

Jo	2	Dragonborn	:)	Chaotic Neutral	Solaris
Character Name	Level	Race	Gender	Alignment	Deity
Medium	Bald	White	7'	350lbs	
Size	Hair	Eyes	Height	Weight	Background



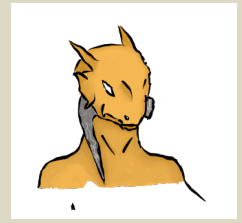
CORE INFORMATION

ABILITY SCORES		
STR	17	+3
DEX	10	+0
CON	16	+3
INT	12	+1
WIS	17	+3
CHA	15	+2

SAVING THROWS			
STR	+3		
DEX	+0		
CON	+3		
INT	+1		
WIS	+5	•	
CHA	+4	•	
		Mod	Prof Misc

CLASSES				
Name	Lvl	Hit Dice	HP	Con
Cleric	2	1d8	8	6
Total:	2		8	6

XP
Init
+0
Move
30



SKILLS

Roll	Skill	Prof	Adv
+0	Acrobatics (Dex)		
+3	Animal Handling (Wis)		
+3	Arcana (Int)	•	
+3	Athletics (Str)		
+2	Deception (Cha)		
+3	History (Int)	•	
+3	Insight (Wis)		
+2	Intimidation (Cha)		
+1	Investigation (Int)		
+5	Medicine (Wis)	•	
+1	Nature (Int)		
+3	Perception (Wis)		
+2	Performance (Cha)		
+2	Persuasion (Cha)		
+3	Religion (Int)	•	
+0	Sleight of Hand (Dex)		
+0	Stealth (Dex)		
+3	Survival (Wis)		

13	Passive Insight
13	Passive Perception

+2	Proficiency Bonus
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COMBAT

Hit Points
14

AC
18

Armor	Dex
18	0
Misc 1	Misc 2

Armor Worn	Type	AC	Dex	DA	Wt.
Chainmail	H	16	0		55
Shield		2			6
Total:		18	0		61

Hit Dice
1d8

Death Saves
Success ○○○○
Failure ○○○○

Downtime

Ammunition
○○○○○○○○○○○○○○
○○○○○○○○○○○○○○

Weapon & Spells	Hit	#Atk	Damage	Rng	Type	Notes
Mace	+5		1d8+0	100	Blud	
Breath Weapon (Gold)			2d6		Fire	

Special Attacks

Special Defenses
Resistances - Fire

PROFICIENCIES/LANGUAGES

Armor:
Heavy Armor, Light Armor, Medium Armor, Shields
Weapons:
Simple Weapons
Languages:
Celestial, Common, Draconic, Infernal

FEATURES & ABILITIES

Race / Background / Feats
Draconic Ancestry ? PHB 34
" Gold Dragon ? BR 34
Fire"
"Breath Weapon ? PHB 34
Once per short rest as an action, exhale destructive energy based on your Draconic Ancestry. Each creature in the area must make a DC 13 saving throw (throw determined by your ancestry), taking 2d6 ([6th] 3d6, [11th] 4d6, [16th] 5d6) on a failed save, and half damage on a successful one."
Gold Dragon ? BR 34
As an action once per short rest, exhale in a 15 ft. cone (DEX DC 13, half damage on success) for 2d6 Fire Damage [6th] 3d6, [11th] 4d6, [16th] 5d6
Breath Weapon (Gold): 1 / Short Rest ? 1 Action
Damage Resistance ? PHB 34
You have resistance to the damage type associated with your draconic ancestry.

Class
Hit Points ? PHB 57
Proficiencies ? PHB 57
Spellcasting ? PHB 58
You can cast prepared cleric spells using WIS as your spellcasting modifier (Spell DC 13, Spell Attack +5) and prepared cleric spells as rituals if they have the ritual tag. You can use a holy symbol as a spellcasting focus.
Divine Domain ? PHB 58
You chose a divine domain that grants you additional spells and other features related to your deity.
Life Domain Bonus Proficiency ? PHB 60
You gain proficiency with heavy armour.
Disciple of Life ? PHB 60
Whenever you use a spell of 1st level or higher to restore HP the creature regains additional HP equal to 2 + the spell's level.
Channel Divinity: Preserve Life

Gold Dragon ? BR 34
Fire Damage

Channel Divinity: Preserve Life
As an action, you present your holy Symbol and evoke Healing energy that can restore a number of Hit Points equal to five times your cleric level.

EQUIPMENT & WEALTH

Item & Location	#	Wt	TL
Body			
Armor/Shield			61
Clothing/Outfit	1	3	3
Crossbow	1	5	5
Mace	1	4	4
			0
			0
			0
			0
			0
			0
Belt Pouch	1	0	0
Tinderbox	1	1	1
Waterskin	1	5	5
			0
			0
			0
Bandoleer/Quiver	1	0	0
Crossbow bolts	20	0.075	1.5
			0
			0
			0
			0
Total Encumbrance (no pack)			81

Item & Location	#	Wt	TL
Backpack	1	5	5
Mess Kit	1	1	1
Bed Roll	1	7	7
Rations	10	2	20
Rope, Hempen (50 feet)	1	10	10
Torch	10	1	10
			0
			0
			0
			0
			0
			0
			0
			0
			0
Total in Backpack			53
Saddlebags (no enc)	1	3	3
			0
			0
			0
			0
			0
Total Encumbrance (w/pack)			134

Cash		
Gold	Other Coins	
513		
Gems	#	Value
Jewelry/Valuables	#	Value

[illegible][illegible]

Encumbrance					
Light	85	Heavy	170	Max	255

[illegible]

ROLEPLAYING

Character Profile
Personality Traits
I'm willing to listen to every side of an argument before I make my own judgement. I've read every book in the world's greatest libraries - or I like to boast that I have
Ideals
No Limits. Nothing should fetter the infinite possibility inherent in all existence. (Chaotic)
Bonds
I have an ancient text that holds terrible secrets that must not fall into the wrong hands.
Flaws
Most people scream and run away when they see a demon. I stop and take notes on its anatomy.

Storytelling
Character Bio
use <ALT> + Enter to force line breaks in a field
Misc Notes
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Allies & Organizations
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ADDITIONAL FEATURES

[illegible]

Misc Info

Spell List

Spell Attack: +5

CANTRIPS

[illegible]

LEVEL 1

[illegible]

LEVEL 2

[illegible]

LEVEL 3

Spell Name	School	Casting Time	Range	Area / Targets	Effect	Save /Att	Duration	Conc	Ritual	Comp	Cost

LEVEL 4											
Spell Name	School	Casting Time	Range	Area / Targets	Effect	Save /Att	Duration	Conc	Ritual	Comp	Cost

LEVEL 5											
Spell Name	School	Casting Time	Range	Area / Targets	Effect	Save /Att	Duration	Conc	Ritual	Comp	Cost

LEVEL 6											
Spell Name	School	Casting Time	Range	Area / Targets	Effect	Save /Att	Duration	Conc	Ritual	Comp	Cost

LEVEL 7

[illegible]

LEVEL 8

[illegible]

LEVEL 9

[illegible]



