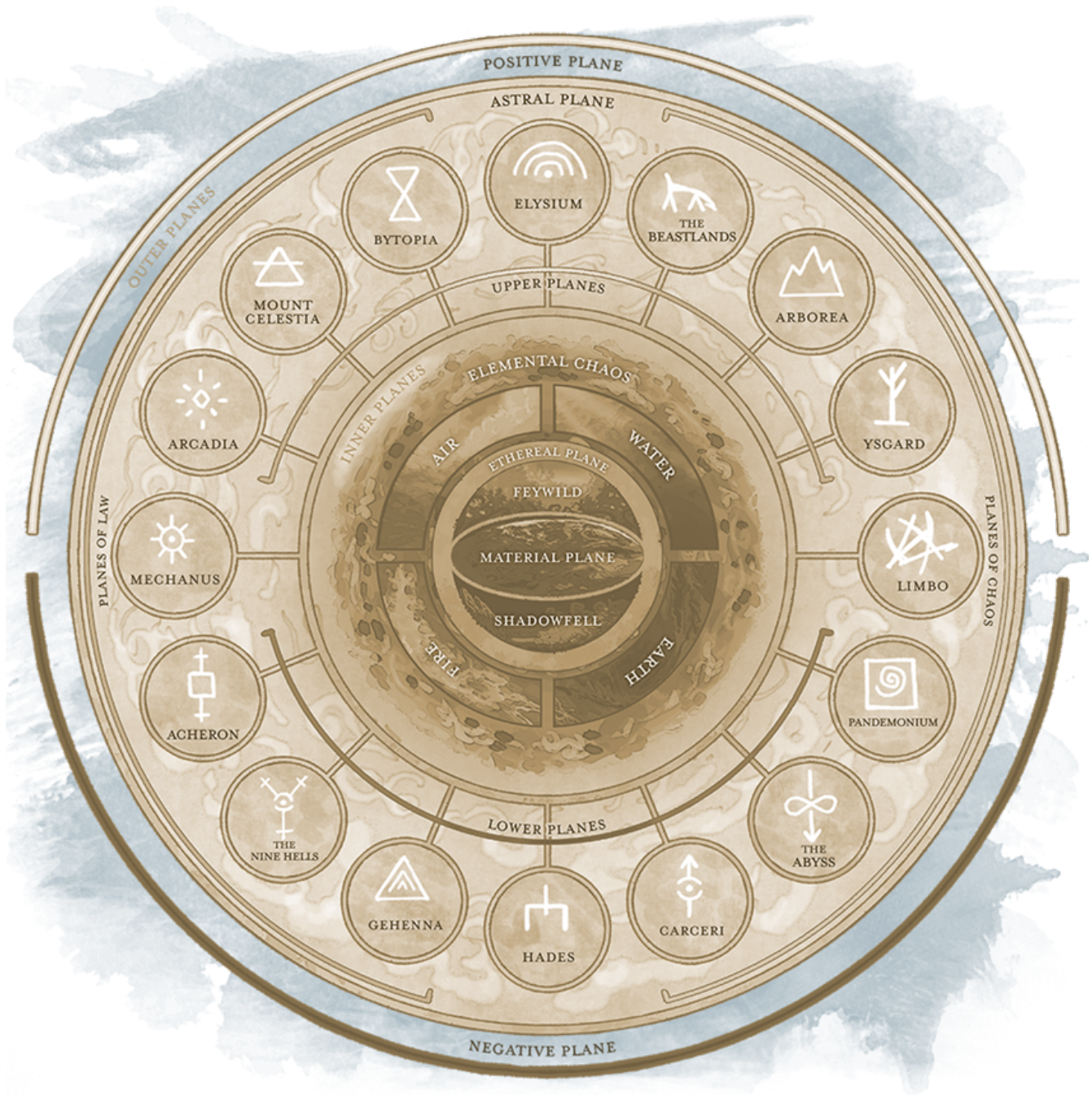


DWEOMERS UNCOVERED



A MAGICAL SUPPLEMENT FOR MAGIC-USERS OF
THE FAMOUS WORLD'S FIRST ROLE-PLAYING GAME

New Spellcasting Rules

Bard. Bards can select spells from any Sphere of Power, but the spell must be an conjuration, divination, enchantment or illusion spell.

Cleric. Clerics have access to the Divine Sphere at 1st level. The divine domain chosen at 1st level gives the cleric a list of bonus spells.

Druid. The druid has access to the Divine Sphere at 1st level. Some circles give access to bonus spells at 2nd level.

Sorcerer. The sorcerer can select spells from any Sphere of Power, but the spell must be an abjuration, evocation, necromancy or transmutation. If the sorcerer would gain the *divine magic* feature, the sorcerer can pick any spell from the Divine Sphere without restriction.

