

D&D

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: _____

Spell save DC: _____

Spellcasting ability score

Intelligence

Cantrips (0 Level)

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
◇ 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
◇ 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
◇ 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
◇ Control Flames	Nonmagical flame up to 5 cu ft; instant: expand/exinguish, 1h: brighten/dim/change color/shapes appear	Trans	1 a	60 ft	S	Instant. or 1 h	E	16
◇ Create Bonfire	5-ft cube all creatures at casting, or entering Dex save or 1d8 Fire dmg; CL5:2d8, CL11:3d8, CL17:4d8	Conj	1 a	60 ft	V,S	Conc, 1 min	E	16
◇ 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
◇ 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
◇ 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
◇ Frostbite	1 crea Con save or 1d6 Cold dmg and dis. on next weapon attack roll; CL5:2d6, CL11:3d6, CL17:4d6	Evoc	1 a	60 ft	V,S	Instantaneous	E	18
◇ Gust	Med. or smaller crea Str save or push 5 ft; or push unattended 5 lb obj 10 ft; or harmless sensory effect	Trans	1 a	30 ft	V,S	Instantaneous	E	19
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ Mold Earth	5 cu ft earth; instant: excavate; 1 h: change to difficult or normal terrain, or change shape and color	Trans	1 a	30 ft	S	Instant. or 1 h	E	21
◇ 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
◇ 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
◇ 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
◇ Shape Water	5 cu ft water; instant: move/change flow; 1 h: simple shapes/change color or opacity/freeze	Trans	1 a	30 ft	S	Instant. or 1 h	E	21
◇ 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
◇ Thunderclap	100-ft rad audible; all crea but you in area Con save or 1d6 Thunder dmg; CL5:2d6, CL11:3d6, CL17:4d6	Evoc	1 a	5-ft rad	S	Instantaneous	E	22
◇ 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
◇ _____	_____	_____	_____	_____	_____	_____	-	_____
◇ _____	_____	_____	_____	_____	_____	_____	-	_____

1st Level

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
◇ 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
◇ 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
◇ Disguise Self	Alter appearance; Int (Investigation) check vs. spell DC to determine disguise	Illus	1 a	Self	V,S	1 h (D)	P	233
◇ 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
◇ 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
◇ 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
◇ 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
◇ _____	_____	_____	_____	_____	_____	_____	-	_____
◇ _____	_____	_____	_____	_____	_____	_____	-	_____

2nd Level

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
◇ 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
◇ 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
◇ 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
◇ Magic Mouth (R)	Implant a 25 word message in an object that is uttered on chosen trigger condition (10gp cons.)	Illus	1 min	30 ft	V,S,M	Until dispelled	P	257
◇ 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
◇ 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
◇ 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
◇ _____	_____	_____	_____	_____	_____	_____	-	_____
◇ _____	_____	_____	_____	_____	_____	_____	-	_____

3rd Level

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
◇ 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
◇ 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
◇ 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
◇ 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
◇ _____	_____	_____	_____	_____	_____	_____	-	_____
◇ _____	_____	_____	_____	_____	_____	_____	-	_____



4th Level

Kn	Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
◇	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
◇	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
◇	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
◇	_____	_____	_____	_____	_____	_____	_____	-	_____
◇	_____	_____	_____	_____	_____	_____	_____	-	_____



Character Name: _____

Spellcasting Class: **Bard**

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

**Bard Spells**

Spell attack modifier: _____

Spell save DC: _____

Spellcasting ability score

Charisma**Cantrips (0 Level)**

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ Thunderclap	100-ft rad audible; all crea but you in area Con save or 1d6 Thunder dmg; CL5:2d6, CL11:3d6, CL17:4d6	Evoc	1 a	5-ft rad	S	Instantaneous	E	22
◇ 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
◇ 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
◇							-	-
◇							-	-

1st Level

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
◇ 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
◇ 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
◇ 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
◇ 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
◇ Cure Wounds	1 creature is healed for 1d8+1d8/SL+spellcasting ability modifier hp	Evoc	1 a	Touch	V,S	Instantaneous	P	230
◇ 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
◇ Disguise Self	Alter appearance; Int (Investigation) check vs. spell DC to determine disguise	Illus	1 a	Self	V,S	1 h (D)	P	233
◇ 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
◇ Earth Tremor	All crea in area except you Dex save or 1d6+1d6/SL Bludgeoning dmg and prone; loose ground is dif. ter.	Evoc	1 a	10-ft rad	V,S	Instantaneous	E	17
◇ 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
◇ 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
◇ Healing Word	Heals 1 living creature 1d4+1d4/SL+spellcasting ability modifier	Evoc	1 bns	60 ft	V	Instantaneous	P	250
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇							-	-
◇							-	-

2nd Level

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
◇ 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
◇ 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
◇ Calm Emotions	20-ft rad all humanoids Cha save or you suppress either charm/fear effects or hostility	Ench	1 a	60 ft	V,S	Conc, 1 min	P	221
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ Heat Metal	1 metal obj 2d8+1d8/SL Fire dmg to touch; Con save or drop obj; if held: dis. atk/chk; bns a reheate obj	Trans	1 a	60 ft	V,S,M	Conc, 1 min	P	250
◇ 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
◇ 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 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
◇ 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
◇ 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
◇ Pyrotechnics	5 cu ft flames extinguish, or 10-ft rad all crea Con save or blinded 1 rnd, or 20-ft rad heavy obsc. for 1 min	Trans	1 a	60 ft	V,S	Instantaneous	E	21
◇ 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
◇ 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

◆ Skywrite (R)	Write to clouds in a part of the sky you can see; strong winds can disperse the clouds	Ench	1 a	Sight	V,S	Conc, 1 h	E	273
◆ 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
◆ Warding Wind	Strong (20 mph) wind in area deafens/extinguishes unprotected flames/dif. ter./ranged wea have dis	Evoc	1 a	10-ft rad	V	Conc, 10 min	E	23
◆ 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
◆								
◆								

3rd Level

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

School	Time	Range	Comp	Duration	B	Pg.
Necr	1 a	Touch	V,S	Conc, 1 min	P	218
Div	10 min	1 mile	V,S,M	Conc, 10 min	P	222
Abjur	1 a	120 ft	V,S	Instantaneous	P	234
Illus	1 a	30-ft cone	V,S,M	Conc, 1 min	P	239
Necr	1 a	Touch	V,S,M	1 h (D)	P	240
Abjur	1 h	Touch	V,S,M	Until triggered	P	245
Illus	1 a	120 ft	S,M	Conc, 1 min	P	251
Evoc	1 min	10-ft rad	V,S,M	8 h	P	255
Illus	1 a	120 ft	V,S,M	Conc, 10 min	P	258
Abjur	1 a	Touch	V,S,M	8 h	P	263
Trans	1a/8h	150 ft	V,S	Instantaneous	P	266
Evoc	1 a	Unlimited	V,S,M	1 rnd	P	274
Necr	1 a	10 ft	V,S,M	10 min	P	277
Trans	1 a	30-ft rad	V,S	10 min	P	277
Conj	1 a	90 ft	V,S,M	Conc, 1 min	P	278
Div	1 a	Touch	V,M	1 h	P	283

4th Level

Kn Spell	Description
◆ Compulsion	Any crea in range Wis save or you use bns a to have them use all movement in one direction
◆ Confusion	10+5/SL-ft rad all Wis save or confused, see book; extra save at end of every turn
◆ Dimension Door	Teleport yourself and 1 willing crea within 5 ft, up to 500 ft to a place you can see, specify, or describe
◆ Freedom of Movement	1 willing crea; magic cannot reduce speed, paralyze, restrain; use 5 ft to escape nonmagical restrains
◆ Greater Invisibility	1 crea invisible until end of the spell; anything the target is wearing or carrying is also invisible
◆ Hallucinatory Terrain	150-ft cube of terrain resembles some other sort of terrain; Int (Investigation) vs. Spell DC; see book
◆ Locate Creature	Learn direction to closest named or described kind or specific creature within 1000 ft; see book
◆ Polymorph	1 creature Wis save or transformed into beast of choice of same CR or lower; see book
◆	
◆	

School	Time	Range	Comp	Duration	B	Pg.
Ench	1 a	30 ft	V,S	Conc, 1 min	P	224
Ench	1 a	90 ft	V,S,M	Conc, 1 min	P	224
Conj	1 a	500 ft	V	Instantaneous	P	233
Abjur	1 a	Touch	V,S,M	1 h	P	244
Illus	1 a	Touch	V,S	Conc, 1 min	P	246
Illus	10 min	300 ft	V,S,M	24 h	P	249
Div	1 a	Self	V,S,M	Conc, 1 h	P	256
Trans	1 a	60 ft	V,S,M	Conc, 1 h	P	266

