hour<br>ation 1 minute   | WS (Fail)   |   |  | 217 Targets get adventage on WIS and death saving throws; heal spells heal man<br>218 Curse target. See Sourcebook.  | See Sourcebook   | Paladin(Davotion) Paladin(Dathbreaker)   |  |  |  |  |
| Beaton of Hope<br>Bestor Cures<br>Billinding Smile<br>Create Food and Water  | 3                        | 1 bonus action   | Self   | Self .   | v s   |  |  |  | CON per turn (Blindness ends)   | Darlard   |  | 219 Next melee attack target takes DAM and is blinded until spell ends.  | See Sourcesson.  | Prisadn(Cathorescer) Polarin   |  |  |  |  |
| Create Food and Water  | 3                        | 1 action   | 30 ft.   |  | v s   |  |  | Instantaneous  | ,   |   |  | 229 Create 45 lbs. of bland, nourishing food for 24 hours and 30 gallons of water.   |  | Paladin  |  |  |  |  |
| Crusedor's Mentis  | 3                        | 1 action   | Self   | 30 ft. radius  | V   |  | Concentra  | ation 1 minute   |   |   |  | 230 Nonhostiles in sura deal an extra 1d4 radiant DAM.   |  | Paladn   |  |  |  |  |
| Daylight   | 3                        | 1 action   | 60 ft.   |  | V S   |  |  | 1 hour   |   |   |  | 230 Creates bright light. Dispels darkness spells <= 3rd level it overlaps with.   |  | Paladin  |  |  |  |  |
| Deylight<br>Dispel Megic<br>Elemental Wespon   | 3                        | 1 action   | 120 ft.<br>Tourth  | 1 creature/object/magical effect<br>1 normadical weapon  | V 8   |  |  | Instantaneous<br>ation 1 hour  |   |   |  | 234 End spell <= 3rd level. For >= 4th level, casting ability check DC=10+spell lev  |  | Paladin  |  |  |  |  |
| zsemenna yyeepon<br>Honio  | 3                        | 1 action   | Touch<br>30 ft.  |  |   | M shaving of licorice root   |  | ation 1 hour<br>ation 1 minute   |   |   |  | 237 Weapon is +1 to hit and +1d4 acid, cold, fire, lightning, or thunder DAM. 250 Doubles speed. +2 AC. Advantage on DEX saves. Additional action to Dash.   |  |  |  |  |  |  |
| Magio Circle   | 3                        | 1 minute   | 10 ft.   |  |   | M HOLY WATER or Fe/Ag DUST   |  |  |   |   |  |  |  | Bulada (Managana)  |  |  |  |  |
| Plant Growth   | 3                        | 1 action or 8 hou  | s 150 ft.  | 10 ft, rad., 20 ft, high cylinder  |   |  | 100 ap   | 1 hour   |   |   |  | 256 Hinder one creature type within cylinder. See Sourcebook.  |  | Paladin(Vengeance) Paladin   |  |  |  |  |
| Protection from Energy   | 3                        |  |  |  | v s   | M HOLT WATER OF PEAG DOST  | 100 gp   | 1 hour<br>Instantaneous  |   |   |  | 266 Cast short term (creatures move 14 speed) or long term (double food yield).  | Duration increases 1 hour.   | Paladin<br>Paladin(Ancienta)   |  |  |  |  |
| Remove Curse   |                          | 1 action   | Touch  | 100 ft. or 1 mile radius<br>1 creature   | V S   | M HULT WATER OF PEAG DUST  |  | Instantaneous<br>ation 1 hour  |   |   |  | 266 Cast short term (creatures move 14 speed) or long term (double food yield). 270 Creature gains resistance to one of: acid, cold, fire, lightning, or thunder.  | Duration increases 1 hour.   | Paladin<br>Paladin(Ancienta)<br>Paladin(Ancienta, Vengeance)   |  |  |  |  |
| Reddy  | 3                        | 1 action   | Touch<br>Touch   | 100 ft. or 1 mile radius<br>1 creature<br>1 creature or object   | V S<br>V S  |  | Concentra  | Instantaneous<br>ation 1 hour<br>Instantaneous   |   |   |  | 285 Cast short term (creatures move 14 speed) or long term (double food yield). 270 Creature gains resistance to one of: acid, cold, fire, lightning, or thunder. 271 Remove curse creature or break object's curse atturement to any target.  | Duration increases 1 hour.   | Paledin<br>Paledin(Ancients)<br>Paledin(Ancients, Vengeance)<br>Paledin  |  |  |  |  |
| Aura of Life   | 3 3                      |  | Youch<br>Youch<br>Youch  | 100 ft. or 1 mile radius<br>1 creature<br>1 creature or object<br>1 creature   | V S<br>V S  | M DIAMOND  | Concentra<br>300 gp  | Instantaneous<br>ation 1 hour<br>Instantaneous<br>Instantaneous  |   |   |  | 266 Cast short term (creatures move 14 speed) or long term (double food yield). 270 Creature gains resistance to one of: acid, cold, fire, lightning, or thunder.  | Duration increases 1 hour.   | Paladin<br>Paladin(Ancienta)<br>Paladin(Ancienta, Vengeance)   |  |  |  |  |
| Aura of Life<br>Aura of Pully  | 3 4 4                    | 1 action<br>1 action   | Touch<br>Touch   | 100 ft. or 1 mile radius<br>1 creature<br>1 creature or object<br>1 creature<br>30 ft. radius  | V S<br>V S<br>V S   | M DIAMOND  | Concentra<br>300 gp<br>Concentra   | Instantaneous<br>ation 1 hour<br>Instantaneous   |   |   |  | Clast short term (creatures move 14 speed) or long term (double food yield).  270 Creature gains waistence to orai of and, cold, fire, lightlining, or thunder.  271 Remove curse creature or break objects curse attenuement to any target.  272 Raise creature that died within 1 minute to 1 HP. Down't restore missing part  | Duration increases 1 hour.   | Patadin (Ancienta) Patadin(Ancienta) Patadin(Ancienta, Vengeance) Patadin Patadin  |  |  |  |  |
| Aure of Life<br>Aure of Pusity<br>Benishment   | 4                        | 1 action<br>1 action<br>1 action<br>1 action<br>1 action   | Touch Touch Touch Self Self 60 ft.   | 100 ft. or 1 mile radius 1 creature 1 creature or object 1 creature 30 ft. radius 1 target   | V 8<br>V 8<br>V 8<br>V 8<br>V 8<br>V 8  | M DIAMOND  M item disliked by target   | Concentro 300 gp Concentro Concentro   | Instantameous<br>ation 1 hour<br>Instantameous<br>Instantameous<br>ation 10 minutes<br>ation 10 minutes<br>ation 1 minute  | CHA (Fall)  |   |  | 280 Cast short sem (creatures more 14 speed) or hosp term (double floor) yield; 271 Ceastlers gaine westercost to ore of act, othic file; pitcher or breakt object's corns albumenent to any stripe. 272 Remove curse creature or breakt object's corns albumenent to any stripe. 273 Castler souther set died with intended to 1919. Count's restore missing post of Castler souther seatless, 1921. In 1919 of 2004. 274 Castlers souther set, other seatless, 1921. In 1921 of 2004. 275 Castlers souther seatless, 1921. In 1921 of 2004. 275 Castlers souther seatless, 1921. In 1921 of 2004. 275 Castlers souther seatless, 1921. In 1921 of 19 | Duration increases 1 hour.  8. Che more creature   | Palade (Projects) Palades(Arcierts, Venguance) Palades Palades Palades Palades Palades Palades Palades Palades   |  |  |  |  |
| Aure of Life<br>Aure of Pusity<br>Beninkment<br>Biglet   | 4 4 4                    | 1 action<br>1 action<br>1 action<br>1 action<br>1 action<br>1 action   | Touch Touch Touch Self Self 60 ft. 30 ft.  | 100 ft. or 1 mile radius 1 creature 1 creature 1 creature 20 ft. radius 30 ft. radius 1 tinget 1 creature  | V S V S V S V S V S V S V S V S V S V S   | M DIAMOND  M item disliked by target   | Concentra<br>300 gp<br>Concentra<br>Concentra  | Instantaneous ation 1 hour Instantaneous Instantaneous ation 10 minutes ation 10 minutes ation 1 minute Instantaneous  | CON (Half DAM)  | Necrotic  | DAM: 8d8   | 250 Cash find them (resultance more 14 speed) or long level (spiciale food year).  751 Cashar again sealarca to ore of accid, the, sighting or include food year).  752 Person coras evalution or break deports coras alturement to any legal.  753 Reas consists in ded or delin firmative. 1919: Desert fresterior teample great.  754 Reas consists in ded or delin firmative. 1919: Desert fresterior messing part filmative.  755 Reas consists in ded or delin firmative. 1919: Pull Prescript care care trap delin.  755 Cashar and Casha | Duration increases 1 hour.  b. One more creature Extra 188 DAM.  | Paido   Paido  |  |  |  |  |
| Aura of Life<br>Aura of Pusity<br>Benishment<br>Blight<br>Confusion  | 4 4 4 4                  | 1 action   | Youth Youth Youth Saif Saif 60 ft. 30 ft.  | 100 ft. or 1 mile radius 1 creature 1 creature 1 creature 2 of ft. radius 30 ft. radius 1 target 1 creature 1 of ft. radius 1 target 1 creature 1 creature   | V S V S V S V S V S V S V S V S V S V S   | M DIAMOND  M item disliked by target  M 3 rut shells   | Concentra<br>300 gp<br>Concentra<br>Concentra  | Instantaneous  |   | Necrotic  | DAM: 8d8   | 200 Cast fort term (resultants more that speed) or long term (pickade foot private).  77 Remove curso creative or lond and only the speed or long term (pickade foot private).  78 Reaso creative read that depicifs curse alluments to any larged.  79 Reaso creative read dept either Terminal Paid Depter Terminal configuration.  70 Reaso creative read depter that the pickade foot private reading and the reading and the pickade foot private reading and the  | Duration increases 1 hour.  b. One more creature Extra 188 DAM.  | Paladis   Paladi |  |  |  |  |
| Aura of Life Aura of Pusity Benishment Bilgist Constanten Dooth Word   | 4 4 4                    | 1 action<br>1 action<br>1 action<br>1 action<br>1 action<br>1 action   | Touch Touch Touch Self Self 60 ft. 30 ft.  | 100 ft. or 1 mile radius 1 creature 1 creature 1 creature 2 of ft. radius 30 ft. radius 1 target 1 creature 1 of ft. radius 1 target 1 creature 1 creature   | V S V S V S V S V S V S V S V S V S V S   | M DIAMOND  M item disliked by target  M 3 rut shells   | Concentra<br>300 gp<br>Concentra<br>Concentra  | Instantaneous ation 1 hour Instantaneous Instantaneous ation 10 minutes ation 10 minutes ation 1 minute Instantaneous  | CON (Half DAM)  | Necrotic  | DAM: 8d8   | 250 Cash find them (resultance more 14 speed) or long level (spiciale food year).  751 Cashar again sealarca to ore of accid, the, sighting or include food year).  752 Person coras evalution or break deports coras alturement to any legal.  753 Reas consists in ded or delin firmative. 1919: Desert fresterior teample great.  754 Reas consists in ded or delin firmative. 1919: Desert fresterior messing part filmative.  755 Reas consists in ded or delin firmative. 1919: Pull Prescript care care trap delin.  755 Cashar and Casha | Duration increases 1 hour.  8.  One more creature Extra 168 DAM. Increase radius by 5ft.   | Paido   Paido  |  |  |  |  |
| Aura of Life<br>Aura of Pusity<br>Benishment<br>Blight<br>Confusion  | 4 4 4 4                  | 1 action  | Youch Youch Youch Youch Saif 60 ft. 30 ft. 90 ft. Touch 500 ft. Touch  | 100 ft. or 1 mile radius 1 creature 1 creature 1 creature 30 ft. radius 30 ft. radius 1 target 1 creature 1 oft. radius sphere 1 willing creature 1 willing creature   | V 8<br>V 8<br>V 8<br>V 8<br>V 8<br>V 8<br>V 8<br>V 8<br>V 8<br>V 8  | M DIAMOND  M item disliked by target  M 3 rut shells   | Concentra<br>300 gp<br>Concentra<br>Concentra  | Instantaneous  | CON (Half DAM)  | Necrotic  | DAM: 8d8   | 250 Cast not term (resultant mone % stylend) or ten jewn (bothe food yet).  Castange pies menter to over all city, of an jewn per comment of term (and term of | Duration increases 1 hour.  8.  One more creature Extra 168 DAM. Increase radius by 5ft.   | Polatels  Polatels (Pointer)  Polatels (Pointer)  Polatels (Pointer)  Polatels   |  |  |  |  |
| Auto of Life Auto of Putity Benishment Bilgist Continuen Deuth Word Down Hord Prodom of Movement Quardian of Faith   | 4 4 4 4 4 4 4 4          | 1 action  | Touch Youch Self Self 60 ft. 30 ft. 90 ft. Youch 500 ft. Youch 500 ft. Youch 30 ft.  | 100 ft. or 1 mile radius 1 creature 1 creature 1 creature 20 ft. radius 30 ft. radius 30 ft. radius 1 target 1 creature 10 ft. radius 50 ft. radius 1 target 1 treature 50 ft. radius sphere 1 willing creature Self (and ally within 5 ft.) 1 willing creature  | V S V S V S V S V S V S V S V S V S V S   | M DAMOND  Sem dalked by target  M 3 nut shells  M leather strap around arm   | Concentra<br>300 gp<br>Concentra<br>Concentra  | Instantameous 1 hour Instantameous Instantam | CON (Half DAM) WIS (Fail) DEX (No DAM)  | Necrotic<br>Radiant                                 | DAM: 8d8   | See The Contract person was the second to the person should be to play in Contract person was the contract to person person of the contract person person was the contract person person was the contract person person was the contract person was t  | Duration increases 1 hour.  b.  Che more creature Extra 105 DAM. Increase radius by 5th.  b.   | Pasids Pasids(Accepts) Pasids(Accepts) Pasids(Accepts) Pasids Pasids(Astronomy) Pasids(Pasidswaley) Pasids(Pasidswaley) Pasids(Pasidswaley) Pasids(Pasidswaley) Pasids(Pasidswaley) Pasids(Pasidswaley) Pasids(Pasidswaley)   |  |  |  |  |
| Aura of Lille  Aura of Pully  Bankhanet  Bight  Cortistion  Death Word  Dissension Deor  Precion of Movement  Journal of Pully  los Storm  | 4 4 4 4 4 4 4 4          | 1 action   | Touch Touch Suif Suif Suif Suif Suif So it 30 it 90 it Touch 500 it Touch 500 it Touch 500 it Touch 500 it   | 100 ft. or 1 mile redus 1 creature 1 creature 2 or 6, creature 3 or 1, creature 3 or 1, creature 3 or 1, creature 1 creature 1 creature 1 creature 1 creature 1 creature 1 writing creature 1 writing creature 2 of 8, creat   | V S V S V S V S V S V S V S V S V S V S   | M DIAMOND  M atem distilland by target  M 3 must wheths  M leather strap around arm  M pinch of dust, drop of water  | Concentra<br>300 gp<br>Concentra<br>Concentra  | Instantaneous ation 1 hour Instantaneous   | CON (Half DAM)<br>WIS (Fail)  | Necrotic  Radiant Bludgeoning+Colo                  | DAM: 8d6  DAM: 20  d DAM: 20   | The control of the co | Duration increases 1 hour.  b. Cone more creature Extra 108 DAM. Increase radius by 5tt. b.  | Pasido Personal Pasido Persona |  |  |  |  |
| Aum of Life Aum of Pulify Senishment Bight Constantion Death Ward Demantan Door Freedom of Newtrent Guerdan of Felth Looste Creeture   | 4 4 4 4 4 4 4 4 4 4      | 1 action  | Touch Touch Touch Suif Suif Suif Oo it 30 it 90 it Touch 30 it 7 ouch 30 it Touch 30 it Suif Suif Suif Suif Suif Suif Suif Suif  | 100 ft. or 1 mile redus 1 creature 1 creature 2 or 6, creature 3 or 1, creature 3 or 1, creature 3 or 1, creature 1 creature 1 creature 1 creature 1 creature 1 creature 1 writing creature 1 writing creature 2 of 8, creat   | V S V S V S V S V S V S V S V S V S V S   | M DAMOND  Sem dalked by target  M 3 nut shells  M leather strap around arm   | Concentra 300 gp Concentra Concentra Concentra Concentra   | Instantaneous   | CON (Half DAM) VMS (Fall)  DEX (No DAM) DEX (Half DAM)  | Bludgeoning+Colo                                    | DAM: 8d8   | See The Control of t  | Duration increases 1 hour.  b.  Che more creature Extra 105 DAM. Increase radius by 5th.  b.   | Passis  Passis (Passis Vaganta)  Passis (Passi |  |  |  |  |
| Aura of Lille  Aura of Pully  Bankhanet  Bight  Cortistion  Death Word  Dissension Deor  Precion of Movement  Journal of Pully  los Storm  | 4 4 4 4 4 4 4 4          | 1 action   | Touch Touch Suif Suif Suif Suif Suif So it 30 it 90 it Touch 500 it Touch 500 it Touch 500 it Touch 500 it   | 100 ft. or 1 mile redux 1 creature 1 creature 1 creature 30 ft. redux 30 ft. redux 30 ft. redux 1 target 1 target 10 ft. redux sphare 10 ft. redux sphare 10 ft. redux sphare 10 ft. redux sphare 1 ft. redux 1 ft | V S V S V S V S V S V S V S V S V S V S   | M DAAROND  M Bern diskhald by larget  M 3 rut shells  M lastfer shap around arm  M pinch of dust, drop of water  M bloodhound fur  | Concentra  S00 gp  Concentra  Concentra  Concentra  Concentra  Concentra  Concentra  | Instantaneous  | CON (Half DAM) WIS (Fail) DEX (No DAM)  |   | DAM: 8d8   | See The Control of t  | Duration increases 1 hour.  5. Che more creature Extra 100 DAM. Increase radius by 98. Is. Extra 108 bludgeoning DAW.  | Pasido Personal Pasido Persona |  |  |  |  |
| Ause of Life Ause of Pully Berinhaner Blight Contains Death Ward Demands Door Products of Movement Quardins of Pulls Gootier G | 4 4 4 4 4 4 4 4 4 4      | 1 action 1 bosous action 1 contracts 1 action 1 bosous action 1 bosous action 1 bosous action 1 action 1 bosous action 1 bosous action 1 action   | Touch Touch Touch Self Solf Solf Solf Solf Solt Solt Solt Solt Solt Solt Solt Solt   | 100 ft. or 1 mile redus 1 creature 1 creature 2 or 6, creature 3 or 1, creature 3 or 1, creature 3 or 1, creature 1 creature 1 creature 1 creature 1 creature 1 creature 1 writing creature 1 writing creature 2 of 8, creat   | V S V S V S V S V S V S V S V S V S V S   | M DAAROND  M Bern diskhald by larget  M 3 rut shells  M lastfer shap around arm  M pinch of dust, drop of water  M bloodhound fur  | Concentra  300 gp  Concentra  | Instantaneous  | CON (Half DAM) VMS (Fall)  DEX (No DAM) DEX (Half DAM)  | Bludgeoning+Colo                                    | DAM: 886  DAM: 20  DAM: 2081468  DAM: 446  | See The Control of t  | Duration increases 1 hour.  5. Che more creature Extra 100 DAM. Increase radius by 98. Is. Extra 108 bludgeoning DAW.  | Pasids Pasids(Portett) Pasids(Portett) Pasids(Portett) Pasids(Portett) Pasids  |  |  |  |  |
| Ause of Life Ause of Pully Berinhaner Blight Contains Death Ward Demands Door Products of Movement Quardins of Pulls Gootier G | 4 4 4 4 4 4 4 4 4 4      | 1 action   | Touch Touch Touch Touch Suif Suif Suif Oo ft. 30 ft. 30 ft. Touch 500 ft. Touch 30 ft. Suif Touch 70 ft. Touch 70 ft. Touch 70 ft.  | 100 ft. or 1 miles reduce 1 creatives or object 1 creatives 30 ft. reduce 30 ft. reduce 30 ft. reduce 11 terept 1 treatives 10 ft. reduce 10 f | V S V S V S V S V S V S V S V S V S V S   | M DAAROND  M Bern diskhald by larget  M 3 rut shells  M lastfer shap around arm  M pinch of dust, drop of water  M bloodhound fur  | Concertin   | ation 1 hours instantaneous ation 1 hours instantaneous ation 10 minutes ation 10 minutes ation 1 minute instantaneous 1 hours 6 hours instantaneous ation 1 minute ation 1 minutes | CON (Half DAM) WIS (Falf)  DEX (No DAM) DEX (Half DAM) Melee Weapon Attack  | Bludgeoning+Colo<br>Psychic                         | DAM: 8d6  DAM: 8d6  DAM: 20  DAM: 208+4d8  DAM: 4d6  DAM: 5d10   | Continue and the continue man of the quarter being the middle field spile. Continue pairs without the or of and cold line. Being the product of the continue and the continue    | Duration increases 1 hour.  A.  Che more creature Edina 140 DAML Increase radius by 98.  Edina 140 bludgecning DAM  AC.  | Pasids Pasids(Posterity) Pasids(Posterity) Pasids(Posterity) Pasids(Posterity) Pasids Pasids Pasids Pasids Pasids Pasids Pasids(Posterity)   |  |  |  |  |
| Aum of Life Aum of Pulify Senishment Bight Constantion Death Ward Demantan Door Freedom of Newtrent Guerdan of Felth Looste Creeture   | 4 4 4 4 4 4 4 5 5 5 Ris. | 1 action 1 bonus action 1 bonus action 1 action  | Touch Touch Touch Touch Suif Suif Suif Suif Suif Suif Suif Suif  | 100 ft. or 1 mile redical 1 creature 1 creature 1 creature 20 ft. radius 30 ft. radius 30 ft. radius 30 ft. radius 10 ft. radius sphere 1 willing creature 20 ft. radius sphere 1 willing creature 20 ft. radius formative 1 willing creature 20 ft. radius ft. radius 30 ft. radius sphere 30 ft. radius sphere   | V 8<br>V 8<br>V 8<br>V 8<br>V 9<br>V 9<br>V 8<br>V 8<br>V 8<br>V 9<br>V 9<br>V 9<br>V 9<br>V 9<br>V 9<br>V 9<br>V 9<br>V 9<br>V 9 | M DIAMOND  Mem dishland by turget  M S not shall be shall | Concertin   | Instantaneous ation 1 hour Instantaneous ation 1 hour Instantaneous ation 10 minutes ation 10 minutes ation 1 minute Instantaneous Alicin Instantaneous Alicin Instantaneous Instantaneo | CON (Half DAM) WIS (Falf)  DEX (No DAM) DEX (Half DAM) Melee Weapon Attack  | Bludgeoning+Colo<br>Psychic                         | DAM: 8d8  DAM: 20  DAM: 20  DAM: 4d6  DAM: 5d10  | Continue per security of the period to be per stable for application of the period to be peri    | Duration increases 1 hour.  A.  Che more creature Edina 140 DAML Increase radius by 98.  Edina 140 bludgecning DAM  AC.  | Pacido Percenti (Ingeneral (Ingen |  |  |  |  |
| Ause of Life Ause of Pully Berinhaner Blight Contains Death Ward Demands Door Products of Movement Quardins of Pulls Gootier G | 4 4 4 4 4 4 4 5 5 5      | 1 section  | Touch Touch Touch Suif Suif Suif Suif Suif Suif Suif Suif  | 100 ft. or 1 min ratios 1 creation or object 1 creation or object 1 creation or object 30 ft. ratios 30 ft. ratios 30 ft. ratios 11 target 1 target 10 ft. min sphere 11 ft. min sphere 11 ft. min sphere 12 ft. min sphere 13 ft. min sphere 13 ft. min sphere 14 ft. min sphere 15 ft. min sphere 16 ft. min sphere 16 ft. min sphere 17 ft. min sphere 17 ft. min sphere 18 ft. m | V 8<br>V 8<br>V 8<br>V 8<br>V 8<br>V 8<br>V 8<br>V 8<br>V 8<br>V 8  | M DIAMOND  M Rem dishland by target  M 3 mut shelfs  M 3 mut shelfs  M 3 mut shelfs  M 5 mut shelfs  M 5 mut shelfs  M 6 mut shelfs  M 7 mut shelfs  M 7 mut shelfs  M 7 mut shelfs  M 7 mut shelfs  M 8 mut shelfs  M 1 mut shelfs  M 2 mut shelfs  M 2 mut shelfs  M 3 mut shelfs  M 4 mut shelfs  M 5 mut shelfs  M 6 mut shelfs  M 6 mut shelfs  M 7 mut s | Concertin   | a malantareous ation 1 hour lessantareous ation 1 hour lessantareous ation 10 minutes ation 10 minutes ation 10 minutes ation 1 hour lessantareous 1 hours lessantareous ation 1 minutes ation 1 minutes ation 10 minutes 1  | CON (Half DAM) VMS (Hal) VMS (Hal)  DEX (No DAM) DEX (Half DAM) Meles Wespon Attack Wespon Attack   | Bludgeoning+Colo<br>Psychic                         | DAM: 8d6  DAM: 8d6  DAM: 20  DAM: 4d6  DAM: 5d10   | See The Arthur Incompliance may be uponly to by the industrial to by the Country parts well and to an off seed (all the Spings of thought and the country of the Country parts well and the country of the Country parts well and the country of the Country parts of the Country o  | Duration increases 1 hour.  A.  Che more creature Edina 140 DAML Increase radius by 98.  Edina 140 bludgecning DAM  AC.  | Probab Postalin (American)   |  |  |  |  |
| Ause of Life Ause of Pully Berinhaner Blight Contains Death Ward Demands Door Product of Movement Quardins of Pulls Gootier Loosie Creature Bioppoing Brain Bioppoing Brain  | 4 4 4 4 4 4 4 5 5 5 Ris. | 1 section 1 sect | Touch Touch Touch Touch Surf Surf Surf So R. So R. Touch So R. Touch So R. Touch So R. So R. So R. Touch Touch Surf Surf Surf Surf Touch Surf Surf Surf Surf Surf Surf Surf Surf   | 100 ft. or i min ratios 1 creation or object 1 creation or object 1 creation or object 20 ft. midso 30 ft. mi | V 8<br>V 8<br>V 8<br>V 8<br>V 9<br>V 9<br>V 8<br>V 8<br>V 8<br>V 9<br>V 9<br>V 9<br>V 9<br>V 9<br>V 9<br>V 9<br>V 9<br>V 9<br>V 9 | M DIAMOND  M Rem dishland by target  M 3 mut shelfs  M 3 mut shelfs  M 3 mut shelfs  M 5 mut shelfs  M 5 mut shelfs  M 6 mut shelfs  M 7 mut shelfs  M 7 mut shelfs  M 7 mut shelfs  M 7 mut shelfs  M 8 mut shelfs  M 1 mut shelfs  M 2 mut shelfs  M 2 mut shelfs  M 3 mut shelfs  M 4 mut shelfs  M 5 mut shelfs  M 6 mut shelfs  M 6 mut shelfs  M 7 mut s | Concertin   | similaritameous along the maintaine and the main | COX (Patr) DAM) WS (Fair) WS (Fair)  DEX (No DAM) DEX (Patr) Malee Weapon Attack Weapon Attack CON (See Sourcebook)   | Bludgeoning+Colo<br>Psychic<br>Force                | DAM: 8d8  DAM: 20  d DAM: 2014-4d9  DAM: 5d10  | Cent of two incomplisments on the sequence of the period being period of the period    | Duration increases 1 hour.  A.  Che more creature Edina 140 DAML Increase radius by 98.  Edina 140 bludgecning DAM  AC.  | Pacido Pacido (Pacido Pacido P |  |  |  |  |
| Area of Ulfa Area of Pulity Bestiment Biggle Containe Death Ward Dismation Door Provide of Movement Ownedin of Pulity Doors of Movement Ownedin of Pulity Doors of Containe Stepping Data Stonation Bestiming Bestim Commission Commission Commission Destimation  | 4 4 4 4 4 4 4 5 5 5 Ris. | 1 section  | Touch Touch Touch Suif Suif Suif Suif Suif Suif Suif Suif  | 100 ft. or inferential Torsaline ordiged Torsaline ordiged Torsaline ordiged Torsaline ordiged Torsaline ordiged Torsaline Sit flashing Torsaline Sit flashing Torsaline Torsaline Torsaline Torsaline Torsaline Torsaline Torsaline Torsaline   | V 8 V 8 V 8 V 8 V 8 V 8 V 8 V 8 V 8 V 8   | M DIAMOND  M Rem dishland by target  M 3 mut shelfs  M 3 mut shelfs  M 3 mut shelfs  M 5 mut shelfs  M 5 mut shelfs  M 6 mut shelfs  M 7 mut shelfs  M 7 mut shelfs  M 7 mut shelfs  M 7 mut shelfs  M 8 mut shelfs  M 1 mut shelfs  M 2 mut shelfs  M 2 mut shelfs  M 3 mut shelfs  M 4 mut shelfs  M 5 mut shelfs  M 6 mut shelfs  M 6 mut shelfs  M 7 mut s | Concertin   | similaritameous along the maintaine and the main | CON (Half DAM) VMS (Hal) VMS (Hal)  DEX (No DAM) DEX (Half DAM) Meles Wespon Attack Wespon Attack   | Bludgeoning+Colo<br>Psychic<br>Force                | DAM: 8d8  DAM: 20  DAM: 20  DAM: 4d8  DAM: 5d10  DAM: 5d6+5d8  | See The Arthur Incompliance may be uponly to by the industrial to by the Country parts well and to an off seed (all the Spings of thought and the country of the Country parts well and the country of the Country parts well and the country of the Country parts of the Country o  | Durston increases 1 hour.  Dos more creature Extra 100 DAM Increase reducit by 3th.  Extra 100 bludgeoning DAM Co.   | Probab Postalin (American)   |  |  |  |  |
| Jean of Ulb Jean of Pully Berthamed Biggle Graduatin Biggle Graduatin Down Ward Graduatin Down Hard Graduatin Down Hard Graduatin Down Hard Graduatin Down Hard Graduatin Bertham Be | 4 4 4 4 4 4 4 5 5 5 Ris. | 1 action  | Touch Touch Touch Saif Saif Saif So T. So  | 100 ft. or inferential Torsaline ordiged Torsaline ordiged Torsaline ordiged Torsaline ordiged Torsaline ordiged Torsaline Sit flashing Torsaline Sit flashing Torsaline Torsaline Torsaline Torsaline Torsaline Torsaline Torsaline Torsaline   | V 8 V 8 V 8 V 8 V 8 V 8 V 8 V 8 V 8 V 8   | M CAMADINO  M fam-dailed by leget  M fam-dail | Concerts  300 gs  Concerts   | Installationous attorn 1 tour  | COX (Patr) DAM) WS (Fair) WS (Fair)  DEX (No DAM) DEX (Patr) Malee Weapon Attack Weapon Attack CON (See Sourcebook)   | Bludgeoning+Colo<br>Psychic<br>Force                | DAM: 508  DAM: 20  DAM: 20  DAM: 408  DAM: 408  DAM: 5010  DAM: 506+508  | See A comment of the comment of th   | Dursilion increases 9 hour.  b.  Charmone creature  Clears and DAMA  Increases redica by SR.  b.  Date 14th studgening DAMA  ACC.  | Pacido Pacido (Pacido (Pacido))))))))))))))))))))))))))))))))))))  |  |  |  |  |
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| Jean of Life Jean of July Berkhaned Highe Contralant Back Back Back Back Back Back Back Back   | 4 4 4 4 4 4 4 5 5 5 Ris. | 1 action   | Touch Touch Touch Touch Self Self Self Self Self Self Self So B. So B. So B. So D. Touch So D. Touch So B. S | 100 ft. or i nièm andes 1 resistine original 1 resistine original 1 resistine original 1 resistine 100 ft. original 1 resistine 1 resisten 1 resistine 1 resisten 1 resistine 1 resisten  | V S V S V S V S V S V S V S V S V S V S   | M CAMONGO M conditional by target M conditional by target M conditional conditional conditional M leafer may assent diss. M leafer may assent diss. M conditional bits M conditional M c | Concertin  Concertin | desiderances de la constitución  | CON (rule DAM) WIS (if all) EEX (in DAM) Weepon Adack Veepon Adack Veepon Adack CON (class Sourcedook) CON (in DAM) EEX (in DAM) WIS (if all) WIS (if all) WIS (if all)  | Bludgeoning+Colo<br>Phychic<br>Force<br>See Details | DAM: 566  DAM: 566  DAM: 567  DAM: 5 | Continue primary services from the services of the services primary services and the services primary serv   | Duration increases 1 hour.  In the contract of | Probe Present (Present) Presen |  |  |  |  |

| This reference sheet is intend | ed to be s | sed in addition to the | cureebooks. They e    | re NOT a rapiacement. Some cost o   | iotalia wara | removed and cremmer rules bein | hand for the o | ala of breedy. 8 | icmo malla aro t | to complicated to be reliably de- | orbed here. |                |        |   |                               |  |   |  |  |  |  |
|--------------------------------|------------|------------------------|-----------------------|-------------------------------------|--------------|--------------------------------|----------------|------------------|------------------|-----------------------------------|-------------|----------------|--------|---|-------------------------------|--|---|--|--|--|--|
| Spell components listed in AL  | L CAPS a   | re consumed during t   | e spelicesting proces |                                     |              |                                |                |                  |                  |                                   |             |                |        |   |                               |  |   |  |  |  |  |
| Element Symbols: Fe = Iron,    | Aq = 88v   | r. Ha = Mercury, P =   | hosphorous            |                                     |              |                                |                |                  |                  |                                   |             |                |        |   |                               |  |   |  |  |  |  |
|                                |            |                        |                       |                                     |              |                                |                |                  |                  |                                   |             |                |        |   |                               |  |   |  |  |  |  |
| Spell Name                     | Lorei      | Wheel Coeffice Time    | Renge                 | TergetiAves                         | V 8          | M Component(e)                 | Cost           | Concentration    | Dureton          | Attack/Sening Throw (Effect)      | Demage Type | DemegerHeel    | Page 6 | Additional Date!  | Per Higher Spell Level        |  |   |  |  |  |  |
| Alam                           | 1 1        | Ritual 1 minute        | 30 ft.                | 1 doos/window/area                  | V 8          | 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 8          | 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 8          |                                |                |                  | Instantaneous    |                                   |             | See Details    | 230    | HEAL: 1d8 + spellcasting ability modifier. No effect on undead or constructs.       | Extra 1d8 HEAL.               |  |   |  |  |  |  |
| Detect Medio                   | 1 1        | Stual 1 action         | Self                  | 30 ft. radius                       | V 8          |                                |                | Concentration    | 10 minutes       |                                   |             |                | 231    | Sense presence of magic. Use action to see auras around creatures/objects.          |                               |  |   |  |  |  |  |
| Detect Police and Disease      | 1 1        | Ritual 1 action        | Self                  | 30 ft. radius                       | V 8          | M yew leaf                     |                | Concentration    | 10 minutes       |                                   |             |                | 231    | Sense location and type of disease, poison, or poisonous creature.                  |                               |  |   |  |  |  |  |
| Enemaring Strike               | 1          | 1 bonus actio          | s Self                | Attack target                       | V            |                                |                | Concentration    | 1 minute         | STR (Fail)                        | Piercing    | DAM: 1d6 a tun |        | 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 8          |                                |                | Concentration    | 1 hour           |                                   |             |                |        | Creates a foggy sphere. Can be banished by moderate wind.                           | Increase radius by 20 ft.     |  |   |  |  |  |  |
| Goodbarry                      | 1          | 1 action               | Touch                 |                                     | V 8          | M sprig of mistletoe           |                |                  | Instantaneous    |                                   |             |                | 246    | Create <= 10 berries that HEAL 1 HP each. Expire after 24 hours.                    |                               |  |   |  |  |  |  |
| Hall of Thoma                  | 1          | 1 bonus actio          | self                  | Self                                | V            |                                |                | Concentration    | 1 minute         | DEX (Half DAM)                    | Piercing    | DAM: 1d10      | 249    | Target hit by ranged attack and those adjacent who fall save hit by thoms.          | Extra 1d10 DAM.               |  |   |  |  |  |  |
| Hunter's black                 | 1          | 1 bonus actio          | 90 ft.                | 1 creature                          | V            |                                |                | Concentration    | 1 hour           |                                   |             |                | 251    | Mark quarry, Extra 1d6 DAM on weapon hit. Advantage on rolls to find it.            | 3rd: duration 8hrs:5th: 24hr. |  |   |  |  |  |  |
| Juno                           | 1          | 1 action               | Touch                 | 1 creature                          | V 8          | M grasshopper's hind leg       |                |                  | 1 minute         |                                   |             |                | 254    | Target's jump distance tripled until spell ends.                                    |                               |  |   |  |  |  |  |
| Longstider                     | 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 1        | Ritual 1 action        | Self                  | Self                                | V 8          |                                |                |                  | 10 minutes       |                                   |             |                |        | Understand and speak to beasts. Get info about nearby locations and moreten         |                               |  |   |  |  |  |  |
| Animal Mossenger               | 2 1        |                        | 30 ft.                |                                     |              | M morsel of food               |                |                  | 24 hours         |                                   |             |                |        | Beast will relay 25 word message to a target you describe                           | 48 hours longer               |  |   |  |  |  |  |
| Berkeldt                       | 2          | 1 action               | Touch                 | 1 willing creature                  | V 8          | M oak bark                     |                | Concentration    | 1 hour           |                                   |             |                | 217    | Target AC is never less than 16 during spell.                                       | 1                             |  |   |  |  |  |  |
| Boost Sunso                    | 2 1        | Ritual 1 action        | Touch                 | 1 willing beast                     | 8            |                                |                | Concentration    | 1 hour           |                                   |             |                |        | Use action to see hear whatever beast does. Use action to return.                   |                               |  |   |  |  |  |  |
| Conton of Amoun                | 2          | 1 action               | 5 ft.                 |                                     | V 8          | M 4 pieces of ammo             |                |                  | 8 hours          | DEX (Fail)                        | Piercing    | DAM: 1d6       | 228    | Ammo fired at creatures within 30 ft. Spell ends when ammo gone.                    | Two sotra ammo.               |  |   |  |  |  |  |
| Destroision                    | 2          | 1 action               | Touch                 | 1 willing creature                  | V 8          | M dried carrot or agate        |                |                  | 8 hours          |                                   |             |                | 230    | Grants creature darkvision (60 ft.) but can't see in Darkness aura.                 |                               |  |   |  |  |  |  |
| Find Trace                     | 2          | 1 action               | 120 ft.               |                                     | V S          |                                |                |                  | Instantaneous    |                                   |             |                | 241    | Sense the presence (not location) of any magical or mundane trap nearby.            |                               |  |   |  |  |  |  |
| Lesser Regionalism             | 2          | 1 action               | Touch                 |                                     | V 8          |                                |                |                  | Instantaneous    |                                   |             |                |        | End one disease or condition (blind, deaf, paralyzed, poisoned) on target.          |                               |  |   |  |  |  |  |
| Locale Animale or Plants       | 2 1        |                        | Self                  |                                     |              | M bloodhound fur               |                |                  | Instantaneous    |                                   |             |                |        | Name a kind of beast or plant and find the nearest one within 5 miles.              |                               |  |   |  |  |  |  |
