

[illegible]

Primordial Sphynx	7	Evocation	1 action	Self	60 ft. cone	V	S	Instantaneous	See Sourcebook.	See Sourcebook.	See Sourcebook	PHB	267	Send a rainrow of negative effects at enemies. See Sourcebook.					Sorcerer	Wizard	
Primordial Void	9	Abjuration	1 action	Self	400 ft.	V	S	Instantaneous	See Sourcebook.	See Sourcebook.	See Sourcebook	PHB	267	Create mistletoe barrier with various effects. See Sourcebook.						Wizard	
Produce Flame	6	Conjuration	1 action	Self	50 ft. cone	V	S	10 minutes	Ranged Spell Attack	See Sourcebook.	DAM 148	PHB	269	Create flame. DAM increase. 5th level: 268, 11th level: 348, 17th level: 448.	Chic(Nature)	Dual					
Programmed Blasts	6	Illusion	1 action	120 ft.	30 ft. cube	V	S	M. fleese, dead self	25 gp	Concentration	1 day	Dispel	PHB	269	Create illusion that performs specific action triggered by specific action.					Wizard	
Project Image	7	Abjuration	1 action	100 miles	10 ft. radius	V	S	M. small replica of self	5 gp	Concentration	1 hour	PHB	270	Create image of self you see each hour/episode. 10 speed through.						Wizard	
Protection from Energy	3	Abjuration	1 creature	Touch	1 creature	V	S	Instantaneous	Concentration	1 hour	PHB	270	Create gaseous resistance to one of acid, cold, fire, lightning, or thunder.						Wizard		
Protection from Evil and Good	1	Abjuration	1 action	Touch	1 willing creature	V	S	M. holy water or powdered silver	Concentration	10 minutes	PHB	270	Protect against certain types of creatures. See Sourcebook.							Wizard	
Protection from Poisons	2	Abjuration	1 action	Touch	1 willing creature	V	S	Instantaneous	Concentration	1 hour	PHB	270	Target has 1 poison neutralized, advantage or poison save, resists poison DAM.						Wizard		
Puffy Food and Drink	1	Transmutation	Ritual	1 action	5 ft. radius	V	S	Instantaneous	Concentration	1 hour	PHB	270	All nonmagical food and drink in range is rendered free of poison and disease.							Wizard	
Raise Dead	5	Transmutation	1 hour	Touch	1 dead creature	V	S	M. DIAMOND	900 gp	Instantaneous	PHB	270	Return target to life with 1 HP. See Sourcebook.							Wizard	
Ray of Enfeeblement	5	Divination	1 action	30 ft.	<= willing creature	V	S	M. aggregate of 2 different creatures	Concentration	1 hour	PHB	270	Target can communicate telepathically with each other, but not to other planes.							Wizard	
Ray of Exhaustion	2	Transmutation	1 action	60 ft.	1 creature in range	V	S	Instantaneous	Ranged Spell Attack	Cold	DAM 148	PHB	271	Target deals 10 DMG with STR weapon attacks. CON save to end at half and end.	Chic(Nature)	Dual				Wizard	
Ray of Frost	0	Evocation	1 action	60 ft.	1 creature in range	V	S	Instantaneous	Ranged Spell Attack	Cold	DAM 148	PHB	271	Speed: -10% DAM increase. 5th level: 268, 11th level: 348, 17th level: 448.	Chic(Nature)	Dual				Wizard	
Ray of Illusion	1	Transmutation	1 action	60 ft.	1 creature in range	V	S	Instantaneous	Ranged Spell Attack	Poison	DAM 348	PHB	271	Target also makes CON save. On fail, poisoned until end of next turn.	Chic(Nature)	Dual				Wizard	
Reanimate	5	Transmutation	1 hour	Touch	1 creature	V	S	M. reanimate dead and holy water	1000 gp	Instantaneous	PHB	271	Target HEAL 1 HP at start of every turn. Speeded until end after 2 minutes.							Wizard	
Reanimate	5	Transmutation	1 hour	Touch	1 dead humanoid	V	S	M. RARE OILS AND OUNGUENTS	1000 gp	Instantaneous	PHB	271	Resurrect dead humanoid in a random humanoid body. See Sourcebook.							Wizard	
Remove Curse	3	Abjuration	1 action	Touch	1 creature or object	V	S	Instantaneous	Concentration	1 minute	PHB	271	Remove curse or break object's curse abatement if any target.							Wizard	
Resurrection	5	Transmutation	1 hour	Touch	1 willing creature	V	S	M. reanimate dead	Concentration	1 minute	PHB	272	Once before spell ends, add 1st to a saving throw, but before or after save.							Wizard	
Resurrection	5	Transmutation	1 hour	Touch	1 dead humanoid	V	S	M. DIAMOND	1000 gp	Instantaneous	PHB	272	Resurrect dead creature. See Sourcebook.							Wizard	
Restore Dead	3	Transmutation	1 action	100 ft.	50 ft. radius	V	S	M. isolate and non flings	Concentration	1 minute	PHB	272	Creates full upwards, taking falling damage. Flat again upon apex ends.							Wizard	
Restore Dead	3	Transmutation	1 action	100 ft.	50 ft. radius	V	S	M. DIAMOND	200 gp	Concentration	1 minute	PHB	272	Restores creature that died within 1 minute to 1 HP. Doesn't restore missing parts.						Wizard	
Reveal the Truth	2	Transmutation	1 action	Touch	60 ft. rope	V	S	M. powdered com, parchment tape	1 hour	Instantaneous	DEX (Fall)	PHB	272	Climb rope to other space that can hide 8 Medium creatures. Can see outside.							Wizard
Rope Trick	0	Evocation	1 action	60 ft.	1 creature	V	S	Instantaneous	DEX (Fall)	PHB	272	No cover. DAM increase. 5th level: 268, 11th level: 348, 17th level: 448.								Wizard	
Ruin	1	Evocation	1 action	30 ft.	1 creature	V	S	Instantaneous	1 minute	PHB	274	Those choosing to attack target must make WIS save or choose new target.								Wizard	
Ruin	1	Evocation	1 action	30 ft.	1 creature	V	S	Instantaneous	1 minute	PHB	274	Target takes lethal DAM and CON save at start of each turn or take 148 ft.								Wizard	
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Element Symbols: Fe = Iron, Ag = Silver, Hg = Mercury, P = Phosphorous

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This reference sheet is intended to be used in addition to the sourcebooks. They are NOT a replacement. Some spell details were removed and grammar rules bolstered for the sake of brevity. Some spells are too complicated to be reliably described here.

Spell components listed in ALL CAPS are consumed during the spellcasting process.

