



# Spells Known

Character Name: \_\_\_\_\_

Spellcasting Class: Arcane Trickster

Spell Level	1	2	3	4	5	6	7	8	9
Spell Slots									
Used									



## Arcane Trickster

Spell attack modifier: \_\_\_\_\_

Spellcasting ability score \_\_\_\_\_

Spell save DC: \_\_\_\_\_

Intelligence

### Cantrips

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Acid Splash	1 crea or 2 crea within 5 ft of each other Dex save or 1d6 Acid dmg; CL5:2d6, CL11:3d6, CL17:4d6	Conj	1 a	60 ft	V,S	Instantaneous	P	211
<input type="checkbox"/> Blade Ward	Until the end of your next turn, Bludgeoning, Piercing, and Slashing dmg resist. vs. weapons	Abjur	1 a	Self	V,S	1 rnd	P	218
<input type="checkbox"/> Chill Touch	Spell attack for 1d8 Necrotic dmg; can't regain hp; CL5:2d8, CL11:3d8, CL17:4d8	Necr	1 a	120 ft	V,S	1 rnd	P	221
<input type="checkbox"/> Dancing Lights	4 torch-sized lights or 1 humanoid-sized light; 10-ft rad dim light; bns a to move 60 ft	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P	230
<input type="checkbox"/> Fire Bolt	Spell attack for 1d10 Fire dmg; unattended flammable objects ignite; CL5:2d10, CL11:3d10, CL17:4d10	Evoc	1 a	120 ft	V,S	Instantaneous	P	241
<input type="checkbox"/> Friends	Adv. on Cha checks vs. 1 crea currently not hostile; when spell ends, crea knows and becomes hostile	Ench	1 a	Self	S,M	Conc, 1 min	P	244
<input type="checkbox"/> Light	1 obj up to 10-ft cube sheds bright light 20-ft rad and dim light 20-ft; cannot have multiple instances	Evoc	1 a	Touch	V,M	1 h (D)	P	255
<input type="checkbox"/> Mage Hand	Create spectral hand for simple tasks or carry up to 10 lb; 1a to control; cannot have multiple instances	Conj	1 a	30 ft	V,S	1 min (D)	P	256
<input type="checkbox"/> Mending	Repair a single broken object no larger than 1 cu ft; can't restore magic to broken magic item	Trans	1 min	Touch	V,S,M	Instantaneous	P	259
<input type="checkbox"/> Message	1 crea you point to hears whispered message and can reply with a whisper; nobody can overhear	Trans	1 a	120 ft	V,S,M	1 rnd	P	259
<input type="checkbox"/> Minor Illusion	5-ft cube illusion includes visible or audible; Int (Investigation) check vs. Spell DC; see book	Illus	1 a	30 ft	S,M	1 min (D)	P	260
<input type="checkbox"/> Poison Spray	1 creature Con save or 1d12 Poison dmg; CL5:2d12, CL11:3d12, CL17:4d12	Conj	1 a	10 ft	V,S	Instantaneous	P	266
<input type="checkbox"/> Prestidigitation	Minor trick; harmless sensory effect, illusory image, snuff light, clean/soil/chill/warm/flavor etc.	Trans	1 a	10 ft	V,S	1 h (D)	P	267
<input type="checkbox"/> Ray of Frost	Spell attack for 1d8 Cold dmg and -10 ft speed until start of your next turn; CL5:2d8, CL11:3d8, CL17:4d8	Evoc	1 a	60 ft	V,S	Instantaneous	P	271
<input type="checkbox"/> Shocking Grasp	Spell attack, adv. if metal armor, 1d8 Lightning dmg, no rea 1 turn; CL5:2d8, CL11:3d8, CL17:4d8	Evoc	1 a	Touch	V,S	Instantaneous	P	275
<input type="checkbox"/> True Strike	1 creature against whom you gain advantage on your next attack roll	Div	1 a	30 ft	S	Conc, 1 rnd	P	284

### Level 1

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Charm Person	1+1/SL humanoids Wis save or charmed; crea adv. on save if you or your allies are fighting it	Ench	1 a	30 ft	V,S	1 h	P	221
<input type="checkbox"/> Color Spray	6d10+2d10/SL hp of crea blinded, starting with the lowest current hp crea	Illus	1 a	15-ft cone	V,S,M	1 rnd	P	222
<input type="checkbox"/> Disguise Self	Alter appearance; Int (Investigation) check vs. spell DC to determine disguise	Illus	1 a	Self	V,S	1 h (D)	P	233
<input type="checkbox"/> Illusory Script (R)	Write a message that only you, designated crea, and any with truesight can understand (10gp cons.)	Illus	1 min	Touch	S,M	10 days	P	252
<input type="checkbox"/> Silent Image	15-ft cube illusion includes visible; 1a move it; Int (Investigation) check vs. spell DC; see book	Illus	1 a	60 ft	V,S,M	Conc, 10 min	P	276
<input type="checkbox"/> Sleep	20-ft rad 5d8+2d8/SL hp of consious creatures fall asleep, starting with the lowest current hp crea	Ench	1 a	90 ft	V,S,M	1 min	P	276
<input type="checkbox"/> Tasha's Hid. Laughter	1 crea with Int>4 Wis save or fall prone, incapacitated, can't stand; save end of each turn or if taking dmg	Ench	1 a	30 ft	V,S,M	Conc, 1 min	P	280

### Level 2

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Blur	Enemies have dis. on attacks vs. you; no effect against crea without vision or immune to illus.	Illus	1 a	Self	V	Conc, 1 min	P	219
<input type="checkbox"/> Crown of Madness	1 humanoid Wis save or charmed and must melee attack against crea chosen by you; extra save/rnd	Ench	1 a	120 ft	V,S	Conc, 1 min	P	229
<input type="checkbox"/> Hold Person	1+1/SL humanoid within 30 ft of each other Wis save or paralyzed; extra save at end of each turn	Ench	1 a	60 ft	V,S,M	Conc, 1 min	P	251
<input type="checkbox"/> Invisibility	1+1/SL crea invisible; attacking/casting makes the crea visible; anything worn/carried is also invisible	Illus	1 a	Touch	V,S,M	Conc, 1 h	P	254
<input type="checkbox"/> Magic Mouth (R)	Implant a 25 word message in an object that is uttered on chosen trigger condition (10g cons.)	Illus	1 min	30 ft	V,S,M	Until dispelled	P	257
<input type="checkbox"/> Mirror Image	Create three illusionary duplicates of you; destroyed if hit; randomize attacks; AC 10 + your Dex mod.	Illus	1 a	Self	V,S	1 min (D)	P	260
<input type="checkbox"/> Nystul's Magic Aura	Create a false magic item with chosen properties or shroud a magical item from detection	Illus	1 a	Touch	V,S,M	24 h	P	263
<input type="checkbox"/> Phantasmal Force	1 crea Int save or sees 10 ft cube illusion that does 1d6 Psychic dmg/rnd; Int(Investigation) vs. Spell DC	Illus	1 a	60 ft	V,S,M	Conc, 1 min	P	264
<input type="checkbox"/> Suggestion	1 crea Wis save or follow reasonable stated course of action; spell ends if you or your allies harm target	Ench	1 a	30 ft	V,M	Conc, 8 h	P	279

### Level 3

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Fear	All crea Wis save or drop what it is holding and frightened; extra save/rnd if crea is not in line of sight	Illus	1 a	30-ft cone	V,S,M	Conc, 1 min	P	239
<input type="checkbox"/> Hypnotic Pattern	30-ft cube all crea Wis save or charmed, incapacitated, speed 0 for duration; ends if crea takes dmg	Illus	1 a	120 ft	S,M	Conc, 1 min	P	252
<input type="checkbox"/> Major Image	20-ft cube illusion includes visible, audible, olfactory, temperature; 1a move it; SL6: no conc.; see book	Illus	1 a	120 ft	V,S,M	Conc, 10 min	P	258
<input type="checkbox"/> Phantom Steed (R)	Summon quasi-real steed with 100 ft speed (10 mph); you designate rider; spells ends if it takes dmg	Illus	1 min	30 ft	V,S	1 h (D)	P	265

### Level 4

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Confusion	10+5/SL-ft rad all Wis save or confused, see book; extra save at end of every turn	Ench	1 a	90 ft	V,S,M	Conc, 1 min	P	224
<input type="checkbox"/> Greater Invisibility	1 crea invisible until end of the spell; anything the target is wearing or carrying is also invisible	Illus	1 a	Touch	V,S	Conc, 1 min	P	246
<input type="checkbox"/> Hallucinatory Terrain	150-ft cube of terrain resembles some other sort of terrain; Int (Investigation) vs. Spell DC; see book	Illus	10 min	300 ft	V,S,M	24 h	P	249
<input type="checkbox"/> Phantasmal Killer	1 crea Wis save or frightened; start of each turn Wis save to end or 4d10+1d10/SL Psychic dmg	Illus	1 a	120 ft	V,S	Conc, 1 min	P	265



# Spells Known

Character Name: \_\_\_\_\_

Spellcasting Class: Barð

Spell Level	1	2	3	4	5	6	7	8	9
Spell Slots									
Used									



## Barð Spells

Spell attack modifier: \_\_\_\_\_

Spellcasting ability score

Spell save DC: \_\_\_\_\_

\_\_\_\_\_ Charisma

## Cantrips

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Blade Ward	Until the end of your next turn, Bludgeoning, Piercing, and Slashing dmg resist. vs. weapons	Abjur	1 a	Self	V,S	1 rnd		P 218
<input type="checkbox"/> Dancing Lights	4 torch-sized lights or 1 humanoid-sized light; 10-ft rad dim light; bns a to move 60 ft	Evoc	1 a	120 ft	V,S,M	Conc, 1 min		P 230
<input type="checkbox"/> Friends	Adv. on Cha checks vs. 1 crea currently not hostile; when spell ends, crea knows and becomes hostile	Ench	1 a	Self	S,M	Conc, 1 min		P 244
<input type="checkbox"/> Light	1 obj up to 10-ft cube sheds bright light 20-ft rad and dim light 20-ft; cannot have multiple instances	Evoc	1 a	Touch	V,M	1 h (D)		P 255
<input type="checkbox"/> Mage Hand	Create spectral hand for simple tasks or carry up to 10 lb; 1a to control; cannot have multiple instances	Conj	1 a	30 ft	V,S	1 min (D)		P 256
<input type="checkbox"/> Mending	Repair a single broken object no larger than 1 cu ft; can't restore magic to broken magic item	Trans	1 min	Touch	V,S,M	Instantaneous		P 259
<input type="checkbox"/> Message	1 crea you point to hears whispered message and can reply with a whisper; nobody can overhear	Trans	1 a	120 ft	V,S,M	1 rnd		P 259
<input type="checkbox"/> Minor Illusion	5-ft cube illusion includes visible or audible; Int (Investigation) check vs. Spell DC; see book	Illus	1 a	30 ft	S,M	1 min (D)		P 260
<input type="checkbox"/> Prestidigitation	Minor trick; harmless sensory effect, illusory image, snuff light, clean/soil/chill/warm/flavor etc.	Trans	1 a	10 ft	V,S	1 h (D)		P 267
<input type="checkbox"/> True Strike	1 creature against whom you gain advantage on your next attack roll	Div	1 a	30 ft	S	Conc, 1 rnd		P 284
<input type="checkbox"/> Vicious Mockery	1 creature Wis save or 1d4 Psychic dmg and dis. on next attack roll; CL5:2d4, CL11:3d4, CL17:4d4	Ench	1 a	60 ft	V	Instantaneous		P 285

## Level 1

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Animal Friendship	1+1/SL beasts Int<4 Wis save or charmed for the duration	Ench	1 a	30 ft	V,S,M	24 h		P 212
<input type="checkbox"/> Bane	3+1/SL creatures Cha save or have to subtract 1d4 on every attack or save for the duration	Ench	1 a	30 ft	V,S,M	Conc, 1 min		P 216
<input type="checkbox"/> Charm Person	1+1/SL humanoids Wis save or charmed; crea adv. on save if you or your allies are fighting it	Ench	1 a	30 ft	V,S	1 h		P 221
<input type="checkbox"/> Comp. Languages (R)	Understand all spoken language or written language when touched; does not help vs. cyphers	Div	1 a	Self	V,S,M	1 h		P 224
<input type="checkbox"/> Cure Wounds	1 creature is healed for 1d8+1d8/SL+spellcasting ability modifier hp	Evoc	1 a	Touch	V,S	Instantaneous		P 230
<input type="checkbox"/> Detect Magic (R)	Know presence of magic within 30 ft; 1a to see auras and determine school	Div	1 a	Self	V,S	Conc, 10 min		P 231
<input type="checkbox"/> Disguise Self	Alter appearance; Int (Investigation) check vs. spell DC to determine disguise	Illus	1 a	Self	V,S	1 h (D)		P 233
<input type="checkbox"/> Dissonant Whispers	1 crea 3d6+1d6/SL Psychic dmg and flee; Wis save halves and no fleeing; deaf crea are immune	Ench	1 a	60 ft	V	Instantaneous		P 234
<input type="checkbox"/> Faerie Fire	20-ft cube all obj/crea Dex save or outlined in 10 ft dim light and attacks had adv.; see invisible crea	Evoc	1 a	60 ft	V	Conc, 1 min		P 239
<input type="checkbox"/> Feather Fall	5 creatures descent only 60 ft/rnd for duration or until landed, taking no falling damage	Trans	1 rea	60 ft	V,M	1 min		P 239
<input type="checkbox"/> Healing Word	Heals 1 living creature 1d4+1d4/SL+spellcasting ability modifier	Evoc	1 bns	60 ft	V	Instantaneous		P 250
<input type="checkbox"/> Heroism	1+1/SL crea immune to fear, gains spellcasting ability modifier temp. hp each turn that last as spell lasts	Ench	1 a	Touch	V,S	Conc, 1 min		P 250
<input type="checkbox"/> Identify (R)	1 magical item or magic-imbued crea/obj; learn properties, how to use, and spells effecting it (100gp)	Div	1 min	Touch	V,S,M	Instantaneous		P 252
<input type="checkbox"/> Illusory Script (R)	Write a message that only you, designated crea, and any with truesight can understand (10gp cons.)	Illus	1 min	Touch	S,M	10 days		P 252
<input type="checkbox"/> Longstrider	1+1/SL creature's speed increases by 10 ft for the duration	Trans	1 a	Touch	V,S,M	1 h		P 256
<input type="checkbox"/> Silent Image	15-ft cube illusion includes visible; 1a move it; Int (Investigation) check vs. spell DC; see book	Illus	1 a	60 ft	V,S,M	Conc, 10 min		P 276
<input type="checkbox"/> Sleep	20-ft rad 5d8+2d8/SL hp of conscious creatures fall asleep, starting with the lowest current hp crea	Ench	1 a	90 ft	V,S,M	1 min		P 276
<input type="checkbox"/> Tasha's Hid. Laughter	1 crea with Int>4 Wis save or fall prone, incapacitated, can't stand; save end of each turn or if taking dmg	Ench	1 a	30 ft	V,S,M	Conc, 1 min		P 280
<input type="checkbox"/> Thunderwave	All crea/obj in area 2d8+1d8/SL Thunder dmg, pushed 10 ft away; Con save halves and not pushed	Evoc	1 a	15-ft cube	V,S	Instantaneous		P 282
<input type="checkbox"/> Unseen Servant (R)	Create an invisible, mindless, shapeless servant for simple tasks; bns a to mentally command it	Conj	1 a	60 ft	V,S,M	1 h		P 284

## Level 2

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Animal Messenger (R)	Tiny beast delivers 25 word message up to 25 miles (50 miles if flyer); +48h/SL duration	Ench	1 a	30 ft	V,S,M	24 h		P 212
<input type="checkbox"/> Blindness/Deafness	1+1/SL crea Con save or blinded or deafened; extra save at end of every turn	Necr	1 a	30 ft	V	1 min		P 219
<input type="checkbox"/> Calm Emotions	Each humanoid in 20-ft rad Cha save or suppress either charm/fear effects or hostility	Ench	1 a	60 ft	V,S	Conc, 1 min		P 221
<input type="checkbox"/> Cloud of Daggers	5-ft cube 4d4+2d4/SL Slashing dmg to all that enter or start turn in area	Conj	1 a	60 ft	V,S,M	Conc, 1 min		P 222
<input type="checkbox"/> Crown of Madness	1 humanoid Wis save or charmed and must melee attack against crea chosen by you; extra save/rnd	Ench	1 a	120 ft	V,S	Conc, 1 min		P 229
<input type="checkbox"/> Detect Thoughts	1a read thoughts of visible Int>3 crea or detect presence of invisible within 30 ft; Wis save for probing	Div	1 a	Self	V,S,M	Conc, 1 min		P 231
<input type="checkbox"/> Enhance Ability	1+1/SL crea adv. on checks with 1 stat; chosing Str, Dex, Con gives secondary benefits	Trans	1 a	Touch	V,S,M	Conc, 1 h		P 237
<input type="checkbox"/> Enthrall	As you speak any crea Wis save (adv. if fighting) or dis. on Wis(Perception) for any other than you	Ench	1 a	60 ft	V,S	1 min		P 238
<input type="checkbox"/> Heat Metal	1 metal obj 2d8+1d8/SL Fire dmg to touch; Con save or drop obj; if held: dis. atk/chk; bns a rehear obj	Trans	1 a	60 ft	V,S,M	Conc, 1 min		P 250
<input type="checkbox"/> Hold Person	1+1/SL humanoid within 30 ft of each other Wis save or paralyzed; extra save at end of each turn	Ench	1 a	60 ft	V,S,M	Conc, 1 min		P 251
<input type="checkbox"/> Invisibility	1+1/SL crea invisible; attacking/casting makes the crea visible; anything worn/carried is also invisible	Illus	1 a	Touch	V,S,M	Conc, 1 h		P 254
<input type="checkbox"/> Knock	1 object is unlocked (1 lock), unstuck, unbarred, arcane lock suppressed for 10 min; audible for 300 ft	Trans	1 a	60 ft	V	Instantaneous		P 254
<input type="checkbox"/> Lesser Restoration	1 crea cured of 1 disease, or 1 condition: blinded, deafened, paralyzed, or poisoned	Abjur	1 a	Touch	V,S	Instantaneous		P 255
<input type="checkbox"/> Locate Ani./Plants (R)	Learn direction and distance to closest named or described kind of beast or plant within 5 miles	Div	1 a	Self	V,S,M	Instantaneous		P 256
<input type="checkbox"/> Locate Object	Learn direction to closest named or described kind or specific object within 1000 ft; see book	Div	1 a	Self	V,S,M	Conc, 10 min		P 256
<input type="checkbox"/> Magic Mouth (R)	Implant a 25 word message in an object that is uttered on chosen trigger condition (10g cons.)	Illus	1 min	30 ft	V,S,M	Until dispelled		P 257
<input type="checkbox"/> Phantasmal Force	1 crea Int save or sees 10 ft cube illusion that does 1d6 Psychic dmg/rnd; Int(Investigation) vs. Spell DC	Illus	1 a	60 ft	V,S,M	Conc, 1 min		P 264
<input type="checkbox"/> See invisibility	See invisible and ethereal creatures and objects as if they were visible; ethereals are ghostly, translucent	Div	1 a	Self	V,S,M	1 h		P 274
<input type="checkbox"/> Shatter	10-ft rad all 3d8+1d8/SL Thunder dmg; Con save halves; nonmagical unattended objects also take dmg	Evoc	1 a	60 ft	V,S,M	Instantaneous		P 275
<input type="checkbox"/> Silence (R)	20-ft rad no sound can propagate; all within deafened, immune to Thunder dmg, can't use verbal comp.	Illus	1 a	120 ft	V,S	Conc, 10 min		P 275
<input type="checkbox"/> Suggestion	1 crea Wis save or follow reasonable stated course of action; spell ends if you or your allies harm target	Ench	1 a	30 ft	V,M	Conc, 8 h		P 279
<input type="checkbox"/> Zone of Truth	15-ft rad all in or enter Cha save or unable to lie; you aware if saved or not; crea aware it cannot lie	Ench	1 a	60 ft	V,S	10 min		P 289

## Level 3

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Bestow Curse	1 creature cursed, see book; duration SL4:conc, 10 min; SL5:8h; SL7:24h; SL9:until dispelled	Necr	1 a	Touch	V,S	Conc, 1 min	P	218
<input type="checkbox"/> Clairvoyance	See or hear a familiar place; 1a to switch between seeing and hearing (100gp)	Div	10 min	1 mile	V,S,M	Conc, 10 min	P	222
<input type="checkbox"/> Dispel Magic	Dispel any magical effect on crea or object; make DC 10+SL spellcasting ability check if above SL used	Abjur	1 a	120 ft	V,S	Instantaneous	P	234
<input type="checkbox"/> Fear	All crea Wis save or drop what it is holding and frightened; extra save/rnd if crea is not in line of sight	Illus	1 a	30-ft cone	V,S,M	Conc, 1 min	P	239
<input type="checkbox"/> Feign Death (R)	Willing creature appears dead; it is blinded, incapacitated, has dmg resist. all but Psychic, and speed 0	Necr	1 a	Touch	V,S,M	1 h (D)	P	240
<input type="checkbox"/> Glyph of Warding	Create a glyph that triggers on set condition; Int (Investigation) vs. Spell DC; see book (200gp cons.)	Abjur	1 h	Touch	V,S,M	Until triggered	P	245
<input type="checkbox"/> Hypnotic Pattern	30-ft cube all crea Wis save or charmed, incapacitated, speed 0 for duration; ends if crea takes dmg	Illus	1 a	120 ft	S,M	Conc, 1 min	P	252
<input type="checkbox"/> Leo. Tiny Hut (R)	10-ft rad immobile dome of force holds 9 Medium crea; blocks magic; ends if you leave; see book	Evoc	1 min	10-ft rad	V,S,M	8 h	P	255
<input type="checkbox"/> Major Image	20-ft cube illusion includes visible, audible, olfactory, temperature; 1a move it; SL6: no conc.; see book	Illus	1 a	120 ft	V,S,M	Conc, 10 min	P	258
<input type="checkbox"/> Nondetection	1 crea or object up to 10 cu ft hidden from all divination magic (25gp cons.)	Abjur	1 a	Touch	V,S,M	8 h	P	263
<input type="checkbox"/> Plant Growth	1a: 100-ft rad plants overgrow for 1/4 speed; 8h: 1 mile diameter plants yield double food at harvest	Trans	1a/8h	150 ft	V,S	Instantaneous	P	266
<input type="checkbox"/> Sending	Send a 25 word message to a familiar creature; it recognizes you and can respond with 25 words	Evoc	1 a	Unlimited	V,S,M	1 rnd	P	274
<input type="checkbox"/> Speak with Dead	1 corpse with mouth answers 5 questions with knowledge it had in life; can cast on same every 10 days	Necr	1 a	10 ft	V,S,M	10 min	P	277
<input type="checkbox"/> Speak with Plants	Speak with plants in range about last 24h events; turn difficult plant terrain to normal or vice versa	Trans	1 a	30-ft rad	V,S	10 min	P	277
<input type="checkbox"/> Stinking Cloud	20-ft rad; ignores cover, heavily obscures; all in area at start of turn Con save against poison or can't act	Conj	1 a	90 ft	V,S,M	Conc, 1 min	P	278
<input type="checkbox"/> Tongues	1 crea understands all spoken languages, all with a language can understand what it means	Div	1 a	Touch	V,M	1 h	P	283