| Locale Object                  | 2          | 1 action               | Self                  |                                     |              | M forked twig                  |                | Concentration    |                  |                                   |             |                |        | Sense object direction within 1000 ft. or locate it within 30 ft.                   |                               |  |   |  |  |  |  |
| Penn without Trace             | 2          | 1 action               | Self                  | Willing creatures in range          | V 8          | M mistletoe or soruce ash      |                | Concentration    | 1 hour           |                                   |             |                | 264    | Targets get +10 to Stealth checks and can only be tracked by magic.                 |                               |  |   |  |  |  |  |
| Protection from Polson         | 2          | 1 action               | Touch                 |                                     | V 8          |                                |                |                  | 1 hour           |                                   |             |                |        | Target has 1 poison neutralized, advantage on poison save, resists poison DAI       | u                             |  |   |  |  |  |  |
| Steres                         | 2 1        |                        | 120 ft.               |                                     | V 8          |                                |                | Concentration    |                  |                                   |             |                |        | Creatures in area are deafened, immune to thunder DMG, can't cast verbally.         |                               |  |   |  |  |  |  |
| Rolle Growth                   | 2          | 1 action               | 150 ft.               | 20 ft. radius                       | V S          | M 7 sharp thoms or twigs       |                | Concentration    | 10 minutes       |                                   |             |                |        | Difficult terrain. Moving into or within area takes 2d4 piercing DAM per 5 ft.      |                               |  |   |  |  |  |  |
| Conture Antonio                | 3          | 1 action               | 60 ft.                |                                     | V 8          |                                |                | Concentration    | 1 hour           |                                   |             |                |        | Summon fey spirits as creatures (total CR <= 2) that act as a group.                |                               |  |   |  |  |  |  |
| Conture Barrage                | 3          | 1 action               | Self                  |                                     |              | M ammo or thrown weapon        |                |                  | Instantoneous    | DEX (Half DAM)                    | See Details | DAM: 348       |        | Damage type is same as ammo/weapon used as component.                               |                               |  |   |  |  |  |  |
| Designation                    | 3          | 1 action               | 60 ft.                |                                     | V 8          |                                |                |                  | 1 hour           |                                   |             |                |        | Creates bright light. Dispels darkness spells <= 3rd level it overlaps with.        |                               |  |   |  |  |  |  |
| Liabiteiro Amorr               | 3          | 1 bonus actio          |                       | 1 target                            | V 8          |                                |                | Concentration    |                  | Ranged Weapon Attack.             | Lightning   | DAM: 4d8       |        | Creatures within 10 ft. of initial target also take 2d8 DAM (DEX save for half).    | Both effects add 1d8 DAM.     |  |   |  |  |  |  |
| Nordelecton                    | 3          | 1 action               | Touch                 | 1 object, place, or willing target  |              | M DIAMOND DUST                 | 25 gp          |                  | 8 hours          |                                   |             |                |        | Hide target from all divination and sorving magic.                                  |                               |  |   |  |  |  |  |
| Plant Growth                   | 3          | 1 action or 8          |                       |                                     | V 8          |                                |                |                  | Instantaneous    |                                   |             |                |        | Cast short term (creatures move 1/4 speed) or long term (double food yield).        |                               |  |   |  |  |  |  |
| Protection from Moseov         | 3          | 1 action               | Touch                 | 1 creature                          | V 8          |                                |                | Concentration    |                  |                                   |             |                |        | Creature gains resistance to one of: acid, cold, fire, lightning, or thunder.       |                               |  |   |  |  |  |  |
| Smak with Plants               | 3          | 1 action               | Self                  | 30 ft. radius                       | V 8          |                                |                |                  | 10 minutes       |                                   |             |                |        | Animate plants to communicate with and perform tasks. See Sourcebook.               |                               |  |   |  |  |  |  |
| Water Reselving                | 3 1        |                        | 30 ft.                |                                     |              | M short reed or piece of strew |                |                  | 24 hours         |                                   |             |                |        | Creatures gain ability to breathe underwater using normal respiration.              |                               |  |   |  |  |  |  |
| Water Welk                     | 3 1        |                        | 30 ft.                | <= 10 willing creatures             |              | M piece of cork                |                |                  | 1 hour           |                                   |             |                |        | Creaturess walk on liquid, rise 60 ft. per round if under. Still take other damage  |                               |  |   |  |  |  |  |
| Wind Well                      | 3          | 1 action               | 120 ft.               | See Sourcebook                      |              | M tiny fan and exotic feather  |                | Concentration    |                  | STR (Half DAM)                    | Bludgeoning | DAM: 3d8       |        | Strong wind keeps gases, flying creatures, projectiles, gaseous creatures away      |                               |  |   |  |  |  |  |
| Conture Viscotland Balman      | 4          | 1 action               | 60.0                  |                                     |              | M 1 holly berry per creature   |                | Concentration    |                  |                                   | -           | -              |        | Summon fev creatures (CR <= 2) that obey commands.                                  | 6th: CR <= 4: 8th: CR <= 6    |  |   |  |  |  |  |
| Freedom of Movement            | 4          | 1 action               | Touch                 |                                     |              | M leather strap around arm     |                |                  | 1 hour           |                                   |             |                |        | Immune to difficult terrain slow peralyze restrain. Spend 5ft to escape restrain.   |                               |  |   |  |  |  |  |
| Greecing Vine                  | 4          | 1 bonus actio          |                       |                                     | V 8          |                                |                | Concentration    |                  | DEX (Fail)                        |             |                |        | Create vine that lashes out 30 ft. away. Targets failing save guiled 20 ft. to vine |                               |  |   |  |  |  |  |
| Lossis Creature                | 4          | 1 action               | Self                  |                                     |              | M bloodhound fur               |                |                  | Instantaneous    |                                   |             |                |        | Sense creature direction within 1000 ft. or locate it within 30 ft.                 |                               |  |   |  |  |  |  |
| Stenestin                      | 4          | 1 action               | Touch                 |                                     |              | M DIAMOND DUST                 | 100 m          | Concentration    |                  | _                                 | _           |                |        | Target gains resistance to nonmagical bludgeoning, piercing, and slashing DM        | n                             |  | _ |  |  |  |  |
| Commune with Mehre             | 5 1        |                        | Self                  | 1 wanty creatife                    | V S          | m DAMOND DUST                  | noo gp         |                  | Instantaneous    |                                   |             |                |        | Gain knowledge of the land around you. See Sourcebook.                              |                               |  |   |  |  |  |  |
| Contant Volley                 | 5          | 1 action               | 150 ft.               | 40 ft. radius, 20 ft. high cylinder |              | M ammo or thrown wearon        |                |                  |                  | DEX (Helf DAM)                    | See Details | DAM: 848       |        | Damage type is same as ammo/weapon used as component.                               |                               |  |   |  |  |  |  |
| Suit Cultur                    |            | 1 horus artic          |                       | Spell component                     |              | M guiver with at least 1 ammo  |                | Concentration    |                  |                                   |             |                |        | Quiver produces endless ammo. Use bonus action for 2 attacks using ammo.            |                               |  |   |  |  |  |  |
|                                |            |                        | Self                  |                                     |              | m queen mon at heast 1 ammo    |                |                  |                  |                                   |             |                |        |   |                               |  |   |  |  |  |  |
| Tree Stride                    | 5          | 1 action               | Set                   | Self                                | V 8          |                                |                | Concentration    | 1 minute         |                                   |             |                | 283    | Enter one tree and emerge from another 500 ft. away. Use once per round.            |                               |  |   |  |  |  |  |

| This reference cheet is trip   | mded to be              | used in addition to the o  | ocureabooks. They are  | NOT a replacement. Some spell del   | tallo were | to removed and grammar rules buickered fo   | tr the cale | o of brevilly. Scr   | mo apalla aro to                             | so complicated to be reliably deed   | ribed here.                    |                              |                   |  |   |  |   |  |  |  |
|--|-------------------------|--|--|---|------------|---|-------------|--|--|--|--------------------------------|------------------------------|-------------------|--|---|--|---|--|--|--|
| Spell components listed in a<br>Element Symbols: Po = Iro  | ALL CAPS<br>on, Ag = 88 | are consumed during the<br>er, Hg = Mercury, P = F   | se spelicesting process.<br>Phosphorous  |   | -          |   |             |  |  |  |                                |                              |                   |  |   |  |   |  |  |  |
| Snell Name   | lead Di                 | usi Contino Timo   | Penns  | Terrettime  | v .        | M Component(e) Co   | ost Co      | oncentration D   | · mateur                                     | Alleriditation There (Filler)  | Demons Tons                    | Demonstrial                  | Pers d            | Additional Dated   | Per Higher Spell Level  |  |   |  |  |  |
| Acid Opinsh  | 0                       | uel Ceeting Time<br>1 action   | Range<br>60 ft.  | 1 or 2 adjacent targets   | V 8        |   |             | lr lr  | nstantaneous                                 | Attack/Beving Thros (Effect)<br>DEX (Fail)   | Acid                           | DAM: 1d8                     | 211               | Additional Detail  DAM: Add extra 1d8 at 5th level, 11th level, and 17th level.  | To repair upon control  |  |   |  |  |  |
| Chill Touch  | 0                       | 1 action<br>1 action   | Self<br>120 ft.  | 1 creature  | V 8        |   |             | 1  | round  | Ranged Spell Attack  | Necrotic                       | DAM: 1d8                     | 218<br>221        | Gain resistance to bludgeoning/piercing/slashing DMG from weapons.<br>Extra 1d6 DAM at 5th level, 11th level, and 17th level. Can't regain HP.   |   |  |   |  |  |  |
| Denoing Lights Fire Bolt   | 0                       | 1 action<br>1 action   | 120 ft.<br>120 ft.   | 1 cresture/object   | V 8        | M phosphorous or glowworm   | Co          | oncentration 1   | minute                                       | Ranged Spell Attack  | Fire                           | DAM: 1d10                    | 230<br>242        | Create 4 glowing, hovering objects that shed light out 10 ft. Can move 60 ft.<br>DAM at 5th level: 2d10, at 11th level: 3d10, at 17th level: 4d10.   |   |  |   |  |  |  |
| Spot have been shall from the control of the contro | 0                       | 1 action 1 action 1 action 1 action 1 action 1 minute 1 action                                     | 120 ft.<br>120 ft.<br>120 ft.<br>Salf<br>30 ft.  | 1 non-hostile creature  | 8          | M makeup applied to face  | Co          | oncentration 1   | minute                                       |  |                                |                              | 244               | Advantage on CHA checks to target, who knows magic used once spell ends.   |   |  |   |  |  |  |
| Mage Hand<br>Mending   | 0                       | 1 action<br>1 minute   | 30 ft.<br>Touch<br>120 ft.   | 1 object  | V S        | M two lodestones  |             | 1<br>Ir  | minute<br>nstantaneous                       |  |                                |                              | 258<br>259        | Create spectral hand that manipulates objects. Can pick up <= 10 lbs.  Mends one break or tear no larger than 1ft. in a mundane object.  |   |  |   |  |  |  |
| Manage<br>Mary Burker  | 0                       | 1 action   | 120 ft.  | 1 creature in range<br>5 ft. cube<br>1 creature   | V S        | M piece of copper wire M bit of fleece  |             | 1  | rstantaneous<br>round<br>minute              |  |                                |                              | 259               | neerso one creax or east no seger than Int. In a mursane copic.  Point at target and whisper a message. They can whisper a response.  Create illusory sound or image, trivestigation check against spell DC to detect.  DAM increase. 5th level: 2d12, 11th level: 3d12, 17th level: 4d12.   |   |  |   |  |  |  |
| Poleon Spray   | 0                       | 1 action   | 30 ft.<br>10 ft.   | 1 creature  | v s        | M DE OF SHACE   |             | lr   | nstantaneous<br>hour                         | CON (Fail)   | Poison                         | DAM: 1d12                    | 266               | DAM increase. 5th level: 2d12, 11th level: 3d12, 17th level: 4d12.   |   |  |   |  |  |  |
| Presidigitation Rev of Front   | 0                       | 1 action   | 10 ft.   |   | V 8        |   |             | 1<br>Ir  | hour   | Rannert Snell Attack   | CWH                            | DAM: 1/8                     | 267               | Create minor magical effect. See Sourcebook. Separt 108 DAM increase 5th level 248 11th level 348 17th level 448   |   |  |   |  |  |  |
| Shooking Greep   | 0                       | 1 action   | Touch  | 1 creature  | V 8        |   |             | lr   | nstantaneous                                 | Ranged Spell Attack Melee Spell Attack DEX (Half DAM)                              | Lightning                      | DAM: 1d8<br>DAM: 1d8         | 275               | Target can't take reactions until next turn. Advantage if target has metal armor.  |   |  |   |  |  |  |
| Burning Hands  | 1                       | 1 action   | 60 ft.<br>Touch<br>30 ft.<br>Self  | 1 creature in range<br>1 creature<br>1 creature<br>15 ft. cone                                  | V S        |   | CC          | ir   | rotantaneous                                 | DEX (Half DAM)   | Fire                           | DAM: 3d6                     | 220               | Flammable objects ignite.  | Extra 1d6 DAM.  |  |   |  |  |  |
| Cherm Person<br>Chermelle Orb  | 1 1                     | 1 action ual 1 action   | 30 ft.<br>90 ft.<br>Self<br>Self   | 1 humanoid  | v s        | M diamond 50  | ) ap        | 1<br>Ir  | hour<br>rotantaneous                         | DEX (Half DAM)<br>Wisdom (Fall)<br>Ranged Spell Attack                             | See Details                    | DAM: 3d8                     | 221               | Create minor mapped affect. See Shourebook.<br>Speed-1950. MAD creases. Showed 25th, 11th level 3dt, 17th level 4dt.<br>Target cert their exactions usel first time. Activating of target has metal amount.<br>Harmonish degless, page 1st.<br>Clears target for threathy you as frowly, Cets advantage to severif figures.<br>Clears target on threathy you as frowly, Cets advantage to severif figures you.<br>Oncome type care, clear, the figures of promise or directions.<br>Binds 6th 10°F worth of creations, sterring with lowest 19°F.<br>Stock 6th 10°F worth of creations, sterring with lowest 19°F.   | One more target <= 30ft.<br>Extra 1d8 DAM.                    |  |   |  |  |  |
| Color Spray  | 1 00                    | 1 action   | Self   | 15 ft. cone   | V S        | M pinch of colored powder M pinch of soot and salt  | _           | 1  | round  |  |                                |                              | 222               | Blinds 6d10 HP worth of creatures, starting with lowest HP.  | Extra 2d10 HP.  |  |   |  |  |  |
| Detect Magio   | 1 Ri                    |  | Self   | 30 ft radius  | V 8        |   | Co          | oncentration 1   | i0 minutes                                   |  |                                |                              |                   | Sense presence of magic. Use action to see auras around creatures/objects.   |   |  |   |  |  |  |
| Disguise Self  | 1 1                     | 1 action<br>1 bonus action<br>1 action   | Self<br>Self<br>Self<br>Self   | 30 ft. radius<br>Suif<br>Suif<br>Suif   | V S        | M alcohol or distilled spirits  | 0           | nnnentration 1   | hour<br>0 minutes                            |  |                                |                              | 233<br>238<br>239 | Sense presence of magic. Use action to see sures around creatures/objects.<br>Create flusion to appear as someone else. Folled by Investigation vs. spell DC<br>You can take Dash sea bornes action until spell ends.<br>You gain 164+4 temp HP.   |   |  |   |  |  |  |
| Falso Life   | 1                       | 1 action   | Self   | Self  |            |   |             |  |  |  |                                |                              | 239               | You gain 1d4+4 temp HP.  | Extra 5 temp HP.  |  |   |  |  |  |
| Feather Fell<br>Feg Cloud  | 1 1                     | 1 reaction (falling<br>1 action<br>1 action<br>1 action<br>1 action<br>1 action<br>1 action  | t) 60 ft.<br>120 ft.<br>Touch<br>Touch<br>120 ft.<br>60 ft.                                | <= 5 falling creatures<br>20 ft. radius sphere  | V 8        | M small feather or piece of down  | Cc          | oncentration 1<br>8  | minute<br>hour                               |  |                                |                              | 239<br>243        | Targeth' descent slows to 80 ft. per round, takes no DAM, and can land on feet. Creates a foggy sphere. Can be banished by moderate wind. Targeth's jump distance tripled until spell ends.  | Increase radius by 20 ft.                                     |  |   |  |  |  |
| Jump<br>Mana Armer   | 1                       | 1 action   | Touch  | 1 creature<br>1 willing creature  |            | M grasshopper's hind leg M piece of cured leather   |             | 1  | minute                                       |  |                                |                              | 254               | Target's jump distance tripled until spell ends.   |   |  |   |  |  |  |
| Magio Missile  | 1                       | 1 action   | 120 ft.  | Any creature in range.  | v s        | m pace o coreo estre  |             | lr   | nstantaneous                                 |  | Force<br>Poison                | DAM: (1d4+1)x3<br>DAM: 2k8   | 257               | Tagerfs jump distance triplete until spell ends. If largest inn't wearing armor, its bases AC becomes 19 + DEX modifier. You choose the largest for each dart that does 164+1 DAM. Targest also makes CON save. On fail, poisoned until end of next turn. Gain +5 bonus to AC, including triggering attack. Negates Magic Missile attacks  | One additional dart.<br>Extra 1d8 DAM.                        |  |   |  |  |  |
| Ray of Sickness<br>Shield  | 1 1                     |  | 60 ft.<br>t) Self  | 1 creature in range<br>Self   | V S        |   | _           | lr<br>1  | round  |  |                                | DAM: 2k8                     | 271               | Target also makes CON save. On fall, poisoned until end of next turn.  Gain +5 bonus to AC, including triggering attack. Negates Magic Missile attacks   | Extra 1d8 DAM.  |  |   |  |  |  |
| Stord Image<br>Storn   | 1                       | 1 action<br>1 action<br>1 action<br>1 action   | 60 ft.<br>90 ft.<br>Self<br>30 ft.   | 15 ft. cube<br>20 ft. radius<br>15 ft. cube   | V 8        | M bit of fleece<br>M pinch of fine sand   | Co          | oncentration 1   | 0 minutes                                    | CON (Half DAM, no push)<br>Ranged Spell Attack                                     |                                |                              | 276               | Create visual or Private and Consider the action to make it more, tenses space, means associated to the consideration of the considerat | t Addition 2d8 HP fall asleep.                                |  |   |  |  |  |
| Thundersteve   | 1                       | 1 action   | Self   | 15 ft. cube   |            |   |             | lr   | nstantaneous                                 | CON (Half DAM, no push)  | Thunder                        | DAM: 2d8<br>DAM: 1d12        | 282               | Creatures failing save and objects pushed 10 ft. Boom heard for 300 ft.  | Extra 1d8 DAM.  |  |   |  |  |  |
| Witch Bolt<br>Alter Sulf   | 1 2                     | 1 action   | 30 ft.<br>Self   | 1 creature  | V 8        | M twig from tree struck by lightning  | Co          |  |  |  | Lightning                      | DAM: 1d12                    | 289<br>211        | Use action to auto hit target hit last round for 1d12 lightning DAM if in range.  Choose one: breathelswim underwater, natural weapons, chance accessrance.  | Extra 1d12 DAM.   |  |   |  |  |  |
| Blackson/Confesso  | 2                       | 1 action   | Self<br>30 ft.<br>Self<br>60 ft.   | 1 creature  | V          |   | 0.          | 1  | minute<br>minute<br>minute                   | CON per turn (Fail)  |                                |                              | 219               | Target becomes blind or deaf (your choice).  | One more creature.  |  |   |  |  |  |
| Cloud of Deggers   | 2                       | 1 action<br>1 action<br>1 action<br>1 action   | 60 ft.   | 5 ft. cube  | v 8        | M sliver of glass   | Co          | oncentration 1   | minute                                       |  | Stashing                       | DAM: 464                     | 219               | Choose one: breathelswim underwider, natural weapons, change appearance<br>Tagest becomes blind or deall (your choice).<br>Creatures religing on sight have disadvariage to attack.<br>DAM taken on entering or starting turn in area.   | Extra 2d4 DAM   |  |   |  |  |  |
| Crown of Madness<br>Darkness   | 2                       | 1 action   | 120 ft.<br>60 ft.  | 1 humanoid<br>15 ft. radius sphere  | V 8        | M but fur and pitch or coal   |             | oncentration 1   | minute                                       | WIS every turn (Fail)  |                                |                              | 229<br>230        |  |   |  |   |  |  |  |
| Destariation   | 2                       | 1 action   | Touch  | 1 willing creature<br>30 ft. radius   | V 8        | M but fur and pitch or coal M dried carrot or agate M a copper piece M fur or feather from a beast                      |             | oncentration 1<br>oncentration 1<br>oncentration 1<br>oncentration 1<br>oncentration 1 | hours  | 00   |                                |                              | 230               | Creates darkness normal light can't dispal. Dispals light spells <= 2nd level.  Crants creature darknision (60 ft.) but can't see in Darkness aura.  |   |  |   |  |  |  |
| Enhance Ability  | 2                       | 1 action   | Self<br>Touch  | 30 ft. radius<br>1 creature   | V 8        | M fur or feather from a beast   | Co          | oncentration 1<br>oncentration 1   | hour   | See Sourcebook.  |                                |                              | 231               | Read thoughts of those around you. See Sourcebook.  Target creature gains a beneficial effect. See Sourcebook.   | One additional creature.                                      |  |   |  |  |  |
| Enlarge/Reduce<br>Cost of Wind   | 2 2                     | 1 action<br>1 action   | 30 ft.<br>Self   | 1 creature or object<br>60 ft line 10 ft wide   | V 8        | M powdered iron   | Co          | oncentration 1   | minute                                       | CON (Fail)<br>STR (Fail)   |                                |                              | 237<br>248        | Enlarge or reduce target. See Sourcebook.  Push ternate 15 ft in directors of wind. Creatures move half seems against wind.  |   |  |   |  |  |  |
| Hold Person  | 2                       | 1 action | 120 ft.<br>60 ft.<br>Touch<br>Self<br>Touch<br>30 ft.<br>Self<br>60 ft.<br>Touch<br>60 ft. | 1 humanoid<br>1 creature  | V 8        | M small straight piece of iron M eyelash in gum arabic  | Co          | oncentration 1<br>oncentration 1   | minute                                       | WIS (Fail)   |                                |                              | 251               | Target is paralyzed. New saving throw at end of turn. Target becomes invisible. Ends if target attacks or casts a spell.   | 1 additional creature. One additional creature.               |  |   |  |  |  |
| Invisibility<br>Khoek  | 2                       | 1 action   | Touch<br>60 ft.  |   |            |   |             |  |  |  |                                |                              | 254<br>254        | Open mundane lock or suppress an Arcane Lock for 10 minutes. Loud knock.   |   |  |   |  |  |  |
| Lovinio<br>Mary Imper  | 2                       | 1 action   |  | 1 creature or object  |            | M small leather loop or golden wire   | Cc          | oncentration 1   | 0 minutes                                    | CON (Fail)   |                                |                              | 255               | Target <= 500 lbs. floats 20 ft Can move up/down 20ft /turn. Floats down on end  | l.  |  |   |  |  |  |
| Minty Step   | 2                       | 1 bonus action   | Self   | Self  |            |   |             | ir<br>ir   | nstantaneous                                 |  |                                |                              | 260               | Teleport <= 30 ft. away to unoccupied location.  |   |  |   |  |  |  |
| Phenteemel Force<br>Scoroling Ray  | 2                       | 1 action<br>1 borus action<br>1 action<br>1 action   | Self<br>Self<br>60 ft.<br>120 ft.  |   | V 8        | M bit of fleece   | Cc          | oncentration 1   | minute<br>nstantaneous                       | CON (Fait)  INT (Fait) Ranged Spell Attack  CON (Half DAM)  WIS (Fait)  DEX (Fait) | Fire                           | DAM: 266x3                   | 284<br>273        | Target ** South. Issaes 2 on Laier move opnored 241 rshr. Froze down on ear.  Create depicioses that make you harder to thit. See Sourcebook.  Teleport **-50 ft. away to unoccupied location.  Affect target with Raisen. Can DAM for 1 d8 Psychic. See Sourcebook.  Shoot 3 rays at up to 3 targets.   | One additional ray.   |  |   |  |  |  |
| See Invisibility   | 2                       | 1 action<br>1 action<br>1 action<br>1 action   | Self<br>60 ft.<br>Touch<br>30 ft.  | Self<br>10 ft. sphere<br>1 willing creature<br>1 creature                                       | v s        | M pinch of talc and silver powder   |             | 1  | hour   | 000101110110   | Thursday.                      | DAM: SVR                     | 274               |  | Evtra 1d8 DAM   |  |   |  |  |  |
| Spider Climb   | 2                       | 1 action   | Touch  | 1 willing creature  | v s        | M chip of mica M spider and drop of bitumen M snake's tongue, honeycomb   | Co          | oncentration 1   | hour   | CON (Hall DAM)   | Inunder                        | LHW: 305                     | 277               | Target can walk on walts or ceiling. Climbing speed becomes walking speed.   | EXITA TOO LIMM.   |  |   |  |  |  |
| Suggestion<br>Web  | 2                       | 1 action   | 30 ft.<br>60 ft.   |   |            |   | Co          | oncentration 8<br>oncentration 1   | hours<br>hour                                | WIS (Fail)<br>DEX (Fail)   |                                |                              | 279               | Target follows reasonable course of action you suggest. Can specify conditions.<br>Every turn DEX save or restrain,STR save to escape Burning webs 264 fire DAI  | W.  |  |   |  |  |  |
| Blak   | 3                       | 1 action<br>1 action<br>10 minutes   | Self<br>1 mile   | Self  | V S        | M jeweled horn or glass eye 100   |             | 1  | minute                                       |  |                                |                              | 219               | cery just in EA. Sare or reasons or recave to except buttering separar within 10%.<br>Beef 11 or higher to go to Ethernal plane between turns; respect within 10%.<br>Create sensor in area you can see or hear through.<br>Interrupt spelf == 4th. You make casting ability check (IDC 10 = spelf level).<br>Creates bright file Displest dishress spalfs == 5th level it creatings with.<br>End spelf == 3th level. For >= 4th level, casting ability check IDC=10+spall level.  |   |  |   |  |  |  |
| Countempel   | 3                       | 1 reaction (spell of action  | cast) 60 ft.   |   | S          | M Jeweled nom or gassa eye 10.  | JU gp Cc    | Ir   | nstantaneous                                 | See Details.   |                                |                              | 228               | Interrupt spell <= 4th. You make casting ability check (DC 10 + spell level).  | Interrupt spell <= new level.                                 |  |   |  |  |  |
| Daylight<br>Disnet Marte   | 3                       | 1 action   | 60 ft.   | 60 ft. radius sphere<br>1 creature/object/magical effect  | V S        |   |             | 1  | hour   |  |                                |                              | 230               | Creates bright light. Dispels darkness spells <= 3rd level it overlaps with.  For small six 3rd level. For an 4th level coation shifty charts DCx10+snell level.   | First snell ca new level                                      |  |   |  |  |  |
| Feer   | 3                       | 1 action<br>1 action<br>1 action<br>1 action<br>1 action<br>1 action<br>1 action   | 120 ft.<br>Self<br>150 ft.<br>Touch<br>Touch<br>30 ft.                                     | 00.0  | v s        | M white feather or hen heart  | Co          | oncentration 1   | minute                                       | See Details.  WIS (Fail')  DEX (Half DAM)  |                                |                              | 239               | Tagests drop everything and use Dish to run away. WIS save once out of sight.<br>Fire speads acount comers and ignites flammable objects.<br>Tagest gains by 60 th, Fall 8 region and some large and are<br>Tagest gains by 60 th, Fall 8 region and so while in air.<br>Cloud form, Fly(10ft.) Risist normagical DMC. STR-DEX/CON save adventage.   |   |  |   |  |  |  |
| Proball  | 3                       | 1 action   | Touch  | 20 ft. radius sphere 1 willing creature 1 willing creature 1 willing creature                   | V S        | M tiny ball of guano and sulfur M bird's wing feather M bit of gazze and wisp of smoke                                  | Cc          | oncentration 1   | nstantaneous<br>10 minutes                   | DEX (Half DAM)   | Fire                           | DAM: 8d6                     | 241               | Fire spreads around corners and ignites flammable objects.  Target gains fly (60 ft.). Fall if spell ends white in air.  | Extra 1d6 DAM. One additional creature.                       |  |   |  |  |  |
| Gessous Form   | 3                       | 1 action   | Touch<br>30 B  | 1 willing creature  | V S        | M bit of gauze and wisp of smoke M shaving of licorice root   | Co          | oncentration 1   | hour   |  |                                |                              | 244               | Cloud form. Fly(10ft.). Resist normagical DMG. STRIDEX/CON save advantage<br>Doubles speed. +2 AC. Advantage on DEX saves. Additional action to Dash.  |   |  |   |  |  |  |
| Hypeolio Pallem  | 3                       | 1 action<br>1 bonus action<br>1 action<br>1 action   | 120 ft.<br>Self<br>Self<br>120 ft.   | 30 ft. cube<br>1 target<br>100 ft. line<br>20 ft. cube  | 8          | M shaving of licorice root  M glowing stick of incense  | Co          | oncentration 1   | minute                                       | WIS (Fail)<br>Ranged Weapon Attack.<br>DEX (Half DAM)                              |                                |                              | 252               | Doctors speek "7.AC. Advantage on EX. Sales. ADVantage and on Ex. Sales. ADVantage Charters (approximate for the Exist and Ex. Sales. ADVantage Charters (approximate for the Exist and Ex |   |  |   |  |  |  |
| Lightning Amour<br>Lightning Bolt  | 3                       | 1 bonus action<br>1 action   | Self   | 1 target<br>100 ft. line  | V S        | M bit of fur and glass rod  | Cc          | oncentration 1   | minute<br>nstantaneous                       | Ranged Weapon Attack. DEX (Half DAM)   | Lightning<br>Lightning         | DAM: 4d8<br>DAM: 8d6         | 255<br>255        | Creatures within 10 ft. of initial target also take 2d8 DAM (DEX save for half).  Lightning ignites flammable objects.   | Both effects add 1d8 DAM.<br>Extra 1d6 DAM.                   |  |   |  |  |  |
| Major Imago<br>Destantes from France   | 3                       | 1 action   | 120 ft.  | 20 ft. cube   |            |   | Cc          | oncentration 1   | 0 minutes                                    |  |                                |                              | 258               | Create image of object including sounds, smells. Investigation check to foil.  | 6th: lasts until dispelled                                    |  |   |  |  |  |
| Steet Storm  | 3                       | 1 action<br>1 action<br>1 action   | Touch<br>150 ft.<br>120 ft.  | 1 creature<br>40 ft. rad. 20 ft. tall cylinder<br><= 6 creatures in 40 ft. cube                 | v s        | M pinch of dust, drops of water M drop of molasses M rotten eop or skunk cabbase  | Cc          | oncentration 1<br>oncentration 1<br>oncentration 1                                     | minute                                       | DEX (Fail)<br>WIS (Fail)   |                                |                              | 270<br>278<br>277 | Difficult terrain.Each turn,DEX save or fall prone,CON save or lose concentration  | n.  |  |   |  |  |  |