Standard Symbols: Po = Poison, Ag = Silver, Hp = Memory, P = Phosphorous

Spell Name	Level	Ritual	Casting Time	Range	Target/Area	V	B	M	Component(s)	Cost	Concentration	Duration	Attack/Ringing Throw (Effect)	Damage Type	Damage/Heal	Page #	Additional Detail	Per Higher Spell Level	Cleric	
Chill Touch	0	1 action	120 ft.	1 creature	V S							1 round	Ranged Spell Attack	Neurotic	DAM: 1x8	221	Extra 1x8 DAM at 8th level, 11th level, and 17th level. Can't regain HP.		Cleric(Death)	
Disfellow	0	1 action	30 ft.	See Sourcebook.	V S							1 minute	Instantaneous			236	Create minor orotic effect. See Sourcebook.		Cleric(Nature)	
Guidance	0	1 action	Touch	1 willing creature	V S							1 minute	Instantaneous			248	Once, add 1d4 to an ability check.		Cleric	
Light	0	1 action	Touch	1 object <= 10 ft. cube	V M							1 hour	DEX (Fall)			265	Object sheds light in 20 ft. radius. Hostile targets get DEX save.		Cleric	
Mending	0	1 minute	Touch	1 object	V S							Instantaneous	CON (Fall)	Poison	DAM: 1x12	259	Monks one break or less no larger than 10 ft. in a mundane object.		Cleric	
Poison Spray	0	1 action	10 ft.	1 creature	V S							Instantaneous	CON (Fall)	Poison	DAM: 1x12	266	DAM increase. 5th level: 2x12, 11th level: 3x12, 17th level: 4x12.		Cleric(Nature)	
Protective Flame	0	1 action	Self		V S							10 minutes	Ranged Spell Attack	Fire	DAM: 1x8	269	Create flame. DAM increase. 5th level: 2x8, 11th level: 3x8, 17th level: 4x8.		Cleric(Nature)	
Resistance	0	1 action	Touch	1 willing creature	V S							1 minute	Instantaneous			272	Once before spell ends, add 1d4 to a saving throw. Roll before or after save.		Cleric	
Reveal Plans	0	1 action	60 ft.	1 creature	V S							Instantaneous	DEX (Fall)	Fire	DAM: 1x8	272	No cover. DAM increase. 5th level: 2x8, 11th level: 3x8, 17th level: 4x8.		Cleric	
Shielding	0	1 bonus action	Touch	1 club or quarterstaff	V S							1 minute	Instantaneous			275	Use casting ability instead of STR for attack damage. Weapon does 1x8 DMG.		Cleric	
Spells the Dying	0	1 action	Touch	1 living creature at 0 HP	V S							Up to 1 minute	Instantaneous			277	Stabilize dying creature. No effect on undead or constructs.		Cleric	
Thermaturgy	0	1 action	30 ft.		V S							Up to 1 minute	Instantaneous			282	Create minor magical effect. See Sourcebook.		Cleric	
Threaten Will	0	1 action	30 ft.	1 creature	V S							Instantaneous	Melee Spell Attack	Piercing	DAM: 1x8	282	Pulled 10 ft. to touch. DAM increase. 5th level: 2x8, 11th level: 3x8, 17th level: 4x8.		Cleric	
Animal Friendship	1	1 action	30 ft.	1 beast	V S							24 hours	WIS (Fall)			212	Charm beasts with INT <= 3, spell fails if you hurt beast.	One more beast	Cleric(Nature)	
Bane	1	1 action	30 ft.	<= 3 creatures	V S							1 minute	CHA (Fall)			216	Targets' attack rolls and saving throws are deducted 1d4.	One more creature.	Cleric	
Bless	1	1 action	30 ft.	<= 3 creatures	V S							1 minute	Instantaneous			219	Targets add 1d4 to attack rolls and saving throws.	One more creature.	Cleric	
Burning Hands	1	1 action	Self	15 ft. cone	V S							Instantaneous	DEX (Half DAM)	Fire	DAM: 3x8	220	Flammable objects ignite.	Extra 1x8 DAM	Cleric(Light)	
Charm Person	1	1 action	30 ft.	1 humanoid	V S							1 hour	Wisdom (Fall)			221	Charm target so it treats you as friendly. Gets advantage to save if fighting you.	One more target <= 30ft.	Cleric(Trickery)	
Command	1	1 action	60 ft.	1 creature	V S							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	1	1 action	30 ft.	10 gal. water/30 ft. cube of fog	V S							Instantaneous	Instantaneous			229	Creates/destroys 10 gal. of water or 30 ft. cube of rainfog.		Cleric	
Cure Wounds	1	1 action	Touch	1 creature	V S							Instantaneous	Instantaneous		See Details	230	HEAL: 1x8 + spellcasting ability modifier. No effect on undead or constructs.	Extra 1x8 HEAL	Cleric	
Defend Evil and Good	1	1 action	Self	30 ft. radius	V S							Concentration	10 minutes			231	Know location of aberration, celestial, elemental, Fey, fiend, undead, (un)holy ground.		Cleric	
Deflect Magic	1	Ritual	Self	30 ft. radius	V S							Concentration	10 minutes			231	Sense presence of magic. Use action to see auras around creatures/objects.		Cleric	
Deflect Poison and Disease	1	Ritual	Self	30 ft. radius	V S							Concentration	10 minutes			231	Sense location and type of disease, poison, or poisonous creature.		Cleric	
Dispel Evil	1	1 action	Self	Self	V S							1 hour	Instantaneous			233	Create illusion to appear as someone else. Foiled by Investigation vs. spell DC.		Cleric(Trickery)	
Divine Favor	1	1 bonus action	Self	Self	V S							Concentration	1 minute			234	Your weapon attacks deal extra 1x4 radiant DAM on a hit.		Cleric(War)	
Flare's Fire	1	1 action	60 ft.	20 ft. cube	V S							Concentration	1 minute	DEX (No Light)		239	Objects/creatures in cube are outlined in light and are attacked with advantage.		Cleric(Light)	
Flame Lure	1	1 action	Self	Self	V S							1 hour	Instantaneous			239	You gain 1x4-4 temp HP.	Extra 5 temp HP	Cleric(Light)	
Fog Cloud	1	1 action	120 ft.	20 ft. radius sphere	V S							Concentration	1 hour			242	Creates a foggy sphere. Can be banished by moderate wind.	Increase radius by 5 ft.	Cleric(Tempest)	
Girdling Bolt	1	1 action	120 ft.	1 creature	V S							1 round	Ranged Spell Attack	Radiant	DAM: 4x8	248	Next attack roll against target before end of your next turn has advantage.	Extra 1x8 DAM	Cleric	
Healing Word	1	1 bonus action	60 ft.	1 creature	V S							Instantaneous	Instantaneous			250	Target HEAL: 1x4 + spellcasting ability. No effect on constructs/undead.	Extra 1x4 HEAL	Cleric	
Identify	1	Ritual	Touch	1 object	V S							10 minutes	Instantaneous			262	Learn what an item is and what spells affect it.		Cleric(Knowledge)	
Inflict Wounds	1	1 action	Touch	1 creature	V S							Instantaneous	Melee Spell Attack	Neurotic	DAM: 3x10	263	Inflict necrotic damage on target.		Cleric	
Protection from Evil and Good	1	1 action	Touch	1 willing creature	V S							Concentration	10 minutes			270	Protect against certain types of creatures. See Sourcebook.		Cleric	
Purify Food and Drink	1	Ritual	1 action	10 ft.	5 ft. radius	V S						Instantaneous	Instantaneous			270	All nonmagical food and drink in range is rendered free of poison and disease.		Cleric	
Ray of Enfeeblement	1	1 action	60 ft.	1 creature in range	V S							Concentration	Ranged Spell Attack	Poison	DAM: 2x8	271	All nonmagical food and drink in range is rendered free of poison and disease.	Extra 1x8 DAM	Cleric(Death)	
Ray of Frost	1	1 bonus action	30 ft.	1 creature	V S							1 minute	Instantaneous			272	Those choosing to attack target must make WIS save or choose new target.		Cleric	
Shield of Faith	1	1 bonus action	60 ft.	1 creature	V S							Concentration	10 minutes			275	Target gains +2 bonus to AC.		Cleric	
Speak with Animals	1	Ritual	1 action	Self	V S							10 minutes	Instantaneous			277	Understand and speak to beasts. Get info about nearby locations and monsters.		Cleric(Nature)	
Thunderbolt	1	1 action	Self	15 ft. cube	V S							Instantaneous	CON (Half DAM, no push)	Thunder	DAM: 2x8	282	Creatures falling save save objects pushed 10 ft. from heard for 300 ft.	Extra 1x8 DAM	Cleric(Tempest)	
Ally	2	1 action	30 ft.	3 allies	V S							8 hours	CON (Half DAM)	Heal: 5	211	Each target also increases maximum HP by 5.	HEAL extra 5 HP	Cleric		
Augury	2	Ritual	Self	Self	V S							Instantaneous	Instantaneous			215	See omen predicting results of action taken within 30 minutes.		Cleric	
Barkskin	2	1 action	Touch	1 willing creature	V S							Concentration	1 hour	CON per turn (Fall)		217	Target AC is never less than 6 during spell.		Cleric(Nature)	
Blessed Curse	2	1 action	30 ft.	1 creature	V S							1 minute	CHA (Fall)			219	Target becomes blind or deaf (your choice).	One more creature.	Cleric	
Calm Emotions	2	1 action	60 ft.	20 ft. radius sphere	V S							1 minute	CHA (Fall)			221	Suppress charm effects or hostility on target.		Cleric	
Control Flame	2	1 action	Touch	1 object	V S							1 minute	Instantaneous			227	Useless flame comes from object. Can be covered but not snuffed out.		Cleric	
Enhance Ability	2	1 action	Touch	1 creature	V S							1 hour	Instantaneous			237	Target creature gains a beneficial effect. See Sourcebook.	One additional creature.	Cleric	
Find Trap	2	1 action	120 ft.	Any trap in range	V S							Instantaneous	Instantaneous			241	Sense the presence (not location) of any magical or mundane trap nearby.		Cleric	
Flaming Sphere	2	1 action	60 ft.	5 ft. diameter sphere	V S							Concentration	1 minute	DEX (Half DAM)	Fire	DAM: 2x8	242	Creatures next to spheres at end of turn take DAM. Move spheres 30 ft.	Extra 1x10 DAM	Cleric(Light)
Gentle Repose	2	Ritual	1 action	Touch	1 corpse	V S						10 days	Instantaneous			245	Preserves corpse. Extends time limit of Raise Dead spell.		Cleric	
Guard of Wind	2	1 action	Self	60 ft. line 10 ft. wide	V S							Concentration	1 minute	STR (Fall)		248	Push targets 15 ft. in direction of wind. Creatures move half speed against wind.		Cleric(Tempest)	
Half Poison	2	1 action	60 ft.	1 humanoid	V S							Concentration	1 minute	WIS (Fall)		251	Target is paralyzed. New saving throw at end of turn.	1 additional creature.	Cleric	
Lesser Restoration	2	1 action	Touch	1 creature	V S							Instantaneous	Instantaneous			255	End one disease or condition (blind, deaf, paralyzed, poisoned) on target.		Cleric	
Locate Object	2	1 action	Self	1 object familiar to you	V S							Concentration	10 minutes			256	Sense object direction within 1000 ft. or locate it within 30 ft.		Cleric	
Magic Weapon	2	1 bonus action	Touch	1 nonmagical weapon	V S							1 hour	Instantaneous			257	Nonmagical weapon becomes +1.	4th +2 weapon, 6th: +3	Cleric(War)	
Mirror Image	2	1 action	Self	Self	V S							1 minute	Instantaneous			260	Create duplicates that make you harder to hit. See Sourcebook.		Cleric(Trickery)	
Pain without Touch	2	1 action	Self	Willing creatures in range	V S							Concentration	1 hour			264	Targets get +10 to Death checks and can only be tracked by magic.		Cleric(Trickery)	
Prayer of Healing	2	10 minutes	30 ft.	<= 6 creatures you choose	V S							Instantaneous	Instantaneous		See Details	267	Targets HEAL 2x8 + casting ability modifier HP. No effect on undead/constructs.	HEAL extra 1x8.	Cleric	
Protection from Poison	2	1 action	Touch	1 willing creature	V S							1 hour	Instantaneous			270	Target has 1 poison neutralized, advantage on poison save, resists poison DAM.		Cleric	
Ray of Enchantment	2	1 action	60 ft.	1 creature in range	V S							Concentration	1 minute	Ranged Spell Attack	Fire	DAM: 2x8	273	Target deals 1x2 DAM with STR weapon attacks. CON save to end at turn's end.		Cleric(Death)
Scorching Ray	2	1 action	120 ft.	<= 3 creatures	V S							Instantaneous	Ranged Spell Attack	Fire	DAM: 2x8x3	273	Shoot 3 rays all up to 3 targets.	One additional ray.	Cleric(Light)	
Shatter	2	1 action	60 ft.	10 ft. sphere	V S							Concentration	Instantaneous	CON (Half DAM)	Thunder	DAM: 3x8	275	Inorganic creatures have disadvantage to save. Objects take DAM too.	Extra 1x8 DAM	Cleric(Tempest)
Slowness	2	Ritual	1 action	120 ft.	20 ft. radius sphere	V S						Concentration	10 minutes	Instantaneous		275	Creatures in area are slowed, immune to flurries DAM, can't cast verbally.		Cleric	
Stinking Cloud	2	1 action	150 ft.	20 ft. radius	V S							Concentration	10 minutes	Instantaneous		277	Difficult terrain. Moving into or within area takes 2x8 poisoning DAM per 5 ft.		Cleric(Nature)	
Spiritual Weapon	2	1 bonus action	Touch	1 creature	V S							1 minute	Melee Spell Attack	Force	See Details	278	Magical weapon does 1x8 + casting ability DMG. Can move 20 ft. per turn.	Extra 1x8 DAM	Cleric	
Suggestion	2	1 action	30 ft.	1 creature	V S							Concentration	8 hours	WIS (Fall)		279	Target follows reasonable course of action you suggest. Can specify conditions.		Cleric(Knowledge)	
Warding Bond	2	1 action	Touch	1 willing creature	V S							1 hour	WIS (Fall)			287	Target (8th) has +1 AC and saves, resistance to all DAM saves DAM with you.		Cleric	
Zone of Truth	2	1 action	60 ft.	15 ft. radius sphere	V S							10 minutes	CHA (Fall)			289	You know which tell saves. They can't lie but know of spell and can be evaded.		Cleric	
Animate Dead	3	1 minute	10 ft.	<= Medium corpse	V S							Instantaneous	Instantaneous			212	Creates skeleton or zombie servant that accepts simple directions.	Two more undead	Cleric	
Blessing of Hope	3	1 action	30 ft.	Any targets in range	V S							Concentration	1 hour	WIS (Fall)		217	Targets get advantage on WIS and death saving throws. Heal spells heal max.		Cleric	
Blessing Curse	3	1 action	Touch	1 creature	V S							1 minute	Instantaneous			218	Curse target. See Sourcebook.		Cleric	
Blind	3	1 action	Self	Self	V S							1 minute	Instantaneous			219	Roll 11 or higher to go to Ethereal plane between turns; reappear within 10ft.		Cleric(Trickery)	
Cold Lightning	3	1 action	120 ft.	60 ft. radius cylinder	V S							Concentration	10 minutes	DEX (Half DAM)	Lightning	DAM: 3x10	220	Targets take DAM each round. Can change targets each round.	Extra 1x10 DAM	Cleric(Tempest)
Coldiron	3	10 minutes	1 mile		V S							Concentration	10 minutes	Instantaneous		222	Create sensor in area you can see or hear through.		Cleric	
Create Food and Water	3	1 action	Self	30 ft. radius	V S							Concentration	1 minute	Instantaneous		229	Create 45 lbs of food, nourishing food for 24 hours and 30 gallons of water.		Cleric	
Creator's Mercy	3	1 action	Self	30 ft. radius	V S							Concentration	1 minute	Instantaneous		230	Nonhostiles in aura deal an extra 1x4 radiant DAM.		Cleric(War)	
Daylight	3	1 action	60 ft.	60 ft. radius sphere	V S							1 hour	Instantaneous			230	Creates bright light. Dispel darkness spells <= 3rd level it overlaps with.		Cleric	
Dispel Magic	3	1 action	120 ft.	1 creature/obj/ctmagical effect	V S							1 hour	Instantaneous			234	End spell <= 3rd level. For >= 4th level, casting ability check DC=10+spell level.	End spell <= new level.	Cleric	
Polymorph	3	Ritual	1 action	1 willing creature	V S							1 hour	Instantaneous			240	Creature appears dead. Resists all non-psyche DMG. Disappearance permanent.		Cleric	
Prismatic	3	1 action	150 ft.	20 ft. radius sphere	V S							Instantaneous	DEX (Half DAM)	Fire	DAM: 8x8	241	Fire spreads around corners and ignites flammable objects.	Extra 1x8 DAM	Cleric(Light)	
Spells of Warding	3	1 hour	Touch	See Sourcebook.	V S							Instantaneous	Dispel/Triggered			245	Create a magical trap. See Sourcebook.		Cleric	
Magical Effects	3	1 minute	10 ft.	10 ft. rad. 20 ft. high cylinder	V S							1 hour	Instantaneous			256	Hide one creature type within cylinder. See Sourcebook.	Duration increases 1 hour.	Cleric	
Magic Healing Word	3	1 bonus action	60 ft.	<= 6 creatures	V S							Instantaneous	Instantaneous		See Details	265	Targets HEAL 1x4 + casting ability modifier. No effect on undead/constructs.	HEAL extra 1x4.	Cleric	
Meld Into Stone	3	Ritual	1 action	Touch	Stone object or surface	V S						8 hours	Instantaneous			259	Meld into stone walls or large stone objects. See Sourcebook.		Cleric	
Nonexistence	3	1 action	Touch	1 object, place, or willing target	V S							8 hours	Instantaneous			263	Hide target from all divination and scrying magic.		Cleric(Knowledge)	
Plant Growth	3	1 action or 8 hours	150 ft.	100 ft. or 1 mile radius	V S							Instantaneous	Instantaneous			266	Cast short term (creatures move 1x4 speed or long term (double foot speed)).		Cleric(Nature)	
Protection from Energy	3	1 action	Touch																	