## Level 4

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Compulsion	Any crea in range Wis save or you use bns a to have them use all movement in one direction	Ench	1 a	30 ft	V,S	Conc, 1 min	P	224
<input type="checkbox"/> Confusion	10+5/SL-ft rad all Wis save or confused, see book; extra save at end of every turn	Ench	1 a	90 ft	V,S,M	Conc, 1 min	P	224
<input type="checkbox"/> Dimension Door	Teleport yourself and 1 willing crea within 5 ft, up to 500 ft to a place you can see, specify, or describe	Conj	1 a	500 ft	V	Instantaneous	P	233
<input type="checkbox"/> Freedom of Movement	1 willing crea; magic cannot reduce speed, paralyze, restrain; use 5 ft to escape nonmagical restrains	Abjur	1 a	Touch	V,S,M	1 h	P	244
<input type="checkbox"/> Greater Invisibility	1 crea invisible until end of the spell; anything the target is wearing or carrying is also invisible	Illus	1 a	Touch	V,S	Conc, 1 min	P	246
<input type="checkbox"/> Hallucinatory Terrain	150-ft cube of terrain resembles some other sort of terrain; Int (Investigation) vs. Spell DC; see book	Illus	10 min	300 ft	V,S,M	24 h	P	249
<input type="checkbox"/> Locate Creature	Learn direction to closest named or described kind or specific creature within 1000 ft; see book	Div	1 a	Self	V,S,M	Conc, 1 h	P	256
<input type="checkbox"/> Polymorph	1 creature Wis save or transformed into beast of choice of same CR or lower; see book	Trans	1 a	60 ft	V,S,M	Conc, 1 h	P	266

## Level 5

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Animate Objects	10+2/SL nonmagical objects not worn or carried; bns a command within 500 ft; see book	Trans	1 a	120 ft	V,S	Conc, 1 min	P	213
<input type="checkbox"/> Awaken	Give beast or plant Int 10 and ability to move. Follows commands for 30 days (1000gp cons.)	Trans	8 h	Touch	V,S,M	Instantaneous	P	216
<input type="checkbox"/> Dominate Person	1 humanoid Wis save or charmed, follows telepathic commands, 1a for complete control; +SL for dur.	Ench	1 a	60 ft	V,S	Conc, 1 min	P	235
<input type="checkbox"/> Dream	You or willing crea enters a crea's dreams, manifesting as a messenger with whom it can communicate	Illus	1 min	Special	V,S,M	8 h	P	236
<input type="checkbox"/> Geas	1 crea Wis save or charmed; it must obey commands or 5d10 Psychic dmg; SL7: 1 year, SL9: until disp.	Ench	1 min	60 ft	V	30 days (D)	P	244
<input type="checkbox"/> Greater Restoration	Reduce exhaustion or end charm, petrify, curse, stat or max hp reduction (100gp cons.)	Abjur	1 a	Touch	V,S,M	Instantaneous	P	246
<input type="checkbox"/> Hold Monster	1+1/SL crea within 30 ft of each other Wis save or paralyzed; extra save at end of each turn	Ench	1 a	90 ft	V,S,M	Conc, 1 min	P	251
<input type="checkbox"/> Legend Lore	Learn summary of lore involved with named or described person, place, or object (200gp; 250gp cons.)	Div	10 min	Self	V,S,M	Instantaneous	P	254
<input type="checkbox"/> Mass Cure Wounds	6 crea within 30-ft rad heal 3d8+1d8/SL+spellcasting ability modifier in hp	Conj	1 a	60 ft	V,S	Instantaneous	P	258
<input type="checkbox"/> Mislead	You invisible and illusionary duplicate of you; 1a move it; bns a switch between its senses and yours	Illus	1 a	Self	S	Conc, 1 h	P	260
<input type="checkbox"/> Modify Memory	1 crea Wis save or charmed, alter 1 memory of last (SL6: 7, SL7: 30, SL8: 365) day; SL9: any memory	Ench	1 a	30 ft	V,S	Conc, 1 min	P	261
<input type="checkbox"/> Planar Binding	1 celestial/elem/fey/ fiend Cha save or bound; SL6: 10, SL7: 30, SL8: 180, SL9: 366 days (1000gp cons.)	Abjur	1 h	60 ft	V,S,M	24 h	P	265
<input type="checkbox"/> Raise Dead	Restores a creature's body that has died in the last 10 days to life with 1 hp; see book (500gp cons.)	Necr	1 h	Touch	V,S,M	Instantaneous	P	270
<input type="checkbox"/> Scrying	1 crea Wis save or sensor follows it around; or create sensor in familiar location; see book (1000gp)	Div	10 min	Self	V,S,M	Conc, 10 min	P	273
<input type="checkbox"/> Seeming	Any crea Cha save or disguised by changing physical appearance; Int (Investigation) check vs. spell DC	Illus	1 a	30 ft	V,S	8 h (D)	P	274
<input type="checkbox"/> Teleportation Circle	Create a circle to teleport to another teleportation circle on same plane; see book (50gp cons.)	Conj	1 min	10 ft	V,M	1 rnd	P	281

## Level 6

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Eyebite	1 crea/rnd within 60 ft Wis save or either fall asleep, panicked, or sickened, your choice	Necr	1 a	Self	V,S	Conc, 1 min	P	238
<input type="checkbox"/> Find the Path	Know the shortest route to a location you are familiar with and are on the same plane with (100gp)	Div	1 min	Self	V,S,M	Conc, 1 day	P	240
<input type="checkbox"/> Guards/Wards	Protect an area with an assortment of effects including fog, web, illusions and locks; see book (10gp)	Abjur	10 min	Touch	V,S,M	24 h	P	248
<input type="checkbox"/> Mass Suggestion	12 crea Wis save or follow stated course of action; SL7: 10 day; SL8: 30 days; SL9: 366 days; see book	Ench	1 a	60 ft	V,M	24 h	P	258
<input type="checkbox"/> Otto's Irre. Dance	1 crea dances in place, can't move, dis. on attacks/Dex saves, adv. on atks vs. target; Wis save each rnd	Ench	1 a	30 ft	V	Conc, 1 min	P	264
<input type="checkbox"/> Programmed Illusion	30-ft cube illusion includes visible, audible; triggers on set condition; see book (25gp)	Illus	1 a	120 ft	V,S,M	Until dispelled	P	269
<input type="checkbox"/> True Seeing	1 willing crea gains truesight 120 ft; see through illusions, hidden doors, ethereal plane (25gp cons.)	Div	1 a	Touch	V,S,M	1 h	P	284

## Level 7

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Etherealness	1/SL willing crea go to Ethereal Plane; move there, but able to perceive 60 ft into the normal plane	Trans	1 a	Self	V,S	8 h (D)	P	238
<input type="checkbox"/> Forcecage	20-ft cube cage, or 10-ft cube solid; blocks all spells; extraplanar travel in/out on Cha save (1500gp)	Evoc	1 a	100 ft	V,S,M	1 h	P	243
<input type="checkbox"/> Mirage Arcane	1 sq mile alter terrain illusion includes visible, audible, olfactory, tactile; can make difficult ter; see book	Illus	10 min	Sight	V,S	10 days	P	260
<input type="checkbox"/> Mor. Magni. Mansion	Create extradimensional mansion with rooms, food and servants to serve 100 people; see book (15gp)	Conj	1 min	300 ft	V,S,M	24 h	P	261
<input type="checkbox"/> Mor. Sword	Hovering sword makes melee spell attacks for 3d10 Force dmg; bns a to move 20 ft and/or attack	Evoc	1 a	60 ft	V,S,M	Conc, 1 min	P	262
<input type="checkbox"/> Project Image	Project image of you to familiar place; 1a manipulate it; bns a switch between its senses and yours (5gp)	Illus	1 a	500 miles	V,S,M	Conc, 1 day	P	270
<input type="checkbox"/> Regenerate	1 crea heals 4d8+15 hp and 1 hp/rnd for rest of duration; restores lost body parts in 2 min	Trans	1 min	Touch	V,S,M	1 h	P	271
<input type="checkbox"/> Resurrection	Resurrects a creature, that has died in the last century, with whole body; see book (1000gp cons.)	Necr	1 h	Touch	V,S,M	Instantaneous	P	272
<input type="checkbox"/> Symbol	Inscribe a glyph to activate for chosen effect on set trigger; see book (1000gp cons.)	Abjur	1 min	Touch	V,S,M	Until triggered	P	280
<input type="checkbox"/> Teleport	You, 8 willing crea, or an object teleport to a place you know, have seen, or can describe; see book	Conj	1 a	10 ft	V	Instantaneous	P	281

## Level 8

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Dominate Monster	1 crea Wis save or charmed, follows telepathic commands, 1a for complete control; SL9: conc, 8h	Ench	1 a	60 ft	V,S	Conc, 1 h	P	235
<input type="checkbox"/> Feeblemind	1 crea 4d6 Psychic dmg and Int save or Int and Cha become 1; extra save every 30 days to end spell	Ench	1 a	150 ft	V,S,M	Instantaneous	P	239
<input type="checkbox"/> Glibness	You can choose to roll a 15 on any Charisma check; magic cannot detect if you are lying	Trans	1 a	Self	V	1 h	P	245
<input type="checkbox"/> Mind Blank	1 crea immune to charms, psychic damage, divination, mind reading, and any mind altering effects	Abjur	1 a	Touch	V,S	24 h	P	259
<input type="checkbox"/> Power Word Stun	1 creature with 150 current hp or less is stunned; Con save at end of each turn to end spell	Ench	1 a	60 ft	V	Instantaneous	P	267
<input type="checkbox"/>								
<input type="checkbox"/>								

## Level 9

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Foresight	1 willing crea can't be surprised; adv. on attacks, ability checks, and saves; dis. on attacks vs. target	Div	1 min	Touch	V,S,M	8 h	P	244
<input type="checkbox"/> Power Word Heal	1 crea heals all hp and stops being charmed, frightened, paralyzed, stunned; it can use rea to stand up	Evoc	1 a	Touch	V,S	Instantaneous	P	266
<input type="checkbox"/> Power Word Kill	1 creature with 100 current hp or less dies	Ench	1 a	60 ft	V	Instantaneous	P	266
<input type="checkbox"/> True Polymorph	1 crea/obj Wis save or transformed into another crea/obj with equal CR or lower; see book	Trans	1 a	30 ft	V,S,M	Conc, 1 h	P	283
<input type="checkbox"/>								
<input type="checkbox"/>								

Spell Level	1	2	3	4	5	6	7	8	9
Spell Slots									
Used									

Spells to memorize: \_\_\_\_\_  
 Spell attack modifier: \_\_\_\_\_  
 Spell save DC: \_\_\_\_\_  
 Spellcasting ability score: \_\_\_\_\_  
**Wisdom**

## Cleric Spells

### Cantrips

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Guidance	1 willing creature adds 1d4 to ability check of its choice, after rolling, once during the duration	Div	1 a	Touch	V,S	Conc, 1 min		P 248
<input type="checkbox"/> Light	1 obj up to 10-ft cube sheds bright light 20-ft rad and dim light 20-ft; cannot have multiple instances	Evoc	1 a	Touch	V,M	1 h (D)		P 255
<input type="checkbox"/> Mending	Repair a single broken object no larger than 1 cu ft; can't restore magic to broken magic item	Trans	1 min	Touch	V,S,M	Instantaneous		P 259
<input type="checkbox"/> Resistance	1 willing crea can add 1d4 to one saving throw after rolling, once during the duration	Abjur	1 a	Touch	V,S,M	Conc, 1 min		P 272
<input type="checkbox"/> Sacred Flame	1 creature Dex save or 1d8 Radiant dmg; no bonus for cover on save; CL5:2d8, CL11:3d8, CL17:4d8	Evoc	1 a	60 ft	V,S	Instantaneous		P 272
<input type="checkbox"/> Spare the Dying	1 living creature with 0 current hp becomes stable	Necr	1 a	Touch	V,S	Instantaneous		P 277
<input type="checkbox"/> Thaumaturgy	Minor wonder; your voice booms, flames flicker, tremors in the ground, ominous sounds, etc.	Trans	1 a	30 ft	V	1 min (D)		P 282
<input type="checkbox"/>								
<input type="checkbox"/>								
<input type="checkbox"/>								

### Level 1

Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Bane	3+1/SL creatures Cha save or have to subtract 1d4 on every attack or save for the duration	Ench	1 a	30 ft	V,S,M	Conc, 1 min		P 216
<input type="checkbox"/> Bless	3+1/SL creatures can add 1d4 on every attack roll or saving throw during the duration	Ench	1 a	30 ft	V,S,M	Conc, 1 min		P 219
<input type="checkbox"/> Command	1+1/SL crea Wis save or follows one word command, such as approach, drop, flee, grovel, halt	Ench	1 a	60 ft	V	1 rnd		P 223
<input type="checkbox"/> Create/Destroy Water	Create/destroy 10+2/SL gal of water in open container; or create rain/destroy fog in 30+5/SL-ft cube	Trans	1 a	30 ft	V,S,M	Instantaneous		P 229
<input type="checkbox"/> Cure Wounds	1 creature is healed for 1d8+1d8/SL+spellcasting ability modifier hp	Evoc	1 a	Touch	V,S	Instantaneous		P 230
<input type="checkbox"/> Detect Evil/Good	Know if aberration, celestial, elemental, fey, fiend, undead, and des-/consecrated area within 30 ft	Div	1 a	Self	V,S	Conc, 10 min		P 231
<input type="checkbox"/> Detect Magic (R)	Know presence of magic within 30 ft; 1a to see auras and determine school	Div	1 a	Self	V,S	Conc, 10 min		P 231
<input type="checkbox"/> Detect Poison/Dis.	Know presence, location, and type of poisons, poisonous creatures, and diseases within 30 ft	Div	1 a	Self	V,S,M	Conc, 10 min		P 231
<input type="checkbox"/> Guiding Bolt	Spell attack for 4d6+1d6/SL Radiant dmg and next attack against target has advantage	Evoc	1 a	120 ft	V,S	1 rnd		P 248
<input type="checkbox"/> Healing Word	Heals 1 living creature 1d4+1d4/SL+spellcasting ability modifier	Evoc	1 bns	60 ft	V	Instantaneous		P 250
<input type="checkbox"/> Inflict Wounds	Spell attack for 3d10+1d10/SL Necrotic dmg	Necr	1 a	Touch	V,S	Instantaneous		P 253
<input type="checkbox"/> Prot. from Evil/Good	1 crea immune to fear/charm/possession and dis. on atks from celestials, elem., fey, fiends, or undead	Abjur	1 a	Touch	V,S,M	Conc, 10 min		P 270
<input type="checkbox"/> Purify Food/Drink (R)	5-ft rad of food and drink is rendered free of all poison and disease	Trans	1 a	10 ft	V,S	Instantaneous		P 270
<input type="checkbox"/> Sanctuary	1 crea warded; any who want to attack/target must first make Wis save; doesn't protect vs. area spells	Abjur	1 bns	30 ft	V,S,M	1 min		P 272
<input type="checkbox"/> Shield of Faith	1 creature gains +2 AC for the duration	Abjur	1 bns	60 ft	V,S,M	Conc, 10 min		P 275
<input type="checkbox"/>								
<input type="checkbox"/>								
<input type="checkbox"/>								

### Level 2

Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Aid	3 creatures gain 5+5/SL current hp and hp max for the duration	Abjur	1 a	30 ft	V,S,M	8 h		P 211
<input type="checkbox"/> Augury (R)	Omen about specific course of action you plan to take in the next 30 min (25gp)	Div	1 min	Self	V,S,M	Instantaneous		P 215
<input type="checkbox"/> Blindness/Deafness	1+1/SL crea Con save or blinded or deafened; extra save at end of every turn	Necr	1 a	30 ft	V	1 min		P 219
<input type="checkbox"/> Calm Emotions	Each humanoid in 20-ft rad Cha save or suppress either charm/fear effects or hostility	Ench	1 a	60 ft	V,S	Conc, 1 min		P 221
<input type="checkbox"/> Continual Flame	Create a permanent flame (50gp cons.)	Evoc	1 a	Touch	V,S,M	Until dispelled		P 227
<input type="checkbox"/> Enhance Ability	1+1/SL crea adv. on checks with 1 stat; chosing Str, Dex, Con gives secondary benefits	Trans	1 a	Touch	V,S,M	Conc, 1 h		P 237
<input type="checkbox"/> Find Traps	Sense presence of any trap within line of sight; not exact location, but general nature of trap	Div	1 a	120 ft	V,S	Instantaneous		P 241
<input type="checkbox"/> Gentle Repose (R)	1 corpse protected from decay and prevent it from becoming undead; add duration to raising dead	Necr	1 a	Touch	V,S,M	10 days		P 245
<input type="checkbox"/> Hold Person	1+1/SL humanoid within 30 ft of each other Wis save or paralyzed; extra save at end of each turn	Ench	1 a	60 ft	V,S,M	Conc, 1 min		P 251
<input type="checkbox"/> Lesser Restoration	1 crea cured of 1 disease, or 1 condition: blinded, deafened, paralyzed, or poisoned	Abjur	1 a	Touch	V,S	Instantaneous		P 255
<input type="checkbox"/> Locate Object	Learn direction to closest named or described kind or specific object within 1000 ft; see book	Div	1 a	Self	V,S,M	Conc, 10 min		P 256
<input type="checkbox"/> Prayer of Healing	6 creatures heal 2d8+1d8/SL+spellcasting ability modifier hp	Evoc	10 min	30 ft	V	Instantaneous		P 267
<input type="checkbox"/> Prot. from Poison	1 crea cured from 1 poison, gains resistance to Poison damage, and adv. on saves against being poisoned	Abjur	1 a	Touch	V,S	1 h		P 270
<input type="checkbox"/> Silence (R)	20-ft rad no sound can propagate; all within deafened, immune to Thunder dmg, can't use verbal comp.	Illus	1 a	120 ft	V,S	Conc, 10 min		P 275
<input type="checkbox"/> Spiritual Weapon	Create weapon; spell attack 1d8+1d8/2SL+ability modifier Force dmg; bns a to move 20 ft and/or attack	Evoc	1 bns	60 ft	V,S	1 min		P 278
<input type="checkbox"/> Warding Bond	1 crea +1 AC, +1 saves, resistance all dmg; if it takes dmg you take same dmg; ends if >60 ft away	Abjur	1 a	Touch	V,S,M	1 h (D)		P 287
<input type="checkbox"/> Zone of Truth	15-ft rad all in or enter Cha save or unable to lie; you aware if saved or not; crea aware it cannot lie	Ench	1 a	60 ft	V,S	10 min		P 289
<input type="checkbox"/>								
<input type="checkbox"/>								
<input type="checkbox"/>								

## Level 3

Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
Animate Dead	Turn corpses into 1+2/SL Skeletons or Zombies; control for 24h; bns a command within 60 ft	Necr	1 min	10 ft	V,S,M	Instantaneous	P	212
Beacon of Hope	Any crea in range adv. on Wis/Death saves and gains max hp from any healing	Abjur	1 a	30 ft	V,S	Conc, 1 min	P	217
Bestow Curse	1 creature cursed, see book; duration SL4:conc, 10 min; SL5:8h; SL7:24h; SL9:until dispelled	Necr	1 a	Touch	V,S	Conc, 1 min	P	218
Clairvoyance	See or hear a familiar place; 1a to switch between seeing and hearing (100gp)	Div	10 min	1 mile	V,S,M	Conc, 10 min	P	222
Create Food/Water	Create 45 pounds of food and 30 gallons of water; enough for 15 humanoids or 5 steeds for 24h	Conj	1 a	30 ft	V,S	Instantaneous	P	229
Daylight	60-ft rad bright light + 60-ft dim light on point or object; only magical darkness of higher SL works	Evoc	1 a	60 ft	V,S	1 h	P	230
Dispel Magic	Dispel any magical effect on crea or object; make DC 10+SL spellcasting ability check if above SL used	Abjur	1 a	120 ft	V,S	Instantaneous	P	234
Feign Death (R)	Willing creature appears dead; it is blinded, incapacitated, has dmg resist. all but Psychic, and speed 0	Necr	1 a	Touch	V,S,M	1 h (D)	P	240
Glyph of Warding	Create a glyph that triggers on set condition; Int (Investigation) vs. Spell DC; see book (200gp cons.)	Abjur	1 h	Touch	V,S,M	Until triggered	P	245
Magic Circle	Celes., elem., fey, fiends, or undead can't enter/leave; dis. on atk; +1h/SL dura.; see book (100gp cons.)	Abjur	1 min	10 ft	V,S,M	1 h	P	256
Mass Healing Word	6 crea heal 1d4+1d4/SL+spellcasting ability modifier in hp	Evoc	1 bns	60 ft	V	Instantaneous	P	258
Meld into Stone (R)	You merge into a stone object large enough to contain you; can't see through the stone; see book	Trans	1 a	Touch	V,S	8 h	P	259
Prot. from Energy	1 creature gains resistance to either Acid, Cold, Fire, Lightning, or Thunder damage for duration	Abjur	1 a	Touch	V,S	Conc, 1 h	P	270
Remove Curse	1 creature or object is freed of all curses; cursed magic items break attunement with owner	Abjur	1 a	Touch	V,S	Instantaneous	P	271
Revivify	Restores a creature's body that has died in the last min to life with 1 hp (300gp cons.)	Conj	1 a	Touch	V,S,M	Instantaneous	P	272
Sending	Send a 25 word message to a familiar creature; it recognizes you and can respond with 25 words	Evoc	1 a	Unlimited	V,S,M	1 rnd	P	274
Speak with Dead	1 corpse with mouth answers 5 questions with knowledge it had in life; can cast on same every 10 days	Necr	1 a	10 ft	V,S,M	10 min	P	277
Spirit Guardians	Undesignated crea entering/starting turn in area half speed, 3d8+1d8/SL Radiant/Necrotic dmg; Wis half	Conj	1 a	15-ft rad	V,S,M	Conc, 10 min	P	278
Tongues	1 crea understands all spoken languages, all with a language can understand what it means	Div	1 a	Touch	V,M	1 h	P	283
Water Walk (R)	10 willing creatures can move across any liquid for the duration; rise to surface if underwater	Trans	1 a	30 ft	V,S,M	1 h	P	287

## Level 4

Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
Banishment	1+1/SL crea Cha save or banished; crea return if spell lasts < 1 min	Abjur	1 a	60 ft	V,S,M	Conc, 1 min	P	217
Control Water	Control an amount of water in a 100 ft cube as 1a; flood, part, redirect, or whirlpool, see book	Trans	1 a	300 ft	V,S,M	Conc, 10 min	P	227
Death Ward	Once, when crea drops to 0 hp it drops to 1 hp instead; or negates first instantenous kill effect	Abjur	1 a	Touch	V,S	8 h	P	230
Divination (R)	Get answer to one question about a goal, event, or activity to occur within the next 7 days (25gp cons.)	Div	1 a	Self	V,S,M	Instantaneous	P	234
Freedom of Movement	1 willing crea; magic cannot reduce speed, paralyze, restrain; use 5 ft to escape nonmagical restrains	Abjur	1 a	Touch	V,S,M	1 h	P	244
Guardian of Faith	Place spectre; hostile crea in 10 ft of spectre Dex save or 20 Radiant dmg; vanishes after it deals 60 dmg	Conj	1 a	30 ft	V	8 h	P	246
Locate Creature	Learn direction to closest named or described kind or specific creature within 1000 ft; see book	Div	1 a	Self	V,S,M	Conc, 1 h	P	256
Stone Shape	Form 5 cu ft of stone into any shape; can have up to two hinges and a latch, but no finer mechanisms	Trans	1 a	Touch	V,S,M	Instantaneous	P	278