DO NOT make direct changes to any of the text below EXCEPT the Known column (green). Filters are OK to use.	<p>You can place an x in the Green column for spells you know and use filters without issue, but if you edit any text, it will break the import. Remove edits to fix. If anything needs correction, email daniel@educatedgamer.net. The list below is imported from another spreadsheet.</p> <p>To use this list effectively, Filter by your class (scroll to the right) and level, then copy the text from the spells you wish, starting with Name (Column C) and going to Cost (Column N) and paste it into your spell sheet using (right-click > paste special > values only). You can then change the text on your Spell Sheet tab all you want</p>	
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Level	Name	School	Casting Time	Range	Area or Target	Effect	Save or Attack	Duration	Conc	Ritual	Mats	Cost	Source	Page	Arcone Tricaster	Bar	Cleric	Druid	Edritch Knight	Paladin	Ranger	Sorcerer	Warlock	Wizard
0	Guidance	Divin	Act	Touch	1 creature	Once before duration ends, creature can add +1d4 to one ability check of its choice, before or after making the check.		≤1 Min	YES		VSM	PHB	248				x	x						
0	Infestation	Conj	Act	30'	1 creature	Create cloud of small parasites to appear on target. CON save or take 1d6 poison damage and move 5ft in random direction. No Opp. attacks, if direction is blocked, doesn't move. 2d6 dmg at 5th, 3d6 at 10th, 4d6 at 15th.	Con	Instant			VSM	XGTE	158									x	x	x
0	Magical Stone	Trans	Bonus	Touch	1-3 pebbles	Enchant up to 3 pebbles. Anyone can hurl pebble (ranged spell attack using your spellcasting mod) up to 60' for 1d6+your spellcasting mod. Pebble loses enchantment after attack.	Attack	1 Min			V5	EE	20										x	
0	Produce Flame	Conj	Act	Self, 30'	Self, 1 creature	Flickering flame appears in hand. Shed light (10' bright, 20' dim). Can make a ranged spell attack (ends spell for 1d8 fire damage. Damage increases to 2d8 at 5th, 3d8 at 11th, 4d8 at 17th).	Attack	10 Min			V5	PHB	269					x						
0	Ray Of Frost	Evoc	Act	60'	1 creature	Deals 1d8 cold damage on hit, speed reduced by 10'. Damage increases: 5th (2d8), 11th (5d8), 17th (8d8)	Attack	Instant			V5	PHB	271		x								x	x
0	Shillelagh	Trans	Bonus	Touch	wooden weapon	Club/staff becomes magical. Can use Spellcasting stat for attack and damage instead of strength. Weapon de becomes 1d8. Spell ends if you let go of weapon.		1 Min			VSM	PHB	275				x							
0	Spare The Dying	Necro	Act	Touch	1 dying creature	Stabilize a living target that is dying.		Instant			V5	PHB	277				x							
1	Alarm	Abjur	1 Min	30'	30' cube	Alerts you whenever a Tiny or larger creature touches/enters area. Can set allowed creatures and alarm type (mental 1 mile or audible 10 secs in 60')		8 Hrs		YES	VSM	PHB	211								x			x
1	Armor of Agathys	Abjur	Act	Self		Gain 5 temp hp. Deal 5 cold damage to melee attackers while you have these temp hp. Overpower: +5 to hit and damage /slot lv		1 Hour			VSM	PHB	215											x
1	Catspaw	Trans	Act	60'	1 object	Unattended object (1.5 lb) flies 90' in direction you choose. If hits something, deals 3d8 bludgeoning to both (Dex save negates). Overpower: +5lb object weight, +1d8 damage / lv	Dex	Instant			S	EE	15									x	x	x
1	Chaos Bolt	Evoc	Act	120'		Bolt shoots target for 2d8-1d6 damage. Roll 1d8 twice for damage type (choose): 1=Acid, 2=Cold, 3=Fire, 4=Force, 5=Lightning, 6=Poison, 7=Psychic, 8=Thunder. If you roll doubles, energy leaps to another creature (30') you choose. Make new attack and rolls. Overpower: +1d8 extra damage/lv	Attack	Instant			V5	XGTE	151											
1	Charm Person	Ench	Act	30'	1 humanoid	Charm visible humanoid within range for duration or until harmed. Targets being fought by your party save with adv. Overpower: +1 target / slot lv +xst, must be in range of 3rd target	Wis	1 Hr			V5	PHB	221		x	x						x	x	x
1	Chromatic Orb	Evoc	Act	90'	1 creature	Choose acid, cold, fire, lightning, poison, or thunder - hurl orb as ranged spell attack. On hit, deals 3d8 of that energy type. Overpower: +1d8 / lv	Attack	Instant			V5F	50gp	PHB	221					x				x	
1	Color Spray	Illus	Act	Self	15' cone	Blind 1d10 hp worth of creatures. Start with lowest hp first and go up, dropping any left over. Overpower: +2d10 hit / slot lv +1st		1 round			VSM	PHB	222		x							x	x	
1	Command	Ench	Act	60'	1 creature	Visible creature in range obeys 1 word command (language dependent). Undead and harmful commands fail. Overpower: +1 target within 30' of 1st target / slot lv + 3st	Wis	1 Round			V	PHB	223				x			x				
1	Faerie Fire	Evoc	Act	60'	20' cube	Outlines all in colored light that negates concealment. Creatures allowed a save to negate. Attacks vs visible creatures have advantage.	Dex	≤1 Min	YES	V	V	PHB	239			x		x						
1	Feather Fall	Trans	React	60'	≤5 falling creatures	Creature's descent slows to 60' per round. If the creature lands before the spell ends, it takes no falling damage and lands on its feet, and the spell ends.		1 min			VM	PHB	239			x						x	x	
1	Hellish Rebuke	Evoc	React	60'	1 creature	Creature that just damaged you takes 2d10 fire damage (Dex save for 1/2). Overpower: +x10 damage / lv	Dex	Instant			V5	PHB	250										x	
1	Illusory Script	Illus	1 min	Touch	writing material	You write on the paper, and you and any creatures you designate see the writing normally, everyone else sees it as an unintelligible scrip. If dispelled, the original script disappears. Thought allows a target to read the writing normally.		10 days		YES	SM*	10gp	PHB	252		x	x						x	x
1	Infect Wounds	Necro	Act	Touch	1 creature	Deals 3d10 necrotic damage. Overpower: +x10 damage / lv	Attack	Instant			V5	PHB	253				x							
1	Longstrider	Trans	Act	Touch	1 creature	Target's speed increases by 10'. Overpower: +1 creature / slot lv		1 Hr			VSM*	PHB	256			x								
1	Protection from Evil/Good	Abjur	Act	Touch	1 willing creature	Aberrations, celestials, elementals, fey, fiends, undead have attack disadvantage vs target. Target can't be charmed, frightened, or possessed by them, and gains advantage on new saving throws if already affected.		≤10 Min	YES	VSM*	25gp	PHB	270				x	x	x	x			x	x
1	Tenser's Floating Disk	Evoc	Act	30'	disk of force	You create a hovering 3' disk of force. It can carry 500lb of weight and follows you (20')		1 Hr		YES	VSM	PHB	282											
1	With Bolt	Evoc	Act	30'	1 creature	Ranged spell attack. HT deals 1d12 lightning damage on each of your turns, use action to deal 1d2 damage automatically. Ends if you use action for something else, exceed range, or target has total cover. Overpower: +1d12 initial damage / lv	Attack	≤1 Min	YES	VSM	PHB	289						x				x	x	x
2	Aganazzar's Scorching	Evoc	Act	30' x 5'	Line	A line flame emanates from you in a direction you choose. Deals 3d8 fire to creatures in 30ft line. DEX save for 1/2 damage. Overpower: +1d8 dmg /lv above 2nd.	Dex	Instant			VSM	EE	15					x				x		x
2	Animal Messenger	Ench	Act	30'	1 tiny beast	Target best travels for spell duration toward a specified location and creature you describe. 30 miles per 24 hours for a flying messenger, or 25 miles for other animals. If it makes it to the described, it delivers a message up to 25 words in your voice. Overpower: +48 hr duration / slot level.		24 Hrs		YES	VSM	PHB	212			x		x						
2	Augury	Divin	1 Min	Self	Divination instruments	Portents Vow/Woe of action in next 30 mins		Instant		YES	VSM	25gp	PHB	215				x						
2	Continual Flame	Evoc	Act	Touch	1 object	You create a flame as bright as a torch on a target object. It creates no heat and uses no oxygen.		Until dispelled			VSM*	50gp	PHB	227					x					x
2	Darkvision	Trans	Act	Touch	1 creature	Willing creature gains darkvision of 60'		8 Hrs			VSM	PHB	230								x	x	x	