| Slow<br>Striding Cloud   | 3                       | 1 action   | 120 ft.<br>90 ft.  | <= 6 creatures in 40 ft. cube<br>20 ft. radius sphere   | v s        | M drop of molasses M rotten egg or skunk cabbage  | Co          | oncentration 1<br>oncentration 1   | minute                                       | WIS (Fail)<br>CON (Fail)   | -                              | -                            | 277               |  |   |  |   |  |  |  |
| Tongues<br>Water Breefiles   | 3 9                     | 1 action   | 90 ft.<br>Touch<br>30 ft.<br>30 ft.  | 1 meetine   | v          | M riew model of a zingurat  |             | 1  | hour   |  |                                |                              | 283               | Target understands any spoken language and is understood by everyone else. Creatures gain ability to breathe underwater using normal respiration. Creaturess walk on liquid, rise 60 ft. per round if under. Still take other demage.  |   |  |   |  |  |  |
| Water Walk   | 3 Ri                    | ual 1 action<br>ual 1 action   | 30 ft.   | <= 10 willing creatures <= 10 willing creatures   | v s        | M short reed or piece of strew M piece of cork M item disliked by target  |             | 1  | hour   |  |                                |                              | 287               | Creatures walk on liquid, rise 60 ft. per round if under. Still take other damage.   |   |  |   |  |  |  |
| Benfehment<br>Blight   | 4                       | 1 action<br>1 action   | 60 ft.<br>30 ft.   | 1 target  |            |   | Cc          | oncentration 1   | minute<br>ristantaneous                      | CHA (Fail) CON (Half DAM) WIS (Fail) WIS (Fail) DEX (Half DAM)                     | Necrotic                       | DAM: 8d8                     | 217<br>219        |  | One more creature<br>Extra 1d8 DAM.                           |  |   |  |  |  |
| Confusion  | 4                       | 1 action   | 90 ft.   |   |            | M 3 nut shelfs  | Co          | oncentration 1   | minute                                       | WIS (Fail)   |                                |                              | 224               | Targets can't take reactions and do random actions. See Sourcebook.  | Increase radius by 5ft.                                       |  |   |  |  |  |
| Dominalo Beast   | 4                       | 1 action   | 60 ft.   | 1 beast   | v 8        |   | Co          | oncentration 1   | minute                                       | WIS (Fail)   |                                |                              | 234               | Teleport yourself and sely to location. If occupied, 4db force DAM and spell fails.  Charm beast to give it commands. Has advantage to save if attacking it.  Become invisible until spell ends.   | See Sourcebook  |  |   |  |  |  |
| Greater Invisibility Ice Storm   | 4                       | 1 action<br>1 action<br>1 action<br>1 action   | 60 ft.<br>Touch<br>300 ft.<br>60 ft.   | Self or willing creature<br>20 ft. rad, 40ft. high cylinder                                     | V 8        | M pinch of dust, drop of water  | Cc          | oncentration 1   | minute<br>nstantaneous                       | DEX (Half DAM)<br>WIS (Fail)   | Bludgeoning+Co                 | ld DAM: 2d8+4d6              | 246<br>252        | Storm's area of effect becomes difficult terrain until end of next turn.   | Extra 1d8 bludgeoning DAM.                                    |  |   |  |  |  |
| Polymorph<br>Olesantia   | 4                       | 1 action   | 60 ft.   | 1 creature  | V 8        | M pinch of dust, drop of water M caterpillar coccon M DIAMOND DUST 100 M small piece of phosphorous                     | Co<br>Man   | oncentration 1   | hour   | WIS (Fail)   |                                |                              | 266               | Transform creature's form. All stats change. Limited to actions of new form.   |   |  |   |  |  |  |
| Visit of Fire  | 4                       | 1 action<br>1 action<br>1 action   | Touch<br>120 ft.<br>120 ft.  | 1 willing creature<br>See Sourcebook.<br><= 10 objects  | V 8        | M small piece of phosphorous  | Co          | oncentration 1   | minute                                       | DEX (Half DAM)   | Fire                           | DAM: 5d8                     | 285               | Target gains resistance to nonregical bludgeoning, piercing, and slashing DMC<br>Those entering or ending turn on one side of the wall take 5d8 fire DAM.<br>Animate objects to accept simple commands.  | Extra 1d8 DAM.  |  |   |  |  |  |
| Animate Objects<br>Cloudell  | 5                       | 1 action<br>1 action   | 120 ft.  | 20 ft. radius sphere  | v 8        |   | Co          | oncentration 1   | minute<br>10 minutes                         | WIS (Fait)  DEX (Half DAM)  CON (Half DAM)  CON (Half DAM)  WIS (Fait)  WIS (Fait) | Poison                         | DAM: 5d8                     | 213<br>222        | Animate objects to accept simple commands.  DAM taken on entering or starting turn in area. Foo moves away 10 ft new how.  | Two more objects<br>Extra 1d8 DAM.                            |  |   |  |  |  |
| Come of Cold   | 5                       | 1 action<br>1 action<br>1 minute<br>1 action   | 120 ft.<br>Self<br>30 ft.<br>60 ft.  | 60 ft. cone   | V 8        | M crystal or glass cone   |             | lr   | nstantaneous                                 | CON (Half DAM)   | Poison<br>Cold                 | DAM: 5d8<br>DAM: 8d8         | 224               | DAM taken on entering or statisting turn in area. Fog moves away 10 ft. per turn. Creatures silled become focus statues. Make nonliving object no larger than 5 ft. cube. See Sourcebook. Charm humanoid to give it commands. Has advantage to save if attacking it.   | Extra 1d8 DAM   |  |   |  |  |  |
| Dominale Person  | 5                       | 1 minute<br>1 action   | 50 ft.   | 1 person  | v 8        | M crystal or glass cone M bit of matter you want to make  | Co          | oncentration 1   | minute                                       | WIS (Fail)   |                                |                              | 235               | Charm humanoid to give it commands. Has advantage to save if attacking it.   | See Sourcebook.   |  |   |  |  |  |
| Hold Monator<br>Insact Placus  | 5                       | 1 action<br>1 action<br>1 action<br>1 action   | 90 ft.<br>300 ft.<br>30 ft.<br>60 ft.  | 1 creature  | V 8        | M small straight piece of iron M hit of super prain, and fot  | Cc          | oncentration 1   | minute<br>10 minutes                         | WIS (Fail)<br>CON (Half DAM)   | Piercing                       | DAM: 4d10                    | 251<br>254        | Target is paralyzed. New saving throw at end of hum. Doesn't work on undead.<br>Targets make save when swarm created or entering or existing it.<br>Obeguise willing or unwillig creatures as other similar creatures, including outflet.<br>Move objects or creatures with your mind. See Sourcebook.   | 1 additional creature.<br>Extra 1d10 DAM                      |  |   |  |  |  |
| Seeming  | 5                       | 1 action   | 30 ft.   | Any creatures in range Creatures or objects in range 10 ft. diameter circle See Sourcebook.     | V 8        | an once augar, grant, and tax   |             | oncentration 1<br>8<br>oncentration 1<br>1<br>oncentration 1                           | hours  | CHA (Fail)   |                                |                              | 274               | Disguise willing or unwillig creatures as other similar creatures, including outfits.  |   |  |   |  |  |  |
| reconnects Telepartation Circle  | 5                       | 1 action<br>1 minute   |  | 10 ft. diameter circle  | V          | M CHALK & INK mixed with gems 50  | ) gp        | oncentration 1   | round  |  |                                |                              | 280               | neove opects or creatures with your mend. See Sourcebook.  Any stepping inside circle teleport to permanent teleportation circle.  |   |  |   |  |  |  |
| Wall of Stone  | 5                       | 1 minute<br>1 action<br>1 action   | 10 ft.<br>120 ft.<br>500 ft.   |   | V S        | M small block of granite  | Co          | oncentration 1   | 0 minutes                                    | DEX (Move away, not trapped)   |                                |                              | 287<br>214        | Any stepping inside circle teleport to permanent teleportation circle.  Create well of stone or other stone structure. See Sourcebook.  Create two linked portals 10th across anybody can travel between.  |   |  |   |  |  |  |
| Chain Lightning  | 6                       | 1 action   | 150.8  | 1 target, then 3 within 30ft.   | v 8        | M bit of fur.glass,3 silver pins  | - CC        | ir   | nstantaneous                                 | DEX (Half DAM) CON (Half DAM) DEX (Fail) WIS (Fail)                                | Lightning                      | DAM: 10d8                    | 214               | Bolt hits one target then forks to up to 3 others.   | One more bolt in fork.  |  |   |  |  |  |
| Circle of Death<br>Distribuggate   | 6                       | 1 action<br>1 action<br>1 action<br>1 action   | 150 ft.<br>60 ft.  | 1 target, then 3 within 30ft.<br>60 ft. radius sphere<br>1 creature<br>1 creature within 60 ft. | V 8        | M crushed black pearl 500<br>M lodestone and pinch of dust  | 00 gp       | tr<br>tr   | nstantaneous                                 | CON (Half DAM)<br>DEX (Fail)   | Lightning<br>Necrotic<br>Force | DAM: 8d8<br>DAM: 10d6+40     | 221<br>233        |  | Extra 2d8 DAM.<br>Extra 3d8 DAM.                              |  |   |  |  |  |
| Dyablio  | 6                       | 1 action   |  | 1 creature within 60 ft.  |            |   | Co          | oncentration 1   | minute                                       | WIS (Fail)   |                                |                              | 238               |  |   |  |   |  |  |  |
| lates Suggestion   | 6                       | 1 action<br>1 action<br>1 action<br>1 action   | Self<br>60 ft.<br>120 ft.<br>Self  | 10 ft. radius sphere <= 12 creatures 40 ft. square of terrain 60 ft. line                       | v 8        | M glass or crystal bead M seake's tongue, honeycomb M iron blade, bag of soil M magnifying glass M OINTMENT FOR EYES 25 | Co          | oncentration 1<br>2<br>oncentration 2<br>oncentration 1                                | minute<br>4 hours                            | WIS (Fail)   |                                |                              | 245<br>258        | Specials = 9 this level cannot affect those within the globe.  Make creatures accept reasonable sounding suggestions. See Souncetook.  Make creatures accept reasonable sounding suggestions. See Souncetook.  Rechape citis, and, or citigs. Can move to different square after 10 minutes.  Creatures are blinded until your next turn. Use your action to make a new line.  | 7 frigher spell level blocked.<br>7th: 10 days;8th:30;9th:366 |  |   |  |  |  |
| Move Earth<br>Bunkeam  | 6                       | 1 action<br>1 action   | 120 ft.<br>Self  | 40 ft. square of terrain<br>60 ft. line   | V 8        | M iron blade, bag of soil M magnifying class  | Co          | oncentration 2   | hours<br>minute                              | CON (Holf DAM on Mindages)   | Radiant                        | DAM: 6d8                     | 263<br>279        | Reshape dirt, sand, or day. Can move to different square after 10 minutes.  Creatures are birded until your next turn. Use your action to make a new line.   |   |  |   |  |  |  |
| True Books   | 6                       | 1 action<br>1 action<br>1 action<br>1 action   | Touch  | 1 willing creature 20 ft. radius sphere Self  | V 8        | M OINTMENT FOR EYES 25  | 5 gp        | 1  | hour   |  |                                |                              | 284               | Target creature gains truesight, sees secret doors, Ethereal Plane. Range 120 f  |   |  |   |  |  |  |
| Damyed Blast Fireball<br>Etherosiness  | 7                       | 1 action<br>1 action   | Touch<br>150 ft.<br>Self<br>60 ft.   | 20 ft. radius sphere<br>Self  |            | M Stry ball of guano and sulfur   | Co          | oncentration 1   | I minute<br>Jp to 8 hours                    | DEX (Half DAM)   | Fire                           |                              | 230<br>238        | Target creature gains trussight, sees secret doors, Ethereal Plane. Range 120 f.<br>Creates spot where firstall will erupt. See Sourcebook.<br>Become eitheaut. More uptionen aftel Speed. Cam's see past 60 ft.<br>Humanoids killed rise as a zontbie next turn permanently under your control.   | 8th 3 targets 9th: 6 targets                                  |  |   |  |  |  |
| Pinger of Death  | 7                       | 1 action   | 60 ft.   | 1 creature<br>1 unwillion or Self + 8 willion   | V 8        | M forked metal rod 250  | 50 gp       | lr   | nstantaneous<br>nstantaneous                 | CON (Half DAM)<br>Melee Spell Attack + CHA (Fail)                                  | Necrotic                       | DAM: 768+30                  |                   |  |   |  |   |  |  |  |
| Prismatic Spray  | 7                       | 1 action   | Touch<br>Self<br>100 ft.<br>10 ft.   | 60 ft. cone   | v 8        | m roreed meserod 250  | ~ gp        | tr<br>tr   | nstantaneous                                 | Melee Spell Attack + CHA (Fail)<br>See Sourcebook.<br>DEX (grab fixed object)      | See Sourcebook                 | See Sourcebook               | 266<br>267        | Send a nainbow of negative effects at enemies. See Sourcebook.   |   |  |   |  |  |  |
| Reverse Greatly<br>Teleport  | 7                       | 1 action<br>1 action   |  | 60 ft. cone<br>50 ft. radius<br>Self and <= 8 creatures   | V S        | M lodestone and iron filings  | Cc          | oncentration 1   | minute<br>ristantaneous                      | DEX (grab fixed object)  |                                |                              | 272<br>281        | Creatures fall upwards, taking falling damage. Fall again once spall ends.  Teleport yourself and willing creatures to a distant location. See Sourcebook.   |   |  |   |  |  |  |
| Dominate Moneter   | 8                       | 1 action<br>1 action<br>1 action<br>1 action<br>1 action<br>1 action   | 60 ft.<br>500 ft.  | 1 creature  | V 8        | M piece of dirt, rock, and clay   | Co          | oncentration 1   | hour   | WIS (Fail)<br>See Sourcebook   |                                |                              | 235               | Intelligent to allotters paint. To us specing yellers collection is automation or usual control in subprovation or collection of programs of the collection  | 9th: Duration is 8 hours.                                     |  |   |  |  |  |
| incendary Cloud  | 8                       |  | 150.8  | 20 ft. radius sphere  | v 8        | M piece of dirt, rock, and clay   | Co          | ir ir oncentration 1 ir oncentration 1 oncentration 1 oncentration 1                   | minute                                       | DEX every turn (Half DMG)  | Fire                           | DAM: 10d8                    | 238<br>253        | Crease a sessimic disturbance with various effects. See Sourcebook.  Targets make save when cloud created or entering or exiting it. Cloud move: 10  | n.  |  |   |  |  |  |
| Power Word Stun<br>Sunburst  | 8                       | 1 action<br>1 action<br>1 action<br>1 action   | 60 ft.<br>150 ft.<br>60 ft.<br>1 mile  |   |            | M fire and piece of sunstone  |             | le le  | nstantaneous<br>nstantaneous                 | See Details.<br>CON (Half DAM, no blindness)                                       | Radiant                        | DAM: 1246                    | 267<br>279        | Create a seamin constitution with various entering or entiring it. Cloud move: 10<br>Targets make save when cloud created or entering or entiring it. Cloud move: 10<br>Targets <= 150 HP is situmed. Nothing otherwise. CCN save at end of turn to end<br>Creatures are binded for 1 minute (CON save at end of flum to end).<br>Create portial procise location on another plane or near a specific person.<br>Also damages objects and ignites flammable objects.   | d.  |  |   |  |  |  |
| Oato   | 9                       | 1 action   | 60 ft.   | 5-20 ft. diameter gate  | V 8        | M diamond 500   | 000 gp Cc   | oncentration 1   | minute                                       | DEN STREET   | CDi                            | D44407 :: ::                 | 244               | Create portal to precise location on another plane or near a specific person.  |   |  |   |  |  |  |
| Power Word Kill  | 9                       | 1 action   | 60 ft.   | 40 ft. radius sphere<br>1 creature  | v S        |   |             | tr<br>tr   | nstantaneous<br>nstantaneous                 | DEA (HMI DAM)  | r re+taudgeonin                | DAM20d6+20d6<br>See Details. | 259               | Chaste porter to precise a collection or accorate peaks or make a specime person.<br>Also damages objects and ignites item rate to detect otherwise. No saving throw.<br>If largest has ~ 100 HP, it does instantly, No effect otherwise. No saving throw.<br>Slop time. Take off-off-timer alsows, Spell ender if you affect others in any way.<br>Replicate and spell <= 6th level or other powerful effect granted. See Sourcebor   |   |  |   |  |  |  |
| Time Step  | 9                       | 1 action<br>1 action<br>1 action   | 60 ft.<br>Self<br>Self   | Self  | V<br>V     |   | Ŧ           | lir  | nstantaneous<br>nstantaneous<br>nstantaneous |  |                                |                              | 283               | Stop time. Take 1d4+1 turns alone. Spell ends if you affect others in any way.   |   |  |   |  |  |  |
|  | -                       | · must   | Jes  |   | *          |   | _           | lr Ir  |  |  | -                              | _                            | 200               |  |   |  | - |  |  |  |

| the reducerous about he belongied to it     | he used in said! | ion to the engraderate  | a. They are NOT a | rentenement. Some small details                  | -   | ed and grammer rules buichered for                        | he sales of baselie. A | rema escella esta los co             | referred to be reflebly described t  | _                     |                       |     |   |                                      |  |   |   |  |   |
|---|------------------|-------------------------|-------------------|--|-----|---|------------------------|--------------------------------------|--|-----------------------|-----------------------|-----|---|--------------------------------------|--|---|---|--|---|
| pell components listed in ALL CAP           | 'S are consume   | d during the spelloseli | ing process.      |  |     |   |                        |                                      |  | _                     |                       |     |   |                                      |  |   |   |  |   |
| lement Symbolic: Fe = Iron, Ag = 6          | Oliver, Hg = Mer | roury, P = Phosphorou   | •                 |  |     |   |                        |                                      |  |                       |                       |     |   |                                      |  |   |   |  |   |
|   |                  |                         |                   |  |     |   |                        |                                      |  |                       |                       |     |   |                                      |  |   |   |  |   |
|   | Local Ribal      |                         | Range             | Tagatifras                                       |     | M Component(s)  | Cost Concerts          | relion Durellon                      | Attack/Saving Throw (Effect)   | Damage Type           | Demografical          |     |   | Per Higher Spell Level               |  |   |   |  |   |
| lado Ward<br>Mil Touch                      | 0                | 1 action                | Self<br>120 B     | Self   | V S |   |                        | 1 round<br>1 round                   |  | Normir                | DAM: 146              |     | Gain resistance to bludgeoning/piercing/slashing DMG from weapons.  |                                      |  |   |   |  |   |
| Mich Bleet                                  | 0                | 1 action                | 120 ft.           | 1 creature<br>1 terost                           | V S |   |                        |                                      | Ranged Spell Attack<br>Ranged Spell Attack   | Force                 | DAM: 1d10             |     | Extra 1d8 DAM at 5th level, 11th level, and 17th level. Can't regain HP.  Beam, 2 beams at 5th level, 3 at 11th, 4 at 17th. Can choose different targets.   |                                      |  |   |   |  |   |
| fende                                       | 0                | 1 action                | Self              | 1 non-hostile creature                           |     | M makeup applied to face                                  | Concents               |                                      | ranges spen reads  | T GI CE               | Liver. 1010           |     | Advantage on CHA checks to target, who knows magic used once spell ends.  |                                      |  |   |   |  |   |
| ago Hand                                    | 0                |                         | 30 ft.            |  | V 8 |   |                        | 1 minute                             |  |                       |                       |     | Create spectral hand that manipulates objects. Can pick up <= 10 lbs.   |                                      |  |   |   |  |   |
| hor Busico                                  | 0                | 1 action                | 30 ft.            | 5 ft. cube                                       | 8   | M bit of fleece   |                        | 1 minute                             |  |                       |                       |     | Create illusory sound or image. Investigation check against spell DC to detect.   |                                      |  |   |   |  |   |
| cison Spray<br>rectifyliation<br>tue States | 0                | 1 action                | 10 ft.            | 1 creature                                       | V S |   |                        | Instantaneous                        | CON (Fail)   | Poison                | DAM: 1d12             | 266 | DAM increase. 5th level: 2d12, 11th level: 3d12, 17th level: 4d12.  |                                      |  |   |   |  |   |
| restdigilation                              | 0                | 1 action                | 10 ft.            |  | V 8 |   |                        | 1 hour                               |  |                       |                       |     | Create minor magical effect. See Sourcebook.  |                                      |  |   |   |  |   |
|   | 0                |                         | 30 ft.            | 1 creature                                       | 8   |   | Concents               | ration 1 round                       |  |                       |                       |     | Next turn you gain advantage on first attack against the target.  |                                      |  |   |   |  |   |
|   | 1                | 1 action                | Self              | Self<br>10 ft. radius                            | V 8 | M cup of water  |                        | 1 hour                               | STR (Half DAM, no effect)  | Cold                  | DAM: 5<br>DAM: 2d6    |     | Gain 5 THP. Melse attackers take 5 DAM.   | 5 temp HP and 5 DAM<br>Extra 1d6 DAM |  |   |   |  |   |
| mes of Heder<br>herm Person                 | 1                | 1 action                | 30 ft.            | 10 ft. radius<br>1 humanoid                      | V S |   |                        | 1 hour                               | Wisdom (Fail)  | Necrotic              | DAM: 2d6              |     | Targets can't take reactions until next turn  Charm target so it treats you as friendly. Gets advantage to save if fighting you.                            |                                      |  |   |   |  |   |
|   | 1 Ritual         |                         | Self .            | 1 numanoid                                       |     | M pinch of soot and salt                                  |                        | 1 hour                               | Wadon (Fall)   |                       |                       |     | Know literal meaning of any speech. Understand written words while touching.  | One more target via dut.             |  |   |   |  |   |
|   |                  |                         | Self              | Self   | V S |   | Concentr               | ration 10 minutes                    |  | _                     |                       |     | You can take Dash as a bonus action until spell ends.   |                                      |  |   |   |  |   |
| ellah Rabula                                | 1                | 1 reaction (take DAM    | f) 60 ft.         | 1 creature that damaged you                      | V 8 |   |                        |                                      | DEX (Half DAM)   | Fire                  | DAM: 2d10             |     | Magical counterattack to taking damage.   | Extra 1d10 DAM.                      |  |   |   |  |   |
| ex  | 1                |                         | 90 ft.            | 1 creature                                       |     | M petrified eye of a newt                                 | Concents               | ration 1 hour                        |  |                       |                       |     | Target takes 1d6 necrotic DAM when you hit it/disadvantage on ability of choice.  | 3rd: duration 8 hrs;5th 24 hrs       |  |   |   |  |   |
| usory Borlpt                                | 1 Ritual         | 1 minute                | Touch             | writing surface                                  | 8   | M LEAD-BASED INK  | 10 gp                  | 10 days                              |  |                       |                       | 252 | Write magical script on surface that only designated people can read.   |                                      |  |   |   |  |   |
| retaction from Evil and Good                | 1                | 1 action                | Touch             | 1 willing creature                               |     | M holy water or powdered silver                           | Concents               | ration 10 minutes                    |  |                       |                       |     | Protect against certain types of creatures. See Sourcebook.   |                                      |  |   |   |  |   |
| neen Serant                                 |                  | 1 action                | 60 ft.            |  | V S | M piece of string, bit of wood                            |                        | 1 hour                               |  |                       |                       |     | Create invisible force that can perform simple, menial tasks for you.   |                                      |  | 1 |   |  |   |
| Noh Bolt<br>loud of Deggere                 | 1                | 1 action                | 30 ft.<br>60 ft.  | 1 creature<br>5 ft. cube                         |     | M twig from tree struck by lightnin<br>M sliver of class  |                        | ration 1 minute                      | Ranged Spell Attack  | Lightning<br>Slashing | DAM: 1d12<br>DAM: 4d4 |     | Use action to auto hit target hit last round for 1d12 lightning DAM if in range.  DAM taken on entering or starting turn in area.                           | Extra 1d12 DAM.<br>Extra 2d4 DAM.    |  |   |   |  |   |
| room of Madaese                             | 2                | 1 action                | 120 ft.           | 5 ft. cube<br>1 humanoid                         | V S |   |                        | ration 1 minute                      | WIS every turn (Fail)  | Swaning               | LIAM: 464             |     | DAM taken on entering or starting turn in area.  Charm humanoid to attack your target of choice. Use action to keep control.                                | EXTR 204 DAM.                        |  |   |   |  |   |
|   | 2                |                         | 60 ft.            | 15 ft. radius sohere                             |     | M bat fur and pitch or coal                               |                        | ration 10 minutes                    | areny tour (r any  |                       |                       |     | Creates darkness normal light can't dispet. Dispets light spets <= 2nd level.   |                                      |  |   |   |  |   |
| rini  | 2                |                         | 60 ft.            | Any targets in range                             | V S |   |                        | 1 minute                             | WIS (Fail)   |                       |                       |     | Disadvantage to see anybody but you; attacked ones have advantage to save.  |                                      |  |   |   |  |   |
| old Person                                  | 2                | 1 action                | 60 ft.            | 1 humanoid                                       |     | M small straight piece of iron                            | Concents               | ration 1 minute                      | WIS (Fail)   |                       |                       |     | Target is paralyzed. New saving throw at end of turn.   | 1 additional creature.               |  |   |   |  |   |
| visibility<br>Irror Image                   | 2                | 1 action                | Touch             | 1 creature                                       |     | M eyelash in gum arabic                                   |                        | ration 1 hour                        |  |                       |                       |     |   | One additional creature.             |  |   |   |  |   |
| Inor Image                                  |                  | 1 action                | Self              | Self   | V S |   |                        | 1 minute                             |  |                       |                       |     | Create duplicates that make you harder to hit. See Sourcebook.  |                                      |  |   |   |  |   |
| lety Step                                   |                  | 1 bonus action          | Self              | Self   | V   |   |                        | Instantaneous                        |  |                       |                       |     | Teleport <= 30 ft. away to unoccupied location.   |                                      |  |   |   |  |   |
| ay of Enfectionant                          | 2                |                         | 60 ft.            | 1 creature in range                              | V S |   | Concents               |                                      | Ranged Spell Attack  |                       |                       |     | Target deals 1/2 DMG with STR weapon attacks. CON save to end at turn's end   |                                      |  |   |   |  |   |
| halfar<br>pider Climb                       | 2                |                         | 60 ft.<br>Touch   | 10 ft. sphere                                    |     | M chip of mica  |                        |                                      | CON (Half DAM)   | Thunder               | DAM: 3d8              |     |   | Extra 1d8 DAM.                       |  |   |   |  |   |
| pioer Camo                                  | 2                | 1 action<br>1 action    | Touch<br>30 ft.   | 1 willing creature                               |     | M spider and drop of bitumen  M snake's tongue, honeycomb |                        | ration 1 hour<br>ration 8 hours      | MARC (F. II)   |                       |                       |     | Target can walk on walls or calling. Climbing speed becomes walking speed.  Target follows reasonable course of action you suggest. Can specify conditions. |                                      |  |   |   |  |   |
| approxi                                     | 2                | 1 reaction (spell cast) |                   | 1 creature<br>1 Spelicaster                      | 8   |   | Concern                | Instantaneous                        |  |                       |                       |     | Interrupt spell <= 4th. You make casting ability check (DC 10 + spell level).   | Internal and consultant              |  |   |   |  |   |
| lapel Maglo                                 | 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.  |                                      |  |   |   |  |   |
| W   | 3                | 1 action                | Self              | 30 ft. cone                                      | V S | M white feather or hen heart                              | Concents               | ration 1 minute                      | WIS (Fail)   |                       |                       | 239 | Targets drop everything and use Dash to run away. WIS save once out of sight.   |                                      |  |   |   |  |   |
| 7   | 3                | 1 action                | Touch             | 1 willing creature                               | V S | M bird's wing feather                                     | Concents               | ration 10 minutes                    |  |                       |                       | 243 | Target gains fly (60 ft.). Fall if spell ends while in air.   | One additional creature.             |  |   |   |  |   |
| assous Form                                 | 3                | 1 action                | Touch             | 1 willing creature                               |     | M bit of gauze and wisp of smoke                          | Concents               | ration 1 hour                        |  |                       |                       |     | Cloud form. Fly(10ft.). Resist nonmagical DMG. STRIDEX/CON save advantage   |                                      |  |   |   |  |   |
| unger of Heder                              | 3                | 1 action                | 150 ft.           | 20 ft. radius sphere                             |     | M pickled octopus tentacle                                |                        | ration 1 minute                      |  |                       |                       |     | Start turn in area: 2d8 cold DAM End turn in area: DEX save or 2d8 acid DAM.  |                                      |  |   |   |  |   |
| ypnoto Pallem                               | 3                | 1 action                | 120 ft.           | 30 ft. cube                                      |     | M glowing stick of incense                                |                        | ration 1 minute                      | WIS (Fail)   |                       |                       |     | Creatures charmed, incapacitated, speed = 0. Spell ends on DAM or shaking.  |                                      |  |   |   |  |   |
|   | 3                | 1 minute<br>1 action    | 10 ft.<br>120 ft. | 10 ft. rad., 20 ft. high cylinder<br>20 ft. cube |     | M HOLY WATER or Fe/Ag DUST<br>M bit of fleece             |                        | 1 hour<br>ration 10 minutes          |  |                       |                       |     | Hinder one creature type within cylinder. See Sourcebook.  Create image of object including sounds, smells, Investigation check to foil.                    | Duration increases 1 hour.           |  |   |   |  |   |
|   | 3                | 1 action                | Touch             | 20 ft. cube<br>1 creature or object              | V S |   | Concents               | Instantaneous                        |  | _                     | _                     |     | Create image of object including sounds, smells, threatgation check to foil.  Remove curse creature or break object's curse attunement to any target.       | 6th: lasts until dispeted            |  |   |   |  |   |
|   | 3                | 1 action                | Touch             | 1 creature                                       |     | M clay model of a ziggurat                                |                        | 1 hour                               |  |                       |                       |     | Target understands any spoken language and is understood by everyone else.  |                                      |  |   |   |  |   |
|   | 3                | 1 action                | Self              | Self   | V S |   | Connecto               | ration 1 minute                      | Moleo Snell Attack   | Necestic              | DAM: SHE              |     |   | Fytre 1d6 DAM                        |  |   |   |  |   |
| entehment                                   | 4                | 1 action                | 60 ft.            | 1 target   |     | M item disliked by target                                 |                        |                                      | CHA (Fail)   |                       |                       |     | Banish target to another plane; native of other plane doesn't return after 1 min.   | One more creature                    |  |   |   |  |   |
