

ZOYNARI'S SPELLBOOK

CHARACTER LEVEL 3

CANTRIPS

GUIDANCE

Level o Divination (Cleric, Druid)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch a willing creature and choose a skill. Until the spell ends, the creature adds 1d4 to any ability check using the chosen skill.

SACRED FLAME

Level o Evocation (Cleric)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 Radiant damage. The target gains no benefit from Half Cover or Three-Quarters Cover for this save.

Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

THAUMATURGY

Level o Transmutation (Cleric)

Casting Time: Action

Range: 30 feet

Components: V

Duration: Up to 1 minute

You manifest a minor wonder within range. You create one of the effects below within range. If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time.

Altered Eyes. You alter the appearance of your eyes for 1 minute.

Booming Voice. Your voice booms up to three times as loud as normal for 1 minute. For the duration, you have Advantage on Charisma (Intimidation) checks.

Fire Play. You cause flames to flicker, brighten, dim, or change color for 1 minute.

Invisible Hand. You instantaneously cause an unlocked door or window to fly open or slam shut.

Phantom Sound. You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.

Tremors. You cause harmless tremors in the ground for 1 minute.

TOLL THE DEAD

Level o Necromancy (Cleric, Warlock, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You point at one creature you can see within range, and the single chime of a dolorous bell is audible within 10 feet of the target. The target must succeed on a Wisdom saving throw or take 1d8 Necrotic damage. If the target is missing any of its Hit Points it instead takes 1d12 Necrotic damage.

Cantrip Upgrade. The damage increases by one die when you reach levels 5 (2d8 or 2d12), 11 (3d8 or 3d12), and 17 (4d8 or 4d12).

LEVEL 1

BLESS

Level 1 Enchantment (Cleric, Paladin)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a Holy Symbol, worth 5+ GP)

Duration: Concentration, up to 1 minute

You bless up to three creatures within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target adds 1d4 to the attack roll or save.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

BURNING HANDS

Level 1 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: Instantaneous

A thin sheet of flames shoots forth from you. Each creature in a 15-foot Cone makes a Dexterity saving throw, taking 3d6 Fire damage on a failed save or half as much damage on a successful one.

Flammable objects in the Cone that aren't being worn or carried start burning.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 1.

CURE WOUNDS

Level 1 Abjuration (Bard, Cleric, Druid, Paladin, Ranger)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Instantaneous

A creature you touch regains a number of Hit Points equal to 2d8 plus your spellcasting ability modifier.

Using a Higher-Level Spell Slot. The healing increases by 2d8 for each spell slot level above 1.

FAERIE FIRE

Level 1 Evocation (Bard, Druid)

Casting Time: Action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

Objects in a 20-foot Cube within range are outlined in blue, green, or violet light (your choice). Each creature in the Cube is also outlined if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed Dim Light in a 10-foot radius and can't benefit from the Invisible condition.

Attack rolls against an affected creature or object have Advantage if the attacker can see it.

GUIDING BOLT

Level 1 Evocation (Cleric)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: 1 round

You hurl a bolt of light toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 4d6 Radiant damage, and the next attack roll made against it before the end of your next turn has Advantage.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 1.

HEALING WORD

Level 1 Abjuration (Bard, Cleric, Druid)

Casting Time: Bonus Action

Range: 60 feet

Components: V

Duration: Instantaneous

A creature of your choice that you can see within range regains Hit Points equal to 2d4 plus your spellcasting ability modifier.

Using a Higher-Level Spell Slot. The healing increases by 2d4 for each spell slot level above 1.

SHIELD OF FAITH

Level 1 Abjuration (Cleric, Paladin)

Casting Time: Bonus Action

Range: 60 feet

Components: V, S, M (a prayer scroll)

Duration: Concentration, up to 10 minutes

A shimmering field surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

LEVEL 2

LOCATE OBJECT

Level 2 Divination (Bard, Cleric, Druid, Paladin, Ranger, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a forked twig)

Duration: Concentration, up to 10 minutes

Describe or name an object that is familiar to you. You sense the direction to the object's location if that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement.

The spell can locate a specific object known to you if you have seen it up close—within 30 feet—at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon.

This spell can't locate an object if any thickness of lead blocks a direct path between you and the object.

SCORCHING RAY

Level 2 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You hurl three fiery rays. You can hurl them at one target within range or at several. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 Fire damage.

Using a Higher-Level Spell Slot. You create one additional ray for each spell slot level above 2.

SEE INVISIBILITY

Level 2 Divination (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a pinch of talc)

Duration: 1 hour

For the duration, you see creatures and objects that have the Invisible condition as if they were visible, and you can see into the Ethereal Plane. Creatures and objects there appear ghostly.