

My Little Spell Book - Part 1

0 LEVEL SPELLS (Cantrips) (4x + 1 ev)

Acid Splash (PHB 196) [pg 1]
Conjuration [Acid]; V, S; (1d3)
Range: Close [50 ft.]
Effect: Orb (ranged touch attack)
Saving Throw: None / Spell Resistance: No

Amanuesis (SC 9) [pg 2]
Transmutation; V, S
Casting Time: 1 standard action
Range: Close [50 ft.]
Target: Object(s) with writing
Duration: [110 minutes]
Saving Throw: Will negates (object) [DC 15]
Spell Resistance: Yes (object)

Arcane Mark (PHB 201) [pg 3]
Universal; V, S
Range: 0 ft.
Effect: One rune or mark to fit within 1 sq. ft.
Duration: Permanent
Saving Throw: None / Spell Resistance: No

Caltrops (SC 42) [pg 4]
Conjuration; V, S; (1pt, ½ movement)
Range: Close [50 ft.]
Area: 5 squares [+4 melee]
Duration: [11 rounds]
Saving Throw: None / Spell Resistance: No

Dancing Lights (PHB 216) [pg 5]
Evocation [Light]; V, S
Range: Medium [180 ft.]
Effect: Up to four lights within a 10-ft.-radius
Duration: 1 minute (D)
Saving Throw: None / Spell Resistance: No

Daze (PHB 217) [pg 6]
Enchantment [Mind-Affecting]; V, S, M
Range: Close [50 ft.]
Target: One humanoid creature 4 HD or less
Duration: 1 round
Saving Throw: Will negates [DC 15]
Spell Resistance: Yes

Detect Magic (PHB 219) [pg 7]
Divination; V, S
Range: 60 ft.
Area: Cone-shaped emanation
Duration: [Concentration, up to 11 minutes]
Saving Throw: None / Spell Resistance: No

Detect Poison (PHB 219) [pg 8]
Divination; V, S
Range: Close [50 ft.]
Target: One creature, object, or 5-ft. cube
Saving Throw: None / Spell Resistance: No

Electric Jolt (SC 78) [pg 9]
Evocation [Electricity]; V, S (1d3)
Casting Time: 1 standard action
Range: Close [50 ft.]
Effect: Ray (ranged touch attack)
Saving Throw: None / Spell Resistance: Yes

Flare (PHB 232) [pg 10]
Evocation [Light]; V; (dazzled)
Range: Close [50 ft.]
Effect: Burst of light
Duration: Instantaneous
Saving Throw: Fortitude negates [DC 15]
Spell Resistance: Yes

Light (PHB 248) [pg 11]
Evocation [Light]; V, M
Range: Touch
Target: Object touched
Duration: [110 minutes] (D)
Saving Throw: None / Spell Resistance: No

Launch Bolt (SC 130) [pg 12]
Transmutation; V, S, M; (1d8)
Range: Touch
Target: One (light) crossbow bolt in your possession (normal ranged attack)
Saving Throw: None / Spell Resistance: No
Special: Range increment of 80 ft.

Launch Item (SC 130) [pg 13]
Transmutation; S
Range: Touch [210 ft.]
Target: One Fine item up to 10 lb.
Saving Throw: None / Spell Resistance: No

Mage Hand (PHB 249) [pg 14]
Transmutation; V, S
Range: Close [50 ft.]
Target: One nonmagical object up to 5 lb.
Duration: Concentration
Saving Throw: None / Spell Resistance: No

Mending (PHB 253) [pg 15]
Transmutation; V, S
Range: 10 ft.
Target: One object up to 1 lb.