Warlock. Warlocks add the following to their **Pact Magic** feature:

At 1st level, You gain the *eldritch blast* cantrip, which does not count against your cantrip maxium. Also, you know the *hex* spell, and Charisma is your spellcasting ability for it. You can use it a certain number of times without expending a spell slot and without requiring concentration a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Wizard. At character creation, the wizard has access to the Arcane Sphere. A specialist wizard can choose any spell from it school specialization, no matter the Sphere of Powers.

Artificer. The artificer has access to the Arcane Sphere and their list of bonus spells granted by their archetype choice at 3rd level.

Paladin. Paladins have access to the Divine Sphere and their list of bonus spell granted by their sacred oath at 3rd level.

Ranger. The ranger has access to the Primal Sphere of power. Some conclaves grant bonus spells to the ranger at 3rd level.

Both **Eldritch Knight** and **Arcane Trickster** grant access to the Arcane Sphere as a whole.

Magic-Users Spheres of Power

CANTRIPS

ARCANE SPHERE

1. Blade Ward
2. Light
3. Mage Hand
4. Mending
5. Message
6. Minor Illusion
7. Prestidigitation

DIVINE SPHERE

1. Friends
2. Guidance
3. Resistance
4. Spare the Dying
5. Thaumaturgy
6. True Strike

PRIMAL SPHERE

1. Control Flames
2. Dancing Lights
3. Druidcraft
4. Gust
5. Mold Earth
6. Shape Water
7. Shillelagh

FIRST CIRCLE SPELLS

ARCANE SPHERE

- 1.Alarm
- 2.Arms of Hadar
- 3.Burning Hands
- 4.Catapult
- 5.Chaos Bolt
- 6.Chromatic Orb
- 7.Color Spray
- 8.Comprehend Languages
- 9.Detect Magic
- 10.Disguise Self
- 11.Expeditious Retreat
- 12.Feather Fall
- 13.Find Familiar
- 14.Grease
- 15.Identify
- 16.Illusory Script
- 17.Mage Armor
- 18.Magic Missile
- 19.Shield
- 20.Silent Image
- 21.Sleep
- 22.Tasha's Hideous Laughter
- 23.Tenser's Floating Disk
- 24.Thunderwave
- 25.Unseen Servant

DIVINE SPHERE

- 1.Armor of Agathys
- 2.Bane
- 3.Bless
- 4.Cause Fear
- 5.Ceremony
- 6.Command
- 7.Compelled Duel
- 8.Cure Wounds
- 9.Detect Evil and Good
- 10.Dissonant Whispers
- 11.Divine Favor
- 12.Guiding Bolt
- 13.Healing Word
- 14.Hellish Rebuke
- 15.Heroism
- 16.InFLICT Wounds
- 17.Protection from Evil and Good
- 18.Purify Food and Drink
- 19.Sanctuary
- 20.Searing Smite
- 21.Shield of Faith
- 22.Thunderous Smite
- 23.Wrathful Smite

PRIMAL SPHERE

- 1.Absorb Elements
- 2.Animal Friendship
- 3.Beast Bond
- 4.Charm Person
- 5.Create or Destroy Water
- 6.Detect Poison and Disease
- 7.Earth Tremor
- 8.Ensnaring Strike
- 9.Entangle
- 10.Faerie Fire
- 11.False Life
- 12.Fog Cloud
- 13.Goodberry
- 14.Hail of Thorns
- 15.Hex
- 16.Hunter's Mark
- 17.Ice Knife
- 18.Jump
- 19.Longstrider
- 20.Ray of Sickness
- 21.Snare
- 22.Speak with Animals
- 23.Witch Bolt
- 24.Zephyr Strike

SECOND CIRCLE SPELLS

ARCANE SPHERE

- 1.Arcane Lock
- 2.Aganazzar's Scorcher
- 3.Blur
- 4.Cloud of Daggers
- 5.Continual Flame
- 6.Crown of Madness
- 7.Dragon's Breath
- 8.Invisibility
- 9.Knock
- 10.Levitate
- 11.Locate Object
- 12.Magic Mouth
- 13.Magic Weapon
- 14.Melf's Acid Arrow
- 15.Misty Step
- 16.Mirror Image
- 17.Nystul's Magic Aura
- 18.Phantasmal Force
- 19.Pyrotechnics
- 20.Rope Trick
- 21.Scorching Ray
- 22.See Invisibility

