Spell Sheet Options

CHARACTER NAME

1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL	7TH LEVEL	8TH LEVEL	9TH LEVEL

SPELL SLOTS

WIZARD SPELLS

Intelligence			
SPELLCASTING ABILITY	TO PREPARE	ATTACK MODIFIER	SAVING THROW DC

CANTRIPS (0 LEVEL)

KN	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	Acid Splash	1 crea or 2 crea within 5 ft of each other save or 1d6 Acid dmg; +1d6 at CL 5, 11, and 17	Dex	Conj	1 a	60 ft	V,S	Instantaneous	P	211
○	Blade Ward	Until the end of my next turn, Bludgeoning, Piercing, and Slashing dmg resist. vs. weapons	—	Abjur	1 a	Self	V,S	1 rnd	P	218
○	Booming Blade	Melee wea atk with cast; hit: 0d8 Thunder dmg, if it moves next round +1d8; +1d8 at CL5, 11, & 17	—	Evoc	1 a	S:5-ft rad	S,M*f*	1 round	T	106
○	Chill Touch	Spell attack for 1d8 Necrotic dmg; can't regain HP; undead dis. atks vs. me; +1d8 at CL 5, 11, and 17	—	Necro	1 a	120 ft	V,S	1 rnd	P	221
○	Control Flames	Nonmagical flame up to 5 cu ft; instant: expand/extinguish, 1h: brighten/dim/color/create shapes	—	Trans	1 a	60 ft	S	Instant. or 1 h	X	152
○	Create Bonfire	5-ft cube all crea now/enter/end turn save or 1d8 Fire dmg; ignites flammable; +1d8 at CL 5/11/17	Dex	Conj	1 a	60 ft	V,S	Conc, 1 min	X	152
○	Dancing Lights	4 torch-sized lights or 1 humanoid-sized light; 10-ft rad dim light; bns a to move 60 ft	—	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P	230
○	Fire Bolt	Spell attack for 1d10 Fire dmg; unattended flammable objects ignite; +1d10 at CL 5, 11, and 17	—	Evoc	1 a	120 ft	V,S	Instantaneous	P	241
○	Friends	Adv. on Cha checks vs. 1 crea currently not hostile; when spell ends, crea knows and becomes hostile	—	Ench	1 a	Self	S,M	Conc, 1 min	P	244
○	Frostbite	1 crea save or 1d6 Cold dmg and dis. on next weapon attack roll; +1d6 at CL 5, 11, and 17	Con	Evoc	1 a	60 ft	V,S	Instantaneous	X	156
○	Green-Flame Blade	Melee wea atk with cast; hit: 0d8 Fire dmg, 1 crea in 5 ft 0d8+spell mod Fire dmg; +1d8 CL5/11/17	—	Evoc	1 a	S:5-ft rad	S,M*f*	Instantaneous	T	107
○	Gust	Med. or smaller crea save or push 5 ft; or push unattended 5 lb obj 10 ft; or harmless sensory effect	Str	Trans	1 a	30 ft	V,S	Instantaneous	X	157
○	Infestation	1 crea save or 1d6 Poison dmg and moved 5 ft in random direction; +1d6 at CL 5, 11, and 17	Con	Conj	1 a	30 ft	V,S,M	Instantaneous	X	158
○	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
○	Lightning Lure	1 crea in 15 ft save or pulled 10 ft to me; if it ends in 5 ft, 1d8 Lightning dmg; +1d8 at CL 5, 11, & 17	Str	Evoc	1 a	S:15-ft rad	V	Instantaneous	T	107
○	Mage Hand	Create spectral hand for simple tasks or carry up to 10 lb; 1 a to control; can't have multiple instances	—	Conj	1 a	30 ft	V,S	1 min (D)	P	256
○	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
○	Message	1 crea I point to hears whispered message and can reply with a whisper; nobody can overhear	—	Trans	1 a	120 ft	V,S,M	1 rnd	P	259
○	Mind Sliver	1 crea save or 1d6 Psychic dmg, -1d4 on 1st save before my next turn end; +1d6 at CL 5/11/17	Int	Ench	1 a	60 ft	V	1 rnd	T	108
○	Minor Illusion	5-ft cube illusion includes visible or audible; Int(Investigation) check vs. Spell DC; see book	—	Illus	1 a	30 ft	S,M	1 min (D)	P	260
○	Mold Earth	5 cu ft earth; instant.: excavate; 1h: change to difficult or normal terrain, or change shape and color	—	Trans	1 a	30 ft	S	Instant. or 1 h	X	162
○	Poison Spray	1 creature save or 1d12 Poison dmg; +1d12 at CL 5, 11, and 17	Con	Conj	1 a	10 ft	V,S	Instantaneous	P	266
○	Prestidigitation	Minor trick; harmless sensory effect, illusory image, snuff light, clean/soil/chill/warm/flavor etc.	—	Trans	1 a	10 ft	V,S	1 h (D)	P	267
○	Ray of Frost	Spell attack for 1d8 Cold dmg and -10 ft speed until start of my next turn; +1d8 at CL 5, 11, and 17	—	Evoc	1 a	60 ft	V,S	Instantaneous	P	271
○	Shape Water	5 cu ft water; instant: move/change flow; 1h: simple shapes/change color or opacity/freeze	—	Trans	1 a	30 ft	S	Instant. or 1 h	X	164
○	Shocking Grasp	Spell attack, adv. if metal armor, 1d8 Lightning dmg, no rea 1 turn; +1d8 at CL 5, 11, and 17	—	Evoc	1 a	Touch	V,S	Instantaneous	P	275
○	Sword Burst	All crea in range save or 1d6 Force damage; +1d6 at CL 5, 11, and 17	Dex	Conj	1 a	S:5-ft rad	V	Instantaneous	T	115
○	Thunderclap	100-ft rad audible; all crea but me in area save or 1d6 Thunder dmg; +1d6 at CL 5, 11, and 17	Con	Evoc	1 a	5 ft	S	Instantaneous	X	168
○	Toll the Dead	1 crea save or 1d12 Necrotic dmg (d8 instead of d12 if at full HP); +1d12/1d8 at CL 5, 11, & 17	Wis	Necro	1 a	60 ft	V,S	Instantaneous	X	169
○	True Strike	1 creature against whom I gain advantage on my next attack roll	—	Div	1 a	30 ft	S	Conc, 1 rnd	P	284
○										
○										
○										

1ST LEVEL

ME	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	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	X	150
○	Alarm (R)	Door, window, or 20-ft cube area; audible (60 ft) or mental alarm (1 mile) if undesignated crea enters	—	Abjur	1 min	30 ft	V,S,M	8 h	P	211
○	Burning Hands	All in area 3d6+1d6/SL Fire dmg; save halves; unattended flammable objects ignite	Dex	Evoc	1 a	S:15-ft cone	V,S	Instantaneous	P	220
○	Catapult	Send 5+5/SL lb unattended object in 90 ft straight line; if crea hit, save or 3d8+1d8/SL Bludg. dmg	Dex	Trans	1 a	60 ft	S	Instantaneous	X	150
○	Cause Fear	1+1/SL crea (not construct/undead), each max 30 ft apart, save or frightened; save end of each turn	Wis	Necro	1 a	60 ft	V	Conc, 1 min	X	151
○	Charm Person	1+1/SL humanoids, each max 30 ft apart, save or charmed; adv. on save if me/ally is fighting it	Wis	Ench	1 a	30 ft	V,S	1 h	P	221
○	Chromatic Orb	Spell attack for 3d8+1d8/SL Acid, Cold, Fire, Lightning, Poison or Thunder dmg (50gp)	—	Evoc	1 a	90 ft	V,S,M*f*	Instantaneous	P	221
○	Color Spray	6d10+2d10/SL HP of crea blinded, starting with the lowest current HP crea	—	Illus	1 a	S:15-ft cone	V,S,M	1 rnd	P	222
○	Comp. Languages (R)	Understand all spoken language or written language when touched; does not help vs. cyphers	—	Div	1 a	Self	V,S,M	1 h	P	224
○	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
○	Disguise Self	Alter appearance; Int(Investigation) check vs. spell DC to determine disguise	—	Illus	1 a	Self	V,S	1 h (D)	P	233
○	Distort Value	1 obj up to 1+1/SL cu ft doubles/halves in perceived value; Investigation vs. spell DC to see true value	—	Illus	1 min	Touch	V	8 hours	AI	75
○	Earth Tremor	All crea in range except me save or 1d6+1d6/SL Bludgeoning dmg and prone; loose ground is dif. ter.	Dex	Evoc	1 a	10 ft	V,S	Instantaneous	X	155
○	Expeditious Retreat	I can take Dash action now, and as a bonus action for the duration	—	Trans	1 bns	Self	V,S	Conc, 10 min	P	238
○	False Life	I gain 1d4+4+5/SL temporary hit points for the duration	—	Necro	1 a	Self	V,S,M	1 h	P	239
○	Feather Fall	5 creatures descent only 60 ft/rnd for duration or until landed, taking no falling damage	—	Trans	1 rea	60 ft	V,M	1 min	P	239
○	Find Familiar (R)	Gain the services of a familiar; can see through its eyes; it can deliver touch spells; see B (10gp cons.)	—	Conj	1 h	10 ft	V,S,M†	Instantaneous	P	240
○	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
○	Frost Fingers	All in area 2d8+1d8/SL Cold dmg; save halves; unattended nonmagical liquids freeze	Con	Evoc	1 a	S:15-ft cone	V,S	Instantaneous	RF	318

