

D&D Spell List

Character Name: Zook Timbers
 Spellcasting Class: Druid 3, Cleric 2

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

Druid Spells

Spells to memorize: **7**
 Spell attack modifier: **+7**
 Spell save DC: **15**
 Spellcasting ability **18 (+4) Wisdom**

Cantrips (0 Level)

Spell	Description	Save	School	Time	Range	Comp	Duration	B	Pg.
Shillelagh	Club or quarterstaff you hold does 1d8 dmg and you use your spellcasting ability modifier instead of Str	—	Trans	1 bns	Touch	V,S,M	1 min	E	P 275
Thorn Whip	Melee spell attack for 2d6 Piercing dmg and pull crea 10 ft to you; CL11:3d6	—	Trans	1 a	30 ft	V,S,M	Instantaneous	P	282

1st Level

Me Spell	Description	Save	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Absorb Elements	Acid, Cold, Fire, Lightning, or Thunder resistance vs. 1 atk; first melee hit next rnd +1d6+1d6/SL dmg	—	Abjur	1 rea	Self	S	1 rnd	E	15
<input type="checkbox"/> Animal Friendship	1+1/SL beasts Int<4 save or charmed for the duration	Wis	Ench	1 a	30 ft	V,S,M	24 h	P	212
<input type="checkbox"/> Beast Bond	Telepathic link with 1 beast Int<4 while in line of sight; beast has adv. on attacks vs. crea you can see	—	Div	1 a	Touch	V,S,M	Conc, 10 min	E	15
<input type="checkbox"/> Charm Person	1+1/SL humanoids save or charmed; crea adv. on save if you or your allies are fighting it	Wis	Ench	1 a	30 ft	V,S	1 h	P	221
<input type="checkbox"/> Create/Destroy Water	Create/destroy 10+2/SL gal of water in open container; or create rain/destroy fog in 30+5/SL-ft cube	—	Trans	1 a	30 ft	V,S,M	Instantaneous	P	229
<input type="checkbox"/> Cure Wounds	1 creature is healed for 1d8+1d8/SL+spellcasting ability modifier hp	—	Evoc	1 a	Touch	V,S	Instantaneous	P	230
<input type="checkbox"/> Detect Magic (R)	Know presence of magic within 30 ft; 1 a to see auras and determine school	—	Div	1 a	Self	V,S	Conc, 10 min	P	231
<input type="checkbox"/> Detect Poison/Dis. (R)	Know presence, location, and type of poisons, poisonous creatures, and diseases within 30 ft	—	Div	1 a	Self	V,S,M	Conc, 10 min	P	231
<input type="checkbox"/> Earth Tremor	All crea in area except you save or 1d6+1d6/SL Bludgeoning dmg and prone; loose ground is dif. ter.	Dex	Evoc	1 a	10-ft rad	V,S	Instantaneous	E	17
<input type="checkbox"/> Entangle	20-ft square save or restrained; Str check vs. Spell DC to escape; for duration area is difficult terrain	Str	Conj	1 a	90 ft	V,S	Conc, 1 min	P	238
<input type="checkbox"/> Faerie Fire	20-ft cube all obj/crea save or outlined in 10 ft dim light and attacks have adv.; see invisible crea	Dex	Evoc	1 a	60 ft	V	Conc, 1 min	P	239
<input type="checkbox"/> Fog Cloud	20-ft+20-ft/SL rad fog that spreads around corners; heavily obscures; 10 mph wind disperses it	—	Conj	1 a	120 ft	V,S	Conc, 1 h	P	243
<input type="checkbox"/> Goodberry	Create 10 berries; 1 a to eat 1 berry for 1 hp and nourishment for 1 day; berries lose potency after 24h	—	Trans	1 a	Touch	V,S,M	Instantaneous	P	246
<input type="checkbox"/> Healing Word	Heals 1 living creature 1d4+1d4/SL+spellcasting ability modifier	—	Evoc	1 bns	60 ft	V	Instantaneous	P	250
<input type="checkbox"/> Ice Knife	Ranged atk for 1d10 Piercing dmg; hit/miss 5-ft rad on target all crea save or 2d6+1d6/SL Cold dmg	Dex	Conj	1 a	60 ft	S,M	Instantaneous	E	19
<input type="checkbox"/> Jump	1 creature's jump distance is tripled for the duration	—	Trans	1 a	Touch	V,S,M	1 min	P	254
<input type="checkbox"/> Longstrider	1+1/SL creature's speed increases by 10 ft for the duration	—	Trans	1 a	Touch	V,S,M	1 h	P	256
<input type="checkbox"/> Purify Food/Drink (R)	5-ft rad of food and drink is rendered free of all poison and disease	—	Trans	1 a	10 ft	V,S	Instantaneous	P	270
<input type="checkbox"/> Speak with Animals (R)	Speak verbally with and understand beasts for duration; interaction limited by intelligence of the beasts	—	Div	1 a	Self	V,S	10 min	P	277
<input type="checkbox"/> Thunderwave	All crea/obj in area 2d8+1d8/SL Thunder dmg, pushed 10 ft away; save halves and not pushed	Con	Evoc	1 a	15-ft cube	V,S	Instantaneous	P	282

