

**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 butchered 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:** Fe = Iron, Ag = Silver, Hg = Mercury, P = Phosphorus

Spell Name	Level	School	Ritual	Casting Time	Range	Target/Area	V	S	M	Component(s)	Cost	Concentration	Duration	Attack/Saving Throw (Effect)	Damage Type	Damage/Heal	Sourcebook	Page #	Additional Detail	Per Higher Spell Level	Bard	Cleric	Druid	Paladin	Ranger	Sorcerer	Warlock	Wizard	
Acid Splash	0	Conjuration		1 action	60 ft.	1 or 2 adjacent targets	V	S					Instantaneous	DEX (Fail)	Acid	DAM: 1d6	PHB	211	DAM: Add extra 1d6 at 5th level, 11th level, and 17th level.										
Aid	2	Abjuration		1 action	30 ft.	3 allies	V	S	M	white cloth strip			8 hours			HEAL: 5	PHB	211	Each target also increases maximum HP by 5.	HEAL extra 5 HP		Cleric		Paladin		Sorcerer		Wizard	
Alarm	1	Abjuration	Ritual	1 minute	30 ft.	1 door/window/area	V	S	M	tiny bell, silver wire			8 hours				PHB	211	Audible or silent alarm triggered on entry by those you haven't said can enter						Ranger		Wizard		
Alter Self	2	Transmutation		1 action	Self	Self	V	S				Concentration	1 hour				PHB	211	Choose one: breathe/swim underwater, natural weapons, change appearance						Sorcerer		Wizard		
Animal Friendship	1	Enchantment		1 action	30 ft.	1 beast	V	S	M	morsel of food			24 hours	WIS (Fail)			PHB	212	Charm beasts with INT <= 3; spell fails if you hurt beast	One more beast		Cleric(Nature)	Druid						
Animal Messenger	2	Enchantment	Ritual	1 action	30 ft.	1 Tiny beast	V	S	M	morsel of food			24 hours				PHB	212	Beast will relay 25 word message to a target you describe	48 hours longer				Ranger					
Animal Shapes	8	Transmutation		1 action	30 ft.	Any willing targets	V	S				Concentration	Instantaneous				PHB	212	Transform targets into Large or smaller beasts with CR <= 4					Ranger					
Animate Dead	3	Necromancy		1 minute	10 ft.	<= Medium corpse	V	S	M	blood, flesh, bone			1 minute				PHB	212	Creates skeleton or zombie servant that accepts simple directions	Two more undead		Cleric		Paladin(Oathbreaker)			Wizard		
Animate Objects	3	Transmutation		1 action	120 ft.	<= 10 objects	V	S	M			Concentration	1 minute				PHB	213	Animate objects to accept simple commands.	Two more objects	Bard				Sorcerer		Wizard		
Antilife Shell	5	Abjuration		1 action	10 ft. radius	Self	V	S				Concentration	1 hour				PHB	213	Erects barrier around you that moves with you. Living creatures cannot enter.			Cleric(Death)	Druid						
Antimagick Field	8	Abjuration		1 action	10 ft. radius	Self	V	S	M	powdered iron or filings			Concentration	1 hour			PHB	213	Erects a sphere around you in which all magic no longer works.			Cleric					Wizard		
Antipathy/Sympathy	8	Enchantment		1 hour	60 ft.	1 Huge or smaller target	V	S	M	lump of alum or honey			10 days	WIS (Fail)			PHB	214	Target object/creature attracts or repels specific creature types.				Druid				Wizard		
Arcane Eye	4	Divination		1 action	30 ft.	Self	V	S	M	a bit of bat fur			Concentration	1 hour			PHB	214	Create invisible eye with darkvision(30ft) moves 30ft/rd you can see through.			Cleric(Knowledge)					Wizard		
Arcane Gate	6	Conjuration		1 action	500 ft.	Point(10ft),Point(500ft.)	V	S				Concentration	10 minutes				PHB	214	Create two linked portals 10ft. across anybody can travel between.						Sorcerer	Warlock	Wizard		
Arcane Lock	2	Abjuration		1 action	Touch	1 openable object	V	S	M	GOLD DUST	25 gp		Until Dispelled				PHB	215	Locks object until password is spoken or dispel/knock. Object break DC +10.	5 temp HP and 5 DAM						Warlock			
Armor of Agathys	1	Abjuration		1 action	Self	Self	V	S				Concentration	1 hour		Cold	DAM: 5	PHB	215	Gain 5 THP. Melee attackers take 5 DAM.	Extra 1d6 DAM					Warlock				
Armor of Hades	1	Conjuration		1 action	Self	10 ft. radius	V	S				Concentration	Instantaneous	STR (Half DAM, no effect)	Necrotic	DAM: 2d6	PHB	215	Targets can't take reactions until next turn.							Warlock			
Astral Projection	9	Necromancy		1 hour	10 ft.	Self and 8 willing targets	V	S	M	JACINTH(1K), SILVER(100)	1100 gp		Special				PHB	215	Project to Astral Plane. See Sourcebook.			Cleric				Warlock	Wizard		
Augury	2	Divination	Ritual	1 minute	Self	Self	V	S		special tokens	25 gp		Instantaneous				PHB	215	See omen predicting results of action taken within 30 minutes.			Cleric							
Aura of Life	4	Abjuration		1 action	Self	30 ft. radius	V					Concentration	10 minutes				PHB	216	Gain necrotic resistance. HEAL 1 HP if at 0 HP; HP max can't go down.					Paladin					
Aura of Purity	4	Abjuration		1 action	Self	30 ft. radius	V					Concentration	10 minutes				PHB	216	Gain poison resist, disease immune, advantage on status saving throws.					Paladin					
Aura of Vitality	3	Evocation		1 action	Self	30 ft. radius	V					Concentration	1 minute			HEAL: 2d6	PHB	216	Use bonus action to HEAL 1 target in aura.					Paladin					
Awaken	5	Transmutation		8 hours	Touch	<= 1 beast/plant <= Huge	V	S	M	AGATE			Instantaneous				PHB	216	Target with INT <= 3 gains INT 10 and can speak. Charmed for 30 days.				Druid				Wizard		
Bane	1	Enchantment		1 action	30 ft.	<= 3 creatures	V	S	M	drop of blood	1000 gp		Concentration	1 minute	CHA (Fail)		PHB	216	Target's attack rolls and saving throws are deducted 1d4.	One more creature	Bard				Paladin(Vengeance)				
Barbaring Strike	5	Abjuration		1 bonus action	Self	Self	V	S				Concentration	1 minute	Weapon Attack	Force	DAM: 5d10	PHB	216	Target banished if <= 50 HP.						Paladin				
Barbedent	4	Abjuration		1 action	60 ft.	1 target	V	S	M	item dislaked by target			Concentration	1 minute	CHA (Fail)		PHB	217	Banish target to another plane; native of other plane doesn't return after 1 min.	One more creature		Cleric				Sorcerer	Warlock	Wizard	
Barbedin	2	Transmutation		1 action	Touch	1 willing creature	V	S	M	oak bark			Concentration	1 hour			PHB	217	Target AC is never less than 16 during spell.				Cleric(Nature)	Druid		Ranger			
Beacon of Hope	3	Abjuration		1 action	30 ft.	Any targets in range	V	S				Concentration	1 hour				PHB	217	Targets get advantage on WIS and death saving throws; heal spells heal max.					Paladin(Devotion)					
Beast Sense	2	Divination	Ritual	1 action	Touch	1 willing beast		S				Concentration	1 hour				PHB	217	Use action to see/hear whatever beast does. Use action to return.						Ranger				
Bestow Curse	3	Necromancy		1 action	Touch	1 creature	V	S				Concentration	1 minute	WIS (Fail)			PHB	218	Curse target. See Sourcebook.	See Sourcebook.		Cleric			Paladin(Oathbreaker)				
Blight	5	Evocation		1 action	120 ft.	Self	V	S	M	eggshell, snakeskin glove			Concentration	1 minute		Force	See Sourcebook	PHB	218	Create giant hand to do various things. See Sourcebook.	See Sourcebook.							Wizard	
Blind's Hammer	6	Evocation		1 action	90 ft.	5x20x100 line(60 dia. circle)ft.	V	S				Concentration	10 minutes	DEX (Half DAM)		Slashing	DAM: 6d10	PHB	218	Creatures entering well/circle area take DAM.			Cleric						
Black Ward	0	Abjuration		1 action	Self	Self	V	S				Concentration	1 round				PHB	218	Gain resistance to bludgeoning/piercing/slashing DMG from weapons.						Sorcerer	Warlock	Wizard		
Bless	1	Enchantment		1 action	30 ft.	<= 3 creatures	V	S	M	sprinkling of holy water			Concentration	1 minute			PHB	219	Targets add 1d4 to attack rolls and saving throws.	One more creature.		Cleric				Paladin			
Blight	4	Necromancy		1 action	30 ft.	1 creature	V	S				Concentration	Instantaneous	CON (Half DAM)	Necrotic	DAM: 8d8	PHB	219	Plants have disadvantage on save and take max DAM.	Extra 1d8 DAM					Paladin(Oathbreaker)		Sorcerer	Warlock	Wizard
Blinding Smile	3	Evocation		1 bonus action	Self	Self	V					Concentration	1 minute	CON per turn (Blindness ends)			PHB	219	Next melee attack target takes DAM and is blinded until spell ends.										
Blindness/Deafness	2	Necromancy		1 action	30 ft.	1 creature	V					Concentration	1 minute	CON per turn (Fail)			PHB	219	Target becomes blind or deaf (your choice).	One more creature.	Bard		Cleric				Sorcerer	Warlock	Wizard
Blind	3	Transmutation		1 action	Self	Self	V	S				Concentration	1 minute				PHB	219	Roll 11 or higher to go to Ethereal plane between turns; reappear within 10ft.						Cleric(Trickery)				
Blur	2	Illusion		1 action	Self	Self	V					Concentration	1 minute				PHB	219	Creatures relying on sight have disadvantage to attack.						Druid(Desert)				
Branding Smile	2	Evocation		1 bonus action	Self	Self	V					Concentration	1 minute	Weapon Attack	Radiant	DAM: 2d6	PHB	219	Target becomes visible, sheds dim light.	Extra 1d6 DAM.									
Burning Hands	1	Evocation		1 action	Self	15 ft. cone	V	S				Concentration	1 minute	DEX (Half DAM)		Fire	DAM: 3d6	PHB	220	Flammable objects ignite.	Extra 1d6 DAM.		Cleric(Light)				Sorcerer		
Cair Lighting	3	Conjuration		1 action	120 ft.	60 ft. radius cylinder	V	S				Concentration	10 minutes	DEX (Half DAM)		Lightning	DAM: 3d10	PHB	220	Targets take DAM each round. Can change targets each round.	Extra 1d10 DAM.					Cleric(Tempest)	Druid		
Calm Emotions	2	Enchantment		1 action	60 ft.	20 ft. radius sphere	V	S				Concentration	1 minute	CHA (Fail)			PHB	221	Suppress charm effects or hostility on target.						Bard				
Chain Lightning	6	Evocation		1 action	150 ft.	1 target, then 3 within 30ft.	V	S	M	bit of fur glass,3 silver pins			Instantaneous	DEX (Half DAM)	Lightning	DAM: 1d68	PHB	221	Bolt hits one target then forks to up to 3 others.	One more bolt in fork.						Sorcerer		Wizard	
Charm Person	1	Enchantment		1 action	30 ft.	1 humanoid	V	S				Concentration	1 hour	Wisdom (Fail)			PHB	221	Charm target so it treats you as friendly. Gets advantage to save if fighting you.	One more target <= 30ft.	Bard		Cleric(Trickery)	Druid			Sorcerer	Warlock	Wizard
Chill Touch	0	Necromancy		1 action	120 ft.	1 creature	V	S				Concentration	1 round	Ranged Spell Attack	Necrotic	DAM: 1d6	PHB	221	Extra 1d6 DAM at 5th level, 11th level, and 17th level. Can't regain HP.						Cleric(Death)				
Chromatic Orb	1	Evocation		1 action	90 ft.	1 creature	V	S	M	diamond	50 gp		Instantaneous	Ranged Spell Attack	See Details	DAM: 3d8	PHB	221	Choose type: acid, cold, fire, lightning, poison, or thunder.	Extra 1d8 DAM.						Sorcerer	Warlock	Wizard	
Circle of Death	6	Necromancy		1 action	150 ft.	30 ft. radius sphere	V	S	M	crushed black pearl	500 gp		Instantaneous	CON (Half DAM)	Necrotic	DAM: 8d6	PHB	221		Extra 2d6 DAM.						Sorcerer		Wizard	
Circle of Power	5	Abjuration		1 action	Self	30 ft. radius sphere	V	S				Concentration	10 minutes				PHB	221	Friendlies: advantage on saving throws against magic/effects. No half DAM.						Paladin				
Clairvoyance	3	Divination		10 minutes	1 mile	Self	V	S	M	jeweled horn or glass eye	100 gp		Instantaneous				PHB	222	Create sensor in area you can see or hear through.		Bard		Cleric				Sorcerer	Warlock	Wizard
Clone	8	Necromancy		1 hour	Touch	Self	V	S	M	See Sourcebook.	3000 gp		Instantaneous				PHB	222	Create clone of living person; soul transfers to clone if original dies.								Wizard		
Cloud of Daggers	2	Conjuration		1 action	60 ft.	5 ft. cube	V	S	M	silver of glass			Concentration	1 minute		Slashing	DAM: 4d4	PHB	222	DAM taken on entering or starting turn in area.	Extra 2d4 DAM.					Sorcerer	Warlock	Wizard	
Cloudkill	5	Conjuration		1 action	120 ft.	20 ft. radius sphere	V	S				Concentration	10 minutes	CON (Half DAM)	Poison	DAM: 5d8	PHB	222	DAM taken on entering or starting turn in area. Fog moves away 10 ft. per turn.	Extra 1d8 DAM.						Sorcerer		Wizard	
Color Spray	1	Illusion		1 action	Self	15 ft. cone	V	S	M	pinch of colored powder			1 round				PHB	222	Blinds 6d10 HP worth of creatures, starting with lowest HP.	Extra 2d10 HP.						Sorcerer		Wizard	
Command	1	Enchantment		1 action	60 ft.	1 creature	V					Concentration	1 round	WIS (Fail)			PHB	223	Speak 1 word command to target. Can't cause harm. Doesn't affect undead.	One more creature.			Cleric			Paladin			
Commune	5	Divination	Ritual	1 minute	Self	Self	V	S	M	incense, vial of holy water			1 minute				PHB	223	Ask 3 yes/no questions that are answered by deity. See Sourcebook.						Paladin(Devotion)				
Commune with Nature	5	Divination	Ritual	1 minute	Self	Self	V	S				Concentration	Instantaneous				PHB	224	Gain knowledge of the land around you. See Sourcebook.							Ranger			
Compelled Duel	1	Enchantment		1 bonus action	30 ft.	1 creature	V					Concentration	1 minute	WIS (Fail)			PHB	224	Compel target to attack you one-on-one. See Sourcebook.							Paladin(Ancients)			
Comprehend Languages	1	Divination	Ritual	1 action	Self	Self	V	S	M	pinch of soot and salt			1 hour				PHB	224	Know literal meaning of any speech. Understand written words while touching.		Bard					Sorcerer	Warlock	Wizard	
Compulsion	4	Enchantment		1 action	30 ft.	Creatures in range	V	S				Concentration	1 minute	WIS (Fail)			PHB	224	Compel targets to move in specified non-hazardous direction.										
Cone of Cold	5	Evocation		1 action	Self	60 ft. cone	V	S	M	crystal or glass cone			Instantaneous	CON (Half DAM)	Cold	DAM: 8d8	PHB	224	Creatures killed become frozen statues.	Extra 1d8 DAM.						Sorcerer		Wizard	
Confusion	4	Enchantment		1 action	90 ft.	10 ft. radius sphere	V	S	M	3 nut shells			Concentration	1 minute	WIS (Fail)		PHB	224	Targets can't take reactions and do random actions. See Sourcebook.	Increase radius by 5ft.	Bard		Cleric(Knowledge)	Druid			Sorcerer	Warlock	Wizard
Conjure Animals	3	Conjuration		1 action	Self	Self	V	S				Concentration	1 hour				PHB	225	Summon fey spirits as creatures (total CR <= 2) that act as a group.						Ranger				
Conjure Barrage	3	Conjuration		1 action	Self	60 ft. cone	V	S	M	ammo or thrown weapon			Instantaneous	DEX (Half DAM)	See Details	DAM: 3d8	PHB	225	Damage type is same as ammo/weapon used as component.										
Conjure Celestial	7	Conjuration		1 minute	90 ft.	Self	V	S				Concentration	1 hour				PHB	225	Summon celestial CR <= 4. Obey commands that don't violate alignment.	8th level: CR <= 5			Cleric						
Conjure Elemental	5	Conjuration		1 minute	90 ft.																								