5th Level

Kn Spell	Description
◆ Animate Objects	10+2/SL nonmagical objects not worn or carried; bns a command within 500 ft; see book
◆ Awaken	Give beast or plant Int 10 and ability to move. Follows commands for 30 days (1000gp cons.)
◆ Dominate Person	1 humanoid Wis save or charmed, follows telepathic commands, 1a for complete control; +SL for dur.
◆ Dream	You or willing crea enters a crea's dreams, manifesting as a messenger with whom it can communicate
◆ Geas	1 crea Wis save or charmed; it must obey commands or 5d10 Psychic dmg; SL7: 1 year, SL9: until disp.
◆ Greater Restoration	Reduce exhaustion or end charm, petrify, curse, stat or max hp reduction (100gp cons.)
◆ Hold Monster	1+1/SL crea within 30 ft of each other Wis save or paralyzed; extra save at end of each turn
◆ Legend Lore	Learn summary of lore involved with named or described person, place, or object (200gp; 250gp cons.)
◆ Mass Cure Wounds	6 crea within 30-ft rad heal 3d8+1d8/SL+spellcasting ability modifier in hp
◆ Mislead	You invisible and illusionary duplicate of you; 1a move it; bns a switch between its senses and yours
◆ Modify Memory	1 crea Wis save or charmed, alter 1 memory of last (SL6: 7, SL7: 30, SL8: 365) day; SL9: any memory
◆ Planar Binding	1 celestial/elem/fey/fiend Cha save or bound; SL6: 10, SL7: 30, SL8: 180, SL9: 366 days (1000gp cons.)
◆ Raise Dead	Restores a creature's body that has died in the last 10 days to life with 1 hp; see book (500gp cons.)
◆ Scribing	1 crea Wis save or sensor follows it around; or create sensor in familiar location; see book (1000gp)
◆ Seeming	Any crea Cha save or disguised by changing physical appearance; Int (Investigation) check vs. spell DC
◆ Teleportation Circle	Create a circle to teleport to another teleportation circle on same plane; see book (50gp cons.)
◆	
◆	

School	Time	Range	Comp	Duration	B	Pg.
Trans	1 a	120 ft	V,S	Conc, 1 min	P	213
Trans	8 h	Touch	V,S,M	Instantaneous	P	216
Ench	1 a	60 ft	V,S	Conc, 1 min	P	235
Illus	1 min	Special	V,S,M	8 h	P	236
Ench	1 min	60 ft	V	30 days (D)	P	244
Abjur	1 a	Touch	V,S,M	Instantaneous	P	246
Ench	1 a	90 ft	V,S,M	Conc, 1 min	P	251
Div	10 min	Self	V,S,M	Instantaneous	P	254
Conj	1 a	60 ft	V,S	Instantaneous	P	258
Illus	1 a	Self	S	Conc, 1 h	P	260
Ench	1 a	30 ft	V,S	Conc, 1 min	P	261
Abjur	1 h	60 ft	V,S,M	24 h	P	265
Necr	1 h	Touch	V,S,M	Instantaneous	P	270
Div	10 min	Self	V,S,M	Conc, 10 min	P	273
Illus	1 a	30 ft	V,S	8 h (D)	P	274
Conj	1 min	10 ft	V,M	1 rnd	P	281

6th Level

Kn Spell	Description
◆ Eyebite	1 crea/rnd within 60 ft Wis save or either fall asleep, panicked, or sickened, your choice
◆ Find the Path	Know the shortest route to a location you are familiar with and are on the same plane with (100gp)
◆ Guards/Wards	Protect an area with an assortment of effects including fog, web, illusions and locks; see book (10gp)
◆ Mass Suggestion	12 crea Wis save or follow stated course of action; SL7: 10 day; SL8: 30 days; SL9: 366 days; see book
◆ 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
◆ Programmed Illusion	30-ft cube illusion includes visible, audible; triggers on set condition; see book (25gp)
◆ True Seeing	1 willing crea gains truesight 120 ft; see through illusions, hidden doors, ethereal plane (25gp cons.)
◆	
◆	

School	Time	Range	Comp	Duration	B	Pg.
Necr	1 a	Self	V,S	Conc, 1 min	P	238
Div	1 min	Self	V,S,M	Conc, 1 day	P	240
Abjur	10 min	Touch	V,S,M	24 h	P	248
Ench	1 a	60 ft	V,M	24 h	P	258
Ench	1 a	30 ft	V	Conc, 1 min	P	264
Illus	1 a	120 ft	V,S,M	Until dispelled	P	269
Div	1 a	Touch	V,S,M	1 h	P	284

7th Level

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇							-	-
◇							-	-

8th Level

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
◇ 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
◇ 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
◇ 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
◇							-	-
◇							-	-

9th Level

Kn 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
◇ 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
◇ Power Word Kill	1 creature with 100 current hp or less dies	Ench	1 a	60 ft	V	Instantaneous	P	266
◇ 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
◇							-	-
◇							-	-



Character Name: _____

Spellcasting Class: **Cleric**

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

Cantrips (0 Level)

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ Spare the Dying	1 living creature with 0 current hp becomes stable	Necr	1 a	Touch	V,S	Instantaneous	P	277
◇ 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
◇ _____	_____	_____	_____	_____	_____	_____	_____	_____
◇ _____	_____	_____	_____	_____	_____	_____	_____	_____

1st Level

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"/> _____	_____	_____	_____	_____	_____	_____	_____	_____

2nd Level

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	20-ft rad all humanoids Cha save or you 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; 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"/> 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"/> _____	_____	_____	_____	_____	_____	_____	_____	_____

3rd Level

Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> 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
<input type="checkbox"/> 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
<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"/> 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
<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"/> 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"/> 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"/> Mass Healing Word	6 crea heal 1d4+1d4/SL+spellcasting ability modifier in hp	Evoc	1 bns	60 ft	V	Instantaneous	P	258
<input type="checkbox"/> 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
<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"/> 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"/> 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
<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"/> 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
<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 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"/>							-	-
<input type="checkbox"/>							-	-

4th Level

Me 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"/> 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
<input type="checkbox"/> Death Ward	Once, when crea drops to 0 hp it drops to 1 hp instead; or negates first instantaneous kill effect	Abjur	1 a	Touch	V,S	8 h	P	230
<input type="checkbox"/> 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
<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"/> 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
<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"/> 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
<input type="checkbox"/>							-	-
<input type="checkbox"/>							-	-

5th Level

Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> 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
<input type="checkbox"/> 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
<input type="checkbox"/> 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
<input type="checkbox"/> 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
<input type="checkbox"/> 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
<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"/> 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
<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"/> 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"/> 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"/>							-	-
<input type="checkbox"/>							-	-

6th Level

Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Blade Barrier	100×20×5 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
<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"/> 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"/> 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
<input type="checkbox"/> 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
<input type="checkbox"/> 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
<input type="checkbox"/> 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
<input type="checkbox"/> 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
<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"/> 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
<input type="checkbox"/>							-	-
<input type="checkbox"/>							-	-

7th Level

Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> 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
<input type="checkbox"/> Divine Word	Any crea Cha save or deaf/blind/stunned/dead depending on current HP; banishes extraplanar crea	Evoc	1 bns	30 ft	V	Instantaneous	P	234
<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"/> 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"/>							-	-
<input type="checkbox"/>							-	-

8th Level

Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> 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
<input type="checkbox"/> 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
<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"/> 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
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____	-	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____	-	_____

9th Level

Me 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"/> 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"/> 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
<input type="checkbox"/> 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
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____	-	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____	-	_____



Character Name: _____

Spellcasting Class: DRUID

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

Cantrips (0 Level)

