

RED = Important Black = Info

DO NOT SEND ME EMAILS REGARDING EDIT ACCESS, THEY WILL BE IGNORED.

You need to make a copy in order to use the sheet. To make a copy, simply click on "File" in the ribbon above and then "Make a copy."

The [Data] Tab is not optimized for laptop screens. It is a reference book for the rest the character sheet so only mess with it if you know what you are doing!

[Spellsheet] is not something you edit. To use it only check the "known" box. For everything else such as spell save dc, etc. Use [Spells].

The [spellsheet] linked by default is updated at my own personal liesure, but all the base and spells are there for 5E. If I update it, it will break pre-existing characters [Spells] Tab as everything will shift 'X' amount of cells down. For the most part though updates to the [Spellsheet] are rare.

If you want to update it yourself, you can simply make a copy of the other sheet it references and then edit that and link it in place of the link it currently uses. That formula can be found in "B3" in the [Spellsheet]. (you need to use a "anyone with link" link.)

TL;DR: alot of this doc is inspired by a popular online 5E character sheet made by Tintagel. This doc used that one as a foundation to build off of but has since become its own thing.

Old Versions prior to 2.0 are not public.

Your V.	2.1
Current V.	2.1

Note: Intended for 5th Edition

Up to date?

Example

You are up to date.

Change logs are kept in

See this little black triangle?
Hover over the cell its in and a little pop up will show explaining how to use that section of the doc!

[Data] and only from one version to the next.

Links/Contact:

Other Works

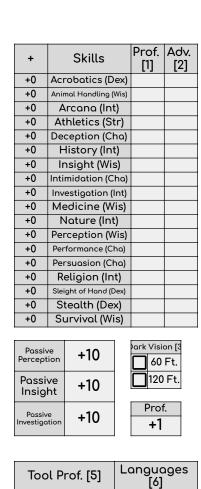
Patreon?

Printable Alternative

Email: Reaperninja08@Gmail.com

Whats new?

- Owlee image updated on [Intro] and Other Works Doc
- [Intro] text updated, New [Dark Mode].- [Wildshape] Tab added,
 - [WildShape Library] added.
 - [Familiar/Companion] Tab added. - Look at [Data] for full changelog.



Saving Throws						
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CON	10	+0				
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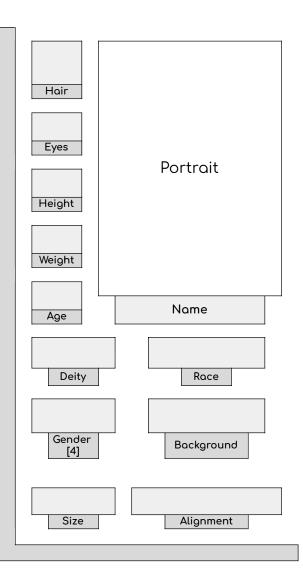
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Attunements [10]

Weapon/Armor Prof. [8]

Hold	Breath [11]	
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Class	Lvl	Hit Dice Con		НР
Monk		D8		
Druid	[9]	D8		
Barbarian		D12		
Sorcerer		D6		
Total:	0			0

НР	AC		Init. Bonus		Death Saves [12]
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Тетр:		•	Jack of All Trades [15]		× 000
Weapon [16]	Hit [17]	Dmg [18]	Range /p	oe [19	Notes [20]

Special Attacks [13]	Special Defenses [14]
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	Barbarian Rage [27]	Armor [26]	Туре	AC	Dex	Str Req.	Stealth DA	Wt.	+	Misc.
	Lvl: 1 3 6 12 17	None	L	10	+0	-		0		
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Race/Class Feats.	Item Effects
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B.o.B [43]									
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▼ Known All ▼ Level All

♥ School All ♥ Concentration All ♥ EldritchKnight All ♥ Paladin All ♥ Artificer All ♥ Ritual All ♥ Source All ♥ ArcaneTricksterAll ♥ Wardock All ♥ Sorcerer All ♥ CastingTime All ♥ Components All ♥ Ranger All ♥ Wizard All ♥ Druid All № Note To see if a closs con learn the spell, make sure only TRUE is checked for that closs.

Of the other Closes filters to see if your close con learn it. For arything stee, lyst make sure wind you are looking for is the only thing checkmorked.

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O Fire Bolt	LSE TRUE FALS LSE TRUE FALS RUE TRUE FALS LSE TRUE FALS	SE FALSE	FALSE			FALSE
O Fire Bot Evoc Act 100 Torget 30/00 of Tilth, and 40 fb Tilth. Attack Instant VS PHB 241 TRUE FALSE FALSE I I I I I I I I I	LSE TRUE FALS			TRUE	FALSE	FALSE
O Frostbote Exoc Act 40 creature of is not turn. Increases to Sale Sale Sale Sale Sale Sale Sale Sale	RUE TRUE FALS	SE FALSE	TRUE	FALSE	TRUE	TRUE
0 Frostbite Evoc Act 40 creature of its next turn. Incident place Sept. 350 (IM), 350 (IM), 460 Constitute Sept. 350 (IM), 460 Constit	LSE TRUE FALS		TRUE	TRUE	TRUE	FALSE
O Frostbile Evoc Act O Creature Made FALSE F	LSE TRUE FALS					
O Green Flame Blade Exoc Act 5 creature within S of target blatty mod At 5th Act 1 with 1 will all mind and 1 within 1 within 1 will all mind and 1 within 1 withi		SE FALSE	TRUE	TRUE	TRUE	TRUE
Once before duration and, creature can add vide to the medium or another creature (ST vide) to the control of t		SE FALSE	TRUE	TRUE	TRUE	TRUE
Pick one push medium or anoller creature GTV				FALSE	FALSE	TRUE
Create Goul of small prosessite to appear on more Sti in readment officers. The Dept. public St. of	UE TRUE FALS		TRUE	FALSE	TRUE	FALSE
0 Interestation	IUE TRUE FALS	SE FALSE	TRUE	PALSE	TRUE	PALSE
0 Light Exoc Act Touch 50 Collect corried clifforward on a one. Ends if Dex 1 Mr VM PHB 255 TRUE TRU	UE FALSE FALS	SE FALSE	TRUE	TRUE	TRUE	FALSE
0 Lightning Lure Evoc Act 15 cross regolated Damoge increases to 248 of 5th y. Sur Instant V SCAG 4x3 TRUE FALSE F	LSE TRUE FALS	SE FALSE	TRUE	FALSE	TRUE	TRUE
0 Mage Hand Conj Act 30 Spectral Use Action to control hand, which can manipulate objects SINUs. 1Min VS PHB 256 TRUE TRUE FALSE I						
Enchant up to 3 pabbles Appropaign buril pabble	LSE TRUE FALS			TRUE	TRUE	TRUE
0 Mending Trans 1 Min Touch 1 object Repairs single break/tear in object Instant VSM PHB 259 TRUE TRUE TRUE TRUE	UE FALSE FALS			TRUE FALSE	FALSE TRUE	TRUE
Send message to target and receive whisper anly you hear. Can cost through solid objects if familiar when Can cost through solid objects if familiar whorse (short) store, linch						
	LSE TRUE FALS	SE FALSE	TRUE	FALSE	TRUE	TRUE
into the mind of one créature you can see within range. The tops must succeed on an intelligence sowing throw or take 166 psychic domage and subtract 164 from the most sowing						
throw it makes before the end of your next turn.						
This spell's damage increases by Idd when you	LSE FALSE FALS	SE FALSE	TRUE	TRUE	TRUE	FALSE
Change one illexicavate longe dirt to 5 away 2)	LSE TRUE FALS	SE FALSE	TRUE	TRUE	TRUE	FALSE
dirt/ston creates shapes/colors/words/images in material a in 5° for Ih 3° moke difficult from the train for it. Instant or	UE TRUE FALS	SE FALSE	TRUE	FALSE	TRUE	FALSE
Project put of poison gas, Id12 poison domage, 1 Con save peoples Domage increases to 2d12 at	IUE TRUE FALS		TRUE	TRUE	TRUE	TRUE
Create minor magical effects (lights, flomes, clean, warm/cool, flows, trinker, etc.) 4/fects 1 object ()	LSE TRUE FALS			TRUE	TRUE	TRUE
Teeth/naisb become corrosive. Melee spell catack we officeast creature for Influence for Influence (14 propose 2410)	UE FALSE FALS			FALSE	FALSE	FALSE
Flickering flame appears in hand. Shed light (10' bright, 20' dinning, Can make a ranged spell attack	UE PALSE PALS	SE FALSE	PALSE	PALSE	PALSE	PALSE
0 Produce Flome Conj Act Self, 30' creoture increases to 266 of 5th, 345 of 1th, 456 of 17th, Attack 10 Min VS PHB 269 FALSE F	IUE FALSE FALS	SE FALSE	FALSE	FALSE	FALSE	FALSE
0 Ray Of Frost Evac Act 60 creature (dd8) Attack Instant VS PHB 271 TRUE FALSE FALSE INSTANCE VS PHB 271 TRUE FALSE FALSE FALSE FALSE VS PHB 271 TRUE FALSE FAL	LSE TRUE FALS	SE FALSE	TRUE	FALSE	TRUE	TRUE
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0 Socred Flame Evoc Act 60 creature Consolidation and Act Evoc Consolidatio	LSE FALSE FALS	SE FALSE	FALSE	FALSE	FALSE	FALSE
shapes/animation for 1 hour, 2) change water						
0 Shope Water Trans Act 30 S cube Cub/staff becomes magical. Can use Cub/staff becomes magical. Can use Cub/staff becomes magical. Can use	UE TRUE FALS	SE FALSE	TRUE	FALSE	TRUE	FALSE
Club/dard Fecomes mogical. Can use Canada Ca	RUE FALSE FALS	SE FALSE	FALSE	FALSE	FALSE	FALSE
if torget is wearing metal); torget con't take 1 reactions until start of next turn. Domace	LSE TRUE FALS	SE FALSE	TRUE	FALSE	TP: IF	TRUE
0 Spore The Dying Necro Act Touch creature Stabilize a living target that is dying. Instant VS PHB 277 FALSE FALSE TRUE F	LSE TRUE FALS LSE FALSE FALS		FALSE	FALSE	FALSE	TRUE
Ecoh creduture within 50 rigu takes tald force to Dex Instant V SCAG M3 TRUE FALSE F	LSE TRUE FALS	SE FALSE	TRUE	TRUE	TRUE	TRUE
times for 1 min., couse flomes to flicker, couse hormless ground termors for 1 min., create an hormless ground termors for 1 min., create an instantaneous sound from point of choice, couse flow point of the couse						
0 Thoumsturgy Trans Act 30 varies multiple cats. s1Min V PHB 282 FALSE FALSE TRUE F	LSE FALSE FALS	SE FALSE	FALSE	FALSE	FALSE	FALSE
Burst of thunder (heard 100 owns), deals 1d6	UE FALSE FALS	SE FALSE	FALSE	FALSE	FALSE	TRUE
thunder to creatures 5' from you. Con save necotes. Down seve necotes. Down seve to the save to the sa	UE TRUE FALS	SE FALSE	TRUE	TRUE	TRUE	TRUE
Bell sounds, target makes WIS sowe or takes 1d8	LSE FALSE FALS		FALSE	TRUE	TRUE	FALSE
0 True Strike Divin Act 30 creature Goin advantage on next attack roll. SI Min YES S PHB 284 TRUE TRUE FALSE F	LSE TRUE FALS			TRUE	TRUE	FALSE
Insult target that can hear you. Wisdom sover or table 148 peptide domains and discolorating en on table 148 peptide domains and discolorating en on						
0 Vicious Mockery Ench Act 60 creature (364),TM (464) Wis Instant V PHB 285 FALSE TRUE FALSE I St Creatures within 5ft of you make CDN state of the CDN state o				FALSE	FALSE	FALSE
	LSE FALSE FALS	SE FALSE	FALSE	FALSE	FALSE	FALSE
0 Word of Radiance Evac Act 5' (set) Ith 4d-6 to 17th Con Instant VM XGTE 171 FALSE FALSE TRUE F	LSE FALSE FALS	SE TRUE	TRUE	FALSE	TRUE	TRUE
U word of Nadionice EVOC Act 5 (set) Item, 406 or (Pan Con Instant VM AUTE I/T PALSE PALSE INDE P	LSE FALSE FALS	THOE				
Were of resonance Evice: Act 5 [see] When you take said, a cide first, lightning, or three properties of the cide first, lightning, l			FALSE	FALSE		
Were of resonance Evice. Act 5 psey When you take act of city fine lightning, or three properties of city fine lightning. The set of city fine lightning and the set of city fine ligh	LSE FALSE FALS	SE TRUE		TALUL	TRUE	TRUE