## Level 5

Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
Commune (R)	Ask up to three yes/no questions to your deity or a divine proxy (25gp)	Div	1 min	Self	V,S,M	1 min	P	223
Contagion	Melee spell attack to infect crea with chosen disease; saves each rnd on 3 successes spell ends, see book	Necr	1 a	Touch	V,S	7 days	P	227
Dispel Evil/Good	Celestials, elementals, fey, fiends, undead dis. on attacks vs. you; break charm/fright/possession; banish	Abjur	1 a	Self	V,S,M	Conc, 1 min	P	233
Flame Strike	10-ft rad 40-ft high all crea 4d6 Fire and 4d6 Radiant dmg; Dex save halves; +1d6/SL Fire or Radiant	Evoc	1 a	60 ft	V,S,M	Instantaneous	P	242
Geas	1 crea Wis save or charmed; it must obeys commands or 5d10 Psychic dmg; SL7: 1 year, SL9: until disp.	Ench	1 min	60 ft	V	30 days (D)	P	244
Greater Restoration	Reduce exhaustion or end charm, petrify, curse, stat or max hp reduction (100gp cons.)	Abjur	1 a	Touch	V,S,M	Instantaneous	P	246
Hallow	30-ft rad protected against celestials, elementals, fey, fiend, and undead; add additional effects; see book	Evoc	24 h	Touch	V,S,M	Until dispelled	P	249
Insect Plague	20-ft rad all 4d10+1d10/SL Piercing dmg; Con save halves; ignores cover; lightly obscures; difficult ter.	Conj	1 a	300 ft	V,S,M	Conc, 10 min	P	254
Legend Lore	Learn summary of lore involved with named or described person, place, or object (200gp; 250gp cons.)	Div	10 min	Self	V,S,M	Instantaneous	P	254
Mass Cure Wounds	6 crea within 30-ft rad heal 3d8+1d8/SL+spellcasting ability modifier in hp	Conj	1 a	60 ft	V,S	Instantaneous	P	258
Raise Dead	Restores a creature's body that has died in the last 10 days to life with 1 hp; see book (500gp cons.)	Necr	1 h	Touch	V,S,M	Instantaneous	P	270
Scrying	1 crea Wis save or sensor follows it around; or create sensor in familiar location; see book (1000gp)	Div	10 min	Self	V,S,M	Conc, 10 min	P	273

## Level 6

Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
Blade Barrier	100x20x5 ft wall or 30 rad 20x5 ft ring; 6d10 Slashing dmg; Dex save halves; 3/4 cover	Evoc	1 a	90 ft	V,S	Conc, 10 min	P	218
Create Undead	Turn corpses into 3+1/SL ghoul a.o., see book; control 24h; bns a command 120 ft (150gp/corpse cons.)	Necr	1 min	10 ft	V,S,M	Instantaneous	P	229
Find the Path	Know the shortest route to a location you are familiar with and are on the same plane with (100gp)	Div	1 min	Self	V,S,M	Conc, 1 day	P	240
Forbiddance (R)	40K sq ft 30 ft high no extraplanar travel; 1 crea type 5d10 Radiant/Necrotic dmg/rnd (1000gp)	Abjur	10 min	Touch	V,S,M	1 day	P	243
Harm	1 crea 14d6 Necrotic dmg, reduce max hp by same; not <1 hp; Con save halves and no max hp reduce	Necr	1 a	60 ft	V,S	Instantaneous	P	249
Heal	1 creature heals 70+10/SL hp and is cured of blindness, deafness, and all diseases	Evoc	1 a	60 ft	V,S	Instantaneous	P	250
Heroes' Feast	You+12 crea; 1h to consume; for 24h: disease/poison immune, +2d10 max hp, see book (1000gp cons.)	Conj	10 min	30 ft	V,S,M	Instantaneous	P	250
Planar Ally	Otherworldly entity sends celestial, elemental or fiend to a location near you; see book	Conj	10 min	60 ft	V,S	Instantaneous	P	265
True Seeing	1 willing crea gains truesight 120 ft; see through illusions, hidden doors, ethereal plane (25gp cons.)	Div	1 a	Touch	V,S,M	1 h	P	284
Word of Recall	You + 5 willing crea teleport to sanctuary of your deity, designated as such by casting this spell there	Conj	1 a	5 ft	V	Instantaneous	P	289

## Level 7

Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
Conj. Celestial	CR 4+1/2SL celestial that obeys your verbal commands if they do not go against its alignment	Conj	1 min	90 ft	V,S	Conc, 1 h		P 225
Divine Word	Any crea Cha save or deaf/blind/stunned/dead depending on current HP; banishes extraplanar crea	Evoc	1 hrs	30 ft	V	Instantaneous		P 234
Fire Storm	10 connected 10-ft cubes all crea 7d10 Fire dmg; Dex save halves; unattended flammable objects ignite	Evoc	1 a	150 ft	V,S	Instantaneous		P 241
Plane Shift	You + 8 willing crea teleport to different plane; or spell attack Cha save or transported to random plane	Conj	1 a	Touch	V,S,M	Instantaneous		P 266
Regenerate	1 crea heals 4d8+15 hp and 1 hp/rnd for rest of duration; restores lost body parts in 2 min	Trans	1 min	Touch	V,S,M	1 h		P 271
Resurrection	Resurrects a creature, that has died in the last century, with whole body; see book (1000gp cons.)	Necr	1 h	Touch	V,S,M	Instantaneous		P 272
Symbol	Inscribe a glyph to activate for chosen effect on set trigger; see book (1000gp cons.)	Abjur	1 min	Touch	V,S,M	Until triggered		P 280

## Level 8

Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
Antimagic Field	No magical effects functions in area except those created by an artefact or a deity	Abjur	1 a	10-ft rad	V,S,M	Conc, 1 h		P 213
Control Weather	Change current weather; changes take 1d4×10 min; change precipitation, temperature, wind, see book	Trans	10 min	5-mile rad	V,S,M	Conc, 8 h		P 228
Earthquake	Cause an earthquake in a 100-ft rad, damaging structures and creating dangerous fissures, see book	Evoc	1 a	500 ft	V,S,M	Conc, 1 min		P 236
Holy Aura	Any in area adv. on saves; dis. atks vs. targets; fiend/undead atk a target Con save or blinded (1000gp)	Abjur	1 a	30 ft	V,S,M	Conc, 1 min		P 251

## Level 9

Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
Astral Projection	You + 8 willing crea projected to Astral Plane with identical statistics (per crea 1100gp cons.)	Necr	1 h	10 ft	V,S,M	Special (D)		P 215
Gate	Create a portal to a precise location on a different plane; can transport named crea to you (5000gp)	Conj	1 a	60 ft	V,S,M	Conc, 1 min		P 244
Mass Heal	Heal up to 700 hp to any creatures in range; also cured of all diseases, blindness and deafness	Conj	1 a	60 ft	V,S	Instantaneous		P 258
True Resurrection	Resurrects a creature, that has died in last 200 years, with new body; see book (25000gp cons.)	Necr	1 h	Touch	V,S,M	Instantaneous		P 284

Spell Level	1	2	3	4	5	6	7	8	9
Spell Slots									
Used									

Spells to memorize: \_\_\_\_\_  
 Spell attack modifier: \_\_\_\_\_  
 Spell save DC: \_\_\_\_\_  
 Spellcasting ability score: \_\_\_\_\_  
**Wisdom**

## Druid Spells

### Cantrips

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Druidcraft	Small nature effect; predict weather, expedite small plant growth, snuff light, harmless sensory effect	Trans	1 a	30 ft	V,S	Instantaneous	P	236
<input type="checkbox"/> Guidance	1 willing creature adds 1d4 to ability check of its choice, after rolling, once during the duration	Div	1 a	Touch	V,S	Conc, 1 min	P	248
<input type="checkbox"/> Mending	Repair a single broken object no larger than 1 cu ft; can't restore magic to broken magic item	Trans	1 min	Touch	V,S,M	Instantaneous	P	259
<input type="checkbox"/> Poison Spray	1 creature Con save or 1d12 Poison dmg; CL5:2d12, CL11:3d12, CL17:4d12	Conj	1 a	10 ft	V,S	Instantaneous	P	266
<input type="checkbox"/> Produce Flame	Flame 10 ft bright light; once 30 ft ranged spell attack for 1d8 Fire dmg; CL5:2d8, CL11:3d8, CL17:4d8	Conj	1 a	Self	V,S	10 min (D)	P	269
<input type="checkbox"/> Resistance	1 willing crea can add 1d4 to one saving throw after rolling, once during the duration	Abjur	1 a	Touch	V,S,M	Conc, 1 min	P	272
<input type="checkbox"/> Shillelagh	Club or quarterstaff you hold does 1d8 dmg and you use your spellcasting ability modifier instead of Str	Trans	1 bns	Touch	V,S,M	1 min	P	275
<input type="checkbox"/> Thorn Whip	Melee spell attack for 1d6 Piercing dmg and pull crea 10 ft to you; CL5:2d6, CL11:3d6, CL17:4d6	Trans	1 a	30 ft	V,S,M	Instantaneous	P	282
<input type="checkbox"/>								
<input type="checkbox"/>								
<input type="checkbox"/>								

### Level 1

Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Animal Friendship	1+1/SL beasts Int<4 Wis save or charmed for the duration	Ench	1 a	30 ft	V,S,M	24 h	P	212
<input type="checkbox"/> Charm Person	1+1/SL humanoid Wis save or charmed; crea adv. on save if you or your allies are fighting it	Ench	1 a	30 ft	V,S	1 h	P	221
<input type="checkbox"/> Create/Destroy Water	Create/destroy 10+2/SL gal of water in open container; or create rain/destroy fog in 30+5/SL-ft cube	Trans	1 a	30 ft	V,S,M	Instantaneous	P	229
<input type="checkbox"/> Cure Wounds	1 creature is healed for 1d8+1d8/SL+spellcasting ability modifier hp	Evoc	1 a	Touch	V,S	Instantaneous	P	230
<input type="checkbox"/> Detect Magic (R)	Know presence of magic within 30 ft; 1a to see auras and determine school	Div	1 a	Self	V,S	Conc, 10 min	P	231
<input type="checkbox"/> Detect Poison/Dis.	Know presence, location, and type of poisons, poisonous creatures, and diseases within 30 ft	Div	1 a	Self	V,S,M	Conc, 10 min	P	231
<input type="checkbox"/> Entangle	20-ft square Str save or restrained; Str check vs. Spell DC to escape; for duration area is difficult terrain	Conj	1 a	90 ft	V,S	Conc, 1 min	P	238
<input type="checkbox"/> Faerie Fire	20-ft cube all obj/crea Dex save or outlined in 10 ft dim light and attacks had adv.; see invisible crea	Evoc	1 a	60 ft	V	Conc, 1 min	P	239
<input type="checkbox"/> Fog Cloud	20-ft+20-ft/SL rad fog that spreads around corners; heavily obscures; 10 mph wind disperses it	Conj	1 a	120 ft	V,S	Conc, 1 h	P	243
<input type="checkbox"/> Goodberry	Create 10 berries; 1a to eat 1 berry for 1 hp and nourishment for 1 day; berries lose potency after 24h	Trans	1 a	Touch	V,S,M	Instantaneous	P	246
<input type="checkbox"/> Healing Word	Heals 1 living creature 1d4+1d4/SL+spellcasting ability modifier	Evoc	1 bns	V	V	Instantaneous	P	250
<input type="checkbox"/> Jump	1 creature's jump distance is tripled for the duration	Trans	1 a	Touch	V,S,M	1 min	P	254
<input type="checkbox"/> Longstrider	1+1/SL creature's speed increases by 10 ft for the duration	Trans	1 a	Touch	V,S,M	1 h	P	256
<input type="checkbox"/> Purify Food/Drink (R)	5-ft rad of food and drink is rendered free of all poison and disease	Trans	1 a	10 ft	V,S	Instantaneous	P	270
<input type="checkbox"/> Speak with Animals (R)	Speak verbally with and understand beasts for duration; interaction limited by intelligence of the beasts	Div	1 a	Self	V,S	10 min	P	277
<input type="checkbox"/> Thunderwave	All crea/obj in area 2d8+1d8/SL Thunder dmg, pushed 10 ft away; Con save halves and not pushed	Evoc	1 a	15-ft cube	V,S	Instantaneous	P	282
<input type="checkbox"/>								
<input type="checkbox"/>								
<input type="checkbox"/>								

### Level 2

Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Animal Messenger (R)	Tiny beast delivers 25 word message up to 25 miles (50 miles if flyer); +48h/SL duration	Ench	1 a	30 ft	V,S,M	24 h	P	212
<input type="checkbox"/> Barkskin	1 willing crea AC cannot be reduced below 16, regardless of armor it is wearing	Trans	1 a	Touch	V,S,M	Conc, 1 h	P	217
<input type="checkbox"/> Beast Sense (R)	Use 1 willing beast's senses; you are blinded and deafened while doing so	Div	1 a	Touch	S	Conc, 1 h	P	217
<input type="checkbox"/> Darkvision	1 willing creature has darkvision 60 ft for the duration	Trans	1 a	Touch	V,S,M	8 h	P	230
<input type="checkbox"/> Enhance Ability	1+1/SL crea adv. on checks with 1 stat; choosing Str, Dex, Con gives secondary benefits	Trans	1 a	Touch	V,S,M	Conc, 1 h	P	237
<input type="checkbox"/> Find Traps	Sense presence of any trap within line of sight; not exact location, but general nature of trap	Div	1 a	120 ft	V,S	Instantaneous	P	241
<input type="checkbox"/> Flame Blade	Summon a fiery blade; 1a to make a melee spell attack for 3d6+1d6/2SL Fire dmg; 10 ft bright light	Evoc	1 bns	Self	V,S,M	Conc, 10 min	P	242
<input type="checkbox"/> Flaming Sphere	2.5-ft rad flaming sphere; bns a move 30 ft; all within 5-ft rad 2d6+1d6/SL Fire dmg; Dex save halves	Conj	1 a	60 ft	V,S,M	Conc, 1 min	P	242
<input type="checkbox"/> Gust of Wind	60-ft long 10-ft wide line of wind; crea starting turn in wind Str save or pushed 15 ft; see book	Evoc	1 a	60-ft line	V,S,M	Conc, 1 min	P	248
<input type="checkbox"/> Heat Metal	1 metal obj 2d8+1d8/SL Fire dmg to touch; Con save or drop obj; if held: dis. atk/chk; bns a reheat obj	Trans	1 a	60 ft	V,S,M	Conc, 1 min	P	250
<input type="checkbox"/> Hold Person	1+1/SL humanoid within 30 ft of each other Wis save or paralyzed; extra save at end of each turn	Ench	1 a	60 ft	V,S,M	Conc, 1 min	P	251
<input type="checkbox"/> Lesser Restoration	1 crea cured of 1 disease, or 1 condition: blinded, deafened, paralyzed, or poisoned	Abjur	1 a	Touch	V,S	Instantaneous	P	255
<input type="checkbox"/> Locate Ani./Plants (R)	Learn direction and distance to closest named or described kind of beast or plant within 5 miles	Div	1 a	Self	V,S,M	Instantaneous	P	256
<input type="checkbox"/> Locate Object	Learn direction to closest named or described kind or specific object within 1000 ft; see book	Div	1 a	Self	V,S,M	Conc, 10 min	P	256
<input type="checkbox"/> Moonbeam	5-ft rad 40-ft high with dim light; all Con save or 2d10+1d10/SL; 1a to move it 60 ft; see book	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P	261
<input type="checkbox"/> Pass Without Trace	Any within 30-ft rad +10 Dex (Stealth) checks, leave no tracks, can't be tracked by nonmagical means	Abjur	1 a	Self	V,S,M	Conc, 1 h	P	264
<input type="checkbox"/> Prot. from Poison	1 crea cured from 1 poison, gains resistance to Poison damage, and adv. on saves against being poisoned	Abjur	1 a	Touch	V,S	1 h	P	270
<input type="checkbox"/> Spike Growth	20-ft rad dif. terrain; all 2d4 Piercing dmg every 5 ft moved; Wis (Perception) vs. Spell DC to recognize	Trans	1 a	150 ft	V,S,M	Conc, 10 min	P	277
<input type="checkbox"/>								
<input type="checkbox"/>								
<input type="checkbox"/>								

## Level 3

Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
Call Lightning	60 rad 10 ft cloud in 100 ft; 1a 5-ft rad 3d10+1d10/SL Lightning damage; Dex save halves	Conj	1 a	120 ft	V,S	Conc, 10 min	P	220
Conj. Animals	Summon 2+2/2SL CR of beasts that obey your verbal commands	Conj	1 a	60 ft	V,S	Conc, 1 h	P	225
Daylight	60-ft rad bright light + 60-ft dim light on point or object; only magical darkness of higher SL works	Evoc	1 a	60 ft	V,S	1 h	P	230
Dispel Magic	Dispel any magical effect on crea or object; make DC 10+SL spellcasting ability check if above SL used	Abjur	1 a	120 ft	V,S	Instantaneous	P	234
Feign Death (R)	Willing creature appears dead; it is blinded, incapacitated, has dmg resist. all but Psychic, and speed 0	Necr	1 a	Touch	V,S,M	1 h (D)	P	240
Meld into Stone (R)	You merge into a stone object large enough to contain you; can't see through the stone; see book	Trans	1 a	Touch	V,S	8 h	P	259
Plant Growth	1a: 100-ft rad plants overgrow for 1/4 speed; 8h: 1 mile diameter plants yield double food at harvest	Trans	1a/8h	150 ft	V,S	Instantaneous	P	266
Prot. from Energy	1 creature gains resistance to either Acid, Cold, Fire, Lightning, or Thunder damage for duration	Abjur	1 a	Touch	V,S	Conc, 1 h	P	270
Sleet Storm	40-ft rad 20-ft high; heavily obsc.; douses flames; dif. terrain; Dex save or prone; Con save or lose conc.	Conj	1 a	150 ft	V,S,M	Conc, 1 min	P	276
Speak with Plants	Speak with plants in range about last 24h events; turn difficult plant terrain to normal or vice versa	Trans	1 a	30-ft rad	V,S	10 min	P	277
Water Breathing (R)	10 willing creatures can breathe underwater for the duration	Trans	1 a	30 ft	V,S,M	24 h	P	287
Water Walk (R)	10 willing creatures can move across any liquid for the duration; rise to surface if underwater	Trans	1 a	30 ft	V,S,M	1 h	P	287
Wind Wall	50×1×15ft (l×w×h) wall, any line-shape, all 3d8 Bludgeoning dmg; Str save halves; blocks arrows	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P	288

## Level 4

Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
Blight	1 creature takes 8d8+1d8/SL Necrotic dmg; Con save halves; plants have dis. on save	Necr	1 a	30 ft	V,S	Instantaneous	P	219
Confusion	10+5/SL-ft rad all Wis save or confused, see book; extra save at end of every turn	Ench	1 a	90 ft	V,S,M	Conc, 1 min	P	224
Conj. Minor Elem.	Summon 2+2/2SL CR of elementals that obey your verbal commands	Conj	1 min	90 ft	V,S	Conc, 1 h	P	226
Conj. Wood. Beings	Summon 2+2/2SL CR of fey that obey your verbal commands	Conj	1 a	60 ft	V,S,M	Conc, 1 h	P	226
Control Water	Control an amount of water in a 100 ft cube as 1a; flood, part, redirect, or whirlpool, see book	Trans	1 a	300 ft	V,S,M	Conc, 10 min	P	227
Dominate Beast	1 beast Wis save or charmed, follows telepathic commands, 1a for complete control; +SL for duration	Ench	1 a	60 ft	V,S	Conc, 1 min	P	234
Freedom of Movement	1 willing crea; magic cannot reduce speed, paralyze, restrain; use 5 ft to escape nonmagical restrains	Abjur	1 a	Touch	V,S,M	1 h	P	244
Giant Insect	Transform centipedes, spiders, wasps, or scorpions into giant versions that obey your verbal commands	Trans	1 a	30 ft	V,S	Conc, 10 min	P	245
Grasping Vine	Conjure vine with 30 ft reach; bns a to direct to 1 crea Dex save or pulled 20 ft to vine	Conj	1 bns	30 ft	V,S	Conc, 1 min	P	246
Hallucinatory Terrain	150-ft cube of terrain resembles some other sort of terrain; Int (Investigation) vs. Spell DC; see book	Illus	10 min	300 ft	V,S,M	24 h	P	249
Ice Storm	20-ft rad 40-ft high all crea 2d8+1d8/SL Bludge. and 4d6 Cold dmg; Dex save halves; 1rnd difficult ter.	Evoc	1 a	300 ft	V,S,M	Instantaneous	P	252
Locate Creature	Learn direction to closest named or described kind or specific creature within 1000 ft; see book	Div	1 a	Self	V,S,M	Conc, 1 h	P	256
Polymorph	1 creature Wis save or transformed into beast of choice of same CR or lower; see book	Trans	1 a	60 ft	V,S,M	Conc, 1 h	P	266
Stone Shape	Form 5 cu ft of stone into any shape; can have up to two hinges and a latch, but no finer mechanisms	Trans	1 a	Touch	V,S,M	Instantaneous	P	278
Stoneskin	1 willing crea resistance to nonmagical Bludgeoning, Piercing, and Slashing dmg (100gp cons.)	Abjur	1 a	Touch	V,S,M	Conc, 1 h	P	278
Wall of Fire	60×1×20ft (l×w×h) or 10-ft rad all in and 10 ft on 1 side 5d8+1d8/SL Fire dmg; Dex half; see book	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P	285

## Level 5

Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
Antilife Shell	Only undead and constructs can come within 10 ft; if forced upon living creature the spell ends	Abjur	1 a	10-ft rad	V,S	Conc, 1 h	P	213
Awaken	Give beast or plant Int 10 and ability to move. Follows commands for 30 days (1000gp cons.)	Trans	8 h	Touch	V,S,M	Instantaneous	P	216
Com. with Nature (R)	Know 3 facts about natural features in 3 miles rad (300 ft rad underground)	Div	1 min	Self	V,S	Instantaneous	P	224
Conj. Elemental	CR 5+1/SL elemental that obeys your verbal commands; on broken conc. elemental breaks free	Conj	1 min	90 ft	V,S,M	Conc, 1 h	P	225
Contagion	Melee spell attack to infect crea with chosen disease; saves each rnd on 3 successes spell ends, see book	Necr	1 a	Touch	V,S	7 days	P	227
Geas	1 crea Wis save or charmed; it must obey commands or 5d10 Psychic dmg; SL7: 1 year, SL9: until disp.	Ench	1 min	60 ft	V	30 days (D)	P	244
Greater Restoration	Reduce exhaustion or end charm, petrify, curse, stat or max hp reduction (100gp cons.)	Abjur	1 a	Touch	V,S,M	Instantaneous	P	246
Insect Plague	20-ft rad all 4d10+1d10/SL Piercing dmg; Con save halves; ignores cover; lightly obscures; difficult ter.	Conj	1 a	300 ft	V,S,M	Conc, 10 min	P	254
Mass Cure Wounds	6 crea within 30-ft rad heal 3d8+1d8/SL+spellcasting ability modifier in hp	Conj	1 a	60 ft	V,S	Instantaneous	P	258
Planar Binding	1 celestial/elem/fey/fiend Cha save or bound; SL6: 10, SL7: 30, SL8: 180, SL9: 366 days (1000gp cons.)	Abjur	1 h	60 ft	V,S,M	24 h	P	265
Reincarnate	Brings humanoid that died in last 10 days to life in a new random adult body, see book (1000gp cons.)	Trans	1 h	Touch	V,S,M	Instantaneous	P	271
Scrying	1 crea Wis save or sensor follows it around; or create sensor in familiar location; see book (1000gp)	Div	10 min	Self	V,S,M	Conc, 10 min	P	273
Tree Stride	You can teleport 1/rnd for 5 ft move through a tree to another tree of the same kind within 500 ft	Conj	1 a	Self	V,S	Conc, 1 min	P	283
Wall of Stone	10 10×10-ft panels 6" thick wall connected with existing stone; half thickness, double surface; see book	Evoc	1 a	120 ft	V,S,M	Conc, 10 min	P	287