2	Dust Devil	Conj	Act	60'		Elemental appears in space. Creature ending melee turn adjacent to devil takes 1d8 bludgeoning damage and is pushed 10' away (30' save for 1/2 and no push). Bonus action: move devil 30'. Rows around sand, gravel, loose dirt into 12' radius cloud (heavily obscured). Overpower: +1d8 dmg/lv	Str	≤1 Min	YES	V	EE	17					x					x	x	
2	Enlarge/Reduce	Trans	Act	30'	Creature or object	Target grows/shrinks. Object cannot be carried. Unwilling target gets save. If save, no effect. If target is creature, even saving wearing/size does not end. Made those items revert to normal size when dropped. Enlarge: double all dimensions, 8x wgt., increase one size category. Adv. on 3r checks and saves. Weapons +d4 dam. Reduce: half all dimensions, 1/8th wgt., disab. on 3r checks and saves. Weapons -d4 (min. 1 damage)	Con	≤1 Min	YES	VSM	PHB	237					x					x	x	
2	Find Traps	Divin	Act	120'	line of sight	You sense the presence of any trap in range, but not the location.		Instant			V5	PHB	241				x	x				x		
2	Gentle Repose	Necro	Act	Touch	1 corpse	Target is protected from decay and can't become undead.		10 days		YES	VSM	PHB	245				x							
2	Locate Object	Divin	Act	Self	1000'	Sense the direction to a familiar object's location w/in range. Can't locate through any fied.		≤10 Min	YES	VSM	PHB	256				x	x	x		x	x	x		
2	Magic Mouth	Illus	Bonus	30'	unattended object	Implant message on object (≤25 words), set visual/audio trigger. within 30' when triggered, mouth appears and speaks in your voice/voiceless. Can dispel or reset itself.		Until dispelled		YES	VSM*	10gp	PHB	257		x	x							x
2	Moonbeam	Evoc	Act	120'	5x40' cylinder	Cylinder provides dim light. Creatures entering or starting turn in area take 2d10 radiant (Con save for 1/2). Shapelianges revert to original form and have disadvantage on save. Each turn, may use action to move it 60'. Overpower: +1d10 / level	Con	≤1 Min	YES	VSM	PHB	261					x							
2	Protection from Poison	Abjur	Act	Touch	1 creature	You neutralize one poison that you know is present, or neutralize one at random. Target has advantage on saves vs poison, and resistance to poison damage.		1 Hr			V5	PHB	270				x	x		x	x			
2	Ray of Enfeeblement	Necro	Act	60'	1 creature	Ranged spell attack, on hit, creature deals 1/2 damage on STR weapon attacks. Target saves at end of each turn to end (Con).	Attack	≤1 Min	YES	V5	PHB	271											x	x
2	See Invibility	Divin	Act	Self		You see invisible things as if they were visible, and can see into the Ethereal Plane. Ethereal creatures/objects appear ghostly.		1 hour			VSM	PHB	274				x						x	x
2	Shadow Blade	Illus	Bonus	Self		Create shadow blade in your hand (simple melee weapon, light, finesse, thrown 20/60, deals 2d8 psychic). When you attack target in dim light or darkness, you have advantage to hit. If drop weapon, it vanishes and can conjure it back with bonus action. Overpower: 3-4th slot = 3d8, 5-6th slot = 4d8, 7+ slot = 5d8.	Attack	≤1 Min	YES	V5	XGTE	164										x	x	x
2	Silence	Illus	Act	120'	20' rad sphere	no sound can be created in or through area for duration.		≤10 Min	YES	YES	V5	PHB	275				x	x				x		
2	Skywrite	Trans	Act	Sight		Create up to 10 cloud words in sky		≤1 Hr	YES	YES	V5	EE	22				x	x	x					x
2	Spiritual Weapon	Evoc	Bonus	60'	1 floating weapon	Create a floating weapon. Lasts duration; when cast, make melee spell attack vs creature w/in 1' of weapon. On hit, target takes 1d8+spellcasting modifier force damage. Bonus action: Move up to 20', make an attack. Overpower: +d8/2 lv	Attack	1 Min			V5	PHB	278				x							
2	Web	Conj	Act	60'	20' cube	You create webs that become difficult terrain and lightly obscure the area. Spell ends after 1 round if the webs aren't anchored to two solid masses. Restrains creatures that enter or start the turn in the area if they fail the save.	Dex	≤1 Hr	YES	VSM	PHB	287										x	x	
3	Animate Dead	Necro	1 min	10'	1 corpse	Create an undead servant (small or medium, skeleton or zombie). As a bonus action you may mentally command all creatures you made that are w/in 60' of you w/in 24 hours of creation. You must recast the spell to control each foe. Reassents control over 5d of your animated creatures. Overpower: +2 undead animated/assessured / slot level.		Instant			VSM	PHB	212				x							x
3	Aura of Vitality	Evoc	Act	Self	30' rad	You can use a bonus action to cause one creature w/in aura to regain 2d6 HP. Aura moves with you.		≤1 Min	YES	V	PHB	216							x					
3	Blink	Trans	Act	Self		At end of your turn, roll D20. On 1-10 you become ethereal. At start of next turn, you return to empty space within 10ft of where you vanished. Can dismiss spell as Action. While Ethereal, you can see X in shades of grey into prime material. Can only affect/be affected by Ethereal creatures.		1 Min			V5	PHB	219									x		x
3	Conjure Barrage	Conj	Act	60' Cone		Throw a non-magical weapon or ammunition, forms cone of identical weapons. 3d8 damage, half on save. Same damage type as original weapon.	Dex	Instant			VSM	PHB	225											
3	Enemies Abound	Ench	Act	120'	1 creature	Creature makes INT save. Immune to Fear + success. On failed save, target sees all creatures as enemies. Each time takes damage, report save to end. Made those enemy targets at random. Makes all Opportunity attacks available to it.	Int	≤1 Min	YES	V5	XGTE	155				x						x	x	x
3	Fear	Illus	Act	Self	30' cone	Creatures become frightened and drop whatever it is holding. They Dash away; if it ends its turn and you are not visible, make a Wis save and end. Made those creatures become frightened and drop whatever it is holding. They Dash away; if it ends its turn and you are not visible, make a Wis save and end.	Wis	≤1 Min	YES	VSM	PHB	239			x	x	x					x	x	x
3	Felgn Death	Necro	Act	Touch	1 willing creature	Target appears dead to all outward inspection and spells, and is blind and incapacitated, has resist to all but psychic dmg, and disease/poison are suppressed. Demos via touch.		1 Hr		YES	VSM	PHB	240				x	x	x					
3	Glyph of Warding	Abjur	1 Hr	Touch	surface or object	You create a glyph and choose a triggering action. Choose one: Explosive: 30' rad 5d8 elemental damage of your choice; Spell: Stone a prepared spell of 3rd or lower, it goes off when triggered. Overpower: +1d8 dmg or +1 spell / slot lv		Until dispelled or triggered			VSM*	200gp	PHB	245			x	x	x				x	
3	Haste	Trans	Act	30'	1 creature	+2 Speed, +1 AC, advantage on Dex saves, +1 action per turn (lizard, Bird, Dismissage, Hide, Use Object). After duration, target can't move or take actions for 1 turn.		≤1 Min	YES	YES	V5	PHB	250									x		x
3	Hunger of Hadar	Conj	Act	150'	20' rad sphere	A 20-foot-radius void appears. It's filled with whips and scouring that can be heard up to 30 feet away. No light can illuminate the area, and creatures fully in it are blinded. The void's area is difficult terrain. Creature starting turn in zone take 3d6 cold damage. Ending turn takes 2d6 cold damage (DEX save negates).	Dex	≤1 Min	YES	YES	V5	PHB	251											x
3	Hypnotic Pattern	Illus	Act	120'	30' cube	Next ranged weapon attack you make transforms projectile into lightning bolt (4d9 damage on hit, 1/2 on miss). This replaces the normal attack. Hit or miss, creatures w/in 10ft of target take 2d8 lightning damage (DEX save for 1/2). The weapon or ammo returns to normal after. Overpower: +1d8 damage to both effects for each slot level above 3rd.	Wis	≤1 Min	YES	SM	PHB	252			x	x						x	x	x
3	Lightning Arrow	Trans	Bonus	Self		Next ranged weapon attack you make transforms projectile into lightning bolt (4d9 damage on hit, 1/2 on miss). This replaces the normal attack. Hit or miss, creatures w/in 10ft of target take 2d8 lightning damage (DEX save for 1/2). The weapon or ammo returns to normal after. Overpower: +1d8 damage to both effects for each slot level above 3rd.	Dex	≤1 Min	YES	YES	V5	PHB	255									x		