							You choosel orcose energy into one simple or																	I		
							You channel arcane energy into one simple or martial weapon you're holding, and chaose one damage type: acid, cold, fire, lightning, poison, or thunder. Until the scell ends, you deal on extra																			
							thunder. Until the spell ends, you deal an extra 1d6 damage of the chosen type to any target you hit with the weapon. If the weopon isn't magical, it becomes a magic weapon for the spell's duration.																			
	,	Arcone Weapon (UA)	Trans	Bonus	Self	Self	As a bonus action, you can change the damage type, choosing from the options above		1 Hour	YES		VS		UAAR	10	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE
						Jeu	Gain 5 temp hp. Deal 5 cold damage to melee attackers while you have these temp hp. Overpower: +5 to temp hp and damage / slot lxl			TES																
	1	Armor of Agathys	Abjur	Act	Self		Overpower: +5 to temp hp and damagé / ślot lxl Deal 2d6 necrotic damage to creatures within 10' of you (save for 1/2). Creatures failing save lose		1 Hour			VSM		PHB	215	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE
	1	Arms of Hadar	Conj	Act	Self	10' radius	reactions until its next turn. Overpower: +1d6 damage / slot lvl	Str	Instant			vs		PHB	215	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE
						≤3 creqture	Targets that failed save, must roll a d4 and subtract the number rolled from attacks and saves until the spell ends. Overpower: +1 target /																			
	1	Bone	Ench	Act	30'	s	Telepothic link with friendly beast (Int <4) within	Cha	≤1 Min	YES		VSM		PHB	216	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE
	1	Beast Bond	Divin	Act	Touch	1 Beast	line of sight. Beast gains advantage on attacks against creatures adjacent to you that you can see.		≤10 Min	YES		VSM		EE	15	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE
	1	Bless	Ench	Act	30'	s3 creature	Targets may add +1d4 to attacks and saves. Overpower: +1 target / slot lvl		≤1 Min	YES		VSM		PHB	219	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE
	,		Evoc	Act	Self	15' cone	3d6 fire damage to creatures in cone, save for 1/2 damage. Overpower: +1d6 damage / slot I/1 above 1st.	Dex				VS		PHB	220	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
		Burning Hands	EVOC	Act	Sett	is cone	Unattended object (1-5lb) flies 90' in direction you	Dex	Instant			VS		PHB	220	PALSE	FALSE	PALSE	PALSE	TRUE	PALSE	PALSE	TRUE	PALSE	TRUE	PALSE
ш	1	Catapult	Trans	Act	60'	1 object	choose. If hits something, deals 3d8 blundgeoning to both (Dex save negates). Over power: +5lb object weight, +1d8 damage / lvl	Dex	Instant			S		EE	15	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	TRUE
						١.	Target makes WIS save or becomes frightened of you until spell ends. May repeat save at end of its turns to end. Undead/Constructs immune.																			
	1	Couse Fear	Necro	Act	60'	creature	Overpower: +1 additional creature per slot level above 1st (within 30ft of each other). Chaose 1 rite - Atonement: Restore alianment	Wis	≤1 Min	YES		V		XGTE	151	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	FALSE
							(DC20 Wis check), Bless Water: turn vial of water holy; Coming of Age: 1/life, target gets +d4 to ability checks for 24 hrs; Dedication: 1/life, target																			
	1	Ceremony	Abjur	1Hr	Touch	Varies	cannot become undead for 7 days; Wedding next		Instant		YES	VSM*	2500	XGTE	151	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE
		Ceremony	Aujui	1191	ioucii	varies	7 days, targets gain +2 AC within 30ft (Immrirage) Bolt shoots target for 2881-616 damage. Roll 188 twice for damage type (phoase): "PAcid, 2*Cold, 3-Fire, 4-Force, Estlightning, deFaison, 7-Eyold, 8-Tinunder. If you roll daubles, energy leaps to another creature (30) you choose. Make new attack and rolls. Overpower - 186 extra damage/fire		instant		TES	VSM	25gp	AGIE	101	PALSE	PALSE	INUE	PALSE	PALSE	TRUE	PALSE	PALSE	PALSE	PALSE	FALSE
							3=Fire, 4=Force, 5=Lightning, 6=Paison, 7=Psychic, 8=Thunder. If you roll doubles, energy leaps to another creature (30) you choose. Make new																			
	1	Chaos Bolt	Evoc	Act	120'		attack and rolls. Overpower: +1d6 extra damage/lvl	Attack	Instant			vs		XGTE	151	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE
	,	Charm Person	Ench	Act	30'	1 humanoi	Charm visible humanoid within range for duration or until harmed. Targets being fought by your party save with adv. Overpower: 11 target / slot lvl >1st, must be in range of 1st target	Wis	1Hr			VS		PHB	221	TRUE	TRUE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	FALSE
		Champerson	EIKII	ALL	30	- 0	Choose acid, cold, fire, lightning, poison, or thunder - hurl orb as ranged spell attack. On hit,	WIS	101			73		PHD	221	INUE	TRUE	PALSE	TRUE	FALSE	PALSE	PALSE	TRUE	TRUE	TRUE	PALSE
	1	Chromatic Orb	Evoc	Act	90'	1 creature	deals 3d8 of that energy type. Overpower: +1d8 /	Attack	Instant			VSF	50gp	PHB	221	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
	1	Color Spray	Illus	Act	Self	15' cone	Blind 6d10 hp worth of creatures. Start with lowest hp first and go up, dropping any left over. Overpower: +2d10 hp / slat bl > 1st		1 round			VSM		PHB	222	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
						١,	Visible creature in range obeys 1-word command (language dependent). Undead and harmful commands fail. Overpower: +1 target within 30 of 1st target / slat lxl > 1st																			
	1	Command	Ench	Act	60'	creature	1st target / slot M > 1st Creature you can see within range has disadvantage vs anyone but you, must make Wis	Wis	1 Round			V		PHB	223	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE
							ends if you attack or target other hostile																			
	1	Compelled Duel	Ench	Bonus	30'	creature	creatures, if a friendly damages/casts a harmful spell on it, or if you end your turn 30 away from it.	Wis	≤1 Min	YES		V		PHB	224	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE
	1	Comprehend Languages	Divin	Act	Self	Hear or touch	Understand any spoken language you hear or written language you see. Takes about 1 min to read one page of text.		1Hr		YES	VSM		PHB	224	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	FALSE
	1	Create or Destroy Water	Trans	Act	30'	10 gallons water	Create or destroy water in open container, or create 30' cube rain or destroy 30' cube of fag. Overpower: +10 gallons or +5' cube		Instant			VSM		PHB	229	FALSE	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE
	1	Cure Wounds	Evoc	Act	Touch	1 living creature	Target is healed 1d8+ ability modifier. Overpower: +1d8 / tvl Detect aberrations, celestials, elementals, fey,		Instant			VS		PHB	230	FALSE	TRUE	TRUE	TRUE	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	TRUE
	1	Detect Evil/Good	Divin	Act	Self	30'	fiends, or undead, as well as consecrated/desecrated areas		≤10 Min	YES		VS		PHB	231	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE
	1	Detect Magic Detect Poison and	Divin	Act	Self	30'	Detect presence of magic. Use action to see auras and school of magic.		≤10 Min	YES	YES	VS		PHB	231	FALSE	TRUE	TRUE	TRUE	FALSE	TRUE	TRUE	TRUE	FALSE	TRUE	TRUE
	1	Disease	Divin	Act	Self	30'	Detect presence and identity of poisons, poisonous creatures, and diseases. You make yourself, including possessions, look		≤10 Min	YES	YES	VS		PHB	231	FALSE	FALSE	TRUE	TRUE	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE
							You make yourself, including possessions, look different. You can't change your bady type, so you must adopt a form that has the same basic arrangement of limbs. This does not trick																			
	1	Disguise Self	Illus	Act	Self		physical inspection. Creatures can use an action to use Investigation vs your spell DC. Target takes 3d6 psychic dmg and must		1 Hr			VS		PHB	233	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	TRUE
						١,																				
	1	Dissonant Whispers	Ench	Act	60'	creature	away from you at full speed. On successful save, it takes half damage. Deaf creatures automatically succeed. Overpower: +1d6 dmg. Weapon attacks deal an extra 1d4 radiant	Wis	Instant			V		PHB	234	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE
	1	Divine Favor	Evoc	Bonus	Self		Weapon attacks deal an extra 1d4 radiant damage on hit Each creature in area (other than you) takes 1d6 bludgeaning damage and is knacked prone (Dex		≤1 Min	YES		VS		PHB	234	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE
	1	Earth Tremor	Evoc	Act	Self	10' Rad	The next time you hit a creature with a weapon	Dex	Instant			VS		EE	17	FALSE	TRUE	FALSE	TRUE	TRUE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
							Large + creatures have advantage on save. While																			
	1	Ensnaring Strike	Conj	Bonus	Self	1 creature	restrained, target takes 1d6 piercing damage at start of its turns. Str check by creature or allies to break free with Action. Overpower: +1d6 dmg / lvl Plants turn area into difficult terrain. Creatures in	Str	≤1 Min	YES		v		PHB	237	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE
			l <u>.</u> .				area when cast must make Str save or be restrained; can use action to make Str check against spell DC and free itself.		≤1 Min	YES		vs		PHB	238	FAI SF	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE
	1	Entangle Expeditious Retreat	Conj	Act Bonus	90' Self	20x20' Self	Take Dash action as a bonus action	Str	≤10 Min	YES		VS		PHB	238	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	TRUE
							Outlines all in colored light that negates					_									FALSE	PALSE				
			_				concealment. Creatures allowed a save to negate. Attacks vs visible creatures have	_																		TRUE
	1	Foerie Fire Folse Life	Evoc Necro	Act Act	60' Self	20' cube Self	Outlines all! in colored light that negates concealment. Creatures allowed a save to negate. Attacks vs wisible creatures have advantage. 1d4+4 temporary hp	Dex	≤1 Min 1 Hr	YES		V VSM		PHB PHB	239 239	FALSE FALSE	TRUE FALSE	FALSE FALSE	TRUE FALSE	FALSE FALSE	FALSE FALSE	FALSE FALSE	FALSE TRUE	FALSE FALSE	FALSE TRUE	TRUE
		False Life	Necro	Act	Self	Self \$5 falling creature	ld4+4 temporary hp Creatures' descent slows to 60' per round; if the creature lands before the spell ends, it takes no falling admage and lands on its feat, and the	Dex	1Hr	YES		V VSM		PHB	239	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE FALSE	FALSE FALSE	TRUE	FALSE	TRUE	TRUE
	1 1					Self ≤5 falling	advantage. 1d44 temporary hp Creatures' descent slows to 60 per round; if the creature lands before the spell ends, it takes no falling damage and lands on its feat, and the spell ends. You gain the service of a familiar.	Dex		YES	YES	v	10др								FALSE	FALSE				
		False Life Feather Fall	Necro	Act	Self 60'	Self \$5 falling creature	downrage. Id4+4 temporary hp Creaturer descent slows to 60 per round; if the creaturer descent slows to 60 per round; if the creaturer downs are slowed to the slow to falling domage and lands on its feat, and the spell ends. You gain the service of a familiar. Area is heavily obscured, spreads around corners. Moderate wind disperses. Overpower:	Dex	1 Hr	YES	YES	V VSM	109р	PHB	239	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE FALSE	FALSE FALSE	TRUE	FALSE	TRUE	TRUE
		False Life Feather Fall Find Familiar	Trans Conj	Act React 1 Hr	Self 60'	Self \$5 falling creature \$	Goodware descriptions of the second of the s	Dex	1 Hr 1 min Instant		YES	V VSM VM VSM*	10др	PHB PHB PHB	239 239 240	FALSE FALSE FALSE	TRUE FALSE	FALSE FALSE	FALSE FALSE	FALSE FALSE	FALSE FALSE FALSE	FALSE FALSE FALSE	TRUE TRUE FALSE	FALSE FALSE	TRUE TRUE TRUE	TRUE TRUE FALSE
	1 1	False Life Feather Fall Find Familiar Fag Cloud Goodberry	Trans Conj Conj Trans	React 1 Hr Act Act	60° 10° 120° Touch	Self \$5 falling creature \$ 20 rad sphere	colorating. Tentured (add-4 temporary hp. Tentured) add-4 temporary hp. Tentured (add-4 temporary hp. Tentured) add-4 tempora		1 Hr 1 min Instant s1 Hr 24 hrs		YES	V VSM VM VSM* VS	10ge	PHB PHB PHB	239 239 240 243 246	FALSE FALSE FALSE FALSE	TRUE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE	FALSE FALSE TRUE TRUE	FALSE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE TRUE TRUE	TRUE FALSE TRUE FALSE	FALSE FALSE FALSE FALSE	TRUE TRUE TRUE TRUE FALSE	TRUE FALSE FALSE FALSE
0	1 1	False Life Feather Foli Find Familiar Fog Cloud Goodberry Grease	Trans Conj Conj Trans Conj	React 1 Hr Act Act Act	60° 10° 120° Touch	Self \$5 falling creature \$20 rad sphere 10 sq.	colorating. Treatured feed-44 temporary hip Creatured feed-44 temporary hip Creatured feed-44 temporary hip Creatured feed feed feed feed feed feed Viou gain the service of a familiar. You gain the service of a familiar. You gain the service of a familiar Arrow of the feed feed feed feed feed feed Arrow of the feed feed feed feed feed feed Create up to 10 magic berries. Each healt hip and Create up to 10 magic berries. Each healt hip and Create up to 10 magic berries. Each healt hip and Create up to 10 magic berries. Each healt hip and Create up to 10 magic berries. Each healt hip and Create up to 10 magic berries. Each healt hip and Create up to 10 magic berries. Each healt hip and Create up to 10 magic berries. Each healt hip and Create up to 10 magic berries. Each healt hip and Create up to 10 magic berries. Each healt hip and Create up to 10 magic berries. Each healt hip and Create up to 10 magic berries. Each healt hip and Create up to 10 magic berries. Each healt hip and Create up to 10 magic berries. Each healt hip and Create up to 10 magic berries. Each healt hip and Create up to 10 magic berries. Each healt hip and Create up to 10 magic berries. Each healt hip and Create up to 10 magic berries. Each healt hip and Create up to 10 magic berries. Create u	Dex	1 Hr 1 min Instant s1 Hr 24 hrs		YES	V VSM VM VSM* VS VS VSM VSM	10ge	PHB PHB PHB PHB	239 239 240 243 246	FALSE FALSE FALSE FALSE FALSE FALSE	TRUE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE FALSE	FALSE FALSE TRUE TRUE FALSE	FALSE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE TRUE TRUE FALSE	TRUE FALSE TRUE FALSE FALSE	FALSE FALSE FALSE FALSE FALSE	TRUE TRUE TRUE TRUE TRUE TRUE FALSE	TRUE TRUE FALSE FALSE FALSE TRUE
0	1 1	False Life Feather Fall Find Familiar Fag Cloud Goodberry	Trans Conj Conj Trans	React 1 Hr Act Act	60° 10° 120° Touch	Self \$5 falling creature \$ 20 rad sphere	Lead terroritory has been considered to the creature descent allows to 80 per round; if the creature lands before the spell ends, it takes no falling domage and lands in a fisch, and the value of the creature lands before the spell ends, it takes no falling domage of beds of the creature of the creatu		1 Hr 1 min Instant s1 Hr 24 hrs		YES	V VSM VM VSM* VS	10gp	PHB PHB PHB	239 239 240 243 246	FALSE FALSE FALSE FALSE	TRUE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE	FALSE FALSE TRUE TRUE	FALSE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE TRUE TRUE	TRUE FALSE TRUE FALSE	FALSE FALSE FALSE FALSE	TRUE TRUE TRUE TRUE FALSE	TRUE FALSE FALSE FALSE
0	1 1	False Life Feather Foli Find Familiar Fog Cloud Goodberry Grease	Trans Conj Conj Trans Conj	React 1 Hr Act Act Act	60° 10° 120° Touch	Self s5 folling creature 20 rad sphere 10 sq. 1 creature 5 burst	Let terrotive y to Create view to the Create view t	Dex	1 Hr 1 min Instant s1 Hr 24 hrs		YES	V VSM VM VSM* VS VS VSM VSM	10ge	PHB PHB PHB PHB	239 239 240 243 246	FALSE FALSE FALSE FALSE FALSE FALSE	TRUE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE FALSE	FALSE FALSE TRUE TRUE FALSE	FALSE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE TRUE TRUE FALSE	TRUE FALSE TRUE FALSE FALSE	FALSE FALSE FALSE FALSE FALSE	TRUE TRUE TRUE TRUE TRUE TRUE FALSE	TRUE TRUE FALSE FALSE FALSE TRUE
0	1 1	Folse Life Feather Foll Find Familiar Fog Cloud Goodberry Grease Guiding Bott	Trans Conj Trans Conj Evoc	React 1 Hr Act Act Act Act	60° 10° 120° Touch 60° 120°	Self sS folling creature 20 rad sphere 10 sq. 1 creature	Idea temporary to Creature described in Section 1 (1) to	Dex Attack	1 Hr 1 min Instant s1 Hr 24 hrs 1 Min 1 Round	YES	YES	V VSM VM VSM* VS VSM VSM VSM VSM V	10ge	PHB PHB PHB PHB PHB	239 239 240 243 246 246	FALSE FALSE FALSE FALSE FALSE FALSE FALSE	TRUE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE TRUE	FALSE FALSE TRUE TRUE FALSE FALSE	FALSE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE TRUE TRUE FALSE FALSE FALSE	TRUE TRUE FALSE TRUE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE FALSE FALSE FALSE	TRUE TRUE TRUE TRUE TRUE FALSE TRUE	TRUE TRUE FALSE FALSE TRUE FALSE
0	1 1 1 1 1 1	False Life Feather Foll Find Familiar Fag Cloud Goodberry Grease Guiding Bott Hall of Thorns	Trans Conj Trans Conj Evac	React 1 Hr Act Act Act Bonus	60' 10' 120' Touch 60' 120' Self	Self s5 folling creature s 20 rad sphere 10 sq. 1 creature 5 burst 1 living	Construction of the control of the control of the creature indexes in Section 20 per round; if the creature lands before the spell ends, it takes no stalling domage and lands on its fact, and the Value gain the service of a familiar. Area is heavily obscured, spread around corners. Moderate wind disperses. Overpower. The control of t	Dex Attack	1 min Instant 1 min Instant 24 hrs 1 Min 1 Round	YES	YES	V VSM VM VSM* VS VSM VSM VSM VSM VSM VSM	10gp	PHB PHB PHB PHB PHB	239 239 240 243 246 246 248	FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	TRUE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE TRUE TRUE FALSE FALSE	FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE TRUE TRUE FALSE FALSE TRUE	TRUE TRUE FALSE TRUE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	TRUE TRUE TRUE TRUE TRUE FALSE FALSE	TRUE TRUE FALSE FALSE TRUE FALSE FALSE FALSE
0	1 1 1 1 1 1 1 1	Folse Life Feather Fall Fender Fall Find Familiar Fog Cloud Goodberry Grease Guiding Bott Hall of Thorns Healing Word Hellish Rebuke	Trans Conj Conj Trans Conj Evac Conj Evac	React 1 Hr Act Act Act Bonus Bonus React	60° 100 120° Touch 60° 120° Self 60° 60°	Self S5 folling creature 20 rad sphere 10' sq. 1 creature 5' burst 1 living creature 1 reature 1 willing	Construction of the control of the control of the creature indexes in Section 20 per round; if the creature lands before the spell ends, it takes no stalling domage and lands on its fact, and the Value gain the service of a familiar. Area is heavily obscured, spread around corners. Moderate wind disperses. Overpower. The control of t	Dex Attack	1 Hr 1 min Instant s1 Hr 24 hrs 1 Min 1 Round s1 Min Instant Instant	YES	YES	V VSM VM VSM VS VSM VS VSM VS VSM VS VSM VS VS VSM VS V	10gp	PHB PHB PHB PHB PHB PHB PHB PHB	239 240 243 246 246 248 249 250	FALSE	TRUE FALSE TRUE	FALSE FALSE FALSE FALSE FALSE TRUE FALSE TRUE FALSE TRUE	FALSE TRUE TRUE FALSE FALSE FALSE FALSE FALSE TRUE	FALSE	FALSE	FALSE FALSE FALSE TRUE TRUE FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	TRUE FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE	TRUE TRUE TRUE TRUE FALSE FALSE FALSE FALSE FALSE	TRUE FALSE
	1 1 1 1 1 1 1 1 1	Fota Life Feather Foil Find Familiar Fog Cloud Goodberry Gresse Guiding Bott Hall of Thorns Healing Word	Trans Conj Trans Conj Trans Conj Evoc	React 1 Hr Act Act Act Bonus Bonus	60° 120° Touch 60° 120° Self 60° 60° 60° 60° 60° 60° 60° 60° 60° 60°	Self SS folling creature 20 rad sphere 10 sq. 1 creature 5 burst 1 living creature	Contractive Security Association of the Contractive Security Association Security Association of the Contractive Security Asso	Dex Attack	1 Hr 1 min Instant S1 Hr 24 hrs 1 Min 1 Round S1 Min Instant	YES	YES	V VSM VSM VSM VSM VSSM VS VSM VS	10ge	PHB PHB PHB PHB PHB PHB	239 240 243 246 246 248 249 250	FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	TRUE FALSE FALSE FALSE FALSE FALSE TRUE TRUE	FALSE FALSE FALSE FALSE TRUE FALSE TRUE	FALSE FALSE TRUE TRUE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE	FALSE FALSE TRUE TRUE FALSE TRUE FALSE FALSE FALSE FALSE	TRUE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	TRUE TRUE TRUE FALSE TRUE FALSE FALSE FALSE	TRUE FALSE FALSE TRUE FALSE TRUE FALSE FALSE FALSE
	1 1 1 1 1 1 1 1	Folse Life Feather Fall Find Familiar Find Cloud Goodberry Grease Guiding Bott Holl of Thorns Healing Word Hettish Rebuke	Trans Conj Conj Trans Conj Evac Evac Evac Ench	React 1 Hr Act Act Act Bonus Bonus React Act	Self 60" 120" Touch 60" Self 60" 60" Touch 120" Touch 60" 70"	Self S5 falling creature 20' rad sphere 10' sq. 1 creature 5' burst 1 living creature 1 ureature 1 willing creature	Contractive Security Association of the Contractive Security Association Security Association of the Contractive Security Asso	Dex Attack	1 Hr 1 min Instant s1 Hr 24 hrs 1 Min 1Round s1 Min Instant Instant s1 Min	YES YES	YES	V VSM VSM VSM* VSM* VS VS VSM VS V	10gp	PHB PHB PHB PHB PHB PHB PHB PHB	239 239 240 243 246 246 248 249 250 250	FALSE	TRUE FALSE FALSE FALSE FALSE FALSE TRUE TRUE TRUE	FALSE FALSE FALSE FALSE FALSE FALSE TRUE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE TRUE TRUE FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE	FALSE TRUE	FALSE FALSE FALSE FALSE TRUE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	TRUE FALSE TRUE FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE	TRUE TRUE TRUE FALSE TRUE FALSE FALSE FALSE FALSE FALSE	TRUE TRUE FALSE FALSE TRUE FALSE FALSE FALSE FALSE FALSE FALSE
	1 1 1 1 1 1 1 1	Folse Life Feather Fall Fender Fall Find Familiar Fog Cloud Goodberry Grease Guiding Bott Hall of Thorns Healing Word Hellish Rebuke	Trans Conj Conj Trans Conj Evac Conj Evac	React 1 Hr Act Act Act Bonus Bonus React	60° 100 120° Touch 60° 120° Self 60° 60°	Self S5 folling creature 20 rad sphere 10' sq. 1 creature 5' burst 1 living creature 1 reature 1 willing	Let Attending he had been a considered to the creature described and the creature leads at loads to 30 per round; if the creature leads before the spell ends, it takes no littling domage and days in a feet, and the value of the creature leads to be seen and the creature leads to the creature of the cr	Dex Attack	1 Hr 1 min Instant s1 Hr 24 hrs 1 Min 1 Round s1 Min Instant Instant	YES	YES	V VSM VM VSM VS VSM VS VSM VS VSM VS VSM VS VS VSM VS V	10др	PHB PHB PHB PHB PHB PHB PHB PHB	239 240 243 246 246 248 249 250	FALSE	TRUE FALSE TRUE	FALSE FALSE FALSE FALSE FALSE TRUE FALSE TRUE FALSE TRUE	FALSE TRUE TRUE FALSE FALSE FALSE FALSE FALSE TRUE	FALSE	FALSE	FALSE FALSE FALSE TRUE TRUE FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	TRUE FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE	TRUE TRUE TRUE TRUE FALSE FALSE FALSE FALSE FALSE	TRUE FALSE
	1 1 1 1 1 1 1 1	Folse Life Feather Fall Find Familiar Find Cloud Goodberry Grease Guiding Bott Holl of Thorns Healing Word Hettish Rebuke	Trans Conj Conj Trans Conj Evac Evac Evac Ench	React 1 Hr Act Act Act Bonus Bonus React Act	Self 60" 120" Touch 60" Self 60" 60" Touch 120" Touch 60" 70"	Self S5 falling creature 20' rad sphere 10' sq. 1 creature 5' burst 1 living creature 1 ureature 1 willing creature	Life Attention by the Creature described in the Creature described in the Creature described in the Creature londs before the spell ends, it takes no talling domage and bright on its feet, and the Value gain the service of a familiar. Area is heavily documed, service of a familiar. Area is heavily documed, service of a familiar. Area is heavily documed, service of a familiar. Cortes up to 10 mag be briefs. Each head 1 hp and provide mountainest for 1 day. Cortes up to 10 mag be briefs. Each head 1 hp and provide mountainest for 1 day. Cortes up to 10 mag be briefs. Each free 1 has not contained to the contained of the con	Dex Attack	1 Hr 1 min Instant s1 Hr 24 hrs 1 Min 1Round s1 Min Instant Instant s1 Min	YES YES	YES	V VSM VSM VSM* VSM* VS VS VSM VS V	10gp	PHB PHB PHB PHB PHB PHB PHB PHB	239 239 240 243 246 246 248 249 250 250	FALSE	TRUE FALSE FALSE FALSE FALSE FALSE TRUE TRUE TRUE	FALSE FALSE FALSE FALSE FALSE FALSE TRUE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE TRUE TRUE FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE	FALSE TRUE	FALSE FALSE FALSE FALSE TRUE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	TRUE FALSE TRUE FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE	TRUE TRUE TRUE FALSE TRUE FALSE FALSE FALSE FALSE FALSE	TRUE TRUE FALSE FALSE TRUE FALSE FALSE FALSE FALSE FALSE FALSE
	1 1 1 1 1 1 1 1	Folse Life Feather Foll Find Familiar Find Cloud Goodberry Greose Guidring Bott Holl of Thorns Healing Word Hetlish Rebuke Heroism Mex Hunter's Mark	Necro Trans Conj Trans Conj Evoc Evoc Evoc Ench Divin	React 1 Hr Act Act Act Bonus React Act Bonus React Act	Self 60 10 120 Touch 60 120 Self 60 60 120 Touch 90 90 90 90 90 90 90 9	Self S S folling S S folling S S folling S S Folling S S S S S S S S S S S S S S S S S S S	Leading Topics and Committee Committ	Dex Dex	1 Hr 1 min Instant s1 Hr 24 hrs 1 Min 1 Round s1 Min Instant s1 Min Instant s1 Hr s1 Hr	YES YES YES	YES	V VSM VSM VSM VSM VS VSM VSM VS VS VS VS VSM VSM	10gp	PHB	239 239 240 243 244 246 248 248 250 250 250	FALSE	FALSE TRUE FALSE	FALSE	FALSE FALSE TRUE FALSE	FALSE	FALSE	FALSE FALSE TRUE FALSE TRUE FALSE TRUE FALSE FALSE TRUE FALSE TRUE FALSE TRUE FALSE FALSE FALSE	TRUE FALSE	FALSE	TRUE TRUE TRUE TRUE FALSE TRUE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	TRUE TRUE FALSE
	1 1 1 1 1 1 1 1	Folse Life Feather Fall Feather Fall Find Familiar Fog Cloud Goodberry Grease Guiding Bott Hall of Thorns Healing Word Heroism Heroism	Necro Trans Conj Trans Conj Trans Conj Evoc Evoc Ench	React 1 Hr Act Act Act Bonus React Act Bonus React	Self 60" 120 Touch 60" 50" 60" 60" 60" 60" 7	Self S folling S	Leadermouth the Creature described in the Creature leader and edit plan in the Creature leader and editing described in the Creature described in th	Dex Attack	1 Hr 1 min Instant S1 Hr 24 hrs 1 Min 1 Round S1 Min Instant Instant S1 Min S1 Hr	YES YES YES	YES	V VSM VSM VSM VSM VS VSM VS VS VS VSM VSM	10gp	PHB PHB PHB PHB PHB PHB PHB PHB PHB	239 239 240 243 246 246 248 249 250 250	FALSE	FALSE FALSE FALSE FALSE TRUE FALSE TRUE FALSE	FALSE FALSE FALSE FALSE FALSE TRUE FALSE TRUE FALSE FALSE FALSE FALSE	FALSE	FALSE	FALSE	FALSE FALSE FALSE TRUE FALSE TRUE FALSE FALSE FALSE FALSE FALSE FALSE	TRUE FALSE	FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE TRUE FALSE TRUE	TRUE TRUE TRUE FALSE TRUE FALSE FALSE FALSE FALSE	TRUE TRUE FALSE FALSE TRUE FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE
	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Folse Life Feather Fall Feather Fall Find Familiar Fog Cloud Goodberry Grease Guiding Bott Hall of Thorns Healtinh Rebuke Heroism Heroism Hex Lee Knife	Necro Trans Conj Conj Trans Conj Evoc Evoc Evoc Ench Divin Conj	React 11tr Act Act Act Bonus Bonus Bonus Bonus Act Act	Self 60 10 120	Self S folling S	Leadermouth the Creature described in the Creature leader and edit plan in the Creature leader and editing described in the Creature described in th	Dex Dex	1 Hr 1 min Instant \$1 Hr 24 hrs 1 Min 1Round \$1 Min Instant Instant \$1 Hr \$1 Hr \$1 Hr \$1 Hr	YES YES YES		V VSM VSM VSM VSM VSM VSM VSM VSM VS VS VS VSM VS		PHB	239 239 240 243 246 246 248 248 250 250 250	FALSE	FALSE	FALSE	FALSE FALSE TRUE FALSE FALSE FALSE FALSE TRUE FALSE TRUE FALSE TRUE FALSE FALSE FALSE	FALSE	FALSE	FALSE FALSE TRUE FALSE TRUE FALSE TRUE FALSE TRUE FALSE TRUE FALSE TRUE FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	TRUE TRUE FALSE	FALSE	TRUE TRUE TRUE TRUE FALSE TRUE FALSE	TRUE TRUE FALSE
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						1	Ranged spell attack: 2d8 poison damage & save																			
	1	Ray of Sickness	Necro	Act	60'	creature	Ranged spell attack: 2d8 poison damage & save or be poisoned until end of your next turn. Overpower: e168 / M Creatures attacking target must make save or choose new target. Ends if creature makes attack or casts a spell that affects enemy.	Con	Instant			VS		PHB	271	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
0	1	Sanctuary	Abjur	Bonus	30	creature	choose new torget. Ends in creature makes attack or casts a spell that offects enemy. On next melee hit, the attack deals an extra ld6 fire and ignites target. At the start of each of its turns until the spell ends, target makes a ove or takes ld6 fire domage. On a successful save, the spell ends. The target or another creature may use an action to put out the flames.	Wis	1 Min			VSM		PHB	272	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE
	1	Searing Smite	Evoc	Bonus	Self	Self Shield of	Overpower: +1d6 dmg on initial hit Until start of next turn, gain +5 bonus to AC, including against triggering attack. Immune to	Con	≤1 Min	YES		V		PHB	274	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE
	1	Shield	Abjur	React	Self	force 1	magic missite.		1 Round ≤10 Min			VS VSM		PHB PHB	275	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
0		Shield of Faith	Abjur	Bonus	60'	creature	gain +2 bonus to AC for duration Create a silent image of an object, creature, or phenom. Action to move, may make movement			YES					275						TRUE					
	-	Silent Image	Illus	Act	60'	S15' cube Creature s in 20' rad	Affects 5d8 HP in ascending order of current HP. Creatures fall unconscious.		s10 Min	YES		VSM		PHB	276	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
0	1	Sleep	Ench	Act	90'	rad	Creatures fall unconscious. Use rope to make circle on ground. Rope becomes invisible trap (Investigation check vs spell DC to spot). Triggers on Large or smaller creature. DEX save or be magically hoisted into air, hanging 3ft from ground until spell ends. Restrained creature makes DEX save at end of its		1 Min			VSM		PHB	276	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
	1	Snare	Abjur	1 Min	Touch	5ft rad circle	DC) to end it.	Varies	8 Hrs			SM*	25ft rope	XGTE	165	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	TRUE
0	1	Speak with Animals	Divin	Act	Self	Self	Comprehend and communicate with Beasts. Limited by intelligence. Dees not charm. A stream of acid emanates from you in a line 30 feet long and 5 feet wile in a direction you choose. Each creature in the line must succeed on a Desterity sowing throw or be covered in acid for the spell's duration or until a creature uses its action to strape whosh the acid off this existing the strape of which the acid of this beat of the strape of th		10 Min		YES	VS		PHB	277	FALSE	TRUE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE
	1	Tasha's Caustic Brew	Evoc	Act	30' x 5'	Line	At Higher Levels. When you cast this spell using a spell stot 2nd level or higher, the damage increases by 2d4 for each stot level obove 1st. Creature falls prone laughing (incapacitated). Wis save negates. Int 45 is immune. At end of	Dex	s1 Min	Yes		VSM		TCE	115	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	TRUE
	1	Tasha's Hideous Laughter	Ench	Act	30'	1 creature	turn and each time it takes damage, gets another save to shake. Advantage to save if damaged.	Wis	≤1 Min	YES		VSM		PHB	280	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
	1	Tenser's Floating Disk	Evoc	Act	30'	force	You create a hovering 3' disk of force. It can carry 500lb of weight and follows you (20) On next melee hit, you deal an extra 2d6 thunder		1 Hr		YES	VSM		PHB	282	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
	1	Thunderous Smite	Evoc	Bonus	Self	Self	On next melee hit, you deal an extra 2d6 thunder damage. Target must succeed on Str save or be pushed 10° away and knocked prone. Makes an audible noise up w/in 30° of you.	Str	≤1 Min	YES		V		PHB	282	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE
	1	Thunderwave	Evoc	Act	Self	15' cube from you	Creatures in area that fail a save take 2d8 thunder and pushed 10 away from you. Half damage on save and are not pushed.	Con	Instant			VS		PHB	282	FALSE	TRUE	FALSE	TRUE	TRUE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
0		Here See			60'		Creates invisible, mindless, shapeless force (AC 10, 1 HP, Str 2, no attacks). Bonus action: command it to move 15' and interact with objects. Dispells if		,		Vec	VSM		D. I.E.	007	E41.55	TRUE	EALCE	EAL CT	E	EALCE	E41.0=	F	701-	TRUE	F**
0	1	Unseen Servant Witch Bolt	Conj	Act	30'	1	moves out of range. Ranged spell attack. Hit deals 1d12 lightning damage and on each of your turns, use action to deal 1d12 damage automatically. Ends if you use action for something else, exceed range, or target has total cover. Overpower: +ld12 initial damage / ld.	Attack	1Hr s1Min	YES	YES	VSM		PHB	284	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE		FALSE
		WILLIA DOLL	Evoc	Act	30	creature	On next melee hit, you deal an extra 1d6 psychic damage. If the target is a creature, it must make a Wis save or be frightened of you until the spell ends. As an action, creature can make a Wis	Accur	3. MIII	103		-JM		1110	207	- ALGE	IMCSE	TALDE	TALSE	INUE	TALSE	TALGE	TRUE	TRUE	TRUE	FALSE
	1	Wrathful Smite	Evoc	Bonus	Self	Self	check against your spell save DC to end the spell.	Wis	≤1 Min	YES		V		PHB	289	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE
	,	Zephyr Strike	Trans	Bonus	Self		Your movement doesn't provoke Opp attacks. Once before spell ends, give yourself advantage on one weapon attack roll on your turn with +1d8 force damage and +30ft move until end of turn.		≤1 Min	YES		v		XGTE	171	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE
0		герпут этпке	iruis	Bonus	Jeu		A line flame emanates from you in a direction you chaose Deals 3d8 fire to creatures in 30ft line		SIMIII	123				AGIE		PALSE	PALSE	PALSE	PALSE	PALSE	PALSE	INUE	PALSE	PALSE	PALSE	PALSE
	2	Aganazzar's Scorcher	Evoc	Act	30' x 5'	s3	DEX save for 1/2 damage. Overpower: +1d8 dmg / lvl above 2nd.	Dex	Instant			VSM		EE	15	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
	2	Aid	Abjur	Act	30'	creature s	Gain 5 max and current hp. Over power: +5 hp / slot level. You assume a new form: Aquatic Adaptation		8 Hrs			VSM		PHB	211	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	TRUE
0	2	Alter Self	Trans	Act	Self		You assume a new form: Aquatic Adaptation- breath water, swim speed is walking speed. Changed appearance—thonge features up to looking like different race of some size. Natural Weopons—thoose claws, fangs, etc. Unarmed strike deals 46 dam. and you are proficient. Weapon is +1 and magic.		s1 Hr	YES		VS		PHB	211	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	TRUE
							Target beast travels for spell duration toward a specified location and creature you describe. 50 miles per 24 hours for a flying messenger, or 25																			
	2	Animal Messenger	Ench	Act	30'	1 tiny beast	specified location and creature you describe. 50 miles per 24 hours for a flying messenger, or 25 miles per 24 hours for a flying messenger, or 25 miles for other animals. If it makes it to the described, it delivers a message up to 25 words in your voice. Overpower: +48 hr duration / slot level.		24 Hrs		YES	VSM		PHB	212	FALSE	TRUE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE
	2	Arcone Lock	Abjur	Act	Touch	lockable object	Object is locked to everyone but creatures you specify. May specify spoken p/w, which supresses lock for 1 min. Increases open DC by 10.		(Dispel)			VSM*	25gp	PHB	215	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE
			Divin	1 Min	Self	Divinatio n instrume	Portents Wegl/Wae of action in next 30 mins		Instant		YES	VSM		PHB	215	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE
	2	Augury Barkskin	Trans	Act	Touch	nts 1 creature	Target's skin turns barklike. AC can't be less than 16.		s1 Hr	YES	YES	VSM	25др	PHB	217	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE
	2	Beast Sense	Divin	Act	Touch	1 beast	Touch willing beast. See through beast's eyes and ears, including special senses. Visible target is blinded or deafened. Target		s1 Hr	YES	YES	S		PHB	217	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE
	2	Blindness/Deafness	Necro	Act	30'	1 creature	makes a Con save at the end of each turn to end the spell. Overpower: 1 add1 creature / slot level > 2nd level.	Con	1 min			V		PHB	219	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
0	2	Blur	Illus	Act	Self	Self	Creatures have disadvantage on attack rolls against you. Attacker immune if doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight. On next melee hit, you deal an extra 2d6 radiant to the target, which stop being invisible and		s1 Min	YES		V		PHB	219	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	TRUE
0	2	Branding Smite	Evoc	Bonus	Self		sheds dim light in a 5 rad, and can't become invisible until the spell ends. Overpower: +ld6 dam / slot level > 2nd Each humanoid in area; can suppress charm or fright, or make a target indifferent from being		s1 Min	YES		V		PHB	219	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE
	2	Calm Emotions	Ench	Act	60'	20' rad	hostile unless it or its friends are harmed. Creatures take 4d4 slashing damage when	Cha	≤1 Min	YES		VS		PHB	221	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE
	2	Cloud of Daggers	Conj	Act	60'	5' cube	entering the area or starting its turn there. Overpower: +2d4 damage / slot level > 2nd. You create a flame as bright as a torch on a target object. It creates no heat and uses no		≤1 Min Until	YES		VSM		PHB	222	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	
0	2	Continual Flame Cordon of Arrows	Evoc	Acti	Touch 5'	1 object 4 arrows or bolts	oxygen. Plant arrows or bolts into ground. When another creature approaches within 40 for first time on turn (or ends turn there), 1 ammo shoots it. Dex	Dex	dispelled 8 Hrs			VSM*	50gp arrows or bolts	PHB	227	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
0						. 1	Target is charmed by you, a twisted crown of jagged iron appears on its head. Target must make a melee attack vs a creature other than itself that you choose before moving. It can act normally if none are in range. You must use your retine to maintain control with the transfer of the retine to maintain control with the transfer of the control.																			
	2	Crown of Madness	Ench	Act	120'	humanoi d	spell ends. The target gets a Wis save at the end of each turn to end the spell. Darkness radiates, blacks light and vision. Can be	Wis	≤1 Min	YES		VS		PHB	229	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	FALSE
	2	Darkness Darkvision	Evoc	Act Act	60' Touch	radius 1 creature	covered. Dispels Ivl 2 or lower lights. Willing creature gains darkvision of 60'		≤10 Min 8 Hrs	YES		VM		PHB	230	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	TRUE	TRUE	TRUE
0							You focus your mind on an intelligent creature that you can see. You initially learn surface thoughts. It gets a wis save to resist further probing, if it fails, you gain insight into reasoning.																			
	2	Detect Thoughts	Divin	Act	Self	30'	emotional state, and sometraing that toloms large in its mind. Creature can use action on its turn to make an int check vs your int check; if it succeeds, the spell ends. You can also use this spell to detect the presence of thinking creatures you can't see.		≤1 Min	YES		VSM		PHB	231	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
0	2	Dragon's Breath	Trans	Bonus		15' Cone	Target willing creature touched gains breath attack (action) in 15 cone for 3d6 damage (Type choice: Acid, Cold, Fire, Lightning, Poison), DEX save for 1/2. Overpower: +1d6 dmg per slot above 2nd	Dex	s1 Min	Yes		VSM		XGTE	154	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
0		Dust Devil	Coni	Act	60'		Elemental appears in space. Creature ending turn adjacent to devil takes 148 bludgeoning damage and is pushed 10° away (Str save for 1/2 and no push). Bonus action: move devil 30°. Blows around sand, gravel, loose dirt into 10° radius cloud (heavily obscured). Overpower: +1d8 dmg/hU.	Str	s1 Min	YES		٧		EE	17	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
	2	Earthbind	Conj	Act		1 creature	Target's fly speed is 0 (Str save negates). Airborne creatures descend 60 per round (don't fall)	Str	SI Min	YES		v		EE	17	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	FALSE
0	2	Enhance N	T		7	1	Target gans one of the following: Bear's Endurance: Adv Con checks, 4264 temp hg; Bull's Strength: Adv Str checks, x2 carrying capacity. Cat's Grace: Adv Dex checks, ignores 20 fall dmg; Eagle Splendor: Adv Cha checks; Fax's Cunning: Adv Int checks: Owls Wisdom: Adv Wis checks.		011	NEC.		1404		Dr. in	007	EALES	Tour	100	T~	Evice	EALCE	EALCT	700.00	E41.5=	E**	70/-
	2	Enhance Ability	Trans	Act	Touch	creature			≤1 Hr	YES		VSM		PHB	237	FALSE	TRUE	TRUE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE
						Creature or object	Target grows/shrinks. Object cannot be carried. Inwilling target gets sow, if soves, no effect. It target is creature, everything wearing/carrying also affected. Hems revert to normal size when dropped. Enlarge: double all dimensions, 8X wgt., increase one size category, 4Au on Str. Checks and control of the control of the control of the dimensions, I/8X wgt., dissolv. on Str. checks and soxes, Weopons-24 (min. 1 damage).	Con	s1 Min	YES				PHB	237	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	TRUE
		Felor: m. :						Lon							237	PALSE	FALSE	PALSE	FALSE	PALSE	PALSE	FALSE		FALSE	IRUE	IRUE
	2	Enlarge/Reduce	Trans	Act	30	creature s of	Targets have disadvantage on Perception checks made to perceive any creature other than you.		21,11111	123		VSM		PHD									TRUE			
0	2	Enlarge/Reduce	Trans	Act	60'	creature s of your choice	Targets have disadvantage on Perception checks made to perceive any creature other than you. The spell ends if you stop speaking. Creatures you are fighting have advantage on the save. Summon a spirit steed that you choose the form. It is celestial, fey, or fiend, intelligence becomes a 6 if tower, and understand one language you	Wis	1 min	TES		VSM		PHB	238	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE

						line of	You sense the presence of any trap in range, but not the location.																			
	2	Find Traps	Divin	Act	120'	sight	Common fire containing Contained and attack		Instant			VS		PHB	241	FALSE	FALSE	TRUE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE
	2	Flame Blade	Evoc	Bonus	Self	conjured blade	for 3d6 fire damage. Sheds light (bright 10; dim 20). Overpower: +1d6 damage at 4th, 6th, 8th level slots	Attack	≤10 Min	YES		VSM		PHB	242	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE
						5"	Creatures adjacent to sphere at end of their turn take 2d6 fire damage, save for 1/2. Move sphere 30 as bonus action. Creatures hit by sphere take damage (save for 1/2). Sheds light 20 rod. Ignites combustibles. Overpower:																			
	2	Flaming Sphere	Conj	Act	60'	diamete r sphere	damage (save for 1/2). Sheds light 20 rad. Ignites combustibles. Overpower: +1d6 damage / lvl	Dex	≤1 Min	YES		VSM		PHB	242	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
	2	Gentle Repose	Necro	Act	Touch	1 corpse	Target is protected from decay and can't become undead. 60' line, 10' wide blasts from you for duration.		10 days		YES	VSM		PHB	245	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
_	2	Gust of Wind	Evoc	Act	Self	60' line	save negates). Movement against wind uses x2 movement. Disperses gasses, extinguishes fires. Bonus action: change direction of line.		≤1 Min	YES		VSM		PHB	248	FALSE	FALSE	FALSE	TRUE	TRUE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
							Conjure intangible spirit in 5ft cube. When you or creature you can see enters space for 1st time on turn or starts turn there, you can cause spirit to heal ldd to that creature (no action). Can't heal constructs or undead. Bonus action: mave spirit																			
							heal 1d6 to that creature (no action). Can't heal constructs or undead, Bonus action: move spirit																			
	2	Healing Spirit	Conj	Bonus	60'	Intangibl e spirit	healing/lvl		≤1 Min	YES		VS		XGTE	157	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE
							Creatures in physical contact with object take 2d8 fire dmg, you may use a bonus action to cause this damage gooin. If the creature is																			
						manufac tured metal object	cause this damage again. If the creature is holding the object, it must make a Con save or drop it. If it doesn't drop the object, it has disadvantage on attack rolls and checks until the start of your next turn. Overpower: +d8 dmg																			
_	2	Heat Metal	Trans	Act	60'	object	start of your next turn. Overpower: +d8 dmg Save or paralyzed. Make another save at end of		≤1 Min	YES		VSM		PHB	250	FALSE	TRUE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE
	2	Hold Person	Ench	Act	60'	humanoi d	Save or paralyzed. Make another save at end of each turn. Overpower: +1 target / Ivl (targets within 30' of each other)	Wis	≤1 Min	YES		VSM		PHB	251	TRUE	TRUE	TRUE	TRUE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	FALSE
	2	Invisibility	Illus	Act	Touch	1 creature	Creature and possesions become invisible. Ends if target attacks or casts a spell. Overpower: +1 target / lvl		≤1 Hr	YES		VSM		PHB	254	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	TRUE
						1 lockable	Target becomes unlocked, unstuck, or onbarred. Only 1 lock is affected. Arcane locks suppressed																			
	2	Knock	Trans	Act	60'	object 1	Cures 1 disease or condition (blind, deaf,		Instant			V		PHB	254	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
	2	Lesser Restoration	Abjur	Act	Touch	creature 1	paralyzed, poison) Target up to 500lbs rises vertically \$20. Unwilling		Instant			VS		PHB	255	FALSE	TRUE	TRUE	TRUE	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	TRUE
	2	Levitate	Trans	Act	60'	creature or object	creature allowed save to negate. Change targets altitude by 20 on your turn (Action) or target can use Move/	Con	≤10 Min	YES		VSM		PHB	255	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	TRUE
		Locate Animals or					You learn the direction and distance to the closest creature or plant of a specified kind w/in 5 miles, if any are present.																			
	2 2	Plants Locate Object	Divin	Act	Self	1000	Sense the direction to a familiar object's location		Instant ≤10 Min	YES	YES	VSM		PHB	256 256	FALSE	TRUE	TRUE	TRUE	FALSE	TRUE	TRUE	FALSE	FALSE	TRUE	FALSE
		Locate Object	DIVIN	Act	Sett	unotten	w/in range. Can't locate through any lead. Implant message on object (\$25 words), set		2 IU MIN	YES		VSM		PHD	200	PALSE	TRUE	IRUE	TRUE	PALSE	TRUE	INUE	PALSE	FALSE	IRUE	PALSE
	2	Magic Mouth	Illus	Bonus	30'	ded object	Implant message on object (\$25 words), set visual/audio trigger. within 30 When triggered, mouth appears and speaks in your voice/valume. Can dispel or reset itself.		Until dispelled		YES	VSM*	10gp	PHB	257	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE
						nonmagi cal																				
_	2	Magic Weapon	Trans	Bonus	Touch	weapon			≤1 Hr	YES		VS		PHB	257	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	TRUE
							Hand reaches out from empty 5-foot square of earth. Grabs at adjacent creature (STR save or restrained and take 2d6 bludgeoning damage).																			
							restrained and take 2d6 bludgeoning damage). On its turn can use Action to make STR check against spell save DC to break out. You can use Action to crush creature for 2d6 bludgeoning																			
		Maximilian's Earthen Grasp	Total		25	1	Action to crush creature for 2d6 bludgeoning dmg (STR save for 1/2). You can spend action to move hand in range to attack another (releases	-	015	V		1401				E41.65	Et. CT	EA: CT	EALCE	E4: 5=	EALCE	EAT CT	Tree	E4: C=	TOUR	F**
	2	Grasp	Trans	Act	30'	creature	current). Ranged spell attack; hit deals 4d4 acid and 2d4 acid at end of its next turn. On miss, splashes for	Str	≤1 Min	Yes		VSM		EE	20	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
	2	Melfs Acid Arrow	Conj	Act	90'	1 target	1/2 initial. Overpower, +1d4 damage to initial and	Attack	Instant			VSM		PHB	259	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
							Target takes 3d8 psychic damage (WIS save for																			
	2	Mind Spike	Divin	Act	60'	1 creature	until spell ends (same plane), and target cannot become invisible/hidden from you. Overpower: +Id8 dmg per spell stot above 2nd.	Wis	≤1 Hr	YES		s		XGTE	162	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	FALSE
							Create 3 duplicates of yourself (AC 10+dex). Attacks may hit those instead. Images destroyed if hit.																			
	2	Mirror Image Misty Step	Illus	Act Bonus	Self Self	Self Self	teleport up to 30 to unnocupied space		1 Min Instant			VS V		PHB PHB	260 260	TRUE FALSE	FALSE	FALSE	FALSE	FALSE FALSE	FALSE	FALSE FALSE	TRUE	TRUE	TRUE	FALSE
							Cylinder provides dim light. Creatures entering or starting turn in area take 2d10 radiant (Con save for 1/2). Shapechanges revert to original																			
						5x40'	may use Action to move it 60. Overpower: +1d10 /																			
-	2	Moonbeam	Evoc	Act	120'	cylinder	Change one or both Folse Aura - create or bide	Con	≤1 Min	YES		VSM		PHB	261	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE
						creature	magical aura, and change it to appear as school you choose. Mask - change how target appears to spells/effects that detect creature types. Spells/effects treat target as if it were that																			
	2	Nystul's Magic Aura	Illus	Act	Touch	unsecur ed object			24 hours			VSM		PHB	263	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
	2	Pass Without Trace	Abjur	Act	Self	Allies in	Each creature you choose gets +10 to stealth checks and can't be tracked by non-magical means. Affected creatures don't leave tracks.		≤1 Hr	YES		VSM		PHB	264	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE
		Pass without frace	Aujui	ALI	Jeu	30	Create phantasm in mind of target no larger than 10' cube. No effect on undead or constructs.		SIFII	TES		VSM		PHD	204	PALSE	PALSE	PALSE	INUE	PALSE	PALSE	INUE	PALSE	FALSE	PALSE	PALSE
						١,	Target can use action for Int (Investigation) against your spell DC to disbelieve. Target treats phantasm as real, suffers 1d6																			
	2	Phantasmal Force	Illus	Act	60'	creature	psychic damage if w/in 5' of damaging phantasm.	Int	1 Min	YES		VSM		PHB	264	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
	2	Prayer Of Healing	Evoc	10 Min	30'	Sé living creature s	Heals 2d8+spellcasting ability mod. Overpower: +1d8 healing / lvl	Int	Instant			v		PHB	267	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE
						Ι,	You neutralize one poison that you know is present, or neutralize one at random. Target has advantage on saves vs poison, and resistance to poison drng.																			
_	2	Protection from Poison	Abjur	Act	Touch	creature	poison drug. Extinguish paythy paymonical fire /5ft cubal		1 Hr			VS		PHB	270	FALSE	FALSE	TRUE	TRUE	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	TRUE
							Extinguish nearby nonmagical fire (5ft cube). Choose 1 effect: Fireworks: The fire explades. Blinds all creatures within 10ft (CON save																			
۰	2	Pyrotechnics	Trans	Act	60'	Non- Magical Flame	negates). Smoke: spreads in 20ft radius (heavy obscurement) that lasts for 1 Min or until strong wind disperses.	Con				vs		EE	21	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	TRUE
						1	Ranged spell attack; on hit, creature deals 1/2 damage on STR weapon attacks. Target sayes at																			
_	2	Ray of Enfeeblement	Necro	Act	60'	creature		Attack	≤1 Min	YES		VS		PHB	271	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	FALSE
							Rope enchanted to lead to extradimensional space, can hold up to 8 medium or smaller creatures. Rope can be pulled into space to disappear. Attacks can't cross in or out of the																			
	2	Rope Trick	Trans	Act	Touch	Rope	falls down when spell ends.		1 Hr			VSM		PHB	272	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE
	2	Scorehing Ray	Evoc	Act	120	s3 targets	Fire 3 rays; ranged spell attack each; 2d6 fire damage. Overpower: +1 ray / lvl	Attack	Instant			VS		PHB	273	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
	2	See Invisibility	Divin	Act	Self		You see invisible things as if they were visible, and can see into the Ethereal Plane. Ethereal creatures/objects appear ghostly.		1 hour			VSM		PHB	274	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	TRUE
		,					Create shadow blade in your hand (simple melee																			
							weapoin, ight intesse, thowar 2019, beas 2019 psychic). When you attack target in dim light or darkness, you have advantage to hit. If drop weapon, it vanishes and can conjure it back with bonus action. Overpower: 3-4th stat = 3d8, 5-6th stat = 4d8, 7+ stat = 3d8.																			
	2	Shadow Blade	Illus	Bonus	Self		bonus action. Overpower: 3-4th slot = 3d8, 5-6th slot = 4d8, 7+ slot = 5d8.	Attack	≤1 Min	YES		VS		XGTE	164	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	FALSE
_							Deals 3d8 thunder dmg (Con save for 1/2). Creatures made of inorganic material (stone,																			
	2	Shatter	Evoc	Act	60"	10 rad sphere	crystal, metal) have disadv. Damages non- attended nonmagical objects. Overpower: +1d8 dmg / lvl	Con	Instant			VSM		PHB	275	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	TRUE	TRUE	FALSE
	2	Silence	Illus	Act	120'	20 rad sphere	no sound can be created in or through area for duration.		≤10 Min	YES	YES	vs		PHB	275	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE
	2	Skywrite	Trans	Act	Sight		Create up to 10 cloud words in sky Deals 3d6 in Sft radius sphere. DEX save for 1/2		≤1 Hr	YES	YES	VS		EE	22	FALSE	TRUE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE
_	2	Snilloc's Snowball Swarm	Evoc	Act	90'	5' rad sphere 1 willing	damage. Overpower: +1d6 dmg for each slot level above 2nd.	Dex	Instant			VSM		EE	22	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
	2	Spider Climb	Trans	Act	Touch	creature	Climb speed equal to walking speed. May move vertically and upside-down while hands are free. Ground in area becomes difficult terrain.		≤1 Hr	YES		VSM		PHB	277	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	TRUE
		6.7.			,	20'	Creatures moving into/within area take 2d4 piercing damage per 5. Ground looks natural; Perception checks vs spell DC to detect		410	\m_=		145.1		51/5		F41	F41	F41	TO:	FAL	FW		F1/	FA/	FW	
	2	Spike Growth	Trans	Act	150'	radius	Perception checks vs spell DC to detect Create a floating weapon. Lasts duration; when cost, make melee spell attack vs creature w/in 5' of weapon. On hit, target takes 1d8+spellcasting	Special	≤10 Min	YES		VSM		PHB	277	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE
		B-1-0	-			1 floating	cast, make metee spell attack vs creature w/in 5 of weapon. On hit, target takes 1d8+spellcasting modifier force damage. Bonus action: Move up to 20', make an attack. Overpower: +d8/2 lvl							D. 12			F4: 1	Ter. :	Er.				F	F/	Fr	
	2	Spiritual Weapon	Evoc	Bonus	60'	weapon 1	20', make an attack. Overpower: +d8/2 lvl You suggest a non-harmful act. On a failed save, target pursues the described act to the best of its	Attack	1 Min			VS		PHB	278	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE
	2	Suggestion	Ench	Act	30'	creature	ability for the duration. You call forth a bestial spirit. It manifests in an	Wis	≤8 Hrs	YES		VM		PHB	279	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	FALSE
							unoccupied space that you can see within range. This corporeal form uses the Bestial Spirit stat																			
							block. When you cast the spell, choose an environment: Air, Land, or Water. The creature resembles an animal of your choice that is native																			
							resembles an animal of your choice that is native to the chosen environment, which determines certain traits in its stat black. The creature																			
							disappears when it drops to 0 hit points or when the spell ends.																			
							The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately																			
							action required by you). If you don't issue any, it																			
							takes the Dodge action and uses its move to avoid danger.																			
						Air, Water,	At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, use the higher level wherever the spell's level appears in the stat																			
	2	Summon Beast	Conj	Act	90'	Water, or Land	level wherever the spell's level appears in the stat block.		≤1 Hr	YES		VSM*	200gρ	TCE	109	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE

							You ceachically lash out of one creature you con																	I		
							You psychically lash out at one creature you can see within range. The target must make an Intelligence saving throw On a failed save, the target takes 3d6 psychic damage, and it can't take a reaction until the end of its next turn. Mareover, on its next turn, it must choose																			
							take a reaction until the end of its next turn. Moreover, on its next turn, it must choose whether it gets a move, an action, or a bonus																			
							action; it gets only one of the three. On a successful save, the target takes half as much damage and suffers none of the spell's other effects.																			
							At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above																			
	2	Tasha's Mind Whip	Ench	Act	90'	creature	2nd. The creatures must be within 30 feet of each other when you target them. While the target is w/in 60' of you it gains +1 AC and saves and resistance to all damage. You	Int	1 round			V		TCE	115	FALSE	TRUE	FALSE	TRUE	FALSE						
	2	Warding Bond	Abjur	Act	Touch	1 willing creature	and saves and resistance to all damage. You take the same amount of damage it takes. Strong wind surrounds you. Deafens you and		1 Hr			VSF	50gp	PHB	287	FALSE	FALSE	TRUE	FALSE							
		Market Mend		Act	Self	10'	others, extinguishes small fires, difficult terrain to others, ranged weapons have disadvantage, blocks/disperses vapor, gas, fag.		≤10 Min	YES				EE	23	FALSE	TRUE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE
		Warding Wind	Evoc	Act	Sett	radius	You create webs that become difficult terrain and lightly obscure the area. Spell ends after I round if the webs aren't anchored to two solid masses.		ZIU MIN	YES				EE	23	PALSE	TRUE	PALSE	TRUE	PALSE	PALSE	FALSE	TRUE	FALSE	PALSE	PALSE
	2	Web	Conj	Act	60"	20' cube	if the webs aren't anchored to two solid masses. Restrains creatures that enter or start the turn in the area if they fail the save.	Dex	s1 Hr	YES		VSM		PHB	287	FALSE	TRUE	FALSE	TRUE	TRUE						
							Create a zone. Creatures entering or starting their turn in the zone must make a Cha save or be unable to speak a deliberate lie. You know																			
	2	Zone of Truth	Ench	Act	60'	15' rad	unable to speak a deliberate lie. You know whether the creature succeeds or fails the save. It does not compel them to speak. Create an undead servant (small or medium.	Cha	10 min			VS		PHB	289	FALSE	TRUE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE
							skeleton or zombie). As a bonus action you may mentally command all creatures you made that are w/in 60' of you w/in 24 hours of creation. You																			
							Reasserts control over \$4 of your animated																			
	3	Animate Dead	Necro	1 min	10'	1 corpse	creatures. Overpower: +2 undead animated/reasserted / slat level. You can use a bonus action to cause one		Instant			VSM		PHB	212	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
	3	Aura of Vitality	Evoc	Act	Self	30' rad targets	creature w/in aura to regain 2d6 HP. Aura moves with you. Taraets have advantage on Wisdom & Death		≤1 Min	YES		V		PHB	216	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE
	3	Beacon Of Hope	Abjur	Act	30'	targets in range	Targets have advantage on Wisdom & Death saves, receive maximum healing Choose one: "Target has disadvantage on ability about the control of		≤1 Min	YES		VS		PHB	217	FALSE	FALSE	TRUE	FALSE							
							Chaose one: "Target has disadvantage on ability checks and saves with one ability score, "Target has disadvantage on attacks vs you, "Target must make a Wis save at start of turn, if it falls it wastes its action doing n																			
						١,	+d8 necrotic damage to target. Overpower: +Duration: 4th Ivl - Conc, 10 min; 5th - 8hrs; 7th 24hrs, 9th until dispelled. 5th or higher, no																			
	3	Bestow Curse	Necro	Act	Touch	creature	On next melee hit, you deal an extra 3d8 radiant damage. Target must succeed a Con save or be	Wis	≤1 Min	YES		VS		PHB	218	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
							damage. Target must succeed a Con save or be blinded until the spell ends. Target makes another saving throw at the end of each of its turns to remove blindness.																			
	3	Blinding Smite	Evoc	Bonus	Self		turns to remove blindness. At end of your turn, roll d20. On 11+ you become ethereol. At start of next turn, you return to empty space within 10ft of where you vanished. Can		≤1 Min	YES				PHB	219	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE
	3	Blink	Trans	Act	Self		see 60ft in shades of grey into prime material. Can ony affect/be affected by Ethereal creatures. Storm Good appears 100 above you. Fails if		1 Min			VS		PHB	219	FALSE	TRUE	FALSE	TRUE	TRUE						
							insufficient room. Point to spot within range. Creatures within 5' or point take 3d10 lightning damage (Save for 1/2). Use Action each turn to call lightning again. In stormy weather, +1d10 damage. Overpower: +1d10 dmg/ slot lvl above																			
	3	Call Lightning	Conj	Act	120'	60' radius		Dex	≤10 Min	YES		VS		PHB	220	FALSE	FALSE	FALSE	TRUE	FALSE						
							Willing targets fall unconscious for duration. Ends early if target takes damage or is awakened (action). If target sleeps full duration, gainst																			
	3	Catnap	Ench	Act	30'	≤3 willing creature	benefit of short rest. Can't benefit again until long rest. Overpower: +1 target per spell slot above 3rd.		10 Min			SM		XGTE	151	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	TRUE
							You create an invisible sensor w/in range. You hear or see at a location familiar to you at the sensor location. As an action you can switch																			
	3	Clairvoyance	Divin	10 min	1 mile	Self	between hearing or seeing. Conjure fey beasts into empty spaces. I beasts of CR \$2, 2 beasts of CR \$1/4. Beasts of CR \$1/2, or 8 beasts of CR \$1/4. Beasts are friendly to you +		≤10 Min	YES		VSF	100gp	PHB	222	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
	3	Conjure Animals	Conj	Act	60'		commands, defend themselves. Overpower: x2 numbers with 5th lvl slot, x3 with 7th lvl slot, and x4 with 9th lvl slot.		s1 Hr	YES		VS		PHB	225	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE
							Throw a non-magical weapon or ammunition, forms cone of indentical weapons. 3d8 damage, half on save. Same damage type as original																			
	3	Conjure Barrage	Conj	Act	60 Cone	1 spell	weapon. Counter spell of 3rd or lower. 4th or higher requires ability check (primary casting stat) DC	Dex	Instant			VSM		PHB	225	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE
	3	Counterspell	Abjur	React	60'	being cast	10+spell level. Overpower: raise level of counterspell You create 45 lbs of food and 30 gallons of water		Instant			S		PHB	228	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	TRUE	TRUE	FALSE
	3	Create Food and Water	Conj	Act	30'		on the ground or in containers w/in range. nonhostile creatures in aura deal an extra 1d4		Instant			VS		PHB	229	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	TRUE
0	3	Crusader's Mantle	Evoc	Act	Self	30'	radiant damage with weapon attacks. Aura moves with you. You create a sphere of bright light. Can be cast		≤1 Min	YES		V		PHB	230	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE
	3	Daylight	Evoc	Act	60"	1 target or	on an object. Dispels the Darkness spell. Auto ends spells of level 1-3. Higher level spells		1 Hr			VS		PHB	230	FALSE	FALSE	TRUE	TRUE	FALSE	TRUE	TRUE	TRUE	FALSE	FALSE	FALSE
	3	Dispel Magic	Abjur	Act	120'	magical effect	(4+) require spellcasting ability check DC 10+spell by Overgower: raises spell level of Dispel		Instant			VS		PHB	234	FALSE	TRUE	TRUE	TRUE	TRUE	TRUE	FALSE	TRUE	TRUE	TRUE	TRUE
						1 nonmagi	Weapon gains 11 bonus to attack and deals an extra 1d4 damage of a chosen elemental type (acid, cold, fire, lightning, or thunder). Overpower: If you use a 5th/6th level spell slat, +2 to attack, +2d4 elemental dmg																			
	3	Elemental Weapon	Trans	Act	Touch	cal weapon	If you use a 5th/6th level spell slot, +2 to attack, +2d4 elemental drag Creature makes INT save; Immune to Fear =		≤1 Hr	YES		VS		PHB	237	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	TRUE
						١,	Creature makes INT save; Immune to Fear = success. On failed save, target sees all creatures as enemy. Each time takes damage, repeat save to end. Must choose enemy targets at random.																			
	3	Enemies Abound	Ench	Act	120	creature	Makes all Opportunity attacks available to it. Cube centered on point becomes difficult terrain. Each 5ft portion takes 1 minute to clear by hand.	Int	≤1 Min	YES		VS		XGTE	155	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	FALSE
	3	Erupting Earth	Trans	Act	120'	30' cube	Creatures in cube take 3d12 bludgeoning damage (DEX save for 1/2). Overpower: +ld12 dmge/lvl abave 3rd	Dex	Instant			VSM		EE	17	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
		Liuping Lutur	nuns	- A-V	120	GO CUCC	Creatures becomes frightened and drop whatever it is holding. They Dash away, if it ends its turn and you are not visible, they make a Wis save to end the effect.	DEX	III JACAN			V5.111			-	TALUL	TALUL	TALUL	INCL	TALUL	TALUL	TALUL	INOL	TALUL	INOL	TALUE
	3	Fear	Illus	Act	Self	30' cone	sts turn and you are not visible, they make a Wis save to end the effect. Target appears dead to all outward inspection and spells, and is blind and incapacitated, has	Wis	≤1 Min	YES		VSM		PHB	239	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	FALSE
	3	Feign Death	Necro	Act	Touch	1 willing creature	and spells, and is blind and incapacitated, has resist to all but psychic dmg, and disease/poison are suppressed. Dismiss via touch.		1 Hr		YES	VSM		PHB	240	FALSE	TRUE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
	3	Fireball	Evoc	Act	150'	20' rad sphere	Creatures take 8d6 fire damage, save for 1/2. Ignites combustibles. Overpower: +1d6 / lvl	Dex	Instant			VSM		PHB	241	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
	3	Flame Arrows	Trans	Act	Touch	12 ammo	When target is hit with enchanted amma, takes +1d6 fire damage. Enchantment works for 1 use per amma. Overpower: +2 amma/lvl above 3rd.		s1 Hr	YES				EE	18	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	TRUE	FALSE	TRUE	TRUE
	3	Fly	Trans	Act	Touch	1 creature	Fly speed of 60'. Overpower: +1 creature / lvl Willing creature goins fly30' con occurs space of		≤10 Min	YES		VSM		PHB	243	FALSE	TRUE	TRUE	TRUE	TRUE						
	3	Gaseous Form	Trons	Act	Touch	1 creature	other creature. Resistance to nonmagical damage, You create a alvah and chaose a trippering			YES				PHB	244	FALSE	TRUE	TRUE	TRUE	FALSE						
						surface	action. Choose one: Explosive: 20 rad 5d8 elemental dmg of your choise; Spell: Store a prepared spell of 3rd or lower, it goes off when triggered. Overpower +1d8 dmg or +1 spell lvl		Until dispelled or																	
	3	Glyph of Warding	Abjur	1 Hr	Touch	or object	triggered. Overpower +1d8 dmg or +1 spell lvl x2 Speed, +2 AC, advantage on Dex saves, +1		triggered			VSM*	200др	PHB	245	FALSE	TRUE	TRUE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE
	3	Haste	Trans	Act	30'	1 creature	x2 Speed, +2 AC, advantage on Dex saves, +1 action per turn (Attack, Dash, Disengage, Hide, Use Object). After duration, target can't move or take actions for 1 turn.		≤1 Min	YES		VSM		PHB	250	FALSE	TRUE	FALSE	TRUE	TRUE						
							A 20-faot-radius void appears. It's filled with whispers and slurping that can be heard up to 30 feet away. No light can illuminate the area, and																			
						20 rad	creatures fully in it are blinded. The voids area is																			
	3	Hunger of Hadar	Conj	Act	150'	20 rad sphere	take 2d6 cold damage. Ending turn takes 2d6 acid damage (DEX save negates). Each creature in area is charmed. The spell ends if it takes any damage or if someone else uses an action to shake the creature out of its stupor	Dex	≤1 Min	YES		VSM		PHB	251	FALSE	TRUE	FALSE	FALSE							
	3	Hypnotic Pattern	Illus	Act	120'	30' cube	action to shake the creature out of its stupor For the duration, you or one willing creature you	Wis	≤1 Min	YES		SM		PHB	252	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	FALSE
							For the duration, you or one willing creature you can see within range has resistance to psychic damage, as well as advantage on Intelligence, Wisdom, and Charisma saving throws.																			
							At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above																			
	3	Intellect Fortress	Abjur	Act	30'	1 Willing Creature	other when you target them.		≤1 Hr	YES		V		TCE	107	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	TRUE
							9 creatures of medium size or smaller fit inside. All other creatures and objects are barred from																			
	3	Leomund's Tiny Hut	Evoc	1 min	Self	10 rad hemisph ere	entering. Spells and magic effects are barred from passing through. You control the interior lighting, and the dome is opaque from the outside, transparent from inside.		8 Hrs		YES	VSM		PHB	255	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
		,				You+	You take 4d8 necrotic damage and 1 creature you can see in range gains he equal to damage you took x2. Overpower: +1d8 damage per slot level above 3rd.																			
	3	Life Transference	Necro	Act	30'	You + creature	above 3rd. Next ranged weapon attack you make transforms		Instant			VS		XGTE	160	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
							Next ranged weapon attack you make transforms projectile into lightning both (4d8 damage on hit, 1/2 on miss). This replaces the normal attack. Hit or miss, creatures within 10ft of target take 2d8 lightning damage (DEX saw for 1/2). The weapon																			
J							lightning damage (DEX save for 1/2). The weapon or ammo returns to normal after. Overpower: +1d8 damage to both effects for each stot level above 3rd.	_											Fr						Pr	F/: -
	3	Lightning Arrow Lightning Bolt	Trans	Bonus	Self	100' line from you	above 3rd. Deals 8d6 lightning damage, save for 1/2. Ignites combustibles. Overpowered: +1d6 damage / lvl	Dex	≤1 Min Instant	YES		VS VSM		PHB	255 255	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE
		Jg ==				,	,																			

						Affects one or more of these types: celestiols,																			
						Affects one or more of these types: celestials, elementals, fey, fiends, undead. Hedges them out, creatures have disadvantage on attacks vs targets win cylinder, target w/in cylinder can't be charmed, frightened, or possessed. When cast,																			
3	Magic Circle	Abjur	1 min	10'	10' rad, 20' cylinder	you can choose to make it operate in reverse, trapping creature w/in it. Overpower: +1 Hr duration	Cha	1 Hr			VSM*	1009р	PHB	256	FALSE	FALSE	TRUE	FALSE	TRUE	TRUE	FALSE	FALSE	TRUE	TRUE	FALSE
3	Major Image	Illus	Act	120'	s20 cube	Image includes sounds, smells, temp. Use Action to move image in range. Observers can spend Action to make Investigation check. Overpower: 6th+ no concentration required.		≤10 Min	YES		VSM		PHB	258	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	FALSE
3	Mass Healing Word	Evoc	Bonus	60'	Sé living creature s	Creatures heal 1d4+ spellcasting ability modifier. Overpower: +1d4 healing / tvl		Instant			v		PHB	258	FALSE	FALSE	TRUE	FALSE							
					stone surface large enough	You merge into the stone; you are unable to see outside, but may make Perception checks to hear.																			
3	Meld into Stone	Trans	Act	Touch	to contain you	The spell ends when you leave the stone. Partial destruction of stone expels you and deals 6d6 bludgeoning, and you fall prone.		8 hours		YES	VS		PHB	259	FALSE	FALSE	TRUE	TRUE	FALSE						
						Six tiny meteors orbit you. As bonus action an subsequent turns, you can hurl 1-2 meteors points in range. Explades at point or if hits solid surface, dealing 2d6 fire damage in 5ft radius explosion																			
3	Melfs Minute Meteors	Evoc	Act	Self	120'	(DEX save for 1/2). Overpower: +2 meteors for each slot level above 3rd. Hide willing target/object (10' cube) from	Dex	≤10 Min	YES		VSM		EE	20	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
3	Nondetection	Abjur	Act	Touch	target touched	divination magic or magical scrying sensors. Steed of your appearance appears (with saddle,		8 Hrs			VSM*	25gp	PHB	263	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE
3	Phantom Steed	Illus	1 Min	30'	Phantom Steed	stats except speed of 100', 10 mph. When spell ends, steed gradually fades (1min). Spell ends when dismissed or steed takes damage.		1 Hr		YES	VS		PHB	265	TRUE	FALSE	TRUE	FALSE							
3	Plant Growth	Trans	Act or 8 Hrs	150'	100' rad or 1/2 mile	2 versions: 1 Action - 100' radius - with exclusion areas you secify, plants grow thick (I/4 movement). 8 Hours - plants in I/2 mile rad yield x2 harvest for 1 year.		Instant			vs		PHB	266	FALSE	TRUE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE
3	Protection From Energy		Act	Touch	1 creature	Creature gains resistance to acid, cold, fire, lightning, or thunder.		≤1 Hr	YES		vs		PHB	270	FALSE	FALSE	TRUE	TRUE	TRUE	FALSE	TRUE	TRUE	FALSE	TRUE	TRUE
3	Remove Curse	Abjur	Act	Touch	creature or object	All curses are removed. Breaks attunement to cursed items.		Instant			VS		PHB	271	FALSE	FALSE	TRUE	FALSE	TRUE	TRUE	FALSE	FALSE	TRUE	TRUE	FALSE
3	Revivify	Conj	Act	Touch Unlimite	1 dead creature	Return creature to life with 1 hp that died within last minute. You send a short \$25 word message to a familiar		Instant			VSM*	300др	PHB	272	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	TRUE
3	Sending	Evoc	Act	d	creature	creature. Target can make equally short reply. Freezing rain/sleet falls in 20 tall, 40 radius cylinder n range. Heavily obscured, extinguishes		1 md			VSM		PHB	274	FALSE	TRUE	TRUE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
					20x40'	flames, covers ground in slick ice (difficult terrain). When creature enters for first time on turn or starts turn there, save or fall prone. Cancentration vs spell DC required to maintain																			
3	Sleet Storm	Conj	Act	150'	cylinder	spells in area. Targets in 40ft cube are slowed (WIS save negates). Slow = 1/2 speed, -2 AC and DEX saves, cannot use reactions, can only take bonus or	Dex	≤1 Min	YES		VSM		PHB	276	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
						turn. If costing spell with time of 1 Action, 50%																			
3	Slow	Trans	Act	120'	S6 creature s	turn and it must spend Action again, or spell is wasted. Slowed creatures can make WIS save and end of turn to end effect.	Wis	≤1 Min	YES		VSM		PHB	277	FALSE	TRUE	FALSE	TRUE	FALSE						
3	Speak With Dead	Necro	Act	10'	1 corpse	Ask a corpse 5 questions, it only knows what it know in life it does not have to tell the truth		10 Min			VSM		PHB	277	FALSE	TRUE	TRUE	FALSE							
				Self (30'		You can question plants in area of effect about events in AoE within past day. Can also turn difficult terrain into regular and vice versa for duration. Plants might perform other tasks (DM). If plant creature in area, can talk to it (only). Can																			
3	Speak with Plants	Trans	Act	rad) Self (15'	Self	cause Entangle to release specific creatures. Designate unaffected targets. Affected creatures'		10 Min			VSM		PHB	277	FALSE	TRUE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE
3	Spirit Guardians	Conj	Act	radius)	Area	speed halved in area, must make save or take 3d8 radiant if entering or starting its turn in area. Until the spell ends, any attack you make deals 1d8 extra damage when you hit a creature within	Wis	≤10 Min	YES		VSM		PHB	278	FALSE	FALSE	TRUE	FALSE							
						Until the spell ends, any attack you make deals 188 extra damage when you hit a creature within 10 feet of you. This damage is radiant, necrotic, or cold (your choice when you cast the spell). Any creature that takes this damage can't regain hit points until the start of your next turn.																			
						In addition, any creature of your choice that you can see that starts its turn within 10 feet of you																			
						has its speed reduced by 10 feet until the start of your next turn. At Higher Levels. When you cast this spell using a																			
3	Spirit Shroud	Necro	Bonuse	Self	Self	spell slot of 4th level or higher, the damage increases by 1d8 for every two slot levels above 3rd.		≤1 Min	YES		vs		TCE	108	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	TRUE	FALSE
					20 rad sphere	Claud is heavily obscured, flows around corners. Creatures in cloud at start of turn must save against poison. On fail, spends action retching. non-breathing creatures are immune.																			
3	Stinking Cloud	Conj	Act	90'	sphere	non-breathing creatures are immune. Summon Random Demons (Id8): 1-2 = two demons. CR S1; 3-4 = Four demons CR S1/2; 5-6 = Eight demons CR S1/4. Demon chooses demons, hostile to all creatures, own initiative, attack nearest	Con	≤1 Min	YES		VSM		PHB	278	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
						demons CR SI/4. Demon chooses demons, hostile to all creatures, own initiative, attack nearest non-demon. Can form circle with blood as part of casting, which demons cannot enter or target						vial of													
3	Summon Lesser Demons	Conj	Act	60'		within. Overpower: 6-7th slot, x2 demons. 8-9th slot, x3 demons.		≤1 Hr	YES		VSM*	fresh blood	XGTE	167	FALSE	TRUE	TRUE	FALSE							
						You call forth a fey spirit. It manifests in an unaccupied space that you can see within range. This corporeal form uses the Fey Spirit stat black. When you cast the spell, choose a mood: Fuming, Mirthful, or Tricksy. The creature resembles a fey																			
						creature of your choice marked by the chosen mood, which determines one of the traits in its stat block. The creature disappears when it drops																			
						to 0 hit points or when the spell ends. The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately																			
					Eumino	action required by you). If you don't issue any, it takes the Dadge action and uses its move to avoid danger. At Higher Levels. When you cast this spell using a																			
3	Summon Fey	Conj	Act	90'	Mirthful, or Tricksy	spell slot of 4th level or higher, use the higher level wherever the spell's level appears in the stat block.		≤1 Hr	YES		VSM*	300gp	TCE	112	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	TRUE	TRUE	FALSE
						You call forth a shadowy spirit. It manifests in an unaccupied space that you can see within range. This corporeal form uses the Shadow Spirit stat																			
						block. When you cast the spell, chaose an emotion: Fury, Despair, or Fear. The creature resembles a misshapen biped marked by the chosen emotion: which determines certain traits																			
						chosen emotion, which determines certain traits in its stat black. The creature disappears when it drops to 0 hit points or when the spell ends.																			
						The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no																			
						action required by you). If you don't issue any, it takes the Dadge action and uses its move to avoid danger.																			
					Fury, Despoir,	At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, use the higher level wherever the spell's level appears in the stat																			
3	Summon Shadowspawn	Conj	Act	90'	or Fear	black. You call forth an undead spirit. It manifests in an		S1 Hr	YES		VSM*	300gp	TCE	113	FALSE	TRUE	TRUE	FALSE							
						unoccupied space in any our can see within range. This corporeal form uses the Undead Spirit stat block. When you cast the spell, choose the creature's form: Ghostly, Putrid, or Skeletal. The spirit resembles on undead creature with the chosen form, which determines certain troits in its stat block. The creature disappears when it drops																			
						chosen form, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.																			
						The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately																			
						companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dadge action and uses its move to avoid danaer.																			
					Ghostly, Putrid,	avoid danger. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, use the higher level wherever the spells level appears in the stat black.																			
3	Summon Undead	Necro	Act	90'	or Skeletal	level wherever the spell's level appears in the stat block. Teleport yourself, each creature within 10ft of		s1 Hr	YES		VSM*	300gp	TCE	114	FALSE	TRUE	TRUE	FALSE							
					Self, 10ft	Teleport yourself, each creature within 10ft of space you left takes 3d10 thunder dmg (CON save 1/2). Heard 300ft away. Can bring objects (limited by carry weight) or creature your size or smaller (adjacent). Overpower: +1d10 dmg per stat level above 3rd.																			
3	Thunderstep	Conj	Act	90'	rad	above 3rd. Wave up to 30'x10' x 10' high crashes down on an area. Creatures take 4d8 bludgeoning and are	Con	Instant			V		XGTE	168	FALSE	TRUE	TRUE	TRUE	FALSE						
3	Tidal Wave	Conj	Act	120'	Large wave	Wave up to 30x10' x 10' high crashes down on an area. Creatures take 4d8 bludgeoning and are knacked prone (Dex save 1/2 dmg and no prone). Water spreads on extra 30th in all directions, extinguishing unprotected flames, then vanishes.	Dex	Instant			VSM		EE	22	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
					1 tiny nonmagi	Object animates under your control. Bonus action: mentally command creature within 120ft. You decide what action/move creature takes on its next turn. If no command, it defends itself.																			
3	Tiny Servant	Trans	1 Min	Touch	cal object	Follows order until complete. Overpower: +2 objects per slot above 3rd.		8 Hr			VS		XGTE	168	FALSE	TRUE	TRUE								
3	Tongues	Divin	Act	Touch	1 creature	spoken language, and the target is understood by any creature that knows at least one language.		1 Hr			VM		PHB	283	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	FALSE
3	Vampiric Touch	Necro	Act	Self	1 creature	For duration, make melee spell attack; hit deals 3d6 necrotic damage and heals you for 1/2 necrotic dealt. Overpower: +1d6 damage per level	Attack	≤1 Min	YES		vs		PHB	285	FALSE	TRUE	TRUE	FALSE							
						Create wall of sand on ground at point you can see. Up to 30ft long, 10ft high, 10ft thick, Vanishes when spell ends. Blocks line of sight. Movement through it costs 3ft per foot moved. Creatures																			
3	Wall of Sand	Evoc	Act	90'		through it costs 3ft per foot moved. Creatures blinded while within wall.		≤10 Min	YES		VSM		EE	23	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE

							Wall up to 30 long 10 high 1 thick on ground in														1	1	1	I		
	3	Wall of Water	Evoc	Act	60'	Large wall	Wall up to 30 long, 10 high, 1" thick on ground in range. Wall vanishes when spell ends. Wall's space is difficult terrain. Ranged attacks passing through space have disadvantage; fire dmg halved. Cold dmg causes are		\$10 Min	YES		VSM		EE	23	FALSE	FALSE	FALSE	TRUE	TRUE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
	3	Water Breathing	Trans	Act	30'	≤10 willing creature	Targets can breathe underwater in addition to normal breathing methods.		24 Hrs	123	YES	VSM		PHB	287	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	TRUE	FALSE	TRUE	TRUE
						≤10 willing creature	Targets can move across any liquid surface. Submerged targets are brought to the surface at a rate of 607mt.																			
	3	Water Walk	Trans	Act	30'	s	a rate of 60/rnd Well of wind up to 50 long, 15 high, 1 thick, shaped any way you choose in continuous path along ground. Creatures in once take 306 bludgeoning dmg 61R save for 1/2). Wind keeps gasses at bay. Similifyers or gaseous can't pass through well. Projectiles passing through well.		1 Hr		YES	VSM		PHB	287	FALSE	FALSE	TRUE	TRUE	FALSE	FALSE	TRUE	TRUE	FALSE	FALSE	TRUE
	3	Wind Wall	Evoc	Act	120'	Large wall 1 magical	automatically miss.	Str	≤1 Min	YES				PHB	288	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE
	4	Arcane Eye	Divin	Act	30'	magical sensor	Create invisible eye that sees in all directions (normal and 30' darkvision). Nonhostile creatures in aura have necrotic resistance; hit points maximums can't be reduced; regains 1 hit point if at 0 hp when turn starts in		s1 Hr	YES		VSM		PHB	214	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE
	4	Aura of Life	Abjur	Act	Self	30' rad	regains I hit point if at 0 hp when turn starts in the aura. Nonhostile creatures in aura can't become diseased, resist poison, and advantage vs saves		≤10 Min	YES		V		PHB	216	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE
	4	Aura of Purity	Abjur	Act	Self	30' rad	that cause blind, charm, deaf, fright, paralysis, poison, or stun. Bonish the target if target is native banished.		≤10 Min	YES		V		PHB	216	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE
	4	Banishment	Abjur	Act	60'	1 creature	until spell ends. If target is not native and spell lasts a full minute, target does not return. Overpower: +1 target / slot level	Cha	≤1 Min	YES		VSM		PHB	217	FALSE	FALSE	TRUE	FALSE	TRUE	TRUE	FALSE	TRUE	TRUE	TRUE	FALSE
						1	8d8 Necrotic damage (save for 1/2), no effect on undead/constructs. Plant creature or magical plant save with disadvantage and take max damage. Normal plants die. Overpower: extra d8 / slot level >4th.																			
	4	Blight	Necro	Act	30'	creature	Target must make WIS save (advantage if fighting you). If it fails, it's charmed by you until spell ends	Con	Instant			VS		PHB	219	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	FALSE
	4	Charm Monster	Ench	Act	30'	1 creature	or its harmed by you or your allies. Charmed creature is friendly to you and knows it was charmed offer. Over power - 4 creature per alot Torgets that, you can see within range and that can hear you that fall the save are compelled to move its max movement. Charm immunity = save success. Use a bonus action on each of your turns to designate a direction horizontal to you.	Wis	1 Hr			VS		XGTE	151	TRUE	TRUE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	FALSE
	4	Compulsion	Ench	Act	30'	Creature s of your	success. Use a bonus action on each of your turns to designate a direction horizontal to you. They may use their action before or after this movement. After moving, it can make another Wis save to try to end the effect. They are not compelled to move into hazards, but will provoke apportunity attacks to move.	Wis	≤1 Min	YES		VS		PHB	224	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE
		comparaon	LINEII		- 00	Choice	Affected target con't take reactions and must roll a d10 at the start of each of its turns: 1 Uses all its movement in a random direction determined by a d8. 2-& Does nothing. 7-& Random melee attack vs	W.S	2111111	123		,,,		1110	227	TALUL	INOL	TALSE	TALUL	IALUL	TALUE	TALUE	TALSE	TALUL	TALUL	TALUE
	4	Confusion	Ench	Act	90'	10' rad	normally. It makes a new save to end the affect at the end of turn. Overpower: +5' radius / slot lvl > 4th	Wis	≤1 Min	YES		VSM		PHB	224	TRUE	TRUE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
	4	Conjure Minor Elementals	Conj	1 Min	90'	Summon	Choose: One CR2, Two CR 1, Four CR 1/2, or Eight CR 1/4 Elementols. Summons are friendly to you and allies. Roll Init for group. Obey verbal commands you issue.		s1 Hr	YES		VS		PHB	226	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
		Conjure Woodland					Summon fey into empty spaces. Choose One: 1/2 or lower, 2 Fey CR1 or lower, 4 Fey CR1 or lower, 4 Fey CR1 or lower, 5 Fey CR1/2 or lower, 5 mmons are friendly to you and allies, obey verbal commands (no action), and otherwise defend themselves. Overpower: x2 creatures at 6th level slat, x3 at 8th level slat																			
	4	Beings Control Water	Conj	Act	300	100' cube	8th level slat Choose an effect: Flood, Part, Redirect, Whirlpool. As an action you may choose a new effect each round.		s1 hour	YES		VSM		PHB	226	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
	4	Death Ward Dimension Door	Abjur	Act Act	Touch 500	1 creature You+1	Next time target drops to 0, instead has 1 hp. Negates next death effect.		8 Hrs Instant	123		VS V		PHB PHB	230	FALSE FALSE	FALSE	TRUE	FALSE	FALSE FALSE	TRUE	FALSE FALSE	FALSE	FALSE TRUE	FALSE	FALSE FALSE
	4	Divination	Conj	Act	Self	Self	Teleport within range, line of effect not needed Ask single question about a goal, event, or activity within 7 days. Teleport exercises in abstracted by the control of th		Instant		YES	VSM*	25gp	PHB	234	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE
0	4	Dominate Beast	Ench	Act	60		Target creature is charmed by you (MS save negates). Hostilic creatures have advantage on save. You have telepathic link with creature and give commands jno action, otherwise if defends itself. Use your action/reaction to control its action/reaction. Target can make new save each time it takes damage. Overpower: Increase duration - 5th (Dimin), 4th 1 Hr), Zh (B Hr).	Wis	s1 Min	YES		VSM		PHB	234	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE
0	-	Dominute Beast	EIGH	ALC			duration - 5th (l0min), 6th (l Hr), 7th (8 Hr). Choose acid, cold, fire, lightning, or thunder. Target creature must make CON save. If it fails, it loses resistance of that type and the first time it takes that type of damage on a turn, it takes an extra 26d damage of that type. Overpower: +1 target per spell slot level above 4th. Must be	WIS		123		VSM				PALSE							INGE	PALSE		
0	4	Elemental Bane	Trans	Act	90'	20'	within 30ft of each other. Area is difficult terrain. When creature enters or starts turn in area, Dex save or take 3d6 bludgeoning and be restrained for duration. Restrained creatures take 3d6 bludgeoning at start of turn. Str or Dex check vs save (action) DC to free itself.	Con	s1 Min	YES		VS		EE	17	FALSE	FALSE	FALSE	TRUE	FALSE		FALSE	FALSE	TRUE	TRUE	TRUE
0	4	Evard's Black Tentacles	Conj	Act	90'	square	Convert raw mats into finished products. Fabricate Lore or smaller (10' cubes or eight 5' cubes) if have enough mots. Meta(15'stone/mineral objects must me medium or in 5' cube or smaller. Can't create creatures/magic items or craftsmanship objects without appropriate tool	Dex	s1 Min	YES		VSM		PHB	238	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
0	4	Fabricate	Trans	10 Min	120'	special	Sprit takes form you choose (griffon, pegasus, perytan, dire wolf, thina, or sobertoothed tiger, Celestial or fey version of type (See MM), (INT) becomes 6 minimum, can understand 1 language you speak. You control mount in combat, can speak telepathically to it within 1 mile, Spells targeting you can target mount (if mounted).		Instant			VSM		PHB	239	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE
	4	Find Greater Steed	Conj	10 Mln	30'	spirit mount	targeting you can target mount (if mounted). Dismiss as Action. Casting again summons same mount. light in 10/20; resistance to cold or fire; when hit		Instant			VS		XGTE	156	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE
	4	Fire Shield	Evoc	Act	Self	Self	by melee attack, creature takes 2d8 cold or fire damage Movement unaffected by difficult terrain and		10 Min			VSM		PHB	241	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
	4	Freedom Of Movement	Abjur	Act	Touch	1 creature	magic that reduces speed, paralyzes, or restrains. Can spend 5' of movement to escape from nonmagical constraints. Functions normally underwater. Transform up to 10 continued a spidere 5 was or		1 Hr			VSM		PHB	244	FALSE	TRUE	TRUE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE
	4	Giant Insect	Trans	Act	30'		or 1 scorpion into giant versions that obey your verbal commands (act on your turn). DM resolves stats, actions, and movement. When spell ends or creature drops to 0, it reverts to normal.		≤10 Min	YES		VS		PHB	245	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE
							Conjure vine into empty space and direct it to attack creature within 30ft of it that you see. Creature is pulled 20ft towards vine (DEX save negates). Until spell ends, you can use bonus																			
	4	Grasping Vine Greater Invisibility	Conj	Bonus	30' Touch	1 creature	action to attack same or another creature. Become invisible until spell duration ends	Dex	≤1 Min ≤1 Min	YES		VS VS		PHB	246 246	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
	4	Guardian Of Faith	Conj	Act	30'	Spectral guardia n in 1 space	Guardian occupies space and enemies that move within 10 of guardian take 20 radiant damage (save for 1/2). Damages when it has dealt 60 total damage.	Dex	8 Hrs			v		PHB	246	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE
0	4	Guardian of Nature	Trans	Bonus	Self		You Transform into Primal Beast or Great Tree. Beast +10th walk speed, darkvision 120th, STR attacks with advantage, 14d6 force damage on melee attacks. Great Tree: +10 temp hp, CON saves with advantage, DEX & Wis attacks with advantage, while on ground 15th radius difficult terrain to enemies.		≤1 Min	YES		v		XGTE	157	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE
0	4	Hallucinatory Terrain	Illus	10 min	300	150' cube	You make natural terrain in range look, sound, and smell like some other sort of natural terrain. Toctile characteristics are unchanged. If the difference isn't obvious by touch, a creature can attempt an Investigation check against your spell.		24 hours	1.23		VSM		PHB	249	TRUE	TRUE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	FALSE
	4	Ice Storm	Evoc	Act	300	20 rad, 40 high cylinder	save for 1/2. Are becomes difficult terrain. Overpower: +1d8 bludgeoning damage / lvl	Dex	Instant			VSM		PHB	252	FALSE	FALSE	FALSE	TRUE	TRUE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
	4	Leomud's Secret Chest	Conj	Act	Touch	a chest	Hide chest (up to 12cu) on ethereal plane. Can touch replica to call/send chest. After 60 days, spell may end (see PHB).		Instant			VSF	5,050 gp	PHB	254	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE
	4	Locate Creature	Divin	Act	Self	1000	Sense the direction to a familiar creature's location w/in range. Can't locate through 10' of running water in path. Conjure stationary invisible dog you can see.		s1 Hr	YES		VSM		PHB	256	FALSE	TRUE	TRUE	TRUE	FALSE	TRUE	TRUE	FALSE	FALSE	TRUE	FALSE
	4	Mordenkainen's Faithful Hound	Conj	Act	30'	phanto m dog	Barks at creatures within 30 that dont speak password. Sees invisible/ethereal and ignores illusions. Start of your turn, dog bites hostile creatures using your spell attack (4d8 piercing).	Attack	8 Hrs			VSM		PHB	261	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE
	4	Mordenkainen's Private Sanctum	Abjur	10 Min	120	5-100' cube	Ward area with various securities: prevent sound, vision, sensors, divination, teleportation and planar travel. Overpower: +100' size / lvl		24 Hrs			VSM		PHB	262	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE
0		Otiluke's Resilient				1 creature or object L	Sphere of force encloses target. Dex sove negates. Nothing can pass through barrier, though target can breather. Sphere is immune to damage and weightless. Enclosed creature can use action to push sphere and roll it 1/2 speed. Globe can be oicked un/moved by creatures.																			
	4	Otiluke's Resilient Sphere	Evoc	Act	30'	or smaller	Disintegrate spell destroys sphere without harming enclosed. Creature makes Wisdom save or be frightened. At end of each turn, target must make Wisdom		≤1 Min	YES		VSM		PHB	264	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE
0	4	Phantasmal Killer	Illus	Act	120'	1 creature	At end of each turn, target must make Wisdom save or take 4010 psychic damage. On successful save, spell ends. Polymorphs I creature into a beast with CR S targets level or CR. Wisdom sove negates. Shapechanges auto succeed, Lasts for duration runtil target drops to 0 hp or dies. Assumes all	Wis	s1 Min	YES		VS		PHB	265	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
0	4	Polymorph	Trans	Act	60'	creature	Stats of new for except augment and personalty. Flame-like shadows surround you (heavily obscured). Shadows turn dim light within 10ft of you dark, bright light becomes dim. You have resistance to Radiant, when creature within 10ft of	Wis	\$1 Hour	YES		VSM		PHB	266	FALSE	TRUE	FALSE	TRUE	FALSE		FALSE	TRUE	FALSE	TRUE	FALSE
	4	Shadow of Mail	Necro	Act	Self		you hits you with attack, shadows lash it for 2d8 necrotic		≤1 Min	YES		VSF	150gp	XGTE	164	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE

							Sphere lit by dim green light. Creatures moving																			
	4	Sickening Radiance	Conj	Act	120	30 rad sphere	Sphere lit by dim green light. Creatures moving into area for first time on turn or starting turn there take 4410 radiant dmg and suffer 1 level of exhaustion (CON save negates). Invisibility impossible. Light and exhaustion go away when spell ends.	Con	≤10 Min	YES		VS		XGTE	164	FALSE	TRUE	TRUE	TRUE	FALSE						
							On next melee hit, you deal an extra 4d6 psychic damage. On a failed Wis save, it has disadvantage on attack rolls, ability checks, and	Con																		
	4	Staggering Smite Stone Shape	Trans	Bonus	Self	Self stone 1 willing	con't take reactions until the end of its next turn. Medium or smaller stone object or 5' section of stone reshapes to suit your purposes. Target has resistance to nonmagical bludgeon,		≤1 Min Instant	YES		V		PHB	278 278	FALSE	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE TRUE
	4	Stoneskin	Abjur	Act	Touch	creature	pierce, slashing damage		≤1 Hr	YES		VSM*	100gp	PHB	278	FALSE	FALSE	FALSE	TRUE	TRUE	FALSE	TRUE	TRUE	FALSE	TRUE	TRUE
							You call forth an oberront spirit. It manifests in an unacquied spoce that you can see within range. This corporeal form uses the Aberrant Spirit stat block. When you cast the spell, choose Beholderkin, Slood, or Star Spawn. The creature resembles an oberration of that kind, which determines certain traits in its stat block. The creature disorder when the spell ends. The creature is an ally to you and your																			
						Beholde rkin, Slaad, or	componions. In combat, the créature shores your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you! If you don't issue any, it takes the Dodge action and uses its move to world danger. At Higher Levels. When you cast this spell using a spell slot of \$5 level or higher, use the higher																			
	4	Summon Aberration	Conj	Act	90'	Star Spawn	level wherever the spell's level appears in the stat block.		≤1 Hr	YES		VSM*	400gp	TCE	109	FALSE	TRUE	TRUE	FALSE							
0							monifiest in on unecoupied space that you can be earlier in one part of the control form uses the Construct Spirit state block. When you can't the Construct Spirit state block. When you can't the construct resembles a golem or a mortin injurit choicely made of the chosen material, which creature resembles a golem or a mortin injurit choicely made of the chosen material, which creature disappears when it drops to 0 hit points or when the spell ends. The creature is an only to you and your companions. In combat, the creature shares your companions in combat, the creature shares you for your year of your day your change of your year of your your year.																			
							action required by you). It you don't issue any, it takes the Dadge action and uses its mave to avoid danger. At Higher Levels When you got this spell using a																			
	4	Summon Construct	Conj	Act	90'	Stone	spell slot of 4th level or higher, use the higher level wherever the spell's level appears in the stat black. You call forth an elemental spirit. It manifests in		s1 Hr	YES		VSM*	400gp	TCE	111	FALSE	TRUE	TRUE								
							on unaccupied space that you can sensitive in unaccupied space that you can sensitive range. This copreced form uses the Elemental Spirit stat block. When you cast the spell, choose or element. All, Earth, Fire, or Water. The creature element, which determines certain traits in its stat block. The creature disappears when it drops too hit points or when the spell ends. The creature is on all to you and your																			
						_Air,	The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbad commands (no action required by you) if you don't issue any, it takes the Dodge action and uses its move to acrea of danger. At Higher Levels. When you cost this spell using a																			
	4	Summon Elemental	Conj	Act	90'	Earth, Fire. or Water	At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, use the higher level wherever the spell's level appears in the stat block. Each creature in sphere when it appears or who		≤1 Hr	YES		VSM*	400gp	TCE	m	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE
0	4	Storm Sphere	Evoc	Act	150'	20 rad.	ends turn in sphere mokes STR sove or take 266 bludgeening damage. Sphere space is difficult terrain. Bonus action on your turn to cause bolt of lighthing to leap from center (ranged spell attack at 60 range) for 466 lighthing damage. You have advantage or attack if target is in sphere. The contract of the contract o	Str, Attock	≤1 Min	YES		V/S		EE	22	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
0		5					Summon demon CR SS of your choice. Own initiative and turns, You can issue commands (no action), else it defends itself. At end of each of demon's turn, makes CHA sove (disadvantage if you use its Truename). On success, your control breaks and demon stays for d'unation, attacking nearest non-demons. Uncontrolled demon stays for ldo rounds. If make blood circle as part of						vial of													
	4	Summon Greater Demon	Conj	Act	60'	1 demon	casting, demon con't cross/target inside circle. Overpower: +1 CR per slot above 4th. Each creature in sphere takes 10d4 acid damage now and 5d4 acid at the end of its next turn. DEX		≤1 Hr	YES		VSM*	fresh blood	XGTE	166	FALSE	TRUE	TRUE	FALSE							
	4	Vitriolic Sphere	Evoc	Act	150'	20 rad sphere 60'x1' wall	now and 5d4 acid at the end of its next turn. DEX save for 1/2 initial damage and no additional. Overpower: +2d4 initial damage per slot level above 4th.	Dex	Instant			VSM		EE	23	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
	4	Wall of Fire	Evoc	Act	120'	or 20' diam ring, 20' high	Creatures in area take 5d8 fire damage (1/2 with save). One side deals damage within 10° - other is safe. Creatures take damage when they and turn or enter area. Overpower: +168 damage/M 5-foot rad , sphere of water appears, can hover 10ft. Creature in space must make STR save. Success = pushed nearest free space of target's	Dex	≤1 Min	YES		VSM		PHB	285	FALSE	FALSE	FALSE	TRUE	TRUE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
						5' rad	choice. Fail = restrained. Save at end of each turn. Huge - restures auto sow. Large or smaller can choose to fail. Sphere can restrain 4 Med or 1 Large. Exceed copacity release random (prone). As Action, move sphere 80ft in straight line. Drops to have 10ft. Restrained cractures move with it. When ends, sphere collapses, extinguishing normal flames within 30ft. Restrained creatures.																			
	4	Watery Sphere	Conj	Act	90'	sphere	fall prone. Water vanishes.	Str	s1 Min	YES		VSM		EE	23	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
	5	Animate Objects	Trans	Act	120'	s10 nonmagi cal objects	targets count as two objects, Large as four Huge as eight. Each target animates and becomes a creature under your command. Command creatures as bonus actions. See PHB pg 213 for animated object stats. Over power -2 objects animated / solt level. 10 rad sphere centered on prevents creatures of the thing have been controlled by the commander of the control of of t		≤1 Min	YES		VS		PHB	213	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	TRUE
	5	Antilife Shell	Abjur	Act	Self	10 rad	Blacked creatures can cast spells or make attacks with ranged/reach weapons into sphere. If you force sphere onto blacked creatures, the spell ends.		≤1 hour	YES		VS		PHB	213	FALSE	FALSE	FALSE	TRUE	FALSE						
	5	Awaken	Trans	8 Hrs	Touch	1 Huge or smaller beast or plant	Target gains Int of 10, speaks one language you know. Plants gain the ability to move. It is charmed by your for 30 days or until you harm it.		Instant			VSM*	1000gp	PHB	216	FALSE	TRUE	FALSE	TRUE	FALSE						
0	5	Banishing Smite	Abjur	Bonus	Self		On next hit, you deal an extra 5d10 force damage. If the attack reduces the target to 50 HP or less, you banish it as per the Banishment spell.		≤1 Min	YES		v		PHB	216	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE
	5	Bigby's Hand	Evoc	Act	120'	Large hand	Create Large hand, AC 20, ho-your max, ends at 0hp, Str 26, Dex 10. Doesn't fill space. Bonus action: hand moves 60ft and causes I effect: Clenched Fist, Forceful Hand, Grasping Hand, or Interposing Hand. See PHB for details.		s1 Min	YES		VSM		PHB	218	FALSE	TRUE	TRUE								
	5	Circle of Power	Abjur	Act	Self	30' rad	Friendly creatures in area have advantage and evasion on saves vs spells and magic effects. Aura moves with you. Saves allowing half dmg, result in no dma		≤10 Min	YES		v		PHB	221	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE
0	5	Cloudkill	Conj	Act	120	20 rad sphere	When creature enters or starts turn, 5d8 poison (save for 1/2). Fog moves 10' away from you each turn. Add1 1d8 per slot level > 5th Ask and receive answers to 3 "Yes/no" questions. Answer may be "unclear". DM discretion on	Con	≤10 Min	YES		V, S		PHB	222	FALSE	TRUE	FALSE	TRUE	FALSE						
0	5	Commune	Divin	1 Min	Self	Self	questions contradictory to deity's interests. Casting 2+ times before long rest, has 25% cum failure chance.		1 Min		YES	VSM		PHB	223	FALSE	FALSE	TRUE	FALSE							
0	5	Commune with Noture	Divin	1 Min	Self		Outdoors, gain knowledge of land within 3 miles (300ft underground). Spelf flails in constructed areas (dungeons, cities). You learn 3 facts of your choice: terrain or bodies of water, prevalent plants, minerals, animals, or peoples; powreful celesticis, fey, fiends, elementals, or undead, influence from other planes of existence; or buildings		Instant		YES	VS		PHB	224	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE
0	5	Cone Of Cold	Evoc	Act	Self	60' Cone	Deals 8d8 cold damage, save for 1/2 damage. Overpower: +1d8 / slot M > 5th Choose air, earth, fire, or water that fills 10ft cube.	Con	Instant			VSM		PHB	224	FALSE	TRUE	FALSE	TRUE	FALSE						
0	5	Conjure Elementol	Conj	1 Min	90"	l element al servant	From it. Friendly to you and allies. Obeys well but commands you give it fin a action in or defends itself. Lose control on lost concentration, and it becomes hostlie towards you. Overpower: 4 CR / slot tk / 5 th. Throw/fire normagical weapon or ammo into air and choose point in range. Each creature in 40ft rodius, 30th fligh cylinder tokes 866 damage of		≤1 hour	YES		VSM		PHB	225	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
	5	Conjure Volley	Conj	Act	150'		and choose point in range. Each creature in 40th radius, 30th high cylinder takes 848 damage of weapon type (DEX save for 1/2). Contact other planar entity. DC 15 Int save to stay sane. On fail, 646 pysch dam, and insane until	Dex	Instant			VSM		PHB	226	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE
0	5	Contact Other Plane	Divin	1 Min	Self		long rest. On save, ask 5 questions. Entity answers "yes," "no," "maybe," "never," "irrelevant," or "unclear", or short phrase if confusing.		1 Min		YES	٧		PHB	226	FALSE	TRUE	TRUE	FALSE							
	5	Contagion	Necro	Act	Touch	1 creature	Make a melee spell ottack. On hit, you afflict the target with a disease. At the end of targets turns, it makes a Can save; if it fails three the disease's effects last the dynation; if it succeeds three; the ecovers and the spell ends. (Blinding Sickness, Fith Fever, Flesh Rot, Mindfire, Seizure, Slimy Doom)	Attack	7 days			VS		PHB	227	FALSE	FALSE	TRUE	TRUE	FALSE						
0	5	Control Winds	Trans	Act	300	100' cube	Chaose 1 effect in area: Gusts (calm, mad, strong) moderate+ impose disady to ranged weapon attacks, movement is difficult. Downdraft = ranged weap, attacks have disady. Flyers entering/starting knacked prone (STR save neg.) Updraft = half falling dmg, +10ft vertical jump		\$1 hour	YES		VS		EE	16	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE

						Create nonliving object of motter in 5ft cube. Duration depends on material (regetable = 1 Day, Adamatine or mithral = 1 Min). See PHB. Overpower: 45ft to cube dimensions for each slot																			
5	Creation	Illus	1 Min	30'		Overpower: +5ft to cube dimensions for each slot level above 5th. Create zombies or skeletons from corpses. They gain bonus to attack/damage = your spellcasting modifier. Bonus action to command created within 60ft. You decide action/move of created on		Special			VSM		PHB	229	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	TRUE
5	Danse Macabre	Necro	Act	60'	corpses	their next turn, else they defend themselves. Overpower: +2 corpses per slot over 5th.		s1 Hr	YES		VS		XGTE	153	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	FALSE
5	Dawn	Evoc	Act	60'	40ft high cylinder	Sunlight shines in cylinder. Creatures in cylinder when cost or ending turn there take 4d10 radiant (CON save for 1/2). Bonus Action: move cylinder up to 60ft.		≤1 Min	YES		VSF	100gp	XGTE	153	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
5	Destructive Wave	Evoc	Act	Self	30' rad	Each creature you choose w/in range must succeed on a Can save or take 5d6 thunder damage and 5d6 radiant or necrotic damage and be knocked prone. If it succeeds, it takes half damage and is not knocked prone.	Con	≤1 Min	YES		V		PHB	231	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE
						Celestials, elementals, fey, fiends, and undead have disadvantage on attacks vs you. End the spell early by using either of these: Break Enchant: Removes charmed, frightened, possessed from a target. Dismiss: Cha save or creature is banished to home plane.																			
5	Dispel Evil and Good	Abjur	Act	Self	. 1	Creature becomes dominated and you control it with your Action. Has advantage on save if you	Cha	≤1 Min	YES		VSM		PHB	233	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE
5	Dominate Person	Ench	Act	60'	humanoi	are fighting it. Any damage grants another save. Overpower: 6th = 10 min, 7th = 1 Hr, 8th+ = 8 Hrs Send dreams to target. Nightmares deal 3d6 psychic damage on failed save and do not rest. If	Wis	≤1 Min	YES		VS		PHB	235	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
5	Dream	Illus	1 Min	Special	creature	you have part of the creature, disadvantage on save. Drain life from target for 448 necrotic (save for 1/2 and end saell). On failure saell continues saend	Wis	8 Hrs			VSM		PHB	236	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	FALSE
					1	and end spell). On failure, spell continues: spend Action to automatically deal dd8 necrotic damage to target. Spell ends if you use your action to do anything else, if target leaves spell range, or target has total cover. You regain hp equal to 1/2 damage target takes from spell.																			
5	Enervation For Step	Necro	Act	60' Self	creature	Overpower: +1d8 damage per stat above 5th. Teleport up to 60 to space you can see. Teleport again on each of your turns as bonus action.		≤1 Min	YES		VS V		XGTE	155	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	FALSE
5	Flame Strike	Evoc	Act	60'	10'x40' column	Creatures take 4d6 fire and 4d6 radiant damage, save for 1/2. Overpower: +1d6 fire or radiant / lwl Target becomes charmed; takes 5d10 psychic	Dex	Instant			VSM		PHB	242	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE
_	5	F		60'	1	larget becomes charmed; takes solu psychic damage each time it acts in a manner countering your instructions, but only 1/day. You can issue any nonsuicidal command. Overpower: +1 yer duration	ME-	20.4			v		PHB	244	FALSE	TOUE	TRUE	TO 15	EN SE	TRUE	E41.0E	FN 65	FALSE	TRUE	E41.00
5	Geas	Ench	1 min		creature 1	duration Reduce exhaustion level by one, or end one of following: charm, petrify, curse, ability score or hp max reduction	Wis	30 days								TRUE	TRUE	TRUE	FALSE	TRUE	FALSE	FALSE		TRUE	FALSE
5	Greater Restoration	Abjur	Act	Touch	creature	max reduction Area acts as Magic Circle. Choose an extra effect: Courage: creatures can't be frightened, Darkness: Darkness fills the area, Daylight: Bright		Instant			VSM*	100gp	PHB	246	FALSE	TRUE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE
						damage type, Everlasting Rest Dead bodies																			
5	Hollow	Evoc	24 Hrs	Touch	60 rad	Teleport stuff doesn't work, Fear: Creatures frightened in area, Silence: Silenced, Tongues: Creatures can communicate regardless of language.	Cha	Until dispelled			VSM*	1,000gp	PHB	249	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE
5	Hold Monster	Ench	Act	90'	1 creature	Target is paralyzed. At the end of each of its turns, it makes a Wis save to end the effect. Overpower: +1 target w/in 30 of other targets Weapon emits bright light (30ft), deals +2d8	Wis	≤1 Min	YES		VSM		PHB	251	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	FALSE
					1	radiant on hit, becomes magic. Bonus action: dismiss spell and cause weapon to burst.																			
5	Holy Weapon	Evoc	Bonus	Touch	weapon	radiant and blind on fail, 1/2 on success. Blind creatures save at end of each turn to end blind. Creature takes 8d6 fire damage (DEX save for 1/2). On fail, wreathed in fire, bright light (30ft rad).	Con	≤1 Hr	YES		VS		XGTE	157	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE
5	Immolation	Evoc	Act	90'	1 Creature	On fail, wreathed in fire, bright light (30ft rad). Immolated take 4d6 fire at end of its turn (DEX save negates and ends effect). Flames con't be extinguised non-magically. Summon devil CR 56 of your choice. Roll init for	Dex	≤1 Min	YES		V		EE	19	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
						devil (unfriendly to you and may attack or bargain). On your turns, you can try to make Deception, Intimidate, or Persuasion check vs																			
5	Infernal Calling	Conj	1 Min	90'	1 devil	devil Jurificinally to you and may attack or bargain). On your turns, you can try to make Deception, Intimidate, or Persuasion check vs devil's Insight Advantage if you use Truename) to make devil follow your commands. If it succeeds, immune. If can, ends eatly, devil stays if immune talismon, can summon +1 CR with no CHA checks. Overpower: 4 CR per spell slat above 6th.		S1 Hr	YES		VSF	999gp	XGTE	158	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	FALSE
						Each creature in area makes save or takes 4d10 piercing dmg, half on save. Creatures entering or ending a turn make this save. Overpower: +1d10						- 01													
5	Insect Plague Legend Lore	Conj	Act 10 min	300' Self	20' rad	You learn significant lore about a person, place,	Con	≤10 Min	YES		VSM*	200 +250*gp	PHB	254 254	FALSE	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE
						Sft deep, 30ft radius water swirts on point you see on ground or in water. Area is difficult terrain. Starting turn in zone must make STR sove or take 6d6 bludgeoning damage and pulled 10ft towards center.						6													
5	Moelstrom	Evoc	Act	120'	S6		Str	≤1 Min	YES		VSM		EE	20	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE
5	Mass Cure Wounds	Conj	Act	60'	s w/in 30' rad sphere	Heals 3d8+spellcasting ability mad hp. No effect on undead or constructs. Overpower: +1d8 healing / NU Become invisible & illusory clone of you appears		Instant			VS		PHB	258	FALSE	TRUE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE
						where you stand. Double lasts for duration, invisibilty lasts until you attack/cast spell. Use your action to move clone 2x your speed and control behavior. You can use bonus action to gain its senses instead of your own, or switch back.																			
5	Mislead	Illus	Act	Self		gain its senses instead of your own, or switch back. Modify creature's memory on failed WIS save		≤1 hour	YES		s		PHB	260	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
						Modify creature's memory on failed WIS save (advantage if its in combat). Modify memory up to 10 minutes within last 24 hrs. While being modified, it's incapacitated, charmed, and unware of surrounding. You can erse all memory of event, allow perfect recall, change retails or create new event 1 to one																			
5	Modify Memory	Ench	Act	30'	1 Creature	details, or create new event. Language details, or create new event. Language dependent. Remove Curse/Greater Restoration restores true memory. Overpower: 6th = 7 days ago, 7th = 30 days ago, 8th = 1 year ago, 9th = any time ago	Wis	≤1 Min	YES		VS		PHB	261	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
5	Negative Energy Flood	Necro	Act	60'	1 creature	Unless undead, target taked 5d12 necrotic damage (CON save for 1/2). Target killed by spell rises as zambie at start of your next turn. If target is undead, instead gains 1/2 of 5d12 temp hp.		Instant			М		XGTE	163	FALSE	FALSE	FALSE	FAI SE	FAI SE	FALSE	FAI SE	FALSE	TRUE	TRUE	FALSE
					5' wide. 8' tall, 20' deep	Creates passage on wooden, plaser, or stone					VSM		PHB												
5	Passwall	Trans	Act	30'	passage	Surface. You attempt to bind a celestial, elemental, fey, or fiend to your service. The creature must stay in range for entire costion time. Toront makes a		1 Hr			VSM		PHB	264	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
5	Planar Binding	Abjur	1 Hr	60'	1 outsider 1 dead	friend to your service. The creature must stay in range for entire costing time. Target makes a save; on failure it is bound to serve you. Overpower: +Duration Bring creature back to life (dead \$10 days) with 1	Cha	24 hours			VSM*	1000др	PHB	265	FALSE	TRUE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
5	Raise Dead	Necro	1Hr	Touch	creature ≤8 willing	hp Create telepathic link among targets (minimum INT of 3). Targets can communicate telepathically regardless of common language and over any		Instant			VSM*	500gp	PHB	270	FALSE	TRUE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE
5	Rary's Telepathic Bond	Divin	Act	30'	creature s	regardless or common language and over any distance on same plane. Touch dead humanoid or piece of one that died in last 10 days. If it's willing to come back, Spell makes new adult bady randomly determined DM		1 hour		YES	VSM		PHB	270	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
5	Reincarnate	Trans	1 Hour	Touch	Dead Humano id	or d100 rall. See PHB for table. Creature remembers old life and retains capabilities except racial traits.		Instant			VSM*	1,000gp	PHB	271	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE
5			10 min	Self	1	You can see and hear a particular creature you choose. Target makes a Wis save modd by how well you know them. On a failed save, you can	Win	≤10 Min	YES		VSM	1,000gp	PHB	273	FALSE	TRUE	TRUE	TRUE	FALSE	FALSE		FALSE	TRUE	TRUE	
5	Scrying	Divin	io min	Self	creature	see/hear around the target. make any amount of creatures look differently (I ff shorter/taller thin fat same body type). Details	Wis	2 IO MIN	fES		McV	1,uuugp	PTID	2/3	FALSE	INUE	INUE	INUE	FALSE	FALSE	FALSE	PALSE	INUE	INUE	FALSE
5	Seeming	Illus	Act	30'		ore up to you. If unwilling, CHA save negates. Others must touch targets or spend Action to make Investigation check vs your spell DC to see through illusion.		8 hours			VS		PHB	274	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
5	Skill Empowerment	Trans	Act	Touch	1 willing creature ≤5 creature	Creature gains expertise in skill of your choice (x2 proficiency) Make meles spell attack up to 5 creatures in range for 6d10 force damage, then teleport to empty space within 5ft of one of the targets.		≤1 Hr	YES		VS	mole	XGTE	165	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	TRUE
5	Steel Wind Strike	Conj	Act	30'	creature	You call forth a celestial spirit. It manifests in an	Attack	Instant			SF	weapon	XGTE	166	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE
						angelic form in an unaccupied space that you can see within range. This corpored form uses the Celestial Spirit stat block. When you cast the spell, choose Avenger or Defender. Your choice determines the creature's attack in its stat block. The creature disappears when it draps to 0 hit.																			
						points or when the spell ends. The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you!) fly out don't issue any, it																			
					or	takes the Dadge action and uses its move to avoid danger. At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, use the higher																			
5	Summon Celestial	Conj	Act	90'	Defende	level wherever the spell's level appears in the stat block.		≤1 Hr	YES		VSM*	500gp	TCE	110	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE
5	Swift Quiver	Trans	Bonus	Touch		On each of your turns, use bonus action to make 2 attacks with weapon that uses ammo from quiver you touch. Quiver outo replaces ammo used with these attacks. Creatures.INT 3+ take 8d6 psychic damage (INT)		≤1 Min	YES		VSM		PHB	279	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE
					20ft rad	Creatures INT 3+ take 8d6 psychic damage (INT save for 1/2). On failed sove, target has muddled thoughts for 1 min, subtracting = 1d6 from attack rolls, ability checks, and CON saves to maintain concentration. Target can make INT saves at end																			
5	Synaptic Static	Ench	Act	120	sphere	of each turn to end.	Int	Instant			VS		XGTE	167	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	FALSE

							Action: target creature or object (Spellcasting obility check vs Str check if contested). Creature: huge or smaller, suspended in air, Restrained																			
	5	Telekinesis	Trans	Act	60'	1 creature /obj	direction. Action mointains with checks. Object up to Ik lbs and do fine actions, move 30'. If carried/worn, Check to pull object away and move.	Casting ability vs. Str check	≤10 Min	YES		vs		PHB	280	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
_							Draw 10ft circle linked to permanent teleportation circle whose sequence you know. Portal appears until end of your next turn that teleports creatures entering to linked circle. When you learn spell, you learn sequences for 2 destinations on prime material plane. Can learn																			
	5	Teleportation Circle	Conj	1 Minute	10'	10' diam	more sequences by studying for 1 minute. Cast every day for 1 year, becomes permanent. 40ft cube of mud/stone, choose effect: Rock to Mud - 1/4 move, STR save when enter/start turn.		1 round			VM*	50gp	PHB	281	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
	5	Transmute Rock	Trans	Act	120'	40' cube	Fail a sink into mud (restrained and action to pull free). If cast on ceiling, mud fails for 4d8 bludgeoning (DEX sove 1/2). Mud to Rock = 10ft deep or less restrains creatures in rock (DEX negates and shunts to surface). Action to attempt to break free (STR DC 20) or deal 25pts to rock.		Until dispelled			VSM		EE	22	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE
	5	Tree Stride	Conj	Act	Self		Teleport by stepping into tree and emerging from another within 500ft. Use 5ft movement at enter tree of your size+. Use 5ft to leave tree.		s1 Min	YES		VS		PHB	283	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE
	5	Wall of Force	Evoc	Act	120'		Invisible wall can be free or floating or on surface, any orientation. Can be 10ft raid dome/sphere or flot wall of up to ten congruent 10x10 panels. Nothing can physically pass through the wall. Immune to all damage/dispel magic. Disintegrate destroys wall. Wall extends to ethereal plane.		s10 Min	YES		VSM		PHB	285	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
							Wall emits bright light 120ft, blocks line of sight but not creatures. Creatures in wall when cast or at end of turn take 4d8 radiant and blinded for 1 minute (CON save for 1/2 and no blind). Blind can save at end of turn to shake. Until spell ends, you																			
	5	Wall of Light	Evoc	Act	120'	Wall, 60ft x 10ft x 5ft	can use Action to launch beam from wall a 1 creature within 60ft of it. Ranged spell attack (4d8 radiant). Hit or miss, reduce length of wall by 10ft.	Con	≤10 Min	YES		VSM		XGTE	170	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	FALSE
	5	Wall Of Stone	Evoc	Act	120'	10 10x10 panels	You create a wall out of contiguous panels. If a creature would be surrounded, it gets a save, on success it can move up to its speed to not be enclosed. Animate trees/rocks/grass in area. Grass: difficult	Dex	≤10 Min	YES		VSM		PHB	287	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	TRUE
0						60ft	terrain; Trees: enemies within 10ft of tree DEX sour or take 4d8 dashing; Rosts/fines: at end of your turn, 1 ground creat. make STR save or become restrained (Athletics vo DC to escape); Rocks: bonus action on your turn, ranged attack to launch rock at creature (3d8 nonmagical bludgeoning, STR save or prone).																			
	5	Wrath of Nature Arcane Gate	Evoc	Act	120'	60ft cube	bludgeaning, STR save or prone) Create 2 linked portals, and within 1816 of you and another within 500ft. Ring is visible/usable from one side of your choice. Portals block vision. Rotate portal as bonus action.	Varies	s1 Min	YES		VS VS		XGTE	214	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE
	6	Blade Barrier	Evoc	Act	90'	Wall or ring	Wall 100' long or ring 60' diameter, 20' high, 5' thick. Creatures entering or starting turn in area take 6d10 slashing damage (save for 1/2). Wall is difficult terrain and 3/4 cover.	Dex	s10 Min	YES		vs		PHB	218	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE
0						Số cylindric al stone	Pillars burst from ground at points you see. If created under creature, DEX save or be lifted with it. Pillars are up to 30ft high, AC 5, 30 hp. If pushed into solid object/ceiling, creature takes 6d6 bludgeoning damage and is restrained.																			
		Bones of the Earth	Trans	Act	120'	pillars 1	or DEX check vs your DC to move/fall off pillar. Target take 10d8 lightning damage, save for 1/2 damage. May target up to 3 additargets within 30 of primary target. Overpower: +1 secondary target / slot N/> 8th	Dex	Instant			VS		SCAG	142	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	TRUE	TRUE	FALSE
	6	Chain Lightning Circle of Death	Evoc Necro	Act	150'	60' rad sphere	8d6 necrotic damage (Con save for 1/2), 2d6 add1 dmg per spell slot > 6th	Con	Instant			VSM	500gp	PHB	221	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	FALSE
	6	Conjure Fey	Conj	1 min	90'		Summon CR 6 or lower fey or fey beast that's friendly to you and companions. Acts on its own initiative and obeys verbal commands you issue it (no action). Will defend itself. If concentration is broken, lose control and fey becomes hostile. Stays for 1 hour and cannot be dismissed.		s1 hour	YES		VS		PHB	226	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE
	6	Contingency	Evoc	10 min	Self		Choose spell of 5th level or lower with Casting time of 1 Action that targets you. Cast as part of this spell, expending slots for both. Takes effect on a trigger you specify. Targets only you. You can only have 1 Contingency active at a time.		10 Days			VSF	1,500gp	PHB	227	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
	6	Create Homunculus	Trons	1Hr	Touch		Socrifice 2d4 hp to create homunculus (see MM), When you finish long rest, spend up to 1/2 your HD (+con) to reduce your max hp and transfer to homonculus max hp. Losts until you finish another long rest.		Instant			VSF	1,000gp	XGTE	152	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
0	6	Create Undead	Necro	1 Min	10'	up to 3 corpses of smed humano ds			24 hours			VSF	150gp ea		229	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	FALSE
	6	Disintegrate	Trans	Act	60'	1 target	10d6+40 force damage, save negates. Overpower: +3d6 damage / lvl Touch object \$10lbs and \$6ft long. Any time after,	Dex	Instant			VSM	0,	PHB	233	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
_	6	Drawmij's Instant Summons	Conj	1 Min	Touch	1 object	you can use Action to speak object name and crush sapphire component. Item instantly appears in your hand regardless of plane or distance. If creature is holding item, it doesn't appear but you learn who is holding it and roughly where they are at that moment. Sumpon spirits to restect area (explusions properties).		Until Dispelled		YES	VSF	1,000gp	PHB	235	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
						30-90ft	Summon spirits to protect area (excluding buldings/structures). Cast spell every day for 1 year = permonent. Can specify creatures immune & password. Dispel magic dispells 1 effect of caster's choice. Effects include Solid Fog, Grasping Undergrowth, Grove Guardians, Gust of Wind, Spike Growth, and Wind Woll. See KGTE for																			
	6	Druid Grove	Abjur	10 Min	Touch	30-90ft cube	a password, Disple magic displets i effect of caster's choice. Effects include Solid Fog, Grasping Undergrowth, Grove Guardians, Gust of Wind, Spike Growth, and Wind Wall. See XGTE for details.	Varies	24 Hrs			VSM		XGTE	154	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE
0	6						accinist challes (fifted antiques Salid Fag. Grasping Undergrowth, Grove Guardiana, Gust of Wind, Spike Growth, and Wind Viol. See XGT for Wind, Spike Growth, and Wind Viol. See XGT for Creature gu see within 60 fit of fietder by I effect of your chaice (WIS sove negates). Siespe, Ranic, Scienced On each of your turns, you can target another that hasn't succeeded on the saver yet another than has a saver yet another than the saver yet another than the saver yet and the yet and the saver yet and the yet and																			
	6 6	Druid Grove Eyebite Find The Poth	Abjur Necro Divin	10 Min Act 1 Min	Touch Self Self		cosine's choice. Effects include Solid Flog. Grosping Undergowth, Grove Gazdina. Gust of Grosping Undergowth, Grove Gazdina. Gust of Grosping Undergowth, Grove Gazdina. Gust of Grosping Undergowth. Grove Gazdina. Getolia. Creature you see within 50ff if offected by J effect Sickened On each of your turns, you can target under the thank accessed on this sow yet creatures are frightened of you, must take Dost creatures are frightened or you, must take Grosping Control of the Control Final Control of the Control Final Protects of Longing Control Final Protects of	Varies Wis	24 Hrs	YES YES		VSM VS VSF*	100др	XGTE PHB PHB	154 238 240	FALSE FALSE FALSE	TRUE TRUE	FALSE FALSE TRUE		FALSE	FALSE FALSE FALSE	FALSE	TRUE FALSE	FALSE TRUE FALSE	TRUE	FALSE
0	6	Eyebite	Necro	Act	Self	cube	a coairer chains. Effects includes Solid Flog. Crosping Undergrowth, Grove Guardina, Gust of Wind, Spike Growth, and Wind Vibil. See XCET for Wind, Spike Growth, and Wind Vibil. See XCET for Creature you see within 80H is affected by Leffect of your choice (WIS sove negates). Sieep, Panic, Creature you see within 80H is affected by Leffect of your choice (WIS sove negates). Sieep, shaking or damage to wake Panicked See Shaking or damage to wake See See Shaking or damage to wake See See See Shaking or damage to wake See See See See See See See See See S		≤1 Min			VS	1009р	РНВ	238	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	FALSE
0	6	Eyebite Find The Path	Necro Divin	Act 1 Min	Self Self	Self Creature	content chaircis. Effects includer Solid Flog. Crosping Undergrowth, Grow Goodforms, Gust of Word, Spale Growth, Grow Goodforms, Gust of Word, Spale Growth, Grow Goodford, Goodford, Gedold, Creature you see within Soft in offects by of refers. Creature you see within Soft in offects by of refers. Sickened On each of your turns, you can target concluder that host accreeded on this save yet creatures are frightened of you, must take Dost creatures are frightened or you, must take disado, on attack/oblity checks. Will some confi- Fleshy creature must make CNR some On foil. Fleshy creature must make CNR some CNR some office of the control o	Wis	≤1 Min ≤1 day	YES		VS VSF*	1009р	PHB PHB	238 240	FALSE FALSE	TRUE TRUE	FALSE TRUE	FALSE TRUE	FALSE FALSE	FALSE FALSE	FALSE FALSE	TRUE FALSE	TRUE FALSE	TRUE FALSE	FALSE FALSE
0	6	Eyebite Find The Puth Flesh to Stone Forbiddonce	Necro Divin	Act 1 Min Act	Self Self 60'	Self Creature 40k sq ft orea	a Carlos Challes Breds in Includes Sold Flog. Grosping Undergrowth, Grove Goodfordina, Guat of Wind, Spike Growth, one Glovel, See XCET for Wind, Spike Growth, one Glovel, See XCET for Centure you see within 60H in detect by I effect of your choice (Will sove negates). Steep, Punic Centure you see within 60H in detect by I effect of your choice (Will sove negates). Steep, Punic London Harmon Sold Company of the Sold Seep, Punic Siege; shadking or damage to wike Puniclead Find shartest physical route to fixed location. Find shartest physical route to fixed and the state of the physical route. Find shartest physical route for fixed physical route. Find shartest physical route. F	Wis	s1 Min s1 day	YES	YES	VS VSF* VSM	100gp	PHB PHB	238 240 243	FALSE FALSE FALSE FALSE	TRUE TRUE FALSE	FALSE FALSE TRUE	FALSE FALSE	FALSE FALSE FALSE	FALSE FALSE FALSE	FALSE FALSE FALSE	TRUE FALSE FALSE	TRUE FALSE TRUE	TRUE FALSE TRUE	FALSE FALSE FALSE
0	6	Eyebite Find The Poth Flesh to Stone	Necro Divin	Act 1 Min Act	Self Self 60' Touch	Self Creature 40k sq ft	A content of the Charles and C	Wis	s1 Min s1 day	YES	YES	VS VSF*		PHB PHB	238 240 243	FALSE FALSE FALSE	TRUE TRUE FALSE	FALSE TRUE FALSE	FALSE TRUE	FALSE FALSE FALSE	FALSE FALSE FALSE	FALSE FALSE FALSE	TRUE FALSE FALSE	TRUE FALSE TRUE	TRUE FALSE TRUE	FALSE FALSE
	6 6	Eyebite Find the Puth Flesh to Stone Forbiddonce Globe Of Invulnerability	Necro Divin Trans Abjur	Act 1 Min Act	Self Self 60' Touch	Self Creature 40k sq ff orea 10 rad sphere	content chaircis. Effects includes Sacial Flog. Crosping Undergrowth, Grove Gazardina. Gust of Word, Spale Growth, Grove Gazardina. Gust of Word, Spale Growth, Grove Gazardina. Gust of Word, Spale Growth, Grove Gazardina. detable. Creature you see within SARI of effected by J effect Sickened. On each of your burns, you can target under that hashin succeeded on this save yet credures are frightened of you, must take Dost credures are frightened of you, must take Dost with the control of the control of the control of the control Gazardina. Find shortest growth of the control Find shortest growth of	Wis	\$1 Min \$1 day \$1 Min 1 day	YES	YES	VS VSF* VSM	1,000gp	PHB PHB PHB	238 240 243 243	FALSE FALSE FALSE FALSE FALSE	TRUE TRUE FALSE FALSE FALSE	FALSE TRUE FALSE TRUE	FALSE FALSE FALSE	FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE	TRUE FALSE FALSE FALSE TRUE	TRUE FALSE TRUE FALSE FALSE	TRUE FALSE TRUE FALSE	FALSE FALSE FALSE FALSE FALSE
	6 6	Eyebite Find The Path Flesh to Stone Forbiddance Globe Of Invulnerobility Guards and Words Harm Heal	Necro Divin Trans Abjur Abjur Abjur Evoc	Act 1 Min Act 10 Min Act 10 Min Act	Self Self 60' Touch Self: Touch	Self Creature 40k sq ft orea 10 rad sphere	A content of the Child Program	Wis	s1 Min s1 day s1 Min 1 day s1 Min 24 Hours	YES	YES	VS VSF* VSM VSF*	1,000gp	PHB PHB PHB PHB	238 240 243 243 245 248	FALSE FALSE FALSE FALSE FALSE FALSE	TRUE TRUE FALSE FALSE FALSE TRUE	FALSE TRUE FALSE TRUE FALSE TRUE FALSE	FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE FALSE FALSE	TRUE FALSE FALSE TRUE FALSE	TRUE FALSE TRUE FALSE FALSE FALSE	TRUE FALSE TRUE FALSE TRUE TRUE	FALSE FALSE FALSE FALSE FALSE FALSE
	6 6 6 6 6	Eyebite Find the Path Flesh to Stone Flesh to Stone Globe Of Invulnerability Guards and Words Harm	Necro Divin Trans Abjur Abjur	Act 1 Min Act 10 Min Act 10 Minutes Act	Self Self 60' Touch Self: Touch 60'	Self Creature 40k sq ft area 10 rad sphere	A contine to chair of the third of the contine to the continent to the contine to the contine to the contine to the contine to	Wis	s1 Min s1 day s1 Min 1 day s1 Min 24 Hours	YES	YES	VS VSF* VSM VSF* VSM VSF VSM VSF	1,000gp	PHB PHB PHB PHB PHB	238 240 243 243 245 248	FALSE FALSE FALSE FALSE FALSE FALSE FALSE	TRUE TRUE FALSE FALSE FALSE TRUE FALSE	FALSE TRUE FALSE TRUE TRUE FALSE TRUE	FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE FALSE FALSE FALSE	TRUE FALSE FALSE TRUE FALSE	TRUE FALSE TRUE FALSE FALSE FALSE FALSE	TRUE FALSE TRUE FALSE TRUE TRUE	FALSE FALSE FALSE FALSE FALSE FALSE FALSE
	6 6 6 6 6 6 6	Eyebite Find The Path Flesh to Stone Flesh to Stone Globe Of Invulnerability Guards and Words Harm Heal Herce's Foost	Necro Divin Trans Abjur Abjur Abjur Necro Evoc Conj	Act 1 Min Act 10 Min Act 10 Minutes Act Act Act Act Act	Self Self Self Self Self Self Self Self	Self 1 Creature 10 rad sphere 11 creature 10 rad sphere 11 living creature 512 30 rad	costerie choice. Effects includes Saldi Flog. Grosping Undergowth, Grove Gazdina, Gust of Word, Spale Growler Saldina, Gust of Spale Growler Saldina, Gust o	Wis Con Con Dex	s1 Min s1 day s1 Min 1 day s1 Min 24 Hours Instant Instant 24 Hrs	YES YES YES YES	YES	VS VSF VSM VSF VSM VSF VSM VSF VS VS VS VS VS VS VS VS V	1,000gp	PHB PHB PHB PHB PHB PHB PHB PHB	238 240 243 243 245 245 248 250 250	FALSE	TRUE TRUE FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE TRUE FALSE TRUE FALSE TRUE FALSE TRUE TRUE TRUE TRUE FALSE	FALSE FALSE FALSE FALSE FALSE TRUE TRUE	FALSE	FALSE	FALSE	TRUE FALSE FALSE FALSE TRUE FALSE TRUE	TRUE FALSE TRUE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	TRUE FALSE TRUE FALSE TRUE FALSE TRUE TRUE FALSE FALSE FALSE	FALSE
	6 6 6 6 6 6	Eyebite Find The Path Flesh to Stone Forbiddonce Globe Of Invulnerability Guards and Wards Horm Head Heroes' Feast	Necro Divin Trans Abjur Abjur Abjur Necro Evoc Conj Trans	Act 1 Min Act 10 Min Act 10 Minutes Act 10 Minutes Act Act 10 Minutes	Self Self Self Self Self Self Self Self	Self 1 Creoture 40k so ft or od sphere 1 creoture 1 living creoture Feast for s12 30' rod	a cosine the design Effects includes Solid Flog. Crossing Inderegovich Coreo Gazonican, Gust of Wind, Spike Growth, oderlock. Wind, Spike Growth, oderlock. Crossing Lindergovich Coreo Gazonican, Gust of Wind, Spike Growth, oderlock. Crossing Lindergovich Coreo Gazonican, Gust of Wind, Spike Growth, oderlock. Proceedings of the Coreo Gazonican, Ga	Wis Con Con Con Con	st Min st day st Min 1 day st Min 1 day st Min 24 Hours 1 instant Instant 1 sto Min st	YES YES YES YES	YES	VS VSF* VSM VSF* VSM VSF VSM VSF VS VS VS VS VS	1,000gp	PHB PHB PHB PHB PHB PHB PHB PHB EE	238 240 243 243 243 245 248 249 250 250	FALSE	FALSE	FALSE TRUE FALSE TRUE FALSE TRUE FALSE TRUE TRUE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE TRUE TRUE TRUE	FALSE	FALSE	FALSE	TRUE FALSE FALSE TRUE FALSE TRUE FALSE TRUE TRUE TRUE TRUE	TRUE FALSE FALSE FALSE FALSE FALSE TRUE	TRUE FALSE TRUE FALSE TRUE FALSE FALSE TRUE	FALSE
	6 6 6 6 6 6 6	Eyebite Find The Path Flesh to Stone Flesh to Stone Globe Of Invulnerability Guards and Words Harm Heal Herce's Foost	Necro Divin Trans Abjur Abjur Abjur Necro Evoc Conj	Act 1 Min Act 10 Min Act 10 Minutes Act Act Act Act Act	Self Self Self Self Self Self Self Self	Self 1 Creature 10 rad sphere 11 creature 10 rad sphere 11 living creature 512 30 rad	A content of the Child Programs of the Child	Wis Con Con Dex	s1 Min s1 day s1 Min 1 day s1 Min 24 Hours Instant Instant 24 Hrs	YES YES YES YES	YES	VS VSF VSM VSF VSM VSF VSM VSF VS VS VS VS VS VS VS VS V	1,000gp	PHB PHB PHB PHB PHB PHB PHB PHB	238 240 243 243 245 245 249 250 250	FALSE	TRUE TRUE FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE TRUE FALSE TRUE FALSE TRUE FALSE TRUE TRUE TRUE TRUE FALSE	FALSE FALSE FALSE FALSE FALSE TRUE TRUE	FALSE	FALSE	FALSE	TRUE FALSE FALSE FALSE TRUE FALSE TRUE	TRUE FALSE TRUE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	TRUE FALSE TRUE FALSE TRUE FALSE TRUE TRUE FALSE FALSE FALSE	FALSE
	6 6 6 6 6 6 6	Eyebite Find The Poth Find The Poth Flesh to Stone Forbiddonce Globe Of Invulnerobility Guards and Words Harm Heal Herces' Foast Investiture of Flame Investiture of Stone Investiture of Stone Investiture of Stone	Necro Divin Trans Abjur Abjur Abjur Necro Evac Conj Trans Trans	Act 11 Min Act 10 Min Act 10 Minutes Act 10 Minutes Act Act Act Act Act Act	Self Self Self Self Self Self Self Self	Self 1 Creoture 40k so ft or od sphere 1 creoture 1 living creoture Feast for s12 30' rod	A content change of the change	Wis Con Con Con Con	s1 Min s1 day s1 Min 1 day s1 Min 24 Hours Instant Instant Instant S10 Min S10 Min S10 Min	YES YES YES YES	YES	VS VSF* VSM VSF* VSM VSF VSM VSF VS VS VS VS VS VS VS VS	1000gp 10gp	PHB PHB PHB PHB PHB PHB PHB PHB EE	238 240 243 243 245 248 249 250 250 19	FALSE	TRUE FALSE	FALSE TRUE FALSE FALSE TRUE FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE FALSE TRUE TRUE TRUE TRUE	FALSE	FALSE	FALSE	TRUE FALSE FALSE FALSE FALSE TRUE FALSE TRUE TRUE TRUE	TRUE FALSE TRUE FALSE FALSE FALSE FALSE FALSE TRUE TRUE TRUE	TRUE FALSE TRUE TRUE FALSE TRUE TRUE FALSE FALSE TRUE TRUE TRUE TRUE	FALSE
	6 6 6 6 6 6 6 6 6 6 6	Eyebite Find The Poth Find The Poth Flesh to Stone Forbiddonce Globe Of Invulnerobility Guards and Words Harm Heal Heroes' Foost Investiture of Flame Investiture of Stone Investiture of Wind Magic Jar	Necro Divin Trans Abjur Abjur Abjur Necro Evac Conj Trans Trans Trans	Act 1 Min Act 10 Min Act 10 Minutes Act Act Act Act 11 Min Act	Self Self Self Self Self Self Self Self	Self Creature 40k sq ft and sphere 1 creature 1 creature 1 living a 512 creature 1 living 15 rad 15	A content of the Child Program	Con Con Dex Con Con	st Min st oby st Min 1 day st Min 24 Hours Instant Instant 10 Min st0 Min st0 Min units Min st0 Min st0 Min	YES YES YES YES YES	YES	VS	1,000gp	PHB	238 240 243 243 245 248 249 250 250 19	FALSE	TRUE FALSE FALSE	FALSE TRUE FALSE TRUE FALSE TRUE FALSE TRUE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE FALSE FALSE TRUE TRUE TRUE TRUE TRUE TRUE TRUE TRU	FALSE	FALSE	FALSE	TRUE FALSE FALSE FALSE TRUE TRUE TRUE TRUE TRUE TRUE	TRUE FALSE FALSE FALSE FALSE FALSE FALSE FALSE TRUE TRUE TRUE TRUE TRUE TRUE TRUE	TRUE FALSE TRUE FALSE TRUE FALSE TRUE FALSE FALSE TRUE TRUE TRUE TRUE TRUE TRUE	FALSE
	6 6 6 6 6 6 6 6 6 6 6	Eyebite Find The Poth Find The Poth Flesh to Stone Forbiddonce Globe Of Invulnerobility Guards and Words Harm Heal Herces' Foast Investiture of Flame Investiture of Stone Investiture of Stone Investiture of Stone	Necro Divin Trans Abjur Abjur Abjur Necro Evac Conj Trans Trans	Act 11 Min Act 10 Min Act 10 Minutes Act 10 Minutes Act Act Act Act Act Act	Self Self Self Self Self Self Self Self	Self Creature 40k sq ft for race area 10 rad sphere	A contiere choice. Effects includes Social Flog. Croscing Undergowth, Grove Goardinan, Gust of Word, Spale Growth, Grove Goardinan, Gust of Word, Spale Growth, Grove Goardinan, Gust of Word, Spale Growth, Geologia, Gust Sale, Sale, Sale, Goardinan, Growth, Growth, Growth, Growth, Growth, Goardinan, Growth, Gr	Wis Con Con Dex Con Dex	s1 Min s1 day s1 Min 1 day s1 Min 24 Hours Instant Instant Instant S10 Min S10 Min S10 Min	YES YES YES YES YES	YES	VS VSF* VSM VSF* VSM VSF VSM VSF VS VS VS VS VS VS VS VS	1000gp 10gp	PHB PHB PHB PHB PHB PHB PHB PHB EE	238 240 243 243 245 248 249 250 250 19	FALSE	TRUE FALSE	FALSE TRUE FALSE FALSE TRUE FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE FALSE TRUE TRUE TRUE TRUE	FALSE	FALSE	FALSE	TRUE FALSE FALSE FALSE FALSE TRUE FALSE TRUE TRUE TRUE	TRUE FALSE TRUE FALSE FALSE FALSE FALSE FALSE TRUE TRUE TRUE	TRUE FALSE TRUE TRUE FALSE TRUE TRUE FALSE FALSE TRUE TRUE TRUE TRUE	FALSE
	6 6 6 6 6 6 6 6 6 6 6	Eyebite Find The Poth Find The Poth Flesh to Stone Forbiddonce Globe Of Invulnerobility Guards and Words Harm Heal Heroes' Foost Investiture of Flame Investiture of Stone Investiture of Wind Magic Jar	Necro Divin Trans Abjur Abjur Abjur Necro Evac Conj Trans Trans Trans	Act 1 Min Act 10 Min Act 10 Minutes Act Act Act Act 11 Min Act	Self Self Self Self Self Self Self Self	Self Creature 40k sq ft and sphere 1 creature 1 creature 1 living a 512 creature 1 living 15 rad 15	A content of the Child Programs of the Child	Con Con Dex Con Con	st Min st oby st Min 1 day st Min 24 Hours Instant Instant 10 Min st0 Min st0 Min units Min st0 Min st0 Min	YES YES YES YES YES	YES	VS	1000gp 10gp	PHB	238 240 243 243 245 248 249 250 250 19	FALSE	TRUE FALSE FALSE	FALSE TRUE FALSE TRUE FALSE TRUE FALSE TRUE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE FALSE FALSE TRUE TRUE TRUE TRUE TRUE TRUE TRUE TRU	FALSE	FALSE	FALSE	TRUE FALSE FALSE FALSE TRUE TRUE TRUE TRUE TRUE TRUE	TRUE FALSE FALSE FALSE FALSE FALSE FALSE FALSE TRUE TRUE TRUE TRUE TRUE TRUE TRUE	TRUE FALSE TRUE FALSE TRUE FALSE TRUE FALSE FALSE TRUE TRUE TRUE TRUE TRUE TRUE	FALSE
	6 6 6 6 6 6 6 6 6 6 6	Eyebite Find The Puth Flesh to Stone Forbiddance Globe Of Invulnerability Guards and Words Harm Heal Heraes' Feast Investiture of Flame Investiture of Stone Investiture of Vind Magic Jan Mass Suggestion	Necro Divin Trans Abjur Abjur Necro Evac Conj Trans Trans Trans Necro Ench	Act 10 Min Act 10 Minutes Act 10 Minutes Act Act 11 Min Act Act Act Act	Self Self Self Self Self Self Self Self	cube Self Creoture d0k sg ff oreo 10 rad creoture 10 rad 15 rad	Coreine y cheregowith Creve Gardens Seldier Flog. Grosping Lindergowith Creve Gardens Seldier Flog. Grosping Lindergowith Creve Gardens Seldier Flog. Grosping Lindergowith Creve Gardens Seldier S	Con Dex Con Dex Wis	s1 Min s1 day s1 Min 1 day s1 Min 24 Hours Instant Instant Instant S10 Min s10 Min s10 Min s10 Min s10 Min s10 Min	YES YES YES YES YES YES	YES	VS VSF* VSM VSF* VSM VSF VS VS VS VS VS VS VS VS	1000gp 10gp	PHB	238 240 243 243 2445 245 246 250 250 19 19 20 257 258	FALSE	FALSE	FALSE TRUE FALSE TRUE FALSE	FALSE FALSE FALSE FALSE FALSE TRUE TRUE TRUE TRUE FALSE FALSE FALSE FALSE FALSE	FALSE	FALSE	FALSE	TRUE FALSE TRUE TRUE TRUE TRUE TRUE TRUE TRUE TRU	TRUE FALSE TRUE FALSE FALSE FALSE FALSE FALSE FALSE TRUE TRUE TRUE TRUE TRUE TRUE	TRUE FALSE TRUE FALSE TRUE TRUE FALSE FALSE FALSE TRUE TRUE TRUE TRUE TRUE	FALSE