| lght .                                      | 4                |                         | 30 ft.            | 1 creature                                       | V S |   |                        | Instantaneous                        | CON (Half DAM)   | Necrotic              | DAM: 8d8              | 219 | Plants have disadvantage on save and take max DAM.  | Extra 1d8 DAM.                       |  |   |   |  |   |
| Imenaton Door                               | 4                | 1 action                | 500 R.            | Self (and ally within 5 ft.)                     | V   |   |                        | Instantaneous                        |  |                       |                       |     | Teleport yourself and ally to location. If occupied, 4d6 force DAM and spell fails.   |                                      |  |   |   |  |   |
|   |                  | 10 minutes              | 300 ft.           | 150 ft. cube                                     |     | M stone, twig, bit of green plant                         |                        | 24 hours                             |  |                       |                       |     | Make natural terrain seem like other terrain. Investigation check to disbelieve.  |                                      |  |   |   |  |   |
|   | 5 Ritual         |                         | Self              |  | V   |   |                        |                                      | INT DC:15(DAM, insane for day  |                       | DAM: 6d6              |     | Contact extraplanar being: YOU make save. 1-word answers to 5 questions.  |                                      |  |   |   |  |   |
|   | 5                | 1 minute<br>1 action    | See Sourcebook    | 1 creature                                       |     | M sand,ink,quill from asleep bird                         | 0                      | 8 hours                              | See Sourcebook.<br>WIS (Fail)  | See Sourcebook        | See Sourcebook        |     | Shape creature's dreams. See Sourcebook.  |                                      |  | - |   |  |   |
| on money                                    | 5                | 1 action<br>10 minutes  | Soft              | 1 creature<br>1 creature                         |     | M small straight piece of iron M sorving focus            |                        | ration 1 minute<br>ration 10 minutes | WIS (Fail)   | _                     | _                     |     | Target is paralyzed. New saving throw at end of turn. Doesn't work on undead.  Soy on a target located on the same plane as you. See Sourcebook.            | I additional creature.               |  |   |   |  |   |
| orying<br>reane Galle                       | 6                | 1 action                | 500 ft.           | Point 10ft) Point 500ft.)                        | V S |   |                        | ration 10 minutes                    | error (r am)   |                       |                       |     | Create two linked portats 10ft, across anybody can travel between.  |                                      |  |   |   |  |   |
| ists of Death                               | 6                | 1 action                | 150 ft.           | 60 ft. radius sphere                             |     | M crushed black pearl                                     | 500 gp                 |                                      | CON (Half DAM)   | Necrotic              | DAM: 8d6              | 221 |   | Extra 2d6 DAM.                       |  |   |   |  |   |
| cojum Fey                                   | 6                | 1 minute                | 90 ft.            |  | V 8 |   |                        | ration 1 hour                        |  |                       |                       | 228 | Summon fey CR <= 6. Obeys commands. Hostile if control is lost.   | Increase max CR by 1.                |  |   |   |  |   |
| reale Undeed                                | 6                | 1 minute                | 10 ft.            |  | V 8 | M See Sourcebook.   | Source                 | Instantaneous                        |  |                       |                       |     | Create undead to serve you for 24 hours. See Sourcebook.  | See Sourcebook.                      |  |   |   |  |   |
| yabile<br>lesh to Stone                     |                  |                         | Self              | 1 creature within 60 ft.                         | V S |   |                        | ration 1 minute                      |  |                       |                       |     | Affect targets negatively. New target each turn. See Sourcebook.  |                                      |  |   |   |  |   |
|   | 6                |                         | 60 ft.            | 1 cresture                                       |     | M pinch of time, water, and earth                         | Concents               |                                      | CON (Fail)   |                       |                       |     | Restrained on first fail. Petrified after 3 fails.  |                                      |  |   |   |  |   |
| ann Buggerden                               | 6                | 1 action                | 60 ft.            | <= 12 creatures                                  |     | M snake's tongue, honeycomb                               |                        | 24 hours                             | WIS (Fail)   |                       |                       | 258 | Make creatures accept reasonable sounding suggestions. See Sourcebook.  | 7th: 10 days,8th:30,5th:366          |  |   |   |  |   |
| ue Seeing                                   | 6                | 1 action                | Touch             | 1 willing creature                               |     | M OINTMENT FOR EYES                                       | 25 gp                  | 1 hour                               |  |                       |                       |     | Target creature gains truesight, sees secret doors, Ethereal Plane. Range 120 ft  |                                      |  |   |   |  |   |
| hereshees<br>inger of Death                 | 7                | 1 action                | Self<br>60 ft.    | Self<br>1 creature                               | V S |   |                        | Up to 8 hours                        | CON (Half DAM)   | Necrotic              | DAM: 7d8+30           |     | Become ethereal. Move upidown at half speed. Cen't see past 60 ft.  Humanoids killed rise as a zomble ned turn permanently under your control.              | 8th:3 targets;9th: 6 targets         |  | - |   |  |   |
| Anna Santa                                  | 7                | 1 action                | 100 ft.           |  |     | M nuby dust   | 1500 go                |                                      | CON (Half DAM)<br>See Details.   | - HECTORIC            | DAME / 00130          |     | Humanoids killed rise as a zombie next turn permanently under your control.  Creatures stuck in cage can only leave using magic after CHA save.             |                                      |  |   |   |  |   |
|   | 7                | 1 action                | Touch             |  |     |   | 250 gp                 |                                      | Melee Spell Attack + CHA (Fail   |                       |                       |     | Transport to another plane. You specify general location or teleportation circle.   |                                      |  |   |   |  |   |
| emicieno                                    | 8                |                         | 60 ft.            |  | 8   |   |                        | 1 hour                               |  |                       |                       |     | Create door to 30 ft. cubic room in demiplane. Trapped if there when spell ends.  |                                      |  |   |   |  |   |
| contrate Monater                            | 8                | 1 action                | 60 ft.            | 1 creature                                       | V S |   | Concents               | ration 1 hour                        | WIS (Fail)   |                       |                       | 235 | Charm monster to give it commands. Has advantage to save if attacking it.   | 9th: Dunation is 8 hours.            |  |   |   |  |   |
| seblemend                                   | 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.   |                                      |  |   |   |  |   |
| lane  | 8                | 1 action                | Self              | Self   | V   |   |                        | 1 hour                               |  |                       |                       |     | Can replace CHA check rolls with a 15. Spells always detect you telling truth.  |                                      |  |   |   |  |   |
| ouer Word Stun                              | 8                |                         | 60 ft.            | 1 cresture                                       | V   |   |                        | Instantaneous                        | See Details.   |                       |                       | 267 | Target <= 150 HP is stunned. Nothing otherwise. CON save at end of turn to end  |                                      |  |   |   |  |   |
|   | 9                | 1 hour                  | 10 ft.            |  |     | M JACINTH(1k), SILVER(100)                                | 1100 gp                | Special                              |  |                       |                       |     | Project to Astral Plane. See Sourcebook.  |                                      |  | 1 | - |  |   |
| arenge x                                    | 9                | 1 minute<br>1 minute    | Touch<br>30 ft.   | 1 willing creature<br>1 creature                 |     | M hummingbird feather M See Sourcebook                    |                        | 8 hours<br>Until Dispelled           | NAME OF THE OWNER | _                     | _                     |     | Not surprised. Advantage attacks, checks, saves. Disadvantage getting attacked.   |                                      |  |   |   |  | - |
|   |                  |                         |                   |  |     |   |                        |                                      |  |                       |                       |     |   |                                      |  |   |   |  |   |
|   | 9                | 1 minute<br>1 action    | 60 ft.            | 1 creature                                       | V   |   | Source.                | Instantaneous                        | WIS (FMI)  | _                     | See Details.          |     | Magically restrain a creature. See sourcebook.  If target has <= 100 HP, it dies instantly. No effect otherwise. No saving throw.                           |                                      |  |   |   |  |   |

|  | - caret, rig - marcay, r - ri                   | oephorous                     |                                       |              |   |     |  |                                |                                |                                   |                  |               |            |  |   |   |   |  |          |
|--|---|-------------------------------|---------------------------------------|--------------|---|-----|--|--------------------------------|--------------------------------|-----------------------------------|------------------|---------------|------------|--|---|---|---|--|----------|
| Verne  | Level School Ri                                 | ual Casting                   | g Timo Rum                            | ngo Ti       | ingolifens V  | 8 1 | d Component(e) Cost  | Concentration                  | Duration                       | Attack/Seving Throw (Effect)      | Damage Type      | Demografical  | Page 6     | Additional Detail  | Per Higher Spell Lovel                                |   |   |  |          |
| men hand between the second se | 0 Conjunation<br>0 Abjunation                   | 1 actio                       | on 60 ft<br>on Self                   | f Se         | or 2 adjacent targets V elf V                           | 8   |  |                                | Instantaneous<br>1 round       | DEX (Fail)                        | Acid             | DAM: 1d6      | 211<br>218 | DAM: Add extra 1d8 at 5th level, 11th level, and 17th level.  Gain resistance to bludgeoning/piercing/slashing DMG from weapons.   |   |   |   |  |          |
| uch<br>Lichte  | 0 Necromancy<br>0 Evocation                     | 1 actio                       | n 120<br>n 120                        |              | creature V  | S M | if phosphorous or glowworm   | Concentration                  | 1 round<br>1 minute            | Ranged Spell Attack               | Necrotic         | DAM: 1d6      | 221        | 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.                   |   |   |   |  |          |
|  | 0 Evocation<br>0 Enchantment                    | 1 actio                       | n 120                                 | D ft. 1      |   | 8   | f makeup applied to face   | Concentration                  | Instantaneous                  | Ranged Spell Attack               | Fire             | DAM: 1d10     | 242        | 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.                              |   |   |   |  |          |
|  | 0 Evocation                                     | 1 actio                       | n Tous                                | uch 1        |   |     | If firefly or phosphorescent moss  |                                |                                | DEX (Fail)                        |                  |               | 255        | Object sheds light in 20 ft. radious. Hostile targets get DEX save.  |   |   |   |  |          |
| nd   | 0 Conjuration<br>0 Transmutation                | 1 actio                       | on 30 ft<br>de Tour                   |              | object V  | S M | if two lodestones  |                                | 1 minute<br>Instantaneous      |                                   |                  |               | 256<br>259 | Create spectral hand that manipulates objects. Can pick up <= 10 lbs.  Mends one break or tear no larger than 1ft. in a mundane object.                                  |   |   |   |  |          |
|  | 0 Transmutation                                 | 1 actio                       | n 120                                 | D ft. 1      |   | S M | If piece of copper wire If bit of fleece                                   |                                | 1 round<br>1 minute            |                                   |                  |               | 259        | Point at target and whisper a message. They can whisper a response.  |   |   |   |  |          |
| pray<br>Mon  | 0 Blusion<br>0 Conjunction                      | 1 actio                       | n 30 fi                               | ft. 1        | ft. cube<br>creature V                                  | S M | If bit of fleece   |                                | Instantaneous                  | CON (Fail)                        | Poison           | DAM: 1d12     | 266        | Create illusory sound or image. Investigation check against spell DC to detect.  DAM increase. 5th level: 2d12, 11th level: 3d12, 17th level: 4d12.                      |   |   |   |  |          |
| planton<br>Front   | 0 Transmutation<br>0 Evocation                  | 1 actio                       | n 10 ft                               |              | v creature in range V                                   | 8   |  |                                | 1 hour<br>Instantaneous        | Ranged Spell Attack               | Cold             | DAM: 1d8      | 267<br>271 | Create minor magical effect. See Sourcebook.<br>Speed -10ft. DAM increase. 5th level: 2d8, 11th level: 3d8, 17th level: 4d8.   |   |   |   |  |          |
| ) Green  | 0 Evocation                                     | 1 actio                       | n Tou                                 | uch 1        | creature V  | 8   |  |                                | Instantaneous                  |                                   | Lightning        | DAM: 1d8      | 275        | Target can't take reactions until next turn. Advantage if target has metal armor.  |   |   |   |  |          |
|  | 0 Divination 1 Abjuration Ri 1 Evocation        | 1 actio                       | de 30 ft                              | ft. 1        | creature<br>door/windowlarea V                          | S M | if tiny bell, silver wire  |                                | 1 round<br>8 hours             |                                   |                  |               | 211        | Next turn you gain advantage on first attack against the target.<br>Audible or silent alarm triggered on entry by those you haven't said can enter                       |   |   |   |  |          |
| Hands<br>Parson  | 1 Evocation<br>1 Enchantment                    | 1 actio                       |                                       |              |   | 8   |  | -                              | Instantaneous<br>1 hour        | DEX (Half DAM)<br>Wisdom (Fall)   | Fire             | DAM: 3d6      | 220        | Plammable objects ignite.  Charm target so it treats you as friendly. Gets advantage to save if fighting you.  | Extra 1d6 DAM. One more target <= 30ft.               |   |   |  | $\vdash$ |
| lo Crib  | 1 Evocation<br>1 Illusion                       | 1 actio                       | on 90 ft                              | ft. 1        | creature V  | S M | if diamond 50 gp<br>if pinch of colored powder                             |                                | Instantaneous<br>1 round       | Ranged Spell Attack               | See Details      | DAM: 3d8      | 221        | Choose type: acid, cold, fire, lightning, poison, or thunder.  | Extra 1d8 DAM.<br>Extra 2d10 HP.                      |   |   |  |          |
| hand Languages   | 1 Divination Bi                                 | ual 1 actio                   | n Self                                | r .          | V   | S M | If pinch of soot and salt  |                                | 1 hour                         |                                   |                  |               | 224        | Know literal meaning of any speech. Understand written words while touching.   | Extra 2010 FIP.                                       |   |   |  |          |
| egio<br>Bull   | 1 Divination Ri<br>1 Blusion                    | ual 1 actio<br>1 actio        | on Self<br>on Self                    | f 30<br>f S4 | 0 ft. radius V  | 8   |  |                                | 10 minutes<br>1 hour           |                                   |                  |               | 231        | Sense presence of magic. Use action to see auras around creatures/objects.  Create illusion to appear as someone else. Foliad by Investigation vs. spell DC.             |   |   |   |  | $\vdash$ |
| cos Retreat  | 1 Transmutation<br>1 Necromancy                 | 1 bonu<br>1 actio             | a action Self                         | f Se         | elf V   | 8   | # alcohol or distilled spirits   | Concentration                  | 10 minutes<br>1 hour           |                                   |                  |               | 238<br>239 | You can take Dash as a borus action until spell ends.<br>You gain 1d4+4 temp HP.   | Extra 5 temp HP.                                      |   |   |  |          |
| ,  | 1 Transmutation                                 | 1 react                       | tion (falling) 60 ft                  |              | = 5 falling creatures V                                 | M   | If small feather or piece of down  |                                | 1 minute                       |                                   |                  |               | 239        | Tamets' descent sinus to 60 ft ner munt takes no DAM, and can land on feet   | Extra 5 temp rin.                                     |   |   |  |          |
|  | 1 Conjuration Ri 1 Conjuration                  | ual 1 hour<br>1 actio         | 10 ft<br>in 120                       | R. 20        | V 0 ft. radius sphere V                                 | S M | II CHARCOAL, INCENSE, HERBS 10 gp  |                                | Instantaneous<br>1 hour        |                                   |                  |               | 240        | Gain the service of a familiar. See Sourcebook.  Creates a foggy sphere. Can be banished by moderate wind.   | Increase radius by 20 ft.                             |   |   |  |          |
|  | 1 Conjunation                                   | 1 actio                       | n 60 ft                               | R. 10        | 0 ft. square V  | S M | f park rind or butter  |                                | 1 minute                       | DEX (Fail)                        |                  |               |            | Creatures in area or entering area fall prone if they fall DEX save.   |   |   |   |  |          |
| unipt  | 1 Divination Ri 1 Blusion Ri                    | ual 1 minu<br>ual 1 minu      | ite Tour                              | uch w        | object V<br>riting surface                              | S M | if pearl, owl feather 100 gp<br>if LEAD-BASED INK 10 gp                    |                                | Instantaneous<br>10 days       |                                   |                  |               | 252        | Learn what an item is and what spells affect it.  Write magical script on surface that only designated people can read.  |   | - | - |  |          |
| _  | 1 Transmutation 1 Transmutation                 | 1 actio                       | n Tour                                | uch 1        | creature V  | S M | if grasshopper's hind leg<br>if pinch of dirt                              |                                | 1 minute<br>1 hour             |                                   |                  |               | 254<br>258 | Target's jump distance tripled until spell ends.  Target's speed increases by 10 ft.   | One additional creature.                              |   |   |  |          |
|  | 1 Abjuration                                    | 1 actio                       | n Tou                                 | uch 1        | willing creature V                                      | S M | if piece of cured leather  |                                | 8 hours                        |                                   |                  |               | 256        | If target isn't wearing armor, its base AC becomes 13 + DEX modifier.  |   |   |   |  |          |
| elle<br>from EMI and Good  | 1 Evocation<br>1 Abjuration                     | 1 actio                       | n 120<br>n Tour                       | Dit. A       | ny creature in range. V<br>willing creature V           | S M | if Inoly water or powdered silver  | Concentration                  | tostantaneous<br>10 minutes    |                                   | Force            | DAM:(1d4+1)x3 | 257<br>270 | You choose the target for each dart that does 164+1 DAM.  Protect against certain types of creatures. See Sourcebook.  | One additional dart.                                  |   |   |  |          |
| Azono  | 1 Necromancy<br>1 Abjuration                    | 1 actio                       | on 60 ft<br>tion (get hit) Self       | ft. 1        | creature in range V                                     | 8   | 7,7  |                                | Instantaneous<br>1 mund        | Ranged Spell Attack               | Poison           | DAM: 2k8      | 271        | Target also makes CON save. On fail, poisoned until end of next turn.  | Extra 1d8 DAM.  |   |   |  | =        |
| φ.   | 1 Illusion                                      | 1 actio                       |                                       |              | 5 ft. cube V  | S M | d bit of fleece  | Concentration                  | 10 minutes                     |                                   |                  |               | 276        | Gain +5 bonus to AC, including triggering attack. Negates Magic Missile attacks.<br>Create visual-only illusion. Use action to make it move. Investigation to discover.  |   |   |   |  |          |
| Edogue Leuritur  | 1 Enchantment<br>1 Enchantment                  | 1 actio                       | on 90 ft<br>on 30 ft                  | R. 20        | 0 ft. radius V  | S M | If pinch of fine sand If tiny tarts and a feather                          | Concentration                  | 1 minute<br>1 minute           | WIS (Fail)                        |                  |               | 276<br>280 | Sd8 total HP of creatures in area fall asleep. Go in order of lowest HP to hightest<br>Target (INT > 4) is prone, incapacitated, can't stand. WIS save each turn to end. | t Addition 2d8 HP fall asleep.                        |   |   |  | H        |
| Floring Disk   |   | ual 1 actio                   | n 30 ft                               |              | ft. diameter circle V                                   | S M | d drop of mercury  |                                | 1 hour                         |                                   | Thursday         | D.111.0."     |            | Create floating disk that holds 500 lbs and stays within 20 ft. of you.  | Carrie and Date:                                      |   |   |  |          |
| lervent  | 1 Evocation<br>1 Conjuration Ri                 | 1 actio                       | n Self<br>in 60 ft                    | ft. 15       |   |     | if piece of string, bit of wood  |                                | Instantaneous<br>1 hour        | CON (Half DAM, no push)           | Thunder          | DAM: 268      | 282<br>284 | Creatures failing save and objects pushed 10 ft. Boom heard for 900 ft.  Create invisible force that can perform simple, mental tasks for you.                           | Extra 1d8 DAM.  |   |   |  |          |
|  | 1 Evocation<br>2 Transmutation                  | 1 actio                       | n 30 ft                               | ft. 1        |   |     | If twig from tree struck by lightning                                      | Concentration<br>Concentration | 1 minute                       | Ranged Spell Attack               | Lightning        | DAM: 1d12     | 289        |  | Extra 1d12 DAM.                                       |   |   |  |          |
| ek .   | 2 Abjuration                                    | 1 actio                       | n Tou                                 | uch 1        | openable object V                                       | S M | d GOLD DUST 25 gp  |                                | Until Dispelled                |                                   |                  |               |            | Locks object until password is spoken or dispelfknock. Object break DC +10.  |   |   |   |  |          |
| (Deathers  | 2 Necromancy<br>2 Illusion                      | 1 actio                       | n Self                                | f Si         | creature V<br>elf V                                     |     |  | Concentration                  | 1 minute                       | CON per turn (Fail)               |                  |               | 219<br>219 | Target becomes blind or deaf (your choice).  Creatures relying on sight have disadvantage to attack.   | One more creature.                                    |   |   |  |          |
| Deggess  | 2 Conjuration                                   | 1 actio                       | on 60 ft<br>on Tour                   | ft. 5        | ft. cube V  | 8 M | if silver of glass if RUBY DUST 50 gp                                      | Concentration                  | 1 minute                       |                                   | Stashing         | DAM: 464      | 222        | DAM taken on entering or starting turn in area.  Heatless flame comes from object. Can be covered but not snuffed out.   | Extra 2d4 DAM.  |   |   |  |          |
| r Mednese  | 2 Evocation<br>2 Enchantment                    | 1 actio                       | n 100                                 | Dft. 1       | humanoid V  | 8   |  | Concentration                  | Until Dispelled<br>1 minute    | WIS every turn (Fail)             |                  |               | 229        | Charm humanoid to attack your target of choice. Use action to keep control.  |   |   |   |  |          |
|  | 2 Evocation<br>2 Transmutation                  | 1 actio                       | on 60 ft<br>on Tour                   |              | willing creature V                                      | S M | d dried carrot or agate  | Concentration                  | 10 minutes<br>8 hours          |                                   |                  |               | 230        | Creates darkness normal light can't dispel. Dispels light spells <= 2nd level.  Grants creature darkvision (60 ft.) but can't see in Darkness aura.                      |   |   |   |  |          |
| houghts  | 2 Divination                                    | 1 actio                       | n Self                                | f 30         | 0 ft. radius V  | S M | if a copper piece  | Concentration                  | 1 minute                       | See Sourcebook                    |                  |               | 231        | Read thoughts of those around you. See Sourcebook.   |   |   |   |  |          |
| Taduco<br>Spinore  | 2 Transmutation<br>2 Conjuration                | 1 actio                       | on 60 ft                              |              | ft. diameter sphere V                                   | S M | if powdered iron if tallow,brimstone,iron powder                           | Concentration<br>Concentration | 1 minute                       | CON (Fail)<br>DEX (Half DAM)      | Fire             | DAM: 2d6      | 237        | Enlarge or reduce target. See Sourcebook.  Creatures next to spheres at end of turn take DAM. Move spheres 30 ft.  | Extra 1d6 DAM.  |   |   |  |          |
| apcee<br>Med   | 2 Necromancy Ri<br>2 Evocation                  | ual 1 actio<br>1 actio        | n Tour                                | uch 1        | corpse V  | S M | if salt and 1 cp on each eye<br>if a legume seed                           | Concentration                  | 10 days                        | STR (Fail)                        |                  |               | 245        | Preserves corpse. Extends time limit of Raise Dead spell.  Push targets 15 ft. in director of wind. Creatures move half speed against wind.                              |   |   |   |  |          |
| <br>   | 2 Enchantment                                   | 1 actio                       | on 60 ft                              | R. 1         | humanoid V  | S M | at small straight piece of iron  | Concentration                  | 1 minute                       | WIS (Fail)                        |                  |               | 251        | Target is paralyzed. New saving throw at end of turn.  | 1 additional creature.                                |   |   |  |          |
| <b>,</b>   | 2 Illusion<br>2 Transmutation                   | 1 actio                       | n Tour<br>n 60 ft                     | tch 1        | creature V<br>openable object V                         | S M | if eyelash in gum arabic   | Concentration                  | 1 hour<br>Instantaneous        |                                   |                  |               | 254<br>254 | Target becomes invisible. Ends if target attacks or casts a spell.  Open mundane lock or suppress an Arcane Lock for 10 minutes. Loud knock.                             | One additional creature.                              |   |   |  |          |
| Third  | 2 Transmutation<br>2 Divination                 | 1 actio                       | on 60 ft<br>on Self                   | ft. 1        | creature or object V                                    |     | at small leather loop or golden wire<br>at forked twig                     | Concentration<br>Concentration | 10 minutes                     | CON (Fail)                        |                  |               | 255        | Target <- 500 lbs. floats 20 ft. Can move up/down 20ft./turn. Floats down on end<br>Sense object direction within 1000 ft. or locate it within 30 ft.                    |   |   |   |  |          |
| lou <b>in</b>  | 2 Illusion Ri                                   | ual 1 minu                    | de 30 ft                              | ft. 1        | object V  | S M | if honeycomb and JADE DUST 10 gp   |                                | Until Dispelled                |                                   |                  |               | 257        | Magic mouth repeats <= 25 word message once condition is met.  |   |   |   |  |          |
| ust of code of | 2 Transmutation<br>2 Evocation                  | 1 bonu<br>1 actio             | a action Tour<br>on 90 ft             | th 1         | nonmagical weapon V target V                            | S M | if inhubarb leaf, adder's stomach  | Concentration                  |                                | Ranged Spell Attack               | Acid             | DAM: 464      | 257<br>259 | Normagical weapon becomes +1.  Half DAM on miss. On hit, target also takes 2d4 acid DAM at end of next turn.   | 4th: +2 weapon,6th: +3<br>1d4 DAM on both effects     |   |   |  |          |
| nego<br>   | 2 Blusion<br>2 Conjustion                       | 1 actio                       | n Self<br>as action Self              | f Si         | elf V   | 8   |  |                                | 1 minute<br>Instantaneous      |                                   |                  |               | 260        | Create duplicates that make you harder to hit. See Sourcebook.  Teleport <= 30 ft. away to unoccupied location.  |   |   |   |  |          |
| Magio Aura   | 2 Busion<br>2 Busion                            | 1 actio                       | n Tou                                 | uch 1        | creature or object V                                    |     | if small square of silk  |                                | 24 hours                       |                                   |                  |               | 263        | Divination spells reveal false info about target. See Sourcebook.  |   |   |   |  |          |
| mei Force<br>Enfeablament  | 2 Illusion<br>2 Necromancy                      | 1 actio                       | on 60 ft<br>on 60 ft                  | ft. 1:       |   | S M | If bit of fleece   | Concentration<br>Concentration | 1 minute<br>1 minute           | INT (Fail)<br>Ranged Spell Attack |                  |               | 284        | Affect target with illusion. Can DAM for 1d6 Psychic. See Sourcebook.  Target deals 1/2 DMG with STR weapon attacks. CON save to end at turn's end                       | L   |   |   |  |          |
| it<br>New  | 2 Transmutation<br>2 Evocation                  | 1 actio                       | on Tour<br>on 120                     |              | 0 ft. rope V = 3 creatures V                            | S M | f powdered corn, parchment loop  |                                | 1 hour                         | Ranged Spell Attack               | Fire             | DAM: 2d6x3    | 272        | Climb rope to other space that can hide 8 Medium creatures. Can see outside.<br>Shoot 3 rays at up to 3 targets.   | One additional ray.                                   |   |   |  |          |
|  | 2 Divination                                    | 1 actio                       | n Self                                | f S4         | elf V   |     | If pinch of talc and silver powder   |                                | 1 hour                         |                                   |                  |               | 274        | See invisible and ethereal creatures.  |   |   |   |  |          |
| lmb  | 2 Evocation<br>2 Transmutation<br>2 Enchantment | 1 actio                       | on 60 ft<br>on Tour                   | uch 1        | 0 ft. sphere V<br>willing creature V                    | S M | if chip of mica if spider and drop of bitumen if snake's tongue, honeycomb | Concentration                  | 1 hour                         | CON (Half DAM)                    | Thunder          | DAM: 3d8      | 275<br>277 | Inorganic creatures have disadvantage to save. Objects take DAM too.  Target can walk on walls or ceiling. Climbing speed becomes walking speed.                         | Extra 1d8 DAM.  |   |   |  |          |
| lon .  | 2 Enchantment<br>2 Conjuration                  | 1 actio<br>1 actio<br>1 actio | on 30 ft<br>on 60 ft                  | ft. 1        | creature V<br>0 ft. cube V                              | 0 M | if snake's tongue, honeycomb<br>if bit of spiderweb                        | Concentration<br>Concentration |                                | WIS (Fail)<br>DEX (Fail)          |                  |               | 279        | Target follows reasonable course of action you suggest. Can specify conditions.<br>Every turn:DEX save or restrain;STR save to escape.Burning webs 2d4 fire DAX          |   |   |   |  |          |