DO NOT make direct changes to any of the text below EXCEPT the Known column (green). Filters are OK to use.

You can place an x in the Green column for spells you know and use filters without issue, but if you edit any text, it will break the import. Remove edits to fix. If anything needs correction, email daniel@educatedgamer.net. The list below is imported from another spreadsheet.

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Level	Name	School	Spells	Casting Time	Range	Area or Targets	Effect	Save or Attack	Duration	Conc.	Ritual	Meats	Cost	Source	Page	Arcane Trickster	Barid	Cleric	Druid	Eldritch Knight	Paladin	Ranger	Sorcerer	Warlock	Wizard	
3	Magic Circle	Abjur	1 min	10'	10' rad, 20' cylinder		Affects one or more of these types: celestials, elementals, fey, fiends, undead. Hedges them, creatures have disadvantage on attacks vs targets w/in cylinder. Target w/in cylinder can't be charmed, frightened, or possessed. When cast, you can choose to make it operate in reverse, trapping creature w/in it. Overpower: +1 hr duration	Cha	1 Hr			VSM*	100gp	PHB	256			x		x	x			x	x	
3	Meld into Stone	Trans	Act	Touch		stone surface large enough to contain you	You merge into the stone; you are unable to see outside, but may make Perception checks to hear. The spell ends when you leave the stone. Partial destruction of stone expels you and deals 6d6 bludgeoning, and you fall prone. Creature gains resistance to acid, cold, fire, lightning, or thunder.		8 hours		YES	V5		PHB	259			x	x							
3	Protection From Energy	Abjur	Act	Touch		1 creature	Targets in 40ft cube are slowed (WSV save negates). Slow + 1/2 speed, 2 AC and DEX saves, cannot use reactions, can only take bonus or Action (not both), and cannot make +1 attack in a turn. If casting spell with time of 1 Action, 50th chance the spell takes effect on creatures next turn and it must spend Action again, or spell is wasted. Slowed creatures can make WSV save and end of turn to end effect.	Wis	<1 Min	YES	VSM			PHB	277							x	x		x	
3	Thunderstep	Conj	Act	90'	Self, 10ft rad		Teleport yourself, each creature within 10ft of space you left takes 3d10 thunder dmg (CON save 1/2). Heard 300ft away. Can bring objects (limited by carry weight) or creature your size or smaller (adventurer). Overpower: +1d10 dmg per slot level above 3rd.	Con	Instant			V		XGTE	168								x	x	x	
3	Tidal Wave	Conj	Act	120'		Large wave	Wave up to 30'x10' x 10' high crashes down on an area. Creatures take 4d8 bludgeoning and are knocked prone (DC Dmg save 1/2 dmg and go prone). Water spreads an extra 30ft in all directions, extinguishing unprotected flames, then vanishes.	Dex	Instant			VSM		EE	22				x						x	
3	Tongues	Divin	Act	Touch		1 creature	Grants the target the ability to understand any spoken language, and the target is understood by any creature that knows at least one language.		1 Hr			VM		PHB	283		x	x					x	x	x	
3	Wind Wall	Evoc	Act	120'		Large wall	Wall of wind up to 50' long, 15' high, 1' thick, shaped any way you choose in continuous path along ground. Creatures in area take 3d8 bludgeoning dmg (STR save for 1/2). Wind keeps gases at bay, small fumes or gaseous can't pass through wall. Projectiles passing through wall automatically miss.	Str	<1 Min	YES	V5			PHB	288							x				
4	Banishment	Abjur	Act	60'		1 creature	Banish the target; if target is native, banished until spell ends. If target is not native and spell lasts a full minute, target does not return. Overpower: +1 target / slot level	Cha	<1 Min	YES	VSM			PHB	217			x		x	x		x	x	x	
4	Confusion	Ench	Act	90'		10' rad	Affected target can't take reactions and must roll a d10 at the start of each of its turns. 1: Uses all its movement in a random direction determined by a d8. 4-6: Does nothing. 7-8: Random melee attack vs creature in reach or does nothing. 9-10: Acts normally. If makes a new save it ends the effect at the end of the turn. Overpower: +5' radius / slot lvl +4th	Wis	<1 Min	YES	VSM			PHB	224	x	x		x				x	x		
4	Dominate Beast	Ench	Act	60'			Target creature is charmed by you (WSV save negates). Hostile creatures have advantage on save. You have telepathic link with creature and give commands (no action), otherwise it defends itself. Use your action/reaction to control its action/reaction. Target can make new save each time it takes damage. Overpower: Increase duration: 5th (10min), 6th (1 Hr), 7th (8 Hr).	Wis	<1 Min	YES	VSM			PHB	234								x			
4	Ice Storm	Evoc	Act	300'		20' rad, 40' high cylinder	Deals 2d6 bludgeoning and 4d8 cold damage, save for 1/2. Are becomes difficult terrain. Overpower: +1d8 bludgeoning damage /vl	Dex	Instant			VSM		PHB	252								x	x	x	
4	Phantasmal Killer	Illus	Act	120'		1 creature	Creates makes Widows save or be frightened. At end of each turn, target must make Wisdom save or take 4d10 psychic damage. On successful save, spell ends. On next melee hit, you deal an extra 4d6 psychic damage. On a failed failed save, it has disadvantage on attack rolls, ability checks, and can't take reactions until the end of its next turn.	Wis	<1 Min	YES	V5			PHB	265	x									x	
4	Staggering Smite	Evoc	Bonus	Self		Self	Each creature in sphere when it appears or who ends turn in sphere makes STR save or take 2d6 bludgeoning damage. Sphere space is difficult terrain. Bonus action on your turn to cause bolt of lightning to leap from center (ranged spell attack at 60' range) for 4d6 lightning damage. You have advantage on attack if target is in sphere. Creatures within 30' of sphere have disadvantage on perception checks to listen. Overpower: +1d6 to all dmg/vl	Str, Attack	<1 Min	YES	V,5			PHB	278							x				
4	Storm Sphere	Evoc	Act	150'		20' rad, sphere	Each creature in sphere when it appears or who ends turn in sphere makes STR save or take 2d6 bludgeoning damage. Sphere space is difficult terrain. Bonus action on your turn to cause bolt of lightning to leap from center (ranged spell attack at 60' range) for 4d6 lightning damage. You have advantage on attack if target is in sphere. Creatures within 30' of sphere have disadvantage on perception checks to listen. Overpower: +1d6 to all dmg/vl	Str, Attack	<1 Min	YES	V,5			EE	22				x				x		x	
4	Summon Greater Demon	Conj	Act	60'		1 demon	Summon demon CR 15 of your choice. One instant and three. You can issue commands (no action), else it defends itself. At end of each demon's turn, makes CHA save (disadvantage if you use its Truespeech). On success, your control lasts and demon stays for duration, attacking creatures non-demon. Uncontrolled demon stays for 1d6 rounds. If make blood circle as part of casting, demon can't cross/target inside circle. Overpower: +1 CR per slot above 4th.		<1 Hr	YES	VSM*		vial of fresh blood	XGTE	166									x	x	
4	Vitriolic Sphere	Evoc	Act	150'		20' rad sphere	Each creature in sphere takes 10d4 acid damage now and 5d4 acid at the end of its next turn. DEX save for 1/2 initial damage and no additional. Overpower: +2d4 initial damage per slot level above 4th.	Dex	Instant			VSM		EE	23					x	x				x	
4	Wall of Fire	Evoc	Act	120'		60'x1' wall or 20' diam ring, 20' high	Creatures in area take 5d8 fire damage (1/2 with save). One side deals damage within 30' - other is safe. Creatures take damage when they end turn or enter area. Overpower: +1d8 damage/vl	Dex	<1 Min	YES	V5M			PHB	285				x	x			x	x		