## Level 6

Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
Conj. Fey	CR 6+1/SL fey that obeys your verbal commands not against its align.; on broken conc. fey breaks free	Conj	1 min	90 ft	V,S	Conc, 1 h	P	226
Find the Path	Know the shortest route to a location you are familiar with and are on the same plane with (100gp)	Div	1 min	Self	V,S,M	Conc, 1 day	P	240
Heal	1 creature heals 70+10/SL hp and is cured of blindness, deafness, and all diseases	Evoc	1 a	60 ft	V,S	Instantaneous	P	250
Heroes' Feast	You+12 crea; 1h to consume; for 24h: disease/poison immune, +2d10 max hp, see book (1000gp cons.)	Conj	10 min	30 ft	V,S,M	Instantaneous	P	250
Move Earth	Every 10 min of concentratoin, gradually reshape 40 cu ft of dirt, sand, or clay; see book	Trans	1 a	120 ft	V,S,M	Conc, 2 h	P	263
Sunbeam	60-ft long 5-ft wide all 6d8 Radiant dmg, 1 rnd blind; Con save halves and not blinded; 1a for new line	Evoc	1 a	60-ft line	V,S,M	Conc, 1 min	P	279
Transport via Plants	For duration all can transport from a Large plant to a plant on the same plane that you have touched	Conj	1 a	10 ft	V,S	1 rnd	P	283
Wall of Thorns	60×2×20ft (l×w×h) or 10-ft rad all 7d8+1d8/SL Piercing dmg; Dex save halves; 1/4 move; see book	Conj	1 a	120 ft	V,S,M	Conc, 10 min	P	287
Wind Walk	You + 10 willing creatures assume gaseous form with fly 300 ft, resist. to nonmagical dmg; see book	Trans	1 a	30 ft	V,S,M	8 h	P	288

## Level 7

Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
Fire Storm	10 connected 10-ft cubes all crea 7d10 Fire dmg; Dex save halves; unattended flammable objects ignite	Evoc	1 a	150 ft	V,S	Instantaneous	P	241
Mirage Arcane	1 sq mile alter terrain illusion includes visible, audible, olfactory, tactile; can make difficult ter; see book	Illus	10 min	Sight	V,S	10 days	P	260
Plane Shift	You + 8 willing crea teleport to different plane; or spell attack Cha save or transported to random plane	Conj	1 a	Touch	V,S,M	Instantaneous	P	266
Regenerate	1 crea heals 4d8+15 hp and 1 hp/rnd for rest of duration; restores lost body parts in 2 min	Trans	1 min	Touch	V,S,M	1 h	P	271
Reverse Gravity	50-ft rad 100-ft high everything falls upward; Dex save to grab hold onto something solid	Trans	1 a	100 ft	V,S,M	Conc, 1 min	P	272

## Level 8

Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
Animal Shapes	Any willing creatures transform into up to Large CR4 beasts; retain Wis, Int, Cha, but nothing else	Trans	1 a	30 ft	V,S	Conc, 24 h	P	212
Antipathy/Sympathy	Object or area up to 200-ft cube attracts or repels specific type of intelligent crea; Wis save	Ench	1 h	60 ft	V,S,M	10 days	P	214
Control Weather	Change current weather; changes take 1d4×10 min; change precipitation, temperature, wind, see book	Trans	10 min	5-mile rad	V,S,M	Conc, 8 h	P	228
Earthquake	Cause an earthquake in a 100-ft rad, damaging structures and creating dangerous fissures, see book	Evoc	1 a	500 ft	V,S,M	Conc, 1 min	P	236
Feeblemind	1 crea 4d6 Psychic dmg and Int save or Int and Cha become 1; extra save every 30 days to end spell	Ench	1 a	150 ft	V,S,M	Instantaneous	P	239
Sunburst	60-ft rad all 12d6 Radiant dmg, 1 min blind; Con save halves and not blinded; save at end of each turn	Evoc	1 a	150 ft	V,S,M	Instantaneous	P	279
Tsunami	300×50×300ft (l×w×h) wall of water moves away at 50 ft/rnd; 6d10 Bludg. dmg; Str half; see book	Conj	1 min	Sight	V,S	Conc, 6 rnds	P	284

## Level 9

Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
Foresight	1 willing crea can't be surprised; adv. on attacks, ability checks, and saves; dis. on attacks vs. target	Div	1 min	Touch	V,S,M	8 h	P	244
Shapechange	Take form of creature with CR of CL or lower; keep Int, Wis, Cha and alignment; see book (1500gp)	Trans	1 a	Self	V,S,M	Conc, 1 h	P	274
Storm of Vengeance	360-ft rad all Con save or 2d6 Thunder dmg and deafened for 5 min; intensifies every rnd; see book	Conj	1 a	Sight	V,S	Conc, 1 min	P	279
True Resurrection	Resurrects a creature, that has died in last 200 years, with new body; see book (25000gp cons.)	Necr	1 h	Touch	V,S,M	Instantaneous	P	284

Character Name: \_\_\_\_\_

Spellcasting Class: Eldritch Knight

Spell Level	1	2	3	4	5	6	7	8	9
Spell Slots									
Used									

Spell attack modifier: \_\_\_\_\_

Spellcasting ability score

Spell save DC: \_\_\_\_\_

\_\_\_\_\_ Wisdom

### Eldritch Knight

#### Cantrips

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Acid Splash	1 crea or 2 crea within 5 ft of each other Dex save or 1d6 Acid dmg; CL5:2d6, CL11:3d6, CL17:4d6	Conj	1 a	60 ft	V,S	Instantaneous	P	211
<input type="checkbox"/> Blade Ward	Until the end of your next turn, Bludgeoning, Piercing, and Slashing dmg resist. vs. weapons	Abjur	1 a	Self	V,S	1 rnd	P	218
<input type="checkbox"/> Chill Touch	Spell attack for 1d8 Necrotic dmg; can't regain hp; CL5:2d8, CL11:3d8, CL17:4d8	Necr	1 a	120 ft	V,S	1 rnd	P	221
<input type="checkbox"/> Dancing Lights	4 torch-sized lights or 1 humanoid-sized light; 10-ft rad dim light; bns a to move 60 ft	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P	230
<input type="checkbox"/> Fire Bolt	Spell attack for 1d10 Fire dmg; unattended flammable objects ignite; CL5:2d10, CL11:3d10, CL17:4d10	Evoc	1 a	120 ft	V,S	Instantaneous	P	241
<input type="checkbox"/> Friends	Adv. on Cha checks vs. 1 crea currently not hostile; when spell ends, crea knows and becomes hostile	Ench	1 a	Self	S,M	Conc, 1 min	P	244
<input type="checkbox"/> Light	1 obj up to 10-ft cube sheds bright light 20-ft rad and dim light 20-ft; cannot have multiple instances	Evoc	1 a	Touch	V,M	1 h (D)	P	255
<input type="checkbox"/> Mage Hand	Create spectral hand for simple tasks or carry up to 10 lb; 1a to control; cannot have multiple instances	Conj	1 a	30 ft	V,S	1 min (D)	P	256
<input type="checkbox"/> Mending	Repair a single broken object no larger than 1 cu ft; can't restore magic to broken magic item	Trans	1 min	Touch	V,S,M	Instantaneous	P	259
<input type="checkbox"/> Message	1 crea you point to hears whispered message and can reply with a whisper; nobody can overhear	Trans	1 a	120 ft	V,S,M	1 rnd	P	259
<input type="checkbox"/> Minor Illusion	5-ft cube illusion includes visible or audible; Int (Investigation) check vs. Spell DC; see book	Illus	1 a	30 ft	S,M	1 min (D)	P	260
<input type="checkbox"/> Poison Spray	1 creature Con save or 1d12 Poison dmg; CL5:2d12, CL11:3d12, CL17:4d12	Conj	1 a	10 ft	V,S	Instantaneous	P	266
<input type="checkbox"/> Prestidigitation	Minor trick; harmless sensory effect, illusory image, snuff light, clean/soil/chill/warm/flavor etc.	Trans	1 a	10 ft	V,S	1 h (D)	P	267
<input type="checkbox"/> Ray of Frost	Spell attack for 1d8 Cold dmg and -10 ft speed until start of your next turn; CL5:2d8, CL11:3d8, CL17:4d8	Evoc	1 a	60 ft	V,S	Instantaneous	P	271
<input type="checkbox"/> Shocking Grasp	Spell attack, adv. if metal armor, 1d8 Lightning dmg, no rea 1 turn; CL5:2d8, CL11:3d8, CL17:4d8	Evoc	1 a	Touch	V,S	Instantaneous	P	275
<input type="checkbox"/> True Strike	1 creature against whom you gain advantage on your next attack roll	Div	1 a	30 ft	S	Conc, 1 rnd	P	284

#### Level 1

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Alarm (R)	Door, window, or 20-ft cube area; audible (60 ft) or mental alarm (1 mile) if undesignated crea enters	Abjur	1 min	30 ft	V,S,M	8 h	P	211
<input type="checkbox"/> Burning Hands	3d6+1d6/SL Fire dmg; Dex save halves; unattended flammable objects ignite	Evoc	1 a	15-ft cone	V,S	Instantaneous	P	220
<input type="checkbox"/> Chromatic Orb	Spell attack for 3d8+1d8/SL Acid, Cold, Fire, Lightning, Poison or Thunder dmg (50gp)	Evoc	1 a	90 ft	V,S,M	Instantaneous	P	221
<input type="checkbox"/> Mage Armor	1 crea that isn't wearing armor has AC 13 + Dex modifier for the duration; spell ends if it dons armor	Abjur	1 a	Touch	V,S,M	8 h (D)	P	256
<input type="checkbox"/> Magic Missile	3+1/SL darts hit creature(s) you can see for 1d4+1 Force dmg per dart	Evoc	1 a	120 ft	V,S	Instantaneous	P	257
<input type="checkbox"/> Prof. from Evil/Good	1 crea immune to fear/charm/possession and dis. on atks from celestials, elem., fey, fiends, or undead	Abjur	1 a	Touch	V,S,M	Conc, 10 min	P	270
<input type="checkbox"/> Shield	If hit by attack +5 AC until start of next turn; or stop Magic Missile spell from doing any dmg to you	Abjur	1 rea	Self	V,S	1 rnd	P	275
<input type="checkbox"/> Thunderwave	All crea/obj in area 2d8+1d8/SL Thunder dmg, pushed 10 ft away; Con save halves and not pushed	Evoc	1 a	15-ft cube	V,S	Instantaneous	P	282
<input type="checkbox"/> Witch Bolt	Spell attack 1d12+1d12/SL Lightning dmg; 1a, if consecutive, for dmg again; ends if out of range	Evoc	1 a	30 ft	V,S,M	Conc, 1 min	P	289

#### Level 2

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Arcane Lock	Entryway locked; password or designated crea opens; +10 DC break/pick lock (25gp cons.)	Abjur	1 a	Touch	V,S,M	Until dispelled	P	215
<input type="checkbox"/> Continual Flame	Create a permanent flame (50gp cons.)	Evoc	1 a	Touch	V,S,M	Until dispelled	P	227
<input type="checkbox"/> Darkness	15-ft rad darkness on point or object; darkvision doesn't work; only magical light of higher SL works	Evoc	1 a	60 ft	V,M	Conc, 10 min	P	230
<input type="checkbox"/> Gust of Wind	10-ft long 10-ft wide line of wind; crea starting turn in wind Str save or pushed 15 ft; see book	Evoc	1 a	60-ft line	V,S,M	Conc, 1 min	P	248
<input type="checkbox"/> Melf's Acid Arrow	Spell attack for 4d4+1d4/SL and 2d4+1d4/SL acid dmg next turn; on miss half dmg no next turn	Evoc	1 a	90 ft	V,S,M	Instantaneous	P	259
<input type="checkbox"/> Scorching Ray	3+1/SL rays hit creature(s) on spell attack with each ray for 2d6 Fire dmg per ray	Evoc	1 a	120 ft	V,S	Instantaneous	P	273
<input type="checkbox"/> Shatter	10-ft rad all 3d8+1d8/SL Thunder dmg; Con save halves; nonmagical unattended objects also take dmg	Evoc	1 a	60 ft	V,S,M	Instantaneous	P	275

#### Level 3

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Counterspell	Stop a spell being cast; make DC 10+SL spellcasting ability check if above the spell slot lvl used	Abjur	1 rea	60 ft	S	Instantaneous	P	228
<input type="checkbox"/> Dispel Magic	Dispel any magical effect on crea or object; make DC 10+SL spellcasting ability check if above SL used	Abjur	1 a	120 ft	V,S	Instantaneous	P	234
<input type="checkbox"/> Fireball	20-ft rad all crea 8d6+1d6/SL Fire dmg; Dex save halves; unattended flammable objects ignite	Evoc	1 a	150 ft	V,S,M	Instantaneous	P	241
<input type="checkbox"/> Glyph of Warding	Create a glyph that triggers on set condition; Int (Investigation) vs. Spell DC; see book (200gp cons.)	Abjur	1 h	Touch	V,S,M	Until triggered	P	245
<input type="checkbox"/> Leo. Tiny Hut (R)	10-ft rad immobile dome of force holds 9 Medium crea; blocks magic; ends if you leave; see book	Evoc	1 min	10-ft rad	V,S,M	8 h	P	255
<input type="checkbox"/> Lightning Bolt	100-ft long 5-ft wide all 8d6+1d6/SL Lightn. dmg; Dex save halves; unattended flammable obj ignite	Evoc	1 a	100-ft line	V,S,M	Instantaneous	P	255
<input type="checkbox"/> Magic Circle	Celes., elem., fey, fiends, or undead can't enter/leave; dis. on atk; +1h/SL dura.; see book (100gp cons.)	Abjur	1 min	10 ft	V,S,M	1 h	P	256
<input type="checkbox"/> Nondetection	1 crea or object up to 10 cu ft hidden from all divination magic (25gp cons.)	Abjur	1 a	Touch	V,S,M	8 h	P	263
<input type="checkbox"/> Prof. from Energy	1 creature gains resistance to either Acid, Cold, Fire, Lightning, or Thunder damage for duration	Abjur	1 a	Touch	V,S	Conc, 1 h	P	270
<input type="checkbox"/> Remove Curse	1 creature or object is freed of all curses; cursed magic items break attunement with owner	Abjur	1 a	Touch	V,S	Instantaneous	P	271
<input type="checkbox"/> Sending	Send a 25 word message to a familiar creature; if recognizes you and can respond with 25 words	Evoc	1 a	Unlimited	V,S,M	1 rnd	P	274

## Level 4

Kn	Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/>	Banishment	1+1/SL crea Cha save or banished; crea return if spell lasts < 1 min	Abjur	1 a	60 ft	V,S,M	Conc, 1 min	P	217
<input type="checkbox"/>	Fabricate	Create simple object from raw materials; or complex object if proficient in the appropriate artisan's tools	Evoc	10 min	120 ft	V,S	Instantaneous	P	239
<input type="checkbox"/>	Fire Shield	Fiery shield gives either Fire or Cold dmg resist. and deals 2d8 of the same dmg type to melee attackers	Evoc	1 a	Self	V,S,M	10 min (D)	P	241
<input type="checkbox"/>	Ice Storm	20-ft rad 40-ft high all crea 2d8+1d8/SL Bludg. and 4d6 Cold dmg; Dex save halves; 1rnd difficult ter.	Evoc	1 a	300 ft	V,S,M	Instantaneous	P	252
<input type="checkbox"/>	Mor. Private Sanctum	Up to 100+100/SL ft cube is magically secured in chosen way; see book	Abjur	10 min	120 ft	V,S,M	24 h (D)	P	262
<input type="checkbox"/>	Oti. Resilient Sphere	1 crea/obj up to Large Dex save or enclosed in impenetrable sphere; can be moved as hamsterball	Evoc	1 a	30 ft	V,S,M	Conc, 1 min	P	264
<input type="checkbox"/>	Stoneskin	1 willing crea resistance to nonmagical Bludgeoning, Piercing, and Slashing dmg (100gp cons.)	Abjur	1 a	Touch	V,S,M	Conc, 1 h	P	278
<input type="checkbox"/>	Wall of Fire	60×1×20ft (l×w×h) or 10-ft rad all in and 10 ft on 1 side 5d8+1d8/SL Fire dmg; Dex half; see book	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P	285
<input type="checkbox"/>									

Spell Level	1	2	3	4	5	6	7	8	9
Spell Slots									
Used									

## Paladin Spells

Spells to memorize: \_\_\_\_\_  
 Spell attack modifier: \_\_\_\_\_  
 Spell save DC: \_\_\_\_\_ Spellcasting ability score: \_\_\_\_\_  
 Charisma

### Level 1

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
Bless	3+1/SL creatures can add 1d4 on every attack roll or saving throw during the duration	Ench	1 a	30 ft	V,S,M	Conc, 1 min	P	219
Command	1+1/SL crea Wis save or follows one word command, such as approach, drop, flee, grovel, halt	Ench	1 a	60 ft	V	1 rnd	P	223
Compelled Duel	1 crea Wis save or dis. on attacks vs. not-you and Wis save if moving more than 30 ft away	Ench	1 bns	30 ft	V	Conc, 1 min	P	224
Cure Wounds	1 creature is healed for 1d8+1d8/SL+spellcasting ability modifier hp	Evoc	1 a	Touch	V,S	Instantaneous	P	230
Detect Evil/Good	Know if aberration, celestial, elemental, fey, fiend, undead, and des-/consecrated area within 30 ft	Div	1 a	Self	V,S	Conc, 10 min	P	231
Detect Magic (R)	Know presence of magic within 30 ft; 1a to see auras and determine school	Div	1 a	Self	V,S	Conc, 10 min	P	231
Detect Poison/Dis.	Know presence, location, and type of poisons, poisonous creatures, and diseases within 30 ft	Div	1 a	Self	V,S,M	Conc, 10 min	P	231
Divine Favor	Your weapon attacks deal an +1d4 Radiant damage for the duration	Evoc	1 bns	Self	V,S	Conc, 1 min	P	234
Heroism	1+1/SL crea immune to fear, gains spellcasting ability modifier temp. hp each turn that last as spell lasts	Ench	1 a	Touch	V,S	Conc, 1 min	P	250
Prot. from Evil/Good	1 crea immune to fear/charm/possession and dis. on atks from celestials, elem., fey, fiends, or undead	Abjur	1 a	Touch	V,S,M	Conc, 10 min	P	270
Purify Food/Drink (R)	5-ft rad of food and drink is rendered free of all poison and disease	Trans	1 a	10 ft	V,S	Instantaneous	P	270
Searing Smite	Next melee weapon hit +1d6+1d6/SL Fire dmg and target ignites; Con save to end spell or 1d6 Fire dmg	Evoc	1 bns	Self	V	Conc, 1 min	P	274
Shield of Faith	1 creature gains +2 AC for the duration	Abjur	1 bns	60 ft	V,S,M	Conc, 10 min	P	275
Thunderous Smite	Next melee weapon hit +2d6 Thunder dmg and Str save or 10 ft push and prone; audible in 300 ft	Evoc	1 bns	Self	V	Conc, 1 min	P	282
Wrathful Smite	Next melee weapon hit +1d6 Psychic dmg and Wis save or frightened; it can take 1a for extra save	Evoc	1 bns	Self	V	Conc, 1 min	P	289

### Level 2

Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
Aid	3 creatures gain 5+5/SL current hp and hp max for the duration	Abjur	1 a	30 ft	V,S,M	8 h	P	211
Branding Smite	Next melee hit +2d6+1d6/SL Radiant dmg; invisible target becomes visible for spell duration	Evoc	1 bns	Self	V	Conc, 1 min	P	219
Find Steed	Gain the services of a steed; can communicate with it telepathically; can share spells with it; see book	Conj	10 min	30 ft	V,S	Instantaneous	P	240
Lesser Restoration	1 crea cured of 1 disease, or 1 condition: blinded, deafened, paralyzed, or poisoned	Abjur	1 a	Touch	V,S	Instantaneous	P	255
Locate Object	Learn direction to closest named or described kind or specific object within 1000 ft; see book	Div	1 a	Self	V,S,M	Conc, 10 min	P	256
Magic Weapon	1 nonmagical weapon becomes magical with +1 bonus to attack and damage; SL4: +2, SL6: +3	Trans	1 bns	Touch	V,S	Conc, 1 h	P	257
Prot. from Poison	1 crea cured from 1 poison, gains resistance to Poison damage, and adv. on saves against being poisoned	Abjur	1 a	Touch	V,S	1 h	P	270
Zone of Truth	15-ft rad all in or enter Cha save or unable to lie; you aware if saved or not; crea aware it cannot lie	Ench	1 a	60 ft	V,S	10 min	P	289

### Level 3

Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
Aura of Vitality	You can heal 1 creature in range for 2d6 hp as a bonus action for the duration	Evoc	1 a	30-ft rad	V	Conc, 1 min	P	216
Blinding Smite	Next melee hit +3d8 Radiant dmg; Con save or blinded; extra save at end of every turn	Evoc	1 bns	Self	V	Conc, 1 min	P	219
Create Food/Water	Create 45 pounds of food and 30 gallons of water; enough for 15 humanoids or 5 steeds for 24h	Conj	1 a	30 ft	V,S	Instantaneous	P	229
Crusader's Mantle	You and allies in range deal extra 1d4 Radiant dmg with weapon attacks	Evoc	1 a	Self	V	Conc, 1 min	P	230
Daylight	60-ft rad bright light + 60-ft dim light on point or object; only magical darkness of higher SL works	Evoc	1 a	60 ft	V,S	1 h	P	230
Dispel Magic	Dispel any magical effect on crea or object; make DC 10+SL spellcasting ability check if above SL used	Abjur	1 a	120 ft	V,S	Instantaneous	P	234
Elemental Weapon	+1 magical weapon; +1d4 Acid, Cold, Fire, Lightning, or Thunder dmg; SL5: +2/+2d4, SL7: +3/+3d4	Trans	1 a	Touch	V,S	Conc, 1 h	P	237
Magic Circle	Celes., elem., fey, fiends, or undead can't enter/leave; dis. on atk; +1h/SL dura.; see book (100gp cons.)	Abjur	1 min	10 ft	V,S,M	1 h	P	256
Remove Curse	1 creature or object is freed of all curses; cursed magic items break attunement with owner	Abjur	1 a	Touch	V,S	Instantaneous	P	271
Revivify	Restores a creature's body that has died in the last min to life with 1 hp (300gp cons.)	Conj	1 a	Touch	V,S,M	Instantaneous	P	272

### Level 4

Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
Aura of Life	You + any crea while in area Necrotic dmg resist.; heals all living crea at 0 hp at start of turn to 1 hp	Abjur	1 a	30-ft rad	V	Conc, 10 min	P	216
Aura of Purity	You + any crea while in area Poison dmg resist., immune to disease, adv. on saves vs. conditions	Abjur	1 a	30-ft rad	V	Conc, 10 min	P	216
Banishment	1+1/SL crea Cha save or banished; crea return if spell lasts < 1 min	Abjur	1 a	60 ft	V,S,M	Conc, 1 min	P	217
Death Ward	Once, when crea drops to 0 hp it drops to 1 hp instead; or negates first instantenous kill effect	Abjur	1 a	Touch	V,S	8 h	P	230
Locate Creature	Learn direction to closest named or described kind or specific creature within 1000 ft; see book	Div	1 a	Self	V,S,M	Conc, 1 h	P	256
Staggering Smite	Next melee weapon hit +4d6 Psychic dmg and Wis save or dis. on atks/chks, no rea, until end next turn	Evoc	1 bns	Self	V	Conc, 1 min	P	278

## Level 5

Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
Banishing Smite	Next melee hit +5d10 Force dmg; if this brings target hp<50, you banish it until spell ends	Abjur	1 bns	Self	V	Conc, 1 min	P	216
Circle of Power	Any crea while in area adv. on saves vs. magical effects; if save would half dmg it takes no dmg	Abjur	1 a	30-ft rad	V	Conc, 10 min	P	221
Destructive Wave	Any crea 5d6 Thundering + 5d6 Radiant/Necrotic dmg and knocked prone; Con save halves not prone	Evoc	1 a	30-ft rad	V	Instantaneous	P	231
Dispel Evil/Good	Celestials, elementals, fey, fiends, undead dis. on attacks vs. you; break charm/fright/possession; banish	Abjur	1 a	Self	V,S,M	Conc, 1 min	P	233
Geas	1 crea Wis save or charmed; it must obeys commands or 5d10 Psychic dmg; SL7: 1 year, SL9: until disp.	Ench	1 min	60 ft	V	30 days (D)	P	244
Raise Dead	Restores a creature's body that has died in the last 10 days to life with 1 hp; see book (500gp cons.)	Necr	1 h	Touch	V,S,M	Instantaneous	P	270