Made by Joost Wijnen (mpmb@flapkan.com); Design inspired by Wizards of the Coast character sheet

Spell Sheet Options

○ Grease	10-ft square difficult terrain; all entering, in area at casting or at end of turn save or fall prone	Dex	Conj	1 a	60 ft	V,S,M	1 min	P	246
○ 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	X	157
○ Identify (R)	1 magical item or magic-imbued crea/obj; learn properties, how to use, and spells affecting it (100gp)	—	Div	1 min	Touch	V,S,M*f*	Instantaneous	P	252
○ Illusory Script (R)	Write a message that only I, designated crea, and any with truesight can understand (10gp cons.)	—	Illus	1 min	Touch	S,M†	10 days	P	252
○ Jim's Magic Missile	3+1/SL darts, each spell atk for 2d4 Force dmg, 5d4 crit; any 1 to hit, all dmg me 1 (1+1/SL gp cons.)	—	Evoc	1 a	120 ft	V,S,R†	Instantaneous	AI	76
○ Jump	1 creature's jump distance is tripled for the duration	—	Trans	1 a	Touch	V,S,M	1 min	P	254
○ 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
○ Mage Armor	1 crea that isn't wearing armor has AC 13 + Dex modifier for the duration; spell ends if it dons armor	—	Abjur	1 a	Touch	V,S,M	8 h (D)	P	256
○ Magic Missile	3+1/SL darts hit creature(s) I can see for 1d4+1 Force dmg per dart	—	Evoc	1 a	120 ft	V,S	Instantaneous	P	257
○ Prot. from Evil/Good	1 crea immune fear/charm/possess by abber./celest./elem./fey/fiends/undead, they also dis. on atks	—	Abjur	1 a	Touch	V,S,M†	Conc, 10 min	P	270
○ Ray of Sickness	Spell attack for 2d8+1d8/SL Poison dmg; save or also poisoned until end of my next turn	Con	Necro	1 a	60 ft	V,S	Instantaneous	P	271
○ Shield	If hit by attack +5 AC until start of next turn; or stop Magic Missile spell from doing any dmg to me	—	Abjur	1 rea	Self	V,S	1 rnd	P	275
○ Silent Image	15-ft cube illusion includes visible; 1 a move it; Int(Investigation) check vs. spell DC; see book	—	Illus	1 a	60 ft	V,S,M	Conc, 10 min	P	276
○ Silvery Barbs	1 crea reroll d20 and use lowest for atk, check, or save; 1 crea adv. next atk, check, or save in 1 min	—	Ench	1 rea	60 ft	V	Instantaneous	SC	38
○ Sleep	20-ft rad 5d8+2d8/SL HP of conscious creatures fall asleep, starting with the lowest current HP crea	—	Ench	1 a	90 ft	V,S,M	1 min	P	276
○ Snare	5-ft rad trap; Investigation vs spell DC to see; save or restrained 3 ft in the air; save each rnd (5sp)	Dex	Abjur	1 min	Touch	S,M†	8 h, till trigger	X	165
○ Tasha's Caustic Brew	30-ft long 5-ft wide all save or 2d4+2d4/SL Acid dmg at start of turn; action to clean self or adjacent	Dex	Evoc	1 a	S:30-ft line	V,S,M	Conc, 1 min	T	115
○ Tasha's Hideous Laughter	1 crea with Int>4 save or fall prone, incapacitated, can't stand; save end of each turn or if taking dmg	Wis	Ench	1 a	30 ft	V,S,M	Conc, 1 min	P	280
○ Tenser's Floating Disk (R)	Create a 3 ft diameter disk that carries 500 lb and follows me if I move more than 20 ft away	—	Conj	1 a	30 ft	V,S,M	1 h	P	282
○ Thunderwave	All crea/obj in area 2d8+1d8/SL Thunder dmg, pushed 10 ft away; save halves and not pushed	Con	Evoc	1 a	S:15ft cube	V,S	Instantaneous	P	282
○ Unseen Servant (R)	Create a mindless, invisible, shapeless, Medium servant for simple tasks; bns a to mentally command it	—	Conj	1 a	60 ft	V,S,M	1 h	P	284
○ Witch Bolt	Rngd spell atk 1d12+1d12/SL Lightn. dmg; 1 a 1d12 Lightn. dmg; ends if out of range or I do other a	—	Evoc	1 a	30 ft	V,S,M	Conc, 1 min	P	289
○									
○									
○									