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This reference sheet is intended to be used in addition to the sourcebooks. They are NOT replacements. Some spell details were removed and grammar rules adjusted for the sake of brevity. Some spells are too complicated to be reliably described here.

Spell components listed in ALL CAPS are considered useful for gameplay purposes.

Material components: P = Iron, Ag = Silver, Hg = Mercury, P = Phosphorus

Spell	Level	Effect	Duration	Range	Target	V	B	M	Components	Cost	Concentration	Duration	Area/Effect/Time (if applicable)	Damage Type	Damage/Poison	Page #	Additional Detail	Per Higher Spell Level	Paladin
Bane	1	action	30 ft.	⇒ 3 creatures	⇒ 30 ft. radius	V	S	M	drop of blood		Concentration	1 minute	CHA (Ful)			216	Target's attack rolls and saving throws are deducted 104.	One more creature	Paladin(Vengeance)
Bless	1	action	30 ft.	⇒ 3 creatures	⇒ 30 ft. radius	V	S	M	spraying of holy water		Concentration	1 minute				219	Targets add +1d4 attack rolls and saving throws.	One more creature.	Paladin
Command	1	action	60 ft.	1 creature	1 creature	V					Concentration	1 round	WIS (Ful)			223	Speak 1 word command to target. Can't cause harm. Doesn't affect undead.	One more creature.	Paladin
Compelled Duel	1	bonus action	30 ft.	1 creature	1 creature	V					Concentration	1 minute	WIS (Ful)			224	Compel target to attack you one-on-one. See Sourcebook.	Paladin	Paladin
Corporeal Shield	1	action	Touch	1 creature	1 creature	V	S				Instantaneous					220	HEAL, 1d8 + spellcasting ability modifier. No effect on undead or constructs.	Extra 1d8 HEAL	Paladin
Defiled Blood and Grief	1	action	Self	30 ft. radius	30 ft. radius	V	S				Concentration	10 minutes				221	Know location of aberration/catastrophe/alien/magic/lay/held/undead (anybody ground).	Paladin	Paladin
Divine Might	1	ritual	action	Self	30 ft. radius	V	S				Concentration	10 minutes				221	Sense presence of magic. Use action to see areas around creature/anatomies.	Paladin	Paladin
Divine Protection and Defense	1	ritual	action	Self	30 ft. radius	V	S	M	you seal		Concentration	10 minutes				221	Sense location and type of disease, poison, or poisonous creature.	Paladin	Paladin
Divine Power	1	bonus action	Self	Self	Self	V	S				Concentration	1 minute				224	Your weapon attacks deal extra 104 radiant damage on a hit.	Paladin	Paladin
Divine Smite	1	bonus action	Self	Attack target	Attack target	V	S				Concentration	1 minute	STR (Ful)	Physical	DAM: 1d8 + 3d6	227	Remove target's largest and/or biggest weakness. Have advantage to save.	Extra 1d8 DAM	Paladin(Accidents)
Divine Wrath	1	reaction (take DAM)	60 ft.	1 creature that damaged you	1 creature	V	S				Instantaneous	DEX (half DAM)	Fire	DAM: 2d10	250	Magical counterforce to saving throws.	Extra 1d10 DAM	Paladin(Cathbreaker)	
Divine Wrath	1	action	Touch	1 willing creature	1 willing creature	V	S				Concentration	1 minute				250	Immune to being frightened. Temp HP equal to casting ability modifier each turn.	1 additional creature.	Paladin
Divine Wrath	1	ritual	action	60 ft.	1 creature	1 creature	V	S			Concentration	1 hour				251	Mark enemy. Once hit DAM or weapon hit. Advantage on rolls to hit & E.	2d4 Avantage thru 20th 20th	Paladin(Vengeance)
Divine Wrath	1	action	Touch	1 creature	1 creature	V	S				Instantaneous	Make Spell Attack	Neurotic	DAM: 3d10	251	Inflict necrotic damage on target.	Paladin(Cathbreaker)	Paladin	
Divine Wrath	1	action	Touch	1 creature	1 creature	V	S				Concentration	10 minutes				270	Protect against magic & M. creatures. See Sourcebook.	Extra 1d10 DAM	Paladin
Divine Wrath	1	ritual	action	10 ft.	1 creature	1 creature	V	S			Instantaneous					270	All nonmagical food and drink is rendered inedible for poison and disease.	Paladin	Paladin
Divine Wrath	1	bonus action	30 ft.	1 creature	1 creature	V	S				1 minute					272	These creatures to attack target must make WIS save or choose new target.	Paladin(Diversion)	Paladin
Divine Wrath	1	bonus action	Self	1 creature	1 creature	V	S				Concentration	1 minute	Make Weapon Attack	Fire	DAM: 1d8	274	Targets suffer extra DAM and CDH once at end of each turn or take 1d8 fire.	Extra 1d8 initial DAM	Paladin
Divine Wrath	1	ritual	action	60 ft.	1 creature	1 creature	V	S	M	small parchment with holy text	Concentration	10 minutes				275	Target gains +2 bonus to AC.	Paladin	Paladin
Divine Wrath	1	ritual	action	Self	Self	V	S				Concentration	1 minute				277	Unleashed and equal to beasts. Get info about nearby locations and monsters.	Paladin(Accidents)	Paladin
Divine Wrath	2	bonus action	Self	1 creature	1 creature	V	S				Concentration	1 minute	Make Weapon Attack	Thunder	DAM: 2d8	282	Attack target's allies with Thunder DAM and ETR save or pushed 10 ft. and prone.	Paladin	Paladin
Divine Wrath	2	bonus action	Self	1 creature	1 creature	V	S				Concentration	1 minute	Make Weapon Attack	Psychic	DAM: 1d8	289	Target hit also makes WIS save or is frightened. WIS save to end effect.	Paladin	Paladin
Divine Wrath	2	action	10 ft.	2 allies	2 allies	V	S	M	white cloth strip		Concentration	1 minute				HEAL, 5	Each target also increases maximum HP by 5.	HEAL, extra +10	Paladin
Divine Wrath	2	bonus action	Self	Self	Self	V					Concentration	1 minute	Weapon Attack	Radiant	DAM: 2d8	219	Target becomes visible, sheds dim light.	Extra 1d8 DAM	Paladin
Divine Wrath	2	action	120 ft.	1 humanoid	1 humanoid	V	S				Concentration	1 minute	WIS every turn (Ful)			229	Charm humanoid to attack your target of choice. Use action to keep control.	Paladin(Cathbreaker)	Paladin
Divine Wrath	2	action	60 ft.	15 ft. radius sphere	15 ft. radius sphere	V	S	M	ball of fire and pitch or coal		Concentration	10 minutes				230	Create darkness normal light can't dispel. Dispel light spells ⇒ 2d4 least.	Paladin(Cathbreaker)	Paladin
Divine Wrath	2	10 minutes	30 ft.	1 creature	1 creature	V	S				Instantaneous					240	Summon a spirit in the form of a sword. See Sourcebook.	Paladin	Paladin
Divine Wrath	2	action	60 ft.	1 humanoid	1 humanoid	V	S				Concentration	1 minute	WIS (Ful)			251	Target is paralyzed. New saving throw at end of turn.	1 additional creature.	Paladin(Vengeance)
Divine Wrath	2	action	Touch	1 creature	1 creature	V	S				Instantaneous					265	End one disease or condition (blind, deaf, paralyzed, poisoned) on target.	Paladin	Paladin
Divine Wrath	2	action	Self	1 object familiar to you	1 object familiar to you	V	S				Concentration	10 minutes				256	Reverse object's direction within 1000 ft. or locate it within 30 ft.	Paladin	Paladin
Divine Wrath	2	1 bonus action	Touch	1 nonmagical weapon	1 nonmagical weapon	V	S				Concentration	1 hour				257	Nonmagical weapon becomes +1.	4th: +2 weapon, 5th: +3	Paladin
Divine Wrath	2	bonus action	Self	Self	Self	V					Instantaneous					260	Teleport ⇒ 30 ft. away to unoccupied location.	Paladin(Accidents,Vengeance)	Paladin
Divine Wrath	2	action	120 ft.	5 ft. rad. 40 ft. high cylinder	5 ft. rad. 40 ft. high cylinder	V	S	M	increased seeds, fertilizer		Concentration	1 minute	CON (half DAM)	Radiant	DAM: 2d10	261	DAM when enemy/plot/turn in beam. Shapechanges disadvantage to save.	Extra 1d10 DAM	Paladin
Divine Wrath	2	action	Touch	1 willing creature	1 willing creature	V	S				1 hour					273	Target has 1 poison neutralized, advantage on poison save, weakly poison DAM.	Paladin	Paladin
Divine Wrath	2	action	60 ft.	15 ft. radius sphere	15 ft. radius sphere	V	S				10 minutes	CHA (Ful)				289	You know which fall saves. They can't be but know of spell and can be evasive.	Paladin	Paladin
Divine Wrath	3	action	10 ft.	⇒ 10 ft. radius sphere	⇒ 10 ft. radius sphere	V	S	M	blood, flesh, bone		Concentration	1 minute				212	Create illusion or mirror image that accepts single direction.	Two more undead	Paladin(Cathbreaker)
Divine Wrath	3	action	Self	30 ft. radius	30 ft. radius	V	S				Instantaneous					216	Use bonus action to HEAL, 1 target in area.	Paladin	Paladin
Divine Wrath	3	action	30 ft.	Any targets in range	Any targets in range	V	S				Concentration	1 hour				217	Targets get advantage on WIS and death saving throws. Deal spells heal max.	Paladin(Diversion)	Paladin