Character Name: \_\_\_\_\_

Spellcasting Class: Ranger

Spell Level	1	2	3	4	5	6	7	8	9
Spell Slots									
Used									



### Ranger Spells

Spell attack modifier: \_\_\_\_\_

Spellcasting ability score

Spell save DC: \_\_\_\_\_

\_\_\_\_\_ Wisdom

#### Level 1

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Alarm (R)	Door, window, or 20-ft cube area; audible (60 ft) or mental alarm (1 mile) if undesignated crea enters	Abjur	1 min	30 ft	V,S,M	8 h	P	211
<input type="checkbox"/> Animal Friendship	1+1/SL beasts Int<4 Wis save or charmed for the duration	Ench	1 a	30 ft	V,S,M	24 h	P	212
<input type="checkbox"/> Cure Wounds	1 creature is healed for 1d8+1d8/SL+spellcasting ability modifier hp	Evoc	1 a	Touch	V,S	Instantaneous	P	230
<input type="checkbox"/> Detect Magic (R)	Know presence of magic within 30 ft; 1a to see auras and determine school	Div	1 a	Self	V,S	Conc, 10 min	P	231
<input type="checkbox"/> Detect Poison/Dis.	Know presence, location, and type of poisons, poisonous creatures, and diseases within 30 ft	Div	1 a	Self	V,S,M	Conc, 10 min	P	231
<input type="checkbox"/> Ensnaring Strike	Next crea hit Str save (Large adv.) or restrained, 1d6+1d6/SL Piercing dmg/rnd; Str check to escape	Conj	1 bns	Self	V	Conc, 1 min	P	237
<input type="checkbox"/> Fog Cloud	20-ft+20-ft/SL rad fog that spreads around corners; heavily obscures; 10 mph wind disperses it	Conj	1 a	120 ft	V,S	Conc, 1 h	P	243
<input type="checkbox"/> Goodberry	Create 10 berries; 1a to eat 1 berry for 1 hp and nourishment for 1 day; berries lose potency after 24h	Trans	1 a	Touch	V,S,M	Instantaneous	P	246
<input type="checkbox"/> Hail of Thorns	Next ranged weapon attack, all within 5 ft of target 1d10+1d10/SL Piercing dmg; Dex save halves	Conj	1 bns	Self	V	Conc, 1 min	P	249
<input type="checkbox"/> Hunter's Mark	1 crea +1d6 dmg from your weapon atks; adv. on Wis(Perception/Survival) vs. target; SL3: 8h; SL5: 24h	Div	1 bns	90 ft	V	Conc, 1 h	P	251
<input type="checkbox"/> Jump	1 creature's jump distance is tripled for the duration	Trans	1 a	Touch	V,S,M	1 min	P	254
<input type="checkbox"/> Longstrider	1+1/SL creature's speed increases by 10 ft for the duration	Trans	1 a	Touch	V,S,M	1 h	P	256
<input type="checkbox"/> Speak with Animals (R)	Speak verbally with and understand beasts for duration; interaction limited by intelligence of the beasts	Div	1 a	Self	V,S	10 min	P	277
<input type="checkbox"/>								
<input type="checkbox"/>								
<input type="checkbox"/>								

#### Level 2

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Animal Messenger (R)	Tiny beast delivers 25 word message up to 25 miles (50 miles if flyer); +48h/SL duration	Ench	1 a	30 ft	V,S,M	24 h	P	212
<input type="checkbox"/> Barkskin	1 willing crea AC cannot be reduced below 16, regardless of armor it is wearing	Trans	1 a	Touch	V,S,M	Conc, 1 h	P	217
<input type="checkbox"/> Beast Sense (R)	Use 1 willing beast's senses; you are blinded and deafened while doing so	Div	1 a	Touch	S	Conc, 1 h	P	217
<input type="checkbox"/> Cordon of Arrows	4+2/SL arrows/bolts attack first crea in 30 ft one at a time for 1d6 Piercing dmg; Dex save halves	Trans	1 a	5 ft	V,S,M	8 h	P	228
<input type="checkbox"/> Darkvision	1 willing creature has darkvision 60 ft for the duration	Trans	1 a	Touch	V,S,M	8 h	P	230
<input type="checkbox"/> Find Traps	Sense presence of any trap within line of sight; not exact location, but general nature of trap	Div	1 a	120 ft	V,S	Instantaneous	P	241
<input type="checkbox"/> Lesser Restoration	1 crea cured of 1 disease, or 1 condition: blinded, deafened, paralyzed, or poisoned	Abjur	1 a	Touch	V,S	Instantaneous	P	255
<input type="checkbox"/> Locate Ani./Plants (R)	Learn direction and distance to closest named or described kind of beast or plant within 5 miles	Div	1 a	Self	V,S,M	Instantaneous	P	256
<input type="checkbox"/> Locate Object	Learn direction to closest named or described kind or specific object within 1000 ft; see book	Div	1 a	Self	V,S,M	Conc, 10 min	P	256
<input type="checkbox"/> Pass Without Trace	Any within 30-ft rad +10 Dex (Stealth) checks, leave no tracks, can't be tracked by nonmagical means	Abjur	1 a	Self	V,S,M	Conc, 1 h	P	264
<input type="checkbox"/> Prot. from Poison	1 crea cured from 1 poison, gains resistance to Poison damage, and adv. on saves against being poisoned	Abjur	1 a	Touch	V,S	1 h	P	270
<input type="checkbox"/> Silence (R)	20-ft rad no sound can propagate; all within deafened, immune to Thunder dmg, can't use verbal comp.	Illus	1 a	120 ft	V,S	Conc, 10 min	P	275
<input type="checkbox"/> Spike Growth	20-ft rad dif. terrain; all 2d4 Piercing dmg every 5 ft moved; Wis (Perception) vs. Spell DC to recognize	Trans	1 a	150 ft	V,S,M	Conc, 10 min	P	277
<input type="checkbox"/>								
<input type="checkbox"/>								
<input type="checkbox"/>								

#### Level 3

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Conj. Animals	Summon 2+2/2SL CR of beasts that obey your verbal commands	Conj	1 a	60 ft	V,S	Conc, 1 h	P	225
<input type="checkbox"/> Conj. Barrage	Throw weapon or ammo; copies rain down for 3d8 dmg; dmg type as weapon; Dex save halves	Conj	1 a	60-ft cone	V,S,M	Instantaneous	P	225
<input type="checkbox"/> Daylight	60-ft rad bright light + 60-ft dim light on point or object; only magical darkness of higher SL works	Evoc	1 a	60 ft	V,S	1 h	P	230
<input type="checkbox"/> Nondetection	1 crea or object up to 10 cu ft hidden from all divination magic (25gp cons.)	Abjur	1 a	Touch	V,S,M	8 h	P	263
<input type="checkbox"/> Plant Growth	1a: 100-ft rad plants overgrow for 1/4 speed; 8h: 1 mile diameter plants yield double food at harvest	Trans	1a/8h	150 ft	V,S	Instantaneous	P	266
<input type="checkbox"/> Prot. from Energy	1 creature gains resistance to either Acid, Cold, Fire, Lightning, or Thunder damage for duration	Abjur	1 a	Touch	V,S	Conc, 1 h	P	270
<input type="checkbox"/> Speak with Plants	Speak with plants in range about last 24h events; turn difficult plant terrain to normal or vice versa	Trans	1 a	30-ft rad	V,S	10 min	P	277
<input type="checkbox"/> Water Breathing (R)	10 willing creatures can breathe underwater for the duration	Trans	1 a	30 ft	V,S,M	24 h	P	287
<input type="checkbox"/> Water Walk (R)	10 willing creatures can move across any liquid for the duration; rise to surface if underwater	Trans	1 a	30 ft	V,S,M	1 h	P	287
<input type="checkbox"/> Wind Wall	50x1x15ft (lwxhx) wall, any line-shape, all 3d8 Bludgeoning dmg; Str save halves; blocks arrows	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P	288
<input type="checkbox"/>								
<input type="checkbox"/>								
<input type="checkbox"/>								

#### Level 4

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Conj. Wood. Beings	Summon 2+2/2SL CR of fey that obey your verbal commands	Conj	1 a	60 ft	V,S,M	Conc, 1 h	P	226
<input type="checkbox"/> Freedom of Movement	1 willing crea; magic cannot reduce speed, paralyze, restrain; use 5 ft to escape nonmagical restrains	Abjur	1 a	Touch	V,S,M	1 h	P	244
<input type="checkbox"/> Grasping Vine	Conjure vine with 30 ft reach; bns a to direct to 1 crea Dex save or pulled 20 ft to vine	Conj	1 bns	30 ft	V,S	Conc, 1 min	P	246
<input type="checkbox"/> Locate Creature	Learn direction to closest named or described kind or specific creature within 1000 ft; see book	Div	1 a	Self	V,S,M	Conc, 1 h	P	256
<input type="checkbox"/> Stoneskin	1 willing crea resistance to nonmagical Bludgeoning, Piercing, and Slashing dmg (100gp cons.)	Abjur	1 a	Touch	V,S,M	Conc, 1 h	P	278
<input type="checkbox"/>								
<input type="checkbox"/>								
<input type="checkbox"/>								

# Level 5

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Com. with Nature (R)	Know 3 facts about natural features in 3 miles rad (300 ft rad underground)	Div	1 min	Self	V,S	Instantaneous	P	224
<input type="checkbox"/> Conj. Volley	Turn ammo/thrown wea into volley; 40-ft rad 20-ft high 8d8 dmg; dmg type as weapon; Dex save half	Conj	1 a	150 ft	V,S,M	Instantaneous	P	226
<input type="checkbox"/> Swift Quiver	Quiver gives nonmagical ammo; bns a to make 2 atks with weapon that uses ammo from that quiver	Trans	1 bns	Touch	V,S,M	Conc, 1 min	P	279
<input type="checkbox"/> Tree Stride	You can teleport 1/rnd for 5 ft move through a tree to another tree of the same kind within 500 ft	Conj	1 a	Self	V,S	Conc, 1 min	P	283
<input type="checkbox"/>								
<input type="checkbox"/>								
<input type="checkbox"/>								

Character Name: \_\_\_\_\_

Spellcasting Class: SORCERER

Spell Level	1	2	3	4	5	6	7	8	9
Spell Slots									
Used									



## SORCERER Spells

Spell attack modifier: \_\_\_\_\_

Spellcasting ability score

Spell save DC: \_\_\_\_\_

\_\_\_\_\_ Charisma

### Cantrips

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Acid Splash	1 crea or 2 crea within 5 ft of each other Dex save or 1d6 Acid dmg; CL5:2d6, CL11:3d6, CL17:4d6	Conj	1 a	60 ft	V,S	Instantaneous	P	211
<input type="checkbox"/> Blade Ward	Until the end of your next turn, Bludgeoning, Piercing, and Slashing dmg resist. vs. weapons	Abjur	1 a	Self	V,S	1 rnd	P	218
<input type="checkbox"/> Chill Touch	Spell attack for 1d8 Necrotic dmg; can't regain hp; CL5:2d8, CL11:3d8, CL17:4d8	Necr	1 a	120 ft	V,S	1 rnd	P	221
<input type="checkbox"/> Dancing Lights	4 torch-sized lights or 1 humanoid-sized light; 10-ft rad dim light; bns a to move 60 ft	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P	230
<input type="checkbox"/> Fire Bolt	Spell attack for 1d10 Fire dmg; unattended flammable objects ignite; CL5:2d10, CL11:3d10, CL17:4d10	Evoc	1 a	120 ft	V,S	Instantaneous	P	241
<input type="checkbox"/> Friends	Adv. on Cha checks vs. 1 crea currently not hostile; when spell ends, crea knows and becomes hostile	Ench	1 a	Self	S,M	Conc, 1 min	P	244
<input type="checkbox"/> Light	1 obj up to 10-ft cube sheds bright light 20-ft rad and dim light 20-ft; cannot have multiple instances	Evoc	1 a	Touch	V,M	1 h (D)	P	255
<input type="checkbox"/> Mage Hand	Create spectral hand for simple tasks or carry up to 10 lb; 1a to control; cannot have multiple instances	Conj	1 a	30 ft	V,S	1 min (D)	P	256
<input type="checkbox"/> Mending	Repair a single broken object no larger than 1 cu ft; can't restore magic to broken magic item	Trans	1 min	Touch	V,S,M	Instantaneous	P	259
<input type="checkbox"/> Message	1 crea you point to hears whispered message and can reply with a whisper; nobody can overhear	Trans	1 a	120 ft	V,S,M	1 rnd	P	259
<input type="checkbox"/> Minor Illusion	5-ft cube illusion includes visible or audible; Int (Investigation) check vs. Spell DC; see book	Illus	1 a	30 ft	S,M	1 min (D)	P	260
<input type="checkbox"/> Poison Spray	1 creature Con save or 1d12 Poison dmg; CL5:2d12, CL11:3d12, CL17:4d12	Conj	1 a	10 ft	V,S	Instantaneous	P	266
<input type="checkbox"/> Prestidigitation	Minor trick; harmless sensory effect, illusory image, snuff light, clean/soil/chill/warm/flavor etc.	Trans	1 a	10 ft	V,S	1 h (D)	P	267
<input type="checkbox"/> Ray of Frost	Spell attack for 1d8 Cold dmg and -10 ft speed until start of your next turn; CL5:2d8, CL11:3d8, CL17:4d8	Evoc	1 a	60 ft	V,S	Instantaneous	P	271
<input type="checkbox"/> Shocking Grasp	Spell attack, adv. if metal armor, 1d8 Lightning dmg, no rea 1 turn; CL5:2d8, CL11:3d8, CL17:4d8	Evoc	1 a	Touch	V,S	Instantaneous	P	275
<input type="checkbox"/> True Strike	1 creature against whom you gain advantage on your next attack roll	Div	1 a	30 ft	S	Conc, 1 rnd	P	284

### Level 1

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Burning Hands	3d6+1d6/SL Fire dmg; Dex save halves; unattended flammable objects ignite	Evoc	1 a	15-ft cone	V,S	Instantaneous	P	220
<input type="checkbox"/> Charm Person	1+1/SL humanoids Wis save or charmed; crea adv. on save if you or your allies are fighting it	Ench	1 a	30 ft	V,S	1 h	P	221
<input type="checkbox"/> Chromatic Orb	Spell attack for 3d8+1d8/SL Acid, Cold, Fire, Lightning, Poison or Thunder dmg (50gp)	Evoc	1 a	90 ft	V,S,M	Instantaneous	P	221
<input type="checkbox"/> Color Spray	6d10+2d10/SL hp of crea blinded, starting with the lowest current hp crea	Illus	1 a	15-ft cone	V,S,M	1 rnd	P	222
<input type="checkbox"/> Comp. Languages (R)	Understand all spoken language or written language when touched; does not help vs. cyphers	Div	1 a	Self	V,S,M	1 h	P	224
<input type="checkbox"/> Detect Magic (R)	Know presence of magic within 30 ft; 1a to see auras and determine school	Div	1 a	Self	V,S	Conc, 10 min	P	231
<input type="checkbox"/> Disguise Self	Alter appearance; Int (Investigation) check vs. spell DC to determine disguise	Illus	1 a	Self	V,S	1 h (D)	P	233
<input type="checkbox"/> Expeditious Retreat	You can take Dash actions as a bonus action for the duration	Trans	1 bns	Self	V,S	Conc, 10 min	P	238
<input type="checkbox"/> False Life	You gain 1d4+4+5/SL temporary hit points for the duration	Necr	1 a	Self	V,S,M	1 h	P	239
<input type="checkbox"/> Feather Fall	5 creatures descent only 60 ft/rnd for duration or until landed, taking no falling damage	Trans	1 rea	60 ft	V,M	1 min	P	239
<input type="checkbox"/> Fog Cloud	20-ft+20-ft/SL rad fog that spreads around corners; heavily obscures; 10 mph wind disperses it	Conj	1 a	120 ft	V,S	Conc, 1 h	P	243
<input type="checkbox"/> Jump	1 creature's jump distance is tripled for the duration	Trans	1 a	Touch	V,S,M	1 min	P	254
<input type="checkbox"/> Mage Armor	1 crea that isn't wearing armor has AC 13 + Dex modifier for the duration; spell ends if it dons armor	Abjur	1 a	Touch	V,S,M	8 h (D)	P	256
<input type="checkbox"/> Magic Missile	3+1/SL darts hit creature(s) you can see for 1d4+1 Force dmg per dart	Evoc	1 a	120 ft	V,S	Instantaneous	P	257
<input type="checkbox"/> Ray of Sickness	Spell attack for 2d8+1d8/SL Poison dmg; Con save or also poisoned until end of your next turn	Necr	1 a	60 ft	V,S	Instantaneous	P	271
<input type="checkbox"/> Shield	If hit by attack +5 AC until start of next turn; or stop Magic Missile spell from doing any dmg to you	Abjur	1 rea	Self	V,S	1 rnd	P	275
<input type="checkbox"/> Silent Image	15-ft cube illusion includes visible; 1a move it; Int (Investigation) check vs. spell DC; see book	Illus	1 a	60 ft	V,S,M	Conc, 10 min	P	276
<input type="checkbox"/> Sleep	20-ft rad 5d8+2d8/SL hp of conscious creatures fall asleep, starting with the lowest current hp crea	Ench	1 a	90 ft	V,S,M	1 min	P	276
<input type="checkbox"/> Thunderwave	All crea/obj in area 2d8+1d8/SL Thunder dmg, pushed 10 ft away; Con save halves and not pushed	Evoc	1 a	15-ft cube	V,S	Instantaneous	P	282
<input type="checkbox"/> Witch Bolt	Spell attack 1d12+1d12/SL Lightning dmg; 1a, if consecutive, for dmg again; ends if out of range	Evoc	1 a	30 ft	V,S,M	Conc, 1 min	P	289

## Level 2

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Alter Self	Change appearance, gain +1 magical 1d6 natural weapons, or water breathing and swim spd	Trans	1 a	Self	V,S	Conc, 1 h	P	211
<input type="checkbox"/> Blindness/Deafness	1+1/SL crea Con save or blinded or deafened; extra save at end of every turn	Necr	1 a	30 ft	V	1 min	P	219
<input type="checkbox"/> Blur	Enemies have dis. on attacks vs. you; no effect against crea without vision or immune to illus.	Illus	1 a	Self	V	Conc, 1 min	P	219
<input type="checkbox"/> Cloud of Daggers	5-ft cube 4d4+2d4/SL Slashing dmg to all that enter or start turn in area	Conj	1 a	60 ft	V,S,M	Conc, 1 min	P	222
<input type="checkbox"/> Crown of Madness	1 humanoid Wis save or charmed and must melee attack against crea chosen by you; extra save/rnd	Ench	1 a	120 ft	V,S	Conc, 1 min	P	229
<input type="checkbox"/> Darkness	15-ft rad darkness on point or object; darkvision doesn't work; only magical light of higher SL works	Evoc	1 a	60 ft	V,M	Conc, 10 min	P	230
<input type="checkbox"/> Darkvision	1 willing creature has darkvision 60 ft for the duration	Trans	1 a	Touch	V,S,M	8 h	P	230
<input type="checkbox"/> Detect Thoughts	1a read thoughts of visible Int>3 crea or detect presence of invisible within 30 ft; Wis save for probing	Div	1 a	Self	V,S,M	Conc, 1 min	P	231
<input type="checkbox"/> Enlarge/Reduce	1 crea/object Will save or enlarged (Str adv. +1d4 weapon dmg), reduced (Str dis. -1d4 weapon dmg)	Trans	1 a	30 ft	V,S,M	Conc, 1 min	P	237
<input type="checkbox"/> Gust of Wind	60-ft long 10-ft wide line of wind; crea starting turn in wind Str save or pushed 15 ft; see book	Evoc	1 a	60-ft line	V,S,M	Conc, 1 min	P	248
<input type="checkbox"/> Hold Person	1+1/SL humanoid within 30 ft of each other Wis save or paralyzed; extra save at end of each turn	Ench	1 a	60 ft	V,S,M	Conc, 1 min	P	251
<input type="checkbox"/> Invisibility	1+1/SL crea invisible; attacking/casting makes the crea visible; anything worn/carried is also invisible	Illus	1 a	Touch	V,S,M	Conc, 1 h	P	254
<input type="checkbox"/> Knock	1 object is unlocked (1 lock), unstuck, unbarred, arcane lock suppressed for 10 min; audible for 300 ft	Trans	1 a	60 ft	V	Instantaneous	P	254
<input type="checkbox"/> Levitate	1 crea/obj up to 500 lb Con save or rise vertically, up to 20 ft; 1a (move a if self) move up/down 20 ft	Trans	1 a	60 ft	V,S,M	Conc, 10 min	P	255
<input type="checkbox"/> Mirror Image	Create three illusionary duplicates of you; destroyed if hit; randomize attacks; AC 10 + your Dex mod.	Illus	1 a	Self	V,S	1 min (D)	P	260
<input type="checkbox"/> Misty Step	You teleport 30 feet to a unoccupied space you can see	Conj	1 bns	Self	V	Instantaneous	P	260
<input type="checkbox"/> Phantasmal Force	1 crea Int save or sees 10 ft cube illusion that does 1d6 Psychic dmg/rnd; Int(Investigation) vs. Spell DC	Illus	1 a	60 ft	V,S,M	Conc, 1 min	P	264
<input type="checkbox"/> Scorching Ray	3+1/SL rays hit creature(s) on spell attack with each ray for 2d6 Fire dmg per ray	Evoc	1 a	120 ft	V,S	Instantaneous	P	273
<input type="checkbox"/> See invisibility	See invisible and ethereal creatures and objects as if they were visible; ethereals are ghostly, translucent	Div	1 a	Self	V,S,M	1 h	P	274
<input type="checkbox"/> Shatter	10-ft rad all 3d8+1d8/SL Thunder dmg; Con save halves; nonmagical unattended objects also take dmg	Evoc	1 a	60 ft	V,S,M	Instantaneous	P	275
<input type="checkbox"/> Spider Climb	1 gains climbing speed equal to walking speed; can go on walls and ceilings with hands free	Trans	1 a	Touch	V,S,M	Conc, 1 h	P	277
<input type="checkbox"/> Suggestion	1 crea Wis save or follow reasonable stated course of action; spell ends if you or your allies harm target	Ench	1 a	30 ft	V,M	Conc, 8 h	P	279
<input type="checkbox"/> Web	20-ft cube, anchored, all Dex save or restrained; dif. ter.; lightly obscures; Str check vs. Spell DC to free	Conj	1 a	60 ft	V,S,M	Conc, 1 h	P	287