Message (PHB 253) [pg 16]
Transmutation [Same Language]; V, S, F
Range: Medium [210 ft.]
Targets: [11 creatures]
Duration: [110 minutes]
Saving Throw: None / Spell Resistance: No

Open/Close (PHB 258) [pg 17]
Transmutation; V, S, F
Range: Close [50 ft.]
Target: Object weighing up to 30 lb. or portal that can be opened or closed
Saving Throw: Will negates (object) [DC 15]
Spell Resistance: Yes (object)

Prestidigitation (PHB 264) [pg 18]
Universal; V, S
Range: 10 ft.
Target, Effect, or Area: See text
Duration: 1 hour
Saving Throw: See text / Spell Resistance: No

Ray of Frost (PHB 269) [pg 19]
Evocation [Cold]; V, S (1d3)
Range: Close [50 ft.]
Effect: Ray (ranged touch attack)
Saving Throw: None / Spell Resistance: Yes

Read Magic (PHB 269) [pg 20]
Divination; V, S, F
Range: Personal
Target: You
Duration: [110 minutes]

Repair Minor Damage (SC 173) [pg 21]
Transmutation; V, S; (repair 1pt)
Range: Touch
Target: Construct touched
Saving Throw: None / Spell Resistance: No

Resistance (PHB 272) [pg 22]
Abjuration; V, S, M
Range: Touch
Target: Creature touched
Duration: 1 minute
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Sonic Snap (SC 195) [pg 23]
Evocation [Sonic]; V, S; (1pt, deafened)
Range: Close [50 ft.]
Target: One creature or object
Saving Throw: Will partial [DC 15]
Spell Resistance: Yes

Stick (SC 206) [pg 24]
Transmutation; V, S, M
Range: Touch
Target: One nonmagical object up to 5 lb.
Saving Throw: Will negates (object) [DC 15]
Spell Resistance: Yes (object)

1st LEVEL SPELLS (6x + 1 ev)

Alarm (PHB 197) [pg 25]
Abjuration; V, S, F
Range: Close [50 ft.]
Area: 20-ft.-radius centered on a point
Duration: [22 hours] (D)
Saving Throw: None / Spell Resistance: No

Comprehend Languages (PHB 212) [pg 26]
Divination; V, S, M
Range: Personal
Target: You
Duration: [110 minutes]

Ebon Eyes (SC 77) [pg 27]
Transmutation; V, S, M
Range: Touch
Target: Creature touched
Duration: [110 minutes]
Saving Throw: None
Spell Resistance: Yes (harmless)

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Feather Fall (PHB 229) [pg 28]

Transmutation; V
Casting Time: 1 free action
Range: Close [50 ft.]
Targets: One Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart
Duration: [Until landing or 11 rounds]
Saving Throw: Will negates (harmless/object)
Spell Resistance: Yes (object)

Hold Portal (PHB 241) [pg 29]

Abjuration; V
Range: Medium [210 ft.]
Target: [One portal, up to 220 sq. ft.]
Duration: [11 minutes] (D)
Saving Throw: None / Spell Resistance: No

Identify (PHB 243) [pg 30]

Divination; V, S, M
Casting Time: 1 hour
Range: Touch
Targets: One touched object
Saving Throw: None / Spell Resistance: No

Mage Armor (PHB 249) [pg 31]

Conjuration [Force]; V, S, F; (+4 AC)
Range: Touch
Target: Creature touched
Duration: [11 hours] (D)
Saving Throw: Will negates (harmless)
Spell Resistance: No

Mage Hand, Greater (SC 136) [pg 32]

Transmutation; V, S
Range: Medium [210 ft.]
Target: One object or creature up to 40 lb.
Duration: Concentration
Saving Throw: Will negates [DC 16]
Spell Resistance: Yes

Magic Missile (PHB 251) [pg 33]

Evocation [Force]; V, S; [5d4+5]
Range: Medium [210 ft.]
Targets: Up to five creatures, no two of which can be more than 15 ft. apart
Saving Throw: None / Spell Resistance: Yes

Orb of Electricity, Lesser (SC 151) [pg 34]

Conjuration [Electricity]; V, S; [5d8]
Range: Close [50 ft.]
Effect: Orb (ranged touch attack)
Saving Throw: None / Spell Resistance: No

Protection from

Chaos/Evil/Good/Law (PHB 266) [pg 35]

Abjuration; V, S, M
Range: Touch
Target: Creature touched
Duration: [11 minutes] (D)
Saving Throw: Will negates (harmless)
Spell Resistance: No; see text