1	Enchantment	1	action	90 ft.	20 ft. radius	V	S	M	pinch of fine sand			1 minute			PHB	276	5d8 total HP of creatures in area fall asleep. Go in order of lowest HP to highest/	Addition 2d8 HP fall asleep.	Bard								Sorcerer		Wizard
2	Conjuration	1	action	90 ft.	40 ft. rad. 20 ft. tall cylinder	V	S	M	pinch of dust, drops of water		Concentration	1 minute	DEX (Fail)			PHB	276	Difficult terrain. Each turn.DEX save or fall prone.CON save or lose concentration.									Sorcerer		Wizard
3	Transmutation	1	action	120 ft.	<= 6 creatures in 40 ft. cube	V	S	M	drop of molasses		Concentration	1 minute	WIS (Fail)			PHB	277	Affected creatures become slowed. See Sourcebook.									Sorcerer		Wizard
4	Neecromancy	1	action	Self	1 living creature at 0 HP	V	S					Instantaneous			PHB	277	Stabilize dying creature. No effect on undead or constructs.												
5	Divination	1	action	Self	Self	V	S					10 minutes			PHB	277	Understand and speak to beasts. Get info about nearby locations and monsters.			Bard									
6	Neecromancy	1	action	10 ft.	1 dead creature	V	S	M	burning incense			10 minutes			PHB	277	Ask corpse <= 5 questions. Get brief, cryptic answers. Can lie.			Bard									
7	Transmutation	1	action	Self	30 ft. radius	V	S					10 minutes			PHB	277	Animate plants to communicate with and perform tasks. See Sourcebook.			Bard									
8	Transmutation	1	action	Touch	1 willing creature	V	S	M	spider and drop of bitumen		Concentration	1 hour			PHB	277	Target can walk on walls or ceiling. Climbing speed becomes walking speed.												
9	Transmutation	1	action	150 ft.	20 ft. radius	V	S	M	7 sharp thorns or twigs		Concentration	10 minutes			PHB	277	Difficult terrain. Moving into or within area takes 2d4 piercing DAM per 5 ft.												
10	Conjuration	1	action	Self	15 ft. radius	V	S	M	holy symbol		Concentration	10 minutes	WIS (Half DAM)	Radiant or Necrotic	DAM: 3d8	PHB	278	Enemy creature speed halved. DAM on enter area: necrotic if evil, radiant if not.	Extra 1d8 DAM.										
11	Evocation	1	bonus action	60 ft.		V	S	M				1 minute	Melee Spell Attack	Force	See Details	PHB	278	Magical weapon does 1d8 + casting ability DAM. Can move 20 ft. per turn.	Extra 1d8 DAM.										
12	Evocation	1	bonus action	Self	Self	V					Concentration	1 minute	Melee Weapon Attack	Psychic	DAM: 4d6	PHB	278	WIS save or disadvantage on attack & ability checks; can't take reactions.											
13	Conjuration	1	action	90 ft.	20 ft. radius sphere	V	S	M	rotten egg or skunk cabbage			1 minute	CON (Fail)		PHB	278	Creatures that need to breathe spend turn retching. Wind dispenses cloud.			Bard									
14	Transmutation	1	action	Touch	5 ft. cube	V	S	M	reshaped stone in desired shape			Instantaneous			PHB	278	Reshape stone into any rough shape you wish.												
15	Abjuration	1	action	Touch	1 willing creature	V	S	M	DIAMOND DUST	100 gp	Concentration	1 hour			PHB	278	Target gains resistance to nonmagical bludgeoning, piercing, and slashing DMG.												
16	Conjuration	1	action	Sight	360 ft. radius	V	S				Concentration	1 minute	See Sourcebook.	See Sourcebook.	See Sourcebook.	PHB	279	Magical storm attacks targets in range. See Sourcebook.											
17	Enchantment	1	action	30 ft.	1 creature	V	S	M	snake's tongue, honeycomb		Concentration	8 hours	WIS (Fail)		PHB	279	Target follows reasonable course of action you suggest. Can specify conditions.												
18	Evocation	1	action	Self	60 ft. line	V	S	M	magnifying glass		Concentration	1 minute	CON (Half DAM, no blindness)	Radiant	DAM: 6d8	PHB	279	Creatures are blinded until your next turn. Use your action to make a new line.			Bard								
19	Evocation	1	action	150 ft.	60 ft. radius sphere	V	S	M	fire and piece of sunstone			Instantaneous	CON (Half DAM, no blindness)	Radiant	DAM: 12d6	PHB	279	Creatures are blinded for 1 minute (CON save at end of turn to end).											
20	Transmutation	1	Touch	Spell component	1 minute	V	S	M	Quiver with at least 1 missile		Concentration	1 minute			PHB	279	Quiver produces endless ammo. Use bonus action for 2 attacks using ammo.												
21	Abjuration	1	minute	1 surface or object	1 minute	V	S	M	1g. P. DIAMOND and OPAL	1000 gp		Dispell/Triggered			PHB	280	Inscribe harmful magical glyph on surface. See Sourcebook.			Bard									
22	Enchantment	1	action	30 ft.	1 creature	V	S	M	tiny larks and a feather		Concentration	1 minute	WIS (Fail)		PHB	280	Target (INT > 4) is prone, incapacitated, can't stand. WIS save each turn to end.												
23	Transmutation	1	action	60 ft.	Creatures or objects in range	V	S				Concentration	10 minutes			PHB	280	Move objects or creatures with your mind. See Sourcebook.												
24	Evocation	1	action	Unlimited	1 willing creature	V	S	M	pair of linked silver rings			24 hours			PHB	281	Telepathically communicate words, sounds, images with target (INT >= 1).												
25	Conjuration	1	action	10 ft.	Self and <= 8 creatures	V						Instantaneous			PHB	281	Teleport yourself and willing creatures to a distant location. See Sourcebook.			Bard									
26	Conjuration	1	minute	10 ft.	10 ft. diameter circle	V	S	M	CHALK & INK mixed with gems	50 gp		1 round			PHB	282	Any stepping inside circle teleport to permanent teleportation circle.			Bard									
27	Transmutation	1	action	30 ft.	3 ft. flame circle	V	S	M	Drop of mercury			1 round			PHB	282	Create floating disk that holds 500 lbs and stays within 20 ft. of you.												
28	Transmutation	1	action	30 ft.	1 creature	V	S				Up to 1 minute				PHB	282	Create minor magical effect. See Sourcebook.												
29	Transmutation	1	action	30 ft.	1 creature	V	S	M	stem of thorny plant			Instantaneous	Melee Spell Attack	Piercing	DAM: 1d6	PHB	282	Pulled 10 ft to root. DAM increase. 5th level: 2d6. 11th level: 3d6. 17th level: 4d6.											
30	Evocation	1	bonus action	Self	1 creature	V	S				Concentration	1 minute	Melee Spell Attack	Thunder	DAM: 2d6	PHB	282	Attack target takes extra thunder DAM and STR save or pushed 10 ft. and prone.											
31	Evocation	1	action	Self	15 ft. cube	V	S					Instantaneous	CON (Half DAM, no push)	Thunder	DAM: 2d8	PHB	282	Creatures failing save and objects pushed 10 ft. Boom heard for 300 ft.	Extra 1d8 DAM.										
32	Transmutation	1	action	Self		V						Instantaneous			PHB	283	Stop time. Take 1d4+1 turns alone. Spell ends if you affect others in any way.			Bard									
33	Divination	1	action	Touch	1 creature	V	M		clay model of a ziggurat			1 hour			PHB	283	Target understands any spoken language and is understood by everyone else.												
34	Conjuration	1	action	10 ft.	2 >= Large plants, 1 in range	V	S					1 minute			PHB	283	Enter one plant and emerge from another on same plane you've encountered.												
35	Conjuration	1	action	Self	Self	V	S				Concentration	1 minute			PHB	283	Enter one tree and emerge from another 5d8 ft away. Once per round.												
36	Transmutation	1	action	30 ft.	1 creature or nonmagical object	V	S	M	mercury, gum arabic, smoke		Concentration	1 hour			PHB	283	Transform a creature/object into a different creature/object. See Sourcebook.			Bard									
37	Neecromancy	1	hour	1 creature dead <= 200 years	V	S	M	holy water, DIAMONDS	25000 gp			Instantaneous			PHB	284	Resurrect creature that didn't die of old age. Heals all wounds, effects, etc.												
38	Divination	1	action	Touch	1 willing creature	V	S	M	OINTMENT FOR EYES	25 gp		1 hour			PHB	284	Target creature gains truthsight, see secret doors, Ethereal Plane. Range 120 ft.			Bard									
39	Divination	1	action	30 ft.	1 creature	V	S				Concentration	1 hour			PHB	284	Next turn you gain advantage on first attack against the target.			Bard									
40	Conjuration	1	minute	Self	300 ft x 300 ft x 50 ft water	V	S	M			Concentration	6 rounds	STR (Half DAM)	Bludgeoning	DAM: 6d10	PHB	284	Creatures make STR save to avoid more damage (1d10 less DMG each round).											
41	Conjuration	1	action	60 ft.	1 creature	V	S	M	piece of string, bit of wood			1 hour			PHB	284	Create invisible force that can perform simple, menial tasks for you.												
42	Neecromancy	1	action	Self	Self	V	S				Concentration	1 minute	Melee Spell Attack	Necrotic	DAM: 3d6	PHB	285	Each time you hit a target, you also HEAL half of the DAM you caused.	Extra 1d6 DAM.										
43	Enchantment	1	action	60 ft.	1 creature	V	S					Instantaneous	WIS (Fail)		PHB	285	Disadvantage to attack DAM increase. 5th level: 2d4. 11th level: 3d4. 17th level: 4d4			Bard									
44	Evocation	1	action	120 ft.	See Sourcebook.	V	S	M	small piece of phosphorus		Concentration	1 minute	DEX (Half DAM)	Fire	DAM: 5d8	PHB	285	Those entering or ending turn on one side of the wall take 5d8 fire DAM.	Extra 1d8 DAM.										
45	Evocation	1	action	120 ft.	See Sourcebook.	V	S	M	powder from clear gemstone		Concentration	10 minutes			PHB	285	Create impenetrable wall (even into Ethereal Plane) only unmade by Disintegrate.												
46	Evocation	1	action	120 ft.	See Sourcebook.	V	S	M	small piece of quartz		Concentration	10 minutes	DEX (Half DAM)	Cold	DAM: 10d6	PHB	285	Ice.AC 12, 30 HP. Moving through ice take 5d8 cold DAM or CON save for half.	Extra DAM 2d6, 1d6 moving										
47	Evocation	1	action	120 ft.	See Sourcebook.	V	S	M	small block of granite		Concentration	10 minutes	DEX (Move away, not trapped)		PHB	287	Create wall of stone or other stone structure. See Sourcebook.												
48	Conjuration	1	action	120 ft.	See Sourcebook.	V	S	M	handful of thorns		Concentration	10 minutes	DEX (Half DAM)	Piercing	DAM: 7d8	PHB	287	Move through wall at 1/4 speed and take 7d8 slashing DAM (DEX save for half).	Extra 1d8 DAM (both types).										
49	Abjuration	1	action	Touch	1 willing creature	V	S	M	pair of platinum rings	50 gp		1 hour			PHB	287	Target (60th lbs +1 AC and saves, resistance to all DAM, shares DAM with you.												
50	Conjuration	1	action	30 ft.	<= 10 willing creatures	V	S	M	short reed or piece of straw			24 hours			PHB	287	Creatures gain ability to breathe underwater using normal respiration.												
51	Transmutation	1	action	30 ft.	<= 10 willing creatures	V	S	M	piece of cork			1 hour			PHB	287	Creatures walk on liquid, rise 60 ft. per round if under. Still take other damage.												
52	Conjuration	1	action	60 ft.	20 ft. cube	V	S	M	bit of spiderweb		Concentration	1 hour	DEX (Fail)		PHB	287	Every turn.DEX save or restrain.STR save to escape.Burning webs 2d4 fire DAM.												
53	Illusion	1	action	120 ft.	30 ft. radius	V	S				Concentration	1 minute	WIS (Fail)	Psychic	DAM: 4d10	PHB	288	Affected creatures make WIS saves each turn and take DAM until they save.											
54	Transmutation	1	minute	30 ft.	You and <= 10 willing creatures	V	S	M	fire and holy water			8 hours			PHB	288	Fly speed: 300 ft. Resist weapons Only Dash in cloud form. Can revert to normal.												
55	Conjuration	1	action	120 ft.	See Sourcebook.	V	S	M	tiny fan and exotic feather		Concentration	1 minute	STR (Half DAM)	Bludgeoning	DAM: 3d8	PHB	288	Strong wind keeps gases, flying creatures, projectiles, gaseous creatures away.											
56	Conjuration	1	action	Self	Self	V						Instantaneous			PHB	288	Replicate and spell <= 8th level or other powerful effect granted. See Sourcebook.												
57	Conjuration	1	action	30 ft.	1 creature	V	S	M	twig from tree struck by lightning		Concentration	1 minute	Ranged Spell Attack	Lightning	DAM: 1d12	PHB	289	Use action to auto hit target hit last round for 1d12 lightning DAM if in range.	Extra 1d12 DAM.										
58	Conjuration	1	action	5 ft.	You and <= 5 willing creatures	V						Instantaneous			PHB	289	Instantly teleport to sanctuary you select during prep associated with your deity.												
59	Evocation	1	bonus action	Self	1 creature	V					Concentration	1 minute	Melee Weapon Attack	Psychic	DAM: 1d6	PHB	289	Target hit also makes WIS save or is frightened. WIS save to end effect.											
60	Enchantment	1	action	60 ft.	15 ft. radius sphere	V	S					10 minutes	CHA (Fail)		PHB	289	You know which fail saves. They can't lie but know of spell and can be evasive.			Bard									

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 butchered 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 Symbolic: Fe = Iron, Ag = Silver, Hg = Mercury, P = Phosphorus

Spell Name	Level	Ritual	Casting Time	Range	Target/Area	V	S	M	Component(s)	Cost	Concentration	Duration	Attack/Saving Throw (Effect)	Damage Type	Damage/Heal	Page #	Additional Detail	Per Higher Spell Level
Blade Ward	0	1	action	Self	Self	V	S					1 round				218	Gain resistance to bludgeoning/piercing/slashing DMG from weapons.	
Dancing Lights	0	1	action	120 ft.	1 non-hostile creature	V	S	M	phosphorous or glowworm		Concentration	1 minute				230	Create 4 glowing, hovering objects that shed light out 10 ft. Can move 60 ft.	
Friends	0	1	action	Self	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.	
Light	0	1	action	Touch	1 object <= 10 ft. cube	V	M		irradiant or phosphorescent moss			1 hour	DEX (Fail)			255	Object sheds light in 20 ft. radius. Hostile targets get DEX save.	
Mage Hand	0	1	action	Self	1 object	V	S					1 minute				256	Create spectral hand that manipulates objects. Can pick up <= 10 lbs.	
Mending	0	1	minute	Touch	1 object	V	S	M	two lodestones			Instantaneous				259	Mends one break or tear no larger than 1ft. in a mundane object.	
Message	0	1	action	120 ft.	1 creature in range	V	S	M	piece of copper wire			1 round				259	Point at target and whisper a message. They can whisper a response.	
Minor Illusion	0	1	action	30 ft.	5 ft. cube		S	M	bit of fleece			1 minute				260	Create illusory sound or image. Investigation check against spell DC to detect.	
Psychic Blight	0	1	action	10 ft.	1 creature	V	S					1 hour				267	Create minor magical effect. See Sourcebook.	
True Strike	0	1	action	30 ft.	1 creature		S				Concentration	1 round				284	Next turn you gain advantage on first attack against the target.	
Visions of Madness	0	1	action	60 ft.	1 creature	V						Instantaneous	WIS (Fail)	Psychic	DAM: 1d4	285	Disadvantage to attack DAM increase 5th level 2d4, 11th level 3d4, 17th level 4d4	
Animal Friendship	1	1	action	30 ft.	1 beast	V	S	M	morsel of food			24 hours	WIS (Fail)			212	Charm beasts with INT <= 3; spell fails if you hurt beast	One more beast
Bite	1	1	action	30 ft.	<= 3 creatures	V	S	M	drop of blood		Concentration	1 minute	CHA (Fail)			216	Targets' attack rolls and saving throws are deducted 1d4.	One more creature
Charm Person	1	1	action	30 ft.	1 humanoid	V	S					1 hour	Wisdom (Fail)			221	Charm target so it treats you as friendly. Gets advantage to save if fighting you.	One more target <= 30ft.
Conjunctive Languages	1	Ritual	1	action	Self	V	S	M	pinch of soot and salt			1 hour				224	Know literal meaning of any speech. Understand written words while studying.	
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.
Deafening	1	Ritual	1	action	Self	V	S				Concentration	10 minutes				231	Sense presence of magic. Use action to see auras around creatures/objects.	
Disguise Self	1	1	action	Self	Self	V	S					1 hour				233	Create illusion to appear as someone else. Foiled by Investigation vs. spell DC.	
Dissonant Whispers	1	1	action	60 ft.	1 creature	V	S					Instantaneous	WIS (Fail)	Psychic	DAM: 3d6	234	Target immediately uses reaction to move as far away as possible.	Extra 1d8 DAM.
Flare 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.	
Feather Fall	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.	
Healing Word	1	1	bonus action	60 ft.	1 creature	V	S					Instantaneous				250	Target HEAL: 1d4 + spellcasting ability. No effect on constructs/undead.	Extra 1d4 HEAL.
Hexagram	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 additional creature.
Identify	1	Ritual	1	minute	Touch	1 object	V	S	M	pearl, owl feather	100 gp	Instantaneous				252	Learn what an item is and what spells affect it.	
Illusory Script	1	Ritual	1	minute	Touch	writing surface	V	S	M	LEAD-BASED INK	10 gp	10 days				252	Write magical script on surface that only designated people can read.	
Longstep	1	1	action	Touch	1 creature	V	S	M	pinch of dirt			1 hour				256	Targets' speed increases by 10 ft.	One additional creature.
Minor Image	1	1	action	60 ft.	15 ft. cube	V	S	M	bit of fleece		Concentration	10 minutes				276	Create visual-only illusion. Use action to make it move. Investigation to discover.	
Shatter	1	1	action	90 ft.	20 ft. radius	V	S	M	pinch of fine sand			1 minute				276	5d8 total HP of creatures in area fall asleep. Go in order of lowest HP to highest.	Addition 2d8 HP fall asleep.
Speak with Animals	1	Ritual	1	action	Self	V	S					10 minutes				277	Understand and speak to beasts. Get info about nearby locations and monsters.	
Tasha's Hideous Laughter	1	1	action	30 ft.	1 creature	V	S	M	tiny tarts and a feather		Concentration	1 minute	WIS (Fail)			280	Target (INT > 4) is prone, incapacitated, can't stand. WIS save each turn to end.	
Thunderwave	1	1	action	Self	15 ft. cube	V	S					Instantaneous	CON (Half DAM, no push)	Thunder	DAM: 2d8	282	Creatures falling save and objects pushed 10 ft. Boom heard for 300 ft.	Extra 1d8 DAM.
Unseen Servant	1	Ritual	1	action	60 ft.	V	S	M	piece of string, bit of wood			1 hour				284	Create invisible force that can perform simple, menial tasks for you.	
Animal Messenger	2	Ritual	1	action	30 ft.	1 Tiny beast	V	S	M	morsel of food		24 hours				212	Beast will relay 25 word message to a target you describe	48 hours longer
Blindness/Deafness	2	1	action	30 ft.	1 creature	V						1 minute	CON per turn (Fail)			219	Target becomes blind or deaf (your choice).	One more creature.
Calm Emotions	2	1	action	60 ft.	20 ft. radius sphere	V	S				Concentration	1 minute	CHA (Fail)			221	Suppress charm effects or hostility on target.	
Cloud of Daggers	2	1	action	60 ft.	5 ft. cube	V	S	M	silver of glass		Concentration	1 minute				222	DAM taken on entering or starting turn in area.	Extra 2d4 DAM.
Crown of Madness	2	1	action	120 ft.	1 humanoid	V	S				Concentration	1 minute	WIS every turn (Fail)			229	Charm humanoid to attack your target of choice. Use action to keep control.	
Deafening	2	1	action	Self	30 ft. radius	V	S	M	a copper piece		Concentration	1 minute				231	Read thoughts of those around you. See Sourcebook.	
Enhance Ability	2	1	action	Touch	1 creature	V	S	M	fur or feather from a beast		Concentration	1 hour				237	Target creature gains a beneficial effect. See Sourcebook.	One additional creature.
Enthrall	2	1	action	60 ft.	Any targets in range	V	S					1 minute	WIS (Fail)			238	Disadvantage to see anybody but you; attacked ones have advantage to save.	
Heat Metal	2	1	action	60 ft.	1 metal object	V	S	M	piece of iron and a flame		Concentration	1 minute	See Sourcebook.	Fire	DAM: 2d8	250	Heat metallic objects including weapons and armor. See Sourcebook.	Extra 1d8 DAM.
Hold Person	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.
Knock	2	1	action	60 ft.	1 openable object	V	S					Instantaneous				254	Open mundane lock or suppress an Arcane Lock for 10 minutes. Loud knock.	
Lesser Restoration	2	1	action	Touch	1 creature	V	S					Instantaneous				255	End one disease or condition (blind, deaf, paralyzed, poisoned) on target.	
Locate Animals or Plants	2	Ritual	1	action	Self	V	S	M	bloodhound fur			Instantaneous				256	Name a kind of beast or plant and find the nearest one within 5 miles.	
Locate Object	2	1	action	Self	1 object familiar to you	V	S	M	forked twig		Concentration	10 minutes				256	Sense object direction within 1000 ft. or locate it within 30 ft.	
Magic Mouth	2	Ritual	1	minute	30 ft.	1 object	V	S	M	honeycomb and JADE STU	10 gp	Until Dispelled				257	Magic mouth repeats <= 25 word message once condition is met.	
Phantasmal Force	2	1	action	60 ft.	1 creature	V	S	M	bit of fleece		Concentration	1 minute	INT (Fail)			264	Affect target with illusion. Can DAM for 1d8 Psychic. See Sourcebook.	
See Invisibility	2	1	action	Self	Self	V	S	M	pinch of talc and silver powder			1 hour				274	See invisible and ethereal creatures.	
Shatter	2	1	action	60 ft.	10 ft. sphere	V	S	M	chip of mica			Instantaneous	CON (Half DAM)	Thunder	DAM: 3d8	275	Inorganic creatures have disadvantage to save. Objects take DAM too.	Extra 1d8 DAM.
Silence	2	Ritual	1	action	120 ft.	20 ft. radius sphere	V	S			Concentration	10 minutes				275	Creatures in area are deafened, immune to thunder DMG, can't cast verbally.	
Suggestion	2	1	action	30 ft.	1 creature	V		M	snake's tongue, honeycomb		Concentration	8 hours	WIS (Fail)			279	Target follows reasonable course of action you suggest. Can specify conditions.	
Zone of Truth	2	1	action	Touch	15 ft. radius sphere	V	S					10 minutes	CHA (Fail)			289	You know which lie saves. They can't lie but know of spell and can be evasive.	
Bestow Curse	3	1	action	Touch	1 creature	V	S				Concentration	1 minute				219	Curse target. See Sourcebook.	See Sourcebook.
Charm Person	3	10	minutes	1 mile	1 creature	V	S	M	jeweled horn or glass eye	100 gp	Concentration	10 minutes				222	Create sensor in area you can see or hear through.	
Dispel 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.
Fear	3	1	action	Self	30 ft. cone	V	S	M	white feather or hen heart		Concentration	1 minute	WIS (Fail)			239	Targets drop everything and use Dash to run away. WIS save once out of sight.	
Felch Death	3	Ritual	1	action	Touch	1 willing creature	V	S	M	pinch of graveyard dirt		1 hour				240	Creature appears dead. Resists all non-psychic DMG. Disease/poison delayed.	
Glyph of Warding	3	1	hour	Touch	See Sourcebook.	V	S	M	incense, DIAMOND POWDER	200 gp		Dispel/Triggerred				245	Create a magical trap. See Sourcebook.	See Sourcebook.
Hypnotic Pattern	3	1	action	120 ft.	30 ft. cube	V	S	M	glowing stick of incense		Concentration	1 minute	WIS (Fail)			252	Creatures charmed, incapacitated, speed <= 0. Spell ends on DAM or shaking.	
Leomund's Tiny Hut	3	Ritual	1	minute	Self	10 ft. radius hemisphere	V	S	M	small crystal bead		8 hours				255	Protect <= 9 creatures in hut from spells, creatures, elements.	
Major Image	3	1	action	120 ft.	20 ft. cube	V	S	M	bit of fleece		Concentration	10 minutes				258	Create image of object including sounds, smells. Investigation check to foil.	6th: lasts until dispelled
Nonlocalization	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.	
Plant Growth	3	1	action or 8 hours	150 ft.	100 ft. or 1 mile radius	V	S					Instantaneous				268	Cast short term (creatures move 1/4 speed) or long term (double food yield).	
Resisting	3	1	action	Unlimited	1 creature	V	S	M	short piece of fine copper wire			1 round				274	Send <= 25 word message to known creature. Get similar reply.	
Speak with Dead	3	1	action	10 ft.	1 dead creature	V	S	M	burning incense			10 minutes				277	Ask corpse <= 5 questions. Get brief, cryptic answers. Can be lies.	
Speak with Plants	3	1	action	Self	30 ft. radius	V	S					10 minutes				277	Animate plants to communicate with and perform tasks. See Sourcebook.	
Stinking Cloud	3	1	action	90 ft.	20 ft. radius sphere	V	S	M	rotten egg or skunk cabbage		Concentration	1 minute	CON (Fail)			278	Creatures that need to breathe spend turn retching. Wind disperses cloud.	
Tongues	3	1	action	Touch	1 creature	V		M	clay model of a ziggurat		Concentration	1 hour	WIS (Fail)			283	Target understands any spoken language and is understood by everyone else.	
Compulsion	4	1	action	30 ft.	1 creature in range	V	S					1 minute	WIS (Fail)			224	Compel targets to move in specified non-hazardous direction.	
Contortion	4	1	action	90 ft.	10 ft. radius sphere	V	S	M	3 nut shells		Concentration	1 minute	WIS (Fail)			224	Targets can't take reactions and do random actions. See Sourcebook.	Increase radius by 5ft.
Dimension 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.	
Freedom of Movement	4	1	action	Touch	1 willing creature	V	S	M	leather strap around arm			1 hour				244	Immune to difficult terrain,slow,paralyze,restrain. Spend 5ft to escape restrain.	
Greater Invisibility	4	1	action	Touch	Self or willing creature	V	S				Concentration	1 minute				246	Become invisible until spell ends.	
Hallucinatory Terrain	4	10	minutes	300 ft.	150 ft. cube	V	S	M	stone, twig, bit of green plant			24 hours				249	Make natural terrain seem like other terrain. Investigation check to disbelieve.	
Locate Creature	4	1	action	Self	1 creature familiar to you	V	S	M	bloodhound fur			Instantaneous				256	Sense creature direction within 1000 ft. or locate it within 30 ft.	
Polymorph	4	1	action	60 ft.	1 creature	V	S	M	caterpillar cocoon		Concentration	1 hour	WIS (Fail)			266	Transform creature's form. All stats change. Limited to actions of new form.	
Animate Objects	5	1	action	120 ft.	<= 10 objects	V	S				Concentration	1 minute				213	Animate objects to accept simple commands.	Two more objects
Awaken	5	8	hours	Touch	1 beast/plant <= Huge	V	S	M	AGATE	1000 gp		Instantaneous				216	Target with INT <= 3 gains INT 10 and can speak. Charmed for 30 days.	
Dominate Person	5	1	action	60 ft.	1 person	V	S				Concentration	1 minute	WIS (Fail)			235	Charm humanoid to give it commands. Has advantage to save if attacking it.	See Sourcebook.
Dream	5	1	minute	See Sourcebook.	1 creature	V	S	M	sand,ink,quill from asleep bird			8 hours	See Sourcebook.	See Sourcebook.	See Sourcebook.	238	Shape creature's dreams. See Sourcebook.	
Geas	5	1	minute	60 ft.	1 creature	V	S					30 days	WIS (Fail)	See Details.	See Details.	244	Target must perform task you set. Set 10 psychic DAM whenever it disobeys.	7th: lasts 1 year;9th: forever
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.	
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.
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.	
Mass 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.
Meld	5	1	action	Self	Self	V	S				Concentration	1 hour				260	Become invisible and create illusory double. Use action to move your double.	
Moldy Memory	5	5	action	30 ft.	Self	V	S				Concentration	1 minute	WIS (Fail)			261	Reshape another creature's memories. See Sourcebook.	See Sourcebook.
Planar Binding	5	1	hour	60 ft.	1 extraplanar creature	V	S	M	JEWEL	1000 gp		24 hours	CHA (Fail)			265	Bind celestial, elemental, fey, or fiend to serve you for spell duration.	See Sourcebook.
Raise Dead	5	1	hour	Touch	1 dead creature</													