5	Antifeel Shell	Abjur	Act	Self		10' rad	10' rad sphere centered on prevents creatures other than undead & constructs from entering. Blocked creatures can cast spells or make attacks with ranged/reach weapons into sphere. If you force sphere onto blocked creatures, the spell ends.		<1 hour	YES	V5			PHB	213					x						
5	Awaken	Trans	8 Hrs	Touch		1 Huge or smaller beast or plant	Target gains int of 10, speaks one language you know. Plants gain the ability to move. It is charmed by you for 30 days or until you harm it.		Instant			VSM*	1000gp	PHB	216		x		x							
5	Bigby's Hand	Evoc	Act	120'		Large hand	Create Large Hand, AC 20, hp=your max, ends at 0hp, 20, 30, 10. Dezer's spell space. Bonus action: hand moves 60ft and causes 1 effect: Clevered Fist, Frenzied Hand, Grasping Hand, or Interposing Hand. See PHB for details.		<1 Min	YES	VSM			PHB	218										x	
5	Commune with Nature	Divin	1 Min	Self			Outdoor, gain knowledge of land within 3 miles (300ft underground). Spell fails in constructed areas (dungeons, cities). You learn 3 facts of your choice: terrain or bodies of water; prevalent plants, minerals, animals, or peoples; powerful celestials, fey, fiends, elementals, or undead; influence from other planes of existence; or buildings		Instant		YES	V5		PHB	224					x			x			
5	Cone Of Cold	Evoc	Act	Self		60' Cone	Deals 8d8 cold damage, save for 1/2 damage. Overpower: +1d8 / slot lvl + 5th	Con	Instant			VSM		PHB	244								x	x	x	
5	Contact Other Plane	Divin	1 Min	Self			Contact other planar entity. DC 15 int save to stay sane. On fail, 6d6 psych dm, and insane until long rest. On save, ask 5 questions. Entity answers "yes," "no," "maybe," "never," "irrelevant," or "unclear", or short phrase if confusing.		1 Min	YES	V		PHB	226									x	x	x	
5	Enervation	Necro	Act	60'		1 creature	Drain life from target for 4d8 necrotic (save for 1/2 and end spell). On failure, spell continues: spend Action to automatically deal 4d8 necrotic damage to target. Spell ends if you use your action to do anything else. If target leaves spell range, or target has full cover. You regain hp equal to 1/2 damage target takes from spell. Overpower: +1d8 damage per slot above 5th.		<1 Min	YES	V5		XGTE	155								x	x	x	x	
5	Hald Monster	Ench	Act	90'		1 creature	Target is paralyzed. At the end of each of its turns, it makes a WIS save to end the effect. Overpower: +1 target w/in 30' of other targets	Wis	<1 Min	YES	VSM			PHB	251	x						x	x	x	x	
5	Insect Plague	Conj	Act	300'		20' rad	Each creature in area makes save or takes 4d10 piercing dmg, half on save. Creatures entering or ending a turn make this save. Overpower: +1d10 dmg	Con	<10 Min	YES	VSM			PHB	254		x	x					x			
5	Maelstrom	Evoc	Act	120'			5ft deep, 30ft radius water swirls on point you see on ground or in air. Area is difficult terrain. Starting turn in zone must make STR save or take 6d6 bludgeoning damage and pulled 10ft towards center	Str	<1 Min	YES	VSM			EE	20					x						
5	Modify Memory	Ench	Act	30'		1 Creature	Modify creature's memory on false WIS save (advantage if its in combat). Modify memory up to 10 minutes within last 24 hrs. While being modified, it's incapacitated, charmed, and unaware of surrounding. You can erase all memory of event, allow perfect recall, change details, or create new event. Language dependent. Remove Curse/Greater Restoration restores true memory. Overpower: 6th = 7 days ago, 7th = 30 days ago, 8th = 1 year ago, 9th = any time ago	Wis	<1 Min	YES	V5			PHB	261			x							x	
5	Negative Energy Flood	Necro	Act	60'		1 creature	Unless undead, target takes 5d12 necrotic damage (CON save for 1/2). Target killed by spell rises as zombie at start of your next turn. If target is undead, instead gains 1/2 of 5d12 temp hp		Instant			M		XGTE	163								x	x	x	
5	Passwall	Trans	Act	30'		5' wide, 8' tall, 20' deep passage	Creates passage on wooden, plaster, or stone surface.		1 Hr			VSM		PHB	264										x	
5	Synaptic Static	Ench	Act	120'		20ft rad sphere	Creatures INT 3+ take 8d6 psychic damage (INT save for 1/2). On failed save, target has modified thoughts for 1 min, subtracting +1d6 from attack rolls, ability checks, and CON saves to maintain concentration. Target can make INT saves at end of each turn to end.	Int	Instant			V5		XGTE	167		x						x	x	x	
5	Wall of Force	Evoc	Act	120'			Indivisible wall can be free or floating or on surface, any orientation. Can be 10ft rad dome/sphere or flat wall of up to ten congruent 20x10 panels. Nothing can physically pass through the wall. Immune to all damage/disp/magic. Disintegrate destroys wall. Wall extends to ethereal plane.		<10 Min	YES	VSM			PHB	285										x	
5	Arcane Gate	Conj	Act	500'			Create 2 linked portals, one within 10ft of you and another within 500ft. Ring is visible/usable from one side of your choice. Portals block vision. Rotate portal as bonus action.		<10 Min	YES	V5			PHB	214								x	x	x	x
5	Blade Barrier	Evoc	Act	90'		Wall or ring	Wall 100' long or ring 60' diameter, 20' high, 5' thick. Creatures entering or starting turn in area take 6d10 slashing damage (save for 1/2). Wall is difficult terrain and 1/4 cover.	Dex	<10 Min	YES	V5			PHB	218			x								
5	Chain Lightning	Evoc	Act	150'		1 creature	Target take 10d8 lightning damage, save for 1/2 damage. May target up to 3 adji targets within 30' of primary target. Overpower: +1 secondary target / slot lvl +4th	Dex	Instant			VSM		PHB	221								x		x	
5	Contingency	Evoc	10 min	Self			Choose spell of 5th level or lower with Casting time of 1 Action that targets you specifically. Targets only you. You can only have 1 Contingency active at a time.		10 Days			V5F	1,500gp	PHB	227										x	
6	Druid Grove	Abjur	10 Min	Touch		30-90ft cube	Summon spirits to protect area (excluding buildings/structures). Cast spell every day for 1 year + permanent. Can specify creatures immune & password. Dispel magic dispels 1 effect of caster's choice. Effects include Solid Fog, Grasping Undergrowth, Grove Guardians, Gust of Wind, Spike Growth, and Wind Wall. See XGTE for details.	Varies	24 Hrs			VSM		XGTE	154					x						
6	Flesh to Stone	Trans	Act	60'		1 Creature	Fleshy creature must make CON save. On fail, restrained as skin hardened. Must make save at end of its turns. 3 successes = spell ends. 3 fails = turned to stone for duration. If you maintain concentration for duration, petrified permanently.	Con	<1 Min	YES	VSM			PHB	243					x					x	x
6	Forbiddance	Abjur	10 Min	Touch		40 sq ft area	Create a ward up to 40,000 sq ft big and 30ft high against magical travel. Creatures can't teleport into area or use portals/plane travel into area. Damages celestials, elementals, fey, fiends, and undead. Choose type when cast: when type enters or starts turn here, takes 5d10 radiant/necrotic damage. Password protects creature if uttered.		1 day		YES	V5F*	1,000gp	PHB	243				x							
6	Heal	Evoc	Act	60'		1 living creature	Heals 70 hp. Ends blindness, deafness, disease. Overpower: +10 healing /vl		Instant			V5		PHB	250				x	x						
6	Investiture of Wind	Trans	Act	Self		15' cube	Ranged weapons against you have disadvantage; you gain fly speed 60ft, use Action to create 15ft windy cube within 60ft. Creatures in cube take 2d10 bludgeoning dmg (CON save for 1/2). Large or smaller creature falling save pushed 10ft from center.	Con	<10 Min	YES	V5			EE	20				x				x	x	x	