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Control Flames	Nonmagical flame up to 5 cu ft; instant: expand/exinguish, 1h: brighten/dim/change color/shapes appear	Trans	1 a	60 ft	S	Instant. or 1 h	E	16
<input type="checkbox"/> Create Bonfire	5-ft cube all creatures at casting, or entering Dex save or 1d8 Fire dmg; CL5:2d8, CL11:3d8, CL17:4d8	Conj	1 a	60 ft	V,S	Conc, 1 min	E	16
<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"/> Frostbite	1 crea Con save or 1d6 Cold dmg and dis. on next weapon attack roll; CL5:2d6, CL11:3d6, CL17:4d6	Evoc	1 a	60 ft	V,S	Instantaneous	E	18
<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"/> Gust	Med. or smaller crea Str save or push 5 ft; or push unattended 5 lb obj 10 ft; or harmless sensory effect	Trans	1 a	30 ft	V,S	Instantaneous	E	19
<input type="checkbox"/> Magic Stone	3 pebbles can be thrown 60 ft or with sling and deal 1d6+spellcasting modifier Bludgeoning dmg	Trans	1 bns	Touch	V,S	1 min	E	20
<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"/> Mold Earth	5 cu ft earth; instant: excavate; 1 h: change to difficult or normal terrain, or change shape and color	Trans	1 a	30 ft	S	Instant. or 1 h	E	21
<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"/> Shape Water	5 cu ft water; instant: move/change flow; 1 h: simple shapes/change color or opacity/freeze	Trans	1 a	30 ft	S	Instant. or 1 h	E	21
<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"/> Thunderclap	100-ft rad audible; all crea but you in area Con save or 1d6 Thunder dmg; CL5:2d6, CL11:3d6, CL17:4d6	Evoc	1 a	5-ft rad	S	Instantaneous	E	22
<input type="checkbox"/>								
<input type="checkbox"/>								

1st Level

Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Absorb Elements	Acid, Cold, Fire, Lightning, or Thundering Resistance vs. 1 atk; first melee hit next rnd +1d6+1d6/SL dmg	Abjur	1 rea	Self	S	1 rnd	E	15
<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"/> Beast Bond	Telepathic link with 1 beast Int<4 while in line of sight; beast has adv. on attacks vs. crea you can see	Div	1 a	Touch	V,S,M	Conc, 10 min	E	15
<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"/> Earth Tremor	All crea in area except you Dex save or 1d6+1d6/SL Bludgeoning dmg and prone; loose ground is dif. ter.	Evoc	1 a	10-ft rad	V,S	Instantaneous	E	17
<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	60 ft	V	Instantaneous	P	250
<input type="checkbox"/> Ice Knife	Ranged atk for 1d10 Piercing dmg; hit/miss 5-ft rad on target all crea Dex save or 2d6+1d6/SL Cold dmg	Conj	1 a	60 ft	S,M	Instantaneous	E	19
<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"/>								

2nd Level

Me Spell	Description
<input type="checkbox"/> Animal Messenger (R)	Tiny beast delivers 25 word message up to 25 miles (50 miles if flyer); +48h/SL duration
<input type="checkbox"/> Barkskin	1 willing crea AC cannot be reduced below 16, regardless of armor it is wearing
<input type="checkbox"/> Beast Sense (R)	Use 1 willing beast's senses; you are blinded and deafened while doing so
<input type="checkbox"/> Darkvision	1 willing creature has darkvision 60 ft for the duration
<input type="checkbox"/> Dust Devil	5-ft cube; all in 5-ft 1d8+1d8/SL Bludg. dmg and pushed 10 ft away; Str save halves, no push; see book
<input type="checkbox"/> Earthbind	1 creatures Str save or fly speed is reduced to 0; airborne creatures descend at 60 ft per round
<input type="checkbox"/> Enhance Ability	1+1/SL crea adv. on checks with 1 stat; choosing Str, Dex, Con gives secondary benefits
<input type="checkbox"/> Find Traps	Sense presence of any trap within line of sight; not exact location, but general nature of trap
<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
<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
<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
<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 reheal obj
<input type="checkbox"/> Help Person	1+1/SL humanoid within 30 ft of each other Wis save or paralyzed; extra save at end of each turn
<input type="checkbox"/> Lesser Restoration	1 crea cured of 1 disease, or 1 condition: blinded, deafened, paralyzed, or poisoned
<input type="checkbox"/> Locate Ani./Plants (R)	Learn direction and distance to closest named or described kind of beast or plant within 5 miles
<input type="checkbox"/> Locate Object	Learn direction to closest named or described kind or specific object within 1000 ft; see book
<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
<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
<input type="checkbox"/> Prot. from Poison	1 crea cured from 1 poison, gains resistance to Poison damage, and adv. on saves against being poisoned
<input type="checkbox"/> Skywrite (R)	Write up to 10 words with clouds in a part of the sky you can see; strong wind can disperse the clouds
<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
<input type="checkbox"/> Warding Wind	Strong (20 mph) wind in area deafens/extinguishes unprotected flames/dif. ter./ranged wea have dis
<input type="checkbox"/>	
<input type="checkbox"/>	

School	Time	Range	Comp	Duration	B	Pg.
Ench	1 a	30 ft	V,S,M	24 h	P	212
Trans	1 a	Touch	V,S,M	Conc, 1 h	P	217
Div	1 a	Touch	S	Conc, 1 h	P	217
Trans	1 a	Touch	V,S,M	8 h	P	230
Conj	1 a	60 ft	V,S,M	Conc, 1 min	E	17
Trans	1 a	300 ft	V	Conc, 1 min	E	17
Trans	1 a	Touch	V,S,M	Conc, 1 h	P	237
Div	1 a	120 ft	V,S	Instantaneous	P	241
Evoc	1 bns	Self	V,S,M	Conc, 10 min	P	242
Conj	1 a	60 ft	V,S,M	Conc, 1 min	P	242
Evoc	1 a	60-ft line	V,S,M	Conc, 1 min	P	248
Trans	1 a	60 ft	V,S,M	Conc, 1 min	P	250
Ench	1 a	60 ft	V,S,M	Conc, 1 min	P	25
Abjur	1 a	Touch	V,S	Instantaneous	P	255
Div	1 a	Self	V,S,M	Instantaneous	P	256
Div	1 a	Self	V,S,M	Conc, 10 min	P	256
Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P	261
Abjur	1 a	Self	V,S,M	Conc, 1 h	P	264
Abjur	1 a	Touch	V,S	1 h	P	270
Trans	1 a	Sight	V,S	Conc, 1 h	E	22
Trans	1 a	150 ft	V,S,M	Conc, 10 min	P	277
Evoc	1 a	10-ft rad	V	Conc, 10 min	E	23

3rd Level

Me Spell	Description
<input type="checkbox"/> Call Lightning	60 rad 10 ft cloud in 100 ft; 1a 5-ft rad 3d10+1d10/SL Lightning damage; Dex save halves
<input type="checkbox"/> Conj. Animals	Summon 2+2/2SL CR of beasts that obey your verbal commands
<input type="checkbox"/> Daylight	60-ft rad bright light + 60-ft dim light on point or object; only magical darkness of higher SL works
<input type="checkbox"/> Dispel Magic	Dispel any magical effect on crea or object; make DC 10+SL spellcasting ability check if above SL used
<input type="checkbox"/> Erupting Earth	20-ft cube all crea 3d12+1d12/SL Bludgeoning dmg; Dexterity save halves; area becomes difficult terrain
<input type="checkbox"/> Feign Death (R)	Willing creature appears dead; it is blinded, incapacitated, has dmg resist. all but Psychic, and speed 0
<input type="checkbox"/> Flame Arrows	12+2/SL ammunition drawn from touched quiver do +1d6 Fire damage on a succesful hit
<input type="checkbox"/> Meld into Stone (R)	You merge into a stone object large enough to contain you; can't see through the stone; see book
<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
<input type="checkbox"/> Prot. from Energy	1 creature gains resistance to either Acid, Cold, Fire, Lightning, or Thunder damage for duration
<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.
<input type="checkbox"/> Speak with Plants	Speak with plants in range about last 24h events; turn difficult plant terrain to normal or vice versa
<input type="checkbox"/> Tidal Wave	30-ft x 10-ft, 10-ft high all crea 4d8 Bludg. dmg and prone; Dex save halves not prone; extinguish flames
<input type="checkbox"/> Wall of Water	30×1×10ft (l×w×h) or 20-ft rad 20-ft high; dif. ter.; ranged wea dis.; Fire dmg halved; Cold dmg freezes
<input type="checkbox"/> Water Breathing (R)	10 willing creatures can breathe underwater for the duration
<input type="checkbox"/> Water Walk (R)	10 willing creatures can move across any liquid for the duration; rise to surface if underwater
<input type="checkbox"/> Wind Wall	50×1×15ft (l×w×h) wall, any line-shape, all 3d8 Bludgeoning dmg; Str save halves; blocks arrows
<input type="checkbox"/>	
<input type="checkbox"/>	