Divine Wrath	3	action	Touch	1 creature	1 creature	V	S				Concentration	1 minute	WIS (Ful)			218	Curse target. See Sourcebook.	Paladin(Cathbreaker)	Paladin
Divine Wrath	3	bonus action	Self	Self	Self	V					Concentration	1 minute	CON per turn (Blindness ends)	Radiant	DAM: 3d8	219	Next melee attack target takes DAM and is blinded until spell ends.	Paladin	Paladin
Divine Wrath	3	action	30 ft.	30 ft. radius	30 ft. radius	V	S				Concentration	1 minute				220	Create 40 lbs. of food, nourishing food for 24 hours and 30 gallons of water.	Paladin	Paladin
Divine Wrath	3	action	Self	Self	Self	V					Concentration	1 minute				220	Nonmagical items that are not 1st level take DAM.	Paladin	Paladin
Divine Wrath	3	action	60 ft.	60 ft. radius sphere	60 ft. radius sphere	V	S				1 hour					230	Create bright light. Dispel darkness spells ⇒ 3d4 least & overlaps with.	Paladin	Paladin
Divine Wrath	3	action	120 ft.	1 creature/undead/magical effect	1 creature/undead/magical effect	V	S				Instantaneous					234	Kill spell ⇒ 2d10 fire for ⇒ 1d10 least, casting ability check CDH=10 spell level.	End spell ⇒ new level.	Paladin
Divine Wrath	3	action	Touch	1 creature	1 creature	V	S				Concentration	1 hour				227	Weapon is +1 to hit and +1d4 acid, cold, fire, lightning, or thunder DAM.	5th: +2, 2d4 DAM, 7th: +3, 2d4	Paladin
Divine Wrath	3	action	30 ft.	1 willing creature	1 willing creature	V	S	M	shaving of locusts root		Concentration	1 minute				250	Double speed. +2 AC. Advantage on DEX saves. Additional action to Dash.	Paladin(Vengeance)	Paladin
Divine Wrath	3	ritual	10 ft.	10 ft. rad. 20 ft. high cylinder	10 ft. rad. 20 ft. high cylinder	V	S	M	HOLY WATER or FULF DUST 100-gr	100-gr	Concentration	1 hour				260	Reduce one creature's type within cylinder. See Sourcebook.	Duration increases 1 hour.	Paladin
Divine Wrath	3	action	100 ft.	100 ft. or 1 mile radius	100 ft. or 1 mile radius	V	S				Instantaneous					266	Cast short term (maximum move 14 speed) or long term (double food yield).	Paladin(Accidents)	Paladin
Divine Wrath	3	action	Touch	1 creature	1 creature	V	S				Concentration	1 hour				270	Create gas resistance to one of acid, cold, fire, lightning, or thunder.	Paladin(Accidents,Vengeance)	Paladin
Divine Wrath	3	action	Touch	1 creature or object	1 creature or object	V	S				Instantaneous					271	Remove creature's resistance to one of acid, cold, fire, lightning, or thunder.	Paladin	Paladin
Divine Wrath	3	action	Touch	1 creature	1 creature	V	S	M	DIAMOND	200-gr	Instantaneous					272	Phase creature that died within 1 minute to 1 HP. Doesn't restore missing parts.	Paladin	Paladin
Divine Wrath	4	action	Self	30 ft. radius	30 ft. radius	V					Concentration	10 minutes				216	Gain necrotic resistance. HEAL, 1 HP if at 1 HP. HP max can't go down.	Paladin	Paladin
Divine Wrath	4	action	Self	30 ft. radius	30 ft. radius	V					Concentration	10 minutes				216	Gain poison resist. disease immune, advantage on status saving throws.	Paladin	Paladin
Divine Wrath	4	action	60 ft.	1 target	1 target	V	S	M	item drenched by target		Concentration	1 minute	CHA (Ful)			217	Barbed target to another plane, radius of other plane doesn't return after 1 min.	One more creature	Paladin
Divine Wrath	4	action	30 ft.	1 creature	1 creature	V	S				Concentration	1 minute	CON (half DAM)	Neurotic	DAM: 8d8	219	Paralyze target's resistance on save and take new DAM.	Extra 1d8 DAM	Paladin(Cathbreaker)
Divine Wrath	4	action	60 ft.	10 ft. radius sphere	10 ft. radius sphere	V	S	M	3 mut shells		Concentration	1 minute	WIS (Ful)			224	Targets can't take reactions and do random actions. See Sourcebook.	Increase radius by 5 ft.	Paladin
Divine Wrath	4	action	Touch	1 willing creature	1 willing creature	V	S				8 hours					230	Use Target drops to 1 HP instead of 2 HP or negates resist 1d4 effect.	Paladin	Paladin
Divine Wrath	4	action	Touch	1 creature	1 creature	V	S				Instantaneous					233	Unleash yourself and ally to location of encounter. Add new DAM and spell fails.	Paladin(Diversion)	Paladin
Divine Wrath	4	action	500 ft.	Self (and ally within 5 ft.)	Self (and ally within 5 ft.)	V	S				1 hour					244	Immune to difficult terrain slow paralysis, restrain. Spend 5 ft. to escape restrain.	Paladin	Paladin
Divine Wrath	4	action	Touch	1 willing creature	1 willing creature	V	S	M	leather strap around arm		Concentration	1 hour				246	Create spectral guardian that attacks hostile. Leaves after casting 50 DAM.	Paladin(Cathbreaker)	Paladin
Divine Wrath	4	action	30 ft.	30 ft. radius	30 ft. radius	V	S				Instantaneous	DEX (No DAM)	Radiant	DAM: 20	252	Blurred area effect becomes difficult terrain until end of next turn.	Extra 1d8 bludgeoning DAM	Paladin(Accidents)	
Divine Wrath	4	action	300 ft.	20 ft. rad. 40 ft. high cylinder	20 ft. rad. 40 ft. high cylinder	V	S	M	pinch of dust, drop of water		Instantaneous	DEX (half DAM)	Bludgeoning-Cold	DAM: 2d8+4d8	256	Reverse creature's direction within 100 ft. or locate it within 30 ft.	Paladin	Paladin	
Divine Wrath	4	action	Self	1 creature familiar to you	1 creature familiar to you	V	S	M	bloodhound fur		Concentration	1 minute				276	WIS save or disadvantage on attack & ability checks; can't take reactions.	Paladin	Paladin
Divine Wrath	4	action	Touch	1 creature	1 creature	V	S				Concentration	1 hour				278	Target gains resistance to nonmagical bludgeoning, piercing, and slashing DAM.	Paladin(Accidents)	Paladin
Divine Wrath	5	bonus action	Self	Self	Self	V					Concentration	1 minute	Weapon Attack	Force	DAM: 5d10	216	Target's resistance to 10 ft. of 10 ft.	Paladin	Paladin
Divine Wrath	5	action	Self	30 ft. radius sphere	30 ft. radius sphere	V	S				Concentration	10 minutes				221	Friendless, advantage on saving throws against magical effects. No half DAM.	Paladin	Paladin
Divine Wrath	5	ritual	1 minute	Self	Self	V	S				Concentration	1 minute				221	Ask 3 yes/no questions that are answered by deity. See Sourcebook.	Paladin(Diversion)	Paladin
Divine Wrath	5	ritual	1 minute	Self	Self	V	S				Concentration	1 minute				224	Gain knowledge of the land around you. See Sourcebook.	Paladin(Accidents)	Paladin
Divine Wrath	5	action	Touch	1 creature	1 creature	V	S				7 days	CON (See Sourcebook)				227	Give creature a disease. See Sourcebook.	Paladin(Cathbreaker)	Paladin
Divine Wrath	5	action	Self	30 ft. radius	30 ft. radius	V	S				Instantaneous	CON (half DAM, not prone)	See Details	DAM: 5d8+5d8	229	Targets in which take Thunder DAM then resistant to necrotic DAM, go prone.	Paladin	Paladin	
Divine Wrath	5	action	Self	Self	Self	V	S				Concentration	1 minute				230	Charm humanoid to give it commands. Has advantage to save if attacking it.	See Sourcebook.	Paladin(Cathbreaker)
Divine Wrath	5	action	60 ft.	40 ft. high 10 ft. rad. cylinder	40 ft. high 10 ft. rad. cylinder	V	S	M	holy water or silverleaf powder		Concentration	1 minute	DEX (half DAM)	Fire + Radiant	DAM: 4d8+4d8	240	Create area fire and radiant damage.	1d8 DAM for 10 ft. radius	Paladin
Divine Wrath	5	1 minute	60 ft.	1 creature	1 creature	V					30 days	WIS (Ful)	See Details.	See Details.	244	Target must perform task you set. 5d10 psychic DAM whenever it disobeys.	7th: lasts 1 year, 20th: forever	Paladin	
Divine Wrath	5	action	90 ft.	1 creature	1 creature	V	S	M	small straight piece of iron		Concentration	1 minute	WIS (Ful)			251	Target is paralyzed. New saving throw at end of turn. Doesn't work on undead.	Paladin(Vengeance)	Paladin
Divine Wrath	5	1 hour	Touch	1 dead creature	1 dead creature	V	S	M	DIAMOND	500-gr	Instantaneous					270	Return target to life with 1 HP. See Sourcebook.	1 additional creature.	Paladin
Divine Wrath	5	10 minutes	Self	1 creature	1 creature	V	S	M	serpents focus	1000-gr	Concentration	10 minutes	WIS (Ful)			273	Stay on a target located on the same plane as you. See Sourcebook.	Paladin(Vengeance)	Paladin
Divine Wrath	5	1 action	Self	Self	Self	V	S				Concentration	1 minute				283	Enter area free and emerge from another 500 ft. away. Use area per stand.	Paladin(Accidents)	Paladin