## Level 3

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Blink	50% each turn to travel to Ethereal Plane and return to an empty space within 10 ft next turn	Trans	1 a	Self	V,S	1 min (D)	P	219
<input type="checkbox"/> Clairvoyance	See or hear a familiar place; 1a to switch between seeing and hearing (100gp)	Div	10 min	1 mile	V,S,M	Conc, 10 min	P	222
<input type="checkbox"/> Counterspell	Stop a spell being cast; make DC 10+SL spellcasting ability check if above the spell slot lvl used	Abjur	1 rea	60 ft	S	Instantaneous	P	228
<input type="checkbox"/> Daylight	60-ft rad bright light + 60-ft dim light on point or object; only magical darkness of higher SL works	Evoc	1 a	60 ft	V,S	1 h	P	230
<input type="checkbox"/> Dispel Magic	Dispel any magical effect on crea or object; make DC 10+SL spellcasting ability check if above SL used	Abjur	1 a	120 ft	V,S	Instantaneous	P	234
<input type="checkbox"/> Fear	All crea Wis save or drop what it is holding and frightened; extra save/rnd if crea is not in line of sight	Illus	1 a	30-ft cone	V,S,M	Conc, 1 min	P	239
<input type="checkbox"/> Fireball	20-ft rad all crea 8d6+1d6/SL Fire dmg; Dex save halves; unattended flammable objects ignite	Evoc	1 a	150 ft	V,S,M	Instantaneous	P	241
<input type="checkbox"/> Fly	1+1/SL willing creatures gain fly 60 ft speed	Trans	1 a	Touch	V,S,M	Conc, 10 min	P	243
<input type="checkbox"/> Gaseous Form	1 willing crea into a misty cloud with fly 10 ft, resist. to nonmagical dmg, adv. on Str/Dex/Con saves	Trans	1 a	Touch	V,S,M	Conc, 1 h	P	244
<input type="checkbox"/> Haste	1 willing crea +2 AC, speed doubled, adv. on Dex saves, extra action (1 attack, dash, disengage, hide)	Trans	1 a	30 ft	V,S,M	Conc, 1 min	P	250
<input type="checkbox"/> Hypnotic Pattern	30-ft cube all crea Wis save or charmed, incapacitated, speed 0 for duration; ends if crea takes dmg	Illus	1 a	120 ft	S,M	Conc, 1 min	P	252
<input type="checkbox"/> Lightning Bolt	100-ft long 5-ft wide all 8d6+1d6/SL Lightn. dmg; Dex save halves; unattended flammable obj ignite	Evoc	1 a	100-ft line	V,S,M	Instantaneous	P	255
<input type="checkbox"/> Major Image	20-ft cube illusion includes visible, audible, olfactory, temperature; 1a move it; SL6: no conc.; see book	Illus	1 a	120 ft	V,S,M	Conc, 10 min	P	258
<input type="checkbox"/> Prot. from Energy	1 creature gains resistance to either Acid, Cold, Fire, Lightning, or Thunder damage for duration	Abjur	1 a	Touch	V,S	Conc, 1 h	P	270
<input type="checkbox"/> Sleet Storm	40-ft rad 20-ft high; heavily obsc.; douses flames; dif. terrain; Dex save or prone; Con save or lose conc.	Conj	1 a	150 ft	V,S,M	Conc, 1 min	P	276
<input type="checkbox"/> Slow	6 crea in 40-ft cube Wis save or half spd, -2 AC, -2 Dex saves, no rea, only 1 a or bns a; 1 atk; see book	Trans	1 a	120 ft	V,S,M	Conc, 1 min	P	277
<input type="checkbox"/> Stinking Cloud	20-ft rad; ignores cover, heavily obscures; all in area at start of turn Con save against poison or can't act	Conj	1 a	90 ft	V,S,M	Conc, 1 min	P	278
<input type="checkbox"/> Tongues	1 crea understands all spoken languages, all with a language can understand what it means	Div	1 a	Touch	V,M	1 h	P	283
<input type="checkbox"/> Water Breathing (R)	10 willing creatures can breathe underwater for the duration	Trans	1 a	30 ft	V,S,M	24 h	P	287
<input type="checkbox"/> Water Walk (R)	10 willing creatures can move across any liquid for the duration; rise to surface if underwater	Trans	1 a	30 ft	V,S,M	1 h	P	287

## Level 4

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Banishment	1+1/SL crea Cha save or banished; crea return if spell lasts < 1 min	Abjur	1 a	60 ft	V,S,M	Conc, 1 min	P	217
<input type="checkbox"/> Blight	1 creature takes 8d8+1d8/SL Necrotic dmg; Con save halves; plants have dis. on save	Necr	1 a	30 ft	V,S	Instantaneous	P	219
<input type="checkbox"/> Confusion	10+5/SL-ft rad all Wis save or confused, see book; extra save at end of every turn	Ench	1 a	90 ft	V,S,M	Conc, 1 min	P	224
<input type="checkbox"/> Dimension Door	Teleport yourself and 1 willing crea within 5 ft, up to 500 ft to a place you can see, specify, or describe	Conj	1 a	500 ft	V	Instantaneous	P	233
<input type="checkbox"/> Dominate Beast	1 beast Wis save or charmed, follows telepathic commands, 1a for complete control; +SL for duration	Ench	1 a	60 ft	V,S	Conc, 1 min	P	234
<input type="checkbox"/> Greater Invisibility	1 crea invisible until end of the spell; anything the target is wearing or carrying is also invisible	Illus	1 a	Touch	V,S	Conc, 1 min	P	246
<input type="checkbox"/> Ice Storm	20-ft rad 40-ft high all crea 2d8+1d8/SL Bludg. and 4d6 Cold dmg; Dex save halves; 1rnd difficult ter.	Evoc	1 a	300 ft	V,S,M	Instantaneous	P	252
<input type="checkbox"/> Polymorph	1 creature Wis save or transformed into beast of choice of same CR or lower; see book	Trans	1 a	60 ft	V,S,M	Conc, 1 h	P	266
<input type="checkbox"/> Stoneskin	1 willing crea resistance to nonmagical Bludgeoning, Piercing, and Slashing dmg (100gp cons.)	Abjur	1 a	Touch	V,S,M	Conc, 1 h	P	278
<input type="checkbox"/> Wall of Fire	60×1×20ft (l×w×h) or 10-ft rad all in and 10 ft on 1 side 5d8+1d8/SL Fire dmg; Dex half; see book	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P	285

## Level 5

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Animate Objects	10+2/SL nonmagical objects not worn or carried; bns a command within 500 ft; see book	Trans	1 a	120 ft	V,S	Conc, 1 min	P	213
<input type="checkbox"/> Cloudburst	20-ft rad 5d8+1d8/SL Poison dmg; Con save halves; move 10 ft/rnd; heavily obscured, difficult terrain	Conj	1 a	120 ft	V,S	Conc, 10 min	P	222
<input type="checkbox"/> Cone of Cold	8d8+1d8/SL Cold dmg; Con save halves; crea killed become frozen statues until thawed	Evoc	1 a	60-ft cone	V,S,M	Instantaneous	P	224
<input type="checkbox"/> Creation	Create a nonliving object up to a 5+5/SL-ft cube of vegetable matter, stone, metal, gems or rare metals	Illus	1 min	30 ft	V,S,M	Special	P	229
<input type="checkbox"/> Dominate Person	1 humanoid Wis save or charmed, follows telepathic commands, 1a for complete control; +SL for dur.	Ench	1 a	60 ft	V,S	Conc, 1 min	P	235
<input type="checkbox"/> Hold Monster	1+1/SL crea within 30 ft of each other Wis save or paralyzed; extra save at end of each turn	Ench	1 a	90 ft	V,S,M	Conc, 1 min	P	251
<input type="checkbox"/> Insect Plague	20-ft rad all 4d10+1d10/SL Piercing dmg; Con save halves; ignores cover; lightly obscures; difficult ter.	Conj	1 a	300 ft	V,S,M	Conc, 10 min	P	254
<input type="checkbox"/> Seeming	Any crea Cha save or disguised by changing physical appearance; Int (Investigation) check vs. spell DC	Illus	1 a	30 ft	V,S	8 h (D)	P	274
<input type="checkbox"/> Telekinesis	Move Huge creature or 1000 lb object 30 ft as 1a; ability check with spellcasting ability vs. Str; see book	Trans	1 a	60 ft	V,S	Conc, 10 min	P	280
<input type="checkbox"/> Teleportation Circle	Create a circle to teleport to another teleportation circle on same plane; see book (50gp cons.)	Conj	1 min	10 ft	V,M	1 rnd	P	281
<input type="checkbox"/> Wall of Stone	10 10×10-ft panels 6" thick wall connected with existing stone; half thickness, double surface; see book	Evoc	1 a	120 ft	V,S,M	Conc, 10 min	P	287
<input type="checkbox"/>								
<input type="checkbox"/>								

## Level 6

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Arcane Gate	Two portals, up to 500 ft apart, teleport any to other side; portals are filled with opaque mist	Conj	1 a	500 ft	V,S	Conc, 10 min	P	214
<input type="checkbox"/> Chain Lightning	Lightning bolt 1 crea and 3+1/SL crea within 30 ft; 10d8 Lightning dmg; Dex save halves	Evoc	1 a	150 ft	V,S,M	Instantaneous	P	221
<input type="checkbox"/> Circle of Death	60-ft rad all 8d6+2d6/SL Necrotic dmg; Con save halves (500gp)	Necr	1 a	150 ft	V,S,M	Instantaneous	P	221
<input type="checkbox"/> Disintegrate	1 crea Dex save or 10d6+3d6/SL+40 Force dmg; or up to 10-ft cube nonmagical object is destroyed	Trans	1 a	60 ft	V,S,M	Instantaneous	P	233
<input type="checkbox"/> Eyebite	1 crea/rnd within 60 ft Wis save or either fall asleep, panicked, or sickened, your choice	Necr	1 a	Self	V,S	Conc, 1 min	P	238
<input type="checkbox"/> Globe of Invol.	SL<(6+1/SL) cast outside area cannot effect inside area; casting with a higher spell slot does not help	Abjur	1 a	10-ft rad	V,S,M	Conc, 1 min	P	245
<input type="checkbox"/> Mass Suggestion	12 crea Wis save or follow stated course of action; SL7: 10 day; SL8: 30 days; SL9: 366 days; see book	Ench	1 a	60 ft	V,M	24 h	P	258
<input type="checkbox"/> Move Earth	Every 10 min of concentratoin, gradually reshape 40 cu ft of dirt, sand, or clay; see book	Trans	1 a	120 ft	V,S,M	Conc, 2 h	P	263
<input type="checkbox"/> Sunbeam	60-ft long 5-ft wide all 6d8 Radiant dmg, 1 rnd blind; Con save halves and not blinded; 1a for new line	Evoc	1 a	60-ft line	V,S,M	Conc, 1 min	P	279
<input type="checkbox"/> True Seeing	1 willing crea gains truesight 120 ft; see through illusions, hidden doors, ethereal plane (25gp cons.)	Div	1 a	Touch	V,S,M	1 h	P	284
<input type="checkbox"/>								
<input type="checkbox"/>								

## Level 7

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Delayed Fireball	Create bead; at chosen moment, or if conc. is broken, 20-ft rad 12d6+1d6/SL Fire dmg; Dex save halves	Evoc	1 a	150 ft	V,S,M	Conc, 1 min	P	230
<input type="checkbox"/> Etherealness	1/SL willing crea go to Ethereal Plane; move there, but able to perceive 60 ft into the normal plane	Trans	1 a	Self	V,S	8 h (D)	P	238
<input type="checkbox"/> Finger of Death	1 crea 7d8+30 Necrotic dmg; Con save halves; crea killed becomes zombie under your command	Necr	1 a	60 ft	V,S	Instantaneous	P	241
<input type="checkbox"/> Fire Storm	10 connected 10-ft cubes all crea 7d10 Fire dmg; Dex save halves; unattended flammable objects ignite	Evoc	1 a	150 ft	V,S	Instantaneous	P	241
<input type="checkbox"/> Plane Shift	You + 8 willing crea teleport to different plane; or spell attack Cha save or transported to random plane	Conj	1 a	Touch	V,S,M	Instantaneous	P	266
<input type="checkbox"/> Prismatic Spray	All random effect, see book: either 10d6 dmg, restrained, or blinded; Dex save halves/negates	Evoc	1 a	60-ft cone	V,S	Instantaneous	P	267
<input type="checkbox"/> Reverse Gravity	50-ft rad 100-ft high everything falls upward; Dex save to grab hold onto something solid	Trans	1 a	100 ft	V,S,M	Conc, 1 min	P	272
<input type="checkbox"/> Teleport	You, 8 willing crea, or an object teleport to a place you know, have seen, or can describe; see book	Conj	1 a	10 ft	V	Instantaneous	P	281
<input type="checkbox"/>								
<input type="checkbox"/>								

## Level 8

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Dominate Monster	1 crea Wis save or charmed, follows telepathic commands, 1a for complete control; SL9: conc, 8h	Ench	1 a	60 ft	V,S	Conc, 1 h	P	235
<input type="checkbox"/> Earthquake	Cause an earthquake in a 100-ft rad, damaging structures and creating dangerous fissures, see book	Evoc	1 a	500 ft	V,S,M	Conc, 1 min	P	236
<input type="checkbox"/> Incendiary Cloud	20-ft rad all 10d8 fire damage; Dex save halves; heavily obscures; move 10 ft/rnd in chosen direction	Conj	1 a	150 ft	V,S	Conc, 1 min	P	253
<input type="checkbox"/> Power Word Stun	1 creature with 150 current hp or less is stunned; Con save at end of each turn to end spell	Ench	1 a	60 ft	V	Instantaneous	P	267
<input type="checkbox"/> Sunburst	60-ft rad all 12d6 Radiant dmg, 1 min blind; Con save halves and not blinded; save at end of each turn	Evoc	1 a	150 ft	V,S,M	Instantaneous	P	279
<input type="checkbox"/>								
<input type="checkbox"/>								

## Level 9

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Gate	Create a portal to a precise location on a different plane; can transport named crea to you (5000gp)	Conj	1 a	60 ft	V,S,M	Conc, 1 min	P	244
<input type="checkbox"/> Meteor Swarm	4× 40-ft rad all 20d6 Bludgeoning dmg and 20d6 Fire dmg; Dex save halves; areas do not stack	Evoc	1 a	1 mile	V,S	Instantaneous	P	259
<input type="checkbox"/> Power Word Kill	1 creature with 100 current hp or less dies	Ench	1 a	60 ft	V	Instantaneous	P	266
<input type="checkbox"/> Time Stop	You instantly take 1d4+1 turns; if affecting other creatures or worn or carried object the spell ends	Trans	1 a	Self	V	Instantaneous	P	283
<input type="checkbox"/> Wish	Duplicate any 8th lvl or lower spell, create objects, heal, resurrect, alter time, etc.; see book	Conj	1 a	Self	V	Instantaneous	P	288
<input type="checkbox"/>								
<input type="checkbox"/>								

Character Name: \_\_\_\_\_

Spellcasting Class: Warlock

Spell Level	1	2	3	4	5	6	7	8	9
Spell Slots									
Used									

Spell attack modifier: \_\_\_\_\_

Spellcasting ability score

Spell save DC: \_\_\_\_\_

\_\_\_\_\_ Charisma



## Warlock Spells

### Cantrips

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Blade Ward	Until the end of your next turn, Bludgeoning, Piercing, and Slashing dmg resist. vs. weapons	Abjur	1 a	Self	V,S	1 rnd		P 218
<input type="checkbox"/> Chill Touch	Spell attack for 1d8 Necrotic dmg; can't regain hp; CL5:2d8, CL11:3d8, CL17:4d8	Necr	1 a	120 ft	V,S	1 rnd		P 221
<input type="checkbox"/> Eldritch Blast	Spell attack 1 beam 1d10 Force damage; CL5:2, CL11:3, CL17:4 beams; beams can be combined or split	Evoc	1 a	120 ft	V,S	Instantaneous		P 237
<input type="checkbox"/> Friends	Adv. on Cha checks vs. 1 crea currently not hostile; when spell ends, crea knows and becomes hostile	Ench	1 a	Self	S,M	Conc, 1 min		P 244
<input type="checkbox"/> Mage Hand	Create spectral hand for simple tasks or carry up to 10 lb; 1a to control; cannot have multiple instances	Conj	1 a	30 ft	V,S	1 min (D)		P 256
<input type="checkbox"/> Minor Illusion	5-ft cube illusion includes visible or audible; Int (Investigation) check vs. Spell DC; see book	Illus	1 a	30 ft	S,M	1 min (D)		P 260
<input type="checkbox"/> Poison Spray	1 creature Con save or 1d12 Poison dmg; CL5:2d12, CL11:3d12, CL17:4d12	Conj	1 a	10 ft	V,S	Instantaneous		P 266
<input type="checkbox"/> Prestidigitation	Minor trick; harmless sensory effect, illusory image, snuff light, clean/soil/chill/warm/flavor etc.	Trans	1 a	10 ft	V,S	1 h (D)		P 267
<input type="checkbox"/> True Strike	1 creature against whom you gain advantage on your next attack roll	Div	1 a	30 ft	S	Conc, 1 rnd		P 284

### Level 1

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Armor of Agathys	5+5/SL temp hp; as long as temp hp last any crea that hits in melee takes 5+5/SL Cold dmg	Abjur	1 a	Self	V,S,M	1 h		P 215
<input type="checkbox"/> Arms of Hadar	2d6+1d6/SL Necrotic dmg; Str save halves; on failed save no reactions until next turn	Conj	1 a	10-ft rad	V,S	Instantaneous		P 215
<input type="checkbox"/> Charm Person	1+1/SL humanoid Wis save or charmed; crea adv. on save if you or your allies are fighting it	Ench	1 a	30 ft	V,S	1 h		P 221
<input type="checkbox"/> Comp. Languages (R)	Understand all spoken language or written language when touched; does not help vs. cyphers	Div	1 a	Self	V,S,M	1 h		P 224
<input type="checkbox"/> Expeditious Retreat	You can take Dash actions as a bonus action for the duration	Trans	1 bns	Self	V,S	Conc, 10 min		P 238
<input type="checkbox"/> Hellish Rebuke	Cast when taking dmg, crea that dealt dmg 2d10+1d10/SL Fire dmg; Dex save halves	Evoc	1 rea	60 ft	V,S	Instantaneous		P 250
<input type="checkbox"/> Hex	1 crea +1d6 Necrotic dmg from your atks; dis. on chosen ability checks; SL3: conc, 8h; SL5: conc, 24h	Ench	1 bns	90 ft	V,S,M	Conc, 1 h		P 251
<input type="checkbox"/> Illusory Script (R)	Write a message that only you, designated crea, and any with truesight can understand (10gp cons.)	Illus	1 min	Touch	S,M	10 days		P 252
<input type="checkbox"/> Prof. from Evil/Good	1 crea immune to fear/charm/possession and dis. on atks from celestials, elem., fey, fiends, or undead	Abjur	1 a	Touch	V,S,M	Conc, 10 min		P 270
<input type="checkbox"/> Unseen Servant (R)	Create an invisible, mindless, shapeless servant for simple tasks; bns a to mentally command it	Conj	1 a	60 ft	V,S,M	1 h		P 284
<input type="checkbox"/> Witch Bolt	Spell attack 1d12+1d12/SL Lightning dmg; 1a, if consecutive, for dmg again; ends if out of range	Evoc	1 a	30 ft	V,S,M	Conc, 1 min		P 289

### Level 2

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Cloud of Daggers	5-ft cube 4d4+2d4/SL Slashing dmg to all that enter or start turn in area	Conj	1 a	60 ft	V,S,M	Conc, 1 min		P 222
<input type="checkbox"/> Crown of Madness	1 humanoid Wis save or charmed and must melee attack against crea chosen by you; extra save/rnd	Ench	1 a	120 ft	V,S	Conc, 1 min		P 229
<input type="checkbox"/> Darkness	15-ft rad darkness on point or object; darkvision doesn't work; only magical light of higher SL works	Evoc	1 a	60 ft	V,M	Conc, 10 min		P 230
<input type="checkbox"/> Entrhall	As you speak any crea Wis save (adv. if fighting) or dis. on Wis(Perception) for any other than you	Ench	1 a	60 ft	V,S	1 min		P 238
<input type="checkbox"/> Hold Person	1+1/SL humanoid within 30 ft of each other Wis save or paralyzed; extra save at end of each turn	Ench	1 a	60 ft	V,S,M	Conc, 1 min		P 251
<input type="checkbox"/> Invisibility	1+1/SL crea invisible; attacking/casting makes the crea visible; anything worn/carried is also invisible	Illus	1 a	Touch	V,S,M	Conc, 1 h		P 254
<input type="checkbox"/> Mirror Image	Create three illusory duplicates of you; destroyed if hit; randomize attacks; AC 10 + your Dex mod.	Illus	1 a	Self	V,S	1 min (D)		P 260
<input type="checkbox"/> Misty Step	You teleport 30 feet to a unoccupied space you can see	Conj	1 bns	Self	V	Instantaneous		P 260
<input type="checkbox"/> Ray of Enfeeblement	Spell attack; crea does half dmg with weapon attacks that use Str; Con save at end of each turn to end	Necr	1 a	60 ft	V,S	Conc, 1 min		P 271
<input type="checkbox"/> Shatter	10-ft rad all 3d8+1d8/SL Thunder dmg; Con save halves; nonmagical unattended objects also take dmg	Evoc	1 a	60 ft	V,S,M	Instantaneous		P 275
<input type="checkbox"/> Spider Climb	1 gains climbing speed equal to walking speed; can go on walls and ceilings with hands free	Trans	1 a	Touch	V,S,M	Conc, 1 h		P 277
<input type="checkbox"/> Suggestion	1 crea Wis save or follow reasonable stated course of action; spell ends if you or your allies harm target	Ench	1 a	30 ft	V,M	Conc, 8 h		P 279

### Level 3

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Counterspell	Stop a spell being cast; make DC 10+SL spellcasting ability check if above the spell slot lvl used	Abjur	1 rea	60 ft	S	Instantaneous		P 228
<input type="checkbox"/> Dispel Magic	Dispel any magical effect on crea or object; make DC 10+SL spellcasting ability check if above SL used	Abjur	1 a	120 ft	V,S	Instantaneous		P 234
<input type="checkbox"/> Fear	All crea Wis save or drop what it is holding and frightened; extra save/rnd if crea is not in line of sight	Illus	1 a	30-ft cone	V,S,M	Conc, 1 min		P 239
<input type="checkbox"/> Fly	1+1/SL willing creatures gain fly 60 ft speed	Trans	1 a	Touch	V,S,M	Conc, 10 min		P 243
<input type="checkbox"/> Gaseous Form	1 willing crea into a misty cloud with fly 10 ft, resist. to nonmagical dmg, adv. on Str/Dex/Con saves	Trans	1 a	Touch	V,S,M	Conc, 1 h		P 244
<input type="checkbox"/> Hunger of Hadar	20-ft rad blinds all while in; all start turn in 2d6 Cold dmg; all end turn in Dex save or 2d6 Acid dmg	Conj	1 a	150 ft	V,S,M	Conc, 1 min		P 251
<input type="checkbox"/> Hypnotic Pattern	30-ft cube all crea Wis save or charmed, incapacitated, speed 0 for duration; ends if crea takes dmg	Illus	1 a	120 ft	S,M	Conc, 1 min		P 252
<input type="checkbox"/> Magic Circle	Celes., elem., fey, fiends, or undead can't enter/leave; dis. on atk; +1h/SL dura.; see book (100gp cons.)	Abjur	1 min	10 ft	V,S,M	1 h		P 256
<input type="checkbox"/> Major Image	20-ft cube illusion includes visible, audible, olfactory, temperature; 1a move it; SL6: no conc.; see book	Illus	1 a	120 ft	V,S,M	Conc, 10 min		P 258
<input type="checkbox"/> Remove Curse	1 creature or object is freed of all curses; cursed magic items break attunement with owner	Abjur	1 a	Touch	V,S	Instantaneous		P 271
<input type="checkbox"/> Tongues	1 crea understands all spoken languages, all with a language can understand what it means	Div	1 a	Touch	V,M	1 h		P 283
<input type="checkbox"/> Vampiric Touch	Spell attack each turn as 1a for 3d6+1d6/SL Necrotic dmg; you heal half the damage dealt	Necr	1 a	Self	V,S	Conc, 1 min		P 285

## Level 4

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Banishment	1+1/SL crea Cha save or banished; crea return if spell lasts < 1 min	Abjur	1 a	60 ft	V,S,M	Conc, 1 min	P	217
<input type="checkbox"/> Blight	1 creature takes 8d8+1d8/SL Necrotic dmg; Con save halves; plants have dis. on save	Necr	1 a	30 ft	V,S	Instantaneous	P	219
<input type="checkbox"/> Dimension Door	Teleport yourself and 1 willing crea within 5 ft, up to 500 ft to a place you can see, specify, or describe	Conj	1 a	500 ft	V	Instantaneous	P	233
<input type="checkbox"/> Hallucinatory Terrain	150-ft cube of terrain resembles some other sort of terrain; Int (Investigation) vs. Spell DC; see book	Illus	10 min	300 ft	V,S,M	24 h	P	249
<input type="checkbox"/>								
<input type="checkbox"/>								