School	Time	Range	Comp	Duration	B	Pg.
Conj	1 a	120 ft	V,S	Conc, 10 min	P	220
Conj	1 a	60 ft	V,S	Conc, 1 h	P	225
Evoc	1 a	60 ft	V,S	1 h	P	230
Abjur	1 a	120 ft	V,S	Instantaneous	P	234
Trans	1 a	120 ft	V,S,M	Instantaneous	E	17
Necr	1 a	Touch	V,S,M	1 h (D)	P	240
Trans	1 a	Touch	V,S	Conc, 1 h	E	18
Trans	1 a	Touch	V,S	8 h	P	259
Trans	1a/8h	150 ft	V,S	Instantaneous	P	266
Abjur	1 a	Touch	V,S	Conc, 1 h	P	270
Conj	1 a	150 ft	V,S,M	Conc, 1 min	P	276
Trans	1 a	30-ft rad	V,S	10 min	P	277
Conj	1 a	120 ft	V,S,M	Instantaneous	E	22
Evoc	1 a	60 ft	V,S,M	Conc, 10 min	E	23
Trans	1 a	30 ft	V,S,M	24 h	P	287
Trans	1 a	30 ft	V,S,M	1 h	P	287
Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P	288

4th Level

Me Spell	Description
<input type="checkbox"/> Blight	1 creature takes 8d8+1d8/SL Necrotic dmg; Con save halves; plants have dis. on save
<input type="checkbox"/> Confusion	10+5/SL-ft rad all Wis save or confused, see book; extra save at end of every turn
<input type="checkbox"/> Conj. Minor Elem.	Summon 2+2/2SL CR of elementals that obey your verbal commands
<input type="checkbox"/> Conj. Wood. Beings	Summon 2+2/2SL CR of fey that obey your verbal commands
<input type="checkbox"/> Control Water	Control an amount of water in a 100 ft cube as 1a; flood, part, redirect, or whirlpool, see book
<input type="checkbox"/> Dominate Beast	1 beast Wis save or charmed, follows telepathic commands, 1a for complete control; +SL for duration
<input type="checkbox"/> Elemental Bane	1+1/SL crea in 30 ft Con save or first attack each rnd of choosen energy does +2d6 dmg; no resistance
<input type="checkbox"/> Freedom of Movement	1 willing crea; magic cannot reduce speed, paralyze, restrain; use 5 ft to escape nonmagical restrains
<input type="checkbox"/> Giant Insect	Transform centipedes, spiders, wasps, or scorpions into giant versions that obey your verbal commands
<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
<input type="checkbox"/> Hallucinatory Terrain	150-ft cube of terrain resembles some other sort of terrain; Int (Investigation) vs. Spell DC; see book
<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.
<input type="checkbox"/> Locate Creature	Learn direction to closest named or described kind or specific creature within 1000 ft; see book
<input type="checkbox"/> Polymorph	1 creature Wis save or transformed into beast of choice of same CR or lower; see book
<input type="checkbox"/> Stone Shape	Form 5 cu ft of stone into any shape; can have up to two hinges and a latch, but no finer mechanisms
<input type="checkbox"/> Stoneskin	1 willing crea resistance to nonmagical Bludgeoning, Piercing, and Slashing dmg (100gp cons.)
<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
<input type="checkbox"/> Watery Sphere	10-ft rad all crea < Huge Str save or restrained; on save ejected; save each rnd; 1 a move sphere 30 ft
<input type="checkbox"/>	
<input type="checkbox"/>	

School	Time	Range	Comp	Duration	B	Pg.
Necr	1 a	30 ft	V,S	Instantaneous	P	219
Ench	1 a	90 ft	V,S,M	Conc, 1 min	P	224
Conj	1 min	90 ft	V,S	Conc, 1 h	P	226
Conj	1 a	60 ft	V,S,M	Conc, 1 h	P	226
Trans	1 a	300 ft	V,S,M	Conc, 10 min	P	227
Ench	1 a	60 ft	V,S	Conc, 1 min	P	234
Trans	1 a	90 ft	V,S	Conc, 1 min	E	17
Abjur	1 a	Touch	V,S,M	1 h	P	244
Trans	1 a	30 ft	V,S	Conc, 10 min	P	245
Conj	1 bns	30 ft	V,S	Conc, 1 min	P	246
Illus	10 min	300 ft	V,S,M	24 h	P	249
Evoc	1 a	300 ft	V,S,M	Instantaneous	P	252
Div	1 a	Self	V,S,M	Conc, 1 h	P	256
Trans	1 a	60 ft	V,S,M	Conc, 1 h	P	266
Trans	1 a	Touch	V,S,M	Instantaneous	P	278
Abjur	1 a	Touch	V,S,M	Conc, 1 h	P	278
Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P	285
Conj	1 a	90 ft	V,S,M	Conc, 1 min	E	23

5th Level

Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> 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
<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"/> 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. 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
<input type="checkbox"/> 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
<input type="checkbox"/> Control Winds	100-ft cube of air either gusts, downdraft, or updraft; affects flying/jump/ranged; 1 a change; see book	Trans	1 a	300 ft	V,S	Conc, 1 h	E	16
<input type="checkbox"/> 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
<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"/> 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"/> Maelstrom	5-ft deep 30-ft rad dif. ter.; all crea starting turn in Str save or 6d6 Bludg. dmg and pulled 10 ft to center	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	E	20
<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"/> 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"/> 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	27
<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"/> Transmute Rock	40 cu ft stone to mud or mud to stone; mud and stone restrains; mud from ceiling falls; see book	Trans	1 a	120 ft	V,S,M	Instantaneous	E	22
<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"/> 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"/>								

6th Level

Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Bones of the Earth	6+2/SL 2.5-ft rad 30-ft high stone pillars burst upward; med. or smaller crea Dex save or lifted; see book	Trans	1 a	120 ft	V,S	Instantaneous	E	15
<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"/> 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"/> 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
<input type="checkbox"/> 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
<input type="checkbox"/> Investiture of Flame	Fire immune; Cold resist.; 1d10 Fire dmg in 5 ft; 1 a 15-ft long 5-ft wide all crea 4d8 Fire dmg, Dex halves	Trans	1 a	Self	V,S	Conc, 10 min	E	19
<input type="checkbox"/> Investiture of Ice	Cold immune; Fire resist.; 10-ft rad dif. ter.; 1 a 15-ft cone all crea 4d6 Cold dmg, half speed, Con halves	Trans	1 a	Self	V,S	Conc, 10 min	E	19
<input type="checkbox"/> Investiture of Stone	Nonmagical Bludg/Pierc/Slash resist.; 1 a 15-ft rad all crea Dex save or prone; move through earth/stone	Trans	1 a	Self	V,S	Conc, 10 min	E	19
<input type="checkbox"/> Investiture of Wind	Ranged wea atks dis. vs. you; fly 60 ft; 1 a 15-ft cube in 60 ft all crea 2d10 Bludg. dmg, push 10 ft, Con half	Trans	1 a	Self	V,S	Conc, 10 min	E	20
<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"/> Primordial Ward	Acid, Cold, Fire, Lightning, and Thunder resistance; use rea to gain 1 immunity for 1 rnd, spell ends	Abjur	1 a	Self	V,S	Conc, 1 min	E	21
<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"/> 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
<input type="checkbox"/> 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
<input type="checkbox"/> 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
<input type="checkbox"/>								
<input type="checkbox"/>								

7th Level

Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<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"/> 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"/> 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"/> 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"/> 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"/> Whirlwind	10-ft rad 30-ft high all crea 10d6 Bludg. dmg; Dex save halves; restrains; 1 a move 30 ft; see book	Evoc	1 a	300 ft	V,M	Conc, 1 min	E	24
<input type="checkbox"/>								
<input type="checkbox"/>								

8th Level

Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> 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
<input type="checkbox"/> 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
<input type="checkbox"/> 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
<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"/> 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"/> 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"/> 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
<input type="checkbox"/>								
<input type="checkbox"/>								

9th Level

Me 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"/> 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
<input type="checkbox"/> 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
<input type="checkbox"/> 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
<input type="checkbox"/>								
<input type="checkbox"/>								



Character Name: _____

Spellcasting Class: Eldritch Knight

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



Eldritch Knight

Spell attack modifier: _____

Spell save DC: _____

Spellcasting ability score

Intelligence

Cantrips (0 Level)