[illegible]



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

Spell Name	Level	Ritual	Casting Time	Range	Target/Area	V	S	M	Component(s)	Cost	Concentration	Duration	Attack/Saving 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	Necrotic	DAM: 1d6	221	Extra 1d6 DAM at 5th level, 11th level, and 17th level. Can't regain HP.		Cleric(Death)
Draudcraft	0		1 action	30 ft.	See Sourcebook.	V	S					Instantaneous				236	Create minor druidic effect. See Sourcebook.		Cleric(Nature)
Guidance	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	Touch	1 object <= 10 ft. cube	V		M	fiery or phosphorescent moss			1 hour	DEX (Fail)			255	Object sheds light in 20 ft. radius. Hostile targets get DEX save.		Cleric
Mending	0		1 minute	Touch	1 object	V	S	M	two lodestones			Instantaneous				259	Mends one break or tear no larger than 1ft. in a mundane object.		Cleric
Poison Spray	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.		Cleric(Nature)
Produce Flame	0		1 action	Self	1 creature	V	S					10 minutes	Ranged Spell Attack	Fire	DAM: 1d8	269	Create flame. DAM increase. 5th level: 2d8, 11th level: 3d8, 17th level: 4d8.		Cleric(Nature)
Resilience	0		1 action	Touch	1 willing creature	V		M	miniature cloak		Concentration	1 minute				272	Once before spell ends, add 1d4 to a saving throw. Roll before or after save.		Cleric
Sacred Flame	0		1 action	60 ft.	1 creature	V	S					Instantaneous	DEX (Fail)	Fire	DAM: 1d8	272	No cover. DAM increase. 5th level: 2d8, 11th level: 3d8, 17th level: 4d8.		Cleric
Shilleagh	0		1 bonus action	Touch	1 club or quarterstaff	V	S	M	mistletoe, shamrock, weapon			1 minute				275	Use casting ability instead of STR for attack/damage. Weapon does 1d8 DMG.		Cleric(Nature)
Spore the Dying	0		1 action	Touch	1 living creature at 0 HP	V	S					Instantaneous				277	Stabilize dying creature. No effect on undead or constructs.		Cleric
Thaumaturgy	0		1 action	30 ft.		V	S					Up to 1 minute				282	Create minor magical effect. See Sourcebook.		Cleric
Thorn Whip	0		1 action	30 ft.		V	S	M	stem of thorny plant			Instantaneous	Melee Spell Attack	Piercing	DAM: 1d6	282	Pulled 10 ft to root. DAM increase. 5th level: 2d6, 11th level: 3d6, 17th level: 4d6.		Cleric(Nature)
Animal Friendship	1		1 action	30 ft.	1 beast	V	S	M	morsel of food			24 hours	WIS (Fail)			212	Charm beasts with INT <= 3; spell fails if you hurt beast	One more beast	Cleric(Nature)
Bane	1		1 action	30 ft.	<= 3 creatures	V	S	M	drop of blood		Concentration	1 minute	CHA (Fail)			216	Targets' attack rolls and saving throws are deducted 1d4.	One more creature	Cleric
Bless	1		1 action	30 ft.	<= 3 creatures	V	S	M	sprinkling of holy water		Concentration	1 minute				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: 3d6	220	Flammable objects ignite.	Extra 1d6 DAM.	Cleric(Light)
Charm Person	1		1 action	30 ft.	1 humanoid	V	S					1 hour	Wisdom (Fail)			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 (Fail)			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	M	drop of water/sand			Instantaneous				229	Create/destroy 10 gal. of water or 30 ft. cube of rainfog.		Cleric
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.	Cleric
Detect Evil and Good	1		1 action	Self	30 ft. radius	V	S				Concentration	10 minutes				231	Know location of aberration,celestial,elemental,fey,fend,undead,(un)holy ground.		Cleric
Detect Magic	1	Ritual	1 action	Self	30 ft. radius	V	S				Concentration	10 minutes				231	Sense presence of magic. Use action to see auras around creatures/objects.		Cleric
Detect Poison and Disease	1	Ritual	1 action	Self	30 ft. radius	V	S	M	yew leaf		Concentration	10 minutes				231	Sense location and type of disease, poison, or poisonous creature.		Cleric
Disguise Self	1		1 action	Self	Self	V	S					1 hour				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 1d4 radiant DAM on a hit.		Cleric(War)
Feather Fall	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)
False Life	1		1 action	Self	Self	V	S	M	alcohol or distilled spirits			1 hour				239	You gain 1d4+4 temp HP.	Extra 5 temp HP.	Cleric(Death)
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.	Cleric(Tempest)
Guiding Bolt	1		1 action	120 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.	Cleric
Healing Word	1		1 bonus action	60 ft.	1 creature	V	S					Instantaneous				250	Target HEAL 1d4 + spellcasting ability. No effect on constructs/undead.	Extra 1d4 HEAL.	Cleric
Identify	1	Ritual	1 minute	Touch	1 object	V	S	M	pearl, owl feather	100 gp		Instantaneous				252	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	Necrotic	DAM: 3d10	253	Inflict necrotic damage on target.	Extra 1d10 DAM.	Cleric
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.		Cleric
Purify Food and Drink	1	Ritual	1 action	10 ft.	5 ft. radius	V	S					Instantaneous				271	All nonmagical food and drink in range is rendered free of poison and disease.		Cleric
Ray of Stitches	1		1 action	60 ft.	1 creature in range	V	S					Instantaneous	Ranged Spell Attack	Poison	DAM: 2x8	270	Target also makes CON save. On fail, poisoned until end of next turn.	Extra 1d8 DAM.	Cleric(Death)
Sensory	1		1 bonus action	30 ft.	1 creature	V	S	M	small silver mirror			1 minute				272	Those choosing to attack target must make WIS save or choose new target.		Cleric
Shield of Faith	1		1 bonus action	60 ft.	1 creature	V	S	M	small parchment with holy text		Concentration	10 minutes				275	Target gains +2 bonus to AC.		Cleric
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.		Cleric(Nature)
Thunderwave	1		1 action	Self	15 ft. cube	V	S					Instantaneous	CON (Half DAM, no push)	Thunder	DAM: 2d8	282	Creatures falling save and objects pushed 10 ft. Boom heard for 300 ft.	Extra 1d8 DAM.	Cleric(Tempest)
Aid	2		1 action	30 ft.	3 allies	V	S	M	white cloth strip			8 hours			HEAL: 5	211	Each target also increases maximum HP by 5.	HEAL extra 5 HP	Cleric
Augury	2	Ritual	1 minute	Self	Self	V	S	M	special tokens	25 gp		Instantaneous				215	See omen predicting results of action taken within 30 minutes.		Cleric
Barkskin	2		1 action	Touch	1 willing creature	V	S	M	oak bark		Concentration	1 hour				217	Target AC is never less than 16 during spell.		Cleric(Nature)
Blindness/Deafness	2		1 action	30 ft.	1 creature	V						1 minute	CON per turn (Fail)			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				Concentration	1 minute	CHA (Fail)			221	Suppress charm effects or hostility on target.		Cleric
Continual Flame	2		1 action	Touch	1 object	V	S	M	RUBY DUST	50 gp		Until Dispelled				227	Heatless flame comes from object. Can be covered but not snuffed out.		Cleric
Enhance Ability	2		1 action	Touch	1 creature	V	S	M	fur or feather from a beast		Concentration	1 hour				237	Target creature gains a beneficial effect. See Sourcebook.	One additional creature.	Cleric
Find Traps	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.		Cleric
Flaming Sphere	2		1 action	60 ft.	5 ft. diameter sphere	V	S	M	tallow,brimstone,iron powder		Concentration	1 minute	DEX (Half DAM)	Fire	DAM: 2d6	242	Creatures next to spheres at end of turn take DAM. Move spheres 30 ft.	Extra 1d6 DAM.	Cleric(Light)
Gentle Repose	2	Ritual	1 action	Touch	1 corpse	V	S	M	salt and 1 cp on each eye			10 days				245	Preserves corpse. Extends time limit of Raise Dead spell.		Cleric
Gift of Wind	2		1 action	Self	60 ft. line 10 ft. wide	V	S	M	a legume seed		Concentration	1 minute	STR (Fail)			248	Push targets 15 ft. in direction of wind. Creatures move half speed against wind.		Cleric(Tempest)
Hold Person	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.	Cleric
Lesser Restoration	2		1 action	Touch	1 creature	V	S					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	M	forked twig		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				257	Nonmagical weapon becomes +1.	4th: +2 weapon,6th: +3	Cleric(War)
Mirror Image	2		1 action	Self	Self	V	S					1 minute				260	Create duplicates that make you harder to hit. See Sourcebook.		Cleric(Trickery)
Pass without Trace	2		1 action	Self	Willing creatures in range	V	S	M	mistletoe or spruce ash		Concentration	1 hour				264	Targets get +10 to Stealth checks and can only be tracked by magic.		Cleric(Trickery)
Prayer of Healing	2		10 minutes	30 ft.	<= 6 creatures you choose	V						Instantaneous			See Details.	267	Targets HEAL 2d8 + casting ability modifier HP. No effect on undead/constructs.	HEAL extra 1d8.	Cleric
Protection from Poison	2		1 action	Touch	1 willing creature	V	S					1 hour				270	Target has 1 poison neutralized, advantage on poison save, resists poison DAM.		Cleric
Ray of Enfeeblement	2		1 action	60 ft.	1 creature in range	V	S				Concentration	1 minute	Ranged Spell Attack			271	Target deals 1/2 DMG 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: 2d6x3	273	Shoot 3 rays at up to 3 targets.	One additional ray.	Cleric(Light)
Shatter	2		1 action	60 ft.	10 ft. sphere	V	S	M	chip of mica			Instantaneous	CON (Half DAM)	Thunder	DAM: 3d8	275	Inorganic creatures have disadvantage to save. Objects take DAM too.	Extra 1d8 DAM.	Cleric(Tempest)
Silence	2	Ritual	1 action	120 ft.	20 ft. radius sphere	V	S				Concentration	10 minutes				275	Creatures in area are deafened, immune to thunder DMG, can't cast verbally.		Cleric
Spoke Growth	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.		Cleric(Nature)
Spiritual Weapon	2		1 bonus action	60 ft.	1 creature	V	S					1 minute	Melee Spell Attack	Force	See Details	278	Magical weapon does 1d8 + casting ability DMG. Can move 20 ft. per turn.	Extra 1d8 DAM.	Cleric
Suggestion	2		1 action	30 ft.	1 creature	V	S	M	snake's tongue, honeycomb		Concentration	8 hours	WIS (Fail)			279	Target follows reasonable course of action you suggest. Can specify conditions.		Cleric(Knowledge)
Warding Bond	2		1 action	Touch	1 willing creature	V	S					1 hour				287	Target (60th) has +1 AC and saves, resistance to all DAM, sheds DAM with you.		Cleric
Zone of Truth	2		1 action	60 ft.	15 ft. radius sphere	V	S					10 minutes	CHA (Fail)			289	You know which fail saves. They can't lie but know of spell and can be evasive.		Cleric
Animate Dead	3		1 minute	10 ft.	<= Medium corpse	V	S	M	blood, flesh, bone			Instantaneous				212	Creates skeleton or zombie servant that accepts simple directions	Two more undead	Cleric
Bacon of Hope	3		1 action	30 ft.	Any targets in range	V	S					1 hour				217	Targets get advantage on WIS and death saving throws; heal spells heal max.		Cleric
Bestow Curse	3		1 action	Touch	1 creature	V	S				Concentration	1 minute	WIS (Fail)			218	Curse target. See Sourcebook.	See Sourcebook.	Cleric
Blink	3		1 action	Self	Self	V	S					1 minute				219	Roll 11 or higher to go to Ethereal plane between turns; reappear within 10ft.		Cleric(Trickery)
Call Lightning	3		1 action	120 ft.	60 ft. radius cylinder	V	S				Concentration	10 minutes	DEX (Half DAM)	Lightning	DAM: 3d10	220	Targets take DAM each round. Can change targets each round.	Extra 1d10 DAM.	Cleric(Tempest)
Cleverness	3		10 minutes	1 mile		V	S	M	jeweled horn or glass eye	100 gp	Concentration	10 minutes				222	Create sensor in area you can see or hear through.		Cleric
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.		Cleric
Crusader's Mantle	3		1 action	Self	30 ft. radius	V					Concentration	1 minute				230	Nonhostiles in aura deal an extra 1d4 radiant DAM.		Cleric(War)
Daylight	3		1 action	60 ft.	60 ft. radius sphere	V	S					1 hour				230	Creates bright light. Dispel darkness spells <= 3rd level it overlaps with.		Cleric
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.	Cleric
Felony Death	3	Ritual	1 action	Touch	1 willing creature	V	S	M	pinch of graveyard dirt			1 hour				240	Creature appears dead. Resists all non-psychic DMG. Disease/poison delayed.		Cleric
Fireball	3		1 action	150 ft.	20 ft. radius sphere	V	S	M	tiny ball of guano and sulfur			Instantaneous	DEX (Half DAM)	Fire	DAM: 8d6	241	Fire spreads around corners and ignites flammable objects.	Extra 1d6 DAM.	Cleric(Light)
Glyph of Warding	3		1 hour	Touch	See Sourcebook.	V	S	M	incense, DIAMOND POWDER	200 gp		Dispel/Triggered				245	Create a magical trap. See Sourcebook.	See Sourcebook.	Cleric
Magic Circle	3		1 minute	10 ft.	10 ft. rad., 20 ft. high cylinder	V	S	M	HOLY WATER or Fe/Ag DUST	100 gp		1 hour				256	Hinder one creature type within cylinder. See Sourcebook.	Duration increases 1 hour.	Cleric
Mass Healing Word	3		1 bonus action	60 ft.	<= 6 creatures	V						Instantaneous			See Details.	258	Targets HEAL 1d4 + casting ability modifier. No effect on undead/constructs.	HEAL extra 1d4.	Cleric
Meld Into Stone	3	Ritual	1 action	Touch	Stone object or surface	V	S					8 hours				259	Meld into stone walls or large stone objects. See Sourcebook.		Cleric
NonDetection	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.		Cleric(Knowledge)
Plant Growth	3		1 action or 8																





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 tidied/changed 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.