Shield (PHB 278) [pg 36]

Abjuration [Force]; V, S; (+4 shield AC)
Range: Personal
Target: You
Duration: [11 minutes] (D)

2nd LEVEL SPELLS (5x + 1 ev)

Electric Loop (SC 78) [pg 37-38]

Evocation [Electricity]; V, S, M; [5d6]
Range: Close [50 ft.]
Targets: [3 creatures adjacent to each other]
Saving Throw: Reflex half; see text [DC 17]
Spell Resistance: Yes

Electric Vengeance (PHB2 111) [pg 39-40]

Evocation [Electricity]; V, S; [2d8+10]
Casting Time: 1 immediate action
Range: 5 ft.
Target: One creature
Saving Throw: None / Spell Resistance: Yes

Fly, Swift (SC 96) [pg 41-42]

Transmutation; V
Casting Time: 1 swift action
Range: Personal (fly 60')
Target: You
Duration: 1 round (descend 60' for 1d6 rounds)

Knock (PHB 246) [pg 43-44]

Transmutation; V
Range: Medium [210 ft.]
Target: One door, box, or chest with an area up to 110 sq. ft.
Saving Throw: None / Spell Resistance: No

Locate Object (PHB 249) [pg 45-46]

Divination; V, S, F
Range: Long [840 ft. radius]
Area: Circle centered on you
Duration: [11 minutes]
Saving Throw: None / Spell Resistance: No

Seeking Ray (PHB2 124) [pg 47-48]

Evocation; V, S; (4d6)
Range: Medium [210 ft.]
Effect: Ray (ranged touch attack)
Saving Throw: None / Spell Resistance: Yes
Special: [+4 to ray attacks for 11 rounds]

Shatter (PHB 278) [pg 49-50]

Evocation [Sonic]; V, S, M
Range: Close [50 ft.]
Area or Target: 5-ft.-radius spread; or one solid object or one crystalline creature
Saving Throw: Will negates (object) or Fortitude half; see text [DC 17]
Spell Resistance: Yes (object)

3rd LEVEL SPELLS (5x + 1 ev)

Dispel Magic (PHB 223) [pg 51-53]

Abjuration; V, S; [1d20 + 11]
Range: Medium [210 ft.]
Target: One spellcaster, creature, object or 20-ft.-radius burst
Saving Throw: None / Spell Resistance: No

Explosive Runes (PHB 228) [pg 54-56]

Abjuration [Force]; V, S
Range: Touch
Target: One touched object up to 10 lb.
Duration: Permanent until discharged (D)
Saving Throw: See text / Spell Resistance: Yes

Hold Person (PHB 241) [pr 57-59]

Enchantment [Mind-Affecting]; V, S, F
Range: Medium [210 ft.]
Target: One humanoid creature
Duration: [11 rounds] (D); see text
Saving Throw: Will negates; see text [DC 18]
Spell Resistance: Yes

Lightning Bolt (PHB 248) [pg 60-62]

Evocation [Electricity]; V, S, M; [10d6]
Range: 120 ft. (line area)
Saving Throw: Reflex half [DC 18]
Spell Resistance: Yes

Mage Armor, Greater (SC 136) [pg 63-65]

Conjuration [Force]; V, S; (+6 AC)
Range: Touch
Target: Creature touched
Duration: [11 hours] (D)
Saving Throw: Will negates (harmless)
Spell Resistance: No

Rust Ray (SC 178) [pg 66-68]

Transmutation; V, S, M
Range: Close [50 ft.]
Effect: Ray (ranged touch attack)
Target: One nonmagical ferrous object or creature
Saving Throw: None or Fortitude negates (object); see text [DC 18]
Spell Resistance: No

Scintillating Sphere (SC 181) [pg 69-71]

Evocation [Electricity]; V, S, M; [10d6]
Range: Long [840 ft.]
Area: 20-ft.-radius burst
Saving Throw: Reflex half [DC 18]
Spell Resistance: Yes

Sound Lance (SC 196) [pg 72-74]

