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

WARLOCK SPELLS

Charisma		
SPELLCASTING ABILITY	ATTACK MODIFIER	SAVING THROW DC

CANTRIPS (0 LEVEL)

KN	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	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
○	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
○	Eldritch Blast	Spell attack beam 1d10 Force damage; beams can be combined or split; CL5:2, CL11:3, CL17:4 beams	—	Evoc	1 a	120 ft	V,S	Instantaneous	P	237
○	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
○	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
○	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
○	Magic Stone	Imbue 3 pebbles for spell attacks, thrown 60 ft or with sling, do 1d6+spellcasting mod Bludg. dmg	—	Trans	1 bns	Touch	V,S	1 min	X	160
○	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
○	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
○	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
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1ST LEVEL

KN	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	Armor of Agathys	5+5/SL temp HP; as long as temp HP last any crea that hits in melee takes 5+5/SL Cold dmg	—	Abjur	1 a	Self	V,S,M	1 h	P	215
○	Arms of Hadar	2d6+1d6/SL Necrotic dmg; save halves; on failed save no reactions until next turn	Str	Conj	1 a	S:10-ft rad	V,S	Instantaneous	P	215
○	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
○	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
○	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
○	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
○	Hellish Rebuke	Cast when taking dmg, crea that dealt dmg 2d10+1d10/SL Fire dmg; save halves	Dex	Evoc	1 rea	60 ft	V,S	Instantaneous	P	250
○	Hex	1 crea +1d6 Necrotic dmg from my atks; dis. on chosen ability checks; SL3: conc, 8h; SL5: conc, 24h	—	Ench	1 bns	90 ft	V,S,M	Conc, 1 h	P	251
○	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
○	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
○	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
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2ND LEVEL

KN	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	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
○	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
○	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
○	Enthrall	While I speak, any crea save (adv. if fighting) or dis. on Wis(Perception) for any other than me	Wis	Ench	1 a	60 ft	V,S	1 min	P	238
○	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
○	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

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

Spell Sheet Options

Misty Step	I teleport 30 feet to a unoccupied space I can see	—	Conj	1 bns	Self	V	Instantaneous	P	260
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
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
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

3RD LEVEL

KN	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
	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
	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
	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
	Hunger of Hadar	20-ft rad all: blind while in, start turn in 2d6 Cold dmg, end turn in save or 2d6 Acid dmg	Dex	Conj	1 a	150 ft	V,S,M	Conc, 1 min	P	251
	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
	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
	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
	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
	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
	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

4TH LEVEL

KN	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
	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
	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
	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
	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
	Shadow of Moil	Me: heavy obsc., Radiant resistance; 10-ft rad: 1 step darker, hit vs. me get 2d8 Necrotic dmg (150gp)	—	Necro	1 a	Self	V,S,M*f*	Conc, 1 min	X	164
	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
	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 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

5TH LEVEL

KN	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
	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
	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
	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
	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
	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
	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
	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
	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
	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

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Spell Sheet Options

6TH LEVEL

KN	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
○	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
○	Conjure Fey	CR 6+1/SL fey; obeys my verbal commands not against its align.; breaks free on broken conc.	—	Conj	1 min	90 ft	V,S	Conc, 1 h	P	226
○	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
○	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
○	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
○	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
○	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
○	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
○	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
○	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
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7TH LEVEL

KN	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	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
○	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
○	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
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8TH LEVEL

KN	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	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
○	Glibness	I can choose to roll a 15 on any Charisma check; magic cannot detect if I am lying	—	Trans	1 a	Self	V	1 h	P	245
○	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
○	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
○										
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9TH LEVEL

KN	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
○	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
○	Power Word Kill	1 creature with 100 current HP or less dies	—	Ench	1 a	60 ft	V	Instantaneous	P	266
○	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
○	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
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Made by Joost Wijnen (mpmb@flapkan.com); Design inspired by Wizards of the Coast character sheet