Elemental Symbols: Fw = Fire, Ag = Ether, Wg = Mercury, P = Phosphorus

Spell Name	Level	Ritual	Casting Time	Range	Target/Area	V	S	M	Component(s)	Cost	Concentration	Duration	Attack/Saving Throw (Effect)	Damage Type	Damage/Heal	Page #	Additional Detail	Per Higher Spell Level	Dread	
Druidcraft	0	1 action	30 ft.	See Sourcebook.	V	S						Instantaneous				236	Create minor druidic effect. See Sourcebook.		Druid	
Guidance	0	1 action	Touch	1 willing creature	V	S					Concentration	1 minute				246	Once, add 1d4 to any check.		Druid	
Mending	0	1 minute	Touch	1 object	V	S	M	two lodestones				Instantaneous		Poison		259	Mends one break or tear no larger than 1ft. in a mundane object.		Druid	
Poison Spray	0	1 action	10 ft.	1 creature	V	S						Instantaneous	CON (Fail)		DAM: 1d12	266	DAM increase. 5th level: 2d12, 11th level: 3d12, 17th level: 4d12.		Druid	
Produce Flame	0	1 action	Self		V	S						10 minutes	Ranged Spell Attack	Fire		269	Create flame. DAM increase. 5th level: 2d8, 11th level: 3d8, 17th level: 4d8.		Druid	
Resilience	0	1 action	Touch	1 willing creature	V	S	M	miniature cloak			Concentration	1 minute				272	Once before spell ends, add 1d4 to a saving throw. Roll before or after save.		Druid	
Shielding	0	1 bonus action	Touch	1 object or quarterstaff	V	S	M	mistletoe, shamrock, weapon				1 minute				275	Use casting ability instead of STR for attack/damage. Weapon does 1d8 DMG.		Druid	
Thorn Whip	0	1 action	30 ft.		V	S		stem of thorny plant				Instantaneous	Melee Spell Attack	Piercing	DAM: 1d6	282	Pulled 10 ft. to root. DAM increase. 5th level: 2d6, 11th level: 3d6, 17th level: 4d6.		Druid	
Animal Friendship	1	1 action	30 ft.	1 beast	V	S	M	morsel of food				24 hours	WIS (Fail)			212	Charm beasts with INT <= 3; spell fails if you hurt beast	One more beast	Druid	
Charm Person	1	1 action	30 ft.	1 humanoid	V	S						1 hour	Wisdom (Fail)			221	Charm target so s treats you as friendly. Gets advantage to save if fighting you.	One more target <= 30ft.	Druid	
Create or Destroy Water	1	1 action	30 ft.	10 gal. water/30 ft. cube of fog	V	S		drop of water/land				Instantaneous				229	Creates/drosters 10 gal. of water or 30 ft. cube of rain/dew.		Druid	
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.	Druid	
Detect Magic	1	Ritual	1 action	Self	30 ft. radius	V	S				Concentration	10 minutes				231	Sense presence of magic. Use action to see auras around creatures/objects.		Druid	
Detect Poison and Disease	1	Ritual	1 action	Self	30 ft. radius	V	S	M	yea leaf		Concentration	10 minutes				231	Sense location and type of disease, poison, or poisonous creature.		Druid	
Enlarge	1	1 action	60 ft.	20 ft. square	V	S					Concentration	1 minute	STR (Fail)			238	Creatures become 1.5x larger.		Druid	
Flare 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.		Druid	
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.	Druid	
Goodberry	1	1 action	Touch		V	S	M	sprig of mistletoe				Instantaneous				246	Create <= 10 berries that HEAL 1 HP each. Expire after 24 hours.		Druid	
Healing Word	1	1 bonus action	60 ft.	1 creature	V							Instantaneous				250	Target HEAL. 1d4 + spellcasting ability. No effect on constructs/undead.	Extra 1d4 HEAL.	Druid	
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.		Druid	
Longstrider	1	1 action	Touch	1 creature	V	S	M	pinch of dirt				1 hour				256	Target's speed increases by 10 ft.	One additional creature.	Druid	
Purify Food and Drink	1	Ritual	1 action	10 ft.	5 ft. radius	V	S					Instantaneous				270	All nonmagical food and drink in range is rendered free of poison and disease.		Druid	
Speak with Animals	1	Ritual	1 action	Self		V	S					10 minutes				277	Understand and speak to beasts. Get info about nearby locations and monsters.		Druid	
Thunderwave	1	1 action	Self	15 ft. cube	V	S						Instantaneous	CON (Half DAM. no push)	Thunder	DAM: 2d8	282	Creatures falling save and objects pushed 10 ft. Boom heard for 300 ft.	Extra 1d8 DAM.	Druid	
Animal Messenger	2	Ritual	1 action	30 ft.	1 Tiny beast	V	S	M	morsel of food			24 hours				212	Beast will relay 25 word message to a target you describe	48 hours longer	Druid	
Barkskin	2	1 action	Touch	1 willing creature	V	S	M	oak bark			Concentration	1 hour				217	Target AC is never less than 16 during spell.		Druid	
Besti Sense	2	Ritual	1 action	Touch	1 willing beast	V	S				Concentration	1 hour				217	Use action to see/hear whatever beast does. Use action to return.		Druid	
Bur	2	1 action	Self		V							1 minute				219	Creatures relying on sight have disadvantage to attack.	Druid(Desert)	Druid	
Darkness	2	1 action	Touch	15 ft. radius sphere	V	S	M	half fur and pitch or coal			Concentration	10 minutes				230	Creates darkness normal light can't dispel. Dispel's light spells <= 2nd level.	Druid(Swamp)	Druid	
Darkvision	2	1 action	Touch	1 willing creature	V	S	M	dried carrot or agate			Concentration	8 hours				230	Grants creature darkvision (60 ft.) but can't see in Darkness aura.		Druid	
Enhance Ability	2	1 action	Touch	1 creature	V	S	M	fur or feather from a beast			Concentration	1 hour				237	Target creature gains a beneficial effect. See Sourcebook.	One additional creature.	Druid	
Find Trap	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.		Druid	
Flame Blade	2	1 bonus action	Self		V	S	M	sumas leaf			Concentration	10 minutes	Melee Spell Attack	Fire	DAM: 3d6	242	Create fiery scimitar that sheds bright light 10ft. and dim light for another 10ft.	Extra 1d8 DAM per 2 levels	Druid	
Flaming Sphere	2	1 action	60 ft.	5 ft. diameter sphere	V	S	M	tallow,brimstone,iron powder			Concentration	1 minute	DEX (Half DAM)	Fire	DAM: 2d6	242	Creatures next to spheres at end of turn take DAM. Move spheres 30 ft.	Extra 1d6 DAM.	Druid	
Gust of Wind	2	1 action	Self	60 ft. line 10 ft. wide	V	S	M	a legume seed			Concentration	1 minute	STR (Fail)			248	Push targets 15 ft. in direction of wind. Creatures move half speed against wind.		Druid	
Heat Metal	2	1 action	60 ft.	1 metal object	V	S	M	piece of iron and a flame			Concentration	1 minute	See Sourcebook.	Fire	DAM: 2d8	250	Heat metallic objects including weapons and armor. See Sourcebook.	Extra 1d8 DAM.	Druid	
Hold Person	2	1 action	30 ft.	1 humanoid	V	S	M	small straight piece of iron			Concentration	1 minute	WIS (Fail)			251	Target is paralyzed, unable to move or speak for 1 minute.	1 additional creature.	Druid	
Invisibility	2	1 action	Touch	1 creature	V	S	M	eyeshin in gum arabic			Concentration	1 hour				254	Target becomes invisible. Ends if target attacks or casts a spell.	One additional creature.	Druid(Grassland)	Druid
Lesser Restoration	2	1 action	Touch	1 creature	V	S						Instantaneous				255	End one disease or condition (blind, deaf, paralyzed, poisoned) on target.		Druid	
Locate Animals or Plants	2	Ritual	1 action	Self	Kind of beast or plant	V	S	M	bloodhound fur			Instantaneous				256	Name a kind of beast or plant and find the nearest one within 5 miles.		Druid	
Locate Object	2	1 action	Self	1 object familiar to you	V	S	M	horked twig			Concentration	10 minutes				256	Sense object direction within 1000 ft. or locate it within 30 ft.		Druid	
Misty Acid Arrow	2	1 action	Touch	1 target	V	S	M	rubarb leaf, adder's stomach				Instantaneous	Ranged Spell Attack	Acid	DAM: 4d4	259	Half DAM on CON save. On hit, target also takes 2d4 acid DAM at end of next turn.	1d4 DAM on both effects	Druid(Swamp)	Druid
Mirror Image	2	1 action	Self		V	S						1 minute				260	Create duplicates that make you harder to hit. See Sourcebook.		Druid(Coast)	Druid
Misty Step	2	1 bonus action	Self		V							Instantaneous				260	Teleport <= 30 ft. away to unoccupied location.		Druid(Coast)	Druid
Moonbeam	2	1 action	120 ft.	5 ft. rad. 40 ft. high cylinder	V	S	M	moonseed seeds, feldspar			Concentration	1 minute	CON (Half DAM)	Radiant	DAM: 2d10	261	DAM taken entering turn in beam. Shapechanges disadvantage to save.	Extra 1d10 DAM.	Druid	
Pain-Whispering Thorns	2	1 action	Self	Willing creature in range	V	S	M	mistletoe or spruce ash			Concentration	1 hour				264	Targets get +10 to Death checks and can only be tracked by magic.		Druid	
Protection from Poison	2	1 action	Touch	1 willing creature	V	S						1 hour				270	Target has 1 poison neutralized, advantage on poison save, resists poison DAM.		Druid	
Silence	2	Ritual	1 action	120 ft.	20 ft. radius sphere	V	S					10 minutes				275	Creatures in area are deafened, immune to thunder DAM, can't cast verbally.		Druid(Desert)	Druid
Spider Climb	2	1 action	Touch	1 willing creature	V	S	M	spider and drop of bitumen			Concentration	1 hour				277	Target can walk on walls or ceiling. Climbing speed becomes walking speed.		Druid(Forest Mountain Underdark)	Druid
Spide Growth	2	1 action	120 ft.	20 ft. radius	V	S	M	1 sharp thorn or twigs			Concentration	10 minutes				277	Difficult terrain. Moving into or within area takes 2d4 piercing DAM per 5 ft.		Druid	
Web	2	1 action	60 ft.	20 ft. cube	V	S	M	bit of spiderweb				1 hour	DEX (Fail)			287	Every turn DEX save or restrain STR save to escape. Burning webs 2d4 fire DAM.		Druid(Underdark)	Druid
Wall of Lightning	3	1 action	120 ft.	60 ft. radius cylinder	V	S						10 minutes	DEX (Half DAM)	Lightning	DAM: 3d10	280	Targets take DAM each round. Can change targets each round.	Extra 1d10 DAM.	Druid	
Corpore Animals	3	1 action	60 ft.		V	S					Concentration	1 hour				225	Summon Fey spirits as creatures (total CR <= 2) that act as a group.		Druid	
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.		Druid(Desert)	Druid
Daylight	3	1 action	60 ft.	60 ft. radius sphere	V	S						1 hour				230	Create bright light. Dispel's darkness spells <= 3rd level if overlap with.		Druid	
Deep 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.	Druid	
Felgn Death	3	Ritual	1 action	Touch	1 willing creature	V	S	M	pinch of graveyard dirt			1 hour				240	Creature appears dead. Resists all non-psychic DMG. Disease/poison delayed.		Druid	
Gaseous Form	3	1 action	Touch	1 willing creature	V	S	M	bit of gauze and wisps of smoke			Concentration	1 hour				244	Cloud form. Fly 10ft. Resist nonmagical DMG. STR/DEX/CON save advantage.		Druid(Underdark)	Druid
Haste	3	1 action	Touch	1 willing creature	V	S	M	shavings of lichen root			Concentration	1 minute				250	Double speed. +2 AC. Advantage on DEX saves. Additional action to Dash.		Druid(Grassland)	Druid
Lightning Bolt	3	1 action	Self	100 ft. line	V	S	M	bit of fur and glass rod				Instantaneous	DEX (Half DAM)	Lightning	DAM: 8d6	255	Lightning strikes flammable objects.	Extra 1d8 DAM.	Druid(Mountain)	Druid
Meld Into Stone	3	Ritual	1 action	Touch	Stone object or surface	V	S					8 hours				259	Meld into stone walls or large stone objects. See Sourcebook.		Druid	
Plant Growth	3	1 action or 8 hours	150 ft.	100 ft. or 1 mile radius	V	S						Instantaneous				266	Cast short term (creatures move 1/4 speed) or long term (double foot yield).		Druid	
Protection from Energy	3	1 action	Touch	1 creature	V	S					Concentration	1 hour				270	Creature gains resistance to one of acid, cold, fire, lightning, or blunder.		Druid	
Slow Storm	3	1 action	150 ft.	40 ft. rad. 20 ft. tall cylinder	V	S	M	pinch of dirt, drops of water				1 minute	DEX (Fail)			276	Difficult terrain. Each turn DEX save or fail prone. CON save or lose concentration.		Druid	
Stolidum	3	1 action	120 ft.	<= 6 creatures in 40 ft. cube	V	S	M	drop of molasses			Concentration	1 minute	WIS (Fail)			277	Affected creatures become slowed. See Sourcebook.		Druid(Arctic)	Druid
Speak with Plants	3	1 action	Self	30 ft. radius	V	S						10 minutes				277	Animate plants to communicate with and perform tasks. See Sourcebook.		Druid	
Stinking Cloud	3	1 action	90 ft.	20 ft. radius sphere	V	S	M	rotten egg or stunk cabbage			Concentration	1 minute	CON (Fail)			278	Creatures that need to breathe spend turn retching. Wind dispenses cloud.		Druid(Swamp Underdark)	Druid
Water Breathing	3	Ritual	1 action	Self	<= 10 willing creatures	V	S	M	short reed or piece of seaweed			24 hours				287	Creatures gain ability to breathe underwater using normal respiration.		Druid	
Water Walk	3	Ritual	1 action	30 ft.	<= 10 willing creatures	V	S	M	piece of cork			1 hour				287	Creatures walk on liquid, rise 60 ft. per round if under. SHL take other damage.		Druid	
Wind Wall	3	1 action	120 ft.	See Sourcebook.	V	S	M	tiny fan and exotic leather			Concentration	1 minute	STR (Half DAM)	Bludgeoning	DAM: 3d8	288	Strong wind keeps gases, flying creatures, projectiles, gaseous creatures away.		Druid	
Right	4	1 action	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.	Druid	
Confusion	4	1 action	90 ft.	10 ft. radius sphere	V	S	M	3 nut shells			Concentration	1 minute	WIS (Fail)			224	Targets can't take reactions and do random actions. See Sourcebook.	Increase radius by 2ft.	Druid	
Corpore Minor Elements	4	1 minute	60 ft.		V	S						Instantaneous				225	Summon elements (total CR <= 2) that obey commands.	6th: CR <= 4, 8th: CR <= 6	Druid	
Corpore Woodland Beings	4	1 action	60 ft.		V	S	M	1 holly berry per creature			Concentration	1 hour				226	Summon Fey creatures (CR <= 2) that obey commands.	6th: CR <= 4, 8th: CR <= 6	Druid	
Control Water	4	1 action	300 ft.	100 ft. cube	V	S	M	water drop, pinch of dirt			Concentration	10 minutes				227	Control water. See Sourcebook.		Druid	
Divination	4	Ritual	1 action	Self	V	S	M	INCENSE, SAC. OFFERING	25 gp			1 minute				234	Question about one event in next 7 days answered by phrase or omen.		Druid(forest Grassland)	Druid
Dormant Beast	4	1 action	60 ft.	1 beast	V	S						1 minute				234	Charm beast to give o commands. Use advantage to save if attacking it.		Druid	
Freedom of Movement	4	1 action	Touch	1 willing creature	V	S	M	leather strap around arm			Concentration	1 hour				244	Immune to difficult terrain slow,paralyze,restrain. Spend 56 to escape restrain.		Druid	
Gift Insect	4	1 action	30 ft.	See Sourcebook.	V	S					Concentration	10 minutes				245	Turn insects into giant insects that obey your commands.		Druid	
Grappling Vine	4	1 bonus action	30 ft.		V	S						Instantaneous	CON (Half DAM)			246	Create vine that lashes out 30 ft. away. Targets falling save pulled 20 ft. to vine.		Druid	
Greater Invisibility	4	1 action	Touch	Self or willing creature	V	S					Concentration	1 minute				246	Become invisible until spell ends.		Druid(Underdark)	Druid
Hallowberry Tarnish	4	10 minutes	300 ft.	150 ft. cube	V	S	M	stone, twig, bit of green plant				24 hours				249	Make natural terrain seem like other terrain. Investigation check to disbelieve.		Druid	
Ice Storm	4	1 action	300 ft.	20 ft. rad. 40ft. high cylinder	V	S	M	pinch of dust, drop of water				Instantaneous	DEX (Half DAM)	Bludgeoning+Cold	DAM: 2d8+4d6	252	Storm's area of effect becomes difficult terrain until end of next turn.	Extra 1d8 bludgeoning DAM.	Druid	
Locate Creature	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.		Druid	
Polymorph	4	1 action	60 ft																	

[illegible]

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

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

Spell Name	Level	Ritual	Casting Time	Range	Target/Area	V	S	M	Component(s)	Cost	Concentration	Duration	Attack/Saving Throw (Effect)	Damage Type	Damage/Heal	Page #	Additional Detail	Per Higher Spell Level	Paladin
Bane	1		1 action	30 ft.	<= 3 creatures	V	S	M	drop of blood		Concentration	1 minute	CHA (Fall)			216	Targets' attack rolls and saving throws are deducted 1d4.	One more creature.	Paladin(Vengeance)
Bless	1		1 action	30 ft.	<= 3 creatures	V	S	M	sprinkling of holy water		Concentration	1 minute				219	Targets add 1d4 to attack rolls and saving throws.	One more creature.	Paladin
Command	1		1 action	60 ft.	1 creature	V					Concentration	1 round	WIS (Fall)			223	Speak 1 word command to target. Can't cause harm. Doesn't affect undead.	One more creature.	Paladin
Compelled Duel	1		1 bonus action	30 ft.	1 creature	V					Concentration	1 minute	WIS (Fall)			224	Compel target to attack you one-on-one. See Sourcebook.		Paladin
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
Deled 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.		Paladin
Deled Magic	1	Ritual	1 action	Self	30 ft. radius	V	S				Concentration	10 minutes				231	Sense presence of magic. Use action to see auras around creatures/objects.		Paladin
Deled Poison and Disease	1	Ritual	1 action	Self	30 ft. radius	V	S	M	yew leaf		Concentration	10 minutes				231	Sense location and type of disease, poison, or poisonous creature.		Paladin
Divine Favor	1		1 bonus action	Self	Self	V	S				Concentration	1 minute				234	Your weapon attacks deal extra 1d4 radiant DAM on a hit.		Paladin
Ensnaring Strike	1		1 bonus action	Self	Attack target	V					Concentration	1 minute	STR (Fall)	Piercing	DAM: 1d6 a turn	237	Restrain target. Large and bigger creatures have advantage to save.	Extra 1d6 DAM.	Paladin(Ancients)
Hellish Rebuke	1		1 reaction (take DAM)	60 ft.	1 creature that damaged you	V	S				Instantaneous		DEX (Half DAM)	Fire	DAM: 2d10	250	Magical counterattack to taking damage.	Extra 1d10 DAM.	Paladin(Oathbreaker)
Heredom	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 additional creature.	Paladin
Hunter's Mark	1		1 bonus action	90 ft.	1 creature	V	S				Concentration	1 hour				251	Mark quarry. Extra 1d6 DAM on weapon hit. Advantage on rolls to find it.	3rd. duration 6hrs, 5th: 24hrs	Paladin(Vengeance)
Inflit Wounds	1		1 action	Touch	1 creature	V	S				Instantaneous		Melee Spell Attack	Necrotic	DAM: 3d10	253	Inflict necrotic damage on target.	Extra 1d10 DAM.	Paladin(Oathbreaker)
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.		Paladin
Purify Food and Drink	1	Ritual	1 action	10 ft.	5 ft. radius	V	S				Instantaneous					272	All nonmagical food and drink in range is rendered free of poison and disease.		Paladin
Sanctuary	1		1 bonus action	30 ft.	1 creature	V	S	M	small silver mirror		Concentration	1 minute				270	Those choosing to attack target must make WIS save or choose new target.		Paladin(Devotion)
Scrying Strike	1		1 action	Self	1 creature	V					Concentration	1 minute	Melee Weapon Attack	Fire	DAM: 1d8	274	Target takes initial DAM and CON save at start of each turn or take 1d6 fire.	Extra 1d6 initial DAM.	Paladin
Shield of Faith	1		1 bonus action	60 ft.	1 creature	V	S	M	small parchment with holy text		Concentration	10 minutes				275	Target gains +2 bonus to AC.		Paladin
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.		Paladin(Ancients)
Thunderous Strike	1		1 bonus action	Self	1 creature	V					Concentration	1 minute	Melee Weapon Attack	Thunder	DAM: 2d8	282	Attack target takes extra thunder DAM and STR save or pushed 10 ft. and prone.		Paladin
Useful Strike	1		1 bonus action	Self	1 creature	V					Concentration	1 minute	Melee Weapon Attack	Psychic	DAM: 1d8	289	Target hit also makes WIS save or is frightened. WIS save to end effect.		Paladin
WIS	2		1 action	30 ft.	3 allies	V	S	M	white cloth strip		Concentration	8 hours				211	Each target also increases maximum HP by 5.	HEAL extra 5 HP	Paladin
Binding Strike	2		1 bonus action	Self	Self	V					Concentration	1 minute	Weapon Attack	Radiant	DAM: 2d8	219	Target becomes visible, sheds dim light.	Extra 1d6 DAM.	Paladin
Crown of Madness	2		1 action	120 ft.	1 humanoid	V	S				Concentration	1 minute	WIS every turn (Fall)			229	Charm humanoid to attack your target of choice. Use action to keep control.		Paladin(Oathbreaker)
Darkness	2		1 action	60 ft.	15 ft. radius sphere	V	M	I	bat fur and pitch or coal		Concentration	10 minutes				230	Creates darkness normal light can't dispel. Dispel's light spells <= 2nd level.		Paladin(Oathbreaker)
Find Stead	2		10 minutes	30 ft.		V	S				Instantaneous					240	Summons a spirit in the form of a steed. See Sourcebook.		Paladin
Hold Person	2		1 action	60 ft.	1 humanoid	V	S	M	small straight piece of iron		Concentration	1 minute	WIS (Fall)			251	Target is paralyzed. New saving throw at end of turn.	1 additional creature.	Paladin(Vengeance)
Lower Resistance	2		1 action	Touch	1 creature	V	S				Instantaneous					255	End one disease or condition (blind, deaf, paralyzed, poisoned) on target.		Paladin
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.		Paladin
Magic Weapon	2		1 bonus action	Touch	1 nonmagical weapon	V	S				Concentration	1 hour				257	Nonmagical weapon becomes +1.	4th: +2 weapon,6th: +3	Paladin
Misty Step	2		1 bonus action	Self	Self	V					Instantaneous					260	Teleport <= 30 ft. away to unoccupied location.		Paladin(Ancients,Vengeance)
Moonbeam	2		1 action	120 ft.	5 ft. rad. 40 ft. high cylinder	V	S	M	moonseed seeds, feldspar		Concentration	1 minute	CON (Half DAM)	Radiant	DAM: 2d10	261	DAM taken entering/start turn in beam. Shapechanges disadvantage to save.	Extra 1d10 DAM.	Paladin(Ancients)
Protection from Poison	2		1 action	Touch	1 willing creature	V	S				Concentration	1 hour				270	Target has 1 poison neutralized, advantage on poison save, resists poison DAM.		Paladin
Zone of Truth	2		1 action	60 ft.	15 ft. radius sphere	V	S				10 minutes		CHA (Fall)			289	You know which fall saves. They can't lie but know of spell and can be evasive.		Paladin
Animate Dead	3		1 minute	10 ft.	<= Medium corpse	V	S	M	blood, flesh, bone		Instantaneous					212	Creates skeleton or zombie servant that accepts simple directions	Two more undead	Paladin(Oathbreaker)
Aura of Vitality	3		1 action	Self	30 ft. radius	V					Concentration	1 minute			HEAL: 2d6	216	Use bonus action to HEAL 1 target in aura.		Paladin
Blessing of Hope	3		1 action	30 ft.	Any targets in range	V	S				Concentration	1 hour				217	1 targets get advantage on WIS and death saving throws; heal spells heal max.		Paladin(Devotion)
Bestow Curse	3		1 action	Touch	1 creature	V	S				Concentration	1 minute	WIS (Fall)			218	Curse target. See Sourcebook.	See Sourcebook.	Paladin(Oathbreaker)
Blinding Strike	3		1 bonus action	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
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
Crusader's Mantle	3		1 action	Self	30 ft. radius	V					Concentration	1 minute				230	Nonhostiles in aura deal an extra 1d4 radiant DAM.		Paladin
Daylight	3		1 action	60 ft.	60 ft. radius sphere	V	S				Instantaneous	1 hour				230	Creates bright light. Dispel's darkness spells <= 3rd level it overlaps with.		Paladin
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.	Paladin
Elemental Weapon	3		1 action	Touch	1 nonmagical weapon	V	S				Concentration	1 hour				237	Weapon is +1 to hit and +1d4 acid, cold, fire, lightning, or thunder DAM.	5th: +2,2d4 DAM,7th: +3,3d4	Paladin
Haste	3		1 action	30 ft.	1 willing creature	V	S	M	shaving of licorice root		Concentration	1 minute				250	Doubles speed. +2 AC. Advantage on DEX saves. Additional action to Dash.		Paladin(Vengeance)
Magic Circle	3		1 minute	10 ft.	10 ft. rad., 20 ft. high cylinder	V	S	M	HOLY WATER or Fe/Ag DUST	100 gp	1 hour					256	Hinder one creature type within cylinder. See Sourcebook.	Duration increases 1 hour.	Paladin
Plant Growth	3		1 action or 8 hours	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).		Paladin(Ancients)
Protection from Energy	3		1 action	Touch	1 creature	V	S				Concentration	1 hour				270	Creature gains resistance to one of: acid, cold, fire, lightning, or thunder.		Paladin(Ancients,Vengeance)
Remove Curse	3		1 action	Touch	1 creature or object	V	S				Instantaneous					281	Remove curse creature or break object's curse attunement to any target.		Paladin
Revivify	3		1 action	Touch	1 creature	V	S	M	DIAMOND	300 gp	Instantaneous					272	Raise creature that died within 1 minute to 1 HP. Doesn't restore missing parts.		Paladin
Aura of Life	4		1 action	Self	30 ft. radius	V					Concentration	10 minutes				216	Gain necrotic resistance. HEAL 1 HP if at 0 HP. HP max can't go down.		Paladin
Aura of Purify	4		1 action	Self	30 ft. radius	V					Concentration	10 minutes				216	Gain poison resist, disease immune, advantage on status saving throws.		Paladin
Banishment	4		1 action	60 ft.	1 target	V	S	M	item disliked by target		Concentration	1 minute	CHA (Fall)			217	Banish target to another plane; native of other plane doesn't return after 1 min.	One more creature	Paladin
Blight	4		1 action	30 ft.	1 creature	V	S				Instantaneous		CON (Half DAM)	Necrotic	DAM: 8d8	219	Plants have disadvantage on save and take max DAM.	Extra 1d8 DAM.	Paladin(Oathbreaker)
Confusion	4		1 action	90 ft.	10 ft. radius sphere	V	S	M	3 nut shells		Concentration	1 minute	WIS (Fall)			224	Targets can't take reactions and do random actions. See Sourcebook.	Increase radius by 5ft.	Paladin(Oathbreaker)
Death Ward	4		1 action	Touch	1 willing creature	V	S				Instantaneous	8 hours				230	1 use: Target drops to 1 HP instead of 0 HP or negates instant kill effect.		Paladin
Dimension Door	4		1 action	500 ft.	Self (and ally within 5 ft.)	V					Instantaneous					233	Teleport yourself and ally to location. If occupied, 4d8 force DAM and spell fails.		Paladin(Vengeance)
Freedom of Movement	4		1 action	Touch	1 willing creature	V	S	M	leather strap around arm		Instantaneous	1 hour				244	Immune to difficult terrain slow paralysis restrain. Spend 5ft to escape restrain.		Paladin(Devotion)
Guardian of Faith	4		1 action	30 ft.		V	S				8 hours		DEX (No DAM)	Radiant	DAM: 20	246	Create spectral guardian that attacks hostiles. Leaves after dealing 60 DAM.		Paladin(Devotion)
Ice Storm	4		1 action	300 ft.	20 ft. rad, 40ft. high cylinder	V	S	M	pinch of dust, drop of water		Instantaneous		DEX (Half DAM)	Bludgeoning+Cold	DAM: 2d8+4d6	252	Storm's area of effect becomes difficult terrain until end of next turn.	Extra 1d8 bludgeoning DAM	Paladin(Ancients)
Locate Creature	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.		Paladin
Staggering Strike	4		1 bonus action	Self	Self	V					Concentration	1 minute	Melee Weapon Attack	Psychic	DAM: 4d6	278	WIS save or disadvantage on attack & ability checks; can't take reactions.		Paladin
Stonewall	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.		Paladin(Ancients)
Vanishing Strike	5		1 bonus action	Self	Self	V					Concentration	1 minute	Weapon Attack	Force	DAM: 5d10	216	Target banished if <= 50 HP.		Paladin
Circle of Power	5		1 action	Self	30 ft. radius sphere	V					Concentration	10 minutes				221	Friendly's: advantage on saving throws against magic/effects. No half DAM.		Paladin
Commune	5	Ritual	1 minute	Self		V	S	M	incense, vial of holy water		Instantaneous	1 minute				223	Ask 3 yes/no questions that are answered by deity. See Sourcebook.		Paladin(Devotion)
Commune with Nature	5	Ritual	1 minute	Self		V	S				Instantaneous					224	Gain knowledge of the land around you. See Sourcebook.		Paladin(Ancients)
Contagion	5		1 action	Touch	1 creature	V	S				Instantaneous	7 days	CON (See Sourcebook)			227	Give creature a disease. See Sourcebook.		Paladin(Oathbreaker)
Destructive Wave	5		1 action	Self	30 ft. radius	V	S				Instantaneous		CON (Half DAM, not prone)	See Details	DAM: 5d8+5d8	231	Targets in circle take thunder DAM, then radiant or necrotic DAM; go prone.		Paladin
Diapel Evil and Good	5		1 action	Self	Self	V	S	M	holy water or silver/iron powder		Concentration	1 minute				233	Fey,undead,extraplanar creatures have disadvantaged attacks. See Sourcebook.		Paladin
Dominate Person	5		1 action	60 ft.	1 person	V	S				Concentration	1 minute	WIS (Fall)			235	Charm humanoid to give it commands. Has advantage to save if attacking it.	See Sourcebook.	Paladin(Oathbreaker)
Flame Strike	5		1 action	60 ft.	40 ft. high 10 ft. rad. cylinder	V	M	M	pinch of sulfur		Instantaneous		DEX (Half DAM)	Fire + Radiant	DAM: 4d6+4d6	242	Creatures take fire and radiant damage.	1d6 DAM fire OR radiant	Paladin(Devotion)
Gaze	5		1 minute	60 ft.	1 creature	V					Instantaneous	30 days	WIS (Fall)			244	Target must perform task you set. 5d10 psychic DAM whenever it disobys.		Paladin
Hold Monster	5		1 action	60 ft.	1 creature	V	S	M	small straight piece of iron		Concentration	1 minute	WIS (Fall)			251	Target is paralyzed. New saving throw at end of turn. Doesn't work on undead.	1 additional creature.	Paladin(Vengeance)
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.		Paladin
Scrying	5		10 minutes	Self	1 creature	V	S	M	scrying focus	1000 gp	Concentration	10 minutes	WIS (Fall)			273	Spy on a target located on the same plane as you. See Sourcebook.		Paladin(Vengeance)
Tree Strike	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.		Paladin(Ancients)