Evocation [Sonic]; V, S; [10d8]
Range: Medium [210 ft.]
Target: One creature or object
Saving Throw: Fortitude half [DC 18]
Spell Resistance: Yes

4th LEVEL SPELLS (4x + 1 ev)

Dimension Door (PHB 221) [pg 75-78]

Conjuration (Teleportation); V
Range: Long [840 ft.]
Target: You and touched objects or other touched willing creatures
Saving Throw: None and Will negates (object)
Spell Resistance: No and Yes (object)

Force Missiles (SC 98) [pg 79-82]

Evocation [Force]; V, S; (2d6) [x2]
Range: Medium [210 ft.] (½ dam within 5')
Targets: Up to four creatures, no two of which are more than 30 ft. apart
Saving Throw: None / Spell Resistance: Yes

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Orb of Electricity (SC 151) [pg 83-86]
Conjuration [Electricity]; V, S; (11d6)
Range: Close [50 ft.]
Effect: Orb (ranged touch attack)
Saving Throw: Fortitude partial [DC 19]
Spell Resistance: No
Special: Save or be entangled for 1 round

Rary's Mnemonic Enhancer (PHB 268)
Transmutation; V, S, M, F [pg 87-90]
Casting Time: 10 minutes
Range: Personal
Target: You

Thunderlance (SC 220) [pg 91-94]
Evocation [Force]; V, S, M; [3d6+5]
Range: 1-20 ft. [+5 melee attack, 20/x3]
Effect: A spearlike beam
Duration: [11 rounds] (D)
Saving Throw: None / Spell Resistance: No

5th LEVEL SPELLS (3x + 1 ev)

Ball Lightning (SC 23) [pg 95-99]
Evocation [Electricity]; V, S, M; [11d6]
Range: Medium [210 ft.]; (move/jump 30')
Effect: One lightning ball
Duration: [11 rounds]
Saving Throw: Reflex negates [DC 20]
Spell Resistance: Yes

Break Enchantment (PHB 207) {pg 1-5}
Abjuration; V, S; [1d20 + 11]
Casting Time: 1 minute
Range: Close [50 ft.]
Targets: Up to 11 creatures, all within 30 ft. of each other
Saving Throw: See text / Spell Resistance: No

Hold Monster (PHB 241) {pg 6-10}
Enchantment [Mind-Affecting]; V, S, M
Range: Medium [210 ft.]
Target: One living creature
Duration: [11 rounds] (D); see text
Saving Throw: Will negates; see text [DC 20]
Spell Resistance: Yes

Moonbow (SC 144) {pg 11-15}
Evocation [Electricity]; V, S, M; [5d6]
Range: Medium [210 ft.]
Effect: 3 motes (ranged touch attack)
Duration: up to 3 rounds; see text
Saving Throw: None / Spell Resistance: Yes

Wall of Force (PHB 298) {pg 21-25}
Evocation [Force]; V, S, M
Range: Close [50 ft.]
Effect: Wall with area up to 11 10-ft. squares
Duration: [11 rounds] (D)
Saving Throw: None / Spell Resistance: No

6th LEVEL SPELLS (1x + 1 ev)

Chain Lightning (PHB 208) {pg 26-31}
Evocation [Electricity]; V, S, F; [11d6]
Range: Long [840 ft.]
Targets: [One primary target, plus 11 secondary targets] (each of which must be within 30 ft. of the primary target) (½ dam)
Saving Throw: Reflex half [DC 21]
Spell Resistance: Yes

Disintegrate (PHB 222) {pg 32-37}
Transmutation; V, S, M; [22d6]
Range: Medium [210 ft.]
Effect: Ray (ranged touch attack)
Saving Throw: Fortitude partial [DC 21]
Spell Resistance: Yes

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DIVINATION SPELLS (spontaneous)

0 Level (Cantrips)

Detect Magic (PHB 219): Detects spells and magic items within 60 ft.

Detect Poison (PHB 219): Detects poison in one creature or small object.

Read Magic (PHB 269): Read scrolls and spellbooks.

1st Level

Appraising Touch (SC 15): Gain +10 bonus on Appraise checks.