2ND LEVEL

ME	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	Aganazzar's Scorcher	30-ft long 5-ft wide line all creatures 3d8+1d8/SL Fire dmg; save halves	Dex	Evoc	1 a	30-ft line	V,S,M	Instantaneous	X	150
○	Alter Self	Change appearance, gain +1 magical 1d6 natural weapons, or water breathing and swim spd	—	Trans	1 a	Self	V,S	Conc, 1 h	P	211
○	Arcane Lock	Entryway locked; password or designated crea opens; +10 DC break/pick lock (25gp cons.)	—	Abjur	1 a	Touch	V,S,M†	Till dispelled	P	215
○	Blindness/Deafness	1+1/SL crea save or blinded or deafened; extra save at end of every turn	Con	Necro	1 a	30 ft	V	1 min	P	219
○	Blur	Enemies have dis. on attacks vs. me; no effect against crea without vision or immune to illus.	—	Illus	1 a	Self	V	Conc, 1 min	P	219
○	Borrowed Knowledge	Gain proficiency with one skill; ends early if cast again (25gp)	—	Div	1 a	Self	V,S,M*f*	1 hour	SC	37
○	Cloud of Daggers	5-ft cube 4d4+2d4/SL Slashing dmg to all that enter or start turn in area	—	Conj	1 a	60 ft	V,S,M	Conc, 1 min	P	222
○	Continual Flame	Create a permanent flame (50gp cons.)	—	Evoc	1 a	Touch	V,S,M†	Till dispelled	P	227
○	Crown of Madness	1 humanoid save or charmed and must melee attack against crea chosen by me; extra save/rnd	Wis	Ench	1 a	120 ft	V,S	Conc, 1 min	P	229
○	Darkness	15-ft rad darkness on point or object; darkvision doesn't work; only magical light of SL 3+ works in it	—	Evoc	1 a	60 ft	V,M	Conc, 10 min	P	230
○	Darkvision	1 willing creature has darkvision 60 ft for the duration	—	Trans	1 a	Touch	V,S,M	8 h	P	230
○	Detect Thoughts	1 a read thoughts of visible Int>3 crea or detect presence of invisible within 30 ft; save for probing	Wis	Div	1 a	Self	V,S,M	Conc, 1 min	P	231
○	Dragon's Breath	1 willing crea: 1 a breathe 15-ft cone all 3d6+1d6/SL Acid/Cold/Fire/Lightn./Poison dmg; save half	Dex	Trans	1 bns	Touch	V,S,M	Conc, 1 min	X	154
○	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	X	154
○	Earthbind	1 creatures save or fly speed is reduced to 0; airborne creatures safely descend at 60 ft per round	Str	Trans	1 a	300 ft	V	Conc, 1 min	X	154
○	Enlarge/Reduce	1 crea/object save or enlarged (Str adv. +1d4 weapon dmg), reduced (Str dis. -1d4 weapon dmg)	Con	Trans	1 a	30 ft	V,S,M	Conc, 1 min	P	237
○	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
○	Gentle Repose (R)	1 corpse protected from decay and prevent it from becoming undead; add duration to raising dead	—	Necro	1 a	Touch	V,S,M	10 days	P	245
○	Gift of Gab	Cast when talking, any crea within 5 ft think what I said in the last 6 seconds was only to cast a spell	—	Ench	1 rea	Self	V,S,R†	Conc, 1 h	AI	76
○	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	S:60-ft line	V,S,M	Conc, 1 min	P	248
○	Hold Person	1+1/SL humanoids, 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
○	Invisibility	1+1/SL crea invisible; attacking/casting makes the crea visible; anything worn/carried also invisible	—	Illus	1 a	Touch	V,S,M	Conc, 1 h	P	254
○	Jim's Glowing Coin	30-ft radius any creature I can see save or disadvantage on Perception and Initiative for duration	Wis	Ench	1 a	60 ft	V,M,R†	1 min	AI	76
○	Kinetic Jaunt	+10 ft walk spd; provoke no opportunity atks; move through crea space, counts not as difficult terrain	—	Trans	1 bns	Self	S	Conc, 1 min	SC	37
○	Knock	1 object is unlocked (1 lock), unstuck, unbarred, arcane lock suppressed for 10 min; audible for 300 ft	—	Trans	1 a	60 ft	V	Instantaneous	P	254
○	Levitate	1 crea/obj up to 500 lb save or rise vertically, up to 20 ft; 1 a (move a if self) move up/down 20 ft	Con	Trans	1 a	60 ft	V,S,M	Conc, 10 min	P	255
○	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
○	Magic Mouth (R)	Implant a 25 word message in an object that is uttered on chosen trigger condition (10gp cons.)	—	Illus	1 min	30 ft	V,S,M†	Till dispelled	P	257
○	Magic Weapon	1 nonmagical weapon becomes magical with +1 bonus to attack and damage; SL4: +2, SL6: +3	—	Trans	1 bns	Touch	V,S	Conc, 1 h	P	257
○	Max's Earthen Grasp	Medium hand atks 1 crea: save or 2d6 Bludg. dmg & restrained; 1 a hand moves/atks, releases; see B	Str	Trans	1 a	30 ft	V,S,M	Conc, 1 min	X	161
○	Melf's Acid Arrow	Spell attack for 4d4+1d4/SL Acid dmg and 2d4+1d4/SL next turn; on miss half dmg, no next turn	—	Evoc	1 a	90 ft	V,S,M	Instantaneous	P	259
○	Mind Spike	1 crea 3d8+1d8/SL Psychic dmg, know its location, can't be invis for me; save half, no other benefits	Wis	Div	1 a	60 ft	S	Conc, 1 h	X	162
○	Mirror Image	Create three illusionary duplicates of me; destroyed if hit; randomize attacks; AC 10 + my Dex mod	—	Illus	1 a	Self	V,S	1 min (D)	P	260
○	Misty Step	I teleport 30 feet to a unoccupied space I can see	—	Conj	1 bns	Self	V	Instantaneous	P	260
○	Nathair's Mischief	20-ft cube of magic, roll d4 for effect; At start of my turn, move cube 10 ft and reroll effect; see book	Var	Illus	1 a	60 ft	S,M	Conc, 1 min	FD	20
○	Nystul's Magic Aura	Create a false magic item with chosen properties or shroud a magical item from detection	—	Illus	1 a	Touch	V,S,M	24 h	P	263
○	Phantasmal Force	1 crea save or sees 10 ft cube illusion that does 1d6 Psychic dmg/rnd; Int(Investigation) vs. spell DC	Int	Illus	1 a	60 ft	V,S,M	Conc, 1 min	P	264
○	Pyrotechnics	5 cu ft nonma. flame extinguish, or 10-ft rad all crea save or blind 1 rnd, or 20-ft rad hvy obsc. 1 min	Con	Trans	1 a	60 ft	V,S	Instantaneous	X	163
○	Ray of Enfeeblement	Spell attack; crea does half dmg with weapon attacks that use Str; save at end of each turn to end	Con	Necro	1 a	60 ft	V,S	Conc, 1 min	P	271
○	Rime's Binding Ice	All in area 3d8+1d8/SL Cold dmg and speed 0 for 1 min until 1 a to undo; save halves, normal speed	Con	Evoc	1 a	S:30-ft cone	S,M	Instantaneous	FD	21
○	Rope Trick	Rope up to 60 ft stands vertical; extradimens. space with invisible 3×5 ft entrance at top, for 8 crea	—	Trans	1 a	Touch	V,S,M	1 h	P	272
○	Scorching Ray	3+1/SL rays hit creature(s) on spell attack with each ray for 2d6 Fire dmg per ray	—	Evoc	1 a	120 ft	V,S	Instantaneous	P	273
○	See Invisibility	See invisible/ethereal creatures and objects as if they were visible; ethereals are ghostly, translucent	—	Div	1 a	Self	V,S,M	1 h	P	274

Made by Joost Wijnen (mpmb@flapkan.com); Design inspired by Wizards of the Coast character sheet

Spell Sheet Options

Shadow Blade	Sword 2d8 Psychic dmg, finesse, light, thrown (20/60 ft), adv. if target in dim/dark; +1d8 at SL3/5/7	—	Illus	1 bns	Self	V,S	Conc, 1 min	X	164
Shatter	10-ft rad all 3d8+1d8/SL Thunder dmg; save halves; nonmagical unattended objects also take dmg	Con	Evoc	1 a	60 ft	V,S,M	Instantaneous	P	275
Skywrite (R)	Write up to 10 words with clouds in a part of the sky I can see; strong wind can diperse the clouds	—	Trans	1 a	Sight	V,S	Conc, 1 h	X	165
Snilloc's Snowball Swarm	5-ft radius all creatures 3d6+1d6/SL Cold damage; save halves	Dex	Evoc	1 a	90 ft	V,S,M	Instantaneous	X	165
Spider Climb	1 gains climbing speed equal to walking speed; can go on walls and ceilings with hands free	—	Trans	1 a	Touch	V,S,M	Conc, 1 h	P	277
Suggestion	1 crea save or follow understood reasonable stated course of action; ends if I or allies harm target	Wis	Ench	1 a	30 ft	V,M	Conc, 8 h	P	279
Tasha's Mind Whip	1+1/SL crea, max 30 ft apart; 3d6 Psychic dmg; no rea; only move, act, or bns; save half, no act limit	Int	Ench	1 a	90 ft	V	1 rnd	T	115
Vortex Warp	1 crea save or teleported to a sufficiently empty space of my choice within range; +30 ft/SL range	Con	Conj	1 a	90 ft	V,S	Instantaneous	SC	38
Warding Wind	Strong (20 mph) wind around me deafens/extinguishes unprotected flames/dif. ter./ranged wea dis.	—	Evoc	1 a	S:10-ft rad	V	Conc, 10 min	X	170
Web	20-ft cube, anchored, all save or restrained; dif. ter.; lightly obscures; Str check vs. Spell DC to free	Dex	Conj	1 a	60 ft	V,S,M	Conc, 1 h	P	287
Wither and Bloom	10-ft rad any crea 2d6+1d6/SL Necrotic dmg, save half; 1 crea can heal using 1+1/SL HD; see B	Con	Necro	1 a	60 ft	V,S,M	Instantaneous	SC	38