## Level 5

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Contact Other Plane (R)	You make DC 15 Int save to ask extraplanar entity 5 questions with one word answers; insane on fail	Div	1 min	Self	V	1 min	P	226
<input type="checkbox"/> Dream	You or willing crea enters a crea's dreams, manifesting as a messenger with whom it can communicate	Illus	1 min	Special	V,S,M	8 h	P	236
<input type="checkbox"/> Hold Monster	1+1/SL crea within 30 ft of each other Wis save or paralyzed; extra save at end of each turn	Ench	1 a	90 ft	V,S,M	Conc, 1 min	P	251
<input type="checkbox"/> Scrying	1 crea Wis save or sensor follows it around; or create sensor in familiar location; see book (1000gp)	Div	10 min	Self	V,S,M	Conc, 10 min	P	273
<input type="checkbox"/>								
<input type="checkbox"/>								

## Level 6

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Arcane Gate	Two portals, up to 500 ft apart, teleport any to other side; portals are filled with opaque mist	Conj	1 a	500 ft	V,S	Conc, 10 min	P	214
<input type="checkbox"/> Circle of Death	60-ft rad all 8d6+2d6/SL Necrotic dmg; Con save halves (500gp)	Necr	1 a	150 ft	V,S,M	Instantaneous	P	221
<input type="checkbox"/> Conj. Fey	CR 6+1/SL fey that obeys your verbal commands not against its align.; on broken conc. fey breaks free	Conj	1 min	90 ft	V,S	Conc, 1 h	P	226
<input type="checkbox"/> Create Undead	Turn corpses into 3+1/SL ghoul a.o., see book; control 24h; bns a command 120 ft (150gp/corpse cons.)	Necr	1 min	10 ft	V,S,M	Instantaneous	P	229
<input type="checkbox"/> Eyebite	1 crea/rnd within 60 ft Wis save or either fall asleep, panicked, or sickened, your choice	Necr	1 a	Self	V,S	Conc, 1 min	P	238
<input type="checkbox"/> Flesh to Stone	1 crea Con save or restrained; save at end of turn, 3 consecutive fail: petrified, 3 consecutive succes: free	Trans	1 a	60 ft	V,S,M	Conc, 1 min	P	243
<input type="checkbox"/> Mass Suggestion	12 crea Wis save or follow stated course of action; SL7: 10 day; SL8: 30 days; SL9: 366 days; see book	Ench	1 a	60 ft	V,M	24 h	P	258
<input type="checkbox"/> True Seeing	1 willing crea gains truesight 120 ft; see through illusions, hidden doors, ethereal plane (25gp cons.)	Div	1 a	Touch	V,S,M	1 h	P	284
<input type="checkbox"/>								
<input type="checkbox"/>								

## Level 7

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Etherealness	1/SL willing crea go to Ethereal Plane; move there, but able to perceive 60 ft into the normal plane	Trans	1 a	Self	V,S	8 h (D)	P	238
<input type="checkbox"/> Finger of Death	1 crea 7d8+30 Necrotic dmg; Con save halves; crea killed becomes zombie under your command	Necr	1 a	60 ft	V,S	Instantaneous	P	241
<input type="checkbox"/> Forcecage	20-ft cube cage, or 10-ft cube solid; blocks all spells; extraplanar travel in/out on Cha save (1500gp)	Evoc	1 a	100 ft	V,S,M	1 h	P	243
<input type="checkbox"/> Plane Shift	You + 8 willing crea teleport to different plane; or spell attack Cha save or transported to random plane	Conj	1 a	Touch	V,S,M	Instantaneous	P	266
<input type="checkbox"/>								
<input type="checkbox"/>								

## Level 8

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Demiplane	Create door to a demiplane of 30-ft cube; when spell ends, creatures inside remain trapped	Conj	1 a	60 ft	S	1 h	P	231
<input type="checkbox"/> Dominate Monster	1 crea Wis save or charmed, follows telepathic commands, 1a for complete control; SL9: conc, 8h	Ench	1 a	60 ft	V,S	Conc, 1 h	P	235
<input type="checkbox"/> Feeblemind	1 crea 4d6 Psychic dmg and Int save or Int and Cha become 1; extra save every 30 days to end spell	Ench	1 a	150 ft	V,S,M	Instantaneous	P	239
<input type="checkbox"/> Glibness	You can choose to roll a 15 on any Charisma check; magic cannot detect if you are lying	Trans	1 a	Self	V	1 h	P	245
<input type="checkbox"/> Power Word Stun	1 creature with 150 current hp or less is stunned; Con save at end of each turn to end spell	Ench	1 a	60 ft	V	Instantaneous	P	267
<input type="checkbox"/>								
<input type="checkbox"/>								

## Level 9

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Astral Projection	You + 8 willing crea projected to Astral Plane with identical statistics (per crea 1100gp cons.)	Necr	1 h	10 ft	V,S,M	Special (D)	P	215
<input type="checkbox"/> Foresight	1 willing crea can't be surprised; adv. on attacks, ability checks, and saves; dis. on attacks vs. target	Div	1 min	Touch	V,S,M	8 h	P	244
<input type="checkbox"/> Imprisonment	1 crea Wis save or trapped in chosen way with no means of escape; see book (500gp/HD cons.)	Abjur	1 min	30 ft	V,S,M	Until dispelled	P	252
<input type="checkbox"/> Power Word Kill	1 creature with 100 current hp or less dies	Ench	1 a	60 ft	V	Instantaneous	P	266
<input type="checkbox"/> True Polymorph	1 crea/obj Wis save or transformed into another crea/obj with equal CR or lower; see book	Trans	1 a	30 ft	V,S,M	Conc, 1 h	P	283
<input type="checkbox"/>								
<input type="checkbox"/>								

Character Name: \_\_\_\_\_

Spellcasting Class: Wizard

\_\_\_\_\_

Spell Level	1	2	3	4	5	6	7	8	9
Spell Slots									
Used									

Spells to memorize: \_\_\_\_\_

Spell attack modifier: \_\_\_\_\_

Spellcasting ability score

Spell save DC: \_\_\_\_\_

\_\_\_\_\_ Intelligence



## Wizard Spells

### Cantrips

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Acid Splash	1 crea or 2 crea within 5 ft of each other Dex save or 1d6 Acid dmg; CL5:2d6, CL11:3d6, CL17:4d6	Conj	1 a	60 ft	V,S	Instantaneous	P	211
<input type="checkbox"/> Blade Ward	Until the end of your next turn, Bludgeoning, Piercing, and Slashing dmg resist. vs. weapons	Abjur	1 a	Self	V,S	1 rnd	P	218
<input type="checkbox"/> Chill Touch	Spell attack for 1d8 Necrotic dmg; can't regain hp; CL5:2d8, CL11:3d8, CL17:4d8	Necr	1 a	120 ft	V,S	1 rnd	P	221
<input type="checkbox"/> Dancing Lights	4 torch-sized lights or 1 humanoid-sized light; 10-ft rad dim light; bns a to move 60 ft	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P	230
<input type="checkbox"/> Fire Bolt	Spell attack for 1d10 Fire dmg; unattended flammable objects ignite; CL5:2d10, CL11:3d10, CL17:4d10	Evoc	1 a	120 ft	V,S	Instantaneous	P	241
<input type="checkbox"/> Friends	Adv. on Cha checks vs. 1 crea currently not hostile; when spell ends, crea knows and becomes hostile	Ench	1 a	Self	S,M	Conc, 1 min	P	244
<input type="checkbox"/> Light	1 obj up to 10-ft cube sheds bright light 20-ft rad and dim light 20-ft; cannot have multiple instances	Evoc	1 a	Touch	V,M	1 h (D)	P	255
<input type="checkbox"/> Mage Hand	Create spectral hand for simple tasks or carry up to 10 lb; 1a to control; cannot have multiple instances	Conj	1 a	30 ft	V,S	1 min (D)	P	256
<input type="checkbox"/> Mending	Repair a single broken object no larger than 1 cu ft; can't restore magic to broken magic item	Trans	1 min	Touch	V,S,M	Instantaneous	P	259
<input type="checkbox"/> Message	1 crea you point to hears whispered message and can reply with a whisper; nobody can overhear	Trans	1 a	120 ft	V,S,M	1 rnd	P	259
<input type="checkbox"/> Minor Illusion	5-ft cube illusion includes visible or audible; Int (Investigation) check vs. spell DC; see book	Illus	1 a	30 ft	S,M	1 min (D)	P	260
<input type="checkbox"/> Poison Spray	1 creature Con save or 1d12 Poison dmg; CL5:2d12, CL11:3d12, CL17:4d12	Conj	1 a	10 ft	V,S	Instantaneous	P	266
<input type="checkbox"/> Prestidigitation	Minor trick; harmless sensory effect, illusory image, snuff light, clean/soil/chill/warm/flavor etc.	Trans	1 a	10 ft	V,S	1 h (D)	P	267
<input type="checkbox"/> Ray of Frost	Spell attack for 1d8 Cold dmg and -10 ft speed until start of your next turn; CL5:2d8, CL11:3d8, CL17:4d8	Evoc	1 a	60 ft	V,S	Instantaneous	P	271
<input type="checkbox"/> Shocking Grasp	Spell attack, adv. if metal armor, 1d8 Lightning dmg, no rea 1 turn; CL5:2d8, CL11:3d8, CL17:4d8	Evoc	1 a	Touch	V,S	Instantaneous	P	275
<input type="checkbox"/> True Strike	1 creature against whom you gain advantage on your next attack roll	Div	1 a	30 ft	S	Conc, 1 rnd	P	284

### Level 1

Kn Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Alarm (R)	Door, window, or 20-ft cube area; audible (60 ft) or mental alarm (1 mile) if undesignated crea enters	Abjur	1 min	30 ft	V,S,M	8 h	P	211
<input type="checkbox"/> Burning Hands	3d6+1d6/SL Fire dmg; Dex save halves; unattended flammable objects ignite	Evoc	1 a	15-ft cone	V,S	Instantaneous	P	220
<input type="checkbox"/> Charm Person	1+1/SL humanoids Wis save or charmed; crea adv. on save if you or your allies are fighting it	Ench	1 a	30 ft	V,S	1 h	P	221
<input type="checkbox"/> Chromatic Orb	Spell attack for 3d8+1d8/SL Acid, Cold, Fire, Lightning, Poison or Thunder dmg (50gp)	Evoc	1 a	90 ft	V,S,M	Instantaneous	P	221
<input type="checkbox"/> Color Spray	6d10+2d10/SL hp of crea blinded, starting with the lowest current hp crea	Illus	1 a	15-ft cone	V,S,M	1 rnd	P	222
<input type="checkbox"/> Comp. Languages (R)	Understand all spoken language or written language when touched; does not help vs. cyphers	Div	1 a	Self	V,S,M	1 h	P	224
<input type="checkbox"/> Detect Magic (R)	Know presence of magic within 30 ft; 1a to see auras and determine school	Div	1 a	Self	V,S	Conc, 10 min	P	231
<input type="checkbox"/> Disguise Self	Alter appearance; Int (Investigation) check vs. spell DC to determine disguise	Illus	1 a	Self	V,S	1 h (D)	P	233
<input type="checkbox"/> Expeditious Retreat	You can take Dash actions as a bonus action for the duration	Trans	1 bns	Self	V,S	Conc, 10 min	P	238
<input type="checkbox"/> False Life	You gain 1d4+4+5/SL temporary hit points for the duration	Necr	1 a	Self	V,S,M	1 h	P	239
<input type="checkbox"/> Feather Fall	5 creatures descent only 60 ft/rnd for duration or until landed, taking no falling damage	Trans	1 rea	60 ft	V,M	1 min	P	239
<input type="checkbox"/> Find Familiar (R)	Gain the services of a familiar; can see through its eyes; it can deliver touch spells; see book (10gp cons.)	Conj	1 h	10 ft	V,S,M	Instantaneous	P	240
<input type="checkbox"/> Fog Cloud	20-ft+20-ft/SL rad fog that spreads around corners; heavily obscures; 10 mph wind disperses it	Conj	1 a	120 ft	V,S	Conc, 1 h	P	243
<input type="checkbox"/> Grease	10-ft square difficult terrain; all entering, in area at casting or at end of turn Dex save or fall prone	Conj	1 a	60 ft	V,S,M	1 min	P	246
<input type="checkbox"/> Identify (R)	1 magical item or magic-imbued crea/obj; learn properties, how to use, and spells effecting it (100gp)	Div	1 min	Touch	V,S,M	Instantaneous	P	252
<input type="checkbox"/> Illusory Script (R)	Write a message that only you, designated crea, and any with truesight can understand (10gp cons.)	Illus	1 min	Touch	S,M	10 days	P	252
<input type="checkbox"/> Jump	1 creature's jump distance is tripled for the duration	Trans	1 a	Touch	V,S,M	1 min	P	254
<input type="checkbox"/> Longstrider	1+1/SL creature's speed increases by 10 ft for the duration	Trans	1 a	Touch	V,S,M	1 h	P	256
<input type="checkbox"/> Mage Armor	1 crea that isn't wearing armor has AC 13 + Dex modifier for the duration; spell ends if it dons armor	Abjur	1 a	Touch	V,S,M	8 h (D)	P	256
<input type="checkbox"/> Magic Missile	3+1/SL darts hit creature(s) you can see for 1d4+1 Force dmg per dart	Evoc	1 a	120 ft	V,S	Instantaneous	P	257
<input type="checkbox"/> Prot. from Evil/Good	1 crea immune to fear/charm/possession and dis. on atks from celestials, elem., fey, fiends, or undead	Abjur	1 a	Touch	V,S,M	Conc, 10 min	P	270
<input type="checkbox"/> Ray of Sickness	Spell attack for 2d8+1d8/SL Poison dmg; Con save or also poisoned until end of your next turn	Necr	1 a	60 ft	V,S	Instantaneous	P	271
<input type="checkbox"/> Shield	If hit by attack +5 AC until start of next turn; or stop Magic Missile spell from doing any dmg to you	Abjur	1 rea	Self	V,S	1 rnd	P	275
<input type="checkbox"/> Silent Image	15-ft cube illusion includes visible; 1a move it; Int (Investigation) check vs. spell DC; see book	Illus	1 a	60 ft	V,S,M	Conc, 10 min	P	276
<input type="checkbox"/> Sleep	20-ft rad 5d8+2d8/SL hp of conscious creatures fall asleep, starting with the lowest current hp crea	Ench	1 a	90 ft	V,S,M	1 min	P	276
<input type="checkbox"/> Tasha's Hid. Laughter	1 crea with Int>4 Wis save or fall prone, incapacitated, can't stand; save end of each turn or if taking dmg	Ench	1 a	30 ft	V,S,M	Conc, 1 min	P	280
<input type="checkbox"/> Ten. Floating Disk (R)	Create a 3 ft diameter disk that carries 500 lb and follows you if you move more than 20 ft away	Conj	1 a	30 ft	V,S,M	1 h	P	282
<input type="checkbox"/> Thunderwave	All crea/obj in area 2d8+1d8/SL Thunder dmg, pushed 10 ft away; Con save halves and not pushed	Evoc	1 a	15-ft cube	V,S	Instantaneous	P	282
<input type="checkbox"/> Unseen Servant (R)	Create an invisible, mindless, shapeless servant for simple tasks; bns a to mentally command it	Conj	1 a	60 ft	V,S,M	1 h	P	284
<input type="checkbox"/> Witch Bolt	Spell attack 1d12+1d12/SL Lightning dmg; 1a, if consecutive, for dmg again; ends if out of range	Evoc	1 a	30 ft	V,S,M	Conc, 1 min	P	289

## Level 2

Kn Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
Alter Self	Change appearance, gain +1 magical 1d6 natural weapons, or water breathing and swim spd	Trans	1 a	Self	V,S	Conc, 1 h	P	211
Arcane Lock	Entryway locked; password or designated crea opens; +10 DC break/pick lock (25gp cons.)	Abjur	1 a	Touch	V,S,M	Until dispelled	P	215
Blindness/Deafness	1+1/SL crea Con save or blinded or deafened; extra save at end of every turn	Necr	1 a	30 ft	V	1 min	P	219
Blur	Enemies have dis. on attacks vs. you; no effect against crea without vision or immune to illus.	Illus	1 a	Self	V	Conc, 1 min	P	219
Cloud of Daggers	5-ft cube 4d4+2d4/SL Slashing dmg to all that enter or start turn in area	Conj	1 a	60 ft	V,S,M	Conc, 1 min	P	222
Continual Flame	Create a permanent flame (50gp cons.)	Evoc	1 a	Touch	V,S,M	Until dispelled	P	227
Crown of Madness	1 humanoid Wis save or charmed and must melee attack against crea chosen by you; extra save/rnd	Ench	1 a	120 ft	V,S	Conc, 1 min	P	229
Darkness	15-ft rad darkness on point or object; darkvision doesn't work; only magical light of higher SL works	Evoc	1 a	60 ft	V,M	Conc, 10 min	P	230
Darkvision	1 willing creature has darkvision 60 ft for the duration	Trans	1 a	Touch	V,S,M	8 h	P	230
Detect Thoughts	1a read thoughts of visible Int>3 crea or detect presence of invisible within 30 ft; Wis save for probing	Div	1 a	Self	V,S,M	Conc, 1 min	P	231
Enlarge/Reduce	1 crea/object Will save or enlarged (Str adv. +1d4 weapon dmg), reduced (Str dis. -1d4 weapon dmg)	Trans	1 a	30 ft	V,S,M	Conc, 1 min	P	237
Flaming Sphere	2.5-ft rad flaming sphere; bns a move 30 ft; all within 5-ft rad 2d6+1d6/SL Fire dmg; Dex save halves	Conj	1 a	60 ft	V,S,M	Conc, 1 min	P	242
Gentle Repose (R)	1 corpse protected from decay and prevent it from becoming undead; add duration to raising dead	Necr	1 a	Touch	V,S,M	10 days	P	245
Gust of Wind	60-ft long 10-ft wide line of wind; crea starting turn in wind Str save or pushed 15 ft; see book	Evoc	1 a	60-ft line	V,S,M	Conc, 1 min	P	248
Hold Person	1+1/SL humanoid within 30 ft of each other Wis save or paralyzed; extra save at end of each turn	Ench	1 a	60 ft	V,S,M	Conc, 1 min	P	251
Invisibility	1+1/SL crea invisible; attacking/casting makes the crea visible; anything worn/carried is also invisible	Illus	1 a	Touch	V,S,M	Conc, 1 h	P	254
Knock	1 object is unlocked (1 lock), unstuck, unbarred, arcane lock suppressed for 10 min; audible for 300 ft	Trans	1 a	60 ft	V	Instantaneous	P	254
Levitate	1 crea/obj up to 500 lb Con save or rise vertically, up to 20 ft; 1a (move a if self) move up/down 20 ft	Trans	1 a	60 ft	V,S,M	Conc, 10 min	P	255
Locate Object	Learn direction to closest named or described kind or specific object within 1000 ft; see book	Div	1 a	Self	V,S,M	Conc, 10 min	P	256
Magic Mouth (R)	Implant a 25 word message in an object that is uttered on chosen trigger condition (10g cons.)	Illus	1 min	30 ft	V,S,M	Until dispelled	P	257
Magic Weapon	1 nonmagical weapon becomes magical with +1 bonus to attack and damage; SL4: +2, SL6: +3	Trans	1 bns	Touch	V,S	Conc, 1 h	P	257
Melf's Acid Arrow	Spell attack for 4d4+1d4/SL and 2d4+1d4/SL acid dmg next turn; on miss half dmg no next turn	Evoc	1 a	90 ft	V,S,M	Instantaneous	P	259
Mirror Image	Create three illusory duplicates of you; destroyed if hit; randomize attacks; AC 10 + your Dex mod.	Illus	1 a	Self	V,S	1 min (D)	P	260
Misty Step	You teleport 30 feet to a unoccupied space you can see	Conj	1 bns	Self	V	Instantaneous	P	260
Nystul's Magic Aura	Create a false magic item with chosen properties or shroud a magical item from detection	Illus	1 a	Touch	V,S,M	24 h	P	263
Phantasmal Force	1 crea Int save or sees 10 ft cube illusion that does 1d6 Psychic dmg/rnd; Int(Investigation) vs. Spell DC	Illus	1 a	60 ft	V,S,M	Conc, 1 min	P	264
Ray of Enfeeblement	Spell attack; crea does half dmg with weapon attacks that use Str; Con save at end of each turn to end	Necr	1 a	60 ft	V,S	Conc, 1 min	P	271
Rope Trick	Rope up to 60 ft stands vertical; extradimensional space with invisible 3x5 ft entrance at top, for 8 crea	Trans	1 a	Touch	V,S,M	1 h	P	272
Scorching Ray	3+1/SL rays hit creature(s) on spell attack with each ray for 2d6 Fire dmg per ray	Evoc	1 a	120 ft	V,S	Instantaneous	P	273
See Invisibility	See invisible and ethereal creatures and objects as if they were visible; ethereals are ghostly, translucent	Div	1 a	Self	V,S,M	1 h	P	274
Shatter	10-ft rad all 3d8+1d8/SL Thunder dmg; Con save halves; nonmagical unattended objects also take dmg	Evoc	1 a	60 ft	V,S,M	Instantaneous	P	275
Spider Climb	1 gains climbing speed equal to walking speed; can go on walls and ceilings with hands free	Trans	1 a	Touch	V,S,M	Conc, 1 h	P	277
Suggestion	1 crea Wis save or follow reasonable stated course of action; spell ends if you or your allies harm target	Ench	1 a	30 ft	V,M	Conc, 8 h	P	279
Web	20-ft cube, anchored, all Dex save or restrained; dif. ter.; lightly obscures; Str check vs. Spell DC to free	Conj	1 a	60 ft	V,S,M	Conc, 1 h	P	287