							Globe of cold streaks from you to explade for																			
		Otiluke's Freezing					Globe of cold streaks from you to explode for 10d6 cold drng (CON save for I/2). Freeze watery surfaces up to 6 inches (not creautries). May trap swimmers (Action to make STR save vs spell DC to break free). Can hold globe and hurl 40ft or via treak free). Can hold globe and hurl 40ft or via the control of the con																			
	6	Sphere	Evoc	Act	300'	60 rad	sling, or set it down (explodes after 1 min). Torget must use all movement to dance in place.	Con	Instant			VSM		PHB	263	FALSE	TRUE	FALSE								
	6	Otto's Irresistible Dance	Ench	Act	30'	creature	Disadvantage on Dex saves and attacks. Enemies have advantage to hit target. Use Action to save. You ask cosmic being for aid. Sends celestial, elemental or fierd lovel to it to help you.	Wis	s1 Min	YES		V		PHB	264	FALSE	TRUE	FALSE	TRUE	FALSE						
							You ask cosmic being for aid. Sends celestial, elemental, or fiend loyal to it to help you. Appears in empty space within range. You can request specific creature by name (not guaranteed). Creature is not under your control, but may negotiate.																			
	6	Planar Ally	Conj	10 min	60'		but may negatiate. You gain resistance to acid, cold, fire, lightning, and thunder damage. Reaction: if you take damage from one of those types, can choose to gain immunity to it until end of your next turn, but		Instant					PHB	265	FALSE	FALSE	TRUE	FALSE							
	6	Primordial Ward	Abjur	Act	Self	Self	lose other resistances from spell (spell ends).		≤1 min	YES		VS		EE	21	FALSE	FALSE	FALSE	TRUE	FALSE						
							Create programmed illusion of object, creature, or other visible phenomenon within 30ft cube. You decide specifics. Can last 5 min, then dormant for																			
	6	Programmed Illusion	Illus	Act	120'	30' cube	10 min, and can be re-triggered (general/detailed based on visual/audible conditions). Physical interaction reveals illusion, or Action to make investigation check vs spell DC.		Until dispelled			VSF	25gp	PHB	269	FALSE	TRUE	FALSE	TRUE	FALSE						
		-					The caster weaves magical energy into new flesh, melding it with the bones and nerves of the																			
						١,	torget, regrowing any ilmos once lost, and removing any scar tissue. It replaces the old ones in their entirety, bypossing any magical effects that would inhibit healing otherwise. Any muscles associated with the limb are also regenerated to their full strength.																			
	6	Regrow Limbs	Trans	1 Hour	Touch	Creature ≤5	their full strength. Teleport each affected target to unoccupied space you can see within 120ft of you (on ground). Unwilling can make WIS save to resist.				YES	VSM*	1000gp	Custom	N/A	FALSE	TRUE	TRUE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
	6	Scatter	Conj	Act	30'		Unwilling can make Wis save to resist. When humanoid you can see in range dies, snatch soul into tiny cage, which you can then exploit up to 6 times then spell ends: Steal life,	Wis	Instant			V		XGTE	164	FALSE	TRUE	TRUE	TRUE	FALSE						
	6	Soul Cage	Necro	Reaction	60"	dead humanoi d	XGTE XGTE		8 Hrs			VSF	100др	XGTE	165	FALSE	TRUE	TRUE	FALSE							
							You call forth a fiendish spirit. It manifests in an unaccupied space that you can see within range. This corporeal form uses the Fiendish Spirit stat																			
							block. When you cast the spell, chaose Demon, Devil, or Yugoloth. The creature resembles a fiend of the chosen type, which determines certain traits in its stat block. The creature disappears																			
							ends.																			
							The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no																			
							action required by you). If you don't issue any, it takes the Dadge action and uses its move to avoid danger.																			
						Demon, Devil, or Yugolot	At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, use the higher level wherever the spell's level appears in the stat																			
	6	Summon Flend	Conj	Act	90"	h	Creatures in line blasting from you take 6d8		s1 Hr	YES		VSM*	600gp	TCE	112	FALSE	TRUE	TRUE	FALSE							
							radiant damage and are blinded (CON save for 1/2 and not blind). Undead & oozes have disadvantage to save. For duration, you can use your Action to fire beam again. Hand also sheds																			
	6	Sunbeam	Evoc	Act	Self	60 line	bright light 30ft (dim 60ft) Uttering an incantation, you draw on the magic of the Lower Planes or Upper Planes (your choice) to transform yourself. You gain the following benefits until the spell ends:	Con	≤1 min	YES		VSM		PHB	279	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
							benefits until the spell ends: - You are immune to fire and poison damage																			
							(Lower Planes) or radiant and necrotic damage																			
							You are immune to the poisoned condition (Lower Planes) or the charmed condition (Upper Planes). Spectral wing speed on your back, giving you of lying speed of 40 feet.																			
							a flying speed of 40 feet. - You have a +2 bonus to AC. - All your weapon attacks are magical, and when you make a weapon attack, you can use your																			
							All your weapon attacks are magical, and when you make a weapon attack, you can use your spellcasting ability mediffer, instead of Strength or Dexterity, for the attack and damage roils. You can attack twice, instead of once, when you																			
	6	Tasha's Otherworldly Guise	Trans	Bonus	Self	Self	take the Attack action on your turn. You ignore this benefit if you already have a feature, like Extra Attack, that lets you attack more than once when you take the Attack action on your turn.		≤1 min	YES		VSM*	500gp	TCE	116	FALSE	TRUE	TRUE	TRUE	FALSE						
							You can't cast spells but gain benefits: 50 temp hp, advantage on attack ralls with simple & martial weapons, 4207 force dampe on weapon attacks, proficiency with all armor, shields, simple & martial weapons, proficiency in STR/COM saves,																			
		Tenser's					attacks, proficiency with all armor, shields, simple & martial weapons; proficiency in STR/CON soves, can attack twice with Attack action. When spell ends, CON save DC 15 or suffer I level of																			
	6	Transformation	Trans	Act	Self		exhaustion. Create link between large+ inanimate plant in	Con	≤10 Min	YES		VSM		XGTE	168	FALSE	TRUE	FALSE								
	6	Transport via Plants	Conj	Act	10'	2 Large+ plants	range and another plant on same plane. Must have seen or touched the destination plant before. For duration, creature can step into plant and exit destination plant using 5ft movement.		1 round			VS		PHB	283	FALSE	FALSE	FALSE	TRUE	FALSE						
	6	True Seeing	Divin	Act	Touch	1 willing creature	Target has truesight, notices secret doors, and		1 Hr			VSM*	25gp	PHB	284	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	FALSE
							Create dome/sphere (IDI rad) or up to ten on create dome/sphere (IDI rad) or up to ten on create the create of the create of the create of is pushed to one side of wall (IDEX save for I/2 dmg). Each IDI section has AC (12, 30 hp, vulnerable to fire. If domegad to 0 hp, section leaves hade of freezing air First time creature moves through air on kurry chaes 556 cold ding.																			
						dome/sp here or	dmg). Each 10tt section has AC 12, 30 hp, vulnerable to fire. If damaged to 0 hp, section leaves hole of freezing air. First time creature moves through air on turn takes 5d6 cold dmg.																			
	6	Wall of Ice	Evoc	Act	120'	wall	moves trirologinal on turn, takes able color amp (CON save for Ir2). Wall (60x10x5 ft) or 20ft diam circle, 20ft high, 5ft thick, blocks line of sight. Creature in area when appears take 7d8 piercing damage (DEX save for 1/2), 1/4 movement through wall. Entering/Pending turn in wall take 7d8 slashing damage (DEX save for 1/2). Overcourser +1d8 high path firm buses ser	Dex	≤10 min	YES		VSM		PHB	285	FALSE	TRUE	FALSE								
						Wall or	appears take 7d8 piercing damage (DEX save for 1/2). 1/4 movement through wall. Entering/ending turn in wall take 7d8 slashing damage (DEX save																			
	6	Wall of Thorns	Conj	Act	120'	circle	for 1/2). Overpower: +1d8 to both dmg types per level above 6th. Targets assume gaseous form, fly speed of 300ft, and resistance to nonmagical weapons. The only	Dex	≤10 min	YES		VSM		PHB	287	FALSE	FALSE	FALSE	TRUE	FALSE						
							action targets can take are Dash or revert to																			
	6	Wind Walk	Trans	1 minute	30'	You + ≤10 others	active, can spend I minute to revert back to cloud form. If cloud when spell ends, slowly floats down 60ft per round for I minute. You and up to 5 willing creatures in range teleport to previously designated sanctuary,		8 hours			VSM		PHB	288	FALSE	FALSE	FALSE	TRUE	FALSE						
							appearing in nearest unoccupied space. Santuary bust be pre-designated via this spell &																			
	6	Word of Recall	Conj	Act	5"		must be dedicated to or strongly linked to your diety. Conjure Celestial CR 4 or lower. Friendly to you and allies acts on own initiative observer without		Instant					PHB	289	FALSE	FALSE	TRUE	FALSE							
	7	Conjure Celestial	Conj	1 Minute	90"		and allies, acts on own initiative, abeys verbal commands you give (no action). Defends itself otherwise. Overpower: 9th lvl slat = CR 5 7 star-like mates orbit your head. Bonus action to		≤1 Hour	YES		VS		PHB	225	FALSE	FALSE	TRUE	FALSE							
							7 star-like motes orbit your head. Bonus action to send 1 mote at creature/object within 120ft of you as ranged spell attack. Oh hit, 4df2 radiant. Spell ends if motes all motes used. 4+ motes shed bright light 30ft rad.																			
	7	Crown of Stars	Evoc	Act	Self	20'	Overpower: +2 mates per slot above 7th.	Attack	1 Hr			VS		XGTE		FALSE	TRUE	TRUE	TRUE	FALSE						
	7	Delayed Blast Fireball	Evoc	Act	150'	rodius sphere	12d6 fire damage, +1d6 per round it was delayed. Overcharge: +1d6 base damage / lvl Choose any number of creatures you can see. Those that can bear you make Cld6 rounds to avoid	Dex	≤1 Min	YES		VSM		PHB	230	FALSE	TRUE	FALSE	TRUE	FALSE						
							Choose any number of creatures you can see. 188 p. or least to continue you make CHA save to avoid. 189 p. or less = deathered for 1 min, 40 p. or less = 1 mi																			
	7	Divine Word	Evoc	Bonus	30'	Creature s you can see		Cha	Instant			v		PHB	234	FALSE	FALSE	TRUE	FALSE							
							You and up to eight willing creatures within range fall unconscious for the spell's duration and experience visions of another world on the Material Blone, such as Oeth Taril Knop, or																			
							Material Piane, such as Oerth, Toril, Krynn, or Eberron. If the spell reaches its full duration, the visions conclude with each of you encountering and pulling back a mysterious blue curtain. The																			
							transported to the world that was in the visions.																			
							that originated on the world you wish to reach, and you must be aware of the world's existence, even if you don't know the world's name. Your																			
							within 1 mile of where the magic item was created. Alternatively, you can cast the spell if one of the																			
							affected creatures was born on the other world, which causes your destination to be a safe location within 1 mile of where that creature was born.						Magic													
						You+ s8 willing	The soell ends early on a creature if that creature						item or willing creature													
	7	Dream of the Blue Veil	Conj	10 Minutes	20'	willing creature s	takes any damage, and the creature isn't transported. If you take any damage, the spell ends for you and all the other creatures, with none of you being transported.		6 Hours			VSM*	from destinati on world	TCE	106	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	FALSE
	7	Etherealness	Trans	Act	Self	Self	Enter the border Ethereal and can only interact with Ethereal things. Overpower: +3 creatures per level		≤8 Hrs			VS		PHB	238	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	FALSE
	7	Finger Of Death	Necro	Act	60'	creature	Deals 7d8 +30 necrotic damage, save for 1/2. Humanoid killed rises as zambie next turn. Cubes must be adjacent to another. 7d10 fire damage, save for 1/2. May choose not to affect plant life.	Con	Instant			VS		PHB	241	FALSE	TRUE	TRUE	TRUE	FALSE						
	7	Fire Storm	Evoc	Act	150'	Ten 10' cubes	plant life. Forcecage extends to ethereal plane, cannot be dispelled. Cage = \$20ft on side. 1/2 inch diam bare.	Dex	Instant			VS		PHB	241	FALSE	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE
						cubed cage or box of	Forceage extends to ethereal plane, cannot be dispelled. Coge = \$20ft on side, 1/2 inch diam bars 1/2 inch apart. Box prison = 10ft on side and solid (blocks spells and matter). Those caught in area are trapped (no save). Partially inside or too large																			
	7	Forcecage	Evoc	Act	100'	force	are trapped (no save). Partially inside or too large are shunted out. Teleporting/plane travel out requires CHA save or effort is wasted.	Cha	1 hour			VSF	1,500gp	PHB	243	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	FALSE