This reference sheet is intended to be used in addition to the monomorphs. They are NOT a replacement. Some spell details were removed and grammar rules laidback for the sake of brevity. Some spells are too complicated to be reliably described here.

Spell components listed in ALL CAPS are consumed during the spellcasting process.

Element Symbols: Fy = Fire, Ag = Silver, Hg = Mercury, P = Poisonous

Spell Name	Level	Ritual	Casting Time	Range	Target/Area	V	S	M	Component(s)	Cost	Concentration	Duration	Absorb/Rewind Thru (Effect)	Damage Type	Damaged/Held	Page #	Additional Detail	Per Higher Spell Level
Alarm	1	Ritual	1 minute	30 ft.	1 door/window/etc.	V	S	M	Iron bell, silver wire			8 hours	WIS (Fy)			211	Audible or silent alarm triggered on entry by those you haven't said can enter	
Animal Friendship	1		1 action	30 ft.	1 beast	V	S	M	monal of food			24 hours				212	Charm beasts with INT <= 2. spell fails if you hurt beast	One more beast
Can Vitrify	1		1 action	Touch	1 creature	V	S					Instantaneous				230	HSLA, 1d8 + upkating ability modifier. No effect on undead or constructs.	Extra 1d8 HSLA.
Defiled Magic	1	Ritual	1 action	Self	30 ft. radius	V	S				Concentration	10 minutes				231	Sense presence of magic. Use action to see aura around creatures/objects.	
Defiled Plants and Diseases	1	Ritual	1 action	Self	30 ft. radius	V	S	M	year leaf		Concentration	10 minutes				231	Sense location and type of disease, poison, or poisonous creature.	
Disarming Spells	1		1 bonus action	Self	Attack target	V					Concentration	1 minute	STR (Fy)	Piercing	DAM: 1d8 a turn	237	Restrain target. Large and bigger creatures have advantage to save.	Extra 1d8 DAM.
Fog Cloud	1		1 action	120 ft.	20 ft. radius sphere	V	S				Concentration	1 hour				243	Creates a foggy sphere. Can be banished by moderate wind.	Increase radius by 20 ft.
Geckway	1		1 action	Touch		V	S				Instantaneous					248	Creates a 10 bonus that HSLA, 1 HP each. Expires after 24 hours.	3rd. duration 8hrs, 5th: 24hrs
Gift of Thorns	1		1 bonus action	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 thorns.	Extra 1d10 DAM.
Hammer's Mark	1		1 bonus action	90 ft.	1 creature	V					Concentration	1 hour				251	Mark quarry. Extra 1d8 DAM on weapon hit. Advantage on rolls to find it.	
Jump	1		1 action	Touch	1 creature	V	S	M	grasshopper's hind leg			1 minute				254	Target's jump distance tripled until spell ends.	One additional creature.
Leapdancer	1		1 action	Touch	1 creature	V	S	M	jump of dirt			1 hour				256	Target's speed increases by 10 ft.	
Speak with Animals	1	Ritual	1 action	Self	Self	V	S					10 minutes				277	Understand and speak to beasts. Get info about nearby locations and monsters.	
Speak with Animals	2	Ritual	1 action	30 ft.	1 Tiny beast	V	S	M	monal of food			24 hours				212	Beast will relay CR word message to a target you describe	48 hours longer
Unholy	2		1 action	Touch	1 willing creature	V	S	M	weak bark		Concentration	1 hour				217	Target AC is never less than 18 during spell.	
Unholy	2	Ritual	1 action	Touch	1 willing creature	V	S				Concentration	1 hour				217	Use action to hear/see whatever beast does. Use action to return.	
Unholy	2		1 action	8 ft.	Spell components	V	S	M	4 pieces of ammo			8 hours	DEX (Fy)	Piercing	DAM: 1d8	228	Ammo that at creature within 30 ft. Spell ends when ammo gone.	Two extra ammo.
Unholy	2		1 action	Touch	1 willing creature	V	S	M	stard carrot or agate			8 hours				230	Grants creature darkness (50 ft.) but can't see in Darkness aura.	
Unholy	2		1 action	120 ft.	Any trap in range	V	S				Instantaneous					241	Sense the presence (not location) of any magical or mundane trap nearby.	
Unholy	2		1 action	Touch	1 creature	V	S				Instantaneous					245	End one disease or condition (blind, deaf, paralyzed, poisoned) on target.	
Unholy	2	Ritual	1 action	Self	Kind of beast or plant	V	S	M	bloodhound fur		Concentration	10 minutes				256	Name a kind of beast or plant and find the nearest one within 5 miles.	
Unholy	2		1 action	Self	1 object familiar to you	V	S	M	torial bag		Concentration	10 minutes				256	Sense object direction within 1000 ft. or locate it within 30 ft.	
Unholy	2		1 action	Self	Willing creature in range	V	S	M	insoluble or spruce ash		Concentration	1 hour				264	Targets get +10 to Stealth checks and can only be tracked by magic.	
Unholy	2		1 action	Touch	1 willing creature	V	S				Concentration	1 hour				270	Target has 1 poison neutralized, advantage on poison save, needs poison DAM.	
Unholy	2	Ritual	1 action	120 ft.	20 ft. radius sphere	V	S				Concentration	10 minutes				276	Creates in area an daylight, immune to Thunder DMG, can't cast verbally.	
Unholy	2		1 action	150 ft.	20 ft. radius	V	S	M	7 sharp thorns or twigs		Concentration	10 minutes				277	Difficult terrain. Moving into or within area takes 2d4 piercing DAM per 5 ft.	
Unholy	3		1 action	60 ft.		V	S				Concentration	1 hour				225	Summon Fey spirits as creatures (total CR <= 2) that act as a group.	
Unholy	3		1 action	Self	60 ft. cone	V	S	M	ammo or thrown weapon		Instantaneous					225	Damage type is same as ammunition used as component.	
Unholy	3		1 action	60 ft.	60 ft. radius sphere	V	S				Instantaneous					230	Creates bright light. Dispel's darkness spells <= 3rd level if overlaps with.	
Unholy	3		1 bonus action	Self	1 target	V	S				Concentration	1 minute	Ranged Weapon Attack	Lightning	DAM: 4d8	235	Creates within 10 ft. of initial target also take 2d8 DAM (DEX save for half).	Both effects add 1d8 DAM.
Unholy	3		1 action	Touch	1 object, place, or willing target	V	S	M	DIAMOND DUST	25 gp		8 hours				263	Hide target from all divination and scrying magic.	
Unholy	3		1 action or 8 hours	150 ft.	100 ft. or 1 mile radius	V	S				Instantaneous					266	Cast short term (creature move 1/4 speed) or long term (double food yield).	
Unholy	3		1 action	Touch	1 creature	V	S				Concentration	1 hour				278	Creates gains resistance to one of: acid, cold, fire, lightning, or thunder.	
Unholy	3		1 action	Self	30 ft. radius	V	S				10 minutes					277	Animals plants to communicate with and perform tasks. See Sourcebook.	
Unholy	3	Ritual	1 action	30 ft.	<= 10 willing creatures	V	S	M	short need or piece of straw		24 hours					287	Creates gain ability to breathe underwater using normal respiration.	
Unholy	3	Ritual	1 action	30 ft.	<= 10 willing creatures	V	S	M	pieces of oak		1 hour					287	Creates walk on liquid, step 60 ft. per round if under. 5d8 take other damage.	
Unholy	3		1 action	120 ft.	See Sourcebook.	V	S	M	dry fan and exotic feather		Concentration	1 minute	STR (half DAM)	Bludgeoning	DAM: 3d8	288	Strong wind keeps gases, flying creatures, projectiles, gaseous creatures away.	
Unholy	4		1 action	60 ft.		V	S	M	1 holy berry per creature		Concentration	1 hour				226	Summon Fey creatures (CR <= 2) that obey commands.	8th: CR <= 4, 8th: CR <= 6
Unholy	4		1 action	Touch	1 willing creature	V	S	M	heather strip around arm			1 hour				244	Immune to difficult terrain, slow paralytic resist. Speed 60 to escape restrain.	
Unholy	4		1 bonus action	30 ft.		V	S				Concentration	1 minute	DEX (Fy)			248	Creates vine that lashes out 30 ft. away. Targets falling save pulled 20 ft. to vine.	
Unholy	4		1 action	Self	1 creature familiar to you	V	S	M	bloodhound fur		Instantaneous					256	Sense creature direction within 1000 ft. or locate it within 30 ft.	
Unholy	4		1 action	Touch	1 willing creature	V	S	M	DIAMOND DUST	100 gp	Concentration	1 hour				278	Target gains resistance to nonmagical bludgeoning, piercing, and slashing DMG.	
Unholy	5	Ritual	1 minute	Self		V	S				Instantaneous					224	Gain knowledge of the land around you. See Sourcebook.	
Unholy	5		1 action	150 ft.	40 ft. radius, 20 ft. high cylinder	V	S	M	ammo or thrown weapon		Instantaneous					226	Damage type is same as ammunition used as component.	
Unholy	5		1 bonus action	Touch	Spell component	V	S	M	spare with at least 1 ammo		Concentration	1 minute				279	Quiver produces endless ammo. Use bonus action for 2 attacks using ammo.	
Unholy	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.	

This reference sheet is intended to be used in addition to the microscope. They are NOT a replacement. Some small details were removed and coarser notes highlighted for the sake of brevity. Some small gaps for coloration to be reliably described from

Small components listed in ALL CAPS are consumed during the amplification process

Element Symbols: Fe = Iron, Ag = Silver, Hg = Mercury, P = Phosphorous

[illegible]

This reference sheet is intended to be used in addition to the sourcebooks. They are NOT a replacement. Some spell details were removed and grammar rules indicated for the sake of clarity. Some spells are too complex to be reliably described but brief descriptions identify ALL DAMs are presented during the spellcasting process.
Elemental Symbols: F = fire, A = Air, W = Water, E = Earth, P = Poisonous