3RD LEVEL

ME	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
	Animate Dead	Turn corpses into 1+2/SL Skeletons or Zombies; control for 24h; bns a command within 60 ft	—	Necro	1 min	10 ft	V,S,M	Instantaneous	P	212
	Ashardalon's Stride	+20+5/SL ft speed; provoke no opp atks for moving; all crea/obj in 5 ft of path 1d6+1d6/SL Fire dmg	—	Trans	1 bns	Self	V,S	Conc, 1 min	FD	19
	Bestow Curse	1 creature save or cursed, see book; duration SL4:conc, 10 min; SL5:8h; SL7:24h; SL9:until dispelled	Wis	Necro	1 a	Touch	V,S	Conc, 1 min	P	218
	Blink	50% chance every turn to travel to Ethereal Plane and return to an empty space within 10 ft next turn	—	Trans	1 a	Self	V,S	1 min (D)	P	219
	Catnap	3+1/SL willing crea unconscious for 10 min to gain benefits of short rest; Ends if dmg or 1 a to wake	—	Ench	1 a	30 ft	S,M	10 min	X	151
	Clairvoyance	See or hear a familiar place; 1 a to switch between seeing and hearing (100gp)	—	Div	10 min	1 mile	V,S,M*f*	Conc, 10 min	P	222
	Counterspell	Stop a spell being cast; if above SL of this spell, make DC 10+SL spellcasting ability check	—	Abjur	1 rea	60 ft	S	Instantaneous	P	228
	Dispel Magic	Dispel all magical effects on crea or object; if above this SL, DC 10+SL spellcasting ability check	—	Abjur	1 a	120 ft	V,S	Instantaneous	P	234
	Enemies Abound	1 crea save or regard all creatures it can see as enemies, random targeting; save when damaged to end	Int	Ench	1 a	120 ft	V,S	Conc, 1 min	X	155
	Erupting Earth	20-ft cube all crea 3d12+1d12/SL Bludgeoning dmg; save halves; area becomes difficult terrain	Dex	Trans	1 a	120 ft	V,S,M	Instantaneous	X	155
	Fast Friends	1+1/SL humanoid save or charmed and perform tasks I ask it to do; adv. save if me/ally is fighting it	Wis	Ench	1 a	30 ft	V	Conc, 1 h	AI	75
	Fear	All crea save or drop what it is holding and frightened; extra save at end of turn if not in line of sight	Wis	Illus	1 a	S:30-ft cone	V,S,M	Conc, 1 min	P	239
	Feign Death (R)	Willing creature appears dead; it is blinded, incapacitated, has dmg resist. all but Psychic, and speed 0	—	Necro	1 a	Touch	V,S,M	1 h (D)	P	240
	Fireball	20-ft rad all crea 8d6+1d6/SL Fire dmg; save halves; unattended flammable objects ignite	Dex	Evoc	1 a	150 ft	V,S,M	Instantaneous	P	241
	Flame Arrows	12+2/SL ammunition drawn from touched quiver do +1d6 Fire damage on a successful hit	—	Trans	1 a	Touch	V,S	Conc, 1 h	X	156
	Fly	1+1/SL willing creatures gain fly 60 ft speed	—	Trans	1 a	Touch	V,S,M	Conc, 10 min	P	243
	Gaseous Form	1 willing crea into a misty cloud with fly 10 ft, resist. to nonmagical dmg, adv. on Str/Dex/saves	—	Trans	1 a	Touch	V,S,M	Conc, 1 h	P	244
	Glyph of Warding	Create a glyph that triggers on set condition; Int(Investigation) vs. Spell DC; see book (200gp cons.)	—	Abjur	1 h	Touch	V,S,M†	Till triggered	P	245
	Haste	1 willing crea +2 AC, speed doubled, adv. on Dex saves, extra action (1 attack, dash, disengage, hide)	—	Trans	1 a	30 ft	V,S,M	Conc, 1 min	P	250
	Hypnotic Pattern	30-ft cube all crea save or charmed, incapacitated, speed 0 for duration; ends if crea takes dmg	Wis	Illus	1 a	120 ft	S,M	Conc, 1 min	P	252
	Incite Greed	Any crea that see me save or charmed, only move to me, if in 5 ft do nothing; save end of each turn	Wis	Ench	1 a	30 ft	V,S,M*f*	Conc, 1 min	AI	76
	Intellect Fortress	1+1/SL crea, each max 30 ft apart, has Psychic damage resistance and adv. on Int, Wis, and Cha saves	—	Abjur	1 a	30 ft	V	Conc, 1 h	T	107
	Leomund's Tiny Hut (R)	10-ft rad immobile dome of force holds 9 Medium crea; blocks magic; ends if I leave; see book	—	Evoc	1 min	S:10-ft rad	V,S,M	8 h	P	255
	Life Transference	I take 4d8+1d8/SL Necrotic dmg (in full) and 1 crea in range I can see heals twice that in HP	—	Necro	1 a	30 ft	V,S	Instantaneous	X	160
	Lightning Bolt	100-ft long 5-ft wide all 8d6+1d6/SL Lightn. dmg; save halves; unattended flammable obj ignite	Dex	Evoc	1 a	S:100-ft line	V,S,M	Instantaneous	P	255
	Magic Circle	Celes., elem., fey, fiends, or undead can't enter/leave; dis. on atk; +1h/SL dura.; see B (100gp cons.)	—	Abjur	1 min	10 ft	V,S,M†	1 h	P	256
	Major Image	20-ft cube illusion includes visible, audible, olfactory, temperature; 1 a move it; SL6: no conc.; see B	—	Illus	1 a	120 ft	V,S,M	Conc, 10 min	P	258
	Melf's Minute Meteors	6+2/SL meteors; at casting/bns a send up to two 120 ft for 5-ft rad all crea 2d6 Fire dmg; save half	Dex	Evoc	1 a	Self	V,S,M	Conc, 10 min	X	161
	Nondetection	1 crea or object up to 10 cu ft hidden from all divination magic (25gp cons.)	—	Abjur	1 a	Touch	V,S,M†	8 h	P	263
	Phantom Steed (R)	Summon quasi-real steed with 100 ft speed (10 mph); I designate rider; spells ends if it takes dmg	—	Illus	1 min	30 ft	V,S	1 h (D)	P	265
	Protection from Energy	1 creature gains resistance to either Acid, Cold, Fire, Lightning, or Thunder damage for duration	—	Abjur	1 a	Touch	V,S	Conc, 1 h	P	270
	Remove Curse	1 creature or object is freed of all curses; cursed magic items break attunement with owner	—	Abjur	1 a	Touch	V,S	Instantaneous	P	271
	Sending	Send a 25 word message to a familiar creature; it recognizes me and can respond with 25 words	—	Evoc	1 a	Unlimited	V,S,M	1 rnd	P	274
	Sleet Storm	40-ft rad 20-ft high; heavily obsc.; douses flames; difficult ter.; save or prone; Con save or lose conc.	Dex	Conj	1 a	150 ft	V,S,M	Conc, 1 min	P	276
	Slow	6 crea in 40-ft cube save or half spd, -2 AC, -2 Dex saves, no rea, only 1 a or bns a, 1 atk; see book	Wis	Trans	1 a	120 ft	V,S,M	Conc, 1 min	P	277
	Spirit Shroud	My atks +1d8+1d8/2SL Cold/Necro/Radiant dmg, no heal until next turn; any crea I see -10 ft spd	—	Necro	1 bns	S:10-ft rad	V,S	Conc, 1 min	T	108
	Stinking Cloud	20-ft rad; ignores cover, heavily obscures; all in area at start of turn save against poison or can't act	Con	Conj	1 a	90 ft	V,S,M	Conc, 1 min	P	278
	Summon Fey	Summon choice of Fey Spirit; obeys commands; takes turn after mine; disappears at 0 hp (300gp)	—	Conj	1 a	90 ft	V,S,M*f*	Conc, 1 h	T	112
	Summon Lesser Demons	Summon up to 8 (16 at SL6, 24 at SL8) CR ≤1 1 demons, DM choice; attack nearest non-demons	—	Conj	1 a	60 ft	V,S,M	Conc, 1 h	X	167
	Summon Shadowspawn	Summon choice of Shadow Spirit; obeys commands; takes turn after mine; disappears at 0 hp (300gp)	—	Conj	1 a	90 ft	V,S,M*f*	Conc, 1 h	T	113
	Summon Undead	Summon choice of Undead Spirit; obeys commands; takes turn after mine; disappears at 0 hp (300gp)	—	Necro	1 a	90 ft	V,S,M*f*	Conc, 1 h	T	114
	Thunder Step	Me + 1 willing crea teleport 90 ft; all crea in 10 ft of origin 3d10+1d10/SL Thunder dmg; save half	Con	Conj	1 a	90 ft	V	Instantaneous	X	168
	Tidal Wave	30-ft x 10-ft, 10-ft high all crea 4d8 Bludg. dmg and prone; save halves not prone; extinguish flames	Dex	Conj	1 a	120 ft	V,S,M	Instantaneous	X	168
	Tiny Servant	Animate 1+2/SL Tiny, nonmagical, unattended obj as tiny servants; bns a to command telepathically	—	Trans	1 min	Touch	V,S	8 h	X	168
	Tongues	1 crea understands all spoken languages, all with a language can understand what it means	—	Div	1 a	Touch	V,M	1 h	P	283
	Vampiric Touch	Spell attack each turn as 1 a for 3d6+1d6/SL Necrotic dmg; I heal half the damage dealt	—	Necro	1 a	Self	V,S	Conc, 1 min	P	285
	Wall of Sand	30×10×10ft (l×w×h) wall on the ground; blocks line of sight; blinded while inside; 1/3 move	—	Evoc	1 a	90 ft	V,S,M	Conc, 10 min	X	170
	Wall of Water	30×1×10ft (l×w×h) or 20-ft rad 20-ft high; dif. ter.; range wea dis.; Fire dmg half; Cold dmg freezes	—	Evoc	1 a	60 ft	V,S,M	Conc, 10 min	X	170
	Water Breathing (R)	10 willing creatures can breathe underwater for the duration	—	Trans	1 a	30 ft	V,S,M	24 h	P	287

Made by Joost Wijnen (mpmb@flapkan.com); Design inspired by Wizards of the Coast character sheet