| Deed<br>Auree  | 3 Necromancy<br>3 Necromancy                    | 1 minu                        | de 10 ft                              | ft. co       |   |     |  |                                | Instantaneous                  |                                   |                  |               | 212        | Creates skeleton or zombie servant that accepts simple directions  | Two more undead                                       |   |   |  |          |
| 200  | 3 Necromancy<br>3 Transmutation                 | 1 actio                       | n Tour<br>n Self                      | ich 1        | creature V  | S   |  | Concentration                  | 1 minute<br>1 minute           | WIS (Fail)                        |                  |               | 218        | Curse target. See Sourcebook. Roll 11 or higher to go to Ethereal plane between turns; reapper within 10ft.  | See Sourcebook  | _ |   |  | $\vdash$ |
| 100<br>xel<br>glo  | 3 Divination<br>3 Abjuration                    | 1 actio                       | tutes 1 mi<br>tion (spell cast) 60 ft | nite         | V   | S M | if jeweled hom or glass eye 100 gp   | Concentration                  | 10 minutes<br>Instantaneous    | 00                                |                  |               | 222        | Create sensor in area you can see or hear through.   | Internupt spell <= new level.                         |   |   |  |          |
| <del>-</del>   | 3 Abjuration<br>3 Blusion                       | 1 actio                       | n 120                                 | ) ft.   1    | creature/object/magical effect V                        | 8   |  |                                | Instantaneous                  |                                   |                  |               | 234        | End spell <= 3rd level. For >= 4th level, casting ability check DC=10+spell level.   | End spell <= new level.                               |   |   |  |          |
|  | 3 Blusion Ri                                    | 1 actio                       | n Self<br>n Tou                       |              | 0 ft. cone V willing creature V                         | S M | d white feather or hen heart<br>d pinch of graveyard dirt                  | Concentration                  | 1 minute<br>1 hour             | WIS (Fail)                        |                  |               | 239        | Targets drop everything and use Dash to run away. WIS save once out of sight.  Creature appears dead. Resists all non-psychic DMG. Disease/poison delayed.               |   |   |   |  | -        |
| <b>.</b>   | 3 Evocation<br>3 Transmutation                  | 1 actio                       | n 150                                 | ) ft.   20   | 0 ft. radius sphere V                                   | S M | if tiny ball of gueno and sulfur   |                                |                                | DEX (Half DAM)                    | Fire             | DAM: 8d6      | 241        | Fire spreads around corners and ignites flammable objects.   | Extra 1d6 DAM.  |   |   |  |          |
| Form   | 3 Transmutation                                 | 1 actio                       | n Tou                                 | uch 1        | willing creature V                                      | S M | If bird's wing feather If bit of gauze and wisp of smoke                   | Concentration                  | 1 hour                         |                                   |                  |               | 243        | Cloud form: Fly(10ft.). Resist normagical DMG. STRIDEX/CON save advantage  | One additional creature.                              |   |   |  |          |
| Yesting  | 3 Abjuration<br>3 Transmutation                 | 1 hour<br>1 actio             | Tour<br>on 30 ft                      |              | ee Sourcebook. V<br>willing creature V                  | S M | if incense, DIAMOND POWDER 200 gp  | Concentration                  | Dispel/Triggered               | 1                                 |                  |               | 245<br>250 | Create a magical trap. See Sourcebook.  Doubles speed. +2 AC. Advantage on DEX saves. Additional action to Dash.   | See Sourcebook  |   |   |  | H        |
| Form Hurling Pattern to Tiny Hut Bolt do go  | 3 Illusion                                      | 1 actio                       | n 120                                 | ) ft. 30     | 0 ft. cube  | S M | d glowing stick of incense   | Concentration                  | 1 minute                       | WIS (Fail)                        |                  |               | 252        | Creatures charmed, incapacitated, speed = 0. Spell ends on DAM or shaking.   |   |   |   |  |          |
| rmy Hut<br>Bolt  | 3 Evocation Ri<br>3 Evocation                   | ual 1 minu<br>1 actio         | de Self<br>in Self                    | f 10         | 00 ft. line V   | S M | if small crystal bead<br>if bit of fur and glass rod                       |                                | 8 hours<br>Instantaneous       | DEX (Half DAM)                    | Lightning        | DAM: 8d6      | 255<br>255 | Protect <= 9 creatures in hut from spells, creatures, elements.  Lightning ignites flammable objects.  | Extra 1d6 DAM.  |   |   |  |          |
|  | 3 Abjuration<br>3 Illusion                      | 1 minu<br>1 actio             | de 10 ft                              | R. 10        | 0 ft. rad., 20 ft. high cylinder V                      | S M | # HOLY WATER or Fe/Ag DUST 100 gp  | Concentration                  | 1 hour                         |                                   |                  |               | 256        | Hinder one creature type within cylinder. See Sourcebook.  Create image of object including sounds, smells. Investigation check to foil.                                 | Duration increases 1 hour.                            | _ |   |  | =        |
| ion .  | 3 Abjuration                                    | 1 actio                       | n Tou                                 | uch 1        | object, place, or willing target V                      | S M | I DIAMOND DUST 25 gp   |                                | 8 hours                        |                                   |                  |               | 263        | Hide target from all divination and scrying magic.   |   |   |   |  |          |
| from Energy  | 3 Abjuration                                    | ual 1 minu<br>1 actio         | n Tou                                 | uch 1        | creature V  | 8   |  | Concentration                  | 1 hour<br>1 hour               |                                   |                  |               | 265<br>270 | You and 1 other can ride phantom steed. Speed=100ft or 10mph (13 fast).  Creature gains resistance to one of: acid, cold, fire, lightning, or thurder.                   |   |   |   |  |          |
| _  | 3 Abjuration<br>3 Evocation                     | 1 actio                       | n Tour                                | uch 1        | creature or object V                                    | 8   | d short piece of fine copper wire  |                                | Instantaneous<br>1 round       | -                                 |                  |               | 271<br>274 | Remove curse creature or break object's curse attunement to any target.  Send <= 25 word message to known creature. Cet similar reply.                                   |   |   |   |  | =        |
|  | 3 Conjuration                                   | 1 actio                       | n 150                                 | ) ft. 40     | 0 ft. rad. 20 ft. tall cylinder V                       | S M | d 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  | n.  |   |   |  |          |
| oud  | 3 Transmutation<br>3 Conjuration                | 1 actio                       | n 120<br>n 90 ft                      | ft. 20       | = 6 creatures in 40 ft. cube V<br>0 ft. radius sphere V | S M | if drop of molasses if rotten egg or skunk cabbage                         | Concentration<br>Concentration | 1 minute                       | WIS (Fail)<br>CON (Fail)          |                  |               |            | Affected creatures become slowed. See Sourcebook.  Creatures that need to breathe spend turn retching. Wind disperses cloud.   |   |   |   |  |          |
| <br>   | 3 Divination                                    | 1 actio                       | n Tou                                 |              |   |     | d clay model of a ziggurat   |                                | 1 hour                         |                                   | Macordia         | 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   |   |   |  |          |
| owon<br>Ming   | 3 Necromancy<br>3 Transmutation Ri              | 1 actio                       | n 30 ft                               | ft. co       | = 10 willing creatures V                                |     | if short need or piece of straw  |                                | 24 hours                       | Melee Spell Attack                | Necrotic         |               | 287        | Creatures gain ability to breathe underwater using normal respiration.   |   |   |   |  |          |
|  | 4 Divination<br>4 Abjuration                    | 1 actio                       |                                       |              |   |     | d a bit of bat fur<br>d item disliked by target                            |                                | 1 hour<br>1 minute             | CHA (Fail)                        |                  |               |            | Create invisible eye with darkvision(30ft) moves 30ft/rd you can see through.<br>Banish target to another plane; native of other plane doesn't return after 1 min.       | One more creature                                     |   |   |  |          |
|  | 4 Necromancy                                    | 1 actio                       | on 30 ft                              | ft. 1        | creature V  | 8   |  |                                | Instantaneous                  | CON (Half DAM)                    | Necrotic         | DAM: 8d8      | 219        | Plants have disadvantage on save and take mox DAM.   | Extra 1d8 DAM.  |   |   |  |          |
| or Elementale  | 4 Enchantment<br>4 Conjunation                  | 1 actio<br>1 minu             | de 90 ft                              | ft.          | V   | 8   |  | Concentration                  |                                | mo (Fall)                         |                  |               | 226        | Summon elementals (total CR <= 2) that obey commands.  | Increase radius by 5ft.<br>6th: CR <= 4; 8th: CR <= 6 |   |   |  |          |
| lar<br>Door  | 4 Transmutation 4 Conjuration                   | 1 actio                       | n 300<br>n 500                        |              | 00 ft. cube V<br>elf (and ally within 5 ft.) V          | S M | water drop, pinch of dust  | Concentration                  | 10 minutes<br>Instantaneous    |                                   |                  |               | 227        | Control water. See Sourcebook.  Teleport yourself and ally to location. If occupied, 4d8 force DAM and spell fails.  |   |   |   |  |          |
| k Tentaciee  | 4 Conjuration                                   | 1 actio                       | on 90 ft                              | ft. 20       | 0 ft. square V  | S M | If piece of octopus temtacle   | Concentration                  | 1 minute                       | DEX white in area (Fail)          | Bludgeoning      | DAM: 3d6      | 238        | Also restrained. Restrained take DAM every turn. STR/DEX check to get free.  |   |   |   |  |          |
|  | 4 Transmutation 4 Evocation                     | 10 min<br>1 actio             | tutes 120<br>on Self                  | f S4         | off. cube V   | 8   | at bit of phosphorous or a firefly   |                                | Instantaneous<br>10 minutes    |                                   | Fire/Cold        |               |            | Convert raw materials into object no bigger than 5 ft. cube.  Choose warm or chill shield. Melee attackers take DMG. Light out 10 ft./20 ft.                             |   |   |   |  |          |
| ANDRY  | 4 Busion<br>4 Busion                            | 1 actio<br>1 actio<br>10 min  | n Tous                                | uch Se       | elf or willing creature V                               | 8   | of stone, twig, bit of green plant   | Concentration                  |                                |                                   |                  |               | 246        | Become invisible until spell ends.  Make natural ternain seem like other ternain. Investigation check to disbelieve.   |   |   |   |  |          |
| ay remun   | 4 Evocation                                     | 1 actio                       | n 300                                 | ) ft. 20     | 0.8 red 408 high cylinder V                             | 8 M | d. ninch of dust done of water   |                                | Instantaneous                  | DEX (Half DAM)                    | Bludgeoning+Cold | DAM: 2d8+4d6  |            | Storm's area of effect becomes difficult terrain until end of next turn.   | Extra 1d8 bludgeoning DAM                             |   |   |  |          |
| Secret Cheet   | 4 Conjunation 4 Divination                      | 1 actio                       | n Tou                                 |              | chest V creature familiar to you V                      | 8 M | d chest(5000), replica chest(50) 5050 gp<br>d bloodhound fur               |                                | Instantaneous<br>Instantaneous |                                   |                  |               | 254<br>258 | Transport chest back and forth from Ethereal Plane using replica.<br>Sense creature direction within 1000 ft. or locate it within 30 ft.                                 |   |   |   |  |          |
| ente Feithful Hound  | 4 Conjugation                                   | 1 actio                       | n 30 ft                               | ft.          | V   | S M | d silver whistle, bone, thread   |                                | 8 hours                        |                                   | Piercing         | DAM: 4d8      | 261        | Spectral hound guards area and can attack hostiles. See Sourcebook.  |   |   |   |  |          |
| non's Privale Sanctum<br>lectiont Ophero   | 4 Abjuration<br>4 Evocation                     | 10 min<br>1 actio             | on 30 ft                              |              | = 100 ft. cube V<br>creature or object V                | S M | if lead,glass,cloth,chrysolite<br>if hemispheres of crystal,arabic         | Concentration                  | 1 minute                       | DEX (Fail)                        |                  |               | 264        | Trap creature in sphere. Sphere only destroyed by Disintegrate spell.  | Extra 100 ft. per cube side                           |   |   |  |          |
| al KOlar   | 4 Illusion                                      | 1 actio                       | n 120                                 | 0 ft. 1      | creature V  | 8   |  | Concentration                  | 1 minute                       | WIS (Fail)                        | Psychic          | DAM: 4d10     | 265        | Target is frightened and takes DAM at start of turn if it doesn't save.  | Extra 1d10 DAM.                                       |   |   |  |          |
| ince Elementale state st | 4 Transmutation 4 Transmutation                 | 1 actio                       | n Tou                                 | uch 5        | ft. cube V  | S M | if soft clay in desired shape  |                                | Instantaneous                  | WIS (Fail)                        |                  |               | 278        | Transform creature's form. All stats change. Limited to actions of new form.<br>Reshape stone into any rough shape you wish.   |   |   |   |  |          |
|  | 4 Abjuration<br>4 Evocation                     | 1 actio                       | n Tour                                | uch 1        | willing creature V                                      | S M | M DIAMOND DUST 100 gp<br>M small piece of phosphorous                      | Concentration                  | 1 hour                         | DEX (Half DAM)                    | Fire             | DAM: 5/9      | 278        | Target gains resistance to nonmagical bludgeoning, piercing, and slashing DMG<br>Those entering or ending turn on one side of the wall take 5d8 fire DAM.                | Evina 1/18 DAM  |   |   |  |          |
|  | 5 Transmutation                                 | 1 actio                       | n 120                                 | Dit. Si      | ee Sourcebook. V = 10 objects V                         | 8 M | if small piece of phosphorous  | Concentration                  | 1 minute                       | DES (VAILTHAM)                    |                  | DAM: 300      | 213        | Those entering or ending turn on one side of the wall take 5d5 fire DAM.  Animate objects to accept simple commands.   | Two more objects                                      |   |   |  |          |

| Cleariti   | 5 Conjugation  | 1    | 1 action   | 120.8  | 20 ft. radius sphere \   | v s   |  |  | Concentra  | tion 10 minutes  | CON (Helf DAM)   | Poison  | DAM: 5d8   | 222  | DAM taken on entering or starting turn in area. Fog moves away 10 ft. per turn.   | Evira 148 DAM  |   |  |  |  |  |
|--|--|------|--|--|--|---|--|--|--|--|--|---|--|--|---|--|---|--|--|--|--|
| Company Codel  | 5 Evocation  |      |  |  |  |   | M crystal or glass cone  |  |  |  |  |   | DAM: 8d8   |  | Creatures killed become frozen statues.   | Evira 148 DAM  |   |  |  |  |  |
| Contant Flormantial  | 5 Conjuration  |      |  | 90.8   |  |   | M See Sourcebook   |  | Concentra  | tion 1 hour  |  |   |  |  | Summon elemental CR <= 5. Obeva commanda. Hostile if control is lost.   | Increase max CR by 1.  |   |  |  |  |  |
| Contact Other Plane  | 5 Divination   |      | 1 minute   | Self   |  | 4   |  |  |  | 1 minute   | INT DC:15/DAM, insene for day)   | Deserbio  | DAM: 6d6   |  | Contact extraplanar being. YOU make save. 1-word answers to 5 questions.  |  |   |  |  |  |  |
| Country  | 5 Brains   |      |  | 30.8   |  |   | M bit of matter you want to make   | _  | _  | See Sourceboo  |  | rayunc  | DOMES GOLD   |  | Make nonliving object no larger than 5 ft. cube. See Sourcebook.  | Cube size increases by 5 ft  |   |  |  |  |  |
| Dominale Person  | 5 Enchantment  |      | 1 action   | 60 ft.   |  | V 8   |  |  | Concentra  | tion 1 minute  | WIS (Fail)   |   |  |  | Charm humanoid to give it commands. Has advantage to save if attacking it.  | See Sourcehook   |   |  |  |  |  |
|  | 5 Illusion   |      |  |  |  |   | M sand,ink,quill from asleep bird  |  |  | 8 hours  | See Sourcebook   | One Onumebook   | One On makeni  |  | Shape creature's dreams. See Sourcebook.  |  |   |  |  |  |  |
| Dream<br>Gees  | 5 Enchantment  |      |  |  | 1 creature   | v .   |  |  |  | 30 days  | WIS (Fail)   |   |  |  | Target must perform task you set. 5d10 psychic DAM whenever it disobeys.  | 7th losts 1 year 9th forever   |   |  |  |  |  |
| Hold Moneter   | 5 Enchantment  |      | 1 action   | 90 ft.   |  | V 8 I   | M small straight piece of iron   |  | Concentra  | tion 1 minute  | WIS (Fail)   |   |  |  | Target is paralyzed. New saving throw at end of turn. Doesn't work on undead.   |  |   |  |  |  |  |
| Legand Lore  | 5 Divination   |      |  |  |  |   | M INCENSE(250),4 ivory strips(5)   | 0 200 00   |  | Instantaneous  | 1111   |   |  |  | Learn lore about target. Information is accurate but might use figurative words.  |  |   |  |  |  |  |
| Market   | 5 Busion   |      | 1 action   |  | Salf   | 8   | in incorrac(230) 4 incry suspects  | 0 300 gp   | Concentra  | tion 1 hour  |  |   |  |  | Become invisible and create illusory double. Use action to move your double.  |  |   |  |  |  |  |
| Modify Memory  | 5 Enchantment  |      |  | 30.8   |  | V 8   |  |  |  | tion 1 minute  | WIS (Fail)   |   |  |  | Reshape another creature's memories. See Sourcebook.  | See Sourcehook   |   |  |  |  |  |
| Personal   | 5 Transmutation  |      |  | 30 ft.   |  | u 0 1   | M pinch of sesame seeds  |  |  | 1 hour   | 1111   |   |  |  | Create 5ft wide, 8ft tall, 20ft deep opening in wall, ceiling, or floor.  |  |   |  |  |  |  |
| Please Binding   | 5 Abjuration   |      | 1 hour   | 60 ft.   |  |   | M JEWEL  | 1000 gp  | _  | 24 hours   | CHA (Fail)   |   |  | 204  | Bind celestial, elemental, fey, or fiend to serve you for spell duration.   | See Sourcebook   |   |  |  |  |  |
| Rany's Telepathic Bond   | 5 Divination   |      |  |  |  |   | M eggshell of 2 different creatures  |  | _  | 1 hour   | CON (I MI)   |   |  |  | Targets can communicate telepathically with each other, but not to other planes   | Jee Journeyous.  | _ |  |  |  |  |
|  | 5 Divination   | 1000 |  |  |  |   |  |  | 0  | tion 10 minutes  | WIS (Fail)   |   |  |  | Soy on a target located on the same plane as you. See Sourcebook.   |  | _ |  |  |  |  |
| Scrying<br>Security  | 5 Blusion  |      |  |  |  | v 8   | M scrying focus  | 1000 gp  | Concernera   | 8 hours  | CHA (Fail)   |   |  |  | Disguise willing or unwillig creatures as other similar creatures, including outlits.   |  |   |  |  |  |  |
| Tolokhoolo   | 5 Transmutation  |      |  |  | Creatures or objects in range \  |   |  |  | Concentra  | tion 10 minutes  | CIOC(I BII)  |   |  |  | Move objects or creatures with your mind. See Sourcebook.   |  |   |  |  |  |  |
| Televantativa Olaska   | 5 Conjunction  |      |  |  |  |   | M CHALK & INK mixed with gems  |  |  | 1 round  |  |   |  |  | Any stepping inside circle teleport to permanent teleportation circle.  |  | _ |  |  |  |  |
| Visit of Force   | 5 Conjuration  |      |  |  |  |   | M powder from clear gematone   | a sugp   | Consoster  | tion 10 minutes  |  |   |  |  | Create impenetrable wall (even into Ethereal Plane) only unmade by Disintegral  |  |   |  |  |  |  |
| Wall of Stone  | 5 Evocation  |      | 1 action   |  |  |   | M small block of granite   |  | Concentra  | tion 10 minutes  | DEX (Move away, not trapped)   |   |  |  | Create wall of stone or other stone structure. See Sourcebook.  |  |   |  |  |  |  |
| Arcene Gale  | 6 Conjuration  |      | 1 action   |  |  | V 8   | anan book or grana   |  |  | tion 10 minutes  | DEX (NOTE BEST, INC ESPEC)   |   |  |  | Create two linked portals 10ft, across anybody can travel between.  |  |   |  |  |  |  |
|  | 6 Evocation  |      |  | 150 ft.  |  |   | M bit of fur.plass, 3 silver pins  |  | Concernera   |  | DEX (Half DAM)   | Lightning   | DAM: 1048  |  | Bolt hits one target then forks to up to 3 others.  | One more holt in fork  |   |  |  |  |  |
| Chain Lightning<br>Clade of Death  | 6 Necromancy   |      | 1 action   |  |  |   | M crushed black pearl  | 500 ap   |  |  | CON (Half DAM)   | Necrotic  | DAM: 1086<br>DAM: 8d6  | 221  | DOS TITLE STREET STREET SOURCE ST. SEP. SO. J. D. J. D  | Extra 2d6 DAM.   |   |  |  |  |  |
| Conference   | 6 Evocation  |      |  |  |  |   | M ivory statue of self   | 1500 gp  |  | 10 days  | and the second   |   |  | 227  | Soell <= 5th level activates when condition occurs. That soell's slot used too.   | AUV LIFOR.   |   |  |  |  |  |
| Create Undeed  | 6 Evocation  |      |  | 10 B   |  |   | M See Sourcebook   | Source   |  | 10 days  |  |   |  |  | Spell <= 5th level activities when condition occurs. That spell's stot used too.  Create undeed to serve you for 24 hours. See Sourcehook.  | See Soumehook  |   |  |  |  |  |
| Children to  | 6 Transmutation  |      |  |  |  |   | M lodestone and pinch of dust  | Source   |  | Instantaneous  |  | Esco  | DAM 1049+10  |  | Create undead to serve you for 24 hours. See Sourcebook.  If target drops to 0 HP, is disintegrated. Only revived by True Resurrection.   | See Sourcebook.<br>Extra 3d6 DAM.  |   |  |  |  |  |
| Dreamly instant Summons  |  |      | 1 action<br>1 minute   |  |  |   |  | 4000   |  |  |  | 1 0108  | DAME: 1000140  |  |   | LAS & 300 LIMM.  |   |  |  |  |  |
| Darker Commons   | 6 Conjuration  |      |  | Touch<br>Self  |  |   | M sapphire   | 1000 00  | 0  | Until Dispelled<br>tion 1 minute   |  |   |  |  | Speak item name and crush gem to summon object unless it's held by other.  Affect targets negatively. New target each turn. See Sourcebook.   |  |   |  |  |  |  |
| Flesh to Stone   | 6 Necromancy<br>6 Transmutation  |      |  |  |  | V 8   | M pinch of time, water, and earth  |  |  |  | WIS (Fail)<br>CON (Fail)   |   |  |  | Affect largets negatively. New larget each turn. See Sourcebook.  Restrained on first fail. Petrified after 3 fails.  |  |   |  |  |  |  |
| Fleeh to Utone<br>Globe of Involvembility  | 6 Abjunation   |      | 1 action<br>1 action   |  |  |   | M pinch of time, water, and earth M class or crystal bead  |  |  | tion 1 minute  | CON (Fall)   |   |  |  | Postnamed on trist fail. Petrified after 3 tails.  Spells ~ 5th level cannot affect those within the clobe.   | 1 higher spell level blocked.  |   |  |  |  |  |
|  | 6 Abjuration<br>6 Abjuration   |      | 1 action<br>10 minutes   |  |  |   | M glass or crystal bead<br>M See sourcebook.   | 40   | Concentra  | tion 1 minute<br>24 hours  |  |   |  |  | Spells <= 5th level cannot affect those within the globe.  Protect an area of space. See Sourcebook.  | i regner spett level blocked.  |   |  |  |  |  |
| Guardo and Wards   | 6 Abjuration<br>6 Necromanov   |      |  | Touch<br>Self  |  |   | M See sourcebook. M omamental container  | 10 gp<br>500 cp  |  | 24 hours<br>Until Dispelled  |  |   |  |  | Protect an area of space. See Sourcebook.  Your soul enters an external object. See sourcebook.   |  |   |  |  |  |  |
| Meglo Jer  | 6 Necromancy<br>6 Enchantment  |      |  |  |  |   |  | 500 gp   |  |  |  |   |  |  |   |  |   |  |  |  |  |
| Mass Buggeston   |  |      |  |  |  |   | M snake's tongue, honeycomb  |  |  | 24 hours   | WIS (Fail)   |   |  |  | Make creatures accept reasonable sounding suggestions. See Sourcebook.  | 7th: 10 days;8th:30;9th:366  |   |  |  |  |  |
| Moye Earth   | 6 Transmutation  |      | 1 action   |  |  |   | M iron blade, bag of soil  |  | Concentra  | tion 2 hours   | CON (Half DAM)   | CWI   | DAM: 1046  |  | Reshape dirt, sand, or clay. Can move to different square after 10 minutes.   |  |   |  |  |  |  |
| Officials Freezing Sphere  |  |      |  |  |  | V 8   | M small crystal sphere   |  |  |  | CON (Half DAM)   | Cold  | DAM: 10ds  |  | Water freezes. Can give globe to another who fires it and spell takes effect then   |  |   |  |  |  |  |
| Otto's Irresistable Denos  | 6 Enchantment  |      |  |  | 1 creature \   | V   |  |  | Concentra  | tion 1 minute  |  |   |  |  | No movement Disadvantage on DEX saves and attacks. Use action to WIS save   |  |   |  |  |  |  |
| Programmed Blueion   | 6 Illusion   |      |  |  |  |   | M fleece, jade dust  | 25 gp  |  | Until Dispelled  |  |   |  |  | Create illusion that performs specific action triggered by specific action.   |  |   |  |  |  |  |
| Bunbeem  | 6 Evocation  |      |  |  |  |   | M magnifying glass   |  | Concentra  |  | CON (Half DAM, no blindness)   | Radiant   | DAM: 6d8   |  | Creatures are blinded until your next turn. Use your action to make a new line.<br>Target creature gains truesight, sees secret doors, Ethereal Plane. Range 120 I  |  |   |  |  |  |  |
|  | 6 Divination   |      |  |  |  |   |  |  |  |  |  |   |  |  |   |  |   |  |  |  |  |
|  |  |      | 1 action   | Touch  |  |   |  | 25 gp  |  | 1 hour   |  |   |  |  |   |  |   |  |  |  |  |
| Sunbeem<br>Time Beeing<br>Viali of Ice   | 6 Evocation  |      | 1 action   | 120 ft.  | See Sourcebook.  | V 8 I   | M small piece of quartz  | 25 gp  | Concentra  | tion 10 minutes  | DEX (Half DAM)   | Cold  | DAM: 10d8  | 285  | Ice:AC 12, 30 HP. Moving through ice:take 5d8 cold DAM or CON save for half.  | Extra DAM 2d6,1d6 moving   |   |  |  |  |  |
| Vial of ice<br>Delayed Blast Fireball  | 6 Evocation<br>7 Evocation   |      | 1 action<br>1 action   | 120 ft.<br>150 ft.   | See Sourcebook. V<br>20 ft. radius sphere V  | V 8 I   | M small piece of quartz M tiny ball of gueno and sulfur  | 25 gp  | Concentra  | tion 10 minutes<br>tion 1 minute   | DEX (Half DAM)   | Cold<br>Fire  | DAM: 10d6<br>DAM: 12d6   | 285<br>230   | Ice:AC 12, 30 HP. Moving through ice:take 5d8 cold DAM or CON serve for half.<br>Creates spot where fireball will erupt. See Sourcebook.  | Extra DAM 2d6,1d6 moving<br>Extra 1d6 base DAM.  |   |  |  |  |  |
| Delayed Blast Fireball<br>Etheroelease   | 6 Evocation<br>7 Evocation<br>7 Transmutation  |      | 1 action<br>1 action<br>1 action   | 120 ft.<br>150 ft.<br>Sulf   | See Sourcebook. \ \\ 20 ft. radius sphere \ \\ Self \ \  | V S I   | M small piece of quartz M tiny ball of gueno and sulfur  | 25 gp  | Concentra<br>Concentra   | tion 10 minutes<br>tion 1 minute<br>Up to 8 hours  | DEX (Half DAM)   | Fire  | DAM: 12d6  | 285<br>230<br>238  | Ice:AC 12, 30 HP. Moving through ice:take 5d8 cold DAM or CON save for half.<br>Creates spot where fireball will erupt. See Sourcebook.<br>Become ethereal. Move upidown at half speed. Can't see past 60 ft.   | Extra DAM 2d6,1d6 moving   |   |  |  |  |  |
| Vial of los<br>Delayed Blast Fisibal<br>Etheroeirass<br>Finger of Death  | 6 Evocation<br>7 Evocation<br>7 Transmutation<br>7 Necromancy  |      | 1 action<br>1 action<br>1 action<br>1 action   | 120 ft.<br>150 ft.<br>Self<br>60 ft.   | See Sourcebook. V. 20 ft. radius sphere V. Self V. 1 creature V.   | V S I   | M small piece of quartz M tiny ball of gueno and sulfur  |  | Concentra<br>Concentra   | tion 10 minutes<br>tion 1 minute<br>Up to 8 hours<br>Instantaneous   | DEX (Half DAM) CON (Half DAM)  |   |  | 285<br>230<br>238<br>241   | tor AC 12, 30 HP. Moving through icetake 5d8 cold DAM or CON save for half.<br>Creatins spot where fireball will empt. See Sourcebook.<br>Become ethereal. Move uptdown at half speed. Can't see past 60 ft.<br>Humanoids killed rise as a combia nest turn germanerity under your control.   | Extra DAM 2d6,1d6 moving<br>Extra 1d6 base DAM.  |   |  |  |  |  |
| Delayed Blast Fireball Etheroelease Finger of Death Forceage   | 6 Evocation 7 Evocation 7 Transmutation 7 Necromancy 7 Evocation   |      | 1 action<br>1 action<br>1 action<br>1 action<br>1 action   | 120 ft.<br>150 ft.<br>Self<br>60 ft.<br>100 ft.  | See Sourcebook. \ \ 20 ft. radius sphere \ \ \ Self \ \ \ \ 1 creature \ \ \ 20 ft. square or 10 ft. cube \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \  | V 8 1<br>V 8 1<br>V 8<br>V 8<br>V 8   | M small piece of quartz M tirry ball of guano and suffur  M ruby dust  | 25 gp  | Concentra<br>Concentra   | tion 10 minutes<br>tion 1 minute<br>Up to 8 hours<br>Instantaneous<br>1 hour   | DEX (Half DAM)   | Fire  | DAM: 12d6  | 285<br>230<br>238<br>241<br>243  | IssakD 12, 30 HP. Moving through isocials 806 cold DAM or CON save for helf.<br>Creates spot where firshed will empt. See Sourcebook.<br>Become etheratel. Move upritions at helf speed. Can't see past 60 ft.<br>Humanoids killed rise as a cerebia next turn germanerity under your control.<br>Creatures stock noise can only see well register.   | Extra DAM 2d6,1d6 moving<br>Extra 1d6 base DAM.  |   |  |  |  |  |
| Delayed Blast Florball Etheroelmon Finger of Death Forceouge Mirage Arcens   | 6 Evocation 7 Evocation 7 Transmutation 7 Necromancy 7 Evocation 7 Blusion   |      | 1 action<br>1 action<br>1 action<br>1 action<br>1 action<br>10 minutes   | 120 ft.<br>150 ft.<br>Self<br>60 ft.<br>100 ft.<br>Sight   | See Sourcebook. V. 20 ft. redius sphere V. Self V. 1 creature V. 20 ft. square or 10 ft. cube V. 1 square mile V.  | V S I   | M small piece of quantz M tiny ball of guano and sulfur  M ruby dust   | 1500 gp  | Concentra  | tion 10 minutes<br>tion 1 minute<br>Up to 8 hours<br>Instantaneous<br>1 hour<br>10 days  | DEX (Half DAM) CON (Half DAM)  | Fire  | DAM: 12d6  | 285<br>230<br>238<br>241<br>243<br>260   | loa: AC 12, 30 HP. Moving through loat take 566 cost DAM or CON save for half. Creates sport where finished will except. See Sourcetook. Become otherwall, howe upthown at hist peped. Can't see past 60 ft. Humanoids killed rise as a zerotie next turn permanentry under your control. Createures stuck in cape can only liaine using magic other CHA save.  Createures stuck in cape can only liaine using magic other CHA save.  | Extra DAM 2d6,1d6 moving<br>Extra 1d6 base DAM.  |   |  |  |  |  |
| Delayed Blast Fireball Etheroelease Finger of Death Forceage   | 6 Evocation 7 Evocation 7 Transmutation 7 Necromancy 7 Evocation 7 Illusion 7 Conjuration  |      | 1 action<br>1 action<br>1 action<br>1 action<br>1 action<br>10 minutes<br>1 minute   | 120 ft.<br>150 ft.<br>Self<br>60 ft.<br>100 ft.<br>Sight<br>300 ft.  | See Sourcebook. V. 20 ft. redius sphere V. Seff V. 1 creature V. 20 ft. square or 10 ft. cube V. 1 square mile V.  | V 8 1<br>V 8 1<br>V 8 2<br>V 8 4<br>V 8 4<br>V 8 4  | M small piece of quartz M try ball of guano and sulfur  M ruby dust M portal(5) marble(5).spoon(5)   | 1500 gp  | Concentra  | tion 10 minutes<br>tion 1 minute<br>Up to 8 hours<br>Instantaneous<br>1 hour<br>10 days<br>24 hours  | DEX (Half DAM)  CON (Half DAM)  See Details.   | Fire  | DAM: 1288<br>DAM: 768+30   | 285<br>230<br>238<br>241<br>243<br>260<br>261  | IssaAD 12, 30 HP. Moving through inestate 566 cold DAM or CON save for half.<br>Coulses spot where the self will reg. (19 Secretary 19 Se  | Extra DAM 2d6,1d6 moving<br>Extra 1d6 base DAM.  |   |  |  |  |  |
| Delayed Blast Fleball Etherselman Finger of Death Porcessage Mirage Accurse Mirage Accurse Microsniainen's Miragellicent Mirasi Microsniainen's Guord  | 6 Evocation 7 Evocation 7 Transmutation 7 Necromancy 7 Evocation 7 Blusion 7 Conjuration 7 Evocation   |      | 1 action<br>1 action<br>1 action<br>1 action<br>1 action<br>10 minutes<br>1 minute<br>1 action   | 120 ft.<br>150 ft.<br>Self 60 ft.<br>100 ft.<br>Sight 300 ft.<br>60 ft.  | See Sourcebook. V. 20 ft. radius sphere V. Self V. 1 creature V. 20 ft. square or 10 ft. cube V. 1 square mile V. V.   | V 8 1 V 8 1 V 8 1 V 8 1 V 8 1 V 8 1 V 8 1 V 8 1 V 8 1   | M small piece of quartz M try ball of guano and sulfur  ruby dual  portal(5) marble(5) spoon(5) mini platinum swood  | 1500 gp<br>15 gp<br>250 gp   | Concentra  | tion 10 minutes tion 1 minute Up to 8 hours Instantaneous 1 hour 10 days 24 hours tion 1 minute  | DEX (Half DAM)  CON (Half DAM)  See Details.  Melee Spell Attack   | Fire  | DAM: 12d6  | 285<br>230<br>238<br>241<br>243<br>260<br>261<br>262   | IssAC 12 3 3PP. Morry through isstate diff cell DAM CON aver for half.<br>Centars spot where fixed will engit fixed so controllors.<br>Become ethnesis. More upothers at half speed. Cen't see past 60 ft.<br>Harmodels Middle eth as a profile in set thin presently under your control.<br>Creatures stuck in cape can only leave using reage; after CPA axee.<br>Centar audo, visual chiefs, and efficitry failance. Only Transight can detect.<br>Summen point to 50000 cubic ft. measion with focul for 100 people.<br>Use borus action seals from the one owner of 2-05 ft. and attack spain.   | Extra DAM 2d6,1d6 moving<br>Extra 1d6 base DAM.  |   |  |  |  |  |
| Delayed Next Fischell Elharselman Finger of Death Forceouse Minge Accura Mordenhaisen's Magnificent Manel Mordenhaisen's Geord Plans Statt   | 6 Evocation 7 Evocation 7 Transmutation 7 Necromancy 7 Evocation 7 Illusion 7 Conjuration 7 Evocation 7 Conjuration 7 Conjuration  |      | 1 action 1 minutes 1 minute 1 action 1 action  | 120 ft.<br>150 ft.<br>Self<br>60 ft.<br>100 ft.<br>Sight<br>300 ft.<br>60 ft.<br>Touch   | See Sourcebook.  20 ft. radius sphere  20 ft. radius sphere  1 creature  20 ft. square or 10 ft. cube  1 square mile  1 unwitting or Self + 8 willing  1 unwitting or Self + 8 willing   | V S I<br>V S I<br>V S V<br>V S I<br>V S I<br>V S I<br>V S I   | M small piace of quantz M try ball of guaro and suffer  M ruby dust M portal(5),marbh(c5),spoor(5) mini platnum swootd M forked metal rod  | 1500 gp  | Concentra  | tion 10 minutes tion 1 minute Up to 8 hours Instantaneous 1 hour 10 days 24 hours tion 1 minute Instantaneous  | DEX (Half DAM)  CON (Half DAM)  See Details.  Melee Spell Attack  Melee Spell Attack + CHA (Falf)  | Fire<br>Necrotic<br>Force   | DAM: 1288<br>DAM: 768+30<br>DAM: 3610  | 285<br>230<br>238<br>241<br>243<br>260<br>261<br>262<br>268  | IssAC E.1.2 a 3P.P. Moving through is table 366 cell DAM of CON aver for half.<br>Charles spot where frost and empt. See Goorchools.<br>Become whereast. More upstown as that if speed. Cen't see past 60 ft.<br>Harmacolas Mort des as a proches hard to premawerly under your control.<br>Creatives sell in single cen only leave using major, after CON axes.<br>Control of the Control of Co  | Extra DAM 2d6,1d6 moving<br>Extra 1d6 base DAM.  |   |  |  |  |  |