DO NOT make direct changes to any of the text below EXCEPT the Known column (green). Filters are OK to use.

You can place an x in the Green column for spells you know and use filters without issue, but if you edit any text, it will break the import. Remove edits to fix. If anything needs correction, email daniel@educatedgamer.net. The list below is imported from another spreadsheet.

To use this list effectively, Filter by your class (scroll to the right) and level, then copy the text from the spells you wish, starting with Name (Column C) and going to Cost (Column N) and paste it into your spell sheet using (right-click > paste special > values only). You can then change the text on your Spell Sheet tab all you want

Known	Level	Name	School	Casting Time	Range	Area or Targets	Effect	Save or Attack	Duration	Conc	Ritual	Mats	Cost	Source	Page	Arcane Trickster	Bard	Cleric	Druid	Eldritch Knight	Paladin	Ranger	Sorcerer	Warlock	Wizard	
	6	Mental Prison	Illus	Act	60'	1 creature	Bind creature to mental cell (6d10 psychic damage, INT save for 1/2). On fail, make area around target appear dangerous to [you choose]. Target can't see/hear beyond and is restrained. If target is moved out of illusion, makes attack through it, or reaches through it, takes 10d10 psychic dmg and spell ends. Immune to spell if immune to charm.	Int	<1 Min	YES		S		XGTE	161								x	x	x	
	6	Otto's Irresistible Dance	Ench	Act	30'	1 creature	Target must use all movement to dance in place. Disadvantage on Dex saves and attacks. Enemies have advantage to hit target. Use Action to save.	Wis	<1 Min	YES		V		PHB	264		x								x	
	6	Programmed Illusion	Illus	Act	120'	30' cube	Create programmed illusion of object, creature, or other visible phenomenon within 30ft cube. You decide specifics. Can last 5 min, then dormant for 10 min, and can be re-triggered (general/detailed based on visual/audible conditions). Physical interaction reveals illusion, or Action to make investigation check vs spell DC.		Until dispelled			VSF	25gp	PHB	269		x								x	
	6	Wall of Thorns	Conj	Act	120'	Wall or circle	Wall (60x10x5 ft) or 20ft diam circle, 20ft high, 5ft thick, blocks line of sight. Creature in area when appears take 7d8 piercing damage (DEX save for 1/2). 1/4 movement through wall. Entering/leaving turn in wall take 7d8 slashing damage (DEX save for 1/2). Overpower: +1d8 to both dmg types per level above 6th.	Dex	<10 min	YES		VSM		PHB	287				x							
	6	Word of Recall	Conj	Act	5'		You and up to 5 willing creatures in range teleport to previously designated sanctuary, appearing in nearest unoccupied space. Sanctuary must be pre-designated via this spell & must be dedicated to or strongly linked to your deity.		Instant					PHB	289			x								
	7	Crown of Stars	Evoc	Act	Self		7 star-like motes orbit your head. Bonus action to send 1 mote at creature/object within 120ft of you as ranged spell attack. On hit, 4d12 radiant. Spell ends if motes all motes used. 4+ motes shed bright light 30ft rad. 1-3 motes dim light 30ft rad. Overpower: 2 motes per slot above 7th.	Attack	1 Hr			V5		XGTE									x	x	x	
	7	Mordenkainen's Sword	Evoc	Act	60'	hovering sword	Sword deals 3d10 force damage. Use bonus action to move sword 30' and attack. Creatures in least makes DEX save and rolls 1d8 for effect. Damage halved on successful save. 1 = Red (10d6 fire), 2 = Orange (10d6 acid), 3 = Yellow (10d6 lightning), 4 = Green (10d6 poison), 5 = Blue (10d6 cold), 6 = Indigo (restrained, Can save at end of turn, 3 fails = petrified, 3 success = free), 7 = Violet (Blinded. Makes WIS save at start of next turn. Success = not blind, fail = transport to another plane and not blind), 8 = Struck by 2 rays (reroll 8's).	Attack	<1 Min	YES		VSF	250gp	PHB	262		x									x
	7	Prismatic Spray	Evoc	Act	Self	60' Cone	Creates in least makes DEX save and rolls 1d8 for effect. Damage doubled on successful save. 1 = Red (10d6 fire), 2 = Orange (10d6 acid), 3 = Yellow (10d6 lightning), 4 = Green (10d6 poison), 5 = Blue (10d6 cold), 6 = Indigo (restrained, Can save at end of turn, 3 fails = petrified, 3 success = free), 7 = Violet (Blinded. Makes WIS save at start of next turn. Success = not blind, fail = transport to another plane and not blind), 8 = Struck by 2 rays (reroll 8's).	Dex	Instant			VSF		PHB	267									X		x
	7	Project Image	Illus	Act	500'	Illusory double	Copy of yourself in location you have seen. If illusion targeted, ends. Action: Move illusion up to x2 your speed, behave as you wish. Bonus action: switch from using its senses to yours or back. Physical interaction or Action to make investigation check vs spell DC, reveals illusion.		<1 Day	YES		VSF	5gp	PHB	270		x									x
	7	Regenerate	Trans	1 Min	Touch	1 creature	Target heals 4d8-15 hp. Target heals 1 hp at start of turn. Severed limbs regrown in 2 min.		1 Hr			VSM		PHB	271		x	x	x							
	7	Resurrection	Necro	1 Hr	Touch	1 dead creature	Target returns to life with all its hit points, also removes natural poison/disease, restores body parts. Target takes 4 to attacks, saves, ability checks; penalty reduced by 1 per long rest.		Instant			VSM*	1,000gp	PHB	272		x	x								
	7	Reverse Gravity	Trans	Act	100'	50ft rad, 100ft high cylinder	Reverses gravity in area. DEX save to grab onto fixed object and void fall. Fall damage possible. If reaches top of area before striking anything, none.	Dex	<1 Min	YES		VSM		PHB	272				x					X		x
	7	Sequester	Trans	Act	Touch	willing creature or object	Target becomes invisible and can't be targeted or seen by divination spells/effects. If creature, enters stasis and time stops for it. Can set condition for spell to end early. Condition must be within 1 mile.		Until Dispelled			VSM*	5,000gp	PHB	274										X	