DIVINE SPHERE

- 1.Aid
- 2.Augury
- 3.Blindness/Deafness
- 4.Branding Smite
- 5.Calm Emotions
- 6.Darkness
- 7.Darkvision
- 8.Detect Thoughts
- 9.Enhance Ability
- 10.Enthrall
- 11.Find Steed
- 12.Find Traps
- 13.Flame Blade
- 14.Gentle Repose
- 15.Hold Person
- 16.Lesser Restoration
- 17.Mind Spike
- 18.Prayer of Healing
- 19.Ray of Enfeeblement
- 20.Silence
- 21.Spiritual Weapon
- 22.Warding Bond

PRIMAL SPHERE

- 1.Alter Self
- 2.Animal Messenger
- 3.Barkskin
- 4.Beast Sense
- 5.Cordon of Arrows
- 6.Dust Devil
- 7.Earthbind
- 8.Enlarge/Reduce
- 9.Flaming Sphere
- 10.Gust of Wind
- 11.Healing Spirit
- 12.Heat Metal
- 13.Locate Animals or Plants
- 14.Maximilian's Earthen Grasp
- 15.Moonbeam
- 16.Pass without Trace
- 17.Protection from Poison
- 18.Shatter
- 19.Skywrite

23.Shadow Blade
24.Snillloc's Snowball
Swarm
25.Suggestion
26.Web

23.Zone of Truth

20.Spider Climb
21.Spike Growth
22.Warding Wind

THIRD CIRCLE SPELLS

ARCANE SPHERE

1.Blink
2.Catnap
3.Cclairvoyance
4.Counterspell
5.Fireball
6.Fly
7.Haste
8.Hunger of Hadar
9.Hypnotic Pattern
10.Leomund's Tiny Hut
11.Lightning Bolt
12.Major Image
13.Melf's Minute Meteors
14.Nondetection
15.Phantom Steed
16.Sending
17.Slow
18.Stinking Cloud
19.Thunder Step
20.Tiny Servant
21.Vampiric Touch

DIVINE SPHERE

1.Animate Dead
2.Aura of Vitality
3.Beacon of Hope
4.Bestow Curse
5.Blinding Smite
6.Create Food and Water
7.Crusader's Mantle
8.Dispel Magic
9.Fear
10.Feign Death
11.Glyph of Warding
12.Life Transference
13.Magic Circle
14.Mass Healing Word
15.Remove Curse
16.Revivify
17.Speak with Dead
18.Spirit Guardians
19.Summon Lesser
Demons
20.Tongues
21.Water Walk

PRIMAL SPHERE

1.Call Lightning
2.Conjure Animals
3.Conjure Barrage
4.Daylight
5.Elemental Weapon
6.Enemies Abound
7.Erupting Earth
8.Flame Arrows
9.Gaseous Form
10.Lightning Arrow
11.Meld into Stone
12.Plant Growth
13.Protection from
Energy
14.Sleet Storm
15.Speak with Plants
16.Tidal Wave
17.Wall of Sand
18.Wall of Water
19.Water Breathing
20.Wind Wall

FOURTH CIRCLE SPELLS

ARCANE SPHERE

1.ARCANE EYE
2.CONJURE MINOR
ELEMENTALS
3.DIMENSION DOOR
4.EVARD'S BLACK
TENTACLES
5.FABRICATE
6.FIRE SHIELD
7.GREATER INVISIBILITY
8.LEOMUND'S SECRET CHEST
9.MORDENKAINEN'S
FAITHFUL HOUND
10.OTILUKE'S RESILIENT
SPHERE
11.PHANTASMAL KILLER
12.POLYMORPH
13.SHADOW OF MOIL
14.STORM SPHERE
15.VITRIOLIC SPHERE
16.WATERY SPHERE

DIVINE SPHERE

1.AURA OF LIFE
2.AURA OF PURITY
3.BANISHMENT
4.COMPULSION
5.CONFUSION
6.DEATH WARD
7.DIVINATION
8.FIND GREATER STEED
9.GUARDIAN OF FAITH
10.LOCATE CREATURE
11.MORDENKAINEN'S
PRIVATE SANCTUM
12.SICKENING RADIANCE
13.STAGGERING SMITE
14.SUMMON GREATER
DEMON

PRIMAL SPHERE

1.BLIGHT
2.CHARM MONSTER
3.CONJURE WOODLAND
BEINGS
4.CONTROL WATER
5.DOMINATE BEAST
6.ELEMENTAL BANE
7.FREEDOM OF MOVEMENT
8.GIANT INSECT
9.GRASPING VINE
10.GUARDIAN OF NATURE
11.HALLUCINATORY TERRAIN
12.ICE STORM
13.STONE SHAPE
14.STONESKIN
15.WALL OF FIRE