2nd Level

Me Spell	Description	Save	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Animal Messenger (R)	Tiny beast delivers 25 word message up to 25 miles (50 miles if flyer); +48h/SL duration	—	Ench	1 a	30 ft	V,S,M	24 h	P	212
<input type="checkbox"/> Barkskin	1 willing crea AC cannot be reduced below 16, regardless of armor it is wearing	—	Trans	1 a	Touch	V,S,M	Conc, 1 h	P	217
<input type="checkbox"/> Beast Sense (R)	Use 1 willing beast's senses; you are blinded and deafened while doing so	—	Div	1 a	Touch	S	Conc, 1 h	P	217
<input type="checkbox"/> Darkvision	1 willing creature has darkvision 60 ft for the duration	—	Trans	1 a	Touch	V,S,M	8 h	P	230
<input type="checkbox"/> Dust Devil	5-ft cube; all in 5-ft 1d8+1d8/SL Bludg. dmg and pushed 10 ft away; save halves, no push; see book	Str	Conj	1 a	60 ft	V,S,M	Conc, 1 min	E	17
<input type="checkbox"/> Earthbind	1 creatures save or fly speed is reduced to 0; airborne creatures descend at 60 ft per round	Str	Trans	1 a	300 ft	V	Conc, 1 min	E	17
<input type="checkbox"/> Enhance Ability	1+1/SL crea adv. on checks with 1 stat; choosing Str, Dex, Con gives secondary benefits	—	Trans	1 a	Touch	V,S,M	Conc, 1 h	P	237
<input type="checkbox"/> Find Traps	Sense presence of any trap within line of sight; not exact location, but general nature of trap	—	Div	1 a	120 ft	V,S	Instantaneous	P	241
<input type="checkbox"/> Flame Blade	Summon a fiery blade; 1 a to make a melee spell attack for 3d6+1d6/2SL Fire dmg; 10 ft bright light	—	Evoc	1 bns	Self	V,S,M	Conc, 10 min	P	242
<input type="checkbox"/> Flaming Sphere	2.5-ft rad flaming sphere; bns a move 30 ft; all within 5-ft rad 2d6+1d6/SL Fire dmg; save halves	Dex	Conj	1 a	60 ft	V,S,M	Conc, 1 min	P	242
<input type="checkbox"/> Gust of Wind	60-ft long 10-ft wide line of wind; crea starting turn in wind save or pushed 15 ft; see book	Str	Evoc	1 a	60-ft line	V,S,M	Conc, 1 min	P	248
<input type="checkbox"/> Heat Metal	1 metal obj 2d8+1d8/SL Fire dmg to touch; save or drop obj; if held: dis. atk/chk; bns a reheal obj	Con	Trans	1 a	60 ft	V,S,M	Conc, 1 min	P	250
<input type="checkbox"/> Hold Person	1+1/SL humanoid within 30 ft of each other save or paralyzed; extra save at end of each turn	Wis	Ench	1 a	60 ft	V,S,M	Conc, 1 min	P	251
<input type="checkbox"/> Lesser Restoration	1 crea cured of 1 disease, or 1 condition: blinded, deafened, paralyzed, or poisoned	—	Abjur	1 a	Touch	V,S	Instantaneous	P	255
<input type="checkbox"/> Locate Ani./Plants (R)	Learn direction and distance to closest named or described kind of beast or plant within 5 miles	—	Div	1 a	Self	V,S,M	Instantaneous	P	256
<input type="checkbox"/> Locate Object	Learn direction to closest named or described kind or specific object within 1000 ft; see book	—	Div	1 a	Self	V,S,M	Conc, 10 min	P	256
<input type="checkbox"/> Moonbeam	5-ft rad 40-ft high with dim light; all save or 2d10+1d10/SL; 1 a to move it 60 ft; see book	Con	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P	261
<input type="checkbox"/> Pass Without Trace	Any within 30-ft rad +10 Dex(Stealth) checks, leave no tracks, can't be tracked by nonmagical means	—	Abjur	1 a	Self	V,S,M	Conc, 1 h	P	264
<input type="checkbox"/> Prot. from Poison	1 crea cured from 1 poison, gains resistance to Poison damage, and adv. on saves against being poisoned	—	Abjur	1 a	Touch	V,S	1 h	P	270
<input type="checkbox"/> Skywrite (R)	Write up to 10 words with clouds in a part of the sky you can see; strong wind can disperse the clouds	—	Trans	1 a	Sight	V,S	Conc, 1 h	E	22
<input type="checkbox"/> Spike Growth	20-ft rad difficult terrain; all 2d4 Piercing dmg every 5 ft moved; Wis(Perception) vs. Spell DC to recognize	—	Trans	1 a	150 ft	V,S,M	Conc, 10 min	P	277
<input type="checkbox"/> Warding Wind	Strong (20 mph) wind in area deafens/extinguishes unprotected flames/dif. ter./ranged wea have dis	—	Evoc	1 a	10-ft rad	V	Conc, 10 min	E	23