	Level	Filed	Costing Time	Range	Target/Type	V	E	M	Component(s)	Cost	Concentration	Duration	Altering/Other Effects	Damage Type	Disrupted	Page #	Additional Detail	Per Higher Spell Level	
Shield Ward	0	1 action	Self	Self	Self	V	S				1 round	1 round		Neutric	DAM: 145	218	Gain resistance to bludgeoning/piercing/slashing DMG from weapons.		
Chill Touch	0	1 action	120 ft.	1 creature	V	S					1 round	1 round	Ranged Spell Attack	Neutric	DAM: 145	221	Extra 1st DAM at 5th level, 11th level, and 17th level. Can't regain HP.		
Explosive Heart	0	1 action	120 ft.	1 target	V	S					Instantaneous	1 round	Ranged Spell Attack	Neutric	DAM: 1410	227	Blaze. 2 beams at 5th level, 3rd 11th, 4th 17th. Can choose different targets.		
Prismatic	0	1 action	30 ft.	1 non-hostile creature	S	M			makeup applied to face		Concentration	1 minute				244	Advantage on CHA checks to target, who knows magic used once spell ends.		
Magic Hand	0	1 action	30 ft.	1 object	V	S					1 minute	1 minute				256	Create spectral hand that manipulates objects. Can pick up <= 10 lbs.		
Minor Illusion	0	1 action	30 ft.	5 ft. cube	V	S			M bit of fleece		1 minute	1 minute		CON (Fail)		260	Create illusory sound or image. Investigation check against spell DC to detect.		
Polymorph Spray	0	1 action	10 ft.	1 creature	V	S					Instantaneous	CON (Fail)		Poison	DAM: 1412	268	DAM increases. 20th level: 2712, 10th level: 3012, 17th level: 4012.		
Prehensile Palm	0	1 action	10 ft.	1 creature	V	S					1 hour	1 hour				267	Create minor magical effect. See Sourcebook.		
Thief's Reflex	0	1 action	30 ft.	1 creature	V	S					Concentration	1 round				284	Next turn you gain advantage on first attack against the target.		
Armor of Agathys	1	1 action	Self	Self	V	S			M cup of water		1 hour	1 hour		Cold	DAM: 5	216	Gain 5 HP. Make attackers take 5 DAM.	5 temp HP and 5 DAM	
Arrow of Ice	1	1 action	Self	10 ft. radius	V	S					Instantaneous	STR (half DAM, no effect)		Neutric	DAM: 265	219	Targets can't take reactions until next turn.	Extra 148 DAM	
Charm Person	1	1 action	30 ft.	1 humanoid	V	S					1 hour	1 hour	Wisdom (Fail)			221	Charm target as if friends you as friendly. Gains advantage to save if fighting you.	One more target <= 30ft.	
Compelled Languages	1	1 action	Self	Self	V	S			M pinch of seed and soil		Concentration	1 hour				224	Know basic meaning of any speech. Understand written words while focusing.		
Explosive Fleeing	1	1 bonus action	Self	Self	V	S					Concentration	10 minutes				238	You can take Dash as a bonus action until spell ends.		
Healing Pulse	1	1 reaction (take DAM)	60 ft.	1 creature that damaged you	V	S					Instantaneous	DEX (half DAM)		Fire	DAM: 2810	200	Magical counter-attack to taking damage.	Extra 1410 DAM	
Hex	1	1 bonus action	Self	1 creature	V	S			M purified bit of a seed		Concentration	10 days				251	Target loses 1d4 nonmagical DMG when you hit it. Disadvantage on ability checks.	3rd duration 8 hrs, 5th 24 hrs	
Heavy Steal	1	1 minute	Touch	writing surface	S	M			M LEAD-BASED RIK	10 gp	Concentration	10 days				252	Write magical script on surface that only designated people can read.		
Protection from Evil and Good	1	1 action	Touch	1 willing creature	V	S			M holy water or powdered silver		Concentration	10 minutes				270	Protect against certain types of creatures. See Sourcebook.		
Unseen Servant	1	1 action	60 ft.	1 object	V	S			M pieces of string, bit of wood		1 hour	1 hour				284	Create invisible force that can perform simple, mental tasks for you.		
Webb Bed	1	1 action	30 ft.	1 creature	V	S			M twig from tree struck by lightning		Concentration	1 minute		Ranged Spell Attack	Lightning	DAM: 1412	289	Use action to auto hit target hit round for 1412 lightning DAM if in range.	Extra 1412 DAM
Cloud of Daggers	2	1 action	60 ft.	5 ft. cube	V	S			M silver of glass		Concentration	1 minute			Stealing	DAM: 454	222	DAM taken on entering or starting turn in area.	Extra 244 DAM
Control Flames	2	1 action	120 ft.	1 humanoid	V	S					1 minute	1 minute				229	Charm humanoid to attack your target of choice. Use action to keep control.		
Darkness	2	1 action	60 ft.	15 ft. radius sphere	V	M			M bat fur and pitch or coal		Concentration	10 minutes				230	Creates darkness normal light can't dispel. Dispel light spells <= 2nd level.		
Hold Person	2	1 action	60 ft.	Any targets in range	V	S					1 minute	1 minute		WIS (Fail)		238	Disadvantage to save anything but you, attacked ones have advantage to save.		
Hold Monster	2	1 action	60 ft.	1 humanoid	V	S			M small straight piece of iron		Concentration	1 minute		WIS (Fail)		251	Target is paralyzed. New saving throw at end of turn.	1 additional creature.	
Invisibility	2	1 action	Touch	1 creature	V	S			M eyelash in gum arabic		Concentration	1 hour				254	Target becomes invisible. Ends if target attacks or casts a spell.	One additional creature.	
Minor Illusion	2	1 action	Self	Self	V	S					1 minute	1 minute				260	Create duplications that make you harder to hit. See Sourcebook.		
Minor Step	2	1 bonus action	Self	Self	V						Instantaneous					260	Teleport <= 30 ft. away to unoccupied location.		
Ray of Enchantment	2	1 action	60 ft.	1 creature in range	V	S					Concentration	1 minute		Ranged Spell Attack		271	Target deals 12 DMG with STR weapon attacks. CON save to end at turn's end.		
Shatter	2	1 action	60 ft.	10 ft. sphere	V	S			M chip of mica		Instantaneous	CON (half DAM)		Thunder	DAM: 345	285	Inorganic creatures have disadvantage to save. Objects take DAM too.	Extra 148 DAM	
Spider Climb	2	1 action	Touch	1 willing creature	V	S			M spider and drop of blumen		Concentration	1 hour				277	Target can walk on walls or ceiling. Climbing speed becomes walking speed.		
Suggestion	2	1 action	30 ft.	1 creature	V	S			M snake's tongue, honeycomb		Concentration	8 hours		WIS (Fail)		279	Target follows suggestions course of action you suggest. Can specify conditions.		
Contingent	3	1 reaction (spell only)	60 ft.	1 Spellcaster	V	S					Instantaneous					228	Interrupt spell <= 4th. You make casting ability check (DC 11 + spell level).	Interrupt spell <= new level.	
Dispel Magic	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.	
Feather Fall	3	1 action	Self	20 ft. cone	V	S			M white feather or hen's heart		Concentration	1 minute		WIS (Fail)		239	Targets drop everything and use Dash to run away. WIS save once out of sight.		
Fly	3	1 action	Touch	1 willing creature	V	S			M bird's wing feather		Concentration	10 minutes				243	Target gains fly, 60 ft. 1. Full if spell ends while in air.	One additional creature.	
Guise from Pain	3	1 action	Touch	1 willing creature	V	S			M bit of grease and wing of snake		Concentration	1 hour				244	Cloud form. Fly 10 ft. Resist nonmagical DMG. STR/DEX/CON save advantage.		
Healer of Scales	3	1 action	100 ft.	20 ft. radius sphere	V	M			M jaded onyx or tortoise		Concentration	1 minute				251	Best turn in area. 2nd level DAM find in area. 5th level or 2nd level DAM.		
Healing Pulse	3	1 action	120 ft.	30 ft. cube	V	S			M glowing stick of incense		Concentration	1 minute		WIS (Fail)		252	Creates charm, incense, speed <= 5. Spell ends on DAM or shaking.		
Healing Circle	3	1 minute	10 ft.	10 ft. radi. 20 ft. high cylinder	V	S			M HOLY WATER or Fairy DUST	100 gp	1 hour	1 hour				256	Holder uses creature type within cylinder. See Sourcebook.	Duration increases 1 hour.	
Minor Illusion	3	1 action	120 ft.	20 ft. cube	V	S			M bit of fleece		Concentration	10 minutes				258	Creates image of object including sounds, smells. Investigation check to find.	8th: lasts until dispelled	
Remove Curse	3	1 action	Touch	1 creature or object	V	S					Instantaneous					271	Remove curse creature or break object's curse afflictment to any target.		
Tranquil	3	1 action	Touch	1 creature	V	S			M clay model of a ziggurat		1 hour	1 hour				283	Target understands any spoken language and is understood by everyone else.		
Vampiric Touch	3	1 action	Self	Self	V	S					Concentration	1 minute		Melee Spell Attack	Neutric	DAM: 345	285	Each time you hit a target, you also HEAL half of the DAM you cause.	Extra 148 DAM
Barbed Wire	4	1 action	60 ft.	1 target	V	S			M metal spiked by target		Concentration	1 minute		CHA (Fail)		217	Barbed target to another plane; native of other plane doesn't return after 1 min.	One more creature.	
Right	4	1 action	30 ft.	1 creature	V	S					Instantaneous	CON (half DAM)		Neutric	DAM: 805	219	Plants have disadvantage on save and take new DAM.	Extra 148 DAM	
Ultimate Door	4	1 action	500 ft.	Self (and ally within 5 ft.)	V	S					Instantaneous					233	Teleport yourself and ally to location. If occupied, 4d6 force DAM and spell fails.		
Unholy Smell	4	10 minutes	300 ft.	150 ft. cube	V	S			M stone, twig, bit of green plant		24 hours	24 hours				249	Make natural terrain seem like other terrain. Investigation check to disbelieve.		
Unholy Other Plane	5	1 minute	Self	Self	V	S					1 minute	1 minute		INT DC 10/DAM. Means for day	Psychic	DAM: 665	256	Corrupted creatures being. 100 make alive.	
Dream	5	1 minute	See Sourcebook	1 creature	V	S			M sand, ink, quill from asleep bird		8 hours	8 hours		See Sourcebook		236	Shape creature's dreams. See Sourcebook.		
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.	
Bojling	5	10 minutes	Self	1 creature	V	S			M jermy book	1000 gp	Concentration	10 minutes		WIS (Fail)		273	Stay on a target located on the same plane as you. See Sourcebook.		
Assure One	6	1 action	500 ft.	Point 10ft, Point 500ft	V	S					Concentration	10 minutes				244	Create two linked portals 10ft. across anybody can travel between.		
Cloud of Death	6	1 action	150 ft.	60 ft. radius sphere	V	S			M crushed black pearl	500 gp	Instantaneous	CON (half DAM)		Neutric	DAM: 845	221	Summon lay CR <= 6. Obey commands. Hostile if control is lost.	Extra 245 DAM	
Control Pain	6	1 minute	60 ft.	1 creature	V	S					1 hour	1 hour				226	Summon lay CR <= 6. Obey commands. Hostile if control is lost.	Increases max CR by 1.	
Control Undead	6	1 minute	10 ft.	1 creature	V	S			M See Sourcebook.	Source	Instantaneous					229	Create undead to serve you for 24 hours. See Sourcebook.	See Sourcebook.	
Explosive	6	1 action	Self	1 creature within 60 ft.	V	S					1 minute	1 minute		WIS (Fail)		238	Affected targets negatively. New target each turn. See Sourcebook.		
Flash to Stone	6	1 action	60 ft.	1 creature	V	S			M pinch of time, water, and earth		Concentration	1 minute		CON (Fail)		243	Reinforced on first hit. Petrified after 3 hits.		
Mass Suggestion	6	1 action	60 ft.	<= 12 creatures	V	S			M snake's tongue, honeycomb		24 hours	WIS (Fail)				258	Make creatures accept reasonable sounding suggestions. See Sourcebook.		
True Seeing	6	1 action	Touch	1 willing creature	V	S			M CONTINENT FOR EYES	25 gp	1 hour	1 hour				284	Target creature gains insight, sees secret doors, Ethereal Plane. Range 120 ft.	7th: 10 days, 8th: 30 days, 9th: 365	
Unholyness	7	1 action	Self	Self	V	S					Up to 8 hours	Up to 8 hours				238	Become ethereal. Move up/down at half speed. Can't see past 60 ft.		
Prayer of Death	7	1 action	60 ft.	1 creature	V	S					Instantaneous	CON (half DAM)		Neutric	DAM: 708-10	241	Humanoids killed rise as a zombie next turn permanently under your control.		
Powerage	7	1 action	100 ft.	20 ft. square or 10 ft. cube	V	S			M holy dust	1500 gp	1 hour	1 hour				243	Creates shock in area can only save using magic after CHA save.		
Power Shield	7	1 action	Touch	1 unwilling or Self + 8 willing	V	S			M forged metal rod	250 gp	Instantaneous			Melee Spell Attack + CHA (Fail)		266	Transport to another plane. You specify general location of teleportation circle.		
Control Mind	8	1 action	60 ft.	1 creature	V	S					1 hour	1 hour				231	Creates door to 30 ft. cubic room in demiplane. Trapped if there when spell ends.		
Control Mind	8	1 action	60 ft.	1 creature	V	S					Instantaneous					239	Charm monster to give it commands. Use advantage to save if attacking it.	3th: Duration is 8 hours.	
Control Mind	8	1 action	150 ft.	1 creature	V	S			M clay crystal or mineral spheres		Instantaneous			INT (DMG, but no INT effect)	Psychic	DAM: 455	239	Creates INT and CHA scores become 1. See Sourcebook.	
Control Mind	8	1 action	Self	Self	V	S					1 hour	1 hour				245	Can repeat CHA check rolls with a 15. Spells always detect you telling truth.		
Power Word: Pain	8	1 action	60 ft.	1 creature	V	S					Instantaneous			See Details.		267	Target <= 150 HP is stunned. Nothing otherwise. COH save at end of turn to end.		
Actual Projection	9	1 hour	10 ft.	Self and 8 willing targets	V	S			M JACINTH(14), SILVER(100)	1100 gp	Special					215	Project to Actual Plane. See Sourcebook.		
Powerage	9	2 minutes	Touch	1 willing creature	V	S			M hummingbird feather		Instantaneous					244	Not repeated. Advantage affects checks to save. Disadvantage getting attacked.		
Unholyment	9	1 minute	30 ft.	1 creature	V	S			M See Sourcebook.	Source	Until Dispel	WIS (Fail)				252	Magically restrain a creature. See Sourcebook.		
Power Word: Ill	9	1 action	60 ft.	1 creature	V	S					Instantaneous					265	If target has <= 150 HP, it dies instantly. No effect otherwise. No saving throw.		
True Seeing	9	1 action	30 ft.	1 creature or nonmagical object	V	S			M mercury, gum arabic, smoke		Concentration	1 hour				283	Translucence a creature/object into a different creature/object. See Sourcebook.		

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Each component letter in ALL DAMs are explained during the applicable process.