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
◇ 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
◇ 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
◇ 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
◇ Control Flames	Nonmagical flame up to 5 cu ft; instant: expand/exinguish, 1h: brighten/dim/change color/shapes appear	Trans	1 a	60 ft	S	Instant. or 1 h	E	16
◇ Create Bonfire	5-ft cube all creatures at casting, or entering Dex save or 1d8 Fire dmg; CL5:2d8, CL11:3d8, CL17:4d8	Conj	1 a	60 ft	V,S	Conc, 1 min	E	16
◇ 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
◇ 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
◇ 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
◇ Frostbite	1 crea Con save or 1d6 Cold dmg and dis. on next weapon attack roll; CL5:2d6, CL11:3d6, CL17:4d6	Evoc	1 a	60 ft	V,S	Instantaneous	E	18
◇ Gust	Med. or smaller crea Str save or push 5 ft; or push unattended 5 lb obj 10 ft; or harmless sensory effect	Trans	1 a	30 ft	V,S	Instantaneous	E	19
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ Mold Earth	5 cu ft earth; instant: excavate; 1 h: change to difficult or normal terrain, or change shape and color	Trans	1 a	30 ft	S	Instant. or 1 h	E	21
◇ 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
◇ 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
◇ 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
◇ Shape Water	5 cu ft water; instant: move/change flow; 1 h: simple shapes/change color or opacity/freeze	Trans	1 a	30 ft	S	Instant. or 1 h	E	21
◇ 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
◇ Thunderclap	100-ft rad audible; all crea but you in area Con save or 1d6 Thunder dmg; CL5:2d6, CL11:3d6, CL17:4d6	Evoc	1 a	5-ft rad	S	Instantaneous	E	22
◇ 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
◇ _____	_____	_____	_____	_____	_____	_____	-	_____
◇ _____	_____	_____	_____	_____	_____	_____	-	_____

1st Level

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
◇ Absorb Elements	Acid, Cold, Fire, Lightning, or Thundering Resistance vs. 1 atk; first melee hit next rnd +1d6+1d6/SL dmg	Abjur	1 rea	Self	S	1 rnd	E	15
◇ 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
◇ 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
◇ 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
◇ Earth Tremor	All crea in area except you Dex save or 1d6+1d6/SL Bludgeoning dmg and prone; loose ground is dif. ter.	Evoc	1 a	10-ft rad	V,S	Instantaneous	E	17
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ _____	_____	_____	_____	_____	_____	_____	-	_____
◇ _____	_____	_____	_____	_____	_____	_____	-	_____

2nd Level

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
◇ Aganazzar's Scorching Ray	30-ft long 5-ft wide line all creatures 3d8+1d8/SL Fire dmg; Dexterity save halves	Evoc	1 a	30-ft line	V,S,M	Instantaneous	E	15
◇ 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
◇ Continual Flame	Create a permanent flame (50gp cons.)	Evoc	1 a	Touch	V,S,M	Until dispelled	P	227
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ Snailloc's Snowball Swarm	5-ft radius all creatures 3d6+1d6/SL Cold damage; Dexterity save halves	Evoc	1 a	90 ft	V,S,M	Instantaneous	E	22
◇ _____	_____	_____	_____	_____	_____	_____	-	_____
◇ _____	_____	_____	_____	_____	_____	_____	-	_____

3rd Level

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
◇ 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
◇ 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
◇ 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
◇ 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
◇ Melf's Minute Meteors	6+2/SL meteors; at casting/1 bns send up to 2 meteors 120 ft for 5-ft rad all crea 2d6 Fire dmg; Dex half	Evoc	1 a	Self	V,S,M	Conc, 10 min	E	20
◇ 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
◇ 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
◇ Wall of Sand	30×10×10ft (l×w×h) wall on the ground; blocks line of sight; blinded while inside; 1/3 move	Evoc	1 a	90 ft	V,S,M	Conc, 10 min	E	23
◇ Wall of Water	30×1×10ft (l×w×h) or 20-ft rad 20-ft high; dif. ter.; ranged wea dis.; Fire dmg halved; Cold dmg freezes	Evoc	1 a	60 ft	V,S,M	Conc, 10 min	E	23
◇ _____	_____	_____	_____	_____	_____	_____	-	_____
◇ _____	_____	_____	_____	_____	_____	_____	-	_____

4th Level

Kn 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ Storm Sphere	20-ft rad dif. ter.; all crea + end turn Str save or 2d6+1d6/SL Bludg.; 1 bns 60 ft ranged atk 4d6 Lightning	Evoc	1 a	150 ft	V,S	Conc, 1 min	E	22
◇ Vitriolic Sphere	20-ft rad all crea 10d4+2d4/SL now and 5d4 Acid dmg at end next turn; Dex save half & no dmg next turn	Evoc	1 a	150 ft	V,S,M	Instantaneous	E	23
◇ 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
◇ _____	_____	_____	_____	_____	_____	_____	-	_____
◇ _____	_____	_____	_____	_____	_____	_____	-	_____



Character Name: _____

Spellcasting Class: **Paladin**

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

1st Level

Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<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"/> 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
<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/Disease	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"/> Divine Favor	Your weapon attacks deal an +1d4 Radiant damage for the duration	Evoc	1 bns	Self	V,S	Conc, 1 min	P	234
<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"/> 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"/> 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
<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"/> 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
<input type="checkbox"/> 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
<input type="checkbox"/>								
<input type="checkbox"/>								

2nd Level

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"/> 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
<input type="checkbox"/> 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
<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"/> 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
<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"/> 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"/>								

3rd Level

Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> 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
<input type="checkbox"/> 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
<input type="checkbox"/> 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
<input type="checkbox"/> Crusader's Mantle	You and allies in range deal extra 1d4 Radiant dmg with weapon attacks	Evoc	1 a	30-ft rad	V	Conc, 1 min	P	230
<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"/> 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
<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"/> 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"/> 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
<input type="checkbox"/>								
<input type="checkbox"/>								

4th Level

Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> 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
<input type="checkbox"/> 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
<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"/> Death Ward	Once, when crea drops to 0 hp it drops to 1 hp instead; or negates first instantaneous kill effect	Abjur	1 a	Touch	V,S	8 h	P	230
<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"/> 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
<input type="checkbox"/>								
<input type="checkbox"/>								

Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> 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
<input type="checkbox"/> 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
<input type="checkbox"/> Destructive Wave	Any crea 5d6 Thunder + 5d6 Radiant/Necrotic dmg and knocked prone; Con save halves not prone	Evoc	1 a	30-ft rad	V	Instantaneous	P	231
<input type="checkbox"/> 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
<input type="checkbox"/> 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
<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"/> _____	_____	_____	_____	_____	_____	_____	-	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____	-	_____



Ranger Spells

Character Name: _____

Spellcasting Class: **Ranger**

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

Spell attack modifier: _____

Spell save DC: _____

Spellcasting ability score

Wisdom



1st Level

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
◇ Absorb Elements	Acid, Cold, Fire, Lightning, or Thundering Resistance vs. 1 atk; first melee hit next rnd +1d6+1d6/SL dmg	Abjur	1 rea	Self	S	1 rnd	E	15
◇ 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
◇ 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
◇ Beast Bond	Telepathic link with 1 beast Int<4 while in line of sight; beast has adv. on attacks vs. crea you can see	Div	1 a	Touch	V,S,M	Conc, 10 min	E	15
◇ Cure Wounds	1 creature is healed for 1d8+1d8/SL+spellcasting ability modifier hp	Evoc	1 a	Touch	V,S	Instantaneous	P	230
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ Jump	1 creature's jump distance is tripled for the duration	Trans	1 a	Touch	V,S,M	1 min	P	254
◇ 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
◇ 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
◇								
◇								



2nd Level

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
◇ 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
◇ 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
◇ 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
◇ 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
◇ Darkvision	1 willing creature has darkvision 60 ft for the duration	Trans	1 a	Touch	V,S,M	8 h	P	230
◇ 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
◇ 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 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇								
◇								



3rd Level

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
◇ 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
◇ 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
◇ 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
◇ Flame Arrows	12+2/SL ammunition drawn from touched quiver do +1d6 Fire damage on a successful hit	Trans	1 a	Touch	V,S	Conc, 1 h	E	18
◇ Lightning Arrow	Next ranged wea atk +4d8+1d8/SL Lightn. dmg, miss half; 10 ft all 2d8+1d8/SL Lightn. dmg, Dex half	Trans	1 bns	Self	V,S	Conc, 1 min	P	255
◇ 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
◇ 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
◇ 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
◇								
◇								



4th Level

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇								
◇								



5th Level

Kn	Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
◇	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. 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
◇	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
◇	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
◇	_____	_____	_____	_____	_____	_____	_____	-	_____
◇	_____	_____	_____	_____	_____	_____	_____	-	_____



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 (0 Level)