Spell Sheet Options

4TH LEVEL

ME	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	Arcane Eye	Create invisible, moving (unlimited range, 30 ft/rnd) 1" magic eye with darkvision I see through	—	Div	1 a	30 ft	V,S,M	Conc, 1 h	P	214
○	Banishment	1+1/SL crea save or banished; crea return if spell lasts < 1 min	Cha	Abjur	1 a	60 ft	V,S,M	Conc, 1 min	P	217
○	Blight	1 creature takes 8d8+1d8/SL Necrotic dmg; save halves; plants have dis. on save	Con	Necro	1 a	30 ft	V,S	Instantaneous	P	219
○	Charm Monster	1+1/SL creatures, each max 30 ft apart, save or charmed; adv. on save if me/ally is fighting it	Wis	Ench	1 a	30 ft	V,S	1 h	X	151
○	Confusion	10+5/SL-ft rad all save or confused, see book; extra save at end of every turn	Wis	Ench	1 a	90 ft	V,S,M	Conc, 1 min	P	224
○	Conj. Minor Elementals	Summon 2+2/2SL CR of elementals; obey my verbal commands	—	Conj	1 min	90 ft	V,S	Conc, 1 h	P	226
○	Control Water	Control an amount of water in a 100 ft cube as 1 a; flood, part, redirect, or whirlpool, see book	—	Trans	1 a	300 ft	V,S,M	Conc, 10 min	P	227
○	Dimension Door	Teleport myself and 1 willing crea within 5 ft, up to 500 ft to a place I can see, specify, or describe	—	Conj	1 a	500 ft	V	Instantaneous	P	233
○	Elemental Bane	1+1/SL crea, each max 30 ft apart, save or 1 energy: lose resist. to it & +2d6 to first dmg with it/turn	Con	Trans	1 a	90 ft	V,S	Conc, 1 min	X	155
○	Evard's Black Tentacles	All that enter/start 20-ft rad save or restrained & 3d6 Bludgeoning dmg/rnd; Str/Dex check to escape	Dex	Conj	1 a	90 ft	V,S,M	Conc, 1 min	P	238
○	Fabricate	Create simple object from raw materials; or complex object if proficient in the appropriate tools	—	Trans	10 min	120 ft	V,S	Instantaneous	P	239
○	Fire Shield	Fiery shield gives either Fire or Cold dmg resist. and deals 2d8 of the other dmg type to melee attackers	—	Evoc	1 a	Self	V,S,M	10 min (D)	P	241
○	Greater Invisibility	1 crea invisible until end of the spell; anything the target is wearing or carrying is also invisible	—	Illus	1 a	Touch	V,S	Conc, 1 min	P	246
○	Hallucinatory Terrain	150-ft cube of terrain resembles some other sort of terrain; Int (Investigation) vs. Spell DC; see book	—	Illus	10 min	300 ft	V,S,M	24 h	P	249
○	Ice Storm	20-ft rad 40-ft high all crea 2d8+1d8/SL Bludg. dmg & 4d6 Cold dmg; save half; 1 rnd difficult ter.	Dex	Evoc	1 a	300 ft	V,S,M	Instantaneous	P	252
○	Leomund's Secret Chest	Hide chest with content in Ethereal Plane for 60 days, after that chance of loss; 1 a reappear (5050gp)	—	Conj	1 a	Touch	V,S,M*f*	Instantaneous	P	254
○	Locate Creature	Learn direction to closest named or described kind or specific creature within 1000 ft; see book	—	Div	1 a	Self	V,S,M	Conc, 1 h	P	256
○	Mor. Faithful Hound	Invisible, immobile dog does melee spell atk for 4d8 Piercing dmg; sees invisible/ethereal; see book	—	Conj	1 a	30 ft	V,S,M	8 h (D)	P	261
○	Mor. Private Sanctum	Up to 100+100/SL ft cube is magically secured in chosen way; see book	—	Abjur	10 min	120 ft	V,S,M	24 h (D)	P	262
○	Otiluke's Resilient Sphere	1 crea/obj up to Large save or enclosed in impenetrable sphere; can be moved as hamsterball	Dex	Evoc	1 a	30 ft	V,S,M	Conc, 1 min	P	264
○	Phantasmal Killer	1 crea save or frightened; end of each turn save to end or 4d10+1d10/SL Psychic dmg	Wis	Illus	1 a	120 ft	V,S	Conc, 1 min	P	265
○	Polymorph	1 creature with > 0 HP save or transformed into beast of choice of same CR or lower; see book	Wis	Trans	1 a	60 ft	V,S,M	Conc, 1 h	P	266
○	Raulothim's Psychic Lance	1 crea I see or can name 7d6+1d6/SL Psychic dmg & incap. till start of my turn; save half, not incap.	Int	Ench	1 a	120 ft	V	Instantaneous	FD	21
○	Sickening Radiance	30-ft rad all enter/start turn save or 4d10 Radiant dmg, 1 level of exhaustion, and emit 5-ft rad light	Con	Evoc	1 a	120 ft	V,S	Conc, 10 min	X	164
○	Stone Shape	Form 5 cu ft of stone into any shape; can have up to two hinges and a latch, but no finer mechanisms	—	Trans	1 a	Touch	V,S,M	Instantaneous	P	278
○	Stoneskin	1 willing crea resistance to nonmagical Bludgeoning, Piercing, and Slashing dmg (100gp cons.)	—	Abjur	1 a	Touch	V,S,M†	Conc, 1 h	P	278
○	Storm Sphere	20-ft rad dif. ter., all now/end turn save or 2d6 Bludg. dmg; bns a 60 ft atk 4d6 Lightn. dmg; +1d6/SL	Str	Evoc	1 a	150 ft	V,S	Conc, 1 min	X	166
○	Summon Abberation	Summon choice of Abberant Spirit; obeys commands; takes turn after mine; vanishes at 0 hp (300gp)	—	Conj	1 a	90 ft	V,S,M*f*	Conc, 1 h	T	109
○	Summon Construct	Summon choice of Construct Spirit; obeys commands; takes turn after mine; vanishes at 0 hp (400gp)	—	Conj	1 a	90 ft	V,S,M*f*	Conc, 1 h	T	111
○	Summon Elemental	Summon choice of Elemental Spirit; obeys commands; takes turn after mine; vanishes at 0 hp (400gp)	—	Conj	1 a	90 ft	V,S,M*f*	Conc, 1 h	T	111
○	Summon Greater Demon	Summon 1 demon of CR 5+1/SL that obeys me; end of each of its turn, save to break free; see book	Cha	Conj	1 a	60 ft	V,S,M	Conc, 1 h	X	166
○	Vitriolic Sphere	20-ft rad all crea 10d4+2d4/SL Acid dmg, +5d4 dmg next turn end; save half & no dmg next turn	Dex	Evoc	1 a	150 ft	V,S,M	Instantaneous	X	170
○	Wall of Fire	60×1×20ft (l×w×h) or 10-ft rad all in and 10 ft on 1 side 5d8+1d8/SL Fire dmg; save halves; see B	Dex	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P	285
○	Watery Sphere	5-ft rad all crea < Huge save or restrained; on save ejected; save each rnd; 1 a move sphere 30 ft	Str	Conj	1 a	90 ft	V,S,M	Conc, 1 min	X	170
○										
○										
○										