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

Spell Name	Level	Ritual	Casting Time	Range	Target/Area	V	S	M	Component(s)	Cost	Concentration	Duration	Attack/Saving Throw (Effect)	Damage Type	Damage/Heal	Page #	Additional Detail	Per Higher Spell Level
Alarm	1	Ritual	1 minute	30 ft.	1 door/window/area	V	S	M	tiny bell, silver wire			8 hours				211	Audible or silent alarm triggered on entry by those you haven't said can enter	
Animal Friendship	1		1 action	30 ft.	1 beast	V	S	M	morsel of food			24 hours	WIS (Fail)			212	Charm beasts with INT <= 3; spell fails if you hurt beast	One more beast
Cure Wounds	1		1 action	Touch	1 creature	V	S					Instantaneous			See Details	230	HEAL: 1d8 + spellcasting ability modifier. No effect on undead or constructs.	Extra 1d8 HEAL.
Detect Magic	1	Ritual	1 action	Self	30 ft. radius	V	S				Concentration	10 minutes				231	Sense presence of magic. Use action to see source around creatures/objects.	
Detect Poison and Disease	1	Ritual	1 action	Self	30 ft. radius	V	S	M	yew leaf			10 minutes				231	Sense location and type of disease, poison, or poisonous creature.	
Emergent Strike	1		1 bonus action	Self	Attack target	V					Concentration	1 minute	STR (Fail)	Piercing	DAM: 1d6 a turn	237	Restrain target. Large and bigger creatures have advantage to save.	Extra 1d6 DAM.
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.
Goodberry	1		1 action	Touch		V	S	M	sprig of mistletoe			Instantaneous				246	Create <= 10 berries that HEAL 1 HP each. Expire after 24 hours.	
Hall 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 fail save hit by thorns.	Extra 1d10 DAM.
Hunter's Mark	1		1 bonus action	90 ft.	1 creature	V	S				Concentration	1 hour				251	Mark quarry. Extra 1d6 DAM on weapon hit. Advantage on rolls to find it.	3rd duration 8hrs.9th: 24hrs
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.	
Longstrider	1		1 action	Touch	1 creature	V	S	M	pinch of dirt			1 hour				256	Target's speed increases by 10 ft.	One additional creature.
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.	
Animal Messenger	2	Ritual	1 action	30 ft.	1 Tiny beast	V	S	M	morsel of food			24 hours				212	Beast will relay 25 word message to a target you describe	48 hours longer
Barbedoll	2		1 action	Touch	1 willing creature	V	S	M	oak bark		Concentration	1 hour				217	Target AC is never less than 16 during spell.	
Beast Sense	2	Ritual	1 action	Touch	1 willing beast	S					Concentration	1 hour				217	Use action to see/hear whatever beast does. Use action to return.	
Cloud of Arrows	2		1 action	5 ft.	Spell components	V	S	M	4 pieces of ammo			8 hours	DEX (Fail)	Piercing	DAM: 1d8	228	Ammo fired at creatures within 30 ft. Spell ends when ammo gone.	Two extra ammo.
Darkvision	2		1 action	Touch	1 willing creature	V	S	M	dried carrot or agate			8 hours				230	Grants creature darkvision (60 ft.) but can't see in Darkness aura.	
Find Traps	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.	
Lesser Restoration	2		1 action	Touch	1 creature	V	S					Instantaneous				255	End one disease or condition (blind, deaf, paralyzed, poisoned) on target.	
Locate Animals or Plants	2	Ritual	1 action	Self	Kind of beast or plant	V	S	M	bloodhound fur			Instantaneous				256	Name a kind of beast or plant and find the nearest one within 5 miles.	
Locate Object	2		1 action	Self	1 object familiar to you	V	S	M	forked twig		Concentration	10 minutes				256	Sense object direction within 1000 ft. or locate it within 30 ft.	
Pass without Trace	2		1 action	Self	Willing creatures in range	V	S	M	mistletoe or spruce ash		Concentration	1 hour				264	Targets get +10 to Stealth checks and can only be tracked by magic.	
Protection from Poison	2		1 action	Touch	1 willing creature	V	S					1 hour				270	Target has 1 poison neutralized, advantage on poison save, resists poison DAM.	
Silence	2	Ritual	1 action	120 ft.	20 ft. radius sphere	V	S				Concentration	10 minutes				275	Creatures in area are deafened, immune to thunder DAM, can't cast verbally.	
Spikes Growth	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.	
Conjure Animals	3		1 action	60 ft.		V	S				Concentration	1 hour				225	Summon fey spirits as creatures (total CR <= 2) that act as a group.	
Conjure Barrage	3		1 action	Self	40 ft. cone	V	S	M	ammo or thrown weapon			Instantaneous	DEX (Half DAM)	See Details	DAM: 3d8	225	Damage type is same as ammo/weapon used as component.	
Daylight	3		1 action	60 ft.	60 ft. radius sphere	V	S					1 hour				230	Creates bright light. Dispel's darkness spells <= 3rd level it overlaps with.	
Lightning Arrow	3		1 bonus action	Self	1 target	V	S				Concentration	1 minute	Ranged Weapon Attack.	Lightning	DAM: 4d8	255	Creatures within 10 ft. of initial target also take 2d8 DAM (DEX save for half).	Both effects add 1d8 DAM.
Nonetection	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.	
Plant Growth	3		1 action or 8 hours	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).	
Protection from Energy	3		1 action	Touch	1 creature	V	S				Concentration	1 hour				270	Creature gains resistance to one of: acid, cold, fire, lightning, or thunder.	
Speak with Plants	3		1 action	Self	30 ft. radius	V	S					10 minutes				277	Animate plants to communicate with and perform tasks. See Sourcebook.	
Water Breathing	3	Ritual	1 action	30 ft.	<= 10 willing creatures	V	S	M	short reed or piece of straw			24 hours				287	Creatures gain ability to breathe underwater using normal respiration.	
Water Walk	3	Ritual	1 action	30 ft.	<= 10 willing creatures	V	S	M	piece of cork			1 hour				287	Creatures walk on liquid, rise 60 ft. per round if under. Still take other damage.	
Wind Wall	3		1 action	120 ft.	See Sourcebook.	V	S	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.	
Conjure Woodland Beings	4		1 action	60 ft.		V	S	M	1 holly berry per creature		Concentration	1 hour				226	Summon fey creatures (CR <= 2) that obey commands.	6th: CR <= 4; 8th: CR <= 6
Freedom of Movement	4		1 action	Touch	1 willing creature	V	S	M	leather strap around arm			1 hour				244	Immune to difficult terrain,slow,paralyze,restrain. Spend 5ft to escape restrain.	
Grasping Vine	4		1 bonus action	30 ft.		V	S				Concentration	1 minute	DEX (Fail)			246	Create vine that lashes out 30 ft. away. Targets failing save pulled 20 ft. to vine.	
Locate Creature	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.	
Stoneborn	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.	
Commune with Nature	5	Ritual	1 minute	Self		V	S					Instantaneous				224	Gain knowledge of the land around you. See Sourcebook.	
Conjure Volley	5		1 action	150 ft.	40 ft. radius, 20 ft. high cylinder	V	S	M	ammo or thrown weapon			Instantaneous	DEX (Half DAM)	See Details	DAM: 8d8	226	Damage type is same as ammo/weapon used as component.	
Swift Quiver	5		1 bonus action	Touch	Spell component	V	S	M	quiver with at least 1 ammo		Concentration	1 minute				279	Quiver produces endless ammo.Use bonus action for 2 attacks using ammo.	
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.	

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 butchered 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: Fe = Iron, Ag = Silver, Hg = Mercury, P = Phosphorus