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
◇ 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
◇ 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
◇ 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
◇ Control Flames	Nonmagical flame up to 5 cu ft; instant: expand/exinguish, 1h: brighten/dim/change color/shapes appear	Trans	1 a	60 ft	S	Instant. or 1 h	E	16
◇ Create Bonfire	5-ft cube all creatures at casting, or entering Dex save or 1d8 Fire dmg; CL5:2d8, CL11:3d8, CL17:4d8	Conj	1 a	60 ft	V,S	Conc, 1 min	E	16
◇ 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
◇ 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
◇ 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
◇ Frostbite	1 crea Con save or 1d6 Cold dmg and dis. on next weapon attack roll; CL5:2d6, CL11:3d6, CL17:4d6	Evoc	1 a	60 ft	V,S	Instantaneous	E	18
◇ Gust	Med. or smaller crea Str save or push 5 ft; or push unattended 5 lb obj 10 ft; or harmless sensory effect	Trans	1 a	30 ft	V,S	Instantaneous	E	19
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ Mold Earth	5 cu ft earth; instant: excavate; 1 h: change to difficult or normal terrain, or change shape and color	Trans	1 a	30 ft	S	Instant. or 1 h	E	21
◇ 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
◇ 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
◇ 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
◇ Shape Water	5 cu ft water; instant: move/change flow; 1 h: simple shapes/change color or opacity/freeze	Trans	1 a	30 ft	S	Instant. or 1 h	E	21
◇ 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
◇ Thunderclap	100-ft rad audible; all crea but you in area Con save or 1d6 Thunder dmg; CL5:2d6, CL11:3d6, CL17:4d6	Evoc	1 a	5-ft rad	S	Instantaneous	E	22
◇ 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
◇ _____	_____	_____	_____	_____	_____	_____	-	_____
◇ _____	_____	_____	_____	_____	_____	_____	-	_____

1st Level

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
◇ Absorb Elements	Acid, Cold, Fire, Lightning, or Thundering Resistance vs. 1 atk; first melee hit next rnd +1d6+1d6/SL dmg	Abjur	1 rea	Self	S	1 rnd	E	15
◇ 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
◇ Catapult	Send 5+5/SL lb unattended object in 90 ft straight line; if hit crea Dex save or 3d8+1d8/SL Bludg. dmg	Trans	1 a	150 ft	S	Instantaneous	E	15
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ Disguise Self	Alter appearance; Int (Investigation) check vs. spell DC to determine disguise	Illus	1 a	Self	V,S	1 h (D)	P	233
◇ Earth Tremor	All crea in area except you Dex save or 1d6+1d6/SL Bludgeoning dmg and prone; loose ground is dif. ter.	Evoc	1 a	10-ft rad	V,S	Instantaneous	E	17
◇ 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
◇ 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
◇ 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
◇ 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
◇ Ice Knife	Ranged atk for 1d10 Piercing dmg; hit/miss 5-ft rad on target all crea Dex save or 2d6+1d6/SL Cold dmg	Conj	1 a	60 ft	S,M	Instantaneous	E	19
◇ Jump	1 creature's jump distance is tripled for the duration	Trans	1 a	Touch	V,S,M	1 min	P	254
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ _____	_____	_____	_____	_____	_____	_____	-	_____
◇ _____	_____	_____	_____	_____	_____	_____	-	_____

2nd Level

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
◇ Aganazzar's Scorching	30-ft long 5-ft wide line all creatures 3d8+1d8/SL Fire dmg; Dexterity save halves	Evoc	1 a	30-ft line	V,S,M	Instantaneous	E	15
◇ 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
◇ 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
◇ 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
◇ Dust Devil	5-ft cube; all in 5-ft 1d8+1d8/SL Bludg. dmg and pushed 10 ft away; Str save halves, no push; see book	Conj	1 a	60 ft	V,S,M	Conc, 1 min	E	17
◇ Earthbind	1 creatures Str save or fly speed is reduced to 0; airborne creatures descend at 60 ft per round	Trans	1 a	300 ft	V	Conc, 1 min	E	17
◇ 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	233
◇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	233
◇ 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
◇ Max's Earthen Grasp	Medium hand atks 1 crea; Str save or 2d6 Bludg. dmg and restrained; 1 a hand moves/atks; see book	Trans	1 a	30 ft	V,S,M	Conc, 1 min	E	20
◇ 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
◇ Misty Step	You teleport 30 feet to a unoccupied space you can see	Conj	1 bns	Self	V	Instantaneous	P	260
◇ 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
◇ Pyrotechnics	5 cu ft flames extinguish, or 10-ft rad all crea Con save or blinded 1 rnd, or 20-ft rad heavy obsc. for 1 min	Trans	1 a	60 ft	V,S	Instantaneous	E	21
◇ 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
◇ Snailloc's Snowball Swarm	5-ft radius all creatures 3d6+1d6/SL Cold damage; Dexterity save halves	Evoc	1 a	90 ft	V,S,M	Instantaneous	E	22
◇ 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
◇ Warding Wind	Strong (20 mph) wind in area deafens/extinguishes unprotected flames/dif. ter./ranged wea have dis	Evoc	1 a	10-ft rad	V	Conc, 10 min	E	23
◇ 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
◇								
◇								
◇								

3rd Level

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
◇ Blink	50% chance every 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
◇ 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
◇ Erupting Earth	20-ft cube all crea 3d12+1d12/SL Bludgeoning dmg; Dexterity save halves; area becomes difficult terrain	Trans	1 a	120 ft	V,S,M	Instantaneous	E	17
◇ 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
◇ 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
◇ Flame Arrows	12+2/SL ammunition drawn from touched quiver do +1d6 Fire damage on a successful hit	Trans	1 a	Touch	V,S	Conc, 1 h	E	18
◇ 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
◇ 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
◇ 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
◇ 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
◇ Melf's Minute Meteors	6+2/SL meteors; at casting/1 bns send up to 2 meteors 120 ft for 5-ft rad all crea 2d6 Fire dmg; Dex half	Evoc	1 a	Self	V,S,M	Conc, 10 min	E	20
◇ 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
◇ 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
◇ Wall of Water	30×1×10ft (l×w×h) or 20-ft rad 20-ft high; dif. ter.; ranged wea dis.; Fire dmg halved; Cold dmg freezes	Evoc	1 a	60 ft	V,S,M	Conc, 10 min	E	23
◇ 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
◇								
◇								
◇								

4th Level

Kn 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ Storm Sphere	20-ft rad dif. ter.; all crea + end turn Str save or 2d6+1d6/SL Bludg.; 1 bns 60 ft ranged atk 4d6 Lightning	Evoc	1 a	150 ft	V,S	Conc, 1 min	E	22
◇ Vitriolic Sphere	20-ft rad all crea 10d4+2d4/SL now and 5d4 Acid dmg at end next turn; Dex save half & no dmg next turn	Evoc	1 a	150 ft	V,S,M	Instantaneous	E	23
◇ 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
◇ Watery Sphere	10-ft rad all crea < Huge Str save or restrained; on save ejected; save each rnd; 1 a move sphere 30 ft	Conj	1 a	90 ft	V,S,M	Conc, 1 min	E	23
◇								
◇								
◇								



5th Level

Kn 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
◇ 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
◇ Control Winds	100-ft cube of air either gusts, downdraft, or updraft; affects flying/jump/ranged; 1 a change; see book	Trans	1 a	300 ft	V,S	Conc, 1 h	E	16
◇ 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
◇ 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
◇ Immolation	1 crea Dex save or 7d6 Fire dmg and burns for 3d6 Fire dmg/rnd; save each rnd to end; half dmg on save	Evoc	1 a	90 ft	V	Conc, 1 min	E	19
◇ 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
◇ 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 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
◇ _____	_____	_____	_____	_____	_____	_____	_____	_____
◇ _____	_____	_____	_____	_____	_____	_____	_____	_____



6th Level

Kn 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
◇ 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
◇ 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
◇ Globe of Invul.	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
◇ Investiture of Flame	Fire immune; Cold resist.; 1d10 Fire dmg in 5 ft; 1 a 15-ft long 5-ft wide all crea 4d8 Fire dmg, Dex halves	Trans	1 a	Self	V,S	Conc, 10 min	E	19
◇ Investiture of Ice	Cold immune; Fire resist.; 10-ft rad dif. ter.; 1 a 15-ft cone all crea 4d6 Cold dmg, half speed, Con halves	Trans	1 a	Self	V,S	Conc, 10 min	E	19
◇ Investiture of Stone	Nonmagical Bludg/Pierc/Slash resist.; 1 a 15-ft rad all crea Dex save or prone; move through earth/stone	Trans	1 a	Self	V,S	Conc, 10 min	E	19
◇ Investiture of Wind	Ranged wea atks dis. vs. you; fly 60 ft; 1 a 15-ft cube in 60 ft all crea 2d10 Bludg. dmg, push 10 ft, Con hal	Trans	1 a	Self	V,S	Conc, 10 min	E	20
◇ 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
◇ 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
◇ _____	_____	_____	_____	_____	_____	_____	_____	_____
◇ _____	_____	_____	_____	_____	_____	_____	_____	_____