## Level 3

Kn Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
Animate Dead	Turn corpses into 1+2/SL Skeletons or Zombies; control for 24h; bns a command within 60 ft	Necr	1 min	10 ft	V,S,M	Instantaneous	P	212
Bestow Curse	1 creature cursed, see book; duration SL4:conc, 10 min; SL5:8h; SL7:24h; SL9:until dispelled	Necr	1 a	Touch	V,S	Conc, 1 min	P	218
Blink	50% each turn to travel to Ethereal Plane and return to an empty space within 10 ft next turn	Trans	1 a	Self	V,S	1 min (D)	P	219
Clairvoyance	See or hear a familiar place; 1a to switch between seeing and hearing (100gp)	Div	10 min	1 mile	V,S,M	Conc, 10 min	P	222
Counterspell	Stop a spell being cast; make DC 10+SL spellcasting ability check if above the spell slot lvl used	Abjur	1 rea	60 ft	S	Instantaneous	P	228
Dispel Magic	Dispel any magical effect on crea or object; make DC 10+SL spellcasting ability check if above SL used	Abjur	1 a	120 ft	V,S	Instantaneous	P	234
Fear	All crea Wis save or drop what it is holding and frightened; extra save/rnd if crea is not in line of sight	Illus	1 a	30-ft cone	V,S,M	Conc, 1 min	P	239
Feign Death (R)	Willing creature appears dead; it is blinded, incapacitated, has dmg resist. all but Psychic, and speed 0	Necr	1 a	Touch	V,S,M	1 h (D)	P	240
Fireball	20-ft rad all crea 8d6+1d6/SL Fire dmg; Dex save halves; unattended flammable objects ignite	Evoc	1 a	150 ft	V,S,M	Instantaneous	P	241
Fly	1+1/SL willing creatures gain fly 60 ft speed	Trans	1 a	Touch	V,S,M	Conc, 10 min	P	243
Gaseous Form	1 willing crea into a misty cloud with fly 10 ft, resist. to nonmagical dmg, adv. on Str/Dex/Con saves	Trans	1 a	Touch	V,S,M	Conc, 1 h	P	244
Glyph of Warding	Create a glyph that triggers on set condition; Int (Investigation) vs. Spell DC; see book (200gp cons.)	Abjur	1 h	Touch	V,S,M	Until triggered	P	245
Haste	1 willing crea +2 AC, speed doubled, adv. on Dex saves, extra action (1 attack, dash, disengage, hide)	Trans	1 a	30 ft	V,S,M	Conc, 1 min	P	250
Hypnotic Pattern	30-ft cube all crea Wis save or charmed, incapacitated, speed 0 for duration; ends if crea takes dmg	Illus	1 a	120 ft	S,M	Conc, 1 min	P	252
Leo. Tiny Hut (R)	10-ft rad immobile dome of force holds 9 Medium crea; blocks magic; ends if you leave; see book	Evoc	1 min	10-ft rad	V,S,M	8 h	P	255
Lightning Bolt	100-ft long 5-ft wide all 8d6+1d6/SL Lightn. dmg; Dex save halves; unattended flammable obj ignite	Evoc	1 a	100-ft line	V,S,M	Instantaneous	P	255
Magic Circle	Celes., elem., fey, fiends, or undead can't enter/leave; dis. on atk; +1h/SL dura.; see book (100gp cons.)	Abjur	1 min	10 ft	V,S,M	1 h	P	256
Major Image	20-ft cube illusion includes visible, audible, olfactory, temperature; 1a move it; SL6: no conc.; see book	Illus	1 a	120 ft	V,S,M	Conc, 10 min	P	258
Nonetection	1 crea or object up to 10 cu ft hidden from all divination magic (25gp cons.)	Abjur	1 a	Touch	V,S,M	8 h	P	263
Phantom Steed (R)	Summon quasi-real steed with 100 ft speed (10 mph); you designate rider; spells ends if it takes dmg	Illus	1 min	30 ft	V,S	1 h (D)	P	265
Prot. from Energy	1 creature gains resistance to either Acid, Cold, Fire, Lightning, or Thunder damage for duration	Abjur	1 a	Touch	V,S	Conc, 1 h	P	270
Remove Curse	1 creature or object is freed of all curses; cursed magic items break attunement with owner	Abjur	1 a	Touch	V,S	Instantaneous	P	271
Sending	Send a 25 word message to a familiar creature; it recognizes you and can respond with 25 words	Evoc	1 a	Unlimited	V,S,M	1 rnd	P	274
Sleet Storm	40-ft rad 20-ft high; heavily obs.; douses flames; dif. terrain; Dex save or prone; Con save or lose conc.	Conj	1 a	150 ft	V,S,M	Conc, 1 min	P	276
Slow	6 crea in 40-ft cube Wis save or half spd, -2 AC, -2 Dex saves, no rea, only 1 a or bns a; 1 atk; see book	Trans	1 a	120 ft	V,S,M	Conc, 1 min	P	277
Stinking Cloud	20-ft rad; ignores cover, heavily obscures; all in area at start of turn Con save against poison or can't act	Conj	1 a	90 ft	V,S,M	Conc, 1 min	P	278
Tongues	1 crea understands all spoken languages, all with a language can understand what it means	Div	1 a	Touch	V,M	1 h	P	283
Vampiric Touch	Spell attack each turn as 1a for 3d6+1d6/SL Necrotic dmg; you heal half the damage dealt	Necr	1 a	Self	V,S	Conc, 1 min	P	285
Water Breathing (R)	10 willing creatures can breathe underwater for the duration	Trans	1 a	30 ft	V,S,M	24 h	P	287

## Level 4

Kn Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
□ Arcane Eye	Create invisible, moving (unlimited range, 30ft/rnd) 1" magic eye with darkvision you can see through	Div	1 a	30 ft	V,S,M	Conc, 1 h	P	214
□ Banishment	1+1/SL crea Cha save or banished; crea return if spell lasts < 1 min	Abjur	1 a	60 ft	V,S,M	Conc, 1 min	P	217
□ Blight	1 creature takes 8d8+1d8/SL Necrotic dmg; Con save halves; plants have dis. on save	Necr	1 a	30 ft	V,S	Instantaneous	P	219
□ Confusion	10+5/SL-ft rad all Wis save or confused, see book; extra save at end of every turn	Ench	1 a	90 ft	V,S,M	Conc, 1 min	P	224
□ Conj. Minor Elem.	Summon 2+2/2SL CR of elementals that obey your verbal commands	Conj	1 min	90 ft	V,S	Conc, 1 h	P	226
□ Control Water	Control an amount of water in a 100 ft cube as 1a; flood, part, redirect, or whirlpool, see book	Trans	1 a	300 ft	V,S,M	Conc, 10 min	P	227
□ Dimension Door	Teleport yourself and 1 willing crea within 5 ft, up to 500 ft to a place you can see, specify, or describe	Conj	1 a	500 ft	V	Instantaneous	P	233
□ Ev. Black Tentacles	All that enter 20-ft rad Dex save or restrained and 3d6 Bludgeoning dmg/rnd; Str/Dex check to escape	Conj	1 a	90 ft	V,S,M	Conc, 1 min	P	238
□ Fabricate	Create simple object from raw materials; or complex object if proficient in the appropriate artisan's tools	Evoc	10 min	120 ft	V,S	Instantaneous	P	239
□ Fire Shield	Fiery shield gives either Fire or Cold dmg resist. and deals 2d8 of the same dmg type to melee attackers	Evoc	1 a	Self	V,S,M	10 min (D)	P	241
□ Greater Invisibility	1 crea invisible until end of the spell; anything the target is wearing or carrying is also invisible	Illus	1 a	Touch	V,S	Conc, 1 min	P	246
□ Hallucinatory Terrain	150-ft cube of terrain resembles some other sort of terrain; Int (Investigation) vs. Spell DC; see book	Illus	10 min	300 ft	V,S,M	24 h	P	249
□ Ice Storm	20-ft rad 40-ft high all crea 2d8+1d8/SL Bludg. and 4d6 Cold dmg; Dex save halves; 1rnd difficult ter.	Evoc	1 a	300 ft	V,S,M	Instantaneous	P	252
□ Leo. Secret Chest	Hide chest with content in Ethereal Plane for 60 days, after that chance of loss; 1a reappear (5050gp)	Conj	1 a	Touch	V,S,M	Instantaneous	P	254
□ Locate Creature	Learn direction to closest named or described kind or specific creature within 1000 ft; see book	Div	1 a	Self	V,S,M	Conc, 1 h	P	256
□ Mor. Faithful Hound	Invisible, immobile dog melee atks as spell atk for 4d8 Piercing dmg; sees invisible/ethereal; see book	Conj	1 a	30 ft	V,S,M	8 h (D)	P	261
□ Mor. Private Sanctum	Up to 100+100/SL ft cube is magically secured in chosen way; see book	Abjur	10 min	120 ft	V,S,M	24 h (D)	P	262
□ Oti. Resilient Sphere	1 crea/obj up to Large Dex save or enclosed in impenetrable sphere; can be moved as hamsterball	Evoc	1 a	30 ft	V,S,M	Conc, 1 min	P	264
□ Phantasmal Killer	1 crea Wis save or frightened; start of each turn Wis save to end or 4d10+1d10/SL Psychic dmg	Illus	1 a	120 ft	V,S	Conc, 1 min	P	265
□ Polymorph	1 creature Wis save or transformed into beast of choice of same CR or lower; see book	Trans	1 a	60 ft	V,S,M	Conc, 1 h	P	266
□ Stone Shape	Form 5 cu ft of stone into any shape; can have up to two hinges and a latch, but no finer mechanisms	Trans	1 a	Touch	V,S,M	Instantaneous	P	278
□ Stoneskin	1 willing crea resistance to nonmagical Bludgeoning, Piercing, and Slashing dmg (100gp cons.)	Abjur	1 a	Touch	V,S,M	Conc, 1 h	P	278
□ Wall of Fire	60×1×20ft (l×w×h) or 10-ft rad all in and 10 ft on 1 side 5d8+1d8/SL Fire dmg; Dex half; see book	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P	285

## Level 5

Kn Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
□ Animate Objects	10+2/SL nonmagical objects not worn or carried; bns a command within 500 ft; see book	Trans	1 a	120 ft	V,S	Conc, 1 min	P	213
□ Bigby's Hand	Large hand attacks, pushes, grapples or shields, see book; AC 20, your max hp; Bns a move 60 ft	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P	218
□ Cloudkill	20-ft rad 5d8+1d8/SL Poison dmg; Con save halves; move 10 ft/rnd; heavily obscured, difficult terrain	Conj	1 a	120 ft	V,S	Conc, 10 min	P	222
□ Cone of Cold	8d8+1d8/SL Cold dmg; Con save halves; crea killed become frozen statues until thawed	Evoc	1 a	60-ft cone	V,S,M	Instantaneous	P	224
□ Conj. Elemental	CR 5+1/SL elemental that obeys your verbal commands; on broken conc. elemental breaks free	Conj	1 min	90 ft	V,S,M	Conc, 1 h	P	225
□ Contact Other Plane (R)	You make DC 15 Int save to ask extraplanar entity 5 questions with one word answers; insane on fail	Div	1 min	Self	V	1 min	P	226
□ Creation	Create a nonliving object up to a 5+5/SL-ft cube of vegetable matter, stone, metal, gems or rare metals	Illus	1 min	30 ft	V,S,M	Special	P	229
□ Dominate Person	1 humanoid Wis save or charmed, follows telepathic commands, 1a for complete control; +SL for dur.	Ench	1 a	60 ft	V,S	Conc, 1 min	P	235
□ Dream	You or willing crea enters a crea's dreams, manifesting as a messenger with whom it can communicate	Illus	1 min	Special	V,S,M	8 h	P	236
□ Geas	1 crea Wis save or charmed; it must obey commands or 5d10 Psychic dmg; SL7: 1 year, SL9: until disp.	Ench	1 min	60 ft	V	30 days (D)	P	244
□ Hold Monster	1+1/SL crea within 30 ft of each other Wis save or paralyzed; extra save at end of each turn	Ench	1 a	90 ft	V,S,M	Conc, 1 min	P	251
□ Legend Lore	Learn summary of lore involved with named or described person, place, or object (200gp; 250gp cons.)	Div	10 min	Self	V,S,M	Instantaneous	P	254
□ Mislead	You invisible and illusionary duplicate of you; 1a move it; bns a switch between its senses and yours	Illus	1 a	Self	S	Conc, 1 h	P	260
□ Modify Memory	1 crea Wis save or charmed, alter 1 memory of last (SL6: 7, SL7: 30, SL8: 365) day; SL9: any memory	Ench	1 a	30 ft	V,S	Conc, 1 min	P	261
□ Passwall	Create a passage (max. 5 ft wide, 8 ft tall, 20 ft deep) in a wooden, plaster or stone surface for duration	Trans	1 a	30 ft	V,S,M	1 h	P	264
□ Planar Binding	1 celestial/elem/fey/ fiend Cha save or bound; SL6: 10, SL7: 30, SL8: 180, SL9: 366 days (1000gp cons.)	Abjur	1 h	60 ft	V,S,M	24 h	P	265
□ Rary's Telep. Bond (R)	8 willing crea with Int>2 gain a telepathic bond that works for any distance on the same plane	Div	1 a	30 ft	V,S,M	1 h	P	270
□ Scrying	1 crea Wis save or sensor follows it around; or create sensor in familiar location; see book (1000gp)	Div	10 min	Self	V,S,M	Conc, 10 min	P	273
□ Seeming	Any crea Cha save or disguised by changing physical appearance; Int (Investigation) check vs. spell DC	Illus	1 a	30 ft	V,S	8 h (D)	P	274
□ Telekinesis	Move Huge creature or 1000 lb object 30 ft as 1a; ability check with spellcasting ability vs. Str; see book	Trans	1 a	60 ft	V,S	Conc, 10 min	P	280
□ Teleportation Circle	Create a circle to teleport to another teleportation circle on same plane; see book (50gp cons.)	Conj	1 min	10 ft	V,M	1 rnd	P	281
□ Wall of Force	10 10×10-ft panels or 10-ft rad (hemi)sphere invisible, impenetrable wall; can float in air; see book	Evoc	1 a	120 ft	V,S,M	Conc, 10 min	P	285
□ Wall of Stone	10 10×10-ft panels 6" thick wall connected with existing stone; half thickness, double surface; see book	Evoc	1 a	120 ft	V,S,M	Conc, 10 min	P	287

## Level 6

Kn Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
□ Arcane Gate	Two portals, up to 500 ft apart, teleport any to other side; portals are filled with opaque mist	Conj	1 a	500 ft	V,S	Conc, 10 min	P	214
□ Chain Lightning	Lightning bolt 1 crea and 3+1/SL crea within 30 ft; 10d8 Lightning dmg; Dex save halves	Evoc	1 a	150 ft	V,S,M	Instantaneous	P	221
□ Circle of Death	60-ft rad all 8d6+2d6/SL Necrotic dmg; Con save halves (500gp)	Necr	1 a	150 ft	V,S,M	Instantaneous	P	221
□ Confingency	Prepare another SL<6 spell you can cast to activate when some condition is met (1500gp)	Evoc	10 min	Self	V,S,M	10 days	P	227
□ Create Undead	Turn corpses into 3+1/SL ghoul a.o., see book; control 24h; bns a command 120 ft (150gp/corpse cons.)	Necr	1 min	10 ft	V,S,M	Instantaneous	P	229
□ Disintegrate	1 crea Dex save or 10d6+3d6/SL+40 Force dmg; or up to 10-ft cube nonmagical object is destroyed	Trans	1 a	60 ft	V,S,M	Instantaneous	P	233
□ Draw. Instant Sum. (R)	Link object to a sapphire (1000gp); 1a crush gem to summon the unattended object or learn of wielder	Conj	1 min	Touch	V,S,M	Until dispelled	P	235
□ Eyebite	1 crea/rnd within 60 ft Wis save or either fall asleep, panicked, or sickened, your choice	Necr	1 a	Self	V,S	Conc, 1 min	P	238
□ Flesh to Stone	1 crea Con save or restrained; save at end of turn, 3 consecutive fail: petrified, 3 consecutive succes: free	Trans	1 a	60 ft	V,S,M	Conc, 1 min	P	243
□ Globe of Inviol.	SL<(6+1/SL) cast outside area cannot effect inside area; casting with a higher spell slot does not help	Abjur	1 a	10-ft rad	V,S,M	Conc, 1 min	P	245
□ Guards/Wards	Protect an area with an assortment of effects including fog, web, illusions and locks; see book (10gp)	Abjur	10 min	Touch	V,S,M	24 h	P	248
□ Magic Jar	Transport your soul into container from which you can attempt to possess humanoids; see book (500gp)	Necr	1 min	Self	V,S,M	Until dispelled	P	257
□ Mass Suggestion	12 crea Wis save or follow stated course of action; SL7: 10 day; SL8: 30 days; SL9: 366 days; see book	Ench	1 a	60 ft	V,M	24 h	P	258
□ Move Earth	Every 10 min of concentratoin, gradually reshape 40 cu ft of dirt, sand, or clay; see book	Trans	1 a	120 ft	V,S,M	Conc, 2 h	P	263
□ Oti. Freezing Sphere	60-ft rad all 10d6+1d6/SL Cold dmg; Con save halves; freezes water; can save up to 1 min before using	Evoc	1 a	300 ft	V,S,M	Instantaneous	P	263
□ Otto's Irre. Dance	1 crea dances in place, can't move, dis. on attacks/Dex saves, adv. on atks vs. target; Wis save each rnd	Ench	1 a	30 ft	V	Conc, 1 min	P	264
□ Programmed Illusion	30-ft cube illusion includes visible, audible; triggers on set condition; see book (25gp)	Illus	1 a	120 ft	V,S,M	Until dispelled	P	269
□ Sunbeam	60-ft long 5-ft wide all 6d8 Radiant dmg, 1 rnd blind; Con save halves and not blinded; 1a for new line	Evoc	1 a	60-ft line	V,S,M	Conc, 1 min	P	279
□ True Seeing	1 willing crea gains truesight 120 ft; see through illusions, hidden doors, ethereal plane (25gp cons.)	Div	1 a	Touch	V,S,M	1 h	P	284
□ Wall of Ice	10 10×10-ft panels 1-ft thick wall; at casting 10d6 Cold dmg; Dex halves; can cut through; see book	Evoc	1 a	120 ft	V,S,M	Conc, 10 min	P	285

## Level 7

Kn	Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
□	Delayed Fireball	Create bead; at chosen moment, or if conc. is broken, 20-ft rad 12d6+1d6/SL Fire dmg; Dex save halves	Evoc	1 a	150 ft	V,S,M	Conc, 1 min	P	230
□	Etherealness	1/SL willing crea go to Ethereal Plane; move there, but able to perceive 60 ft into the normal plane	Trans	1 a	Self	V,S	8 h (D)	P	238
□	Finger of Death	1 crea 7d8+30 Necrotic dmg; Con save halves; crea killed becomes zombie under your command	Necr	1 a	60 ft	V,S	Instantaneous	P	241
□	Forcecage	20-ft cube cage, or 10-ft cube solid; blocks all spells; extraplanar travel in/out on Cha save (1500gp)	Evoc	1 a	100 ft	V,S,M	1 h	P	243
□	Mirage Arcane	1 sq mile alter terrain illusion includes visible, audible, olfactory, tactile; can make difficult ter; see book	Illus	10 min	Sight	V,S	10 days	P	260
□	Mor. Magni. Mansion	Create extradimensional mansion with rooms, food and servants to serve 100 people; see book (15gp)	Conj	1 min	300 ft	V,S,M	24 h	P	261
□	Mor. Sword	Hovering sword makes melee spell attacks for 3d10 Force dmg; bns a to move 20 ft and/or attack	Evoc	1 a	60 ft	V,S,M	Conc, 1 min	P	262
□	Plane Shift	You + 8 willing crea teleport to different plane; or spell attack Cha save or transported to random plane	Conj	1 a	Touch	V,S,M	Instantaneous	P	266
□	Prismatic Spray	All random effect, see book: either 10d6 dmg, restrained, or blinded; Dex save halves/negates	Evoc	1 a	60-ft cone	V,S	Instantaneous	P	267
□	Project Image	Project image of you to familiar place; 1a manipulate it; bns a switch between its senses and yours (5gp)	Illus	1 a	500 miles	V,S,M	Conc, 1 day	P	270
□	Reverse Gravity	50-ft rad 100-ft high everything falls upward; Dex save to grab hold onto something solid	Trans	1 a	100 ft	V,S,M	Conc, 1 min	P	272
□	Sequester	1 willing crea/obj suspended, invisible, hidden from divination magic; see book (5000gp cons.)	Trans	1 a	Touch	V,S,M	Until dispelled	P	274
□	Simulacrum	Create snow/ice duplicate of humanoid/beast; follows your verbal commands; see book (1500gp cons.)	Illus	12 h	Touch	V,S,M	Until dispelled	P	276
□	Symbol	Inscribe a glyph to activate for chosen effect on set trigger; see book (1000gp cons.)	Abjur	1 min	Touch	V,S,M	Until triggered	P	280
□	Teleport	You, 8 willing crea, or an object teleport to a place you know, have seen, or can describe; see book	Conj	1 a	10 ft	V	Instantaneous	P	281
□									
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## Level 8

Kn	Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
□	Antimagic Field	No magical effects functions in area except those created by an artefact or a deity	Abjur	1 a	10-ft rad	V,S,M	Conc, 1 h	P	213
□	Antipathy/Sympathy	Object or area up to 200-ft cube attracts or repels specific type of intelligent crea; Wis save	Ench	1 h	60 ft	V,S,M	10 days	P	214
□	Clone	Create a clone of a living crea; after death its soul can move to the clone (1K gp cons.; 2K gp)	Necr	1 h	Touch	V,S,M	Instantaneous	P	222
□	Control Weather	Change current weather; changes take 1d4×10 min; change precipitation, temperature, wind, see book	Trans	10 min	5-mile rad	V,S,M	Conc, 8 h	P	228
□	Demiplane	Create door to a demiplane of 30-ft cube; when spell ends, creatures inside remain trapped	Conj	1 a	60 ft	S	1 h	P	231
□	Dominate Monster	1 crea Wis save or charmed, follows telepathic commands, 1a for complete control; SL9: conc, 8h	Ench	1 a	60 ft	V,S	Conc, 1 h	P	235
□	Feeblemind	1 crea 4d6 Psychic dmg and Int save or Int and Cha become 1; extra save every 30 days to end spell	Ench	1 a	150 ft	V,S,M	Instantaneous	P	239
□	Incendiary Cloud	20-ft rad all 10d8 fire damage; Dex save halves; heavily obscures; move 10 ft/rnd in chosen direction	Conj	1 a	150 ft	V,S	Conc, 1 min	P	253
□	Maze	1 crea banished to labyrinthine demiplane; DC 20 Int check each rnd to escape; appears in same spot	Conj	1 a	60 ft	V,S	Conc, 10 min	P	258
□	Mind Blank	1 crea immune to charms, psychic damage, divination, mind reading, and any mind altering effects	Abjur	1 a	Touch	V,S	24 h	P	259
□	Power Word Stun	1 creature with 150 current hp or less is stunned; Con save at end of each turn to end spell	Ench	1 a	60 ft	V	Instantaneous	P	267
□	Sunburst	60-ft rad all 12d6 Radiant dmg, 1 min blind; Con save halves and not blinded; save at end of each turn	Evoc	1 a	150 ft	V,S,M	Instantaneous	P	279
□	Telepathy	1 willing familiar crea Int>0 and you telepathic link; share words, sensory information if on same plane	Evoc	1 a	Unlimited	V,S,M	24 h	P	281
□									
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## Level 9

Kn	Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
□	Astral Projection	You + 8 willing crea projected to Astral Plane with identical statistics (per crea 1100gp cons.)	Necr	1 h	10 ft	V,S,M	Special (D)	P	215
□	Foresight	1 willing crea can't be surprised; adv. on attacks, ability checks, and saves; dis. on attacks vs. target	Div	1 min	Touch	V,S,M	8 h	P	244
□	Gate	Create a portal to a precise location on a different plane; can transport named crea to you (5000gp)	Conj	1 a	60 ft	V,S,M	Conc, 1 min	P	244
□	Imprisonment	1 crea Wis save or trapped in chosen way with no means of escape; see book (500gp/HD cons.)	Abjur	1 min	30 ft	V,S,M	Until dispelled	P	252
□	Meteor Swarm	4× 40-ft rad all 20d6 Bludgeoning dmg and 20d6 Fire dmg; Dex save halves; areas do not stack	Evoc	1 a	1 mile	V,S	Instantaneous	P	259
□	Power Word Kill	1 creature with 100 current hp or less dies	Ench	1 a	60 ft	V	Instantaneous	P	266
□	Prismatic Wall	Up to 90 ft long 30 ft high 5 inch thick; all in 20 ft Con save or blinded; 7 layers with effects, see book	Abjur	1 a	60 ft	V,S	10 min	P	267
□	Shapechange	Take form of creature with CR of CL or lower; keep Int, Wis, Cha and alignment; see book (1500gp)	Trans	1 a	Self	V,S,M	Conc, 1 h	P	274
□	Time Stop	You instantly take 1d4+1 turns; if affecting other creatures or worn or carried object the spell ends	Trans	1 a	Self	V	Instantaneous	P	283
□	True Polymorph	1 crea/obj Wis save or transformed into another crea/obj with equal CR or lower; see book	Trans	1 a	30 ft	V,S,M	Conc, 1 h	P	283
□	Weird	30-ft rad all Wis save or frightened for duration; extra save at start of each round or 4d10 Psychic dmg	Illus	1 a	120 ft	V,S	Conc, 1 min	P	288
□	Wish	Duplicate any 8th lvl or lower spell, create objects, heal, resurrect, alter time, etc.; see book	Conj	1 a	Self	V	Instantaneous	P	288
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