	7	Simulacrum	Illus	12 Hours	Touch	Illusory duplicate	Shape snow into duplicate of 1 beast or humanoid. Becomes related creature with actions and 1/2 hp of original. Friendly to you and designated. Obeys spoken commands and acts on your turn. Lacks ability to learn, gain levels, abilities, or spell slots. Repair = 100gp per hp. Melts at the 1. Simulacrum at a time.		Until Dispelled			VSM*	1500gp	PHB	276											x
	7	Symbol	Abjur	1 Min	Touch	invisible glyph	Ward object or 10ft diam surface. Specify trigger (glyph glows for 10 min). Multiple effects - see PHB 280		Until dispelled or triggered			VSM*	1,000gp	PHB	280		x	x								x
	7	Teleport	Conj	Act	10'	60' radius	Transport you and up to 8 willing creature w/in range, or 1 object smaller than 10' cube, to a selected destination.		Instant			V		PHB	281		x							X		x
	7	Temple of the Gods	Conj	1 Hr	120'		Conjure temple within 120ft cube of space dedicated to your god. You choose appearance, illumination, climate, & who can enter. 1 door entrance, altar at one end. Temple opposes creature types of your choice: celestials, elementals, Fey, fiends, or undead. CHA save to enter. 1d4 on attack, ability check, saves inside. Duration: spells can't penetrate or target within. -WISMod to healing spells. Extends to ethereal plane. Cannot be dispelled. Can be disintegrated. Casting for 1 year = permanent.	Cha	24 Hrs			VSF	5gp	XGTE	167			x								
	7	Whirlwind	Evoc	Act	300'	10' rad, 30' high cylinder	Use Action to move 30ft on ground. Medium or smaller unsecured objects picked up. Creatures in whirlwind take 10d6 bludgeoning (DEX save for 1/2). Large or smaller also make STR save or restrained and dragged with it. At start of turn, creature moves up 5ft towards top. Restrained creature can use Action to make STR or DEX check. Success = thrown 3d6x10 ft in random direction.		<1 Min	YES		VM		EE	24				x							x
	8	Abi-Dalim's Horrid Wilting	Necro	Act	150'	30' cube	Creates in cube take 12d8 necrotic damage (CON save for 1/2). Constructs & undead are immune. Plants & water elements have disadvantage to save. Nonmagical plants that aren't creatures wither automatically.	Con	Instant			VSM		EE	15									X		x
	8	Animal Shapes	Trans	Act	30'	Willing creatures	Creatures you can see turn into Large or smaller beasts CR 4. Action on following turns to transform affected creatures into new form. Equipment melts. Target takes beast stats. Retains alignment, int, Wis, Cha. Can only do actions beast could. Damage reducing to 0 hp spills over to original form.		<24 Hours	YES		V5		PHB	212				x							
	8	Antimagic Field	Abjur	Act	Self	10' rad sphere	Creates a sphere where magic is fully suppressed.		<1 Hr	YES		VSM		PHB	213			x								x
	8	Antipathy/Sympathy	Ench	1 hour	60'	Object, creature or 200ft cube area	Pick one creature type and one effect for that type: Antipathy - creatures must pass WIS save to approach within 60ft or line of sight. Sympathy - creatures must pass WIS save if within 60ft or sight or move towards target and stay. Harm = save again. Ending Effect: Moving out of range or sight, make save every 24 hrs to end effect and know its magical. Success save = 1 minute immunity.	Wis	10 days			VSM		PHB	214				x						x	
	8	Clone	Necro	1 hour	Touch		Create inert clone that matures in 120 days. If original dies, soul transfers to clone. Clone is identical to original (same personality, memories, etc) but no equipment. Original remains cannot be resummoned.		Instant			VSPF +	2k + 1, 000gp	PHB	222											x
	8	Control Weather	Trans	10 min	Self	5 mile rad	Must be outdoors to cast and maintain clear path to sky. You can change precipitation, temperature, and wind. Takes 1d4x10 minutes for change to occur. Find current condition PHB tables 228 and change state by one up or down.		<8 hours	YES		VSM		PHB	228			x	x							x
	8	Demiplane	Conj	Act	60'	Shadowy door	Create door on solid surface leading to demiplane (30ft cube room made of wood/stone). When spell ends, door disappears and anything inside is trapped. Each time you cast, create new demiplane or connect to previous. If you know nature/contents of another casting by another creature, you can connect.		1 hour			S		PHB	231									X	X	
	8	Dominate Monster	Ench	Act	60'	1 creature	Creature becomes dominated and you control it with your Action. Has advantage on save if you are fighting it. Any damage grants another save. Overpower: 9th level slot duration is <8 Hrs	Wis	<1 Hr	YES		V5		PHB	235		x						X	X	X	
	8	Earthquake	Evoc	Act	500'	100' rad circle	Ground becomes difficult terrain, breaks concentration, knocks prone, can create 1d8 fissures (1d10x10' deep) and destroy structures.	Con, Dex	<1 Min	YES		VSM		PHB	236			x	x					X		x
	8	Feeblemind	Ench	Act	150'	1 Creature	Target takes 4d8 psychic dmg and must make INT save. Failure = INT and CHA scores become 1. Creature can't cast spells, activate magic items, understand language, or communicate. Can identify, follow, protect friends. Every 30 days, can repeat save to end effect. Cured by Greater Restoration, Heal, or Wish	Int	Instant			VSM		PHB	239		x		x					X	X	
	8	Glibness	Trans	Act	Self	Self	When you make CHA check, you may replace number with 15. Additionally, all detection magic shows that you are being truthful.		1 Hour			V		PHB	245		x								X	
	8	Holy Aura	Abjur	Act	Self	30' radius	Allows you choose shed light (1' rad) and have advantage on all saves. Creatures have disadvantage on attacks rolls against them. Attacks by targets blind foes (Con save negates).	Con	<1 Min	YES		VSF	1000gp	PHB	251			x								