FIFTH CIRCLE SPELLS

ARCANE SPHERE

1. Animate Objects
2. Bigby's Hand
3. Cloudkill
4. Conjure Elemental
5. Cone of Cold
6. Contact Other Plane
7. Creation
8. Danse Macabre
9. Far Step
10. Hold Monster
11. Legend Lore
12. Mislead
13. Modify Memory
14. Passwall
15. Planar Binding
16. Rary's Telepathic Bond
17. Scrying
18. Synaptic Static
19. Telekinesis
20. Teleportation Circle
21. Wall of Force

DIVINE SPHERE

1. Banishing Smite
2. Circle of Power
3. Commune
4. Dawn
5. Destructive Wave
6. Dispel Evil and Good
7. Dominate Person
8. Dream
9. Enervation
10. Flame Strike
11. Geas
12. Greater Restoration
13. Hallow
14. Holy Weapon
15. Infernal Calling
16. Mass Cure Wounds
17. Raise Dead
18. Skill Empowerment
19. Wall of Light

PRIMAL SPHERE

1. Antilife Shell
2. Awaken
3. Commune with Nature
4. Conjure Volley
5. Contagion
6. Control Winds
7. Immolation
8. Insect Plague
9. Maelstrom
10. Negative Energy Flood
11. Reincarnate
12. Seeming
13. Steel Wind Strike
14. Swift Quiver
15. Transmute Rock
16. Tree Stride
17. Wall of Stone
18. Wrath of Nature

SIXTH CIRCLE SPELLS

ARCANE SPHERE

1. Arcane Gate
2. Chain Lightning
3. Contingency
4. Create Homunculus
5. Disintegrate
6. Drawmij's Instant Summons
7. Globe of Invulnerability
8. Mass Suggestion
9. Mass Suggestion
10. Otiluke's Freezing Sphere
11. Otto's Irresistible Dance
12. Scatter
13. Programmed Illusion
14. Tenser's Transformation
15. Word of Recall

DIVINE SPHERE

1. Blade Barrier
2. Create Undead
3. Find the Path
4. Flesh to Stone
5. Harm
6. Heal
7. Heroes' Feast
8. Guards and Wards
9. Magic Jar
10. Planar Ally
11. Primordial Ward
12. Soul Cage
13. Sunbeam
14. True Seeing

PRIMAL SPHERE

1. Bones of the Earth
2. Circle of Death
3. Conjure Fey
4. Druid Grove
5. Eyebite
6. Forbiddance
7. Investiture of Flame
8. Investiture of Ice
9. Investiture of Stone
10. Investiture of Wind
11. Move Earth
12. Transport via Plants
13. Wall of Ice
14. Wall of Thorns
15. Wind Walk

SEVENTH CIRCLE SPELLS

ARCANE SPHERE

1. Delayed Blast Fireball
2. Etherealness
3. Forcecage
4. Mordenkainen's

DIVINE SPHERE

1. Conjure Celestial
2. Divine Word
3. Finger of Death
4. Power Word Pain

PRIMAL SPHERE

1. Crown of Stars
2. Firestorm
3. Mirage Arcane
4. Regenerate

Magnificent Mansion
5.Mordenkainen's Sword
6.Planeshift
7.Prismatic Spray
8.Reverse Gravity
9.Simulacrum
10.Symbol
11.Teleport

5.Project Image
6.Resurrection
7.Temple of the Gods

5.Sequester
6.Whirlwind

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2.Divine Word
3.Finger of Death
4.Power Word Pain
5.Project Image
6.Resurrection
7.Symbol
8.Temple of the Gods

PRIMAL SPHERE

1.Crown of Stars
2.Fire Storm
3.Mirage Arcane
4.Regenerate
5.Reverse Gravity
6.Simulacrum
7.Whirlwind

EIGHTH CIRCLE SPELLS

ARCANE SPHERE

1.Antimagic Field
2.Clone
3.Dominate Monster
4.Demiplane
5.Illusory Dragon
6.Maze
7.Mighty Fortress
8.Telepathy

DIVINE SPHERE

1.Antipathy/Sympathy
2.Feeblemind
3.Glibness
4.Holy Aura
5.Maddening Darkness
6.Mind Blank
7.Power Word Stun

PRIMAL SPHERE

1.Abi-Dalzim's Horrid
Wilting
2.Animal Shapes
3.Control Weather
4.Earthquake
5.Incendiary Cloud
6.Sunburst
7.Tsunami

NINTH CIRCLE SPELLS

ARCANE SPHERE

1.Astral Projection
2.Gate
3.Imprisonment
4.Invulnerability
5.Prismatic Wall
6.Time Stop
7.Wish

DIVINE SPHERE

1.Foresight
2.Mass Heal
3.Power Word Heal
4.Power Word Kill
5.Psychic Scream
6.True Resurrection

PRIMAL SPHERE

1.Mass Polymorph
2.Meteor Swarm
3.Shapechange
4.Storm of Vengeance
5.True Polymorph
6.Weird