5TH LEVEL

ME	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	Animate Objects	10+2/SL nonmagical objects not worn or carried; bns a command within 500 ft; see book	—	Trans	1 a	120 ft	V,S	Conc, 1 min	P	213
○	Bigby's Hand	Large hand attacks, pushes, grapples or shields, see book; AC 20, my max HP; bns a move 60 ft	—	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P	218
○	Cloudkill	20-ft rad 5d8+1d8/SL Poison dmg; save halves; move 10 ft/rnd; heavily obscured, difficult terrain	Con	Conj	1 a	120 ft	V,S	Conc, 10 min	P	222
○	Cone of Cold	8d8+1d8/SL Cold dmg; save halves; crea killed become frozen statues until thawed	Con	Evoc	1 a	S:60-ft cone	V,S,M	Instantaneous	P	224
○	Conjure Elemental	CR 5+1/SL elemental; obeys my verbal commands; breaks free on broken conc.	—	Conj	1 min	90 ft	V,S,M	Conc, 1 h	P	225
○	Contact Other Plane (R)	I make DC 15 save to ask extraplanar entity 5 questions with one word answers; insane on fail	Int	Div	1 min	Self	V	1 min	P	226
○	Control Winds	100-ft cube of air either gusts, downdraft, or updraft; affects flying/jump/ranged; 1 a change; see B	—	Trans	1 a	300 ft	V,S	Conc, 1 h	X	152
○	Creation	Create a nonliving object up to a 5+5/SL-ft cube of vegetable matter, stone, metal, gems or rare metals	—	Illus	1 min	30 ft	V,S,M	Special	P	229
○	Danse Macabre	5+2/SL small/medium corpses as zombie/skeleton; spellc. mod to atk/dmg; bns a command in 60 ft	—	Necro	1 a	60 ft	V,S	Conc, 1 h	X	153
○	Dawn	30-ft rad 40-ft high all crea 4d10 Radiant dmg at cast/end turn; bns a move it 60 ft (100gp)	Con	Evoc	1 a	60 ft	V,S,M*f*	Conc, 1 min	X	153
○	Dominate Person	1 humanoid save or charmed, follows telepathic commands, 1 a for complete control; +SL for dur.	Wis	Ench	1 a	60 ft	V,S	Conc, 1 min	P	235
○	Dream	Me or willing crea enters a crea's dreams, manifesting as a messenger with whom it can communicate	—	Illus	1 min	Special	V,S,M	8 h	P	236
○	Enervation	1 crea 4d8+1d8/SL Necrotic dmg, action to repeat, I heal half; on save 2d8+1d8/SL dmg once; see B	Dex	Necro	1 a	60 ft	V,S	Conc, 1 min	X	155
○	Far Step	At casting and as bonus action for duration, I can teleport 60 ft to a space I can see	—	Conj	1 bns	Self	V	Conc, 1 min	X	155
○	Geas	1 crea save or charmed, it must obey commands or 5d10 Psychic dmg; SL7: 1 year, SL9: until disp.	Wis	Ench	1 min	60 ft	V	30 days (D)	P	244
○	Hold Monster	1+1/SL crea (not undead), each max 30 ft apart, save or paralyzed; extra save at end of each turn	Wis	Ench	1 a	90 ft	V,S,M	Conc, 1 min	P	251
○	Immolation	1 crea save or 8d6 Fire dmg & burns for 4d6 Fire dmg/rnd; save each rnd to end; save half, no burning	Dex	Evoc	1 a	90 ft	V	Conc, 1 min	X	158
○	Infernal Calling	Summon 1 devil of CR 6+1/SL; hostile to all, obeys my command if to its liking or Cha check; see B	—	Conj	1 min	90 ft	V,S,M*f*	Conc, 1 h	X	158
○	Legend Lore	Learn summary of lore of named or described person, place, or object (200gp; 250gp cons.)	—	Div	10 min	Self	V,S,M†	Instantaneous	P	254
○	Mislead	I go invisible; create illusionary duplicate of me, 1 a move it, bns a switch between its senses and mine	—	Illus	1 a	Self	S	Conc, 1 h	P	260
○	Modify Memory	1 crea save or charmed, alter 1 memory of last (SL6: 7, SL7: 30, SL8: 365) day; SL:9 any memory	Wis	Ench	1 a	30 ft	V,S	Conc, 1 min	P	261
○	Negative Energy Flood	1 crea: living 5d12 Necrotic dmg, save halves, rises as zombie if killed; undead 5d12/2 temp HP	Con	Necro	1 a	60 ft	V,M	Instantaneous	X	163
○	Passwall	Create a passage (max. 5 ft wide, 8 ft tall, 20 ft deep) in a wooden, plaster or stone surface for 1 h	—	Trans	1 a	30 ft	V,S,M	1 h	P	264
○	Planar Binding	1 celestial/elem/fey/fiend save or bound; SL6: 10, SL7: 30, SL8: 180, SL9: 366 days (1000gp cons.)	Cha	Abjur	1 h	60 ft	V,S,M†	24 h	P	265
○	Rary's Telepath. Bond (R)	8 willing crea with Int>2 gain a telepathic bond that works for any distance on the same plane	—	Div	1 a	30 ft	V,S,M	1 h	P	270
○	Scrying	1 crea save or sensor follows it around; or create sensor in familiar location; see book (1000gp)	Wis	Div	10 min	Self	V,S,M*f*	Conc, 10 min	P	273
○	Seeming	Any crea save or disguised by changing physical appearance; Int(Investigation) check vs. spell DC	Cha	Illus	1 a	30 ft	V,S	8 h (D)	P	274
○	Skill Empowerment	1 willing creature gains expertise in one skill of my choice that it is proficient with for the duration	—	Trans	1 a	Touch	V,S	Conc, 1 h	X	165

Made by Joost Wijnen (mpmb@flapkan.com); Design inspired by Wizards of the Coast character sheet

Spell Sheet Options

○ Steel Wind Strike	Melee spell attack vs. 5 crea in range; 6d10 Force dmg on hit; after, I teleport next to one target	—	Conj	1 a	30 ft	S,M*f*	Instantaneous	X	166
○ Summon Draconic Spirit	Summon choice of Draconic Spirit; obeys commands; takes turn after mine; vanishes at 0 hp (500gp)	—	Conj	1 a	60 ft	V,S,M*f*	Conc, 1 min	FD	21
○ Synaptic Static	20-ft rad all crea Int>2 save or 8d6 Psychic dmg, -1d6 on atks/check/conc. save; save half, no -1d6	Int	Ench	1 a	120 ft	V,S	Instant, 1 min	X	167
○ Telekinesis	Move Huge creature or 1000 lb object 30 ft as 1 a; spellcasting ability check vs. Str check; see B	—	Trans	1 a	60 ft	V,S	Conc, 10 min	P	280
○ Teleportation Circle	Create a circle to teleport to another teleportation circle on same plane; see book (50gp cons.)	—	Conj	1 min	10 ft	V,M†	1 rnd	P	281
○ Transmute Rock	40 cu ft stone to mud or mud to stone; mud and stone restrains; mud from ceiling falls; see book	—	Trans	1 a	120 ft	V,S,M	Until dispelled	X	169
○ Wall of Force	10 10×10-ft panels or 10-ft rad (hemi)sphere invisible, impenetrable wall; can float in air; see book	—	Evoc	1 a	120 ft	V,S,M	Conc, 10 min	P	285
○ Wall of Light	60×5×10ft (l×w×h) 4d8+1d8/SL Radiant dmg & blind; save half, not blind; 1 a rngd spell atk; see B	Con	Evoc	1 a	120 ft	V,S,M	Conc, 10 min	X	170
○ Wall of Stone	10 10×10-ft panels 6" thick wall connected with existing stone; half thickness, double surface; see B	—	Evoc	1 a	120 ft	V,S,M	Conc, 10 min	P	287
○									
○									
○									