Element Symbols: Fy = Fire, Ag = Silver, Hg = Mercury, P = Phosphorus

Spell Name	Level	Rank	Feat	Timing	Range	Targets	V	B	Component(s)	Cost	Concentration	Duration	Abolishing Time (Btlw)	Damage Type	Damage	Page #	Additional Detail	Per Higher Spell Level	
Adil Spell	0	Corruption	1	action	60 ft.	1 or 2 adjacent targets	V	S				Instantaneous	DEX (Fall)	DAM 165	211	DAM: Adil extra 165 at 5th level, 11th level, and 17th level.			
Blade Wind	0	Abjuration	1	action	Self	Self	V	S				1 round			218	Gain resistance to bludgeoning/piercing/slashing from weapons.			
Cold Touch	0	Transmutation	1	action	120 ft.	1 creature	V	S				1 round	Ranged Spell Attack	Neurotic	DAM 165	220	Extra 165 DAM at 5th level, 11th level, and 17th level. Can't regain HP.		
Darkening Light	0	Evocation	1	action	120 ft.	1 creature	V	S	M phosphorus or glowstone		Concentration	1 minute			230	Create a glowing, hovering objects that shed light out 10 ft. Can move 60 ft.			
Fire Bolt	0	Evocation	1	action	120 ft.	1 creature/object	V	S				Instantaneous	Ranged Spell Attack	Fire	DAM 1610	242	DMG at 5th level, 2011, at 11th level, 3012, at 17th level: 4012		
Flame	0	Evocation	1	action	Self	1 non-living creature	V	S				Instantaneous			244	Advantage on CHA checks to target, who knows magic and uses spell effects.			
Flame Head	0	Evocation	1	action	Touch	1 object <= 10 ft. cube	V	S	M flammable phosphorus moss		1 hour	DEX (Fall)			255	Object sheds light in 60 ft. radius. Hostile targets get DEX save.			
Flame Head	0	Corruption	1	action	20 ft.	1 creature	V	S				Instantaneous			256	Create spectral hand that manipulates objects. Can pick up <= 10 lbs.			
Flame Head	0	Transmutation	1	minute	Touch	1 object	V	S	M two lockstones		Instantaneous				259	Mosses are break or tear no larger than 10 ft. in a malleable object.			
Flame Head	0	Transmutation	1	action	120 ft.	1 creature in range	V	S	M piece of copper wire		1 round				259	Point at target and enlarge a target. They can whisper a response.			
Flame Head	0	Evocation	1	action	30 ft.	1 creature	V	S	M bit of flame		Instantaneous				260	Create history record or image. Investigation check against spell DC to detect.			
Flame Head	0	Corruption	1	action	10 ft.	1 creature	V	S				Instantaneous	CON (Fall)	DAM 1612	266	DAM increase. 5th level: 2012, 11th level: 3012, 17th level: 4012			
Flame Head	0	Transmutation	1	action	10 ft.	1 creature in range	V	S				1 hour			267	Create minor magical effect. See Sourcebook.			
Flame Head	0	Evocation	1	action	60 ft.	1 creature	V	S				Instantaneous	Ranged Spell Attack	CON	DAM 168	271	Spell <= 100. DAM increase. 5th level: 208, 11th level: 308, 17th level: 408		
Flame Head	0	Evocation	1	action	Touch	1 creature	V	S				Instantaneous	Melee Spell Attack	Lightning	DAM 168	275	Target can't take reactions until next turn. Advantage if target has metal armor.		
Flame Head	0	Evocation	1	action	30 ft.	1 creature	V	S				1 round			284	Next turn you gain advantage on first attack against the target.			
Flame Head	0	Abjuration	1	minute	Touch	1 creature/object	V	S	M iron ball, silver wire		Concentration	1 hour			287	Audible or silent alarm triggered or only if those you suspect will can enter			
Flame Head	0	Evocation	1	action	Self	15 ft. cone	V	S				Instantaneous	DEX (Half DAM)	Fire	DAM 368	220	Flammable objects ignite.		
Flame Head	0	Enchantment	1	action	30 ft.	1 humanoid	V	S				1 hour	Willow (Fall)		221	Chain target to a tree you as handy. Cast advantage to save if fighting you.		One more target <= 30 ft.	
Flame Head	0	Evocation	1	action	30 ft.	1 creature	V	S	M diamond		30 gp	Instantaneous	Ranged Spell Attack	See Details	DAM 368	221	Choose base acid, acid, fire, lightning, poison, or thunder.		Extra 165 DAM
Flame Head	0	Evocation	1	action	Self	15 ft. cone	V	S	M phosphorus or glowstone		1 round				222	Blinds 6/10 HP worth of creatures, starting with lowest HP.		Extra 2010 HP	
Flame Head	0	Evocation	1	action	Self	Self	V	S	M pinch of colored powder		Concentration	10 minutes			224	Know local meaning of any speech. Understand without words while touching.			
Flame Head	0	Evocation	1	action	Self	Self	V	S	M pinch of dust		Concentration	1 hour			231	Some presence of magic. Use action to see areas around creature/object.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 hour			233	Create illusion to appear as someone else. Followed by Investigation vs. spell DC.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 hour			238	You can take down a house action until spell ends.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 hour			239	You gain 1644 temp HP.		Extra 5 temp HP	
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			239	Target's speed slows to 60 ft. per round, takes no DAM, and can land on feet.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			240	Gain the senses of a bewilder. See Sourcebook.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			243	Creates a foggy sphere. Can be banished by moderate wind.		Increases radius by 20 ft.	
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			248	Creates an area or entering area fall prone if they get DEX save.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			252	Learn what an item is and what spells affect it.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			252	Write magical script on surface that only designated people can read.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			254	Target's jump distance triple until spell ends.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 hour			256	Target's speed increases by 10 ft.		One additional creature.	
Flame Head	0	Evocation	1	action	Self	Self	V	S				8 hours			259	If target isn't wearing armor, its base AC becomes 13 + DEX modifier.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			259	You choose the target for each dot that lasts 10411 DAM.		One additional dam.	
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			270	Project against other types of creatures. See Sourcebook.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			DAM 268	217	Target also makes CON save. On fail, poisoned until end of next turn.		
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 round			275	Gain 15 bonus to AC, including targeting ability. Negative Magic Missile effects.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			276	Creates a deadly flame. Use action to make it move. Investigation to discover.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			276	568 total HP of creatures in area fall asleep. On in order of lowest HP to highest. Additional 268 HP fall asleep.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 hour			282	Target (HT) < 4 is prone, incapacitated, can't stand, 1055 area each turn to end.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 hour			282	Create floating disk that holds 500 lbs and stays within 20 ft. of you.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 hour			DAM 268	282	Creates falling save and objects pushed 10 ft. Storm heard for 300 ft.		Extra 165 DAM
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 hour			284	Creates invisible force that can perform simple, mental tasks for you.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			DAM 1612	289	Use action to auto hit target hit last round for 1412 lightning DAM if in range.		Extra 1612 DAM
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			211	Choose one breathweaver underwater, natural weapons, charge appearance			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			215	Looks object until password is spoken or dispassionate. Object break DC-10.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			219	Target becomes blind or deaf (your choice).		One more creature.	
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			220	Creates invisible on sight face disadvantage to attack.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			222	DAM lower on entering or starting turn in area.		Extra 204 DAM	
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			226	Headless flame comes from object. Can be covered but not snuffed out.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			228	Chain humanoid to attack your target of choice. Use action to keep target.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			230	Creates flames normal light can't break. Disrupt light spells <= 2nd level.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			230	Grants creature darkness 60 ft. but can't see in Darkness aura.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			231	Read thoughts of those around you. See Sourcebook.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			237	Enlarge or reduce target. See Sourcebook.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			DAM 268	242	Creates need to spheres and end of turn take DAM. Move spheres 30 ft.		Extra 165 DAM
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			248	Phases target. Expires time limit of Phase Dash spell.		10 days	
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			248	Push targets 15 ft. in direction of wind. Creatures move half speed against wind.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			251	Target is paralyzed. New saving throw end of turn.		1 additional creature.	
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			254	Target becomes invisible. Ends if target attacks or casts a spell.		One additional creature.	
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			254	Open mundane lock or suppress an Arcane Lock for 10 minutes. Loud knock.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			255	Target <= 500 lbs. Scale 20 ft. Can move up/down 20 ft. Flies down on end.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			255	Some object directed within 1000 ft. of locale within 30 ft.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			257	Magic mouth repeats <= 25 word message once/condition is met.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			257	Nonmagical weapon becomes +1.		4th <= 20 weapon 6th <= 10	
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			259	Half DAM on miss. On hit, spell also takes 264 DAM at end of next turn.		164 DAM on both effects	
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			260	Create duplicates that make you harder to hit. See Sourcebook.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			260	Target <= 25 ft. away to unconscious condition.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				24 hours			263	Disruption spells reveal false info about target. See Sourcebook.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			264	Affected target with Illusion. Can DAM for 168 Psychic. See Sourcebook.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			271	Target takes 12 DAM with STR weapon attacks. CON save at end of next turn.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			272	On hit, target or other space that can take 8 Medium creatures. Can see outside.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			273	Shoot 3 rays up to 3 targets.		One additional ray.	
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 hour			274	See invisible or ethereal creatures.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			DAM 368	275	Inorganic creatures have disadvantage to save. Objects take DAM loss.		Extra 165 DAM
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 hour			277	Target can walk on walls or ceiling. Climbing speed becomes walking speed.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 hour			279	Target follows reasonable course of action as suggested. Can specify conditions.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			DAM 368	287	Every turn/DEX save or restrain STR save to escape Burning walls 264 fire DAM.		Two more undead
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			212	Creates creature or zombie servant that accepts simple directions			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			218	Come target. See Sourcebook.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			219	Roll 11 or higher to go to Ethereal plane between turns, rupper within 106.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			222	Create sector in area you can see or hear through.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			226	Interrupt spell <= 4th. You make casting ability check (DC 10 + spell level).		Interrupt spell <= new level.	
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			228	End spell <= 3rd level. For >= 4th level, casting ability check DC=10+spell level.		End spell <= new level.	
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			230	Targets stop everything and use Dash or run away. 1055 save once out of sight.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			230	Creates opaque shield. Resists all non-psychic DMG. Disadvantage to detect.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			DAM 886	241	Fire spreads around corners and ignites flammable objects.		Extra 165 DAM
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			243	Target gains by 10 ft. 1. Fall if spell ends while in area.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			244	Cloud form. Fly 10 ft. Resist nonmagical DMG. STRDEXCON save advantage.		One additional creature.	
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			245	Create a magical trap. See Sourcebook.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			245	Creates spell <= 4th. Advantage on DEX saves. Additional action to Dash.			
Flame Head	0	Evocation	1	action	Self	Self	V	S				1 minute			252	Creates chance, incapacitated, speed <= 0. Spell ends on DAM or shaking.			