						Terrain in area	Terrain looks, sounds, smells, feels like other type of terrain. Can turn clear ground into difficult terrain or vice verso or impede movement. Can																		
	7	Mirage Arcane	Illus	10 Minutes	Sight	in area \$1 mile \$q.	Conjure dwelling, floorplan up to fifty 10x10 cubes. Furnished/decorated as you choose. Food = 9		10 Days		VS		PHB	260	FALSE	TRUE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
	7	Mordenkainen's Magnificent Mansion	Conj	1 Minute	300'	Magical mansion	transluscent servants serve you. Conjured items/servants cannot leave mansion.		24 Hours		VSF	15др	PHB	261	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
0	7	Mordenkainen's Sword	Evoc	Act	60'	You+ ≤8 willing	Sword deals 3d10 force damage. Use bonus action to move sword 20' and attack. Targets transported to another plane. You choose destination or teleportation circle. Can use spell to banish unwilling creatures to another	Attack	s1 Min	YES	VSF	250gp	PHB	262	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
	7	Plane Shift	Conj	Act	Touch	creature s	plane. Melee spell attack. On hit, creature makes	Cha	Instant		VSF	250gp	PHB	266	FALSE	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	FALSE
0	7	Power Word: Pain	Ench	Act	60'	1 creature	Target with \$100 hp subject to pain. Speed capped at 10ft, disadvantage on attack rolls, obility checks, soves other than CON. If tries to cast spell, must make CON save or spell wasted. Can make CON save at end of its turn to end. No effect it target is immune to charm.	Con	Instant		v		XGTE	163	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	FALSE
0							Creatures in blast makes DEX save and rolls IdB for effect. Damoge halved on successful sove. 1 = Red (Rods fire), 2 = Orange (Rods acid), 3 = Yellow (Rods light), 4 = Green (Rods poison), 5 = Blue (Rods cald), 6 = Indigo (restrained, Con save at end of turns, 3 folias = petified, 3 success Free), 7 = Violet (Blinded, Makes WIS save at start of next turn. Success = not blind, fail = transport to																		
	7	Prismatic Spray	Evoc	Act	Self	60' Cone	another plane and not blind), 8 = Struck by 2 rays (reroll 8's).	Dex	Instant		VS		PHB	267	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
	7	Project Image	Illus	Act	500'	illusory double	Copy of yourself in location you have seen. If illusion is damaged, ends. Action: Move illusion up to X2 your speed, behave as you wish. Bonus action: switch from using its senses to yours or back. Physical interaction or Action to make Investigation check vs. spell DC, reveals illusion.		≤1 Day	YES	VSF	E.a.	PHB	270	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
	7	Regenerate	Trans	1 Min	Touch	1 creature	Target heals 4d8+15 hp. Target heals 1 hp at start of turn. Severed limbs regrown in 2 min. Target returns to life with all its hit points; also		1 Hr	123	VSN	5gp	PHB	271	FALSE	TRUE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE
	7	Resurrection	Necro	1 Hr	Touch	1 dead creature 50ft rad,	removes natural poison/disease, restores body parts. Target takes -4 to attacks, saves, obility checks; penalty reduced by 1 per long rest. Reverses gravity in area. DEX save to grab onto		Instant		VSM	1,00096	PHB	272	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE
	7	Reverse Gravity	Trans	Act	100'	100ft high cylinder	fixed object and void fall. Fall damage possible. If reaches top of area before striking anything, hover.	Dex	≤1 Min	YES	VSM		PHB	272	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
0	7	Sequester	Trans	Act	Touch	willing creature or object	Target becomes invisible and can't be targeted or seen by divination spells/effects. If creature, enters stasis and time stops for it. Can set condition for spell to end early. Condition must be within 1 mile.		Until Dispelled		VSM	5,00096	PHB	274	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
		Jedane.	iidis	7.1	ioucii	illusory	Shape snow into duplicate of 1 beast or humanoid. Becomes naked creature with actions and 1/2 hp of original. Friendly to you and designated. Obeys spoken commands and acts anyour turn Lorks phility to learn onin levels				Volle	O,000gp	1115	2/4	TALUL	TALUL	TALUL	TALUL	TALUL	TALUL	TALUL	TALLE	TALUL	INOL	TALSE
	7	Simulacrum	Illus	12 Hours	Touch	duplicat e	abilities, or spell slots. Repair = 100gp per hp. Melts at 0hp. 1 Simulacrum at a time.		Until Dispelled Until dispelled		VSM	1500gp	PHB	276	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
0	7	Symbol	Abjur	1 Min	Touch	Invisible glyph 60'	Ward object or 10ft diam surface. Specify trigger (glyph glaws for 10 min) Multiple effects - see PHB 280 Transport you and up to 8 willing creature w/in range, or 1 object smaller than 10 cube, to a		or triggered		VSM	1,00096	PHB	280	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
	7	Teleport	Conj	Act	10'	radius	Conjure temple within 120ft cube of space dedicated to your god. You choose appearance,		Instant		V		PHB	281	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
0							illumination, climate, & who can enter. I door entrance, alter at one end. Temple opposes creature types of your choice: celestials, elementals, fey, fiends, or undead. CHA save to enter, Id4 on attack, ability check, saves inside. Divination spells can't penetrate or target within. +WisMod to healing spells. Extends to ethereal																		
	7	Temple of the Gods	Conj	1Hr	120'		plane. Cannot be dispelled. Can be disintegrated. Casting for 1 year = permenent. Use Action to move 30ft on ground. Medium or smaller unsecured objects picked up. Creatures in whitelest lose 10ft blustnessing IDEX you for	Cho	24 Hrs		VSF	5gp	XGTE	167	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE
						10 rad, 30 high	in whirtwind take 10d6 bludgeoning (DEX save for 1/2), Large or smaller also make STR save or restrained and dragged with it. At start of turns, creature moves up Sft towards top. Restrained creature can use Action to make STR or DEX check. Success = thrown 3d6x10 ft in random																		
	7	Whirlwind	Evoc	Act	300'	cylinder	Creatures in cube take 12d8 necrotic damage (CON save for 1/2). Constructs & undead are immune. Plants & water elementals have		s1 Min	YES	VM		EE	24	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
	8	Abi-Dalzim's Harrid Wilting	Necro	Act	150'	30' cube	disadvantage to save. Nonmagical plants that aren't creatures wither automatically. Creatures you can see turn into Large or smaller beauty CRSA Action on following turns to:	Con	Instant		VSN		EE	15	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
						Willing creature	transform affected creatures into new form. Equipment melds. Target takes beast stats. Retains alignment, Int, Wiz, Cha. Can only do actions beast could. Damage reducing to 0 hp																		
							actions deast codio, building reducing to only																		
0	8	Animal Shapes Antimagic Field	Trans	Act Act	30' Self	10 rad sphere	Creates a sphere where magic is fully suppressed.		s24 Hours	YES YES	VS VSM		PHB	212	FALSE FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
0		Antimagic Field	Abjur	Act	Self	0 To rad sphere	creates a sphere where magic is fully suppressed. Pick one creature type and one effect for that type. Antipathy - creatures must pass Wis save to approach within 60th/or line of sight. Sympothy-creatures must pass Wis save if within 60th or some continuous properties of the same pass with save in the same pass. Wis save if within 60th or some copia. Ending Effect. Moving out of range or sight, make save every 24 hrs to end effect and know its magical. Success sowe I mimute		s1 Hr		VSM		PHB	213	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
	8	Antimagic Field Antipathy/Sympathy	Abjur	Act 1 hour	Self 60°	10 rad	Creates a sphere where mogic is fully suppressed. Pick one creature type and one effect for that yee, Arlighton's residuent must post Will some to yee. Arlighton's residuent must post Will some to creatures must poss Will some if within 60th or creatures must poss Will some if within 60th or creatures must poss Will some if within 60th or some copin. Earlief Effect Moving out of range or sight, make some every 40 har to end effect and from its majorie filter. If which is a immunity. Create inert clone that matures in 102 days if original dies, soot formater to be clone. Clone is created and the complete of the complete of progrand dies, soot formater to be clone. Clone is seen and the complete of the complete of progrand dies, soot formater to be clone. Clone is seen and complete of progrand dies, soot formater to be clone. Clone is seen and complete of progrand dies, soot formater to be clone. Clone is seen and complete of progrand dies, soot formater to be clone. Clone is seen and complete of progrand dies of the complete of progrand dies of progrand dies progrand dies of progrand dies progrand	Wis	s1 Hr		VSM	2k +1.	PHB	213	FALSE	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
0		Antimagic Field	Abjur	Act	Self	S 10 rad sphere Object, creature or 200ft cube area	Creates a sphere where mogic is fully suppressed. Pick one creature type and one effect for that yee, Artipothry, residues must pass Wis save to the creatures must pass Wis save to creatures must pass Wis save if within 60th or sight or more through save if within 60th or fixed in the sight of the save in fixed in the sight of the save in fixed in the sight of the save in fixed in the sight of the save in graph of the save in the save in or sight, must be compared to prograph of the save in the save etc) but no equipment. Original remains connot etc) but no equipment. Original remains connot resurrected.	Wis	s1 Hr		VSM	2k +1.	PHB	213	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
0	8	Antimagic Field Antipathy/Sympathy	Abjur	Act 1 hour	Self 60°	0 To rad sphere	Speak over to origina term. Creates a sphere where mogic is fully suppressed. Pick one creature type and one effect for that of the control of the creature must pass Wils own if within 08th or creatures must pass Wils own if within 08th or creatures must pass Wils own if within 08th or side egain. Ending fiftest: Moving out of range or sight made sow every 28 has to end effect and creature of the creature of t	Wis	s1 Hr		VSM	2k +1.	PHB	213	FALSE	FALSE	TRUE	TRUE	FALSE FALSE	FALSE FALSE	FALSE FALSE	FALSE	FALSE	TRUE	FALSE FALSE
0	8	Antimogic Field Antipathy/Sympothy Clone	Abjur Ench Necro	Act 1hour 1hour	Self 60°	S 10 rad sphere Object, creature or 200ft cube area	Creates a sphere where mogic is fully suppressed. Pick one creature type and one effect for that yee, Artipothry, residues must pass Wis save to the creatures must pass Wis save to creatures must pass Wis save if within 60th or sight or more through save if within 60th or fixed in the sight of the save in fixed in the sight of the save in fixed in the sight of the save in fixed in the sight of the save in graph of the save in the save in or sight, must be compared to prograph of the save in the save etc) but no equipment. Original remains connot etc) but no equipment. Original remains connot resurrected.	Wis	s1 Hr 10 days	YES	VSM VSM VSFM	2k +1.	PHB PHB	214	FALSE FALSE	FALSE FALSE	FALSE FALSE	TRUE FALSE	FALSE FALSE	FALSE FALSE	FALSE FALSE	FALSE FALSE	FALSE FALSE	TRUE	FALSE FALSE
0	8 8	Antimogic Field Antipothy/Sympathy Clone Control Weather	Abjur Ench Necro	1 hour	Self 60° Touch	S 10 rad sphere Object, creature or 200ft cube area 5 mile rad	Creates a sphere where mogic is fully suppressed. Pick one creature type and one effect for that year. A special content of the creature of	Wis	S1 Hr 10 days Instant S8 hours	YES	VSM VSM VSFN	2k +1.	PHB PHB	214	FALSE FALSE FALSE	FALSE FALSE FALSE	FALSE FALSE	TRUE FALSE	FALSE FALSE	FALSE FALSE FALSE	FALSE FALSE FALSE	FALSE FALSE FALSE	FALSE FALSE FALSE	TRUE TRUE TRUE	FALSE FALSE FALSE FALSE
0	8 8	Antimogic Field Antiposthy/Sympothy Clone Control Weather Demiplane	Abjur Ench Necro Trans Conj	Act 1 hour 1 hour 10 min Act	Self 60° Touch Self	S 10 rad sphere Object, creature or 200ft cube area 5 mile rad	Creates a sphere where mogic is fully suppressed. Pick one creature type and one effect for that processed in the control of the control of the control of the superposed within 60 for the control of the superposed within 60 for the control of the processed of the control of the control of the superposed within 60 for the control of the processed of the control of the control of the superposed within 60 for the superposed within 60 for the superposed of the control of the superposed of the control of the superposed of the control of the superposed of the superposed of the processed of the control of the public to all years and public to all years public to superposed public to superposed public to superposed public superposed superposed public superposed superpos		s1 Hr 10 days Instant s8 hours 1 hour	YES YES	VSM VSFM VSFM S	2k +1.	PHB PHB PHB	213	FALSE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE	TRUE FALSE FALSE	FALSE FALSE FALSE	FALSE FALSE FALSE	FALSE FALSE FALSE	FALSE FALSE FALSE FALSE	FALSE FALSE TRUE	TRUE TRUE TRUE	FALSE FALSE FALSE
0	8 8	Antimogic Field Antipothy/Sympothy Clone Control Weather Demiplane Dominate Monster	Abjur Ench Necro Trans Conj	1 hour 1 hour 10 min Act	Self 60' Touch Self 60'	S mile rad Shadowy door 1 creature 100 rad 1 creature 100 rad	Creates a sphere where mogic is fully suppressed. Pick one creature type and one effect for that yee, Artipothyr, residuent must post 3% some to creature must pass 3% some if within 60% or spike or most pass 4% some if within 60% or spike or most pass 4% some if within 60% or spike or most pass 4% some if within 60% or spike or most pass 4% some if within 60% or spike or most pass 4% some if within 60% or spike or most pass 4% some if within 60% or spike or most pass 4% or spike or most pass 4% or spike or spik	Wis	s1 Hr 10 days Instant s8 hours 1 hour	YES YES VES	VSM VSM VSFh VSM S VS	2k +1.	PHB PHB PHB	213 214 222 228 231 235	FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE TRUE	FALSE FALSE TRUE FALSE FALSE	TRUE FALSE TRUE FALSE FALSE	FALSE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE TRUE	FALSE FALSE TRUE TRUE	TRUE TRUE TRUE TRUE	FALSE FALSE FALSE FALSE FALSE
	8 8	Antimogic Field Antigothy/Sympothy Clone Control Weather Demiplane Dominate Monster Earthquake	Ench Necro Trans Conj Ench Evoc	1 hour 1 hour 10 min Act Act Act	60 Touch Self 60 60 500 150 150	s in Torad sphere in Torad sph	Creates a sphere where mogic is fully suppressed. Pick one creature type and one effect for that can be compared to the compar	Wis	31 Hr 10 days Instant 58 hours 1 hour 51 Hr 51 Min	YES YES VES	VSM VSM VSFh VSM S	, 2k+1, 000°gp	PHB PHB PHB PHB PHB	213 214 222 228 231 235 236	FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE TRUE TRUE	FALSE FALSE TRUE FALSE TRUE FALSE FALSE TRUE	FALSE TRUE FALSE TRUE FALSE TRUE	FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE TRUE TRUE	FALSE FALSE TRUE TRUE TRUE	TRUE TRUE TRUE TRUE TRUE TRUE TRUE	FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE
	8 8 8 8 8 8 8 8	Antimogic Field Antipothy/Sympathy Clone Control Weather Demiplone Dominate Monster Earthquake Feeblemind Gibness	Ench Necro Trons Conj Ench Ench Trons	1hour 1hour 10 min Act Act Act Act	5elf 60 500 150 500 500 500 500 500 500 500 50	s in Torad sphere in Torad sph	Creates a sphere where mogic is fully suppressed. Pick one creature type and one effect for that yee, Artipothy, resolutions must pass Wis some to creature must pass with some to creature must pass Wis some to creature must pass Wis some it within 68th or sight or more thorse target each story. He was a sight or more through the pass with some in which was not easily and the sight of the creature that the sight of the creature that the sight of the creature that the sight of the sight of the creature that the sight of t	Wis Con, Dex Int	s1 Hr 10 days Instant \$8 hours 1 hour \$1 Hr \$1 Min Instant	YES YES YES	VSM	- 26-1, 000°gp	PHB PHB PHB PHB PHB PHB PHB	213 214 222 228 231 235 236 239	FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE TRUE TRUE	FALSE FALSE TRUE FALSE FALSE TRUE FALSE FALSE FALSE	FALSE TRUE FALSE TRUE FALSE TRUE TRUE TRUE	FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE TRUE TRUE FALSE FALSE	FALSE FALSE FALSE TRUE TRUE TRUE	TRUE TRUE TRUE TRUE TRUE TRUE TRUE FALSE	FALSE FALSE FALSE FALSE FALSE FALSE FALSE
	8 8 8 8 8 8 8 8	Antimogic Field Antigothy/Sympothy Clone Control Weather Demiplane Dominate Monster Earthquake	Ench Necro Trans Conj Ench Evoc	1 hour 1 hour 10 min Act Act Act	60 Touch Self 60 60 500 150 150	s in Torad sphere Object creature of control of the control of th	Creates a sphere where mogic is to fully suppressed. Pick one creature type and one effect for that of the common control of the common control of the common control of the common comm	Wis Con, Dex	31 Hr 10 days Instant 58 hours 1 hour 51 Hr 51 Min	YES YES VES	VSM VSFM VSFM VSM VSM VSM VSM VSM VSM	, 2k+1, 000°gp	PHB PHB PHB PHB PHB PHB PHB	213 214 222 228 231 235 236	FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE TRUE TRUE	FALSE FALSE TRUE FALSE TRUE FALSE FALSE TRUE	FALSE TRUE FALSE TRUE FALSE TRUE	FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE TRUE TRUE	FALSE FALSE TRUE TRUE TRUE	TRUE TRUE TRUE TRUE TRUE TRUE TRUE	FALSE FALSE FALSE FALSE FALSE FALSE FALSE
	8 8 8 8 8	Antimogic Field Antipothy/Sympathy Clone Control Weather Demiplane Dominate Monster Earthquake Feeblemind Gibness Holy Aura	Abjur Ench Necro Trons Conj Ench Evoc Ench Trons Abjur	1hour 1hour 10 min Act Act Act Act Act	60 Touch 60 5elf 60 5elf 5elf 5elf 5elf 5elf 5elf 5elf 5elf	30 radius	Creates a sphere where mogic is fully suppressed. Pick one creature type and one effect for that of the control	Wis Con, Dex	si He 10 days Instant 58 hours 1 hour 51 He 51 Min Instant 1 Hour	VES VES VES VES	VSM	- 26-1, 000°gp	PHB PHB PHB PHB PHB PHB PHB PHB	213 214 222 228 231 235 236 239 245	FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE TRUE TRUE TRUE FALSE	FALSE FALSE TRUE FALSE TRUE FALSE TRUE FALSE TRUE	FALSE TRUE FALSE TRUE FALSE TRUE TRUE FALSE TRUE FALSE	FALSE	FALSE	FALSE	FALSE FALSE FALSE FALSE FALSE TRUE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE TRUE TRUE TRUE TRUE FALSE	TRUE TRUE TRUE TRUE TRUE TRUE TRUE FALSE FALSE FALSE	FALSE
	8 8 8 8 8 8 8 8	Antimogic Field Antipothy/Sympathy Clone Control Weather Demiplone Dominate Monster Earthquake Feeblemind Gibness	Ench Necro Trons Conj Ench Ench Trons	1hour 1hour 10 min Act Act Act Act	5elf 60 500 150 500 500 500 500 500 500 500 50	s in Torad sphere in Torad sph	Creates a sphere where mogic is to fully suppressed. Pick one creature type and one effect for that of the control of the cont	Wis Con, Dex Int	s1 Hr 10 days Instant \$8 hours 1 hour \$1 Hr \$1 Min Instant	YES YES YES	VSM	- 26-1, 000°gp	PHB PHB PHB PHB PHB PHB PHB	213 214 222 228 231 235 236 239	FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE TRUE TRUE TRUE FALSE	FALSE FALSE TRUE FALSE FALSE TRUE FALSE FALSE FALSE	FALSE TRUE FALSE TRUE FALSE TRUE TRUE FALSE TRUE FALSE	FALSE	FALSE	FALSE	FALSE FALSE FALSE FALSE FALSE TRUE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE TRUE TRUE TRUE TRUE FALSE	TRUE TRUE TRUE TRUE TRUE TRUE TRUE FALSE	FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE
	8 8 8 8 8	Antimogic Field Antipothy/Sympathy Clone Control Weather Demiplane Dominate Monster Earthquake Feeblemind Gibness Holy Aura	Abjur Ench Necro Trons Conj Ench Evoc Ench Trons Abjur	1hour 1hour 10 min Act Act Act Act Act	60 Touch 60 5elf 60 5elf 5elf 5elf 5elf 5elf 5elf 5elf 5elf	30 radius	Creates a sphere where mogic is to fully suppressed. Pick one creature type and one effect for that of the control of the cont	Wis Con, Dex	si He 10 days Instant 58 hours 1 hour 51 He 51 Min Instant 1 Hour	VES VES VES VES	VSM	- 26-1, 000°gp	PHB PHB PHB PHB PHB PHB PHB PHB	213 214 222 228 231 235 236 239 245	FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE TRUE TRUE TRUE FALSE	FALSE FALSE TRUE FALSE TRUE FALSE TRUE FALSE TRUE	FALSE TRUE FALSE TRUE FALSE TRUE TRUE FALSE TRUE FALSE	FALSE	FALSE	FALSE	FALSE FALSE FALSE TRUE TRUE FALSE FALSE FALSE	FALSE FALSE FALSE TRUE TRUE TRUE TRUE FALSE	TRUE TRUE TRUE TRUE TRUE TRUE TRUE FALSE FALSE FALSE	FALSE
	8 8 8 8 8	Antimogic Field Antipothy/Sympathy Clone Control Weather Demiplane Demiplane Earthquake Feeblemind Gibness Holy Aura	Ench Necro Trons Conj Ench Evoc	Act Thour Thour To min Act Act Act Act Act Act Act Ac	5elf	10 ad sphere 10 sphere 11 sphere 12 sphere 13 sphere 14 sphere 15 mile rod 16 credure 17 sphere 18 sphere	Creates a sphere where mogic is to fully suppressed. Pick one creature type and one effect for that of the control of the cont	Wis Con, Dex Int	si He 10 days Instant S8 hours S1 He s1 Min Instant 1 Hour s1 Min s1 Min	VES VES VES VES VES	VSM VSFM VSFM VSM VSM VSM VSM VSM VSM VSM VSM VSM VS	- 26-1, 000°gp	PHB PHB PHB PHB PHB XGTE	213 214 222 228 231 235 236 239 245 251	FALSE	FALSE FALSE FALSE TRUE TRUE TRUE TRUE TRUE FALSE	FALSE FALSE TRUE FALSE TRUE FALSE FALSE FALSE FALSE	FALSE TRUE TRUE TRUE TRUE TRUE FALSE FALSE FALSE FALSE	FALSE	FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE FALSE TRUE TRUE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE TRUE TRU	TRUE TRUE TRUE TRUE TRUE TRUE TRUE TRUE	FALSE
	8 8 8 8 8	Antimogic Field Antimogic Field Antipothy/Sympothy Clone Control Weather Demiplone Demiplone Earthquoke Feeblemind Gibness Holy Aura	Ench Necro Trons Conj Ench Evoc Ench Trons Abjur	1 hour 1 hour 10 min Act Act Act Act Act Act Act Act Act	60' Touch Self 60' Self 150' Self 150' 150'	In July Sphere S	Creates a sphere where mogic is to fully suppressed. Pick one creature type and one effect for that of the control of the cont	Wis Con, Dex	SI He 10 days Instant 58 hours 11 hour SI He SI Min Instant 11 Hour SI Min SI Min SI Min SI Min	YES YES YES YES YES YES	VSM VSFM VSM VSM VSM VSM VSM VSM VSM VSM VSM VS	- 26-1, 000°gp	PHB	213 214 222 228 231 235 236 237 245 251 257	FALSE	FALSE FALSE FALSE FALSE FALSE TRUE TRUE FALSE FALSE FALSE FALSE	FALSE	FALSE TRUE FALSE TRUE FALSE FALSE TRUE FALSE FALSE FALSE FALSE	FALSE	FALSE	FALSE	FALSE FALSE FALSE FALSE TRUE FALSE FALSE FALSE FALSE TRUE	FALSE FALSE FALSE TRUE TRUE TRUE TRUE FALSE FALSE	TRUE TRUE TRUE TRUE TRUE TRUE TRUE FALSE TRUE FALSE TRUE TRUE	FALSE
	8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8	Antimogic Field Antipothy/Sympothy Clone Control Weather Demiptone Demiptone Earthquake Feeblemind Gibness Holy Aura Illusory Drogon Incendiary Cloud	Ench Necro Trons Conj Ench Trons Abjur Blus Conj Evoc Conj	Act 1hour 1hour 10 min Act	Self	Ig not sphere sp	Creates a sphere where mogic is fully suppressed. Pick one creature type and one effect for that properties are continued to the continued of	Wis Con, Dex	SI He 10 days Instant 18 hours 1 hour SI He SI Min Instant 11 Hour SI Min SI Min SI Min SI Min	YES YES YES YES YES YES YES	VSM VSFM VSFM VSFM VSFM VSFM VSFM VSFM V	20-12-00/9ge	PHB PHB PHB PHB PHB PHB PHB XGTE PHB	213 214 222 228 231 235 236 239 245 251 157 253 160	FALSE	FALSE FALSE FALSE FALSE FALSE TRUE TRUE FALSE FALSE FALSE FALSE	FALSE	FALSE TRUE FALSE TRUE FALSE TRUE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE	FALSE	FALSE	FALSE FALSE FALSE FALSE TRUE FALSE TRUE FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE TRUE TRUE TRUE FALSE FALSE TRUE TRUE TRUE FALSE FALSE	TRUE TRUE TRUE TRUE TRUE TRUE TRUE TRUE	FALSE
	8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8	Antimogic Field Antimogic Field Antipothy/Sympathy Clone Control Weather Demiplane Demiplane Earthquake Feeblemind Gilbness Holy Aura Illusory Dragan Incendiary Cloud Maddening Darkness Maze	Ench Necro Trans Conj Ench Evac Ench Trans Conj Ench Evac Conj Conj	Act Thour Thour To min Act Act Act Act Act Act Act Ac	60	In an analysis of the control of the	Creates a sphere where mogic is fully suppressed. Pick one creature type and one effect for that plants of the common of the com	Wis Con, Dex	SI He 10 days Instant Si hours Si hours I hour SI He SI Min Instant 11 Hour SI Min JO Min J	YES YES YES YES YES YES YES	VSM	- 26-1, 000°gp	PHB PHB PHB PHB PHB PHB PHB PHB XGTE PHB	213 214 222 228 231 235 236 251 251 157 253 140 258 161 161	FALSE	FALSE FALSE FALSE FALSE FALSE FALSE TRUE TRUE TRUE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE TRUE FALSE TRUE FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE TRUE FALSE TRUE FALSE FALSE TRUE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE	FALSE	FALSE	FALSE FALSE FALSE FALSE TRUE FALSE TRUE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE TRUE TRUE TRUE TRUE TRUE TRUE TRUE TRUE FALSE	TRUE TRUE TRUE TRUE TRUE TRUE TRUE TRUE	FALSE
	8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8	Antimogic Field Antimogic Field Antipothy/Sympathy Clone Control Weather Demiplone Demiplone Earthquoke Feeblemind Gibness Holy Auro Illusory Drogon Incendiary Cloud Moddening Darkness Maze	Ench Necro Trons Conj Ench Trons Abjur Blus Conj Evoc Conj	Act 1hour 10 min Act	60 Touch 60 5elf 60 150 150 150 150 150 150 150 150 150 15	Shadowy	Creates a sphere where mogic is fully suppressed. Pick one creature type and one effect for that of the control	Wis Con, Dex	SI He 10 days Instant 58 hours 11 hour SI He SI Min Instant 11 Hour SI Min	YES YES YES YES YES YES YES	VSM VSFM VSM VSM VSM VSM VSM VSM VSM VSM VSM VS	20-12-00/9ge	PHB PHB PHB PHB PHB PHB PHB XGTE PHB	213 214 222 228 231 235 236 239 245 251 157 253	FALSE	FALSE	FALSE TRUE FALSE TRUE FALSE TRUE FALSE TRUE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE TRUE FALSE TRUE FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE	FALSE	FALSE	FALSE FALSE FALSE FALSE TRUE FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE FALSE TRUE TRUE TRUE FALSE TRUE TRUE TRUE FALSE	TRUE TRUE TRUE TRUE TRUE TRUE TRUE TRUE	FALSE
	8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8	Antimogic Field Antimogic Field Antipothy/Sympathy Clone Control Weather Demiplane Demiplane Eorthquake Feeblemind Gilbness Holy Auro Illusory Drogon Incendiary Cloud Moddening Darkness Maze Mighty Fortress	Ench Necro Trans Conj Ench Evoc Ench Trans Conj Ench Evoc Conj Abjur	Act 1hour 1hour 10 min Act	60° Touch Self 60° Solf 500° Self 150° Self 120° 150° 150° 150° 150° 150° 150° 150° 15	In an analysis of the control of the	Creates a sphere where mogic is fully suppressed. Pick one creature type and one effect for that properties are continued to the continued of	Wis Con, Dex Int	si He 10 days Instant 56 hours 1 hour si He si Min Instant 1 Hour si Min si M	YES YES YES YES YES YES YES	VSM VSFM VSSM VSSM VSSM VSSM VSSM VSSM V	1000gg	PHB PHB PHB PHB PHB PHB PHB XGTE PHB XGTE PHB	213 214 222 228 231 235 236 236 237 245 251 157 253 160 258 259	FALSE FALSE	FALSE FALSE FALSE FALSE TRUE FALSE TRUE FALSE TRUE FALSE FALSE FALSE FALSE FALSE FALSE TRUE FALSE FALSE FALSE	FALSE FALSE TRUE FALSE TRUE FALSE TRUE FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	FALSE FALSE	FALSE FALSE	FALSE FALSE	FALSE FALSE	FALSE FALSE FALSE FALSE TRUE FALSE FALSE	FALSE FALSE FALSE TRUE TRUE TRUE FALSE TRUE FALSE FALSE FALSE FALSE FALSE FALSE FALSE FALSE	TRUE TRUE TRUE TRUE TRUE TRUE TRUE TRUE	FALSE FALSE

							Create telepathic link to creature on same plane																		
	8	Telepathy	Evoc	Act	Unlimite d	1 creature	Create telepathic link to creature on same plane you are familiar with. Can communicate seamlessly with target using images, sounds, words, other sensory messages. Target recognizes you.		24 Hours		VSM		PHB	281	FALSE	TRUE	FALSE								
							Wave deals 4016 bludgeoning damage (STR save for 1/2) to creatures in area. Moves away from you 501 at start of your turn, dealing 5010 bludgeoning damage to Huge or smaller creatures foiling STR save. At end of turn, wal losses 5016 height and damage reduced by 1010. Spell ends when wave is 61 high, Caught creatures carnot move except by salimning fathletics Check is save DC).																		
						300×300×	creatures failing STR save. At end of turn, wall loses 50ft height and damage reduced by 1d10. Spell ends when wave is 0ft high. Cought																		
	8	Tsunami	Conj	1 Min	Sight	50ft wave	creatures cannot move except by swimming (Athletics Check vs save DC). Targets are projected to the Astral plane via a	Str	s6 rounds	YES	VS		PHB	284	FALSE	FALSE	FALSE	TRUE	FALSE						
	9	Astral Projection	Necro	1 Hr	10'	Self + 8	Targets are projected to the Astral plane via a silver cord. Their material body is in stasis until the soul returns. You create a blade-shaped planar rift about 3		Special		VSM*	1,100gp ea.	PHB	215	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	FALSE
							feet long in an unoccupied space you can see within range. The blade lasts for the duration. When you cast this spell, you can make up to two melee spell attacks with the blade, each one																		
							melee spell attacks with the blade, each one against a creature, loose object, or structure within 5 feet of the blade. On a hit, the target takes 4d12 force damage. This attack scores a																		
							critical hit if the number on the d20 is 18 or higher. On a critical hit, the blade deals an extra 8d12 force damage (for a total of 12d12 force damage).																		
							As a bonus action on your turn, you can move the blade up to 30 feet to an unaccupied space you can see and then make up to two melee spell attacks with it again.																		
_	9	Blade of Disaster	Conj	Bonuse	60'	creature	The blade can harmlessly pass through any barrier, including a wall of force. Target can't be surprised and has advantage on	Attack	≤1 Min	YES	VS		TCE	106	FALSE	TRUE	TRUE	TRUE	FALSE						
	9	Foresight	Divin	1 Min	Touch	creature	rolls, ability checks, and saves. Others have disadvantage on attack rolls vs the target. Create circular portal linking to precise location		8 Hrs		VSM		PHB	244	FALSE	TRUE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	FALSE
						5-20ft	Create circular portal linking to precise location on another plane. Dieties and other planer rulers can prevent portals from opening. Speak true name of specific creature when cast to instead create Gate that summons it. It acts freely upon																		
	9	Gate	Conj	Act	60'	portal 1	arrival. Binds creature in stasis (doesn't need to eat, sleep, drink, doesn't age). Divination spells can't		≤1 min	YES	VSF	5,000gp 500gp+H	PHB	244	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
	9	Imprisonment	Abjur	1 Min Action	30' Self	creature	locate or percieve the target. You are immune to all damage until the spell ends.	Wis	(Dispel) ≤10 Min	YES	VSF VSM*	500gp	PHB	252 160	FALSE	TRUE	TRUE	FALSE							
	9	Mass Heal	Conj	Act	60'	Living creature	Restore up to 700 hp divided among creatures in range. Heals disease, blind, deaf		Instant		VS		PHB	258	FALSE	FALSE	TRUE	FALSE							
							Unwilling targets make WIS save to resist. Shapechangers auto succeed. Targets assume																		
						s10	CR (or 1/2 target level). Game stats replaced by beast. Limited in actions by form. Can't speak, cast spells, or do anything requiring hands/speech. Gear melds into new form. Can't																		
	9	Mass Polymorph	Trans	Action	120'	Four 40	activate, use, wield equipment.	Wis	≤1 Hr	YES	VSM		XGTE	160	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
	9	Meteor Swarm	Evoc	Act	1 mile	rad spheres in range	Deals 20d6 fire and 20d6 bludgeoning damage, save for 1/2. Blasts do not stack. Ignites combustibles.	Dex	Instant		VS		PHB	259	FALSE	TRUE	FALSE	TRUE	FALSE						
							A wave of healing energy washes over the creature you touch. The target regains all its hit points. If the creature is charmed, frightened, paralyzed, or stunned, the condition ends. If the creature is prone, it can use its reaction to stand up. This spell has no effect on undead or																		
	,	Power Word Heal	Evoc	Act	Touch	1 creature	paralyzed, or stunned, the condition ends. If the creature is prone, it can use its reaction to stand up. This spell has no effect on undead or constructs.		Instant		VS		PHB	266	FALSE	TRUE	FALSE								
	9	Power Word Kill	Ench	Act		1 creature	Kills creature with ≤100 hp.		Instant		V		PHB	266	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	FALSE
							90ft long by 30ft high shimmering wall or 30ft diameter sphere. Placing it on a creature causes spell to fail. Sheds bright light 100ft. You + creatures designated at casting can pass																		
						90ft x	spell to fail. she's bright light light. You's creatures designated at casting can pass unharmed. Others moving within 20ft of it or starting turn there blinded (CON save neg.). Wall has 7 layers and must be passed one at a time. See PHB 267 for details.																		
	9	Prismatic Wall	Abjur	Act	60'	30ft wall	See PHB 267 for details. Targets with INT score lower than 3 immune. 14d6 psychic damage and stunned (INT save for 1/2	Dex	10 min		VS		PHB	267	FALSE	TRUE	FALSE								
	9	Psychic Scream	Ench	Action	90'	≤10 creature s	Targets with INT scare lower than 3 immune. 14d6 psychic damage and stunned (INT save for 1/2 damage and no stun). If target is killed by this damage, head explodes. Stunned can make INT save at end of its turn to end effect.	Int	Instant		S		XGTE	163	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
							Assume form of new creature CR = or lower than your level. Creature can't be construct or undead. Assume standard version of creature. Replace																		
_	9	Shapechange	Trans	Act	Self	Self	your level. Creature can't be construct or undead, Assume standard version of creature. Replace stats except mental scores, skills, and save proficiencies. Gain proficiencies of form. See PHB 274		≤1 Hour	YES	VSF	1,500gp	PHB	274	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
							Storm affects creatures below, deals 2d6 thunder damage & Deafen (CON negates). Round 2 = 1d6 acid damage, Round 3 = six lightnig bolts strike targets you choose (10d6 lightning, Dex save 1/2).																		
						360ft rad	Round 4 = 246 budgeoning damage from hail. Round 5-10 = difficult terrain, heavily obscured, 146 cold damage, ranged attacks impossible, Severe distraction from freezing rain/wind.																		
	9	Storm of Vengeance	Conj	Act	Sight	storm	Severe distraction from freezing rain/wind. You stop time for everyone but yourself. You take 1d4+1 turns in a row. Effect ends if any action you make affects another creature.	Con	≤1 Min	YES	VS		PHB	279	FALSE	FALSE	FALSE	TRUE	FALSE						
	9	Time Stop	Trans	Act	Self	Self 1 creature			Instant		V		PHB	283	FALSE	TRUE	FALSE	TRUE	FALSE						
	9	True Polymorph	Trans	Act	30'	or object 1 dead	Transform target into different creature or object. Shapechangers unaffected. WIS save negates. See PHB 283 You restore the target to life with all its hit points.	Wis	≤1 Hour	YES	VSM		PHB	283	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	FALSE
	9	True Resurrection	Necro	1 Hr	Touch	guy	This spell can even provide a new body. Create illusory creatures in targets' minds. WIS save or become frightened. At end of each		Instant		VSM*	25Kgp	PHB	284	FALSE	FALSE	TRUE	TRUE	FALSE						
	9	Weird	Illus	Act	120'	30' Rad Sph	frightened creatures turn, takes 4d10 psychic damage. WIS save negates and ends spell. Duplicate Ivl 8 spell or lower without	Wis	≤1 Min	YES	VS		PHB	288	FALSE	TRUE	FALSE								
	9	Wish	Conj	Act	Self	Self	requirements/components. OR choose one of multiple effects listed in PHB 288. If you choose any effect other than a spell, you suffer ill effects.		Instant		V		PHB	288	FALSE	TRUE	FALSE	TRUE	FALSE						
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+1 1 Min 60 Ft.		,											
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	Backstory
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Ne	utral Good									1/2	0.5	0	2 2										
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Lav	vful Neutral			Con	+0			edium					4 4										
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Padded	L	11	+0	-	TRUE	8	3			Sorcerer	D6 D8	ChaMod	16 16										
Leather Studded	L	11	+0	-		10	3			Warlock		ChaMod	17 17										
Leather	L	12	+0	-		13				Wizard	D6	IntMod	18 18										
Hide	M	12	+0	-		12				Artificer	D8	IntMod	19 19										
Chain Shirt	М	13	+0	-		20				Blood Hunter	D10	IntMod	20 20										
Scale Mail	М	14	+0	-	TRUE	45																	
Breastplate	M	14	+0	-		20																	
Half Plate	М	15	+0	-	TRUE	40					Do List		V2.0 -> V2.1)	Current \	/ersion								
Ring Mail	н	14		-	TRUE	40				- Finish V Library	Vildshape Spellsheet	- Owlee ima on [Intro] ar Works Doc	ge updated d Other	V. 2.									
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Splint Mail	Н	17		Str 15	TRUE	60						ones	arious smaller										
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Typically DM's, and the game itself, follows the 'you must have seen it to turn into it.' school of thought regarding Wildshape. As such, discuss with your DM prior to using wildshape what you can and cannot do with the ability.

This tab simply displays the stat block of the beast, any comparisons needed due to the rules of wildshape must be followed manually. Click this cell to view link to them.

Beast [57] Almiraj

Transformation TIme [58]	
1 Hour	

Prof. Adv.