Arrow Mind (SC 15): You threaten nearby squares with your bow and fire without provoking attacks of opportunity.

Comprehend Languages (PHB 212): You understand all spoken and written languages.

Critical Strike (SC 56): For 1 round you gain +1d6 damage, doubled threat range, and +4 on attack rolls to confirm critical threats.

Detect Secret Doors (PHB 220): Reveals hidden doors within 60 ft.

Detect Undead (PHB 220): Reveals undead within 60 ft.

Golem Strike (SC 106): You can sneak attack constructs for 1 round.

Guided Shot (SC 108): You ignore distance, cover, concealment penalties with your ranged attacks for 1 round.

Identify (PHB 243): Determines properties of magic item.

Insightful Feint (SC 124): Gain +10 on your next Bluff check to feint in combat.

Instant Locksmith (SC 124): Make Disable Device or Open Lock check at +2 as free action.

Instant Search (SC 124): Make Search check at +2 as free action.

Master's Touch (SC 139): You gain proficiency in a weapon or shield touched for 1 minute/level.

Sniper's Shot (SC 194): No range limit on next ranged sneak attack.

Spontaneous Search (SC 204): Instantly Search area as if having taken 10.

Targeting Ray (SC 219): You and allies are +1 to hit/3 levels against subject.

True Strike (PHB 296): +20 on your next attack roll.

2nd Level

Balancing Lorecall (SC 23): You gain a +4 bonus on Balance checks and can balance on difficult surfaces if you have 5 or more ranks in Balance.

Chain of Eyes (SC 45): See through other creatures' eyes.

Detect Thoughts (PHB 220): Allows "listening" to surface thoughts.

Discern Shapechanger (SC 66): Penetrates disguises and identifies shapechanging creatures.

Insight of Good Fortune (PHB2 115): Subject rolls twice, takes best result.

Locate Object (PHB 249): Senses direction toward object (specific or type).

Marked Object (SC 139): You gain bonus to track a specific being.

Master's Touch (PHB2 119): Subject gains immediate +4 bonus on a skill check.

See Invisibility (PHB 275): Reveals invisible creatures or objects.

Sure Strike (PHB2 126): Gain +1 bonus/3 levels on next attack.

3rd Level

Alter Fortune (PHB2 101): Cause one creature to reroll any die roll.

Analyze Portal (SC 10): Find a nearby portal and discover its properties.

Arcane Sight (PHB 201): Magical auras become visible to you.

Circle Dance (SC 46): Indicates direction to known individual.

Clairaudience/Clairvoyance (PHB 209): Hear or see at a distance for 1 min./level.

Crown of Clarity (PHB2 107): +2 to Listen and Spot, discharge spell to gain +8.

Telepathic Bond, Lesser (SC 219): Link with subject within 30 ft. for 10 minutes per level.

Tongues (PHB 294): Speak any language.

Unluck (SC 227): Subject remakes all rolls, uses worse result for 1 round/level.

4th Level

Arcane Eye (PHB 200): Invisible floating eye moves 30 ft./round.

Assay Spell Resistance (SC 17): +10 bonus on caster level checks to defeat one creature's spell resistance.

Detect Scrying (PHB 219): Alerts you of magical eavesdropping.

Know Vulnerabilities (SC 129): Determine subject's vulnerabilities and resistances.

Locate Creature (PHB 249): Indicates direction to familiar creature.

Scrying (PHB 274): Spies on subject from a distance.

Treasure Scent (SC 223): You detect valuable metals and gems.

5th Level

Contact Other Plane (PHB 212): Lets you ask question of extraplanar entity.

Prying Eyes (PHB 266): 1d4 +1/level floating eyes scout for you.

Rary's Telepathic Bond (PHB 268): Link lets allies communicate.

6th Level

Analyze Dweomer (PHB 197): Reveals magical aspects of subject.

Interplanar Telepathic Bond (SC 125): Link lets allies communicate across planes.

Legend Lore (PHB 246): Lets you learn tales about a person, place, or thing.

Probe Thoughts (SC 162): Read subject's memories, one question/round.

True Seeing (PHB 296): Lets you see all things as they really are.