Cleric Spells

Spells to memorize: **6**
 Spell attack modifier: **+7**
 Spell save DC: **15**
 Spellcasting ability **18 (+4) Wisdom**

Cantrips (0 Level)

Spell	Description	Save	School	Time	Range	Comp	Duration	B	Pg.
Guidance	1 willing creature adds 1d4 to ability check of its choice, after rolling, once during the duration	—	Div	1 a	Touch	V,S	Conc, 1 min	P	248

Light	1 obj up to 10-ft cube sheds bright light 20-ft rad and dim light 20-ft; cannot have multiple instances	—	Evoc	1 a	Touch	V,M	1 h (D)	P 255
Mending	Repair a single broken object no larger than 1 cu ft; can't restore magic to broken magic item	—	Trans	1 min	Touch	V,S,M	Instantaneous	P 259
Thaumaturgy	Minor wonder; your voice booms, flames flicker, tremors in the ground, ominous sounds, etc.	—	Trans	1 a	30 ft	V	1 min (D)	P 282

1st Level

Me Spell	Description	Save	School	Time	Range	Comp	Duration	B	Pg.
<input type="checkbox"/> Bane	3+1/SL creatures save or have to subtract 1d4 on every attack or save for the duration	Cha	Ench	1 a	30 ft	V,S,M	Conc, 1 min	P 216	
<input type="checkbox"/> Bless	3+1/SL creatures can add 1d4 on every attack roll or saving throw during the duration	—	Ench	1 a	30 ft	V,S,M	Conc, 1 min	P 219	
<input checked="" type="checkbox"/> Burning Hands	3d6+1d6/SL Fire dmg; save halves; unattended flammable objects ignite	Dex	Evoc	1 a	15-ft cone	V,S	Instantaneous	P 220	
<input type="checkbox"/> Command	1+1/SL crea save or follows one word command, such as approach, drop, flee, grovel, halt	Wis	Ench	1 a	60 ft	V	1 rnd	P 223	
<input type="checkbox"/> Create/Destroy Water	Create/destroy 10+2/SL gal of water in open container; or create rain/destroy fog in 30+5/SL-ft cube	—	Trans	1 a	30 ft	V,S,M	Instantaneous	P 229	
<input type="checkbox"/> Cure Wounds	1 creature is healed for 1d8+1d8/SL+spellcasting ability modifier hp	—	Evoc	1 a	Touch	V,S	Instantaneous	P 230	
<input type="checkbox"/> Detect Evil/Good	Know if aberration, celestial, elemental, fey, fiend, undead, and des-/consecrated area within 30 ft	—	Div	1 a	Self	V,S	Conc, 10 min	P 231	
<input type="checkbox"/> Detect Magic (R)	Know presence of magic within 30 ft; 1 a to see auras and determine school	—	Div	1 a	Self	V,S	Conc, 10 min	P 231	
<input type="checkbox"/> Detect Poison/Dis. (R)	Know presence, location, and type of poisons, poisonous creatures, and diseases within 30 ft	—	Div	1 a	Self	V,S,M	Conc, 10 min	P 231	
<input checked="" type="checkbox"/> Faerie Fire	20-ft cube all obj/crea save or outlined in 10 ft dim light and attacks have adv.; see invisible crea	Dex	Evoc	1 a	60 ft	V	Conc, 1 min	P 239	
<input type="checkbox"/> Guiding Bolt	Spell attack for 4d6+1d6/SL Radiant dmg and next attack against target has advantage	—	Evoc	1 a	120 ft	V,S	1 rnd	P 248	
<input type="checkbox"/> Healing Word	Heals 1 living creature 1d4+1d4/SL+spellcasting ability modifier	—	Evoc	1 bns	60 ft	V	Instantaneous	P 250	
<input type="checkbox"/> Inflict Wounds	Spell attack for 3d10+1d10/SL Necrotic dmg	—	Necr	1 a	Touch	V,S	Instantaneous	P 253	
<input type="checkbox"/> Prot. from Evil/Good	1 crea immune fear/charm/possess, dis. on atks from abbe./celest./elem./fey/fiends/undead	—	Abjur	1 a	Touch	V,S,M	Conc, 10 min	P 270	
<input type="checkbox"/> Purify Food/Drink (R)	5-ft rad of food and drink is rendered free of all poison and disease	—	Trans	1 a	10 ft	V,S	Instantaneous	P 270	
<input type="checkbox"/> Sanctuary	1 crea warded; any who want to attack/target must first make save; doesn't protect vs. area spells	Wis	Abjur	1 bns	30 ft	V,S,M	1 min	P 272	
<input type="checkbox"/> Shield of Faith	1 creature gains +2 AC for the duration	—	Abjur	1 bns	60 ft	V,S,M	Conc, 10 min	P 275	