CR
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Temρ:	

Abilities

AC	Prof.
13	2



	Stats	
STR	2	-4
DEX	16	+3
CON	10	+0
INT	2	-4
WIS	14	+2
СНА	10	+0

Skills

Acrobatics (Dex)

Animal Handling (Wis)

Arcana (Int)

Athletics (Str)

Deception (Cha)

History (Int) Insight (Wis)

Intimidation (Cha)

Investigation (Int)

Medicine (Wis)

Nature (Int)

Perception (Wis)

Performance (Cha)

Persuasion (Cha)

Religion (Int)

Sleight of Hand (Dex)
Stealth (Dex)

Survival (Wis)

+3

+2

-4

-4

+0

-4

+2 +0

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+4

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+0

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+3

+5 +2

Saving Throws												
STR	-4											
DEX	+3											
CON	+0											
INT	-4											
WIS	+2											
СНА	+0											
	Mod	Prof.	Misc									

Passive Perception	14
Passive Insight	10
Passive Investigation	6

		assive stigati
	ark	Vision
	lee	30 F
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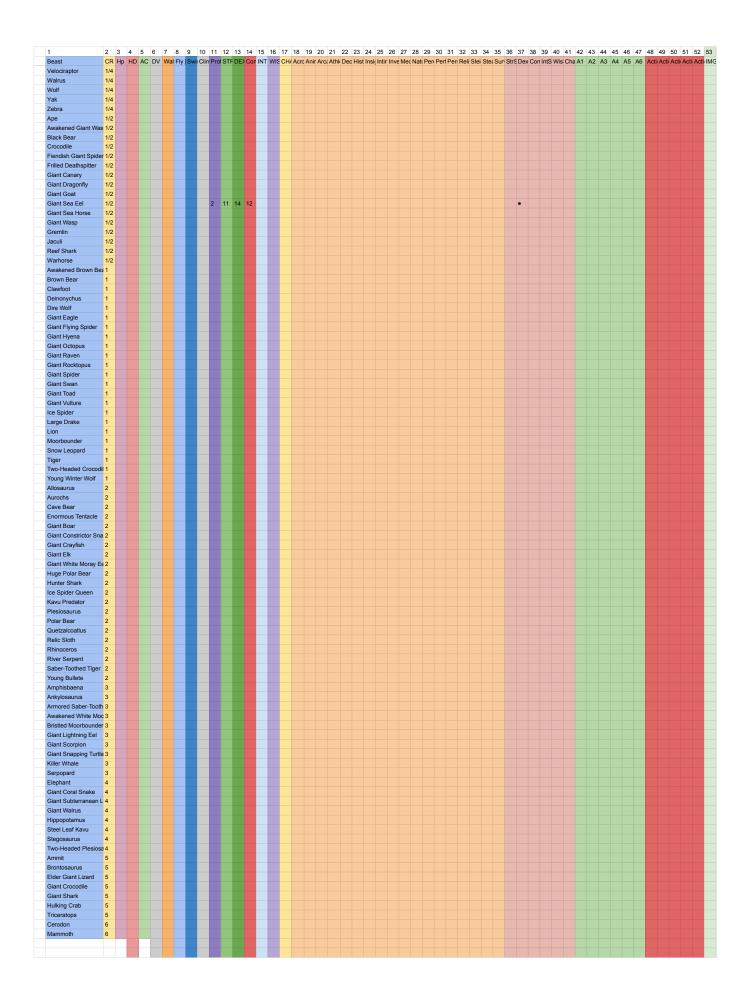
łold	Breath [62
1	Min

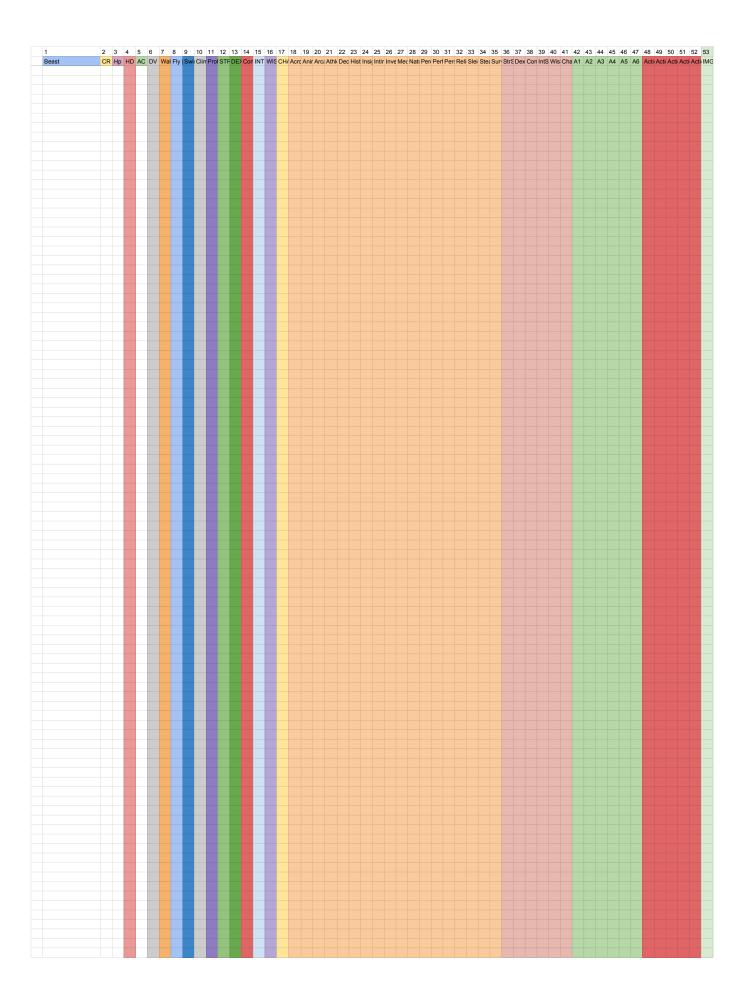
The almiraj has advantage on Wisdom (Perception) ely on hearing or sight.

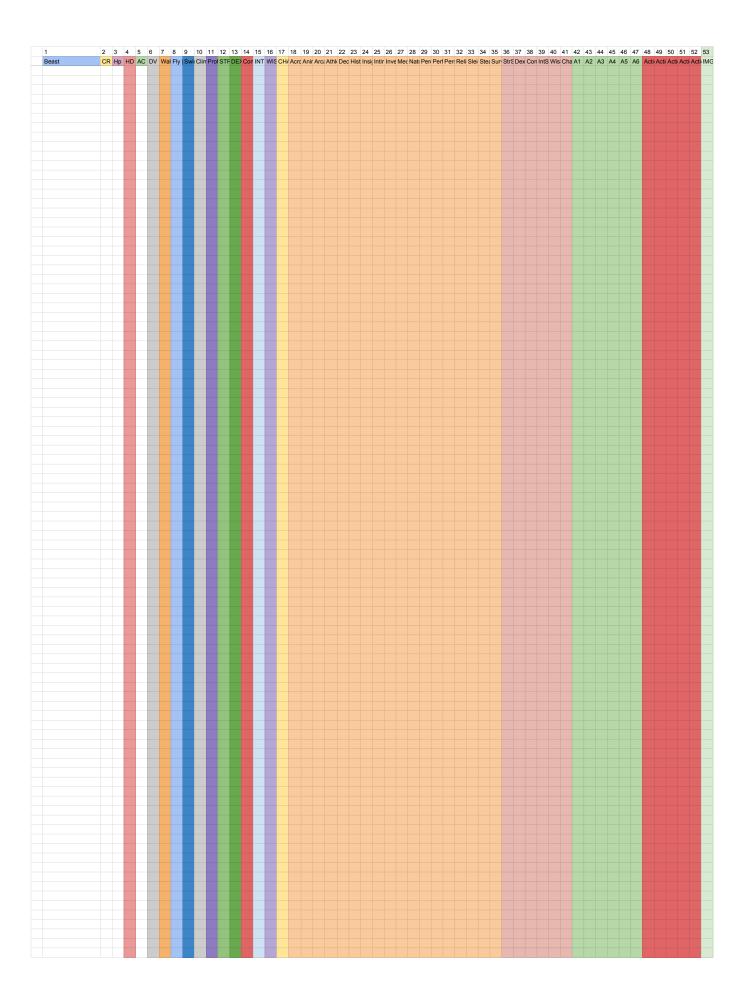
Actions	
Horn. Melee Hit: 5 (1d4 + 3	Weapon Attack: +5 to hit, reach 5 ft., one target. 3) piercing damage.

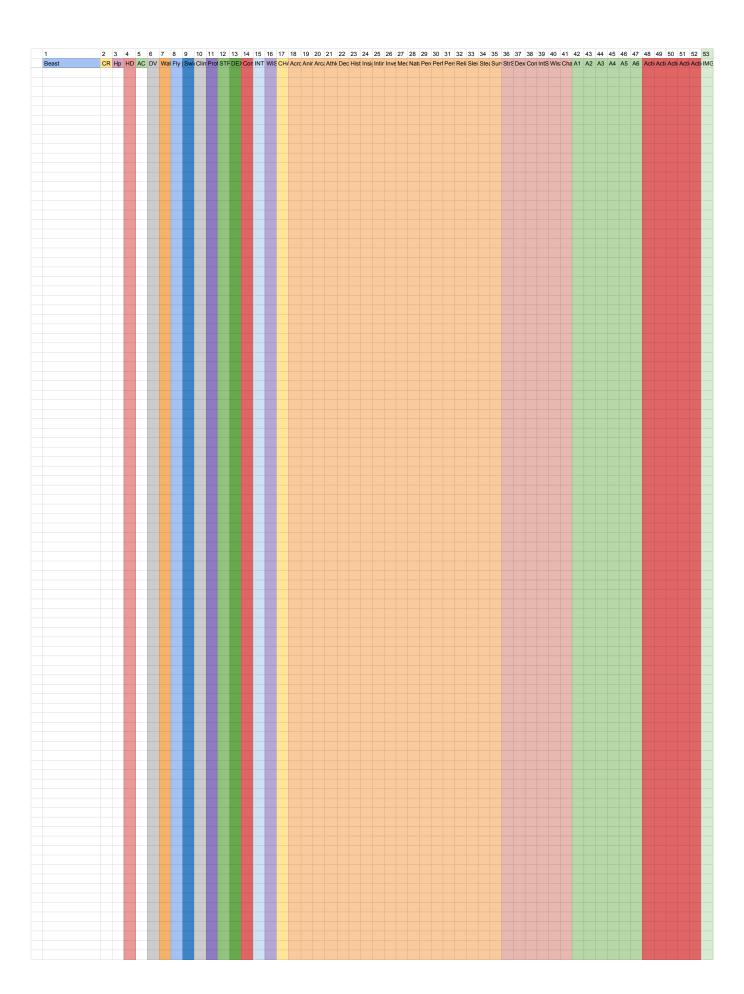
ı	Mover	nent [[63]	
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Dash	100	FT.	20	Tiles
Fly	0	FT.	0	Tiles
Climb	25	FT.	5	Tiles
Swim	25	FT.	5	Tiles

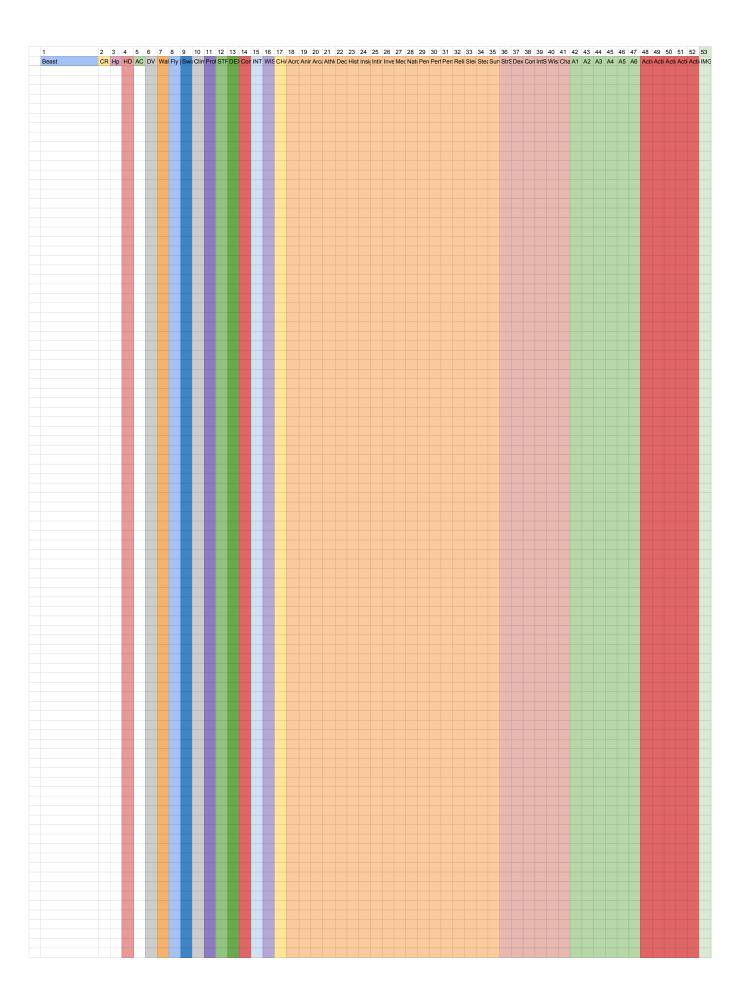
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ve Badger	1/4																
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ant Centipede	1/4																
ant Frog	1/4																
ant Lizard	1/4																
ant Owl	1/4																
ant Poisonous Sna	al 1/4																
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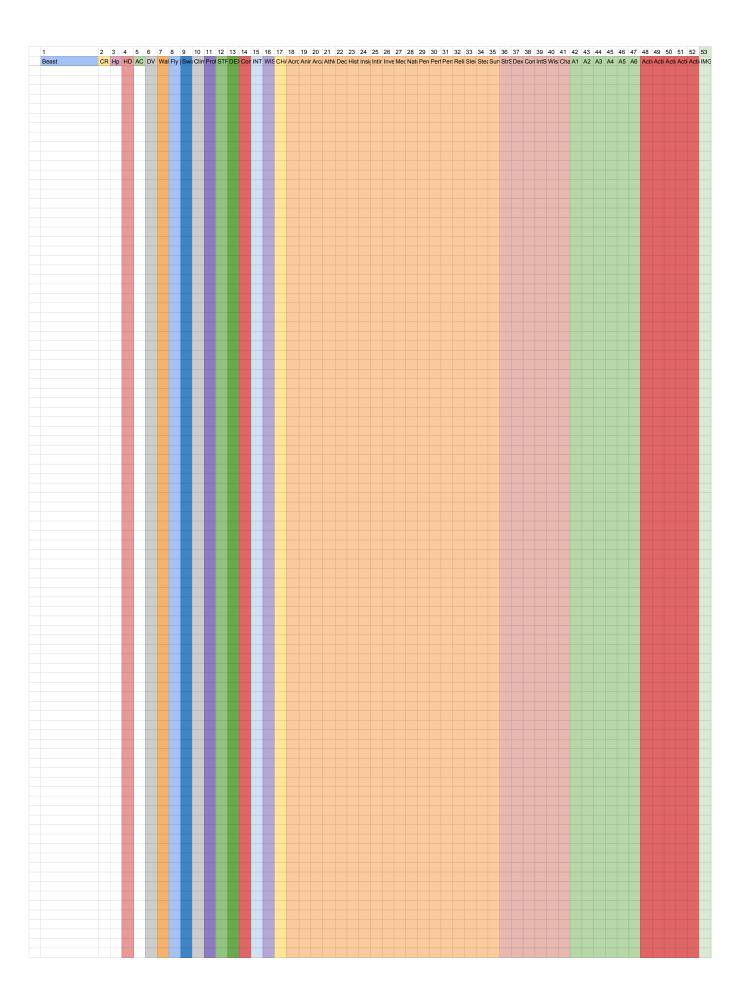


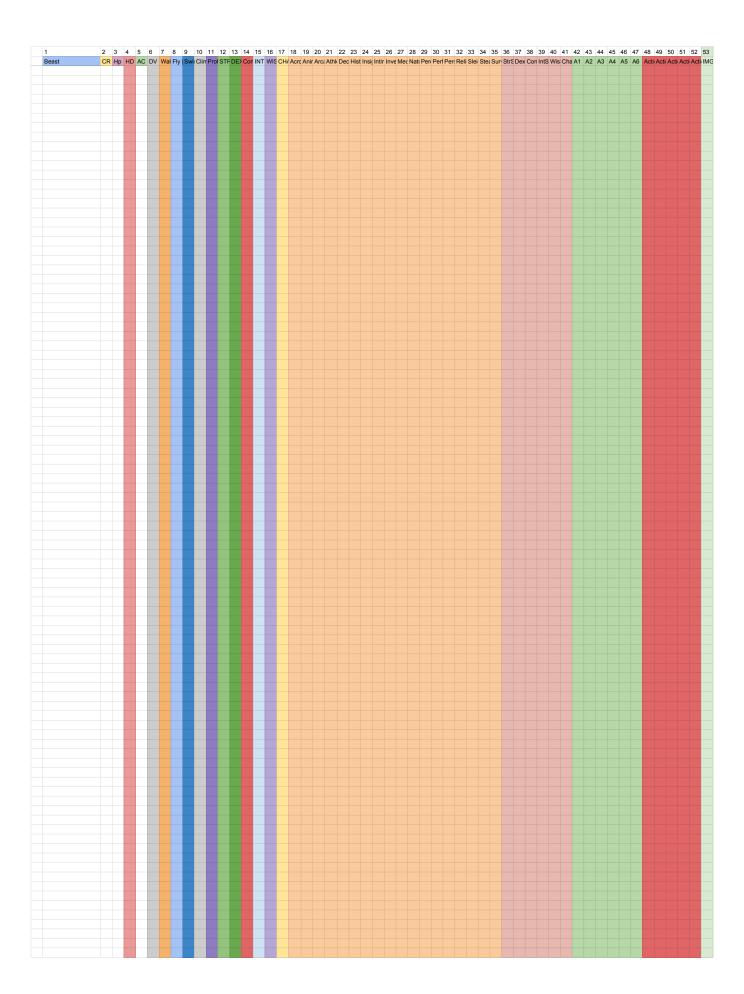


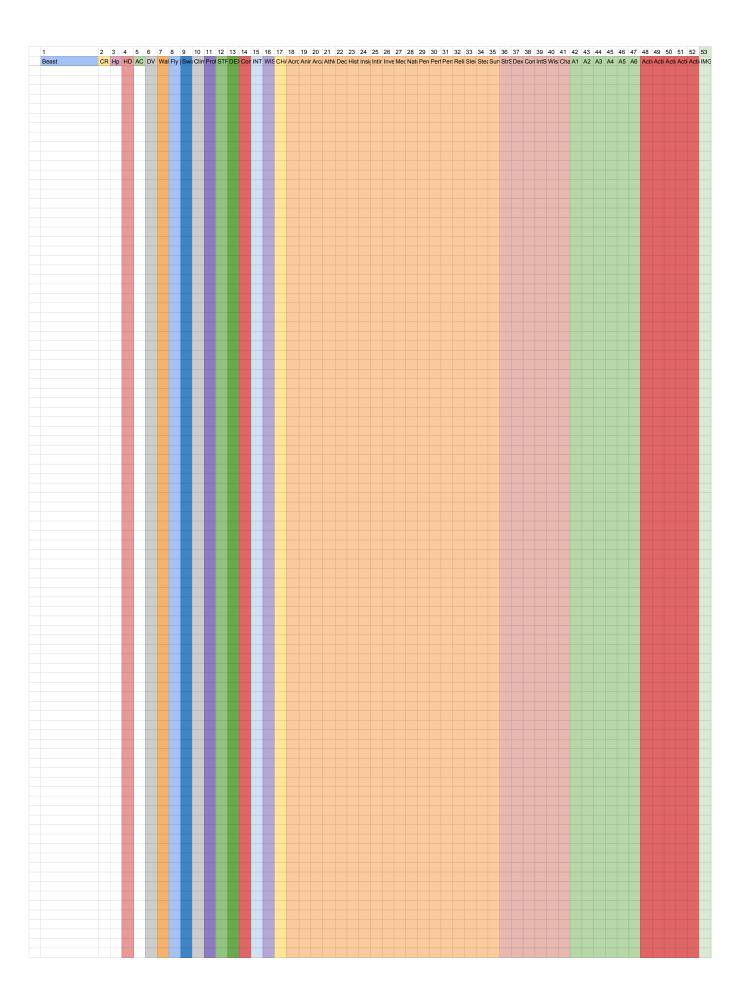


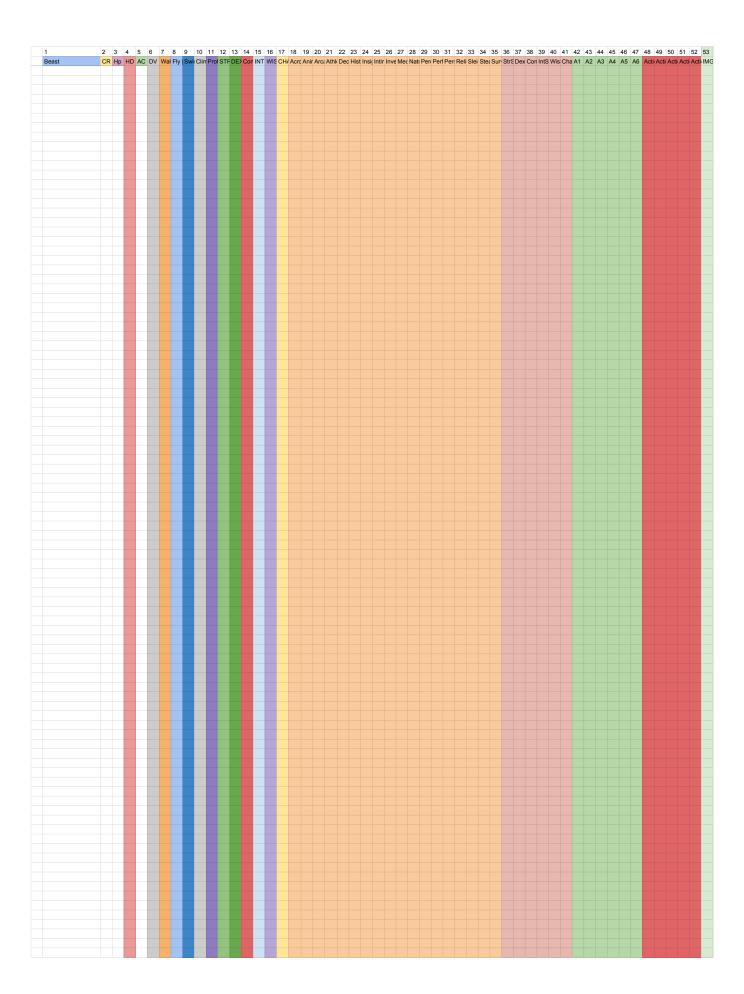


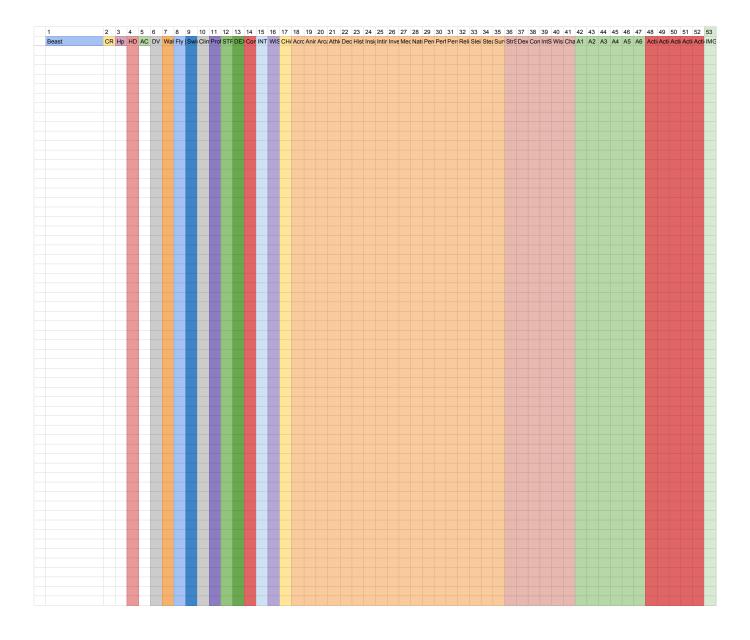












[1] "●" = Proficiency in that skill.

"x2" = Expertise

"1/2" = what you put if you have Jack of All Trades from being a bard.

- [2] Having advantage on a roll actually effects your passive capability! For example having advantage on Perception adds a +5 to your passive perception!
- [3] Check the Box appropriate to your Racial Feature. If you do not have Dark Vision of any kind, simply leave blank. Also check accordingly if granted via magical item.
- [4] Alternatively change out for Pronouns!
- [5] Put any proficiencies with tools, instruments, or kits here. Bold any you have expertise with.

Also put any vehicle proficiencies.

- [6] Put languages you understand here.
- [7] Only edit walk speed. If racial or class traits alter this, then edit as necessary. Tiles assumes the standard of 1 tile = 5 Ft.
- [8] Put weapons and armor you are proficient with here, as well as shields if you are.
- [9] Put Druid here for the Wildshape tab to work!
- [10] If a magic item requires attunement to use and you are attuned to it, check off a slot to a maximum of 3.
- [11] How long you can hold your breath. This is also how long you take to drown if your face is submerged and you are unconcious.
- [12] Check these boxes on success or failures of death saves.
- [13] Place Special Attacks you can do here, whether they are unique to weapon, or thanks to class or race, such as the Ki features of monks.

(Ex. Fury of Blows - 1 Ki Point)

- [14] Add any resistances or other unique defenses you have here.
- (Ex. Resistance to Fire "Armor name")
- (Ex. Deflect Missiles 1 Ki Point if throw back)
- [15] Check this box if you have it, it will apply the bonus to your initiative. You must add 1/2 your prof. to the Counterspell and Dispel Magics spell when attempting the DC Check. You must still manually add it to your non-proficient skills.
- [16] Insert weapon name here!
- [17] Str Based weapon:

=Q20+prof (remove prof if not proficient.)

Dex Based weapon:

=Q22+prof (remove prof if not proficient.)

[18] Dex-Based

="#D# + "&dexmod or Str-Based ="#D# + "&strmod

[19] B = BludgeoningS = SlashingP = Piercing

Or put whatever you want.

[20] Place weapon properties here such as: Heavy, 2-Handed, Finesse, Range, Etc.

- [21] If Monk, Place the class in the first class slot
- [22] If Sorcerer, Place the class in the last class slot
- [23] Keeps track of your Bardic Inspiration
- [24] 2/3 is present due to Clerics and Paladins getting their first Channel Divinity ability at different levels.

The rules regarding multiclassing as both can be found on Pg. 164 of the Player Handbook.

[25] Ammo amount on left Ammo type on right (Ex. 3 | Explosive Arrows) (Ex. 25 | Bullets)

[26] While "Custom Armor" can be implemented via editing of [Data] I would rather not force anyone to deal with that tab in general. If you have some sort of custom armor, use a combo of "Special Defenses", "+", and "Misc." which should be able to effectively fill all custom armor effects.

[27] Use this to keep track of how many rages you have left! you use the extra boxes if you meet the level req.

At level 20 you have unlimited rage.

- [28] Unless otherwise specified assume that money is in its own separate pouch independent of the "Belt Pouch"
- [29] Takes into account all the gems and valuables you also have on hand.
- [30] Unless otherwise stated by DM, ignore this entire cell cluster.

Enc. means you are encumbered, and lose 10 ft of movement.

H Enc. means you are heavily encumbered, and your speed drops by 20 feet and you have disadvantage on ability checks, attack rolls, and saving throws that use Str, Dex, or Con.

- [31] Encumbered with no backpack
- [32] Heavily Encumbered with no backpack
- [33] Encumbered with a backpack

[34] Heavily Encumbered with a backpack

[35] Unless otherwise stated ignore this cell. Choose a size for your creature on the "Character" Tab or else this value will not change! This limit is how much you can carry!

[36] Unless otherwise stated ignore this cell.

Choose a size for your creature on the "Character" Tab or else this value will not change! When pushing, dragging, etc, more than this limit, speed drops to 5 ft.

[37] Here is where you would place things in magical storage mediums such as Bags of Holding or Handy Haversacks but that are ultimately located on your person.

[38] Beast of Burden

This is the amount being carried by a 3rd party you have control over, such as an animal or cart

- [39] If your DM has ruled that coins do indeed have weight, check the box below.
- [40] Here is where any single use items go, such as potions or scrolls.
- [41] Effect of Object
- (Ex. "Heal 2d4+2)
- (Ex. "Cast 3rd Ivl Fireball)
- [42] Magic Items have a weight of 0 unless otherwise stated.

Any effects gained from the items should be places within the [Feats]" Tab within the item effects section. Any weight here is considered part of the "Total Load (W/ Pack)"

[43] Beast of Burden

Here is where you place things that are being carried by a 3rd party you have control over, such as an animal or cart

- [44] Put languages your familiar or companion understand here.
- [45] Input the familiars/companions health here as a ="/#" formula if u want the /. If not just put number.
- [46] this proficiency is based on characters.
- [47] How long you can hold your breath. This is also how long you take to drown if your face is submerged and you are unconcious.
- [48] Check the Box appropriate to your Racial Feature. If you do not have Dark Vision of any kind, simply leave blank. Also check accordingly if granted via magical item.
- [49] Only edit walk speed. If racial or class traits alter this, then edit as necessary. Tiles assumes the standard of 1 tile = 5 Ft.
- [50] For Companions Specifically, Familiars just sorta go poof and disappear when they hit 0 hp.
- [51] Add any resistances or other unique defenses you have here.
- (Ex. Resistance to Fire "Armor name")
- (Ex. Deflect Missiles 1 Ki Point if throw back)

- [52] Use these Cells however you see fit!
- [53] Use these Cells however you see fit!

[54] "●" = Proficiency in that skill.

"x2" = Expertise

- "1/2" = what you put if you have Jack of All Trades from being a bard.
- [55] Having advantage on a roll actually effects your passive capability! For example having advantage on Perception adds a +5 to your passive perception!
- [56] Used by Companions
- [57] Select the beast you are transforming into here!

everything else is handled by the doc.

[58] Put Druid Class into 2nd Class slot for this number to work.

It is a measurement of how long you can remain in beast form.

[59] "●" = Proficiency in that skill.

"x2" = Expertise

"1/2" = what you put if you have Jack of All Trades from being a bard.

- [60] Having advantage on a roll actually effects your passive capability! For example having advantage on Perception adds a +5 to your passive perception!
- [61] If the beast you turn into has dark vision it will list how far it can go here.
- [62] How long you can hold your breath. This is also how long you take to drown if your face is submerged and you are unconcious.
- [63] Your movement based on the current beast you are transformed as.
- [64] Only movement option that if the creature does not have fly speed you put a 0.