| Delayed Seat Fleeball Etherosinase Flager of Death Forceage Manage Acazon Mordenhalmente Magnifloord Manal Mordenhalmente Second Plane Statt Primentic Spray   | 6 Evocation 7 Evocation 7 Transmutation 7 Necromancy 8 Evocation 7 Necromancy 6 Evocation 7 Onjuration 7 Evocation 7 Conjuration 7 Conjuration 7 Evocation 7 Evocation 7 Evocation   |      | 1 action 1 action 1 action 1 action 1 action 1 action 10 minutes 1 action 1 action 1 action 11 action 1 action   | 120 ft.<br>150 ft.<br>Self<br>60 ft.<br>100 ft.<br>Sight<br>300 ft.<br>60 ft.<br>Touch<br>Self   | See Sourosbook.  20 ft. residus sphere  N Self  1 creature  20 ft. separe or 10 ft. cube  1 square mile  1 unwilling or Self + 8 willing  60 ft. cone  1 60 ft. cone   | V S I | M small piece of quartz M try ball of guaro and surfur M nuby dust M portal(5) marbie(5) spoor(5) M mini platinum swood M forked metal rod   | 1500 gp<br>15 gp<br>250 gp<br>250 gp   | Concentra  | tion 10 minutes tion 1 minute Up to 8 hours Instantaneous 1 hour 10 days 24 hours tion 1 minute Instantaneous Instantaneous  | DEX (Half DAM)  CON (Half DAM)  See Details.  Melee Spell Attack   | Fire  | DAM: 1288<br>DAM: 768+30<br>DAM: 3610  | 285<br>230<br>238<br>241<br>243<br>260<br>261<br>262<br>268<br>267   | IssA-CL 12, 20 PP. Moving through instead 6d celd DAM or CON Asser for half.<br>Contains sport where fixed and engit See Bootscapes. Become effective. Become effet. Become effe  | Extra DAM 2d6,1d6 moving<br>Extra 1d6 base DAM.  |   |  |  |  |  |
| Delayed Next Fischell Elharselman Finger of Death Forceouse Minge Accura Mordenhaisen's Magnificent Manel Mordenhaisen's Geord Plans Statt   | 6 Evocation 7 Evocation 7 Transmutation 7 Necronancy 7 Necronancy 7 Evocation 7 Ituaion 7 Conjuration 7 Conjuration 7 Conjuration 7 Evocation 7 Evocation 7 Ituaion  |      | 1 action 10 minutes 1 minute 1 action 1 action 1 action 1 action 1 action   | 120 ft.<br>150 ft.<br>Salf<br>60 ft.<br>100 ft.<br>Sight<br>500 ft.<br>60 ft.<br>Touch<br>Salf<br>500 miles  | See Sourcebook.  20 ft. realus sphere  Self  1 creature  V  1 creature  V  1 square or 10 ft. cube  V  1 square mile  V  1 unwriting or Self + 8 willing  V  V  V  V  V  V  V  V  V  V  V  V  V  | V S I | M small place of quartz try ball of guaro and suffer M ruby dust M ruby dust M portal(5) marble(5) spoor(5) M rmin platinum swood M forked metal rod M small replice of self   | 1500 gp<br>15 gp<br>250 gp<br>250 gp   | Concentra  | tion 10 minutes tion 1 minute Up to 8 hours Instantaneous 1 hour 10 days 24 hours tion 1 minute Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous  | DEX (Half DAM)  CON (Half DAM)  See Details.  Melee Spell Affack Melee Spell Affack See Sourcebook.  | Fire<br>Necrotic<br>Force   | DAM: 1288<br>DAM: 768+30<br>DAM: 3610  | 285<br>230<br>238<br>241<br>243<br>260<br>261<br>262<br>266<br>267<br>270  | IssAC 12.3 of the Moving through issach self-self-self-self-self-self-self-self-  | Extra DAM 2d6,1d6 moving<br>Extra 1d6 base DAM.  |   |  |  |  |  |
| Delayed Rear Flobal Etheresines Pinger of Doath Porceage Aftings Accord Marga Accord Marga Accord Marga Accord Marga Accord Marga Accord Prisos 6141   | 6 Evocation 7 Evocation 7 Transmutation 7 Necromancy 7 Evocation 8 Itasion 7 Opination 7 Evocation 7 Conjuration 7 Evocation 7 Evocation 7 Transmutation 7 Transmutation 7 Transmutation   |      | 1 action 1 minutes 1 action   | 120 ft.<br>150 ft.<br>Self<br>60 ft.<br>100 ft.<br>Sight<br>300 ft.<br>60 ft.<br>Touch<br>Self<br>500 miles<br>100 ft.   | See Sourcebook.   1   20   1   1   1   1   1   1   1   1   1   | V S I | M small place of quantz  M try ball of guano and suffer  M nuty dust  M portal(5),marble(5),spoor(5)  M min platinum swood  M forked metal rod  M small replice of self  M small replice of self  M bodelobne action filings   | 1500 gp<br>15 gp<br>250 gp<br>250 gp   | Concentra  | tion 10 minutes tion 1 minute Up to 8 hours Instantameous 1 hour 10 days 24 hours tion 1 minute Instantameous tion 1 minute Instantameous tion 1 dispute Instantameous tion 1 dispute tion 1 minute  | DEX (Half DAM)  CON (Half DAM)  See Details.  Melee Spell Attack  Melee Spell Attack + CHA (Falf)  | Fire<br>Necrotic<br>Force   | DAM: 1288<br>DAM: 768+30<br>DAM: 3610  | 285<br>230<br>238<br>241<br>243<br>280<br>261<br>262<br>266<br>267<br>270<br>272   | Insect CS 23 PM: Nevery through sea than 65 cet 00 AM or COO's user for traff.<br>Or Court seep or them for them only the See Described.<br>Electrons effectives them only the See Described or Coo's sea and Coo's<br>Coo's and Coo's and Coo's and Coo's and Coo's American<br>Coo's and Coo's and Coo's and Coo's American<br>Cook and Coo's and Coo's American<br>Coo's and Coo's American<br>Coo's and Coo's American<br>Coo's and Coo's American<br>Coo's | Extra DAM 2d6,1d6 moving<br>Extra 1d6 base DAM.  |   |  |  |  |  |
| Delayed Rear Flobal Etheresines Pinger of Doath Porceage Aftings Accord Marga Accord Marga Accord Marga Accord Marga Accord Marga Accord Prisos 6141   | 6 Evocation 7 Evocation 7 Evocation 7 Faramentation 7 Necronancy 7 Evocation 7 Evocation 7 Conjuration 7 Conjuration 7 Evocation 7 Evocation 8 Basion 7 Transmutation 7 Transmutation 7 Transmutation  |      | 1 action 10 minutes 1 action   | 120 ft. 150 ft. Self 60 ft. 100 ft. Sight 500 ft. Touch Self 500 miles 100 ft. Touch Touch Touch Touch Touch Touch   | See Sourcebook.   1  | V S V S V S V S V S V S V S V S V S V S   | M small place of quartz try ball of guaro and suffor  M ruby dust M portal(5), spoor(5) M mini platinum swood M forked metal rod M small replice of self M lodestone and ion filings M GEM POWDER  | 1500 gp<br>15 gp<br>250 gp<br>250 gp<br>5 gp   | Concentra  Concentra  Concentra  | tion 10 minutes tion 1 minute Up to 8 hours Instantaneous 1 hour 10 days 24 hours tion 1 minute Instantaneous Instantaneous Instantaneous Until Dispelled Until Dispelled  | DEX (Half DAM)  CON (Half DAM)  See Details.  Melee Spell Affack Melee Spell Affack See Sourcebook.  | Fire<br>Necrotic<br>Force   | DAM: 1288<br>DAM: 768+30<br>DAM: 3610  | 285<br>230<br>238<br>241<br>243<br>280<br>281<br>282<br>288<br>267<br>270<br>272   | Lead CS 12 SI PP. Mevery ferrory to seat that SI CH CD Man or SI CH Lead TO MAN OR SI CH LEAD  | Extra DAM 2d6,1d6 moving<br>Extra 1d6 base DAM.  |   |  |  |  |  |
| Delayed Rear Flobal Etheresines Pinger of Doath Porceage Aftings Accord Marga Accord Marga Accord Marga Accord Marga Accord Marga Accord Prisos 6141   | 6 Evocation 7 Evocation 7 Evocation 7 Nacromancy 7 Evocation 7 Blusion 7 Blusion 7 Conjuration 7 Evocation 7 Evocation 7 Evocation 7 Blusion 7 Illusion 7 Illusion 7 Transmutation 7 Transmutation 7 Blusion 7 Blusion 7 Illusion   |      | 1 action   | 120 ft. 150 ft. 150 ft. Self 60 ft. 100 ft. Sight 300 ft. 60 ft. Touch Self 500 mikes 100 ft. Touch Touch  | See Sourcebook.  20 ft. radius sphere  Salf  1 creatives  1 creatives  1 square mile  1 square m | V S I | M small piece of quartz M try ball of guano and suffur M try ball of guano and suffur M tuby dust M pontal(5), marble(5), agoon(5) M minic jaffarum send M forbad metal rod M forbad metal rod M boloschore and iron filings M GEM POWDER M GEM Secretools.  | 1500 gp<br>15 gp<br>250 gp<br>250 gp<br>5 gp<br>5000 gp  | Concentra  Concentra  Concentra  Concentra   | tion 10 minutes tion 1 minute Up to 8 hours Instantaneous 1 hour 10 days 24 hours tion 1 minute Instantaneous Instantaneous tion 1 day Until Dispelled Until Dispelled Until Dispelled   | DEX (Half DAM)  CON (Half DAM)  See Details.  Malee Spell Affack  Malee Spell Affack + CHA (Fail)  See Sourcebook  DEX (grab fixed object)   | Fine Necrotic Force See Sourcebook  | DAM: 1299<br>DAM: 768+30<br>DAM: 3610<br>DAM: 3610   | 285<br>230<br>238<br>241<br>243<br>260<br>261<br>262<br>266<br>267<br>270<br>272<br>274<br>276   | Insafe CS 2019. Nevery through seasons of season DAM or CON was for trail.  Cleaning enterine frou line of the Education (Education Seasons Se  | Extra DAM 2d6,1d6 moving<br>Extra 1d6 base DAM.  |   |  |  |  |  |
| Delayed Rear Flobal Etheresines Pinger of Doath Porceage Aftings Accord Marga Accord Marga Accord Marga Accord Marga Accord Marga Accord Prisos 6141   | 6 Evocation 7 Evocation 7 Evocation 7 Transmutation 7 Necromancy 7 Evocation 7 Blassion 7 Conjuration 7 Evocation 7 Evocation 7 Evocation 7 Evocation 7 Evocation 7 Evocation 7 Transmutation 7 Transmutation 7 Transmutation 7 Illusion 7 Blassion 7 Aphyridion   |      | 1 action 10 minutes 1 minute 1 action 1 | 120 ft. 150 ft. 150 ft. Self 60 ft. 100 ft. Sight 300 ft. 60 ft. Touch Self 500 miles 100 ft. Touch Touch Touch  | See Sourcebook.  20 ft. radius sphere  Saff  1 require of 10 ft. cube  1 require or 10 ft. cube  1 require or 10 ft. cube  1 require or 10 ft. cube  1 unwriting or Self + 8 willing  50 ft. radius  1 alling creature or object  1 surface or object  | V S I | M small place of quartz try ball of guaro and suffor  M ruby dust M portal(5), spoor(5) M mini platinum swood M forked metal rod M small replice of self M lodestone and ion filings M GEM POWDER  | 1500 gp<br>15 gp<br>250 gp<br>250 gp<br>5 gp<br>5000 gp  | Concentra  Concentra  Concentra  Concentra   | tion 10 minutes tion 1 minute Up to 6 hours Instantaneous 1 hour 10 days 24 hours tion 1 minute Instantaneous Instantaneous Instantaneous Instantaneous Unit Dispelled Unit Dispelled Unit Dispelled Unit Dispelled Unit Dispelled   | DEX (Half DAM)  CON (Half DAM)  See Details.  Melee Spell Affack Melee Spell Affack See Sourcebook.  | Fine Necrotic Force See Sourcebook  | DAM: 1299<br>DAM: 768+30<br>DAM: 3610<br>DAM: 3610   | 285<br>230<br>238<br>241<br>243<br>260<br>261<br>262<br>266<br>267<br>270<br>272<br>274<br>276   | I lead CO 3.0 MP. Nevery through sea that of Set and DAM COOP was for hard<br>Charles and return for leading of the Set and London. Set and London sea of London seal and London sea of London sea  | Extra DAM 2d6,1d6 moving<br>Extra 1d6 base DAM.  |   |  |  |  |  |
| Delayed Rear Flobal Etheresines Pinger of Doath Porceage Aftings Accord Marga Accord Marga Accord Marga Accord Marga Accord Marga Accord Prisos 6141   | Evocation     Evocation     Verocation     Neteronary     Nescronary     Nes      |      | 1 action  | 120 ft. 150 ft. 150 ft. Self 60 ft. 100 ft. 100 ft. Self 100 ft. 60 ft. 100 ft. 100 ft. Touch Self Touch Touch Touch Touch Touch   | See Sourcebook.  20 ft. radius sphere Self 1 creative 20 ft. ragues or 10 ft. cube 1 square mile 1 square mile 1 square mile 50 ft. radius 50 ft. radius 1 stilling or Self # 8 willing 50 ft. radius 1 stilling or object 1 surface or object 1 surface or object 2 still mid = 6 creatives   | V S I | M. small priece of quartz. M. frey ball of guano and suffer M. frey ball of guano and suffer M. ponal(3),marble(3),apoon(5) M. ponal(3),marble(3),apoon(5) M. ponal(4),marble(3),apoon(5) M. small register of self M. predicted of self M. predicted of self M. predicted of self M. grand register of self M.  | 1500 gp<br>15 gp<br>250 gp<br>250 gp<br>5 gp<br>5000 gp  | Concentra  Concentra  Concentra  | tion 10 minutes tion 1 minute Up to 8 hours Instantaneous 1 hour 10 days 24 hours tion 1 minute Instantaneous  | DEX (Half DAM)  CON (Half DAM)  See Details.  Malee Spell Affack  Malee Spell Affack + CHA (Fail)  See Sourcebook  DEX (grab fixed object)   | Fine Necrotic Force See Sourcebook  | DAM: 1299<br>DAM: 768+30<br>DAM: 3610<br>DAM: 3610   | 285<br>290<br>238<br>241<br>243<br>260<br>261<br>262<br>266<br>267<br>270<br>272<br>274<br>276<br>280<br>281   | Lead CS 12 SI PM. Mevery investigate that the SE of CD Mark CP CD was in freshill<br>contained upon them colored upon the Section 20 Mark CP CD was in the SE of CD Mark CP CD MAR  | Extra DAM 2d6,1d6 moving<br>Extra 1d6 base DAM.  |   |  |  |  |  |
| Delayed Rear Flobal Etheresines Pinger of Doath Porceage Aftings Accord Marga Accord Marga Accord Marga Accord Marga Accord Marga Accord Prisos 6141   | 6 Evocation 7 Evocation 7 Evocation 7 Nariamentation 7 Necromancy 7 Evocation 7 Ustaion 7 Compiration 7 Compiration 7 Compiration 7 Compiration 7 Evocation 7 Evocation 7 Transmutation 7 Transmutation 7 Transmutation 7 Illusion 7 Abjuration 7 Abjuration 8 Abjuration 8 Abjuration   |      | 1 action 10 minutes 1 minute 1 action   | 120 ft. 150 ft. 150 ft. Self 60 ft. 100 ft. Sight 300 ft. Sight 300 ft. Touch Self Touch   | See Sourcebook.  20 ft readurs sphere  Self  1 creature  10 ft readurs  10 ft readurs  1 square mile  1 square mile  1 square mile  1 strateling or Self + 8 willing  50 ft readur  1 strateling or self  1 strateling or se | V S I | M. small piece of quartz.  Mry ball of guarno and suffer  Mr physics of self  Mr physics of se | 1500 gp<br>15 gp<br>250 gp<br>250 gp<br>5 gp<br>5000 gp  | Concentra  Concentra  Concentra  | tion 10 minutes tion 1 minute Up to 8 hours Instantaneous 10 days 24 hours tion 1 minute Instantaneous 1 days 24 hours tion 1 minute Instantaneous tion 1 minute Until Dispelled Until Dispelled Dispell Triggere Dispell Triggere Natarianeous tion 1 hour 1 hour 1 minute 1 min | DEX (Half DAM) CON (Half DAM) See Detains.  Makes Speil Affack Makes Speil Affack + CHA (Fail) See Sourcebook.  DEX (grain fixed object)  See Sourcebook.  | Fine Necrotic Force See Sourcebook  | DAM: 1299<br>DAM: 768+30<br>DAM: 3610<br>DAM: 3610   | 285<br>290<br>238<br>241<br>243<br>260<br>261<br>262<br>266<br>267<br>270<br>272<br>274<br>276<br>280<br>281   | Lead CC 3.0 FeV. Moving from place state of Set and DAM or COYs was for half.<br>Or counter out referred from the collection of the counter of   | Extra DAM 2d6,1d6 moving<br>Extra 1d6 base DAM.  |   |  |  |  |  |
| Delayed Rear Flobal Etheresines Pinger of Doath Porceage Aftings Accord Marga Accord Marga Accord Marga Accord Marga Accord Marga Accord Prisos 6141   | 6 Evocation 7 Evocation 7 Noverorrancy 7 Conjuration 7 Conjuration 7 Noverorrancy 7 Noverorrancy 7 Transmutation 7 Illusion 7 Illusion 7 Illusion 7 Nativantation 7 Conjuration 8 Abjuration 8 Abjuration 8 Abjuration 8 Rechambers  |      | 1 action 10 minutes minute 1 action   | 120 ft. 150 ft. 150 ft. Self 60 ft. 100 ft. 100 ft. Self 100 ft. 60 ft. 100 ft. 100 ft. Touch Self Touch Touch Touch Touch Touch   | See Sourcebook.  20 ft. radius sphere  Self  1 creature  20 ft. speuse or 10 ft. cube  1 square mile  1 square mile  1 smelling or Self + 8 willing  50 ft. radius  1 self speuse or object  1 surface or object  1 surface or object  1 surface or object  Self  1 surface or object  Self and ~ 8 or orsaltree  Self  1 surface or object  1 surface or object  1 surface or object  Self  1 surface or object  2 surface or object  3 surface or object  3 surface or object  4 surface or object  5 surface or object  6 surface or object  1 surface or object  2 surface or object  3 surface or object  4 surface or object  5 surface or object  6 surface or object  6 surface or object  6 surface or object  7 surface or object  8 surface or object  8 surf | V S I | M small piece of quartz frey ball of guano and suffer M rhay dash of guano and suffer M rhay dash M pontal(3) mathe(4), appoint(5) minic platinum sword M fonder metal rod M manual replace of self M manual replace of self M powdered and inon filings M GEM POWDER M GEM POWDER M GEM POWDER M Hay POWDER M Powdered inon or filings   | 1500 gp<br>15 gp<br>250 gp<br>250 gp<br>5 gp<br>5000 gp<br>1500 gp   | Concentra  Concentra  Concentra  | tion 10 minutes  (ion 1 minute Up to 8 hours Instantianous 1 hour 10 days 20 hours 21 days 10 days   | DEX (Half DAM)  CON (Half DAM)  See Details.  Malee Spell Affack  Malee Spell Affack + CHA (Fail)  See Sourcebook  DEX (grab fixed object)   | Fine Necrotic Force See Sourcebook  | DAM: 1299<br>DAM: 768+30<br>DAM: 3610<br>DAM: 3610   | 285<br>230<br>238<br>241<br>243<br>260<br>261<br>262<br>268<br>267<br>270<br>272<br>274<br>276<br>280<br>281<br>213  | Lead CS 12 SI PP. Mevery through sea that of the GM COP was an in-<br>terest sport where closed and certificates the contract of the con-<br>tractions and restrict on the contract of the contract of the con-<br>tractions and the contract of the contract of the contract of the con-<br>currence of the contract of the contract of the contract of the con-<br>tractions patch and post of extraction and con- Only Transger can elected.<br>Or this washes the contract of the contract of the contract of the con-<br>traction of the contract of the contract of the contract of the con-<br>traction of the contract of the contract of the contract of the con-<br>traction of the contract of the contract of the contract of the con-<br>traction of the contract of the contract of the contract of the con-<br>traction of the contract of the contract of the contract of the con-<br>traction of the contract of the contract of the contract of the con-<br>traction of the contract of the contract of the contract of the con-<br>traction of the contract of the contract of the contract of the con-<br>traction of the contract of the contract of the contract of the con-<br>traction of the contract of the contract of the contract of the con-<br>traction of the contract of the contract of the contract of the con-<br>traction of the contract of the contract of the contract of the con-<br>traction of the contract of the contract of the contract of the con-<br>traction of the contract of the contract of the contract of the con-<br>tract of the contract of the contract of the contract of the con-<br>tract of the contract of the contract of the contract of the con-<br>tract of the contract of the contract of the contract of the con-<br>tract of the contract of the contract of the contract of the con-<br>tract of the contract of the contract of the contract of the con-<br>tract of the contract of the contract of the contract of the con-<br>tract of the contract of the contract of the contract of the con-<br>tract of the contract of the contract of the contract of the contract of the con-<br>tract of the contract of the contract of the co   | Extra DAM 2d6,1d6 moving<br>Extra 1d6 base DAM.  |   |  |  |  |  |
| Delayed Seat Fleeball Etherosinase Flager of Death Forceage Manage Acazon Mordenhalmente Magnifloord Manal Mordenhalmente Second Plane Statt Primentic Spray   | 6 Evocation 7 Evocation 7 Neceronancy 7 Neceronancy 7 Neceronancy 7 Neceronancy 7 Evocation 7 Italianis 7 Transmutation 7 Transmutation 7 Report 8 Enchanteset 8 Epchanteset 8 Epchanteset 8 Neceronancy   |      | I action I orinivasa I action I hour  | 120 ft. 150 ft. 150 ft. Self 60 ft. 100 ft. Sight 300 ft. Sight 300 ft. Touch Self 100 ft. Touch   | See Sourcebook.  20 cft redate sphere  Self  1 creative  20 ft speece of 10 ft codes  20 ft squeece of 10 ft codes  1 unstitling or Self + 8 willing  1 unstitling or Self + 8 willing  1 tradition  50 ft codes  1 selfice or or object  Self and +8 creatives  Self  1 Hags or smaller target  1 Hags or smaller target  | V S I | M. small piece of quartz Mr. they ball of guano and surfur Mr. Dy dust Mr. Dy Dy dust M | 1500 gp<br>15 gp<br>250 gp<br>250 gp<br>5 gp<br>5000 gp<br>1500 gp   | Concentra  Concentra  Concentra  Concentra  Concentra  | tion 10 minutes tion 1 minute Up to 8 hours Instantaneous 1 hour 10 days 24 hours tion 1 minute Instantaneous 1 total Instantaneous  | DEX (Half DAM) CON (Half DAM) See Detains.  Makes Speil Affack Makes Speil Affack + CHA (Fail) See Sourcebook.  DEX (grain fixed object)  See Sourcebook.  | Fine Necrotic Force See Sourcebook  | DAM: 1299<br>DAM: 768+30<br>DAM: 3610<br>DAM: 3610   | 285<br>230<br>238<br>241<br>243<br>260<br>261<br>262<br>268<br>267<br>270<br>272<br>274<br>276<br>280<br>281<br>213<br>214<br>222  | Insafe CS 23 FeV. Nevery through seathers of seat of DAM or CON was for half.<br>Overlane operation from learn of the Education (Education Seathers).<br>Electrons of them as a seat of the Contract on the Contract on the Contract of the Contract on the Contract of the Contra  | Extra DAM 2d6,1d6 moving<br>Extra 1d6 base DAM.  |   |  |  |  |  |
| Delayed Rear Flebel Etheresines Pinger of Doath Perceage Afterge Access Marge Acces | 6 Evocation 7 Terrosation 7 Terrosation 7 Terrosation 7 Neceronary 7 Neceronary 8 Neceronary 9 Neceronary  |      | 1 action 10 minutes 1 action 1 | 120 ft. 150 ft. Self 60 ft. 100 ft. Sight 300 ft. 60 ft. 170uch Self 100 ft. 170uch 100 ft. 170uch  | See Sourcebook.  20 cft redate sphere  Self  1 creative  20 ft speece of 10 ft codes  20 ft squeece of 10 ft codes  1 unstitling or Self + 8 willing  1 unstitling or Self + 8 willing  1 tradition  50 ft codes  1 selfice or or object  Self and +8 creatives  Self  1 Hags or smaller target  1 Hags or smaller target  | V S I | M small piece of quartz frey ball of guano and suffer M rhay dash M rhay dash M pontal(3) marbe(4), appoint(5) M rimity platforms sword M fonder metal rod M small replace of self M remail replace of self M povidered into ref filings M powdered into ref filings M powdered into ref filings M powdered into ref filings  | 1500 gp<br>15 gp<br>250 gp<br>250 gp<br>5 gp<br>5000 gp<br>1500 gp   | Concentra  Concentra  Concentra  Concentra  Concentra  | tion 10 minutes  (ion 1 minute Up to 8 hours Instantaneous 1 hour 10 days 24 hours  (ion 1 minute Instantaneous In | DEX (Half DAM) CON (Half DAM) See Detains.  Makes Speil Affack Makes Speil Affack + CHA (Fail) See Sourcebook.  DEX (grain fixed object)  See Sourcebook.  | Fine Necrotic Force See Sourcebook  | DAM: 1299<br>DAM: 768+30<br>DAM: 3610<br>DAM: 3610   | 285<br>230<br>238<br>241<br>243<br>260<br>261<br>262<br>268<br>267<br>270<br>272<br>274<br>278<br>280<br>281<br>213<br>214<br>222<br>228   | use AC 12.3 FeV. Moving investigate that of the OM AC OON was for half.  Chartes on or them for hist on one of the Se investigate.  Sciences of them for hist one of the Se investigate.  Sciences of them for hist one of the Se investigate of t  | Exes DAMAGE 68 moving<br>Exes vid bloss but MAGE 48<br>800 at 0 bloss but MAGE 48                          |   |  |  |  |  |
| Delayed Rear Flebel Etheresines Pinger of Doath Perceage Afterge Access Marge Acces | 6 Evocation 7 Percentary 7 Percentary 7 Neceronary 8 Neceronary 8 Neceronary 9 Neceronary   |      | 1 action 10 minutes 1 action   | 120 ft. 150 ft. Self 60 ft. 100 ft. 100 ft. Sight 300 ft. 60 ft. Touch 500 ft. Touch 100 ft. Touch 100 ft. Touch 100 ft. Touch 500 ft. 500 ft. 500 ft.   | See Sourcebook.  20 It. radius phree Set Set I consultance of 10 R cube I consultance of 10 R cube I require rable I require require I require require Set Set I require require Set Set Set Set Set Set Set Set Set Se  | V S I | M. small piece of quartz Mr. they ball of guano and surfur Mr. Dy dust Mr. Dy Dy dust M | 1500 gp<br>15 gp<br>250 gp<br>250 gp<br>5 gp<br>5000 gp<br>1500 gp   | Concentra  Concentra  Concentra  Concentra  Concentra  | dion 10 minutes tion 1 minutes tion 1 minute 1 minute 10 minute 1 minute 1 minute 1 hours 1 minute 1  | DEX (HATDAM) CON (HATDAM) Bee Chilail.  Make Spall Atlack Make Spall Atlack Make Spall Atlack Chilail Make Spall Atlack OEX (grab fixed object)  J See Sourcobook WIS (Fail)   | Fine Necrotic Force See Sourcebook  | DAM: 1299<br>DAM: 768+30<br>DAM: 3610<br>DAM: 3610   | 285<br>230<br>238<br>241<br>243<br>260<br>261<br>262<br>268<br>267<br>270<br>272<br>274<br>276<br>280<br>281<br>213<br>214<br>222<br>228<br>231  | Lead CS 12 SI PP. Merry freezy test test for each DAM COS has in their More sport effect of the early the Security of the CS 12 SI  | Exes DANA 2011, 16 th moving<br>Exes val 10 beauth (AM)<br>8th: 3 turgets dith 6 turgets<br>4th 10 t |   |  |  |  |  |
| Delayed Rear Flebel Etheresines Pinger of Doath Perceage Afterge Access Marge Acces | 6 Evocation 7 Terrossidor 7 Taransmutation 7 Taransmutation 7 Taransmutation 7 Evocation 8 Ilitarion 7 Evocation 8 Evocation 8 Alguration 8 Alguration 8 Alguration 8 Necessidor 8 Taransmutation 8 Alguration 8 Taransmutation 8 Taransmutation 8 Taransmutation 8 Alguration 8 Alguration 8 Alguration 8 Alguration 9 Taransmutation 8 Alguration 8 Decembrating  |      | s action   | 120 ft. 150 ft. Self 60 ft. 100 ft. Sight 60 ft. 100 ft. Sight 60 ft. Touch 100 ft. Touch 100 ft. Touch 100 ft. Touch 100 ft. Touch 10 ft. Touch 10 ft. Touch 20 ft. Self 60 ft. Self 60 ft. Self 60 ft. Self 60 ft.   | See Sourcestook   201 n. state up tree   Self  | V S I | M small piece of quartz M roby piece of quartz M roby dated gazen and suffer M roby dated M roby | 1500 gp<br>15 gp<br>250 gp<br>250 gp<br>5 gp<br>5000 gp<br>1500 gp   | Concentra  Concentra  Concentra  Concentra  Concentra  | dion 10 minutes     dion 1 minutes     dion 1 minutes     Up to 8 hours     Instantaneous     1 hour     10 days     24 hours     10 days     24 hours     Instantaneous     Instantaneous     dion 1 minute     Instantaneous     dion 1 day     dion 1 minute     Uniti Dispelled     Uniti Dispelled     Uniti Dispelled     Uniti Dispelled     Uniti Dispelled     Instantaneous     dion 1 hour     10 days     8 hours     10 hour  | DEX (Part DAM)  CON (Part DAM)  See Details.  See Details.  Makes Spid Attack  Makes Spid Attack  Makes Spid Attack  Attack Spid Attack  OEX (graft Stad object)  USS (Fall)  WIS (Fall)  WIS (Fall)   | Fire Necrotic Force See Sourcebook See Sourcebook   | DAM: 1288  DAM: 768+30  DAM: 3910  DAM: 3910  See Sourcebook  See Sourcebook   | 285<br>230<br>238<br>241<br>260<br>261<br>262<br>268<br>267<br>270<br>272<br>274<br>278<br>280<br>281<br>213<br>214<br>222<br>228<br>231<br>235  | Inself CE 3.07%. Elvery freezing seasons of seat of MAM COON was for half<br>Chartes operations from the configuration. Seat of the configuration of the confi  | Exes DANA 2011, 16 th moving<br>Exes val 10 beauth (AM)<br>8th: 3 turgets dith 6 turgets<br>4th 10 t |   |  |  |  |  |
| Delayed Rear Flebel Etheresines Pinger of Doath Perceage Afterge Access Marge Acces | 6 Evocation 7 Teransmutation 7 Teransmutation 7 Evocation 7 Evocation 7 Evocation 7 Conjuration 7 Conjuration 7 Conjuration 7 Conjuration 7 Evocation 7 Evocation 7 Evocation 7 Teransmutation 7 Taransmutation 7 Taransmutation 8 Epohantment   |      | a action  1 acti | 120 B. Self 60 R. Self 60 R. 100 R. Sight 100 R. Sight 500 R. Self 60 R. Touch 100 R. Touch 100 R. Touch 100 R. Touch 100 R. Touch 60 R. Touch 60 R. Touch 100 R.  | See Sourcestook.   201 m. data upsheev.  | V S I | M. small piece of quartz Mr. they ball of guano and surfur Mr. Dy dust Mr. Dy Dy dust M | 1500 gp<br>15 gp<br>250 gp<br>250 gp<br>5 gp<br>5 gp<br>5000 gp<br>1500 gp   | Concentra  Concentra  Concentra  Concentra  Concentra  Concentra  Concentra  | 600 10 minutes 600 1 minutes 600 1 minutes 600 1 minutes 1 minutes 1 minutes 1 minutes 2 minutes 2 minutes 1 minutes | DEX (Fair DAM) CON Platf DAM) See bretain.  Makes Spel Aback Makes Spel Aback Makes Spel Aback COX (graf faced object) See Sourcabook WS (Fair) WS (Fair) WS (Fair) WS (Fair)  | Fire Necrotic  Ferce  See Sourcebook.  See Sourcebook.  | DAM: 1286  DAM: 768+30  DAM: 3410  DAM: 3410  See Sourcebook  DAM: 446   | 285<br>230<br>238<br>241<br>243<br>260<br>261<br>262<br>268<br>267<br>270<br>272<br>274<br>276<br>280<br>281<br>214<br>222<br>228<br>231<br>214<br>222<br>228  | use AC 12.0 MP. All Warry Investigate See that GRAM OF ON ware for sufficient profession of the contract of the Section of the Contract of the  | Exes aDNA 2016, 168 moving Exes valid beauth of the Standard Stand   |   |  |  |  |  |
| Delayed Rear Flebel Etheresines Pinger of Doath Perceage Afterge Access Marge Acces | 6 Evocation 7 Transmutation 7 Evocation 7 Transmutation 7 Evocation 7 Evocation 7 Evocation 7 Compiration 7 Compiration 7 Compiration 8 Alguration 8 Alguration 8 Alguration 8 Enchantment   |      | a action  o action  a acti | 120 ft 150 ft 160 ft 150 ft 160 ft 16 | Sie Sourcetook.  20 11 studies sphere  Sal 12 Sal 1 | V S I | M small piece of quartz M roby piece of quartz M roby dated gazen and suffer M roby dated M roby | 1500 gp<br>15 gp<br>250 gp<br>250 gp<br>5 gp<br>5 gp<br>5000 gp<br>1500 gp   | Concentra  Concentra  Concentra  Concentra  Concentra  Concentra  Concentra  Concentra   | 600 to minutes  (b) to 8 hours  businarianeous  10 days  24 hours  10 days  24 hours  10 days  25 hours  10 days  10 day | DCX Part (DAM) COR PART (DAM) Ame Spot Atlack Make Spot Make Make Spot Atlack Make Spot Make Make Sp | Fire Necrotic  Ferce  See Sourcebook.  See Sourcebook.  | DAM: 1288  DAM: 768+30  DAM: 3910  DAM: 3910  See Sourcebook  See Sourcebook   | 285 230 238 241 243 260 261 262 268 267 270 274 278 281 213 214 222 228 231 235 239 253  | Lead CS 12 (1974). Wherey through test least 6 set of DAM or OOTh as an forth at CM and CM and LM an  | Exes aDNA 2016, 168 moving Exes valid beauth of the Standard Stand   |   |  |  |  |  |
| Delayer like in Probel Elementum Proper Obse Proper Obse Marchelanders Stage Marchelanders Stage Marchelanders Stage Prome Delayer Probe These Promes Delayer Probe These Required Elementum Stage Sta | Evoulation     Transmutation     Transmutation     Transmutation     Transmutation     Transmutation     Transmutation     Transmutation     Transmutation     Conjustion     Conjustion     Conjustion     Conjustion     Transmutation     Transmutation     Transmutation     Apprais     Transmutation     Topication     Separation     Topication     Topication     Transmutation     Topication     Topication     Topication     Topication     Topication     Topication     Separation     Topication      |      | a action  b action  a action  a action  a action  b action  a action  a action  b action  a action  b action  a action  b action  b action  a action  a action  a action  a action  a action  a action  b action  b action  a acti | 120 ft. Self de D. 150 ft. Self de D. 150 ft. 100 ft. Sight 100 ft. Sight 100 ft. Self de D. 150 ft. Self de | Similar Simila | V S I | M small piece of quartz M roby piece of quartz M roby dated gazen and suffer M roby dated M roby | 1500 gp<br>15 gp<br>250 gp<br>250 gp<br>5 gp<br>5 gp<br>5000 gp<br>1500 gp   | Concentra  Concentra  Concentra  Concentra  Concentra  Concentra  Concentra  Concentra   | 600 M minutes  100 to 1 minute | DCX Part (DAM) COR PART (DAM) Ame Spot Atlack Make Spot Make Make Spot Atlack Make Spot Make Make Sp | Fire Necrotic  Ferce  See Sourcebook.  See Sourcebook.  | DAM: 1286  DAM: 768+30  DAM: 3410  DAM: 3410  See Sourcebook  DAM: 446   | 285 230 238 241 243 260 261 262 272 274 276 281 213 214 222 231 235 239 259  | use AC 12.3 FeV. Moving house last self set of DAM or CON are for half.  Chartes on or them for fine of the State of LAM or CON are for half.  Chartes on or them for fine of the State of LAM or CON are for half.  Chartes of the Move of LAM or CON are for the State of Moving or CON are for the State or CON are for the State of Moving or CON are for the State of Moving or CON are for the State of Moving or CON are for the State of CON are for the State of Moving or CON are for the State of CON are fore  | Exes aDNA 2016, 168 moving Exes valid beauth of the Standard Stand   |   |  |  |  |  |
| Delayed Bird Friedel Historians Filiper of Dail Historians Filiper of Dail Historians Hospital Control Hospital Control Filiper Filipe | 6 Evaluation 7 Tensensulation 7 Tensensulation 7 Tensensulation 7 Tensensulation 7 Evaluation 7 Evaluation 8 Conjunction 9 Conjunction 9 Conjunction 9 Conjunction 1 Tensensulation 1 Tensensulation 1 Tensensulation 8 Appunition 8 Appunition 8 Conjunction 8 Description 8 Conjunction  |      | n action  a action  b action  a action  a action  b action  a action  a action  b action  b action  a action  b action  a action  b action  a action  b action  a acti | 120 ft 150 ft 160 ft 150 ft 160 ft 150 ft 160 ft 16 | Size Sizementon.  20 Ta endos spriese  Indi  10 Ta  20 Ta endos spriese  11 Egypter mile  1 Endos endos  50 Ta endos  1 Endos endos  50 Ta endos  1 Endos en depect  1 Endos en depcet  | V S I | M small piece of quartz M roby piece of quartz M roby dated gazen and suffer M roby dated M roby | 1500 gp<br>15 gp<br>250 gp<br>250 gp<br>5 gp<br>5 gp<br>5000 gp<br>1500 gp   | Concentra  Concentra  Concentra  Concentra  Concentra  Concentra  Concentra  Concentra   | 100  | OCK PetrOMb) Gen Cottels Gen Cottels Makes Epot Attack Makes Epot Attack Makes Epot Attack Attack CHM, Fell Gen Generalized OCK yield feet delpect) Wild (Fel) NYT (FAM) NYT (FA | Fire Necrotic  Ferce  See Sourcebook.  See Sourcebook.  | DAM: 1286  DAM: 768+30  DAM: 3410  DAM: 3410  See Sourcebook  DAM: 446   | 285 290 291 241 243 260 266 267 272 272 274 280 281 213 214 222 228 231 235 239 253  | use AC 12.3 (19.1). Mevery femously test table of the OMO AC ON as an in-<br>terior sept referred from a cert for the Destroyer. Act of the ST of the<br>Mexican act where the state of the ST o  | Exes ADMAID (1 of moving<br>Exes and blows of Exes and Exes (1 of Exes and Exes (1 of Exes and Exes (1 of Exes (   |   |  |  |  |  |
| Delayed Bird Friedel Historians Filiper of Dail Historians Filiper of Dail Historians Hospital Control Hospital Control Filiper Filipe | 6 Evolution 7 Tensmutation 7 Tensmutation 7 Evolution 7 Evolution 7 Evolution 7 Evolution 7 Evolution 7 Comparation 7 Comparation 7 Comparation 8 Tensmutation 8 Apparation 8 Evolution 8 Comparation 8 Evolution 8 Evolution 8 Evolution 8 Evolution 8 Comparation 8 Evolution 8 Evolution 8 Comparation 8 Evolution 8 Comparation 8 Evolution 8 Evolution 8 Comparation 8 Comparation 8 Evolution 8 Evolution 8 Comparation 8 Comparation 8 Evolution 8 Evolution 8 Comparation 8 Comparation 8 Evolution 8 Evolution 8 Apparation 8 |      | a action  of a ction  of action  of action  a action  action  a action  action  a action  action  a action  action  a action  action  a  | 120 ft   150 | See Sourcestook. 2011 eachie system See  |   | M. small piece of quarter. We have been as a construction of the piece of quarter. M. M. halps dual. M. halps dual. M. popularis, marked, papered, M. may piece and piece of the piece of t | 1500 gp<br>15 gp<br>250 gp<br>250 gp<br>5 gp<br>5 gp<br>5000 gp<br>1500 gp   | Concentra  Concentra  Concentra  Concentra  Concentra  Concentra  Concentra  Concentra   | 600 N minutes  (b) to hours  1 hour  1 hour  1 hour  1 hour  10 days  20 hours  10 days  20 hours  10 days  20 hours  10 days  10 | DCX Part DAM)  CON PART DAM)  Make Spart Alack  Make Spart Alack  Make Spart Alack  Make Spart Alack  COX (graft fixed object)  OCX (graft fixed object)  Size Sourcebook  WIS (Fall)  WIS (Fall)  WIS (Fall)  Size Sourcebook  WIS (Fall)  Size Sourcebook  WIS (Fall)  | Fire Necrotic  Ferce See Sourcebook.  See Sourcebook.  Physhic Fire   | DAM: 1285  DAM: 768+30  DAM: 3010  See Sourcebook  See Sourcebook  DAM: 486  DAM: 1008   | 285 250 241 243 241 243 260 261 262 266 270 272 274 276 280 281 213 214 222 283 293 253 258  | Lead CS, 123 (FeV). Mevery fevering because the detect DAM or OON has to feel the CS or CS  | Exes ADMAID (1 of moving<br>Exes and blows of Exes and Exes (1 of Exes and Exes (1 of Exes and Exes (1 of Exes (   |   |  |  |  |  |
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| This reference cheet is intended to<br>Spell components listed in ALL CA   | be used in addition to<br>PS are consumed duri  | s. They are NOT a n  | episcement. Some             | spell details were removed and gra | mener rule  | so buishared for the sales of brevily. | . Some opeli  | e are too compli    | uled to be reliabl             | ly described here.                         |   |                     |                               |                   |   |  |   |  |   |  |  |
|--|---|----------------------|------------------------------|------------------------------------|---|--|---|---------------------|--------------------------------|--|---|---------------------|-------------------------------|-------------------|---|--|---|--|---|--|--|
| Element Symbols: Fo = iron, Ag =   | Silver, Hg = Mercury,                           | P = Phosphorous      | •                            |                                    |   |  |   |                     |                                |  |   |                     |                               |                   |   |  |   |  |   |  |  |
| Spoil Name<br>Alama  | Level School 1 Abjuration                       | Ritual 1             | minute                       | Range<br>30 ft.                    | 1 door/windowlarea  | V S                                    | M Component(s) M tiny bell, silver wire   | Cost                | Concentration                  | 8 hours                                    | Attack/Baving Throw (Effect)                                | Demage Type         | Demografical                  | 211               | Audible or silent alarm triggered on entry by those you haven't said can enter  | Per Higher Spell Level   |   |  |   |  |  |
| Antimegio Field<br>Arcene Lock   | 8 Abjuration<br>2 Abjuration                    | 1                    | action                       | 10 ft. radius<br>Touch<br>60 ft.   | 1 openable object   | V S                                    | M powdered iron or filings<br>M GOLD DUST   | 25 gp               | Concentration<br>Concentration | Until Dispelled                            | CHA (Fail)  |                     |                               | 213<br>215        | Erects a sphere around you in which all magic no longer works.  Locks object until password is spoken or dispet/knock. Object break DC +10.   |  |   |  |   |  |  |
| Berletment<br>Blade Word   | 4 Abjuration<br>0 Abjuration<br>3 Abjuration    | 1                    |                              | Self                               | 1 target<br>Self<br>1 Spelicaster   | V 8                                    | M item disliked by target   |                     |                                | 1 round<br>Instantaneous                   |   |                     |                               | 218               | Barrish target to another plane; native of other plane doesn't return after 1 min. C Gain resistance to bludgeoning/plancing/slashing DMG from weapons.  Interrupt spell <= 4th. You make casting ability check (DC 10 + spell level).  | one more creature  oterrupt spell <= new level.  |   |  |   |  |  |