Spell Name	Level	Ritual	Casting Time	Range	Target/Area	V	S	M	Component(s)	Cost	Concentration	Duration	Attack/Saving Throw (Effect)	Damage Type	Damage/Heal	Page #	Additional Detail	Per Higher Spell Level	
Add Splash	0		1 action	60 ft.	1 or 2 adjacent targets	V	S					Instantaneous	DEX (Fail)	Acid	DAM: 1d6	211	DAM: Add extra 1d6 at 5th level, 11th level, and 17th level.		
Black Ward	0		1 action	Self	Self	V	S					1 round				218	Gain resistance to bludgeoning/piercing/slashing DMG from weapons.		
Chill Touch	0		1 action	120 ft.	1 creature	V	S					1 round	Ranged Spell Attack	Necrotic	DAM: 1d6	221	Extra 1d6 DAM at 5th level, 11th level, and 17th level. Can't regain HP.		
Dancing Lights	0		1 action	120 ft.		V	S	M	phosphorous or glowworm		Concentration	1 minute				230	Create 4 glowing, hovering objects that shed light out 10 ft. Can move 60 ft.		
Fire Ball	0		1 action	120 ft.	1 creature/object	V	S					Instantaneous	Ranged Spell Attack	Fire	DAM: 1d10	242	DAM at 5th level: 2d10, at 11th level: 3d10, at 17th level: 4d10.		
Friends	0		1 action	Self	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.		
Mage Hand	0		1 action	30 ft.		V	S					1 minute				256	Create spectral hand that manipulates objects. Can pick up <= 10 lbs.		
Mending	0		1 minute	Touch	1 object	V	S	M	two lodestones			Instantaneous				259	Mends one break or tear no larger than 1ft. in a mundane object.		
Message	0		1 action	120 ft.	1 creature in range	V	S	M	piece of copper wire			1 round				259	Point at target and whisper a message. They can whisper a response.		
Minor Illusion	0		1 action	30 ft.	5 ft. cube	V	S	M	bit of fleece			1 minute				260	Create illusory sound or image. Investigation check against spell DC to detect.		
Poison Spray	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.		
Preventilghting	0		1 action	10 ft.		V	S					1 hour				267	Create minor magical effect. See Sourcebook.		
Ray of Frost	0		1 action	60 ft.	1 creature in range	V	S					Instantaneous	Ranged Spell Attack	Cold	DAM: 1d8	271	Speed -10ft. DAM increase: 5th level: 2d8, 11th level: 3d8, 17th level: 4d8.		
Shocking Grasp	0		1 action	Touch	1 creature	V	S					Instantaneous	Melee Spell Attack	Lightning	DAM: 1d8	275	Target can't take reactions until next turn. Advantage if target has metal armor.		
True Strike	0		1 action	30 ft.	1 creature		S				Concentration	1 round				284	Next turn you gain advantage on first attack against the target.		
Burning Hands	1		1 action	Self	15 ft. cone	V	S					Instantaneous	DEX (Half DAM)	Fire	DAM: 3d6	220	Flammable objects ignite.	Extra 1d6 DAM.	
Charm Person	1		1 action	30 ft.	1 humanoid	V	S					1 hour				221	Charm target so it treats you as friendly. Gets advantage to save if fighting you.	One more target <= 30ft.	
Chromatic Orb	1		1 action	90 ft.	1 creature	V	S	M	diamond	50 gp		Instantaneous	Ranged Spell Attack	See Details	DAM: 3d8	221	Choose type: acid, cold, fire, lightning, poison, or thunder.	Extra 1d8 DAM.	
Color Spray	1		1 action	Self	15 ft. cone	V	M		pinch of colored powder			1 round				222	Blinds 6d10 HP worth of creatures, starting with lowest HP.	Extra 2d10 HP.	
Comprehend Languages	1	Ritual	1 action	Self		V	S	M	pinch of soot and salt			1 hour				224	Know literal meaning of any speech. Understand written words while touching.		
Detect Magic	1	Ritual	1 action	Self	30 ft. radius	V	S				Concentration	10 minutes				231	Sense presence of magic. Use action to see auras around creatures/objects.		
Dispel Magic	1		1 action	Self	Self	V	S					1 hour				233	Create illusion to appear as someone else. Foiled by investigation vs. spell DC.	Extra 1d8 DAM.	
Expeditious Retreat	1		1 bonus action	Self	Self	V	S				Concentration	10 minutes				236	You can take Dash as a bonus action until spell ends.		
Falco Libre	1		1 action	Self	Self	V	S	M	alcohol or distilled spirits			1 hour				239	You gain 1d4+4 temp HP.	Extra 5 temp HP.	
Feather Fall	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.		
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.	
Jump	1		1 action	Touch	1 creature	V	S	M	grasshopper's hind leg			1 minute				254	Target's jump distance triples until spell ends.		
Mage Armor	1		1 action	Touch	1 willing creature	V	S	M	piece of cured leather			8 hours				256	If target isn't wearing armor, its base AC becomes 13 + DEX modifier.		
Magic Missile	1		1 action	120 ft.	Any creature in range.	V	S					Instantaneous		Force	DAM: (1d4+1)x3	257	You choose the target for each dart that does 1d4+1 DAM.	One additional dart.	
Ray of Sickness	1		1 action	60 ft.	1 creature in range	V	S					Instantaneous	Ranged Spell Attack	Poison	DAM: 2d8	271	Target also makes CON save. On fail, poisoned until end of next turn.	Extra 1d8 DAM.	
Shield	1		1 reaction (get hit)	Self	Self	V	S					1 round				275	Gain +5 bonus to AC, including triggering attack. Negates Magic Missile attacks.		
Silent Image	1		1 action	60 ft.	15 ft. cube	V	S	M	bit of fleece		Concentration	10 minutes				276	Create visual-only illusion. Use action to make it move. Investigation to discover.		
Sleep	1		1 action	90 ft.	20 ft. radius	V	S	M	pinch of fine sand			1 minute				276	5d8 total HP of creatures in area fall asleep. Go in order of lowest HP to highest.	Addition 2d8 HP fall asleep.	
Thunderwave	1		1 action	Self	15 ft. cube	V	S					Instantaneous	CON (Half DAM, no push)	Thunder	DAM: 2d8	282	Creates falling save and objects pushed 10 ft. Boom heard for 300 ft.	Extra 1d8 DAM.	
Witch Bolt	1		1 action	30 ft.	1 creature	V	S	M	twig from tree struck by lightning		Concentration	1 minute				289	Use action to auto hit target hit last round for 1d12 lightning DAM if in range.	Extra 1d12 DAM.	
Alter Self	2		1 action	Self	Self	V	S				Concentration	1 hour				211	Choose one: breathe/swim underwater, natural weapons, change appearance		
Blindness/Deafness	2		1 action	30 ft.	1 creature	V						1 minute	CON per turn (Fail)			219	Target becomes blind or deaf (your choice).	One more creature.	
Blur	2		1 action	Self	Self	V					Concentration	1 minute				219	Creatures relying on sight have disadvantage to attack.		
Cloud of Daggers	2		1 action	60 ft.	5 ft. cube	V	S	M	silver of glass			Concentration	1 minute			DAM: 4d4	222	DAM taken on entering or starting turn in area.	Extra 2d4 DAM.
Crown of Madness	2		1 action	120 ft.	1 humanoid	V	S					Concentration	2			229	Charm humanoid to attack your target in area. Use action to keep control.		
Darkness	2		1 action	60 ft.	15 ft. radius sphere	V	M		bat fur and pitch or coal			Concentration	10 minutes			230	Creates darkness normal light can't dispel. Dispel's light spells <= 2nd level.		
Darkvision	2		1 action	Touch	1 willing creature	V	S	M	dried carrot or agate			8 hours				230	Grants creature darkvision (60 ft.) but can't see in Darkness aura.		
Deflect Thoughts	2		1 action	Self	30 ft. radius	V	S	M	a copper piece		Concentration	1 minute		See Sourcebook.		231	Read thoughts of those around you. See Sourcebook.		
Enhance Ability	2		1 action	Touch	1 creature	V	S	M	fur or feather from a beast			Concentration	1 hour			237	Target creature gains a beneficial effect. See Sourcebook.	One additional creature.	
Enlarge/Reduce	2		1 action	30 ft.	1 creature or object	V	S	M	powdered iron			Concentration	1 minute	CON (Fail)		237	Enlarge or reduce target. See Sourcebook.		
Out of Wind	2		1 action	Self	60 ft. line 10 ft. wide	V	S	M	a legume seed			Concentration	1 minute	STR (Fail)		248	Push targets 10 ft. in direction of wind. Creatures move half speed against wind.		
Hold Person	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.	
Knock	2		1 action	60 ft.	1 openable object	V						Instantaneous				254	Open mundane lock or suppress an Arcane Lock for 10 minutes. Loud knock.		
Levitate	2		1 action	60 ft.	1 creature or object	V	S	M	small leather loop or golden wire		Concentration	10 minutes	CON (Fail)			255	Target <= 500 lbs. floats 20 ft.Can move up/down 20ft./turn. Floats down on end.		
Minor Image	2		1 action	Self	Self	V	S					1 minute				260	Create duplicates that make you harder to hit. See Sourcebook.		
Misty Step	2		1 bonus action	Self	Self	V						Instantaneous				260	Teleport <= 30 ft. away to unoccupied location.		
Phantasmal Force	2		1 action	60 ft.	1 creature	V	S	M	bit of fleece		Concentration	1 minute	INT (Fail)			264	Affect target with illusion. Can DAM for 1d6 Psychic. See Sourcebook.		
Scorching Ray	2		1 action	120 ft.	<= 3 creatures	V	S					Instantaneous	Ranged Spell Attack	Fire	DAM: 2d6x3	273	Shoot 3 rays at up to 3 targets.	One additional ray.	
See Invisibility	2		1 action	Self	Self	V	S	M	pinch of talc and silver powder			1 hour				274	See invisible and ethereal creatures.		
Shatter	2		1 action	60 ft.	10 ft. sphere	V	S	M	chip of mica			Instantaneous	CON (Half DAM)	Thunder	DAM: 3d8	275	Inorganic creatures have disadvantage to save. Objects take DAM too.	Extra 1d8 DAM.	
Spider Climb	2		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 reasonable course of action you suggest. Can specify conditions.		
Wall	2		1 action	60 ft.	20 ft. cube	V	S	M	bit of spiderweb			Concentration	1 hour	DEX (Fail)		287	Every turn DEX save or restrain STR save to escape.Burning webs 2d4 fire DAM.		
Whisk	3		1 action	Self	Self	V	S					1 minute				211	Roll 11 or higher to go to Ethereal plane between turns; reappear within 10ft.		
Clairvoyance	3		10 minutes	1 mile		V	S	M	jeweled horn or glass eye	100 gp	Concentration	10 minutes				222	Create sensor in area you can see or hear through.		
Counterspell	3		1 reaction (spell cast)	60 ft.	1 Spellcaster		S					Instantaneous		See Details.		228	Interrupt spell <= 4th. You make casting ability check (DC 10 + spell level).	Interrupt spell <= new level.	
Daylight	3		1 action	60 ft.	60 ft. radius sphere	V						1 hour				230	Creates bright light. Dispel's darkness spells <= 3rd level it overlaps with.		
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	3		1 action	Self	30 ft. cone	V	S	M	white feather or heart feather		Concentration	1 minute	WIS (Fail)			239	Targets drop everything and use Dash to run away. WIS save once out of sight.		
Fireball	3		1 action	150 ft.	20 ft. radius sphere	V	S	M	tiny ball of guano and sulfur			Instantaneous	DEX (Half DAM)	Fire	DAM: 8d6	241	Fire spreads around corners and ignites flammable objects.	Extra 1d6 DAM.	
Fly	3		1 action	Touch	1 willing creature	V	S	M	bird's wing feather		Concentration	10 minutes				243	Target gains fly (60 ft.). Fall if spell ends while in air.	One additional creature.	
Gaseous Form	3		1 action	Touch	1 willing creature	V	S	M	bit of gauze and wisp of smoke		Concentration	1 hour				244	Cloud form. Fly(10ft.). Resist nonmagical DMG. STR/DEX/CON save advantage.		
Haste	3		1 action	30 ft.	1 willing creature	V	S	M	shaving of licorice root		Concentration	1 minute				250	Doubles speed. +2 AC. Advantage on DEX saves. Additional action to Dash.		
Hypnotic Pattern	3		1 action	120 ft.	30 ft. cube	V	S	M	glowing stick of incense		Concentration	1 minute	WIS (Fail)			252	Creatures charmed, incapacitated, speed + 0. Spell ends on DAM or shaking.		
Lightning Arrow	3		1 bonus action	Self	1 target	V	S					Instantaneous	Ranged Weapon Attack.	Lightning	DAM: 4d8	255	Creatures within 10 ft. of initial target also take 2d8 DAM (DEX save for half).	Both effects add 1d8 DAM.	
Lightning Bolt	3		1 action	Self	100 ft. line	V	S	M	bit of fur and glass rod			Instantaneous	DEX (Half DAM)	Lightning	DAM: 8d6	255	Lightning ignites flammable objects.	Extra 1d6 DAM.	
Major Image	3		1 action	120 ft.	20 ft. cube	V	S	M	bit of fleece		Concentration	10 minutes				258	Create image of object including sounds, smells. Investigation check to foil.	6th: lasts until dispelled	
Protection from Energy	3		1 action	Touch	1 creature	V	S				Concentration	1 hour				270	Creature gains resistance to one of: acid, cold, fire, lightning, or thunder.		
Steel Storm	3		1 action	150 ft.	40 ft. rad. 20 ft. tall cylinder	V	S	M	pinch of dust, drops of water			Concentration	1 minute	DEX (Fail)		276	Difficult terrain. Each turn,DEX save or fall prone,CON save or lose concentration.		
Slow	3		1 action	120 ft.	<= 6 creatures in 40 ft. cube	V	S	M	drop of molasses		Concentration	1 minute	WIS (Fail)			277	Affected creature's form. All stats change. Limited to actions of new form.	Extra 1d8 DAM.	
Stinking Cloud	3		1 action	90 ft.	20 ft. radius sphere	V	S	M	rotten egg or skunk cabbage		Concentration	1 minute	CON (Fail)			278	Creatures that need to breathe spend turn retching. Wind disperses cloud.		
Tongues	3		1 action	Touch	1 creature	V	M		clay model of a ziggurat			1 hour				283	Target understands any spoken language and is understood by everyone else.		
Water Breathing	3	Ritual	1 action	30 ft.	<= 10 willing creatures	V	S	M	short reed or piece of straw			24 hours				287	Creatures gain ability to breathe underwater using normal respiration.		
Water Walk	3	Ritual	1 action	30 ft.	<= 10 willing creatures	V	S	M	piece of cork			1 hour				287	Creatures walk on liquid, rise 60 ft. per round if under. Still take other damage.		
Banishment	4		1 action	60 ft.	1 target	V	S	M	item disliked by target		Concentration	1 minute	CHA (Fail)			217	Banish target to another plane; native of other plane doesn't return after 1 min.	One more creature	
Blight	4		1 action	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.	
Confusion	4		1 action	90 ft.	10 ft. radius sphere	V	S	M	3 nut shells		Concentration	1 minute	WIS (Fail)			224	Targets can't take reactions and do random actions. See Sourcebook.	Increase radius by 5ft.	
Dimension Door	4		1 action	500 ft.	Self (and ally within 5 ft.)	V						Instantaneous				233	Teleport yourself and ally to location. If occupied, 4d6 force DAM and spell fails.		
Dominate Beast	4		1 action	60 ft.	1 beast	V	S					Concentration	1 minute	WIS (Fail)		234	Charm beast to give it commands. Has advantage to save if attacking it.	See Sourcebook.	
Greater Invisibility	4		1 action	Touch	Self or willing creature	V	S					Concentration	1 minute			246	Become invisible until spell ends.		
Ice Storm	4		1 action	300 ft.	20 ft. rad. 40ft. high cylinder	V	S	M	pinch of dust, drop of water			Instantaneous	DEX (Half DAM)	Bludgeoning+Cold	DAM: 2d8+4d6	252	Storm's area of effect becomes difficult terrain until end of next turn.	Extra 1d8 bludgeoning DAM.	
Polymorph	4		1 action	60 ft.	1 creature	V	S	M	caterpillar cocoon		Concentration	1 hour	WIS (Fail)			266	Transform creature's form. All stats change. Limited to actions of new form.		
Shove	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.		
Wall of Fire	4		1 action	120 ft.	See Sourcebook.	V	S	M											

Chain Lightning	6	1 action	150 ft.	1 target, then 3 within 30ft.	V	S	M	bit of fur, glass, silver pins	500 gp	Concentration	Instantaneous	DEX (Half DAM)	Lightning	DAM: 10d8	221	Bolt hits one target then forks up to 3 others.	One more bolt in fork.
Circle of Death	6	1 action	60 ft.	60 ft. radius sphere	V	S	M	crushed black pearl		Concentration	Instantaneous	CON (Half DAM)	Necrotic	DAM: 8d6	221		Extra 2d8 DAM.
Dismint	6	1 action	60 ft.	1 creature	V	S	M	glass and pinch of dust		Concentration	Instantaneous	DEX (Fail)	Force	DAM: 10d8+40	233	If target drops to 0 HP, is disintegrated. Only revives by True Resurrection.	Extra 3d6 DAM.
Explosive	1	action	Self	1 creature within 60 ft.	V	S				Concentration	1 minute	WIS (Fail)		238	After tactic negatively. New target each turn. See Sourcebook.		
Globe of Invulnerability	6	1 action	Self	10 ft. radius sphere	V	S	M	iodine or crystal bead		Concentration	1 minute			238	Spells < 5th level cannot affect those within the globe.	1 higher spell level blocked.	
Mass Eruption	6	1 action	60 ft.	<= 12 creatures	V	S	M	snake's tongue, honeycomb		Concentration	24 hours	WIS (Fail)		258	Make creatures accept reasonable sounding suggestions. See Sourcebook.	7th: 10 days; 8th: 30; 9th: 365	
Move Earth	6	1 action	120 ft.	40 ft. square of terrain	V	S	M	iron blade, bag of soil		Concentration	2 hours			263	Reshape dirt, sand, or clay. Can move to different square after 10 minutes.		
Sunbeam	6	1 action	60 ft. line	1 target	V	S	M	magnifying glass		Concentration	1 minute	CON (Half DAM, no blindness)	Radiant	DAM: 6d8	279	Creatures are blinded until your next turn. Use your action to make a new line.	
True Seeing	6	1 action	Touch	1 willing creature	V	S	M	ONIMENT FOR EYES	25 gp	Concentration	1 hour			284	Target creature gains true sight, sees secret doors, Ethereal Plane. Range 120 ft.		
Delayed Blast Fireball	7	1 action	150 ft.	20 ft. radius sphere	V	S	M	tiny ball of guano and sulfur		Concentration	1 minute	DEX (Half DAM)	Fire	DAM: 12d6	230	Creates spot where fireball will erupt. See Sourcebook.	Extra 1d6 base DAM.
Etherealness	7	1 action	Self	Self	V	S				Up to 8 hours				238	Become ethereal. Move up/down at half speed. Can't see past 60 ft.	8th-3 targets; 9th: 4 targets	
Flame of Death	1	action	60 ft.	1 creature	V	S				Concentration	Instantaneous	CON (Half DAM)	Necrotic	DAM: 7d8+30	241	Humanoids killed die as a zombie and turn permanently under your control.	
Plane Shift	7	1 action	Touch	1 unwilling or Self + 8 willing	V	S	M	forked metal rod	250 gp	Concentration	Instantaneous	Melee Spell Attack + CHA (Fail)		236	Transport to another plane. You specify general location or teleportation circle.		
Planetary Spirit	7	1 action	Self	60 ft. cone	V	S				Concentration	Instantaneous		See Sourcebook.	See Sourcebook	267	Send a rainbow of negative effects at enemies. See Sourcebook.	
Reverse Gravity	7	1 action	Self	50 ft. radius	V	S	M	lodestone and iron filings		Concentration	1 minute	DEX (grab fixed object)		272	Creatures fall upwards, taking falling damage. Fall again once spell ends.		
Teleport	7	1 action	10 ft.	Self and <= 8 creatures	V	S				Concentration	1 minute			281	Teleport yourself and willing creatures to a distant location. See Sourcebook.		
Dominate Monster	8	1 action	60 ft.	1 creature	V	S				Concentration	1 hour	WIS (Fail)		235	Charm monster to give it commands. Has advantage to save if attacking it.	9th: Duration is 8 hours.	
Earthquake	8	1 action	500 ft.	100 ft. radius	V	S	M	piece of dirt, rock, and clay		Concentration	1 minute	See Sourcebook.		236	Create a seismic disturbance with various effects. See Sourcebook.		
Incendiary Cloud	8	1 action	150 ft.	20 ft. radius sphere	V	S				Concentration	1 minute	DEX every turn (Half DAM)	Fire	DAM: 10d8	253	Targets make save when cloud created or entering or exiting it. Cloud moves 10ft.	
Power Word Stun	8	1 action	60 ft.	1 creature	V	S				Concentration	Instantaneous			267	Target <= 150 HP is stunned. Nothing otherwise. CON save at end of turn to end.		
Sunburst	8	1 action	150 ft.	60 ft. radius sphere	V	S	M	fire and piece of sunstone		Concentration	Instantaneous	CON (Half DAM, no blindness)	Radiant	DAM: 12d6	279	Creatures are blinded for 1 minute (CON save at end of turn to end).	
Gate	9	1 action	60 ft.	5-20 ft. diameter gate	V	S	M	diamond	5000 gp	Concentration	1 minute			244	Create portal to precise location on another plane or near a specific person.		
Master Swarm	9	1 action	1 mile	40 ft. radius sphere	V	S				Concentration	Instantaneous	DEX (Half DAM)	Fire+Bludgeoning	DAM20d8+20d6	259	Also damages objects and ignites flammable objects.	
Power Word Kill	9	1 action	60 ft.	1 creature	V	S				Concentration	Instantaneous			See Details.	266	If target has <= 100 HP, it dies instantly. No effect otherwise. No saving throw.	
Time Stop	9	1 action	Self	Self	V	S				Concentration	Instantaneous			293	Stop time. Take 1d4+1 turns alone. Spell ends if you affect others in any way.		
Wish	9	1 action	Self	Self	V	S				Concentration	Instantaneous			288	Replicate and spell <= 8th level or other powerful effect granted. See Sourcebook.		



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 buldhared for the sake of brevity. Some spells are too complicated to be reliably described her