	8	Illusory Dragon	Illus	Action	120'	Shadowy Dragon	Huge illusory dragon occupies space. Choose energy type: acid, cold, fire, lightning, necrotic, or poison. Enemies must make WIS save or become frightened for 1 min. Can repeat save if end turn out of line of sight. Bonus action: you move illusion 60ft and make it breathe 60ft cone for 7d6 damage (INT save for 1/2) during move. Tangible but attacks miss, immune to all damage/conditions, and makes all saves. Creature can use Action to examine (INT save) and reveal illusion. If known, has advantage to breath saves.	Int	<10 Min	YES		S		XGTE	157										x	
	8	Incendiary Cloud	Conj	Act	150'	20' rad sph	swirling cloud in 20ft sphere, heavily obscured, dispersed by strong wind. When appears, or when creatures enter/leave turn in cloud, takes 10d8 fire dmg (DEX save for 1/2). Cloud moves 10ft away from you in direction you choose at start of each of your turns.	Dex	<1 min	YES		V5		PHB	253					x					X	
	8	Maddening Darkness	Evoc	Action	150'	60ft radius sphere	Darkness in sphere blocks divination, normal light, and magical light 8th lvl or lower. Shrieks, gibbering, mad laughter inside sphere. Creature starting turn in sphere takes 8d8 psychic (WIS save for 1/2).	Wis	<10 Min	YES		VM		XGTE	160									X		x
	8	Maze	Conj	Act	60'	1 creature	Basin creature to labyrinthine demiplane. Target escapes on DC 20 Int check (Action).		<10 Min	YES		V5		PHB	258											x
	8	Mighty Fortress	Conj	1 Min	1 Mile	Fortress	Fortress 120ft per side rises from ground. 4 turrets (20x20, 30ft high), connected by 80ft long walls made of 1ft thick 10ft wide, 20ft tall panels Up to 4 doors in outer wall. Small keep inside (50x50ft, 3 floors 10ft high each, divided into rooms of your choice). Food to serve 5 course meal to 100 people per day. 100 invisible servants to work inside. Each 10ft section has AC 15, 30 hp per inch of thickness. After 7 days, fortress crumbles safely. Casting same place for a year = permanent.		Instant			VSM*	500gp	XGTE	161											x
	8	Mind Blank	Abjur	Act	Touch	1 creature	Willing creature is immune to psychic damage, effects that would sense emotions, read thoughts, charm it and divination spells. Even falls Wish or similar powers that attempt to affect target's mind or gain information about target.		24 Hours			V5		PHB	259			x								x
	8	Power Word Stun	Ench	Act	60'	1 creature	Stuns creature with <150hp. Save at end of each turn.	Con	Instant			V		PHB	267		x							X	X	X
	8	Sunburst	Evoc	Act	150'	60' radius	Each creature in area must make a save or take 12d6 radiant damage and be blinded for 1 minute. Half damage and no blindness on success. Blinded creatures make another save each turn to remove the effect. Undead and oozes have disadvantage.		Instant					PHB	279				x						X	
	8	Telepathy	Evoc	Act	Unlimited	1 creature	Create telepathic link to creature on same plane you are familiar with. Can communicate seamlessly with target using images, sounds, words, other sensory messages. Target recognizes you.		24 Hours			VSM		PHB	281											x
	8	Tsunami	Conj	1 Min	Sight	300x300x50ft wave	Wave deals 6d10 bludgeoning damage (STR save for 1/2) to creatures in area. Moves away from you 50ft at start of your turn, dealing 5d10 bludgeoning damage to large or smaller creatures failing STR save. At end of turn, wall loses 50ft height and damage reduced by 1d10. Spell ends when wave is 5ft high. Caught creatures cannot move except by swimming (Athletics check vs save DC).	Str	<6 rounds	YES		V5		PHB	284				x							
	9	Astral Projection	Necro	1 Hr	10'	Self + 8	Targets are projected to the Astral plane via a silver cord. Their material body is in stasis until the spell returns.		Special			VSM*	1,100gp ea.	PHB	215			x						X	X	X
	9	Foresight	Divin	1 Min	Touch	1 creature	Target can't be surprised and has advantage on rolls, ability checks, and saves. Others have disadvantage on attack rolls vs the target.		8 Hrs			VSM		PHB	244		x		x					X	X	X
	9	Gate	Conj	Act	60'	5-20ft portal	Create circular portal linking to precise location on another plane. Deities and other planar rulers can prevent portals from opening. Speak true name of specific creature when cast to instead create Gate that summons it. It acts freely upon arrival.		<1 min	YES		VSF	5,000gp	PHB	244			x						X		
	9	Imprisonment	Abjur	1 Min	30'	1 creature	Binds creature in stasis (doesn't need to eat, sleep, doesn't age). Divination spells can't locate or perceive the target.	Wis	(Dispel)			VSF	500gp+HD	PHB	252									X		x
	9	Invulnerability	Abjur	Action	Self		You are immune to all damage until the spell ends.		<10 Min	YES		VSM*	500gp	XGTE	160											x
	9	Mass Heal	Conj	Act	60'	Living creatures	Restore up to 700 hp divided among creatures in range. Heals disease, blind, deaf		Instant			V5		PHB	258			x								

DO NOT make direct changes to any of the text below EXCEPT the Known column (green). Filters are OK to use.

You can place an x in the Green column for spells you know and use filters without issue, but if you edit any text, it will break the import. Remove edits to fix. If anything needs correction, email daniel@educatedgamer.net. The list below is imported from another spreadsheet.

To use this list effectively, Filter by your class (scroll to the right) and level, then copy the text from the spells you wish, starting with Name (Column C) and going to Cost (Column N) and paste it into your spell sheet using (right-click > paste special > values only). You can then change the text on your Spell Sheet tab all you want.

[illegible]