| Spel limm Alma Admosphrid Admosphrid Admosphrid Backlisteral Backliste | 3 Abjuration                                    | 1                    | action                       | 120 ft.                            | 1 creature/object/magical effect  | V 8                                    |   |                     |                                | Instantaneous<br>Instantaneous<br>1 minute | See Details.  |                     |                               | 234               | End spell <= 3rd level. For >= 4th level, casting ability check DC=10+spell level. E  | nterrupt spell <= new level.<br>End spell <= new level.<br>I higher spell level blocked. |   |  |   |  |  |
| Olyph of Warding   | 6 Abjuration<br>3 Abjuration<br>6 Abjuration    | 1                    | hour                         | Touch<br>Touch                     | See Sourcebook. See Sourcebook.   | V S                                    | M glass or crystal bead<br>M incense, DIAMOND POWDER<br>M See sourcebook.             | R 200 gp<br>10 gp   |                                | Dispel/Triggered<br>24 hours               |   |                     |                               | 245<br>245<br>248 |   | See Sourcebook.  |   |  |   |  |  |
| Imprisorment<br>Mana Armor   | 9 Abjuration<br>1 Abjuration                    | 1                    |                              | 30 ft.                             | 1 creature  | V S                                    | M See Sourcebook. M piece of cured leather  | Source.             |                                | Until Dispelled<br>8 hours                 | WIS (Fail)  |                     |                               | 252<br>258        | Magically restrain a creature. See sourcebook.  If target isn't wearing armor, its base AC becomes 13 + DEX modifier.   |  |   |  |   |  |  |
| Magio Circle<br>Mind Risek   | 3 Abjuration<br>8 Abjuration                    | 1                    | minute<br>action             | 10 ft.                             | 10 ft. rad., 20 ft. high cylinder   | V S<br>V S                             | M HOLY WATER or Fe/Ag DUS   | T 100 gp            |                                | 1 hour<br>24 hours                         |   |                     |                               | 258<br>259        | Hinder one creature type within cylinder. See Sourcebook.  Target immune to psychic damage, charm, mind reading, divinations.   | Ouration increases 1 hour.   |   |  |   |  |  |
| Mondenisalmente Private Senetum<br>Nondelection  | 4 Abjuration<br>3 Abjuration                    | 11                   | 0 minutes<br>action          | 120 ft.<br>Touch                   | <= 100 ft. cube<br>1 object, place, or willing target                             | V S                                    | M lead,glass,cloth,chrysolite   | 25 gp               |                                | 24 hours<br>8 hours                        |   |                     |                               | 262<br>263        | Create magically secure area. See Sourcebook. Hide target from all divination and scrying magic.  | Extra 100 ft. per cube side  |   |  |   |  |  |
| Plener Binding<br>Prismalls Wall   | 5 Abjuration                                    | 1                    | hour<br>action               | 60 ft.                             | 1 extraplaner creature<br>90x30 ft wall or 30ft dia. sphere                       | V S                                    | M JEWEL   | 1000 gp             |                                | 24 hours<br>Instantaneous                  |   | See Sourcebook      | . See Sourcebook              | 265               | Bind celestial, elemental, fey, or fiend to serve you for spell duration. S<br>Create multicolored benier with various effects. See Sourcebook.   | See Sourcebook   |   |  |   |  |  |
| Protection from Energy<br>Protection from EMI and Good   | 9 Abjuration<br>3 Abjuration<br>1 Abjuration    | 1                    | action<br>action             | Touch<br>Touch                     | 1 creature  | V S                                    | M holy water or powdered silver   |                     | Concentration<br>Concentration | 1 hour<br>10 minutes                       |   |                     |                               | 270<br>270        | Creature gains resistance to one of: acid, cold, fine, lightning, or thunder.  Protect against certain types of creatures. See Sourcebook.  |  |   |  |   |  |  |
| Ramovo Curso<br>Shield   | 3 Abjuration<br>1 Abjuration<br>4 Abjuration    | 1                    | action<br>reaction (get hit) | Touch<br>Self                      | Self  | V S<br>V S                             |   |                     |                                | Instantaneous<br>1 round                   |   |                     |                               | 271<br>275        | Remove curse creature or break object's curse attunement to any target.  Gain +5 bonus to AC, including triggering attack. Negates Magic Missile attacks.   |  |   |  |   |  |  |
| Stoneskin<br>Symbol  | 7 Abjuration                                    | 1                    | action<br>minute             | Touch<br>Touch                     | 1 surface or object   | V S                                    | M DIAMOND DUST M Hg, P, DIAMOND and OPAL  | 1000 gp             | Concentration                  |  | See Sourcebook.   | See Sourcebook      | . See Sourcebook              | 278               | Target gains resistance to normagical bludgeoning, piercing, and slashing DMG.<br>Inscribe harmful magical glyph on surface. See Sourcebook.  |  |   |  |   |  |  |
| Acid Splesh<br>Arcene Gate   | 0 Conjunation<br>6 Conjunation                  | 1                    |                              | 60 ft.<br>500 ft.                  | 1 or 2 adjacent targets<br>Point(10ft),Point(500ft.)                              | V S                                    |   | +                   | Concentration                  | Instantaneous<br>10 minutes                |   | Acid                |                               | 214               | DAM: Add extra 1d6 at 5th level, 11th level, and 17th level.  Create two linked portals 10ft, across anybody can travel between.  |  |   |  |   |  |  |
| Cloud of Daggare<br>Cloudell   | 5 Conjunation                                   | 1                    | action                       | 120 ft.                            | 5 ft. cube<br>20 ft. radius sphere  | V S                                    | M sliver of glass   |                     | Concentration<br>Concentration | 1 minute<br>10 minutes                     | CON (Half DAM)  | Stashing<br>Poison  | DAM: 4d4<br>DAM: 5d8          | 222               | DAM taken on entering or starting turn in area. EDAM taken on entering or starting turn in area. For moves away 10 ft. per turn.  | Extra 2d4 DAM.<br>Extra 1d8 DAM.   |   |  |   |  |  |
| Ciscutalii Conjure Elemental Conjure Minor Elementals Demplaine Dimension Door   | 5 Conjunation<br>4 Conjunation                  | 1                    | minute                       | 90 ft.                             |   | V S                                    | M See Sourcebook  |                     | Concentration<br>Concentration | 1 hour<br>1 hour                           |   |                     |                               | 225<br>226        | Summon elemental CR <= 5. Obeys commands. Hostile if control is lost. In Summon elementals (total CR <= 2) that obey commands. 6  | ncrease max CR by 1.<br>lth: CR <= 4; 8th: CR <= 6                                       |   |  |   |  |  |
| Demiphere<br>Dimension Door  | 8 Conjunation<br>4 Conjunation                  | 1 1                  | action                       | 60 ft.<br>500 ft.                  | Self (and ally within 5 ft.)  | V S                                    |   |                     |                                | 1 hour<br>Instantaneous                    |   |                     |                               | 231<br>233        | Create door to 30 ft. cubic room in demiplane. Trapped if there when spell ends. Teleport yourself and ally to location. If occupied, 4d6 force DAM and spell fails.  |  |   |  |   |  |  |
| Dresemije instant Summons<br>Evende Black Tentacies  | 6 Conjunation<br>4 Conjunation                  | 1                    |                              | Touch<br>90 ft.                    | 1 object <= 10 lb.<br>20 ft. square   | V S<br>V S                             | M sapphire M piece of octopus territacle M CHARCOAL,INCENSE,HERB                      | 1000 gp             | Concentration                  | Until Dispelled<br>1 minute                | DEX white in area (Fail)                                    | Bludgeoning         | DAM: 3d8                      |                   | 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.  |  |   |  |   |  |  |
| Pind Femilier<br>Flaming Ophore  | 1 Conjunation<br>2 Conjunation                  | Ritual 1             | hour<br>action               | 10 ft.<br>60 ft.                   | 5 ft. diameter sphere   | V S                                    | M tallow,brimstone,iron powder  |                     | Concentration                  | 1 minute                                   |   | Fire                | DAM: 246                      | 240<br>242        | Gain the service of a familiar. See Sourcebook.  Creatures next to spheres at end of turn take DAM. Move spheres 30 ft.  E  |  |   |  |   |  |  |
| Planing Ophero<br>Fog Citud<br>Gain  | 1 Conjunation<br>9 Conjunation                  | 1                    | action                       | 60 ft.                             | 5-20 ft. diameter gate  | V S                                    | M diamond   | 5000 gp             | Concentration<br>Concentration | 1 minute                                   |   |                     |                               | 243<br>244        | Create portal to precise location on another plane or near a specific person.   | ncrease radius by 20 ft.   |   |  |   |  |  |
| Incendiary Cloud   | 1 Conjunation<br>8 Conjunation                  | 1                    | action                       | 60 ft.<br>150 ft.                  | 20 ft. radius sphere  | V S                                    | M pork rind or butter   | . For:              | Concentration                  | 1 minute<br>1 minute                       | DEX (Fail)<br>DEX every turn (Half DMG)                     | Fire                | DAM: 10d8                     | 246<br>253        | Creatures in area or entering area fall prone if they fall DEX save.  Targets make save when cloud created or entering or exiting it. Cloud move: 10ft.   |  |   |  |   |  |  |
| Leonund's Secret Cheet<br>Mage Hand<br>Maze  | 4 Conjuration 0 Conjuration 8 Conjuration       | 1                    | action<br>action<br>action   | Touch<br>30 ft.<br>60 ft.          |   | V 8                                    | M chest(5000), replica chest(50)  | ) 5050 gp           |                                | Instantaneous<br>1 minute<br>10 minutes    | Ou Dunit  |                     |                               | 254<br>258        | Targets make save when cloud created or entering or existing it. Cloud move: 10ft.  Transport chest back and forth from Ethersel Plane using replica.  Create spectral hand that manipulates objects. Can pick up <= 10 lbs.  Target uses action leach turn to make INT check (IDC 20) to escape. |  |   |  |   |  |  |
| Mazo<br>Maly Step  | 2 Conjunation                                   | 1                    | bonus action                 | Self                               | Self  | V                                      |   |                     |                                | Instantaneous                              |   |                     |                               |                   | Teleport <= 30 ft. away to unoccupied location.   |  |   |  |   |  |  |
| Milely Step<br>Microtenhalmen's Fellbild Hound<br>Microtenhalmen's Magailloont Manai<br>Name MAR   | 4 Conjunation 7 Conjunation                     | 1                    |                              | 30 ft.<br>300 ft.                  |   | V S                                    | M silver whistle, bone, thread<br>M portal(5),merble(5),spoon(5)                      | 15 gp               |                                | 8 hours<br>24 hours                        |   | Piercing            | DAM: 4d8                      | 261               | Summon portal to 50000 cubic ft. mansion with food for 100 people.  |  |   |  |   |  |  |
| Plane Shift<br>Poleon Spray<br>Sheet Storm   | 7 Conjunation<br>0 Conjunation<br>3 Conjunation | 1                    |                              | Touch<br>10 ft.<br>150 ft.         | 1 unwilling or Self + 8 willing<br>1 creature<br>40 ft. rad. 20 ft. tall cylinder | v 8<br>v 8                             | M minch of dust dross of a  | 250 gp              | Connectorio -                  | Instantaneous<br>Instantaneous<br>1 minute | Melee Spell Attack + CHA (Fail)<br>CON (Fail)<br>DEX (Fail) | Poison              | DAM: 1d12                     | 266               | Transport to another plane. You specify general location or teleportation circle.  DAM increase. 5th level: 2d12, 11th level: 3d12, 17th level: 4d12.  Difficult terrain. Each turn, DEX save or fall prone, CON save or lose concentration.  |  |   |  |   |  |  |
| Polion Spray Sleet Storm Striking Cloud Teleport | 3 Conjunation<br>7 Conjunation                  | 1                    | action<br>action             | 90 R.                              | 20 ft. radius sphere  | V S                                    | M rotten egg or skunk cabbage   |                     | Concentration                  | 1 minute<br>Instantaneous                  | CON (Fail)  |                     |                               | 278               | Director ternam-cach turn, cet.x save or sar provincions save or loss concentration.  Creatures that need to breathe spend turn retching. Wind dispenses cloud.  Teleport yourself and willing creatures to a distant location. See Sourcebook.   |  |   |  |   |  |  |
| Teleportetion Circle   | 5 Conjunation<br>1 Conjunation                  | 1                    | minute                       | 10 ft.<br>10 ft.                   | 10 ft. diameter circle 3 ft. diameter circle                                      | V v                                    | M CHALK & INK mixed with gen  | ns 50 gp            |                                | 1 round<br>1 hour                          |   |                     |                               | 282               | Teapper yourses and waining creatures to a clearan location. See Sourcebook.  Any stepping inside circle teleport to permanent teleportation circle.  Create floating disk that holds 500 lbs and stays within 20 ft. of you.   |  |   |  |   |  |  |
| Unesan Servent   | 1 Conjunation<br>2 Conjunation                  | Ritual 1             |                              | 60 ft.                             |   | V S                                    | M piece of string, bit of wood  M bit of spiderweb                                    |                     |                                | 1 hour                                     | DEX (Fail)  |                     |                               | 284               | Create invisible force that can perform simple, menial tasks for you.  Every turn DEX save or restrain; STR save to escape. Burning webs: 254 fire DAM.   |  |   |  |   |  |  |
| With   | 9 Conjunation 4 Divination                      | 1                    | action                       | Self 30 ft.                        |   |  | M a bit of bet fur  |                     | Concentration                  | Instantaneous                              | DES (1 ml)  |                     |                               | 288               | Replicate and spell <= 8th level or other powerful effect granted. See Sourcebook.  Create invisible eye with darkvision(30tt) moves 30th/d you can see through.  |  |   |  |   |  |  |
| Cishyoyance<br>Concretend Languages  | 3 Divination<br>1 Divination                    | Ritual 1             | 0 minutes                    | 1 mile<br>Self                     |   | V S                                    | M jeweled horn or glass eye M pinch of soot and salt                                  | 100 gp              | Concentration                  |  |   |                     |                               | 222               | Create sensor in area you can see or hear through.  Know literal meaning of any speech. Understand written words while touching.  |  |   |  |   |  |  |
| Contact Other Plans Delect Medic   | 5 Divination<br>1 Divination                    | Ritual 1<br>Ritual 1 | minute<br>action             | Self<br>Self                       |   | v<br>v s                               |   |                     | Concentration                  | 1 minute                                   | INT DC:15(DAM, insane for day)                              | Psychic             | DAM: 6d8                      |                   | 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 Thoughts<br>Formight  | 2 Divination<br>9 Divination                    | 1                    | action<br>minute             | Self<br>Touch                      | 30 ft. radius<br>1 willing creature   | V S<br>V S                             | M a copper piece<br>M hummingbird feather   |                     | Concentration                  | 1 minute<br>8 hours                        | See Sourcebook.   |                     |                               | 231<br>244        | Read thoughts of those around you. See Sourcebook.  Not surprised. Advantage: attacks, checks, saves. Disadvantage getting attacked.  |  |   |  |   |  |  |
| Identity<br>Legend Lore  | 1 Divination<br>5 Divination                    | Ritual 1             | minute<br>0 minutes          | Touch<br>Self                      | 1 person, place, or object  | V 8                                    | M pearl, owl feather<br>M INCENSE(250), 4 ivory strips(                               | 100 gp<br>50 300 gp |                                | Instantaneous<br>Instantaneous             |   |                     |                               | 252<br>254        | Learn what an item is and what spells affect it.  Learn lore about target. Information is accurate but might use figurative words.  |  |   |  |   |  |  |
| Locale Creature<br>Locale Object   | 4 Divination<br>2 Divination<br>5 Divination    | 1                    |                              | Self<br>Self                       | 1 creature familiar to you<br>1 object familiar to you                            | V S<br>V S                             | M bloodhound fur<br>M forked twig<br>M eggshell of 2 different creature               |                     | Concentration                  |  |   |                     |                               | 258<br>258        | 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<br>Scrying  | 5 Divination                                    | 11                   | 0 minutes                    | 30 ft.<br>Self                     | 1 creature  | V S                                    | M scrying focus   | 1000 gp             | Concentration                  | 1 hour<br>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.   |  |   |  |   |  |  |
| See Intellity Tongues  | 2 Divination<br>3 Divination<br>6 Divination    | 1                    | action                       | Touch                              | 1 creature  | V                                      | M pinch of talc and silver powde<br>M clay model of a ziggurat<br>M OINTMENT FOR EYES | 25 gp               |                                | 1 hour<br>1 hour<br>1 hour                 |   |                     |                               | 274<br>283        | See invisible and ethereal creatures.  Target understands any spoken language and is understood by everyone etse.  Target creature gains truesight, sees secret doors, Ethereal Plane. Range 120 ft.  |  |   |  |   |  |  |
| Usean Sevet We   | 0 Divination<br>8 Enchantme                     | 1                    | action                       |                                    | 1 creature  | 8                                      |   |                     | Concentration                  | 1 round                                    | WIS (Fail)  |                     |                               |                   | Next turn you gain advantage on first attack against the target.  |  |   |  |   |  |  |
| Chem Person  | 1 Enchantme                                     | nt 1                 | action                       | 30 ft.                             | 1 humanoid  | V 8                                    | M 3 nut shells  |                     | Concentration                  | 1 hour<br>1 minute                         | Wisdom (Fail)<br>WIS (Fail)                                 |                     |                               | 221               | Charm target so it treats you as friendly. Gets advantage to save if fighting you. C  | One more target <= 30ft.<br>norease radius by 5ft.                                       |   |  |   |  |  |
| Crown of Mediness<br>Dominals Monster<br>Dominals Person   | 2 Enchantme<br>8 Enchantme                      | nt 1                 | action<br>action             | 120 ft.<br>60 ft.                  | 1 humanoid<br>1 creature  | V S<br>V S                             |   |                     | Concentration<br>Concentration | 1 minute<br>1 hour                         | WIS every turn (Fall)<br>WIS (Fall)                         |                     |                               | 229<br>235        | Charm humanoid to attack your target of choice. Use action to keep control.   | th: Duration is 8 hours.   |   |  |   |  |  |
| Feeblaning   | 5 Enchantme<br>8 Enchantme                      | nt 1                 | action                       | 60 ft.<br>150 ft.                  | 1 person<br>1 creature  | V S                                    | M clay,crystal,or mineral sphere:   |                     | Concentration                  | 1 minute<br>Instantaneous                  | WIS (Fail)<br>INT (DMG, but no INT effect)                  | Psychic             | DAM: 4d8                      | 235<br>239        | Charm humanoid to give it commands. Has advantage to save if attacking it. S<br>Creature INT and CHA scores become 1. See Sourcebook.   | See Sourcebook   |   |  |   |  |  |
| Priends<br>Geas<br>Hold Monater  | 0 Enchantme<br>5 Enchantme                      | nt 1                 |                              | Self<br>60 ft.                     | 1 creature  | V                                      | M makeup applied to face  |                     | Concentration                  | 30 days                                    | WIS (Fail)  | See Details.        | See Details.                  | 244<br>244        | Adventage on CHA checks to target, who knows magic used once spell ends.  Target must perform task you set. 5d10 psychic DAM whenever it disobeys.  7   | Th: lasts 1 year;9th: forever  |   |  |   |  |  |
|  | 5 Enchantme<br>2 Enchantme                      | nt 1                 | action                       | 90 ft.<br>60 ft.                   | 1 humanoid  | V 8                                    | M small straight piece of iron M small straight piece of iron                         |                     | Concentration<br>Concentration | 1 minute                                   | WIS (Fail)<br>WIS (Fail)                                    |                     |                               | 251<br>251        | Target is paralyzed. New saving throw at end of turn. Doesn't work on undead. 1 Target is paralyzed. New saving throw at end of turn. 1   | additional creature.   |   |  |   |  |  |
| Mass Suggestion<br>Modify Merrory<br>Olice Irredutable Dence   | 6 Enchantme<br>5 Enchantme                      | nt 1                 | action                       | 60 ft.<br>30 ft.                   |   | v s                                    | M snake's torque, honeycomb   |                     | Concentration                  | 24 hours<br>1 minute                       | WIS (Fail)<br>WIS (Fail)                                    |                     |                               | 258<br>261        | Reshape another creature's memories. See Sourcebook. S  | fth: 10 days;8th:30;9th:366<br>See Sourcebook.   |   |  |   |  |  |
| Olic's Irresistable Dance<br>Power Word Kill<br>Power Word Stan  | 6 Enchantme<br>9 Enchantme<br>8 Enchantme       | nt 1                 | action<br>action             | 30 ft.<br>60 ft.                   | 1 creature<br>1 creature  | V                                      |   |                     | Concentration                  | 1 minute<br>Instantaneous<br>Instantaneous | See Datalis   |                     | See Details.                  | 264               | No movement Disadvantage on DEX saves and attacks Use action to WIS save. If target has <= 100 HP, it diss instantly. No effect otherwise. No saving throw.  Travel on 160 MB is charged Mobiles efficacing. COM save at and of law to and  |  |   |  |   |  |  |
| Power Word Stan<br>Sleep<br>Suggestion<br>Tracks's Hideous Laughter  | 8 Enchantme 1 Enchantme 2 Enchantme             | nt 1                 | action                       | 60 ft.<br>90 ft.<br>30 ft.         | 1 creature<br>20 ft. radius<br>1 creature   | v s                                    | M pinch of fine sand M snake's tongue, honeycomb                                      |                     | Concentration                  | 1 minute                                   | See Details. WIS (Fail)                                     |                     |                               | 276               | Target <= 150 HP is sturned. Nothing otherwise. CON save at end of turn to end.  5d8 total HP of creatures in area fall asleep. Go in order of lowest HP to hightest A  Target follows recognition processors.  | Addition 2d8 HP fall asleep.   |   |  |   |  |  |
| Testate Hideous Laughter<br>Rinters Henri  | 2 Enchantme<br>1 Enchantme<br>5 Evocation       | nt 1                 | action                       | 30 ft.<br>30 ft.<br>120 ft.        | 1 creature  | V S                                    | M tiny tarts and a feather  |                     | Concentration                  | 1 minute                                   | WIS (Fail)  | Forre               | Rea Roumahook                 | 280               | Target follows reasonable course of action you suggest. Can specify conditions.  Target (INT > 4) is prone, incapacitated, can't stand. WIS save each turn to end.  Create giant hand to do various things. See Sourcebook.   | See Sourcebook   |   |  |   |  |  |
| Burning Heads Burning Heads Chain Lighthing Chine Cold Coase of Cold Costingency Continued Hears   | 1 Evocation<br>6 Evocation                      | 1                    | action                       | Self                               | 15 ft. cone   | V S                                    | M eggshell, snakeskin glove  M bit of fur.glass,3 silver pins                         |                     | _ore_nrandn                    | Instantaneous                              | DEX (Half DAM)<br>DEX (Half DAM)                            | Fire<br>Lightning   | DAM: 3d6<br>DAM: 10d8         | 220               | Flammable objects ignite.   | See Sourcebook.<br>Extra 1d8 DAM.<br>One more bolt in fork.                              |   |  |   |  |  |
| Chromatic Orb<br>Come of Cold  | 1 Evocation<br>5 Evocation                      | 1                    |                              | 90 ft.<br>Self                     | 1 creature  | V S                                    | M diamond<br>M crystal or glass cone  | 50 gp               |                                | Instantaneous                              | Ranged Spell Attack   | See Details<br>Cold | DAM: 3d8<br>DAM: 8d8          |                   | Choose type: acid, cold, fire, lightning, poison, or thunder. E Creatures killed become frozen statues. E   | Extra 1d8 DAM.   |   |  |   |  |  |
| Contingency<br>Continued Flores  | 6 Evocation<br>2 Evocation                      | 11                   | 0 minutes<br>action          | Self<br>Touch                      | Self  | V 8                                    | M ivory statue of self M RUBY DUST  | 1500 gp<br>50 gp    |                                | 10 days<br>Until Dispelled                 | ,   |                     |                               | 227<br>227        | Spell <- 5th level activates when condition occurs. That spell's slot used too.  Heatless flame comes from object. Can be covered but not snuffed out.  |  |   |  |   |  |  |
| Construct Fermion Descript Lights Descript Lights Descript Start Fischel Five Strike Five  | 0 Evocation<br>2 Evocation                      | 1                    | action<br>action             | 120 ft.<br>60 ft.                  | 15 ft. radius sphere  | V S                                    | M phosphorous or glowworm M bat fur and pitch or coal                                 |                     | Concentration<br>Concentration | 1 minute<br>10 minutes                     |   |                     |                               | 230               | Create 4 glowing, hovering objects that shed light out 10 ft. Can move 60 ft.  Creates darkness normal light can't dispel. Dispels light spells <= 2nd level.   |  |   |  |   |  |  |
| Delayed Blast Fireball<br>Fire Bolt  | 7 Evocation<br>0 Evocation                      | 1                    | action                       | 150 ft.                            | 20 ft. radius sphere<br>1 creature/object   | V S                                    | M tiny ball of guano and sulfur   |                     | Concentration                  | 1 minute<br>Instantaneous                  | Ranged Spell Attack   | Fire<br>Fire        | DAM: 12d6<br>DAM: 1d10        |                   | Creates spot where fireball will erupt. See Sourcebook. E DAM at 5th level: 2d10, at 11th level: 2d10, at 17th level: 4d10.   | Extra 1d6 base DAM.  |   |  |   |  |  |
| Pire Shield<br>Pireball  | 4 Evocation<br>3 Evocation                      | 1                    |                              | Self<br>150 ft.                    | Self<br>20 ft. radius sphere  | V S                                    | M bit of phosphorous or a firefly M tiny ball of guano and sulfur                     |                     |                                | 10 minutes<br>Instantaneous                | DEX (Half DAM)  | Fire/Cold<br>Fire   | DAM: 2d8<br>DAM: 8d8          | 242<br>241        |   | Extra 1d6 DAM.   |   |  |   |  |  |
| Forcesage<br>Gust of Wind  | 7 Evocation<br>2 Evocation                      | 1                    | action                       | Self                               | 60 ft. line 10 ft. wide   | V 8                                    | M ruby dust<br>M a legume seed  | 1500 gp             | Concentration                  |  | STR (Fail)  |                     |                               | 243<br>248        | Creatures stuck in cage can only leave using magic after CHA save.  Push targets 15 ft. in director of wind. Creatures move half speed against wind.  |  |   |  |   |  |  |
| ice Storm<br>Leorand's Thy Hut   | 4 Evocation<br>3 Evocation<br>0 Evocation       | Ritual 1             | minute                       | 300 ft.<br>Self                    | 10 ft. radius hemisphere  | V S                                    | M pinch of dust, drop of water M small crystal bead                                   |                     |                                | 8 hours                                    |   | Bludgeoning+Co      | id DAM: 2d8+4d8               | 252<br>255        | Storm's area of effect becomes difficult terrain until end of next turn. E  Protect <= 9 creatures in trut from spells, creatures, elements.  | Extra 1d8 bludgeoning DAV  |   |  |   |  |  |
| Links  | 3 Evocation                                     | 1                    | action<br>action             | Touch<br>Self                      | 1 object <= 10 ft. cube<br>100 ft. line   | v s                                    | M firefly or phosphorescent mos<br>M bit of fur and glass rod                         | is                  |                                | 1 hour<br>Instantaneous                    | DEX (Half DAM)  | Lightning           | DAM: 8d8                      | 255<br>255        | Object sheds light in 20 ft. radious. Hostile targets get DEX save.  Lightning ignites flammable objects.   | Extra 1d6 DAM.   |   |  |   |  |  |
| Magic Missilo<br>Matro Aski Arrow  | 1 Evocation<br>2 Evocation                      | 1                    | action                       | 90 R.                              | Any creature in range.  1 target  | V S                                    | M rhuberb leaf, adder's stomach   | 1                   |                                | Instantaneous<br>Instantaneous             | Ranged Spell Attack   | Force<br>Acid       | DAM: (1d4+1)x3<br>DAM: 4d4    | 259               | You choose the target for each dart that does 1d4+1 DAM.  Contact DAM on miss. On hit, target also takes 2d4 acid DAM at end of next turn.  | One additional dart.<br>Id4 DAM on both effects  |   |  |   |  |  |
| Mondaniamento Second   | 9 Evocation<br>7 Evocation                      | 1                    | action                       | 60 ft.                             |   |  | M mini platinum sword   | 250 gp              | Concentration                  | 1 minute                                   | Melee Spell Attack  | Force               | DAM 3d10                      | 259<br>262        | Also damages objects and ignites flammable objects.  Use borus action each turn to move sword <= 20 ft. and attack again.   |  |   |  |   |  |  |
| Ollula's Resilient Ophers  | 6 Evocation<br>4 Evocation<br>7 Evocation       | 1                    |                              | 30 ft.                             |   |  | M small crystal sphere M hemispheres of crystal,arabic                                |                     | Concentration                  | 1 minute                                   | DEX (Fail)  | Cold                | DAM: 10d8<br>L See Sourcebook | 263               | Water freezes. Can give globe to another who fires it and spell takes effect then. E<br>Trap creature in sphere. Sphere only destroyed by Disintegrate spell.   | CREW 105 DAM.  |   |  |   |  |  |
| Ray of Front   | 7 Evocation<br>0 Evocation<br>2 Evocation       | 1                    | action                       | 60 ft.                             | 60 ft. cone 1 creature in range <= 3 creatures                                    | V S                                    |   |                     |                                | Instantaneous                              | Ranged Spell Attack   | Cold                | DAM: 1/48                     | 271               | Send a raintow of negative effects at enemies. See Sourcebook.  Speed -10ft DAM increase. 5th level: 2d8, 11th level: 3d3, 17th level: 4d8.  Shoot 3 rays at up to 3 targets.   | One additional ray.  |   |  |   |  |  |
| Sending  | 2 Evocation<br>3 Evocation<br>2 Evocation       | 1                    | action                       | Unlimited                          | 1 creature  | V 8                                    | M short piece of fine copper wire<br>M chip of mice                                   |                     |                                | 1 mund                                     |   | Fire<br>Thunder     | DAM: 266x3<br>DAM: 368        | 273<br>274<br>275 | Send <= 25 word message to known creature. Get similar reply.   | One additional ray.  |   |  |   |  |  |
| Shooking Group   | 0 Evocation<br>6 Evocation                      | 1                    | action                       | Touch                              | 1 creature  | V 8                                    | M chip of mica  M magnifying glass  |                     | Concentration                  | Instantaneous                              | Melee Spell Attack CON (Half DAM, no blindness)             | Lightning           | DAM: 1d8<br>DAM: 6d8          | 275               | Inorganic creatures have disadvantage to save. Objects take IDAM too. E. Target can't take reactions until next turn. Advantage if target has metal armor. Creatures are brinded until your next turn. Use your action to make a new line.  | no seed.   |   |  |   |  |  |
| Sunturet<br>Telecoffry   | 8 Evocation                                     | 1                    | action                       | 150 ft.                            | 60 ft. radius sphere  | V S                                    | M fire and piece of sunstone M pair of linked silver rings                            |                     |                                | Instantaneous<br>24 hours                  | CON (Half DAM, no blindness)                                | Radiant             | DAM: 12d6                     | 279               | Creatures are blinded for 1 minute (CON save at end of turn to end).  |  |   |  |   |  |  |