6TH LEVEL

ME	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	Arcane Gate	Two portals, up to 500 ft apart, teleport any to other side; portals are filled with opaque mist	—	Conj	1 a	500 ft	V,S	Conc, 10 min	P	214
○	Chain Lightning	Lightning bolt 1 crea and 3+1/SL crea within 30 ft; 10d8 Lightning dmg; save halves	Dex	Evoc	1 a	150 ft	V,S,M	Instantaneous	P	221
○	Circle of Death	60-ft rad all 8d6+2d6/SL Necrotic dmg; save halves (500gp)	Con	Necro	1 a	150 ft	V,S,M*f*	Instantaneous	P	221
○	Contingency	Prepare another SL<6 spell I can cast to activate when some condition is met (1500gp)	—	Evoc	10 min	Self	V,S,M*f*	10 days	P	227
○	Create Homunculus	I take 2d4 piercing dmg to create a homunculus as my faithful companion; see book (1000gp)	—	Trans	1 h	Touch	V,S,M*f*	Instantaneous	X	152
○	Create Undead	Turn corpses into 3+1/SL ghouls i.a.; control 24h; bns a command 120 ft; see B (150gp/corpse cons.)	—	Necro	1 min	10 ft	V,S,M†	Instantaneous	P	229
○	Disintegrate	1 crea save or 40+10d6+3d6/SL Force dmg; or up to 10-ft cube nonmagical object is destroyed	Dex	Trans	1 a	60 ft	V,S,M	Instantaneous	P	233
○	Draw. Instant Sum. (R)	Link object to sapphire (1000gp); 1 a crush gem to summon the unattended object or learn of wielder	—	Conj	1 min	Touch	V,S,M*f*	Till dispelled	P	235
○	Eyebite	1 crea/rnd within 60 ft save or either fall asleep, panicked, or sickened, my choice	Wis	Necro	1 a	Self	V,S	Conc, 1 min	P	238
○	Fizban's Platinum Shield	1 crea Acid, Cold, Fire, Lightn. & Poison resist., half cover, better Dex saves; 1 bns change crea (500gp)	—	Abjur	1 bns	60 ft	V,S,M*f*	Conc, 1 min	FD	20
○	Flesh to Stone	1 crea save or restrained; save at end of turn, 3 consecutive fail: petrified, 3 consecutive success: free	Con	Trans	1 a	60 ft	V,S,M	Conc, 1 min	P	243
○	Globe of Invulnerability	SL<(6+1/SL) cast outside area cannot effect inside area; casting with a higher spell slot does not help	—	Abjur	1 a	S:10-ft rad	V,S,M	Conc, 1 min	P	245
○	Guards and Wards	Protect an area with an assortment of effects including fog, web, illusions and locks; see book (10gp)	—	Abjur	10 min	Touch	V,S,M*f*	24 h	P	248
○	Investiture of Flame	Fire immune; Cold res.; 1d10 Fire dmg in 5 ft; 1 a 15-ft long 5-ft wide all crea 4d8 Fire dmg, save half	Dex	Trans	1 a	Self	V,S	Conc, 10 min	X	159
○	Investiture of Ice	Cold im.; Fire res.; 10-ft rad dif. ter.; 1 a 15-ft cone all crea 4d6 Cold dmg, half spd; save half, no spd	Con	Trans	1 a	Self	V,S	Conc, 10 min	X	159
○	Investiture of Stone	Nonmagical Bludg/Pierc/Slash resist.; 1 a 15-ft rad all crea save or prone; move through earth/stone	Dex	Trans	1 a	Self	V,S	Conc, 10 min	X	159
○	Investiture of Wind	Rngd wea atks dis. vs. me; fly 60 ft; 1 a 15-ft cube in 60 ft all 2d10 Bludg. dmg, push 10 ft, save half	Con	Trans	1 a	Self	V,S	Conc, 10 min	X	160
○	Magic Jar	Transport my soul into container from which I can attempt to possess humanoids; see B (500gp)	—	Necro	1 min	Self	V,S,M*f*	Till dispelled	P	257
○	Mass Suggestion	12 crea save or follow stated course of action; SL7: 10 day; SL8: 30 days; SL9: 366 days; see book	Wis	Ench	1 a	60 ft	V,M	24 h	P	258
○	Mental Prison	1 crea 5d10 Psychic dmg; save or restrained, blind, deaf, and if moved: 10d10 dmg, ends; charm effect	Int	Illus	1 a	60 ft	S	Conc, 1 min	X	161
○	Move Earth	Every 10 min of concentration, gradually reshape 40 cu ft of dirt, sand, or clay; see book	—	Trans	1 a	120 ft	V,S,M	Conc, 2 h	P	263
○	Otiluke's Freezing Sphere	60-ft rad all 10d6+1d6/SL Cold dmg; save halves; freezes water; can save up to 1 min before using	Con	Evoc	1 a	300 ft	V,S,M	Instantaneous	P	263
○	Otto's Irresistible Dance	1 crea dances in place, can't move, dis. on atks/Dex saves, adv. on atks vs. target; 1 a Wis save to end	—	Ench	1 a	30 ft	V	Conc, 1 min	P	264
○	Programmed Illusion	30-ft cube illusion includes visible, audible; triggers on set condition; see book (25gp)	—	Illus	1 a	120 ft	V,S,M*f*	Till dispelled	P	269
○	Scatter	Up to 5 creatures in range, save or teleported 120 ft to a different space I can see on the ground	Wis	Conj	1 a	30 ft	V	Instantaneous	X	164
○	Soul Cage	As a reaction when humanoid in range dies, I capture their soul in a tiny cage; see book (100gp)	—	Necro	1 rea	60 ft	V,S,M*f*	8 h	X	165
○	Summon Fiend	Summon choice of Fiendish Spirit; obeys commands; takes turn after mine; disappears at 0 hp (500gp)	—	Conj	1 a	90 ft	V,S,M*f*	Conc, 1 h	T	112
○	Sunbeam	60-ft long 5-ft wide all 6d8 Radiant dmg, 1 rnd blind; save halves and not blinded; 1 a for new line	Con	Evoc	1 a	S:60-ft line	V,S,M	Conc, 1 min	P	279
○	T's Otherworldly Guise	Fire/Poison or Radiant/Necrotic/Charm immune; 40 ft fly; +2 AC; 2 atks; spellcast. abi atks (500gp)	—	Trans	1 bns	Self	V,S,M*f*	Conc, 1 min	T	116
○	Tenser's Transformation	50 temp HP; prof Str/Con save, all wea/arm; extra atk; adv., wea atks +2d12 Force dmg; no spellc.	—	Trans	1 a	Self	V,S,M	Conc, 10 min	X	168
○	True Seeing	1 willing crea gains truesight 120 ft; see through illusions, hidden doors, ethereal plane (25gp cons.)	—	Div	1 a	Touch	V,S,M†	1 h	P	284
○	Wall of Ice	10 10×10-ft panels 1-ft thick wall; at casting 10d6 Cold dmg; save halves; can cut through; see book	Dex	Evoc	1 a	120 ft	V,S,M	Conc, 10 min	P	285
○										
○										
○										

7TH LEVEL

ME	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	Create Magen	Transform doll into magen (500gp cons.); obeys me; my HP max reduced by its CR; see book (1.5k gp)	—	Trans	1 h	Touch	V,S,M†	Instantaneous	RF	318
○	Crown of Stars	7+2/SL motes shed 30-ft light; bonus action to fire one as 120 ft ranged atk for 4d12 Radiant dmg	—	Evoc	1 a	Self	V,S	1 h	X	152
○	Delayed Blast Fireball	Create bead; at chosen moment, or if conc. is broken, 20-ft rad 12d6+1d6/SL Fire dmg; save halves	Dex	Evoc	1 a	150 ft	V,S,M	Conc, 1 min	P	230
○	Draconic Transformation	Blindsight 30 ft; 60 ft fly speed; at cast and 1 bns: 60-ft cone all 6d8 Force damage, save half (500gp)	Dex	Trans	1 bns	S:60-ft cone	V,S,M*f*	Conc, 1 min	FD	19
○	Dream of the Blue Veil	9 willing crea unconscious for duration, after that travel to origin material plane of magic item or crea	—	Conj	10 min	20 ft	V,S,M*f*	6 hours	T	106
○	Etherealness	Me or 3/SL willing go to Ethereal Plane; move there, but able to perceive 60 ft into the normal plane	—	Trans	1 a	Self	V,S	8 h (D)	P	238
○	Finger of Death	1 crea 7d8+30 Necrotic dmg; save halves; crea killed becomes zombie under my command	Con	Necro	1 a	60 ft	V,S	Instantaneous	P	241
○	Forcecage	20-ft cube cage, or 10-ft cube solid; blocks all spells; extraplanar travel in/out on save (1500gp)	Cha	Evoc	1 a	100 ft	V,S,M*f*	1 h	P	243
○	Mirage Arcane	1 sq mile alter terrain illusion includes visible, audible, olfactory, tactile; can make difficult ter.; see B	—	Illus	10 min	Sight	V,S	10 days	P	260
○	Mor. Magni. Mansion	Create extradimensional mansion with rooms, food and servants to serve 100 people; see book (15gp)	—	Conj	1 min	300 ft	V,S,M*f*	24 h	P	261
○	Mordenkainen's Sword	Hovering sword makes melee spell attacks for 3d10 Force dmg; bns a to move 20 ft and/or attack	—	Evoc	1 a	60 ft	V,S,M*f*	Conc, 1 min	P	262
○	Plane Shift	Me + 8 willing crea teleport to different plane; or spell attack + save or transported to random plane	Cha	Conj	1 a	Touch	V,S,M*f*	Instantaneous	P	266
○	Power Word Pain	1 crea with 100 HP or less disadv. atk/check/save, conc. save to cast; save/rnd to end; charm effect	—	Ench	1 a	60 ft	V	Instantaneous	X	163
○	Prismatic Spray	All random effect each, see book: either 10d6 dmg, restrained, or blinded; save halves/negates	Dex	Evoc	1 a	S:60-ft cone	V,S	Instantaneous	P	267
○	Project Image	Project image of me to familiar place; 1 a manipulate; bns a switch between its senses and mine (5gp)	—	Illus	1 a	500 miles	V,S,M*f*	Conc, 1 day	P	270
○	Reverse Gravity	50-ft rad 100-ft high everything falls upward; save to grab hold onto something solid	Dex	Trans	1 a	100 ft	V,S,M	Conc, 1 min	P	272
○	Sequester	1 willing crea/obj suspended, invisible, hidden from divination magic; see book (5000gp cons.)	—	Trans	1 a	Touch	V,S,M†	Till dispelled	P	274
○	Simulacrum	Create snow/ice duplicate of humanoid/beast; follows my verbal commands; see B (1500gp cons.)	—	Illus	12 h	Touch	V,S,M†	Till dispelled	P	276

Made by Joost Wijnen (mpmb@flapkan.com); Design inspired by Wizards of the Coast character sheet

Spell Sheet Options

○ Symbol	Inscribe a glyph to activate for chosen effect on set trigger; see book (1000gp cons.)	—	Abjur	1 min	Touch	V,S,M†	Till triggered	P	280
○ Teleport	I + 8 willing crea, or an object teleport to a place I know, have seen, or can describe; see book	—	Conj	1 a	10 ft	V	Instantaneous	P	281
○ Whirlwind	10-ft rad 30-ft high all crea 10d6 Bludg. dmg; save halves; restrains; 1 a move 30 ft; see book	Dex	Evoc	1 a	300 ft	V,M	Conc, 1 min	X	171
○									
○									
○									