7th Level

Kn 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ _____	_____	_____	_____	_____	_____	_____	_____	_____
◇ _____	_____	_____	_____	_____	_____	_____	_____	_____



8th Level

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
◇ Abi-D's Horrid Wilting	30-ft cube all crea 10d8 Necrotic dmg; Con save halves; plants/water elem. dis. const/undead immune	Necr	1 a	150 ft	V,S,M	Instantaneous	E	15
◇ 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
◇ 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
◇ 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
◇ 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
◇ _____	_____	_____	_____	_____	_____	_____	_____	_____
◇ _____	_____	_____	_____	_____	_____	_____	_____	_____



9th Level

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
◇ 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
◇ 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
◇ 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
◇ 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
◇ _____	_____	_____	_____	_____	_____	_____	_____	_____
◇ _____	_____	_____	_____	_____	_____	_____	_____	_____

D&D

Spells Known



Warlock Spells

Character Name: _____

Spellcasting Class: **Warlock**

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

Spell attack modifier: _____

Spell save DC: _____

Spellcasting ability score

_____ **Charisma**

Cantrips (0 Level)

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
◇ 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
◇ 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
◇ Create Bonfire	5-ft cube all creatures at casting, or entering Dex save or 1d8 Fire dmg; CL5:2d8, CL11:3d8, CL17:4d8	Conj	1 a	60 ft	V,S	Conc, 1 min	E	16
◇ 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
◇ 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
◇ Frostbite	1 crea Con save or 1d6 Cold dmg and dis. on next weapon attack roll; CL5:2d6, CL11:3d6, CL17:4d6	Evoc	1 a	60 ft	V,S	Instantaneous	E	18
◇ 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
◇ Magic Stone	3 pebbles can be thrown 60 ft or with sling and deal 1d6+spellcasting modifier Bludgeoning dmg	Trans	1 bns	Touch	V,S	1 min	E	20
◇ 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
◇ 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
◇ 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
◇ Thunderclap	100-ft rad audible; all crea but you in area Con save or 1d6 Thunder dmg; CL5:2d6, CL11:3d6, CL17:4d6	Evoc	1 a	5-ft rad	S	Instantaneous	E	22
◇ 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
◇ _____	_____	_____	_____	_____	_____	_____	-	_____
◇ _____	_____	_____	_____	_____	_____	_____	-	_____

1st Level

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ _____	_____	_____	_____	_____	_____	_____	-	_____
◇ _____	_____	_____	_____	_____	_____	_____	-	_____

2nd Level

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
◇ 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
◇ 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
◇ Earthbind	1 creatures Str save or fly speed is reduced to 0; airborne creatures descend at 60 ft per round	Trans	1 a	300 ft	V	Conc, 1 min	E	17
◇ 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
◇ 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
◇ 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
◇ Misty Step	You teleport 30 feet to a unoccupied space you can see	Conj	1 bns	Self	V	Instantaneous	P	260
◇ 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
◇ 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
◇ _____	_____	_____	_____	_____	_____	_____	-	_____
◇ _____	_____	_____	_____	_____	_____	_____	-	_____

3rd Level

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ _____	_____	_____	_____	_____	_____	_____	-	_____
◇ _____	_____	_____	_____	_____	_____	_____	-	_____

4th Level

Kn 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
◇ 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
◇ 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	219
◇ Elemental Bane	1+1/SL crea in 30 ft Con save or first attack each rnd of choosen energy does +2d6 dmg; no resistance	Trans	1 a	90 ft	V,S	Conc, 1 min	E	13
◇ 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
◇ _____	_____	_____	_____	_____	_____	_____	-	_____
◇ _____	_____	_____	_____	_____	_____	_____	-	_____

5th Level

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
◇ 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
◇ 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
◇ 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
◇ 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
◇ _____	_____	_____	_____	_____	_____	_____	-	_____
◇ _____	_____	_____	_____	_____	_____	_____	-	_____

6th Level

Kn 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ Investiture of Flame	Fire immune; Cold resist.; 1d10 Fire dmg in 5 ft; 1 a 15-ft long 5-ft wide all crea 4d8 Fire dmg, Dex halves	Trans	1 a	Self	V,S	Conc, 10 min	E	19
◇ Investiture of Ice	Cold immune; Fire resist.; 10-ft rad dif. ter.; 1 a 15-ft cone all crea 4d6 Cold dmg, half speed, Con halves	Trans	1 a	Self	V,S	Conc, 10 min	E	19
◇ Investiture of Stone	Nonmagical Bludg/Pierc/Slash resist.; 1 a 15-ft rad all crea Dex save or prone; move through earth/stone	Trans	1 a	Self	V,S	Conc, 10 min	E	19
◇ Investiture of Wind	Ranged wea atks dis. vs. you; fly 60 ft; 1 a 15-ft cube in 60 ft all crea 2d10 Bludg. dmg, push 10 ft, Con hal	Trans	1 a	Self	V,S	Conc, 10 min	E	20
◇ 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
◇ 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
◇ _____	_____	_____	_____	_____	_____	_____	-	_____
◇ _____	_____	_____	_____	_____	_____	_____	-	_____

7th Level

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
◇ 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
◇ 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
◇ _____	_____	_____	_____	_____	_____	_____	-	_____
◇ _____	_____	_____	_____	_____	_____	_____	-	_____

8th Level

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
◇ 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
◇ 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
◇ 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
◇ _____	_____	_____	_____	_____	_____	_____	-	_____
◇ _____	_____	_____	_____	_____	_____	_____	-	_____

9th Level

Kn 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
◇ 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
◇ Power Word Kill	1 creature with 100 current hp or less dies	Ench	1 a	60 ft	V	Instantaneous	P	266
◇ 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
◇ _____	_____	_____	_____	_____	_____	_____	-	_____



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: _____

Spell save DC: _____

Spellcasting ability score

Intelligence

Cantrips (0 Level)

Kn Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
◇ 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
◇ 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
◇ 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
◇ Control Flames	Nonmagical flame up to 5 cu ft; instant: expand/extinguish, 1h: brighten/dim/change color/shapes appear	Trans	1 a	60 ft	S	Instant. or 1 h	E	16
◇ Create Bonfire	5-ft cube all creatures at casting, or entering Dex save or 1d8 Fire dmg; CL5:2d8, CL11:3d8, CL17:4d8	Conj	1 a	60 ft	V,S	Conc, 1 min	E	16
◇ 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
◇ 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
◇ 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
◇ Frostbite	1 crea Con save or 1d6 Cold dmg and dis. on next weapon attack roll; CL5:2d6, CL11:3d6, CL17:4d6	Evoc	1 a	60 ft	V,S	Instantaneous	E	18
◇ Gust	Med. or smaller crea Str save or push 5 ft; or push unattended 5 lb obj 10 ft; or harmless sensory effect	Trans	1 a	30 ft	V,S	Instantaneous	E	19
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ Mold Earth	5 cu ft earth; instant: excavate; 1 h: change to difficult or normal terrain, or change shape and color	Trans	1 a	30 ft	S	Instant. or 1 h	E	21
◇ 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
◇ 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
◇ 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
◇ Shape Water	5 cu ft water; instant: move/change flow; 1 h: simple shapes/change color or opacity/freeze	Trans	1 a	30 ft	S	Instant. or 1 h	E	21
◇ 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
◇ Thunderclap	100-ft rad audible; all crea but you in area Con save or 1d6 Thunder dmg; CL5:2d6, CL11:3d6, CL17:4d6	Evoc	1 a	5-ft rad	S	Instantaneous	E	22
◇ 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
◇								
◇								
◇								