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

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

Spell Name	Level	Ritual	Casting Time	Range	Target/Area	V	8	M	Component(s)	Cost	Concentration	Duration	Attack/Saving Throw (Effect)	Damage Type	Damage/Heal	Page #	Additional Detail	Per Higher Spell Level
Black Ward	0		1 action	Self	Self	V	S					1 round				218	Gain resistance to bludgeoning/piercing/slashing DMG from weapons.	
Chill Touch	0		1 action	120 ft.	1 creature	V	S					1 round	Ranged Spell Attack	Necrotic	DAM: 1d8	221	Extra 1d8 DAM at 5th level, 11th level, and 17th level. Can't regain HP.	
Blotish Hand	0		1 action	120 ft.	1 target	V	S					Instantaneous	Ranged Spell Attack	Force	DAM: 1d10	237	Beam. 2 beams at 5th level, 3 at 11th, 4 at 17th. Can choose different targets.	
Piercing	0		1 action	Self	1 non-hostile creature	V	S	M	makeup applied to face		Concentration	1 minute				244	Advantage on CHA checks to target, who knows magic used once spell ends.	
Mage Hand	0		1 action	30 ft.		V	S					1 minute				266	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				280	Create illusory sound or image. Investigation check against spell DC to detect.	
Poison Spray	0		1 action	10 ft.	1 creature	V	S					Instantaneous	CON (Fail)	Poison	DAM: 1d12	286	DAM increase. 5th level: 2d12, 11th level: 3d12, 17th level: 4d12.	
Prescientiation	0		1 action	10 ft.		V	S					1 hour				287	Create minor magical effect. See Sourcebook.	
True Strike	0		1 action	30 ft.	1 creature	V	S				Concentration	1 round				294	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		Cold	DAM: 5	215	Gain 5 THP. Melee attackers take 5 DAM.	5 temp HP and 5 DAM
Arms of Hadar	1		1 action	Self	10 ft. radius	V	S					Instantaneous	STR (Half DAM, no effect)	Necrotic	DAM: 2d8	215	Targets can't take reactions until next turn	Extra 1d8 DAM
Charm Person	1		1 action	30 ft.	1 humanoid	V	S					1 hour	Wisdom (Fail)			221	Charm target so it treats you as friendly. Gets advantage to save if fighting you.	One more target <= 30th.
Comprehend Languages	1	Ritual	1 action	Self		V	S	M	pinch of soot and salt			1 hour				224	Know literal meaning of any speech. Understand written words while touching.	
Expeditious Retreat	1		1 bonus action	Self	Self	V	S				Concentration	10 minutes				238	You can take Dash as a bonus action until spell ends.	
Hallish Rebuke	1		1 reaction (take DAM)	60 ft.	1 creature that damaged you	V	S					Instantaneous	DEX (Half DAM)	Fire	DAM: 2d10	250	Magical counterattack to taking damage.	Extra 1d10 DAM.
Hex	1		1 bonus action	90 ft.	1 creature	V	S	M	petrified eye of a newt		Concentration	1 hour				251	Target takes 1d8 necrotic DAM when you hit it,disadvantage on ability of choice.	3rd: duration 8 hrs,5th 24 hrs
Illusory Script	1	Ritual	1 minute	Touch	writing surface	S	M	LEAD-BASED INK	10 gp			10 days				252	Write magical script on surface that only designated people can read.	
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	Ritual	1 action	60 ft.		V	S	M	piece of string, bit of wood			1 hour				284	Create invisible force that can perform simple, menial tasks for you.	
Witch Bolt	1		1 action	30 ft.	1 creature	V	S	M	twig from tree struck by lightning		Concentration	1 minute	Ranged Spell Attack	Lightning	DAM: 1d12	289	Use action to auto hit target hit last round for 1d12 lightning DAM if in range.	Extra 1d12 DAM.
Cloud of Daggers	2		1 action	60 ft.	5 ft. cube	V	S	M	silver of glass		Concentration	1 minute		Slashing	DAM: 4d4	222	DAM taken on entering or starting turn in area.	Extra 2d4 DAM.
Crown of Madness	2		1 action	120 ft.	1 humanoid	V	S					1 minute	WIS every turn (Fail)			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		bat fur and pitch or coal		Concentration	10 minutes				230	Creates darkness normal light can't dispel. Dispelts light spells <= 2nd level.	
Enthrall	2		1 action	60 ft.	Any targets in range	V	S					1 minute	WIS (Fail)			238	Disadvantage to see anybody but you, attacked ones have advantage to save.	
Hold Person	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	snake's tongue, honeycomb		Concentration	1 hour				254	Target becomes invisible. Ends if target attacks or casts a spell.	One additional creature.
Minor Image	2		1 action	Self	Self	V	S					1 minute				260	Create duplicates that make you harder to hit. See Sourcebook.	
Misty Step	2		1 bonus action	Self	Self	V	S					Instantaneous				260	Teleport <= 30 ft. away to unoccupied location.	
Ray of Enfeeblement	2		1 action	60 ft.	1 creature in range	V	S				Concentration	1 minute	Ranged Spell Attack			271	Target deals 1/2 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: 3d8	275	Inorganic creatures have disadvantage to save. Objects take DAM too.	Extra 1d8 DAM.
Spider Climb	2		1 action	Touch	1 willing creature	V	S	M	spider and drop of bitumen		Concentration	1 hour				277	Target can walk on walls or ceiling. Climbing speed becomes walking speed.	
Suggestion	2		1 action	30 ft.	1 creature	V	S	M	snake's tongue, honeycomb		Concentration	8 hours	WIS (Fail)			279	Target follows reasonable course of action you suggest. Can specify conditions.	
Counterspell	3		1 reaction (spell cast)	60 ft.	1 Spellcaster	V	S					Instantaneous				222	Interrupt spell <= 4th. You make casting ability check (DC 10 + 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	3		1 action	Self	30 ft. cone	V	S	M	white feather or hen 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.). Fall if spell ends while in air.	One additional creature.
Obscure Form	3		1 action	Touch	1 willing creature	V	S	M	bit of gauze and wisp of smoke		Concentration	1 hour				244	Cloud form. Fly (10ft.). Resist nonmagical DMG. STR/DEX/CON save advantage.	
Hangar of Helder	3		1 action	150 ft.	20 ft. radius sphere	V	S	M	poisoned octopus tentacle		Concentration	1 minute				251	Start turn in area: 2d8 cold DAM End turn in area: DEX save or 2d8 acid DAM.	
Hydroic Pattern	3		1 action	120 ft.	30 ft. cube	V	S	M	glowing stick of incense		Concentration	1 minute	WIS (Fail)			252	Creatures charmed, incapacitated, speed = 0. Spell ends on DAM or shaking.	
Magical Circle	3		1 minute	10 ft.	10 ft. rad., 20 ft. high cylinder	V	S	M	HOLY WATER or Fe/Ag DUST	100 gp		1 hour				256	Hinder one creature type within cylinder. See Sourcebook.	Duration increases 1 hour.
Major Image	3		1 action	120 ft.	20 ft. cube	V	S	M	bit of fleece		Concentration	10 minutes				258	Create image of object including sounds, smells. Investigation check to fol.	6th: 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 attunement to any target.	
Tongues	3		1 action	Touch	1 creature	V	S	M	clay model of a ziggurat			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	Necrotic	DAM: 3d8	285	Each time you hit a target, you also HEAL half of the DAM you cause.	Extra 1d8 DAM.
Banishment	4		1 action	60 ft.	1 target	V	S	M	item disliked by target		Concentration	1 minute	CHA (Fail)			217	Banish target to another plane; native of other plane doesn't return after 1 min.	One more creature
Blight	4		1 action	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.
Dimension Door	4		1 action	500 ft.	Self (and ally within 5 ft.)	V	S					Instantaneous				233	Teleport yourself and ally to location. If occupied, 4d8 force DAM and spell fails.	
Hallucinatory Terrain	4		10 minutes	300 ft.	150 ft. cube	V	S	M	stone, twig, bit of green plant			24 hours				249	Make natural terrain seem like other terrain. Investigation check to disbelieve.	
Contact Other Plane	5	Ritual	1 minute	Self		V	S					1 minute	INT DC:15(DAM, insane for day)	Psychic	DAM: 6d8	226	Contact extraplanar being. YOU make save. 1-word answers to 5 questions.	
Dream	5		1 minute	See Sourcebook	1 creature	V	S	M	sand ink,quill from asleep bird			8 hours	See Sourcebook.	See Sourcebook.	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.
Scrying	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.	
Arcane Gate	6		1 action	500 ft.	Point(10ft),Point(500ft.)	V	S				Concentration	10 minutes				214	Create two linked portals 10ft. across anybody can travel between.	
Circle of Death	6		1 action	150 ft.	60 ft. radius sphere	V	S	M	crushed black pearl	500 gp		Instantaneous	CON (Half DAM)	Necrotic	DAM: 8d8	221		Extra 2d8 DAM.
Obscure Fey	6		1 minute	90 ft.		V	S				Concentration	1 hour				226	Summon fey CR <= 6. Obeys commands. Hostile if control is lost.	Increase max CR by 1.
Create Undead	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.
Hydral	6		1 action	Self	1 creature within 60 ft.	V	S				Concentration	1 minute	WIS (Fail)			238	Affect targets negatively. New target each turn. See Sourcebook.	
Flesh to Stone	6		1 action	60 ft.	1 creature	V	S	M	pinch of lime, water, and earth		Concentration	1 minute	CON (Fail)			243	Restrained on first fail. Petrified after 3 fails.	
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.	7th: 10 days;8th;30;9th;3d6
True Seeing	6		1 action	Touch	1 willing creature	V	S	M	ointment FOR EYES	25 gp		1 hour				284	Target creature gains truesight, sees secret doors, Ethereal Plane. Range 120 ft.	
Etherealness	7		1 action	Self	Self	V	S					Up to 8 hours				238	Become ethereal. Move up/down at half speed. Can't see past 60 ft.	
Finger of Death	7		1 action	60 ft.	1 creature	V	S					Instantaneous	CON (Half DAM)	Necrotic	DAM: 7d8+30	241	Humanoids killed rise as a zombie next turn permanently under your control.	8th;3 targets;9th: 6 targets
Forcecage	7		1 action	100 ft.	20 ft. square or 10 ft. cube	V	S	M	ruby dust	1500 gp		1 hour				243	Creatures stuck in cage can only leave using magic after CHA save.	
Plane Shift	7		1 action	Touch	1 unwilling or Self + 8 willing	V	S	M	forked metal rod	250 gp		Instantaneous	Melee Spell Attack + CHA (Fail)			286	Transport to another plane. You specify general location or teleportation circle.	
Demiplane	8		1 action	60 ft.		V	S					1 hour				231	Create door to 30 ft. cubic room in demiplane. Trapped if there when spell ends.	
Dominate Monster	8		1 action	60 ft.	1 creature	V	S				Concentration	1 hour	WIS (Fail)			235	Charm monster to give it commands. Has advantage to save if attacking it.	9th: Duration is 8 hours.
Featherfall	8		1 action	150 ft.	1 creature	V	S	M	clay crystal or mineral spheres			Instantaneous	INT (DMG, but no INT effect)	Psychic	DAM: 4d8	239	Creates INT and CHA scores become 1. See Sourcebook.	
Giftwrap	8		1 action	Self	Self	V	S					1 hour				245	Can replace CHA check rolls with a 15. Spells always detect you telling truth.	
Power Word Stun	8		1 action	60 ft.	1 creature	V	S					Instantaneous	See Details.			267	Target <= 150 HP is stunned. Nothing otherwise. CON save at end of turn to end.	
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.	
Forecast	9		1 minute	Touch	1 willing creature	V	S	M	hummingbird feather			8 hours				244	Not surprised. Advantage attacks,checks,saves. Disadvantage getting attacked.	
Imprisonment	9		1 minute	30 ft.	1 creature	V	S	M	See Sourcebook.	Source.		Until Dispelled	WIS (Fail)			252	Magically restrain a creature. See sourcebook.	
Power Word Kill	9		1 action	60 ft.	1 creature	V	S					Instantaneous			See Details.	266	If target has <= 100 HP, it dies instantly. No effect otherwise. No saving throw.	
True Polymorph	9		1 action	30 ft.	1 creature or nonmagical object	V	S	M	mercury, gum arabic, smoke		Concentration	1 hour				283	Transform a creature/object into a different creature/object. See Sourcebook.	

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

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

Spell Name	Level	School	Ritual	Casting Time	Range	Target/Area	V	S	M	Component(s)	Cost	Concentration	Duration	Attack/Saving Throw (Effect)	Damage Type	Damage/Heal	Page #	Additional Detail	Per Higher Spell Level
Add Splash	0	Conjuration		1 action	60 ft.	1 or 2 adjacent targets	V	S					Instantaneous	DEX (Fall)	Acid	DAM: 1d6	211	DAM: Add extra 1d6 at 5th level, 11th level, and 17th level.	
Blade Ward	0	Abjuration		1 action	Self	Self	V	S					1 round				218	Gain resistance to bludgeoning/piercing/slashing DMG from weapons.	
Chill Touch	0	Neomancy		1 action	120 ft.	1 creature	V	S					1 round	Ranged Spell Attack	Necrotic	DAM: 1d6	221	Extra 1d6 DAM at 5th level, 11th level, and 17th level. Can't regain HP.	
Diminishing Lights	0	Evocation		1 action	120 ft.	1 creature/object	V	S	M	phosphorous or glowworm		Concentration	1 minute				230	Create 4 glowing, hovering objects that shed light out 10 ft. Can move 60 ft.	
Fire Ball	0	Evocation		1 action	120 ft.	1 creature/object	V	S					Instantaneous				242	DAM at 5th level: 2d10, at 11th level: 3d10, at 17th level: 4d10.	
Friends	0	Enchantment		1 action	Self	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.	
Light	0	Evocation		1 action	Touch	1 object <= 10 ft. cube	V	M		firefly or phosphorescent moss			1 hour				255	Object sheds light in 20 ft. radius. Hostile targets get DEX save.	
Mage Hand	0	Conjuration		1 action	30 ft.		V	S					1 minute	DEX (Fall)			256	Create spectral hand that manipulates objects. Can pick up <= 10 lbs.	
Mending	0	Transmutation		1 minute	Touch	1 object	V	S	M	two lodestones			Instantaneous				259	Mends one break or tear no larger than 1ft. in a mundane object.	
Message	0	Transmutation		1 action	120 ft.	1 creature in range	V	S	M	piece of copper wire			1 round				259	Point at target and whisper a message. They can whisper a response.	
Mirror Image	0	Illusion		1 action	30 ft.	5 ft. cube	V	S		bit of fleece			1 minute				260	Create illusory sound or image. Investigation checks against spell DC to detect.	
Poison Spray	0	Conjuration		1 action	10 ft.	1 creature	V	S					Instantaneous	CON (Fall)	Poison	DAM: 1d12	266	DAM increase, 5th level: 2d12, 11th level: 3d12, 17th level: 4d12.	
Preventigation	0	Transmutation		1 action	10 ft.		V	S					1 hour				267	Create minor magical effect. See Sourcebook.	
Ray of Frost	0	Evocation		1 action	60 ft.	1 creature in range	V	S					Instantaneous	Ranged Spell Attack	Cold	DAM: 1d8	271	Speed +10ft. DAM increase, 5th level: 2d8, 11th level: 3d8, 17th level: 4d8.	
Shocking Grasp	0	Evocation		1 action	Touch	1 creature	V	S					Instantaneous	Melee Spell Attack	Lightning	DAM: 1d8	275	Target can't take reactions until next turn. Advantage if target has metal armor.	
True Strike	0	Divination		1 action	30 ft.	1 creature	V	S				Concentration	1 round				284	Next turn you gain advantage on first attack against the target.	
Alarm	1	Abjuration	Ritual	1 minute	30 ft.	1 door/window/area	V	S	M	tiny bell, silver wire			8 hours				211	Audible or silent alarm triggered on entry by those you haven't said can enter	
Burning Hands	1	Evocation		1 action	Self	15 ft. cone	V	S					Instantaneous	DEX (Half DAM)	Fire	DAM: 3d6	220	Flammable objects ignite.	Extra 1d6 DAM.
Charm Person	1	Enchantment		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.
Chromatic Orb	1	Evocation		1 action	90 ft.	1 creature	V	S	M	diamond	50 gp		Instantaneous	Ranged Spell Attack	See Details	DAM: 3d8	221	Choose type: acid, cold, fire, lightning, poison, or thunder.	Extra 1d6 DAM.
Color Spray	1	Illusion		1 action	Self	15 ft. cone	V	S	M	pinch of colored powder			1 round				222	Blinds 6d10 HP worth of creatures, starting with lowest HP.	Extra 2d10 HP.
Comprehend Languages	1	Divination	Ritual	1 action	Self		V	S	M	pinch of soot and salt			1 hour				224	Know literal meaning of any speech. Understand written words while touching.	
Dark Magic	1	Divination	Ritual	1 action	Self	30 ft. radius	V	S				Concentration	10 minutes				231	Sense presence of magic. Use action to see auras around creatures/objects.	
Disguise Self	1	Illusion		1 action	Self	Self	V	S					1 hour				233	Create illusion to appear as someone else. Felled by investigation vs. spell DC.	
Expeditious Retreat	1	Transmutation		1 bonus action	Self	Self	V	S				Concentration	10 minutes				238	You can take Dash as a bonus action until spell ends.	
Faerie Fire	1	Neomancy		1 action	Self	Self	V	S	M	alcohol or distilled spirits			1 hour				239	You gain 1d4+4 temp HP.	Extra 5 temp HP.
Feather Fall	1	Transmutation		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.	
Find Familiar	1	Conjuration	Ritual	1 hour	10 ft.		V	S	M	CHARCOAL, INCENSE, HERBS	10 gp		Instantaneous				240	Gain the service of a familiar. See Sourcebook.	
Fog Cloud	1	Conjuration		1 action	120 ft.	20 ft. radius sphere	V	S				Concentration	1 hour				243	Creates a foggy sphere. Can be dispelled by moderate wind.	Increase radius by 20 ft.
Grease	1	Conjuration		1 action	60 ft.	10 ft. square	V	S	M	pork rind or butter			1 minute	DEX (Fall)			246	Creatures in area or entering area fall prone if they fail DEX save.	
Identify	1	Divination	Ritual	1 minute	Touch	1 object	V	S	M	pearl, owl feather	100 gp		Instantaneous				252	Learn what an item is and what spells affect it.	
Illusory Script	1	Illusion	Ritual	1 minute	Touch	writing surface	S	M		LEAD-BASED INK	10 gp		10 days				252	Write magical script on surface that only designated people can read.	
Jump	1	Transmutation		1 action	Touch	1 creature	V	S	M	grasshopper's hind leg			1 minute				254	Target's jump distance tripled until spell ends.	
Longstrider	1	Transmutation		1 action	Touch	1 creature	V	S	M	pinch of dirt			1 hour				256	Target's speed increases by 10 ft.	One additional creature.
Mage Armor	1	Abjuration		1 action	Touch	1 willing creature	V	S	M	piece of cured leather			8 hours		Force	DAM: (1d4+1)x3	256	If target isn't wearing armor, its base AC becomes 13 + DEX modifier.	
Magic Missile	1	Evocation		1 action	Touch	Any creature in range.	V	S					Instantaneous				257	You choose the target for each dart that does 1d4+1 DAM.	One additional dart.
Protection from Evil and Good	1	Abjuration		1 action	Touch	1 willing creature	V	S	M	holy water or powdered silver		Concentration	10 minutes				270	Protect against certain types of creatures. See Sourcebook.	
Ray of Stoleness	1	Neomancy		1 action	60 ft.	1 creature in range	V	S					Instantaneous	Ranged Spell Attack	Poison	DAM: 2d8	271	Target also makes CON save. On fail, poisoned until end of next turn.	Extra 1d8 DAM.
Shield	1	Abjuration		1 reaction (get hit)	Self	Self	V	S					1 round				275	Gain +5 bonus to AC, including triggering attack. Negates Magic Missile attacks.	
Silent Image	1	Illusion		1 action	60 ft.	15 ft. cube	V	S	M	bit of fleece		Concentration	10 minutes				276	Create visual-only illusion. Use action to make it move. Investigation to discover.	
Sleep	1	Enchantment		1 action	90 ft.	20 ft. radius	V	S	M	pinch of fine sand			1 minute				276	5d8 total HP of creatures in area fall asleep. Go in order of lowest HP to highest!	Addition 2d8 HP fall asleep.
Tasha's Floating Lantern	1	Enchantment		1 action	10 ft.	1 creature	S	M		tiny tarts and a feather		Concentration	1 minute	WIS (Fall)			280	Target (HT + 4) is a stone. WIS save each turn to end.	
Tenser's Floating Disk	1	Conjuration	Ritual	1 action	30 ft.	3 ft. diameter circle	V	S	M	drop of mercury			1 hour				282	Create floating disk that holds 500 lbs and stays within 20 ft. of you.	
Thunderwave	1	Evocation		1 action	Self	15 ft. cube	V	S					Instantaneous	CON (Half DAM, no push)	Thunder	DAM: 2d8	282	Creatures failing save and objects pushed 10 ft. Boom heard for 300 ft.	Extra 1d8 DAM.
Unseen Servant	1	Conjuration	Ritual	1 action	60 ft.		V	S	M	piece of string, bit of wood			1 hour				284	Create invisible force that can perform simple, menial tasks for you.	
Whirl Bolt	1	Evocation		1 action	30 ft.	1 creature	V	S	M	twig from tree struck by lightning		Concentration	1 minute	Ranged Spell Attack	Lightning	DAM: 1d12	289	Use action to auto hit target hit last round for 1d12 lightning DAM if in range.	Extra 1d12 DAM.
Alter Self	2	Transmutation		1 action	Self	Self	V	S				Concentration	1 hour				211	Choose one: breathe/swim underwater, natural weapons, change appearance	
Arcane Lock	2	Abjuration		1 action	Touch	1 operable object	V	S	M	GOLD DUST	25 gp		1 minute	Unit Dispelled			215	Locks object until password is spoken or dispelled/knocked. Object break DC +10.	
Blindness/Deafness	2	Neomancy		1 action	30 ft.	1 creature	V						1 minute	CON per turn (Fall)			219	Target becomes blind or deaf (your choice).	One more creature.
Blur	2	Illusion		1 action	Self	Self	V					Concentration	1 minute				219	Creatures relying on sight have disadvantage to attack.	
Cloud of Daggers	2	Conjuration		1 action	60 ft.	5 ft. cube	V	S	M	silver of glass		Concentration	1 minute		Slashing	DAM: 4d4	222	DAM taken on entering or starting turn in area.	Extra 2d4 DAM.
Continual Flame	2	Evocation		1 action	Touch	1 object	V	S	M	RUBY DUST	50 gp		Unit Dispelled				227	Featureless flame comes from object. Can be covered but not snuffed out.	
Crown of Madness	2	Enchantment		1 action	120 ft.	1 humanoid	V	S				Concentration	1 minute	WIS every turn (Fall)			229	Charm humanoid to attack your target of choice. Use action to keep control.	
Darkness	2	Evocation		1 action	60 ft.	15 ft. radius sphere	V	S	M	bat fur and pinch of coal		Concentration	10 minutes				230	Creates darkness normal light can't dispel. Dispel light spells <= 2nd level.	
Darkvision	2	Transmutation		1 action	Touch	1 willing creature	V	S	M	dried carrot or agate			8 hours				230	Grants creature darkvision (60 ft.) but can't see in Darkness aura.	
Deled Thoughts	2	Divination		1 action	Self	30 ft. radius	V	S	M	a copper piece		Concentration	1 minute	See Sourcebook.			231	Read thoughts of those around you. See Sourcebook.	
Enlarge/Reduce	2	Transmutation		1 action	30 ft.	1 creature or object	V	S	M	powdered iron		Concentration	1 minute	CON (Fall)			237	Enlarge or reduce target. See Sourcebook.	
Flaming Sphere	2	Conjuration		1 action	60 ft.	5 ft. diameter sphere	V	S	M	tallow,brimstone,iron powder		Concentration	1 minute	DEX (Half DAM)	Fire	DAM: 2d6	242	Creatures next to spheres at end of turn take DAM. Move spheres 30 ft.	Extra 1d6 DAM.
Gentle Repose	2	Neomancy	Ritual	1 action	Touch	1 corpse	V	S	M	salt and 1 cp on each eye			10 days				245	Preserves corpse. Extends time limit of Raise Dead spell.	
Gift of Wind	2	Evocation		1 action	Self	60 ft. line 10 ft. wide	V	S	M	a legume seed		Concentration	1 minute	STR (Fall)			248	Push targets 15 ft. in direction of wind. Creatures move half speed against wind.	
Hold Person	2	Enchantment		1 action	10 ft.	1 humanoid	V	S	M	small straight piece of iron		Concentration	1 minute	WIS (Fall)			251	Target is paralyzed. New saving throw at end of turn.	1 additional creature.
Invisibility	2	Illusion		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.
Knock	2	Transmutation		1 action	60 ft.	1 operable object	V						Instantaneous				254	Open mundane lock or suppress an Arcane Lock for 10 minutes. Loud knock.	
Levitate	2	Transmutation		1 action	60 ft.	1 creature or object	V	S	M	small leather loop or golden wire		Concentration	10 minutes	CON (Fall)			255	Target <= 500 lbs. floats 20 ft.Can move up/down 20ft./turn. Floats down on end.	
Locate Object	2	Divination		1 action	Self	1 object familiar to you	V	S	M	forked twig		Concentration	10 minutes				256	Sense object direction within 1000 ft. or locate it within 30 ft.	
Magic Mouth	2	Illusion	Ritual	1 minute	30 ft.	1 object	V	S	M	honeycomb and JADE DUST	10 gp		Unit Dispelled				257	Magic mouth repeats <= 25 word message once condition is met.	
Magic Weapon	2	Transmutation		1 bonus action	Touch	1 nonmagical weapon	V	S				Concentration	1 hour				257	Nonmagical weapon becomes +1.	4th: +2 weapon, 6th: +3
Melf's Acid Arrow	2	Evocation		1 action	90 ft.	1 target	V	S	M	hubarb leaf, adder's stomach			Instantaneous	Ranged Spell Attack	Acid	DAM: 4d4	259	Half DAM on miss. On hit, target also takes 2d4 acid DAM at end of next turn.	1d4 DAM on both effects
Mirror Image	2	Illusion		1 action	Self	Self	V	S					1 minute				260	Create duplicates that make you harder to hit. See Sourcebook.	
Misty Step	2	Conjuration		1 bonus action	Self	Self	V						Instantaneous				260	Teleport <= 30 ft. away to unoccupied location.	
Nystul's Magic Aura	2	Illusion		1 action	Touch	1 creature or object	V	S	M	small square of silk			24 hours				263	Divination spells reveal false info about target. See Sourcebook.	
Phantasmal Force	2	Illusion		1 action	60 ft.	1 creature	V	S	M	bit of fleece		Concentration	1 minute	INT (Fall)			264	Affect target with illusion. Can DAM for 1d6 Psychic. See Sourcebook.	
Ray of Enervation	2	Neomancy		1 action	60 ft.	1 creature in range	V	S					1 minute	Ranged Spell Attack			271	Targets 1d2 DAM with STR weapon attacks. CON save to end at turn's end.	
Rope Trick	2	Transmutation		1 action	Touch	60 ft. rope	V	S	M	powdered corn, parchment loop			1 hour				272	Climb rope to other space that can hide 6 Medium creatures. Can see outside.	
Scorching Ray	2	Evocation		1 action	120 ft.	<= 3 creatures	V	S					Instantaneous	Ranged Spell Attack	Fire	DAM: 2d6x3	273	Shoot 3 rays at up to 3 targets.	One additional ray.
See Invisibility	2	Divination		1 action	Self	Self	V	S	M	pinch of talc and silver powder			1 hour				274	See invisible and ethereal creatures.	
Shatter	2	Evocation		1 action	60 ft.	10 ft. sphere	V	S	M	chip of mica			Instantaneous	CON (Half DAM)	Thunder	DAM: 3d8	275	Inorganic creatures have disadvantage to save. Objects take DAM too.	Extra 1d8 DAM.
Spider Climb	2	Transmutation		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	Enchantment		1 action	30 ft.	1 creature	V	S	M	snake's tongue, honeycomb		Concentration	9 hours	WIS (Fall)			278	Target follows reasonable course of action you suggest. Can specify conditions.	
Web	2	Conjuration		1 action	60 ft.	20 ft. cube	V	S	M	bit of spiderweb		Concentration	1 hour	DEX (Fall)			287	Every turn,DEX save or restrain,STR save to escape.Burning webs,2d4 fire DAM.	
Animate Dead	3	Neomancy		1 minute	10 ft.	<= Medium corpse	V	S	M	blood, flesh, bone			Instantaneous				212	Creates skeleton or zombie servant that accepts simple directions	Two more undead
Bestow Curse	3	Neomancy		1 action	Touch	1 creature	V	S				Concentration	1 minute	WIS (Fall)			218	Curse target. See Sourcebook.	See Sourcebook.
Blind	3	Transmutation		1 action	Self	Self	V	S					1 minute				219	Roll 11 or higher to go to Ethereal plane between turns; reappear within 10ft.	
Clairvoyance	3	Divination		10 minutes	1 mile		V	S	M	jeweled horn or glass eye	100 gp	Concentration	10 minutes				222	Create sensor in area you can see or hear through.	
Counterspell	3	Abjuration		1 reaction (spell cast)	60 ft.	1 spellcaster	V	S					Instantaneous		See Details		228	Interrupt spell <= 6th. You make casting ability check (DC 10 + spell level).	Interrupt spell <= new level.
Dispel Magic	3	Abjuration		1 action	120 ft.	1 creature/object/magical effect	V	S					Instantaneous	</					