8TH LEVEL

ME	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	Abi-D's Horrid Wilting	30-ft cube all crea 12d8 Necrotic dmg; save halves; plants/water elem. dis. const/undead immune	Con	Necro	1 a	150 ft	V,S,M	Instantaneous	X	150
○	Antimagic Field	No magical effects functions in area except those created by an artefact or a deity	—	Abjur	1 a	S:10-ft rad	V,S,M	Conc, 1 h	P	213
○	Antipathy/Sympathy	Creature, object, or area up to 200-ft cube attracts or repels specific type of intelligent crea; see book	Wis	Ench	1 h	60 ft	V,S,M	10 days	P	214
○	Clone	Create a clone of a living crea; after death its soul can move to the clone (1K gp cons.; 2K gp)	—	Necro	1 h	Touch	V,S,M†	Instantaneous	P	222
○	Control Weather	Change current weather; changes take 1d4×10 min; change precipitation, temperature, wind, see B	—	Trans	10 min	S:5-mile rad	V,S,M	Conc, 8 h	P	228
○	Demiplane	Create door to a demiplane of 30-ft cube; when spell ends, creatures inside remain trapped	—	Conj	1 a	60 ft	S	1 h	P	231
○	Dominate Monster	1 crea save or charmed, follows telepathic commands, 1 a for complete control; SL9: conc, 8h	Wis	Ench	1 a	60 ft	V,S	Conc, 1 h	P	235
○	Feeblemind	1 crea 4d6 Psychic dmg and save or Int and Cha become 1; extra save every 30 days to end spell	Int	Ench	1 a	150 ft	V,S,M	Instantaneous	P	239
○	Illusory Dragon	Huge shadowy dragon; see: Wis save or fright.; bns a move 60 ft & breath wea 7d6 dmg; Int save half	W/I	Illus	1 a	120 ft	S	Conc, 1 min	X	157
○	Incendiary Cloud	20-ft rad all now/enter/end turn 10d8 Fire dmg; save half; heavily obscures; moves 10 ft/rnd away	Dex	Conj	1 a	150 ft	V,S	Conc, 1 min	P	253
○	Maddening Darkness	60-ft rad darkness; darkvision, no light works; all crea starting turn in 8d8 Psychic dmg, save halves	Wis	Evoc	1 a	150 ft	V,M	Conc, 10 min	X	160
○	Maze	1 crea banished to labyrinthine demiplane; DC 20 Int check each rnd to escape; appears in same spot	—	Conj	1 a	60 ft	V,S	Conc, 10 min	P	258
○	Mighty Fortress	Create a stone fortress 120 ft on a side for 7 days; see book for effects (500gp cons.)	—	Conj	1 min	1 mile	V,S,M†	Instantaneous	X	161
○	Mind Blank	1 crea immune to charms, psychic damage, divination, mind reading, and any mind altering effects	—	Abjur	1 a	Touch	V,S	24 h	P	259
○	Power Word Stun	1 creature with 150 current HP or less is stunned; save at end of each turn to end spell	Con	Ench	1 a	60 ft	V	Instantaneous	P	267
○	Sunburst	60-ft rad all 12d6 Radiant dmg, 1 min blind; save halves and not blinded; save at end of each turn	Con	Evoc	1 a	150 ft	V,S,M	Instantaneous	P	279
○	Telepathy	1 willing crea Int>0 and I telepathic link; share words, sensory information if on same plane	—	Evoc	1 a	Unlimited	V,S,M	24 h	P	281
○										
○										
○										

9TH LEVEL

ME	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	Astral Projection	Me + 8 willing crea projected to Astral Plane with identical statistics (per crea 1100gp cons.)	—	Necro	1 h	10 ft	V,S,M†	Special (D)	P	215
○	Blade of Disaster	Create weapon; 2 spell atks 4d12 Force dmg; crit on 18+, triple dmg; bns a to move 30 ft & do 2 atks	—	Conj	1 bns	60 ft	V,S	Conc, 1 min	T	106
○	Foresight	1 willing crea can't be surprised; adv. on attacks, ability checks, and saves; dis. on attacks vs. target	—	Div	1 min	Touch	V,S,M	8 h	P	244
○	Gate	Create a portal to a precise location on a different plane; can transport named crea to me (5000gp)	—	Conj	1 a	60 ft	V,S,M*f*	Conc, 1 min	P	244
○	Imprisonment	1 crea save or trapped in chosen way with no means of escape; see book (500gp/HD cons.)	Wis	Abjur	1 min	30 ft	V,S,M†	Till dispelled	P	252
○	Invulnerability	Immune to all damage until the spell ends (500gp cons.)	—	Abjur	1 a	Self	V,S,M†	Conc, 10 min	X	160
○	Mass Polymorph	10 crea save or take chosen beast form of CR ≤ its CR or half its char. level; can only act as beast; see B	Wis	Trans	1 a	120 ft	V,S,M	Conc, 1 h	X	160
○	Meteor Swarm	4× 40-ft rad all 20d6 Bludgeoning dmg and 20d6 Fire dmg; save halves; areas do not stack	Dex	Evoc	1 a	1 mile	V,S	Instantaneous	P	259
○	Power Word Kill	1 creature with 100 current HP or less dies	—	Ench	1 a	60 ft	V	Instantaneous	P	266
○	Prismatic Wall	Up to 90 ft long 30 ft high 5 inch thick; all in 20 ft save or blinded; 7 layers with effects, see book	Con	Abjur	1 a	60 ft	V,S	10 min	P	267
○	Psychic Scream	10 crea Int>2 save or 14d6 Psychic dmg and stunned; save halves, no stun; end of turn save to stop	Int	Ench	1 a	90 ft	S	Instantaneous	X	163
○	Shapechange	Take form of creature with CR of CL or lower; keep Int, Wis, Cha and alignment; see book (1500gp)	—	Trans	1 a	Self	V,S,M*f*	Conc, 1 h	P	274
○	Time Stop	I instantly take 1d4+1 turns; if affecting other creatures or worn or carried object the spell ends	—	Trans	1 a	Self	V	Instantaneous	P	283
○	True Polymorph	1 crea/obj > 0 HP save or transformed into another crea/obj with equal CR or lower; see book	Wis	Trans	1 a	30 ft	V,S,M	Conc, 1 h	P	283
○	Weird	30-ft rad all crea save or frightened; extra save at end of each turn to stop, on fail 4d10 Psychic dmg	Wis	Illus	1 a	120 ft	V,S	Conc, 1 min	P	288
○	Wish	Duplicate any 8th lvl or lower spell, create objects, heal, resurrect, alter time, etc.; see book	—	Conj	1 a	Self	V	Instantaneous	P	288
○										
○										
○										

GLOSSARY OF ABBREVIATIONS USED IN THIS SPELL SHEET

(R)	Ritual	**dif. ter.**	Difficult terrain	**(D)**	The spell can be dismissed by the caster as 1 action	**SOURCES ('B' COLUMN)**	
1 a	1 action	**dis.**	Disadvantage	**+1d6/SL**	+1d6 for each spell slot level above the spell's level	**AI**	Acquisitions Incorporated
1 bns / bns a	1 bonus action	**dmg**	Damage	**30-ft rad**	30-foot radius sphere centered on any point within range	**FD**	Fizban's Treasury of Dragons
1 rea	1 reaction	**h**	Hour(s)	**S:30-ft rad**	Self: 30-foot radius sphere centered on the caster	**P**	Player's Handbook
20 cu ft	20 cubic feet	**Kn**	Known	**5 crea**	Up to 5 creatures in the spell's area, 1 of which can be the caster	**RF**	Rime of the Frostmaiden
20 sq ft	20 square feet	**Me**	Memorized	**25gp cons.**	The material component, worth 25 gp, is consumed by the spell	**SC**	Strixhaven: A Curriculum of Chaos
adv.	Advantage	**min**	Minute(s)	**all**	All creatures within the spell's area	**SR**	System Reference Document
atk	Attack (roll)	**obj**	Object(s)	**any**	Any creatures of your choosing that are within the spell's area	**T**	Tasha's Cauldron of Everything
chk/check	Ablity check	**obsc.**	Obscured	**M*f***	Material component is costly, but is not consumed upon casting	**U**	Unearthed Arcana
CL	Character Level	**rnd**	Round(s)	**M*†***	Material component is costly and is consumed upon casting	**W**	Explorer's Guide to Wildemount
Conc, 1 min	Concentration, up to 1 minute	**SL**	Spell slot level	**see book / B**	The short spell description here is very incomplete, so beware	**X**	Xanathar's Guide to Everything

Made by Joost Wijnen (mpmb@flapkan.com); Design inspired by Wizards of the Coast character sheet