1st Level

SB Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
◇ Absorb Elements	Acid, Cold, Fire, Lightning, or Thundering Resistance vs. 1 atk; first melee hit next rnd +1d6+1d6/SL dmg	Abjur	1 rea	Self	S	1 rnd	E	15
◇ 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
◇ 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
◇ Catapult	Send 5+5/SL lb unattended object in 90 ft straight line; if hit crea Dex save or 3d8+1d8/SL Bludge. dmg	Trans	1 a	150 ft	S	Instantaneous	E	15
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ Disguise Self	Alter appearance; Int (Investigation) check vs. spell DC to determine disguise	Illus	1 a	Self	V,S	1 h (D)	P	233
◇ Earth Tremor	All crea in area except you Dex save or 1d6+1d6/SL Bludgeoning dmg and prone; loose ground is dif. ter.	Evoc	1 a	10-ft rad	V,S	Instantaneous	E	17
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ Ice Knife	Ranged atk for 1d10 Piercing dmg; hit/miss 5-ft rad on target all crea Dex save or 2d6+1d6/SL Cold dmg	Conj	1 a	60 ft	S,M	Instantaneous	E	19
◇ 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
◇ 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
◇ Jump	1 creature's jump distance is tripled for the duration	Trans	1 a	Touch	V,S,M	1 min	P	254
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇ 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
◇								
◇								
◇								

2nd Level

SB	Me	Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
◇	□	Aganazzar's Scorching	30-ft long 5-ft wide line all creatures 3d8+1d8/SL Fire dmg; Dexterity save halves	Evoc	1 a	30-ft line	V,S,M	Instantaneous	E	15
◇	□	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
◇	□	Dust Devil	5-ft cube; all in 5-ft 1d8+1d8/SL Bludg. dmg and pushed 10 ft away; Str save halves, no push; see book	Conj	1 a	60 ft	V,S,M	Conc, 1 min	E	1
◇	□	Earthbind	1 creatures Str save or fly speed is reduced to 0; airborne creatures descend at 60 ft per round	Trans	1 a	300 ft	V	Conc, 1 min	E	1
◇	□	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
◇	□	Max's Earthen Grasp	Medium hand atks 1 crea; Str save or 2d6 Bludg. dmg and restrained; 1 a hand moves/atks; see book	Trans	1 a	30 ft	V,S,M	Conc, 1 min	E	20
◇	□	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
◇	□	Pyrotechnics	5 cu ft flames extinguish, or 10-ft rad all crea Con save or blinded 1 rnd, or 20-ft rad heavy obsc. for 1 min	Trans	1 a	60 ft	V,S	Instantaneous	E	21
◇	□	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 3×5 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
◇	□	Skywrite (R)	Write up to 10 words with clouds in a part of the sky you can see; strong wind can disperse the clouds	Trans	1 a	Sight	V,S	Conc, 1 h	E	22
◇	□	Snillloc's Snowball Swarm	5-ft radius all creatures 3d6+1d6/SL Cold damage; Dexterity save halves	Evoc	1 a	90 ft	V,S,M	Instantaneous	E	22
◇	□	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
◇	□								-	-
◇	□								-	-
◇	□								-	-
◇	□								-	-

3rd Level

SB	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% chance every 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
◇	□	Erupting Earth	20-ft cube all crea 3d12+1d12/SL Bludgeoning dmg; Dexterity save halves; area becomes difficult terrain	Trans	1 a	120 ft	V,S,M	Instantaneous	E	17
◇	□	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
◇	□	Flame Arrows	12+2/SL ammunition drawn from touched quiver do +1d6 Fire damage on a successful hit	Trans	1 a	Touch	V,S	Conc, 1 h	E	18
◇	□	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
◇	□	Melf's Minute Meteors	6+2/SL meteors; at casting/1 bns send up to 2 meteors 120 ft for 5-ft rad all crea 2d6 Fire dmg; Dex half	Evoc	1 a	Self	V,S,M	Conc, 10 min	E	20
◇	□	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 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
◇	□	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
◇	□	Tidal Wave	30-ft x 10-ft, 10-ft high all crea 4d8 Bludg. dmg and prone; Dex save halves not prone; extinguish flames	Conj	1 a	120 ft	V,S,M	Instantaneous	E	22
◇	□	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
◇	□	Wall of Sand	30x10x10ft (l×w×h) wall on the ground; blocks line of sight; blinded while inside; 1/3 move	Evoc	1 a	90 ft	V,S,M	Conc, 10 min	E	23
◇	□	Wall of Water	30x1×10ft (l×w×h) or 20-ft rad 20-ft high; dif. ter.; ranged wea dis.; Fire dmg halved; Cold dmg freezes	Evoc	1 a	60 ft	V,S,M	Conc, 10 min	E	23
◇	□	Water Breathing (R)	10 willing creatures can breathe underwater for the duration	Trans	1 a	30 ft	V,S,M	24 h	P	287
◇	□								-	-
◇	□								-	-
◇	□								-	-
◇	□								-	-

4th Level

SB	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
◇	□ Elemental Bane	1+1/SL crea in 30 ft Con save or first attack each rnd of choosen energy does +2d6 dmg; no resistance	Trans	1 a	90 ft	V,S	Conc, 1 min	E	17
◇	□ 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	150×150 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
◇	□ Storm Sphere	20-ft rad dif. ter.; all crea + end turn Str save or 2d6+1d6/SL Bludg.; 1 bns 60 ft ranged atk 4d6 Lightning	Evoc	1 a	150 ft	V,S	Conc, 1 min	E	22
◇	□ Vitriolic Sphere	20-ft rad all crea 10d4+2d4/SL now and 5d4 Acid dmg at end next turn; Dex save half & no dmg next turn	Evoc	1 a	150 ft	V,S,M	Instantaneous	E	23
◇	□ 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
◇	□ Watery Sphere	10-ft rad all crea < Huge Str save or restrained; on save ejected; save each rnd; 1 a move sphere 30 ft	Conj	1 a	90 ft	V,S,M	Conc, 1 min	E	23
◇	□							-	-
◇	□							-	-
◇	□							-	-
◇	□							-	-

5th Level

SB	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
◇	□ Control Winds	100-ft cube of air either gusts, downdraft, or updraft; affects flying/jump/ranged; 1 a change; see book	Trans	1 a	300 ft	V,S	Conc, 1 h	E	16
◇	□ 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 obeys 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
◇	□ Immolation	1 crea Dex save or 7d6 Fire dmg and burns for 3d6 Fire dmg/rnd; save each rnd to end; half dmg on save	Evoc	1 a	90 ft	V	Conc, 1 min	E	19
◇	□ 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
◇	□ Mismatch	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
◇	□ Transmute Rock	40 cu ft stone to mud or mud to stone; mud and stone restrains; mud from ceiling falls; see book	Trans	1 a	120 ft	V,S,M	Instantaneous	E	22
◇	□ 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
◇	□							-	-
◇	□							-	-
◇	□							-	-
◇	□							-	-

6th Level

SB	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
◇	◇	Contingency	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 Fire 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 Invl.	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
◇	◇	Investiture of Flame	Fire immune; Cold resist.; 1d10 Fire dmg in 5 ft; 1 a 15-ft long 5-ft wide all crea 4d8 Fire dmg, Dex halves	Trans	1 a	Self	V,S	Conc, 10 min	E 11
◇	◇	Investiture of Ice	Cold immune; Fire resist.; 10-ft rad dif. ter.; 1 a 15-ft cone all crea 4d6 Cold dmg, half speed, Con halves	Trans	1 a	Self	V,S	Conc, 10 min	E 19
◇	◇	Investiture of Stone	Nonmagical Bludg/Pierc/Slash resist.; 1 a 15-ft rad all crea Dex save or prone; move through earth/stone	Trans	1 a	Self	V,S	Conc, 10 min	E 20
◇	◇	Investiture of Wind	Ranged wea atks dis. vs. you; fly 60 ft; 1 a 15-ft cube in 60 ft all crea 2d10 Bludg. dmg, push 10 ft, Con half	Trans	1 a	Self	V,S	Conc, 10 min	E 20
◇	◇	Magic Jar	Transport your soul into container from which you can attempt to possess humanoid; 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
◇	◇								
◇	◇								

7th Level

SB	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	10-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
◇	◇	Whirlwind	10-ft rad 30-ft high all crea 10d6 Bludg. dmg; Dex save halves; restrains; 1 a move 30 ft; see book	Evoc	1 a	300 ft	V,M	Conc, 1 min	E 24
◇	◇								
◇	◇								

8th Level

SB	Me Spell	Description	School	Time	Range	Comp	Duration	B	Pg.
◇	◇	Abi-D's Horrid Wilting	30-ft cube all crea 10d8 Necrotic dmg; Con save halves; plants/water elem. dis. const/undead immune	Necr	1 a	150 ft	V,S,M	Instantaneous	E 15
◇	◇	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
◇	◇								
◇	◇								

9th Level

SB	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 (ID)	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
◇	◇								