| Thunderweye<br>Wall of Fire  | 8 Evocation<br>1 Evocation<br>4 Evocation       | 1                    | action                       | Self<br>120 ft.                    | 15 ft. cube   | V S                                    | M small piece of phosphorous  |                     | Concentration                  | Instantaneous                              | CON (Half DAM, no push)<br>DEX (Half DAM)                   | Thunder<br>Fire     | DAM: 2d8<br>DAM: 5d8          | 282<br>285        | Telepathically communicate words, sounds, images with target (INT >= 1).  Creatures failing serve and objects pushed 10 ft. Boom heard for 300 ft.  Those entering or ending turn on one side of the wall take 5d8 fire DAM.  | Extra 1d8 DAM.   |   |  |   |  |  |
| Lighting both ladge blades blades And Arour blades And Arour blades And Arour blades And Arour blades Blades Children's Presides Epides Children's Presides Epides Children's Presides Epides Princello Spray Princello Spray Princello Spray Brown of Princello Spray Brown of Princello Brown of Brown Wall of Brown  | 5 Evocation<br>6 Evocation                      | 1                    |                              |                                    | See Sourcebook  | V S                                    | M powder from clear gernstone<br>M small piece of quartz                              |                     | Concentration<br>Concentration | 10 minutes                                 |   | Cold                | DAM: 10d6                     |                   | Create impenetrable wall (even into Ethereal Plane) only unmade by Disintegrate.<br>los:AC 12, 30 HP. Moving through ice take 5d8 cold DAM or CON save for half.  |  |   |  |   |  |  |
| Wall of Stone<br>Whith Bott  | 5 Evocation<br>1 Evocation                      | 1                    | action                       | 120 ft.                            | See Sourcebook.   | V S                                    | M small block of granite M twig from tree struck by lightni                           | ing                 | Concentration<br>Concentration | 10 minutes<br>1 minute                     | DEX (Move away, not trapped)                                |                     |                               | 287<br>289        | Create wall of stone or other stone structure. See Sourcebook.  Use action to auto hit target hit last round for 1d12 lightning DAM if in range.  |  |   |  |   |  |  |
| Blur<br>Color Spray  | 2 Busion<br>1 Busion                            | 1                    | action                       | Out O                              | Self  | V                                      | M pinch of colored powder   |                     | Concentration                  | 1 minute<br>1 round                        | THE GOLD CHEEK  | , ,                 |                               | 219               | Creatures relying on sight have disadvantage to attack.   | Extra 2d10 HP.   |   |  |   |  |  |
|  |   |                      |                              |                                    |   |  |   | -                   |                                |  |   |                     |                               |                   |   |  | - |  | - |  |  |

| Creation  | 5 Illusion  |          | 1 minute                         | 30 ft.         |   | V 8 1 | M 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. |  |   |   |       |
|---|---|----------|----------------------------------|----------------|---|-------|-------------------------------------|---------------|---------------------------|-------------------------|-----------------|----------------|---|------------------------------|--|---|---|-------|
| Diagulae Self   | 1 Illusion  |          | 1 action                         | Self           | Self  | V S   |                                     |               | 1 hour                    |                         |                 |                | 233 Create illusion to appear as someone else. Foiled by Investigation vs. spell DC   |                              |  |   |   |       |
| Dream   | 5 Illusion  |          | 1 minute                         | See Sourcebook | 1 creature                                  | V S I | M sand ink guill from asleso bird   |               | 8 hours                   | See Sourcebook          | See Sourcebook. | See Sourcebook | ok 236 Shape creature's dreams. See Sourcebook.   |                              |  |   |   |       |
| _   | 3 Illusion  | _        | 1 action                         |                |   |       | M white feather or hen heart        | 0             | oncentration 1 minute     | WIS (Fail)              | 000 000 000     |                | 239 Targets drop everything and use Dash to run away. WIS save once out of sight  |                              |  |   |   |       |
| Consider Instability  | 4 Illusion  | _        | 1 action                         |                |   | v s   |                                     |               | oncentration 1 minute     | mo (ran)                |                 |                | 246 Become invisible until spell ends.  |                              |  |   |   |       |
| Manager Committee   | 4 Busion  | _        | 10 minutes                       | 300 ft.        | 150 ft. cube                                |       | M stone, twig, bit of green plant   | Lo            | 24 hours                  |                         |                 |                | 249 Make natural terrain seem like other terrain. Investigation check to disbelieve.  |                              |  |   |   |       |
| HEMONERRY FATTER  | 3 Busion  | _        | 1 action                         |                | 30 ft. cube                                 |       |                                     |               |                           | WIS (Fail)              |                 |                |   |                              |  |   |   |       |
| Hypnotic Pattern  |   | _        |                                  |                |   |       | M glowing stick of incense          |               |                           | WIS (Fall)              |                 |                | 252 Creatures charmed, incapacitated, speed = 0. Spell ends on DAM or shaking.  |                              |  |   |   |       |
| litusery Script   | 1 Illusion  | Ritual   | 1 minute                         | Touch          | writing surface                             |       | M LEAD-BASED INK 10 g               |               | 10 days                   |                         |                 |                | 252 Write magical script on surface that only designated people can read.   |                              |  |   |   |       |
| invisibility<br>Magic Mouth   | 2 Illusion  |          | 1 action                         | Touch          | 1 creature                                  | V 8 I | M eyelash in gum arabic             |               | oncentration 1 hour       |                         |                 |                | 254 Target becomes invisible. Ends if target attacks or casts a spell.  | One additional creature.     |  |   |   |       |
| Magio Mouth   | 2 Illusion  | Ritual   |                                  | 30 ft.         | 1 object                                    |       | M honeycomb and JADE DUST 10 g      |               | Until Dispelled           |                         |                 |                | 257 Magic mouth repeats <= 25 word message once condition is met.   |                              |  |   |   |       |
| Major Imago   | 3 Illusion  |          | 1 action                         | 120 ft.        | 20 ft. cube                                 |       | M bit of fleece                     | Co            | oncentration 10 minutes   |                         |                 |                | 258 Create image of object including sounds, smells. Investigation check to foil.   | 6th: lasts until dispelled   |  |   |   |       |
| Minor Husion  | 0 Illusion  |          | 1 action                         | 30 ft.         | 5 ft. cube                                  | 8 1   | M bit of fleece                     |               | 1 minute                  |                         |                 |                | 260 Create illusory sound or image. Investigation check against spell DC to detect.   |                              |  |   |   |       |
| Mirego Arceno   | 7 Illusion  |          | 10 minutes                       | Sight          | 1 square mile                               | V S   |                                     |               | 10 days                   |                         |                 |                | 260 Create audo, visual, tactile, and olfactory illusion. Only Truesight can detect.  |                              |  |   |   |       |
| hitror image  | 2 Illusion  |          | 1 action                         | Self           | Self  | V S   |                                     |               | 1 minute                  |                         |                 |                | 260 Create duplicates that make you harder to hit. See Sourcebook.  |                              |  |   |   |       |
| Maked   | 5 Illusion  |          |                                  | Self           | Self  | 8     |                                     | Co            | oncentration 1 hour       |                         |                 |                | 260 Become invisible and create illusory double. Use action to move your double.  |                              |  |   |   |       |
| Hyetule Mado Aure   | 2 Illusion  |          | 1 action                         | Touch          | 1 creature or object                        | V 8 I | M small square of silk              |               | 24 hours                  |                         |                 |                | 263 Divination spells reveal false info about target. See Sourcebook.   |                              |  |   |   |       |
| Characterist France   | 2 Illusion  | _        |                                  | 60 ft.         |   |       | M bit of fleece                     | 0             |                           | INT (Fail)              |                 |                | 264 Affect target with illusion. Can DAM for 1d8 Psychic. See Sourcebook.   |                              |  |   |   |       |
| Phonisomal Killer   | 4 Illusion  | _        | 1 action                         | 120 ft.        |   | V S   | m bit of interes                    |               |                           | WIS (Fail)              | Psychic         | DAM: 4d10      |   | Extra 1d10 DAM.              |  |   |   | <br>  |
|   | 3 Illusion  | Ritual   |                                  | 30 ft.         | I creature                                  | V S   |                                     | Lo            | 1 hour                    | WIS (Fall)              | Payene          | DAW: 4010      | 265 Target is frightened and takes DAM at start of turn if it doesn't save.   | EXPA IDIO DAM.               |  |   |   |       |
| Pheniom Steed   | 6 Illusion  | POSSAI   |                                  | 120 ft.        |   |       | M fleece, lade dust 25 c            | _             | Until Dispelled           |                         |                 |                | 265 You and 1 other can ride phantom steed. Speed=100ft or 10mph (13 fast).   |                              |  |   |   | <br>_ |
| Programmed Issueron   |   | _        | 1 action                         |                |   |       |                                     |               |                           |                         |                 |                | 289 Create illusion that performs specific action triggered by specific action.   |                              |  |   |   |       |
| Project Image   | 7 Illusion  |          | 1 action                         | 500 miles      |   |       | M small replica of self 5 gp        | p Co          | oncentration 1 day        |                         |                 |                | 270 Create image of self you can see hear/speak/move (x2 speed) through.  |                              |  |   |   |       |
| Seeming<br>Stord image  | 5 Illusion  |          | 1 action                         | 30 ft.         |   | V S   |                                     |               |                           | CHA (Fail)              |                 |                | 274 Disguise willing or unwillig creatures as other similar creatures, including outfits  |                              |  |   |   |       |
| Stant Image   | 1 Illusion  |          |                                  | 60 ft.         |   |       | M bit of fleece                     | Co            | oncentration 10 minutes   |                         |                 |                | 276 Create visual-only illusion. Use action to make it move. Investigation to discove   |                              |  |   |   |       |
| 8imuleorum  | 7 Illusion  |          | 12 hours                         | Touch          |   |       |                                     | 00 gp         | Until Dispelled           |                         |                 |                | 276 Create duplicate of beast or humanoid that obeys your commands.   |                              |  |   |   |       |
| Weind   | 9 Illusion  |          | 1 action                         |                |   | V S   |                                     | Co            |                           | WIS (Fail)              | Psychic         | DAM: 4d10      | 288 Affected creatures make WIS saves each turn and take DAM until they save.   |                              |  |   |   |       |
| Animate Doed  | 3 Necromancy  |          | 1 minute                         | 10 ft.         | <= Medium corpse                            | V 8 1 | M blood, flesh, bone                |               | Instantaneous             |                         |                 |                | 212 Creates skeleton or zombie servant that accepts simple directions   | Two more undead              |  |   |   |       |
| Struteaum<br>Weld<br>Arlmets Deed<br>Astel Projection<br>Beslow Cuse          | 9 Necromancy  |          | 1 hour                           | 10 R.          | Self and 8 willing targets                  |       | M JACINTH(1k), SILVER(100) 110      | 00 gp         | Special                   |                         |                 |                | 215 Project to Astral Plane. See Sourcebook.  |                              |  |   |   |       |
| Bestow Curse  | 3 Necromancy  |          | 1 action                         | Touch          | 1 creature                                  | v s   |                                     |               |                           | WIS (Fail)              |                 |                | 218 Curse target. See Sourcebook.   | See Sourcebook               |  |   |   |       |
| Blobs   | 4 Necromancy  |          |                                  | 30 ft.         | 1 creature                                  | v s   |                                     |               | Instantaneous             |                         | Necrotic        | DAM: 8d8       | 219 Plants have disadvantage on save and take max DAM.  | Extra 1d8 DAM.               |  |   |   |       |
| Rindress Continue   | 2 Necromancy  |          |                                  | 30 ft.         | 1 creature                                  | V     |                                     |               |                           | CON per turn (Fail)     |                 |                | 219 Target becomes blind or deaf (your choice).   | One more creature.           |  |   |   |       |
| Chill Touch   | 0 Necromancy  |          | 1 action                         | 120 ft.        | 1 creature                                  | v s   |                                     |               |                           | Ranged Spell Attack     | Necrotic        | DAM: 1d6       | 219 Target becomes bind or dear (your choice).  221 Extra 1d8 DAM at 5th level, 11th level, and 17th level, Can't regain HP.                      |                              |  |   |   |       |
| Circle of Death   | 6 Necromancy  |          | 1 action                         |                |   |       | M crushed black pearl 500           | 0.00          |                           | CON (Half DAM)          |                 | DAM: 8d8       | 221 Care not brok at Johnson, 1 to 1 sivet, and 17st sivet. Can't regain rip.   | Extra 2d6 DAM.               |  |   |   |       |
|   | 8 Necromancy  |          | 1 action                         | Touch          | GO IL INDIZE SPRETE                         |       |                                     | 0 gp<br>00 gp | Instantaneous             | CON (MIE DAM)           | 146CF0000       | LAME 000       | 222 Counts along of feign courses and transfers to along it a first fire  | CAPE 200 DAW.                |  |   |   |       |
| Clone   |   |          |                                  |                |   |       |                                     |               |                           |                         |                 |                | 222 Create clone of fiving person; soul transfers to clone if original dies.  |                              |  |   |   |       |
| Create Undeed   | 6 Necromancy  |          | 1 minute                         | 10 R.          |   |       | M See Sourcebook. Sou               |               | Instantaneous             |                         |                 |                | 229 Create undead to serve you for 24 hours. See Sourcebook.  | See Sourcebook.              |  |   |   |       |
| Eyebile<br>Felice Life  | 6 Necromancy  |          |                                  | Self           |   | V S   |                                     | Co            |                           | WIS (Fail)              |                 |                | 238 Affect targets negatively. New target each turn. See Sourcebook.  |                              |  |   |   |       |
|   | 1 Necromancy  |          | 1 action                         | Self           | Self  |       | M alcohol or distilled spirits      |               | 1 hour                    |                         |                 |                | 239 You gain 1d4+4 temp HP.   | Extra 5 temp HP.             |  |   |   |       |
| Feign Death   | 3 Necromancy  | Ritual   | 1 action                         | Touch          | 1 willing creature                          | VSI   | M pinch of graveyard dirt           |               | 1 hour                    |                         |                 |                | 240 Creature appears dead. Resists all non-psychic DMG. Disease/poison delayer  |                              |  |   |   |       |
| Finger of Death   | 7 Necromancy  |          |                                  | 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.   |                              |  |   |   |       |
| Gentie Repose   | 2 Necromancy  | Ritual   | 1 action                         | Touch          | 1 corpse                                    | V S I | M salt and 1 cp on each eye         |               | 10 days                   |                         |                 |                | 245 Preserves corpse. Extends time limit of Raise Dead spell.   |                              |  |   |   |       |
| Magio Jer   | 6 Necromancy  |          | 1 minute                         | Self           |   | V 8 1 | M ornamental container 500          | 0 gp          | Until Dispelled           |                         |                 |                | 257 Your soul enters an external object. See sourcebook.  |                              |  |   |   |       |
| Ray of Enfeeblement   | 2 Necromancy  |          | 1 action                         | 60 ft.         | 1 creature in range                         | V S   |                                     | Co            | oncentration 1 minute     | Ranged Spell Attack     |                 |                | 271 Target deals 1/2 DMG with STR weapon attacks. CON save to end at turn's en-   | 1                            |  |   |   |       |
| Rey of Sickness   | 1 Necromancy  |          |                                  |                | 1 creature in range                         | V S   |                                     |               |                           | Ranged Spell Attack     | Poison          | DAM: 2k8       | 271 Target also makes CON save. On fail, poisoned until end of next turn.   | Extra 1d8 DAM.               |  |   |   |       |
| Vernakie Touch  | 3 Necromancy  |          | 1 action                         |                |   | V S   |                                     | Co            |                           | Melee Spell Attack      | Necrotic        | DAM: 3d6       | 285 Each time you hit a target, you also HEAL half of the DAM you cause.  | Extra 1d8 DAM.               |  |   |   |       |
| Alter Ball  | 2 Transmutatio  |          | 1 action                         | Self           | Self  | V S   |                                     |               | oncentration 1 hour       |                         |                 |                | 211 Choose one: breathelswim underwater, natural weapons, change appearance   |                              |  |   |   |       |
| Animate Objects   | 5 Transmutatio  |          | 1 action                         |                |   | V S   |                                     |               | oncentration 1 minute     |                         |                 |                | 213 Animate objects to accept simple commands.  | Two more objects             |  |   |   |       |
| Party Copies  | 3 Transmutatio  |          | 1 action                         | Self           | Pull Collects                               | V S   |                                     | - 00          | 1 minute                  |                         |                 |                | 219 Roll 11 or higher to go to Ethereal plane between turns; reapper within 10ft.   | THO TIME COJECUS             |  |   |   |       |
| Control Water   |   |          |                                  | 300 ft.        | 100 ft. cube                                |       |                                     | -             | oncentration 10 minutes   |                         |                 |                |   |                              |  |   | _ |       |
|   | 4 Transmutatio  |          | 1 action                         | Self           |   |       | M water drop, pinch of dust         |               |                           |                         |                 |                | 227 Control water. See Sourcebook.  |                              |  |   | _ |       |
| Control Weather   | 8 Transmutatio  |          |                                  |                |   |       | M incense, earth&wood in water      | Co            | oncentration 8 hours      |                         |                 |                | 228 Control the weather. See Sourcebook.  |                              |  |   |   | <br>  |
| Destatution   | 2 Transmutatio  |          | 1 action                         | Touch          |   |       | M dried carrot or agate             |               | 8 hours                   |                         |                 |                | 230 Grants creature darkvision (60 ft.) but can't see in Darkness aura.   |                              |  |   |   |       |
| Distribugratio  | 6 Transmutatio  |          |                                  | 60 ft.         |   |       | M lodestone and pinch of dust       |               | Instantaneous             | DEX (Fail)              | Force           | DAM: 10d6+40   |   | Extra 3d6 DAM.               |  |   |   |       |
| Enlarge/Reduce  | 2 Transmutatio  |          | 1 action                         | 30 ft.         | 1 creature or object                        |       | M powdered iron                     | Co            |                           | CON (Fail)              |                 |                | 237 Enlarge or reduce target. See Sourcebook.   |                              |  |   |   |       |
| Etheroeineee  | 7 Transmutatio  | n        | 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;9th: 6 targets |  |   |   |       |
| Expedition Retreat  | 1 Transmutatio  |          | 1 bonus action                   |                |   | V S   |                                     | Co            | oncentration 10 minutes   |                         |                 |                | 238 You can take Dash as a bonus action until spell ends.   |                              |  |   |   |       |
| Febricale   | 4 Transmutatio  | on .     | 10 minutes                       | 120 ft.        | 10 ft. cube                                 | V S   |                                     |               | Instantaneous             |                         |                 |                | 239 Convert raw materials into object no bigger than 5 ft. cube.  |                              |  |   |   |       |
| Feather Fell  | 1 Transmutatio  |          | 1 reaction (falling)             | 60 ft.         |   |       | M small feather or piece of down    |               | 1 minute                  |                         |                 |                | 239 Targets' descent slows to 60 ft. per round, takes no DAM, and can land on feet  |                              |  |   |   |       |
| Flesh to Stone  | 6 Transmutatio  |          | 1 action                         | 60 ft.         | 1 creature                                  |       | M pinch of lime, water, and earth   | Co            |                           | CON (Fail)              |                 |                | 243 Restrained on first fail. Petrified after 3 fails.  |                              |  |   |   |       |
| Rv  | 3 Transmutatio  |          | 1 action                         | Touch          | 1 willing creature                          |       | M bird's wing feather               |               | oncentration 10 minutes   |                         |                 |                | 243 Target gains fly (60 ft.). Fall if spell ends while in air.   | One additional creature.     |  |   |   |       |
| Geseous Form  | 3 Transmutatio  |          | 1 action                         | Touch          |   |       | M bit of gauze and wisp of smoke    |               | oncentration 1 hour       |                         |                 |                | 244 Cloud form. Fly(10ft.). Resist nonmagical DMG. STR/DEX/CON save advantag  |                              |  |   |   |       |
| Hado  | 3 Transmutatio  |          |                                  | 30 ft.         | 1 willing creature                          |       | M shaving of licorice root          |               | oncentration 1 minute     |                         |                 |                | 250 Doubles speed. +2 AC. Advantage on DEX saves. Additional action to Dash.  |                              |  |   |   |       |
|   | 1 Transmutatio  |          | 1 action                         | Touch          |   |       | M grasshopper's hind leg            | - 00          | 1 minute                  |                         |                 |                | 254 Target's jump distance tripled until spell ends.  |                              |  |   |   |       |
| Jump<br>Knock   | 1 Transmutatio<br>2 Transmutatio                            |          |                                  | 60 ft.         | 1 creature<br>1 openable object             | V 5   | m y mentopper's rand seg            | -             | 1 minute<br>Instantaneous |                         |                 |                | 254 Targer's jump distance tripled until spell ends. 254 Open mundane lock or suppress an Arcane Lock for 10 minutes. Loud knock.                 |                              |  |   |   |       |
|   |   |          |                                  |                |   | V 0 1 |                                     | 0.            |                           | CON (Fail)              |                 |                |   |                              |  | _ | _ | <br>  |
| Levitate  | 2 Transmutatio  |          | 1 action                         | 60 ft.         | 1 creature or object                        |       | M small leather loop or golden wire | Co            |                           | CON (Fall)              | _               |                | 255 Target <= 500 lbs. floats 20 ft.Can move upidown 20ft./turn. Floats down on en  |                              |  |   |   |       |
| Longoteldur   | 1 Transmutatio  |          | 1 action                         | Touch          | 1 creature                                  | V 8 I | M pinch of dirt                     | _             | 1 hour                    |                         |                 |                | 256 Target's speed increases by 10 ft.  | One additional creature.     |  |   |   |       |
| Maglo Weapon  | 2 Transmutatio  |          | 1 bonus action                   | Touch          |   | V S   |                                     | Co            | oncentration 1 hour       |                         |                 |                | 257 Nonmagical weapon becomes +1.   | 4th: +2 weapon,6th: +3       |  |   |   |       |
| Mending   | 0 Transmutatio  |          | 1 minute                         | Touch          | 1 object                                    |       | M two lodestones                    |               | Instantaneous             |                         |                 |                | 259 Mends one break or tear no larger than 1ft. in a mundane object.  |                              |  |   |   |       |
| Manage  | 0 Transmutatio  |          | 1 action                         | 120 ft.        |   |       | M piece of copper wire              |               | 1 round                   |                         |                 |                | 259 Point at target and whisper a message. They can whisper a response.   |                              |  |   |   |       |
| Moye Earth  | 6 Transmutatio  | on I     | 1 action                         | 120 ft.        | 40 ft. square of terrain                    | V 8 1 | M iron blade, bag of soil           | Co            | oncentration 2 hours      |                         |                 |                | 263 Reshape dirt, sand, or clay. Can move to different square after 10 minutes.   |                              |  |   |   |       |
| More Earth<br>Personal  | 5 Transmutatio  |          | 1 action                         | 30 ft.         |   |       | M pinch of sesame seeds             |               | 1 hour                    |                         |                 |                | 284 Create 5ft wide, 8ft tall, 20ft deep opening in wall, ceiling, or floor.  |                              |  |   |   |       |
| Polymorph   | 4 Transmutatio  | en en    | 1 action                         | 60 ft.         | 1 creature                                  | V S I | M caterpillar coccon                | Co            | oncentration 1 hour       | WIS (Fail)              |                 |                | 266 Transform creature's form. All stats change. Limited to actions of new form.  |                              |  |   |   |       |
| Presidentation  | 0 Transmutatio  |          |                                  | 10 R.          |   | V S   |                                     | -             | 1 hour                    |                         |                 |                | 267 Create minor magical effect. See Sourcebook.  |                              |  |   |   |       |
| Danna Grady   | 7 Transmutatio  |          | 1 action                         | 100 ft.        |   |       | M lodestone and iron filings        | Co            |                           | DEX (grab fixed object) |                 |                | 272 Creatures fall upwards, taking falling damage. Fall again once spell ends.  |                              |  |   |   |       |
| Rope Trick  | 2 Transmutatio  |          | 1 action                         | Touch          | 60 ft. rope                                 |       | M powdered corn, perchment loop     | Lo            | 1 hour                    | and the country         |                 |                | 272 Climb rope to other space that can hide 8 Medium creatures. Can see outside.  |                              |  |   |   |       |
| Committee   |   |          |                                  | Touch          |   |       |                                     |               |                           |                         |                 |                |   |                              |  |   |   | <br>  |
| Output Current  | 7 Transmutatio  |          |                                  | Touch          |   |       |                                     | 00 gp         | Until Dispelled           |                         |                 |                | 274 Hide target from detection, falls into suspended animation. Condition can end it  |                              |  |   |   |       |
|   | 9 Transmutatio<br>3 Transmutatio                            |          | 1 action                         |                |   |       |                                     |               | oncentration 1 hour       |                         |                 |                | 274 Assume the form of a different creature. See Sourcebook.  |                              |  |   |   | <br>  |
| Shapechango   |   |          | 1 action                         |                |   |       | M drop of molasses                  |               |                           | WIS (Fail)              |                 |                | 277 Affected creatures become slowed. See Sourcebook.   |                              |  |   |   |       |
| Shapechango<br>Slow   |   |          | 1 action                         | Touch          | 1 willing creature                          |       | M spider and drop of bitumen        | Co            | oncentration 1 hour       |                         |                 |                | 277 Target can walk on walls or ceiling. Climbing speed becomes walking speed.  |                              |  |   |   |       |
| Shapeshange<br>Slow<br>Spider Climb   | 2 Transmutatio  |          |                                  |                |   |       |                                     |               |                           |                         |                 |                |   |                              |  |   |   |       |
| Shapeshange<br>Slow<br>Spider Climb<br>Stone Shape                            | 2 Transmutatio  | on .     | 1 action                         | Touch          |   |       | M soft clay in desired shape        |               | Instantaneous             |                         |                 |                | 278 Reshape stone into any rough shape you wish.  |                              |  |   |   |       |
| Spider Climb<br>Sione Shape<br>Tolekheele                                     | 2 Transmutatio 4 Transmutatio 5 Transmutatio                | on on    | 1 action<br>1 action             | 60 ft.         | 5 ft. cube<br>Creatures or objects in range |       | M soft clay in desired shape        | Co            | oncentration 10 minutes   |                         |                 |                | 280 Move objects or creatures with your mind. See Sourcebook.   |                              |  |   |   |       |
| Shapechange<br>Slow<br>Spider Climb<br>Stene Shape<br>Telekhoele<br>Thme Step | 2 Transmutatio 4 Transmutatio 5 Transmutatio 9 Transmutatio | on<br>on | 1 action<br>1 action<br>1 action | 60 ft.<br>Self | Creatures or objects in range               | V S   |                                     | Co            |                           |                         |                 |                | 280 Move objects or creatures with your mind. See Sourcebook.  283 Stop time. Take 1d4+1 turns alone. Spell ends if you affect others in any way. |                              |  |   |   |       |
| Spider Climb<br>Sione Shape<br>Tolekheele                                     | 2 Transmutatio 4 Transmutatio 5 Transmutatio                | on<br>on | 1 action<br>1 action<br>1 action | 60 ft.         |   | V S   |                                     |               | oncentration 10 minutes   |                         |                 |                | 280 Move objects or creatures with your mind. See Sourcebook.   |                              |  |   |   |       |