[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 butchered 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: Fe = Iron, Ag = Silver, Hg = Mercury, P = Phosphorus

Spell Name	Level	School	Ritual	Casting Time	Range	Target/Area	V	S	M	Component(s)	Cost	Concentration	Duration	Attack/Saving Throw (Effect)	Damage Type	Damage/Heal	Page #	Additional Detail	Per Higher Spell Level
Alarm	1	Abjuration	Ritual	1 minute	30 ft.	1 door/window/area	V	S	M	tiny bell, silver wire			8 hours				211	Audible or silent alarm triggered on entry by those you haven't said can enter	
Antimagic Field	8	Abjuration		1 action	10 ft. radius	Self	V	S	M	powdered iron or filings		Concentration	1 hour				213	Erects a sphere around you in which all magic no longer works.	
Arcane Lock	2	Abjuration		1 action	Touch	1 openable object	V	S	M	GOLD DUST	25 gp		Until Dispelled				215	Locks object until password is spoken or dispel/knock. Object break DC +10.	
Banishment	4	Abjuration		1 action	60 ft.	1 target	V	S	M	See Sourcebook		Concentration	1 minute	CHA (Fail)			217	Barish target to another plane; name of other plane doesn't return after 1 min.	One more creature
Black Ward	0	Abjuration		1 action	Self	Self	V	S	M	item distilled by target			1 round				218	Gain resistance to bludgeoning/piercing/slashing DMG from weapons.	
Counterspell	3	Abjuration		1 reaction (spell cast)	60 ft.	1 Spellcaster	V	S					Instantaneous	See Details.			228	Interrupt spell <= 4th. You make casting ability check (DC 10 + spell level).	Interrupt spell <= new level.
Dispel Magic	3	Abjuration		1 action	120 ft.	1 creature/object/magical effect	V	S				Concentration	Instantaneous				234	End spell <= 3rd level. For >= 4th level, casting ability check DC=10+spell level.	End spell <= new level.
Globe of Invulnerability	6	Abjuration		1 action	Self	10 ft. radius sphere	V	S	M	glass or crystal bead		Concentration	1 minute				245	Spells <= 5th level cannot affect those within the globe.	1 higher spell level blocked.
Glyph of Warding	3	Abjuration		1 hour	Touch	See Sourcebook.	V	S	M	incense, DIAMOND POWDER	200 gp		Dispel/Triggerred				245	Create a magical trap. See Sourcebook.	See Sourcebook.
Guards and Wardens	6	Abjuration		10 minutes	Touch	See Sourcebook.	V	S	M	See sourcebook.	10 gp		24 hours				248	Protect an area of space. See Sourcebook.	
Imprisonment	9	Abjuration		1 minute	1 creature	1 creature	V	S	M	See Sourcebook			Until Dispelled	WIS (Fail)			252	Magically restrain a creature. See Sourcebook.	
Magic Armor	1	Abjuration		1 action	Touch	1 willing creature	V	S	M	piece of cured leather			8 hours				256	If target isn't wearing armor, its base AC becomes 13 + DEX modifier.	
Magic Circle	3	Abjuration		1 minute	10 ft.	10 ft. rad., 20 ft. high cylinder	V	S	M	HOLY WATER or Fe/Ag DUST	100 gp		1 hour				256	Hinder one creature type within cylinder. See Sourcebook.	Duration increases 1 hour.
Mind Blank	8	Abjuration		1 action	Touch	1 willing creature	V	S					24 hours				259	Target immune to psychic damage, charm, mind reading, divinations.	
Mordenkainen's Private Sanctum	4	Abjuration		10 minutes	120 ft.	<= 100 ft. cube	V	S	M	lead,glass,cloth,chrystolite			24 hours				262	Create magically secure area. See Sourcebook.	Extra 100 ft. per cube side
Mordenkainen's Wonderbox	3	Abjuration		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.	
Plane Binding	5	Abjuration		1 hour	60 ft.	1 extraplanar creature	V	S	M	JEWEL	1000 gp		24 hours	CHA (Fail)			265	Bind celestial, elemental, fey, or fiend to serve you for spell duration.	See Sourcebook.
Prismatic Wall	9	Abjuration		1 action	60 ft.	90x30 ft wall or 30ft dia. sphere	V	S					Instantaneous	See Sourcebook.	See Sourcebook.		267	Create multicolored barrier with various effects. See Sourcebook.	
Protection from Energy	3	Abjuration		1 action	Touch	1 creature	V	S				Concentration	1 hour				270	Creature gains resistance to one of: acid, cold, fire, lightning, or thunder.	
Protection from Evil and Good	1	Abjuration		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.	
Remove Curse	3	Abjuration		1 action	Touch	1 creature or object	V	S					Instantaneous				271	Remove curse creature or break object's curse attunement to any target.	
Shield	1	Abjuration		1 reaction (get hit)	Self	Self	V	S					1 round				275	Gain +5 bonus to AC, including triggering attack. Negates Magic Missile attacks.	
Skewerish	4	Abjuration		1 action	Touch	1 willing creature	V	S	M	DIAMOND DUST		Concentration	1 hour				278	Target gains resistance to nonmagical bludgeoning, piercing, and slashing DMG.	
Symbol	7	Abjuration		1 minute	Touch	1 surface or object	V	S	M	Hg, P, DIAMOND and OPAL	1000 gp		Dispel/Triggerred	See Sourcebook.	See Sourcebook.	See Sourcebook	280	Inscribe harmful magical glyph on surface. See Sourcebook.	
Add Splash	0	Conjuration		1 action	60 ft.	1 or 2 adjacent targets	V	S					Instantaneous	DEX (Fail)	Acid	DAM: 1d6	211	DAM: Add extra 1d6 at 5th level, 11th level, and 17th level.	
Arcane Gate	6	Conjuration		1 action	500 ft.	Point(10ft),Point(500ft.)	V	S				Concentration	10 minutes				214	Create two linked portals 10ft. across anybody can travel between.	
Cloud of Daggers	2	Conjuration		1 action	60 ft.	5 ft. cube	V	S	M	silver of glass		Concentration	1 minute		Slashing	DAM: 4d4	222	DAM taken on entering or starting turn in area.	Extra 2d4 DAM.
Cloudkill	6	Conjuration		1 action	120 ft.	20 ft. radius sphere	V	S				Concentration	10 minutes	CON (Half DAM)			222	DAM taken on entering or starting turn in area. Fog moves away 10 ft. per turn.	Extra 1d6 DAM.
Conjure Elemental	5	Conjuration		1 minute	60 ft.		V	S	M	See Sourcebook			1 hour				225	Summon elemental CR <= 5. Chose command. Hostile if control is lost.	Increase max CR by 1.
Conjure Minor Elementals	4	Conjuration		1 minute	90 ft.		V	S				Concentration	1 hour				226	Summon elementals (total CR <= 2) that obey commands.	6th: CR <= 4; 8th: CR <= 6
Demiplane	8	Conjuration		1 action	60 ft.		V	S					1 hour				231	Create door to 30 ft. cubic room in demiplane. Trapped if there when spell ends.	
Dimension Door	4	Conjuration		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.	
Dreamer's Instant Summons	6	Conjuration	Ritual	1 minute	Touch	1 object <= 10 lb.	V	S	M	sapphire	1000 gp		Until Dispelled				235	Speak item name and crush gem to summon object unless it's held by other.	
Evard's Black Tentacles	4	Conjuration		1 action	90 ft.	20 ft. square	V	S	M	piece of octopus tentacle		Concentration	1 minute	DEX while in area (Fail)	Bludgeoning	DAM: 3d6	238	Also restrained. Restrained take DAM every turn. STR/DEX check to get free.	
Flame Sphere	1	Conjuration	Ritual	1 hour	60 ft.	10 ft. sphere	V	S	M	CHARCOAL,INCENSE,HERBS	10 gp		1 hour				240	Gain the service of a familiar. See Sourcebook.	
Flaming Sphere	2	Conjuration		1 action	60 ft.	5 ft. diameter sphere	V	S	M	tallow,brimstone,iron powder		Concentration	1 minute	DEX (Half DAM)	Fire	DAM: 2d8	242	Creates next to spheres at end of turn take DAM. Move spheres 30 ft.	Extra 1d8 DAM.
Fog Cloud	1	Conjuration		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.
Gate	9	Conjuration		1 action	60 ft.	5-20 ft. diameter gate	V	S	M	diamond		Concentration	1 minute				244	Create portal to precise location on another plane or near a specific person.	
Grease	1	Conjuration		1 action	60 ft.	10 ft. square	V	S	M	pork rind or butter			1 minute	DEX (Fail)			246	Creates in area or entering area fall prone if they fail DEX save.	
Incredibly Cloud	8	Conjuration		1 action	150 ft.	20 ft. radius sphere	V	S				Concentration	1 minute	DEX every turn (Half DAM)	Fire	DAM: 10d8	253	Targets make save when cloud created or entering or exiting it. Cloud move: 10ft.	
Leomund's Secret Chest	4	Conjuration		1 action	Touch	1 chest	V	S	M	chest(5000), replica chest(50)	5050 gp		1 minute				254	Trans from chest back and forth from Ethereal Plane using replica.	
Magic Hand	0	Conjuration		1 action	30 ft.		V	S					1 minute				256	Create spectral hand that manipulates objects. Can pick up <= 10 lbs.	
Mass	8	Conjuration		1 action	60 ft.	1 creature	V	S				Concentration	10 minutes	See Details			258	Target uses action each turn to make INT check (DC 20) to escape.	
Misty Step	2	Conjuration		1 bonus action	Self	Self	V						Instantaneous				260	Teleport <= 30 ft. away to unoccupied location.	
Mordenkainen's Faithful Hound	4	Conjuration		1 action	30 ft.		V	S	M	silver whistle, bone, thread			8 hours		Piercing	DAM: 4d8	261	Spectral hound guards area and can attack hostiles. See Sourcebook.	
Mordenkainen's Magnificent Menorah	7	Conjuration		1 minute	300 ft.		V	S	M	portal(5),marble(5),spoon(5)	15 gp		24 hours				261	Summon portal to 50000 cubic ft. mansion with food for 100 people.	
Plane Shift	7	Conjuration		1 action	Touch	1 unwilling or Self + 8 willing	V	S	M	forked metal rod	250 gp		Instantaneous	Metee Spell Attack + CHA (Fail)			263	Transport to another plane. You specify general location or teleportation circle.	
Potion of Fly	0	Conjuration		1 action	Touch	1 creature	V	S					Instantaneous	CON (Fail)			266	DAM increase. 5th level: 2d12, 11th level: 3d12, 17th level: 4d12.	
Shed Skin	3	Conjuration		1 action	150 ft.	40 ft. rad. 20 ft. tall cylinder	V	S	M	pinch of dust, drops of water		Concentration	1 minute	DEX (Fail)			276	Difficult terrain Each turn DEX save or fall prone,CON save or lose concentration.	
Shrinking Cloud	3	Conjuration		1 action	90 ft.	20 ft. radius sphere	V	S	M	rotten egg or skunk cabbage		Concentration	1 minute	CON (Fail)			278	Creates that need to breathe spend turn retching. Wind disperses cloud.	
Teleport	7	Conjuration		1 action	10 ft.	Self and <= 8 creatures	V	S					Instantaneous				281	Teleport yourself and willing creatures to a distant location. See Sourcebook.	
Teleportation Circle	5	Conjuration		1 minute	10 ft.	10 ft. diameter circle	V	S	M	CHALK & INK mixed with gems	50 gp		1 round				282	Any stepping inside circle teleport to permanent teleportation circle.	
Tenser's Floating Disk	1	Conjuration	Ritual	1 action	30 ft.	3 ft. diameter circle	V	S	M	INCENSE(250),4 ivory strips(50-300 gp)			1 hour				282	Create floating disk that holds 500 lbs and stays within 20 ft. of you.	
Unseen Servant	1	Conjuration	Ritual	1 action	60 ft.	1 piece of string, bit of wood	V	S	M	piece of string, bit of wood			1 hour				284	Create invisible force that can perform simple, menial tasks for you.	
Web	2	Conjuration		1 action	60 ft.	20 ft. cube	V	S	M	bit of spiderweb		Concentration	1 hour	DEX (Fail)			287	Every turn DEX save or restrain,STR save to escape,Burning webs,2d4 fire DAM.	
Whisper	9	Conjuration		1 action	Self	Self	V						Instantaneous				288	Replicate and spell <= 8th level or other powerful effect granted. See Sourcebook.	
Arcane Eye	4	Divination		1 action	30 ft.		V	S	M	a bit of bat fur		Concentration	1 hour				214	Create invisible eye with darkvision(30ft) moves 30ft/rd you can see through.	
Clairvoyance	3	Divination		10 minutes	1 mile		V	S	M	jeweled horn or glass eye	100 gp	Concentration	10 minutes				222	Create sensor in any area you can see or hear through.	
Comprehend Languages	1	Divination	Ritual	1 action	Self		V	S	M	piece of root and salt			1 hour				224	Know literal meaning of any speech. Understand written words while touching.	
Control Other Plane	5	Divination	Ritual	1 minute	Self		V	S					1 minute	INT DC:15(DAM, insane for day)	Psychic	DAM: 6d8	226	Control extraplanar being. YOU make save. 1 word answers to 5 questions.	
Detect Magic	1	Divination	Ritual	1 action	Self	30 ft. radius	V	S				Concentration	10 minutes				231	Sense presence of magic. Use action to see auras around creatures/objects.	
Detect Thoughts	2	Divination		1 action	Self	30 ft. radius	V	S	M	a copper piece		Concentration	1 minute	See Sourcebook.			231	Read thoughts of those around you. See Sourcebook.	
Forenight	9	Divination		1 minute	Touch	1 willing creature	V	S	M	hummingbird feather			8 hours				244	Not surprised. Advantage:attacks,checks,saves. Disadvantage getting attacked.	
Identify	1	Divination	Ritual	1 minute	Touch	1 object	V	S	M	pearl, owl feather	100 gp		Instantaneous				252	Learn what an item is and what spells affect it.	
Legend Lore	5	Divination		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.	
Locate Creature	4	Divination		1 action	Self	1 creature familiar to you	V	S	M	bloodhound fur		Concentration	10 minutes				256	Sense creature direction within 1000 ft. or locate it within 30 ft.	
Locate Object	2	Divination		1 action	Self	1 object familiar to you	V	S	M	forked twig		Concentration	10 minutes				256	Sense object direction within 1000 ft. or locate it within 30 ft.	
Rary's Telepathic Bond	5	Divination	Ritual	1 action	30 ft.	<= 8 willing creatures	V	S	M	eggshell of 2 different creatures			1 hour				270	Targets can communicate telepathically with each other, but not to other planes.	
Spying	5	Divination		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.	
See Invisibility	2	Divination		1 action	Self	Self	V	S	M	pinch of talc and silver powder			1 hour				274	See invisible and ethereal creatures.	
Tongues	3	Divination		1 action	Touch	1 creature	V	S	M	clay model of a ziggurat			1 hour				283	Target understands any spoken language and is understood by everyone else.	
True Seeing	6	Divination		1 action	Touch	1 willing creature	V	S	M	OINTMENT FOR EYES	25 gp		1 hour				284	Target creature gains true sight; sees secret doors, Ethereal Plane. Range 120 ft.	
True Sight	0	Divination		1 action	30 ft.	1 creature	V	S				Concentration	1 round				284	Next turn you gain advantage on first attack against the target.	
Antipathy/Sympathy	8	Enchantment		1 hour	60 ft.	1 Huge or smaller target	V	S	M	lump of alum or honey			10 days	WIS (Fail)			214	Target object/creature attracts or repels specific creature types.	
Charm Person	1	Enchantment		1 action	30 ft.	1 humanoid	V	S					1 hour	Wisdom (Fail)			221	Charm target so it treats you as friendly. Gets advantage to save if fighting you.	One more target <= 30ft.
Confusion	4	Enchantment		1 action	90 ft.	10 ft. radius sphere	V	S	M	3 nut shells		Concentration	1 minute	WIS (Fail)			224	Targets can't take reactions and do random actions. See Sourcebook.	Increase radius by 5ft.
Crown of Madness	2	Enchantment		1 action	120 ft.	1 humanoid	V	S				Concentration	1 minute	WIS every turn (Fail)			229	Charm humanoid to attack your target of choice. Use action to keep control.	
Detect Evil	8	Enchantment		1 action	60 ft.	1 creature	V	S				Concentration	1 hour				235	Charm monster to give it commands. Has advantage to save if attacking it.	9th: Duration is 8 hours.
Detect Evil	5	Enchantment		1 action	60 ft.	1 person	V	S				Concentration	1 minute	WIS (Fail)			235	Charm humanoid to give it commands. Has advantage to save if attacking it.	See Sourcebook.
Featherfall	8	Enchantment		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.	
Friends	0	Enchantment		1 action	Self	1 non-hostile creature	V	S				Concentration	1 minute				244	Advantage on CHA checks to target, who knows magic used once spell ends.	
Geas	5	Enchantment		1 minute	Touch	1 creature	V						30 days	WIS (Fail)	See Details.	See Details.	244	Target must perform task you set. 5d10 psychic DAM whenever it disobeys.	7th: lasts 1 year;9th: forever
Hold Monster	5	Enchantment		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.
Hold Person	2	Enchantment		1 action	60 ft.	1 humanoid	V	S				Concentration	1 minute	WIS (Fail)			251	Target is paralyzed. New saving throw at end of turn.	
Maze Suspension</																			







Spider Clim	2	Transmutation	1 action	Touch	1 willing creature	V S M	spider and drop of bitumen	Concentration	1 hour	277	Target can walk on walls or ceiling. Climbing speed becomes walking speed.																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																					</
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