[illegible]

This reference should be referred to be used in addition to the macrotables. They are NOT a replacement. Some spell details were removed and grammar rules substituted for the sake of brevity. Some spells are too complicated to be reliably described here.
Spell components listed in ALL CAPS are considered during the spellcasting process.
Element Symbols: F = Ice, A = Air, E = Earth, M = Magic, P = Poisonous

Spell Name	Level	School	Ritual	Quality Type	Range	Target/Type	V	S	M	Component(s)	Cost	Concentration	Duration	Abolishing Time (Days)	Damage Type	Damage/Hit	Page #	Additional Detail	Per Higher Spell Level
Alarm	1	Abjuration	Ritual	1 minute	30 ft.	1 door/window/area	V	S	M	any bell, silver wire			8 hours			211	Activate or silent alarm triggered on entry by those you haven't said can enter		
Antipathy Spell	8	Abjuration	1 action	10 ft. radius	Self	V	S	M	positioned on or in target			Concentration	1 hour			213	Enacts a sphere around you to which all magic no longer works.		
Armor of Light	2	Abjuration	1 action	Touch	1 creature/object	V	S	M	GOLD OBJECT	25 gp			1 minute	Unint	Dispel	215	Unsa object until patient's is broken or disenchanted. Object breaks DC +10.		
Barbed Wire	4	Abjuration	1 action	Touch	60 ft.	1 target	V	S	M	item skilled by target			Concentration	1 minute	CHA (Fall)	217	Barbed target to another plane; native of other plane doesn't return after 1 min.	One more creature	
Blackout	9	Abjuration	1 action	Self	Self	V	S	M					1 round			218	Gaze resistance to budgeting/energy draining DM's weapons.		
Component	1	Abjuration	1 action	Self	60 ft.	1 spellcaster	V	S	M				28			Interupt spell = new level.			
Control of Gravity	3	Abjuration	1 action	120 ft.	1 creature/object/magical effect	V	S	M					Instantaneous			Interupt spell = 4th. You make casting ability check (DC 15 + spell level).			
Darkness	1	Abjuration	1 action	Self	10 ft. radius sphere	V	S	M	glass or crystal ball				Instantaneous			End spell = 3d level. For > 4th level, casting ability check DC=10+spell level.			
Depth of Hearing	3	Abjuration	1 hour	Touch	See Sounbook.	V	S	M	insects, DIAMOND POWDER	200 gp		Concentration	Dispel/Triggered			Spell = 5th level cannot affect those within the globe.			
Dispel Magic	3	Abjuration	1 action	Touch	See Sounbook.	V	S	M	piece of coral leather				Instantaneous			Creates a magical trap. See Sounbook.			
Earthquake	8	Abjuration	10 minutes	Touch	See Sounbook.	V	S	M	See Sounbook.	10 gp		24 hours				48	Protect an area of space. See Sounbook.		
Enhance Weapon	1	Abjuration	1 minute	30 ft.	1 weapon	V	S	M	See Sounbook.	Some.			10 minutes			Magically restrain a creature. See Sounbook.			
Enlarge	1	Abjuration	1 action	Touch	1 willing creature	V	S	M	piece of coral leather			8 hours				Enlarge target's size. See Sounbook.			
Enlarge Object	3	Abjuration	1 minute	10 ft.	10 ft. rad., 20 ft. high cylinder	V	S	M	HOLY WATER or Fungus Oust	100 gp		1 hour				256	Enlarge one creature type within sphere. See Sounbook.	Duration increases 1 hour	
Enlarge Item	1	Abjuration	1 action	Touch	1 willing creature	V	S	M				24 hours				257	Enlarge items to gigantic damage. charm, mind reading, divinations.		
Enlarge/Reduce	4	Abjuration	10 minutes	Touch	10 ft. rad.	V	S	M	lead glass, coral, crystalline			24 hours				263	Enlarge/Reduce one creature. See Sounbook.	Extra 100 ft. per cube side	
Enlarge/Reduce	3	Abjuration	1 action	Touch	1 object, place, or willing target	V	S	M	DIAMOND DUST	25 gp		8 hours				264	Enlarge target from all directions and scaling magic.		
Enlarge/Reduce	1	Abjuration	1 hour	60 ft.	1 creature/object	V	S	M	DIAMOND DUST	100 gp		24 hours				265	Enlarge/Reduce, enlarge, fly, or force to same size for spell duration.		
Enlarge/Reduce	9	Abjuration	1 action	60 ft.	90x30 ft. wall or 30 ft. dia. sphere	V	S	M				Instantaneous				267	Creates multifunctional barrier with various effects. See Sounbook.		
Enlarge/Reduce	3	Abjuration	1 action	Touch	1 creature	V	S	M				Concentration	1 hour			270	Creates gaze resistance to one of acid, cold, fire, lightning, or thunder.		
Enlarge/Reduce	1	Abjuration	1 action	Touch	1 willing creature	V	S	M	body water or powdered silver			10 minutes				275	Pushed against certain types of creatures. See Sounbook.		
Enlarge/Reduce	3	Abjuration	1 action	Touch	1 creature or object	V	S	M				Instantaneous				271	Remove creature or break object's curse attachment to any target.		
Enlarge/Reduce	1	Abjuration	1 action	Touch	1 creature (not hit)	V	S	M				1 minute				275	Gain 15 bonus to AC, including triggering ability, Negative Magic, Make attacks.		
Enlarge/Reduce	4	Abjuration	1 action	Touch	1 willing creature	V	S	M	DIAMOND DUST	100 gp		Concentration	1 hour			278	Target gaze resistance to normal budgeting, planning, and scaling DMG.		
Enlarge/Reduce	7	Abjuration	1 minute	Touch	1 surface or object	V	S	M	Fig. P. DIAMOND AND OPAL	1000 gp		Dispel/Triggered				280	Inscribe harmful magical glyph on surface. See Sounbook.		
Enlarge/Reduce	1	Abjuration	1 action	60 ft.	1 or 2 adjacent targets	V	S	M				Instantaneous				281	DAM: Add extra 1d6 at 5th level, 17th level, and 17th level.		
Enlarge/Reduce	8	Conjuration	1 action	500 ft.	Point(100)Point(500)	V	S	M				Concentration	10 minutes			282	Creates two linked portals 10ft. across anybody can travel between.		
Enlarge/Reduce	2	Conjuration	1 action	60 ft.	5 ft. cube	V	S	M	silver or glass			Concentration	1 minute			282	DAM: target on entering or starting turn in area.		
Enlarge/Reduce	1	Conjuration	1 action	120 ft.	20 ft. radius sphere	V	S	M				Concentration	10 minutes			282	DAM: target on entering or starting turn in area. Fog moves away 10 ft. per turn.		
Enlarge/Reduce	8	Conjuration	1 minute	120 ft.	20 ft. radius sphere	V	S	M	See Sounbook.			Concentration	1 hour			286	Summon elemental CR = 5. Obays commands. Hostile if control is lost.		
Enlarge/Reduce	4	Conjuration	1 minute	60 ft.	Self	V	S	M				Concentration	1 hour			288	Summon elemental at CR = 2 + the day's commands.		
Enlarge/Reduce	1	Conjuration	1 action	60 ft.	Self	V	S	M				Concentration	1 hour			291	Creates door to 30 ft. cubic room or dimension. Trapped if there when spell ends.		
Enlarge/Reduce	4	Conjuration	1 action	500 ft.	Self (and ally within 5 ft.)	V	S	M				Instantaneous				293	Transport yourself and ally to location. If occupied, add force DMG and spell fails.		
Enlarge/Reduce	8	Conjuration	1 action	500 ft.	1 object = 10 ft.	V	S	M	happily	1000 gp		Instantaneous				298	Spells from name and costs given to common object unless it's held by other.		
Enlarge/Reduce	1	Conjuration	1 action	60 ft.	20 ft. square	V	S	M	piece of antique jewelry			Concentration	1 minute			298	Also retained. Retained save DMG every turn. STRONG check to get free.		
Enlarge/Reduce	1	Conjuration	1 hour	10 ft.	10 ft. radius sphere	V	S	M	CHARM, INCENSE, PERFUMES	10 gp		Concentration	1 minute			300	Gain the service of a familiar. See Sounbook.		
Enlarge/Reduce	1	Conjuration	1 action	60 ft.	10 ft. radius sphere	V	S	M	low technology iron powder			Concentration	1 minute			301	Also retained. Retained save DMG every turn. STRONG check to get free.		
Enlarge/Reduce	1	Conjuration	1 action	120 ft.	20 ft. radius sphere	V	S	M				Concentration	1 minute			303	Creates a foggy sphere. Can be banished by moderate wind.		
Enlarge/Reduce	9	Conjuration	1 action	60 ft.	90x30 ft. wall or 30 ft. dia. sphere	V	S	M	See Sounbook.			Instantaneous				303	Creates a foggy sphere. Can be banished by moderate wind.		
Enlarge/Reduce	1	Conjuration	1 action	60 ft.	90x30 ft. wall or 30 ft. dia. sphere	V	S	M	See Sounbook.			Instantaneous				303	Creates a foggy sphere. Can be banished by moderate wind.		
Enlarge/Reduce	1	Conjuration	1 action	60 ft.	90x30 ft. wall or 30 ft. dia. sphere	V	S	M	See Sounbook.			Instantaneous				303	Creates a foggy sphere. Can be banished by moderate wind.		
Enlarge/Reduce	1	Conjuration	1 action	60 ft.	90x30 ft. wall or 30 ft. dia. sphere	V	S	M	See Sounbook.			Instantaneous				303	Creates a foggy sphere. Can be banished by moderate wind.		
Enlarge/Reduce	1	Conjuration	1 action	60 ft.	90x30 ft. wall or 30 ft. dia. sphere	V	S	M	See Sounbook.			Instantaneous				303	Creates a foggy sphere. Can be banished by moderate wind.		
Enlarge/Reduce	1	Conjuration	1 action	60 ft.	90x30 ft. wall or 30 ft. dia. sphere	V	S	M	See Sounbook.			Instantaneous				303	Creates a foggy sphere. Can be banished by moderate wind.		
Enlarge/Reduce	1	Conjuration	1 action	60 ft.	90x30 ft. wall or 30 ft. dia. sphere	V	S	M	See Sounbook.			Instantaneous				303	Creates a foggy sphere. Can be banished by moderate wind.		
Enlarge/Reduce	1	Conjuration	1 action	60 ft.	90x30 ft. wall or 30 ft. dia. sphere	V	S	M	See Sounbook.			Instantaneous				303	Creates a foggy sphere. Can be banished by moderate wind.		
Enlarge/Reduce	1	Conjuration	1 action	60 ft.	90x30 ft. wall or 30 ft. dia. sphere	V	S	M	See Sounbook.			Instantaneous				303	Creates a foggy sphere. Can be banished by moderate wind.		
Enlarge/Reduce	1	Conjuration	1 action	60 ft.	90x30 ft. wall or 30 ft. dia. sphere	V	S	M	See Sounbook.			Instantaneous				303	Creates a foggy sphere. Can be banished by moderate wind.		
Enlarge/Reduce	1	Conjuration	1 action	60 ft.	90x30 ft. wall or 30 ft. dia. sphere	V	S	M	See Sounbook.			Instantaneous				303	Creates a foggy sphere. Can be banished by moderate wind.		
Enlarge/Reduce	1	Conjuration	1 action	60 ft.	90x30 ft. wall or 30 ft. dia. sphere	V	S	M	See Sounbook.			Instantaneous				303	Creates a foggy sphere. Can be banished by moderate wind.		
Enlarge/Reduce	1	Conjuration	1 action	60 ft.	90x30 ft. wall or 30 ft. dia. sphere	V	S	M	See Sounbook.			Instantaneous				303	Creates a foggy sphere. Can be banished by moderate wind.		
Enlarge/Reduce	1	Conjuration	1 action	60 ft.	90x30 ft. wall or 30 ft. dia. sphere	V	S	M	See Sounbook.			Instantaneous				303	Creates a foggy sphere. Can be banished by moderate wind.		
Enlarge/Reduce	1	Conjuration	1 action	60 ft.	90x30 ft. wall or 30 ft. dia. sphere	V	S	M	See Sounbook.			Instantaneous				303	Creates a foggy sphere. Can be banished by moderate wind.		
Enlarge/Reduce	1	Conjuration	1 action	60 ft.	90x30 ft. wall or 30 ft. dia. sphere	V	S	M	See Sounbook.			Instantaneous				303	Creates a foggy sphere. Can be banished by moderate wind.		
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