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

BARD 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
○	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
○	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
○	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
○	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
○	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
○	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
○	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
○	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
○	Vicious Mockery	1 creature save or 1d4 Psychic dmg and dis. on next attack roll; +1d4 at CL 5, 11, and 17	Wis	Ench	1 a	60 ft	V	Instantaneous	P	285
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1ST LEVEL

KN	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	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
○	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
○	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
○	Cure Wounds	1 living creature heals 1d8+1d8/SL+spellcasting ability modifier HP	—	Evoc	1 a	Touch	V,S	Instantaneous	P	230
○	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
○	Dissonant Whispers	1 crea 3d6+1d6/SL Psychic dmg and flee; save halves and no fleeing; deaf crea are immune	Wis	Ench	1 a	60 ft	V	Instantaneous	P	234
○	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
○	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
○	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
○	Healing Word	1 living creature heals 1d4+1d4/SL+spellcasting ability modifier HP	—	Evoc	1 bns	60 ft	V	Instantaneous	P	250
○	Heroism	1+1/SL crea immune to fear, gain spellcasting ability modifier temp. HP start of each turn as spell lasts	—	Ench	1 a	Touch	V,S	Conc, 1 min	P	250
○	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
○	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
○	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
○	Speak with Animals (R)	Speak verbally with and understand beasts for duration; interaction limited by intelligence of beasts	—	Div	1 a	Self	V,S	10 min	P	277
○	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
○	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
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Made by Joost Wijnen (mpmb@flapkan.com); Design inspired by Wizards of the Coast character sheet

Spell Sheet Options

2ND LEVEL

KN	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	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
○	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
○	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
○	Calm Emotions	20-ft rad all humanoids save or I suppress either charm/fear effects or hostility	Cha	Ench	1 a	60 ft	V,S	Conc, 1 min	P	221
○	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
○	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
○	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
○	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
○	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
○	Heat Metal	1 metal obj on touch 2d8+1d8/SL Fire dmg; save or drop obj; if held: dis. atk/chk; bns a reheat obj	Con	Trans	1 a	60 ft	V,S,M	Conc, 1 min	P	250
○	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
○	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
○	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
○	Locate Animal/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
○	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
○	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
○	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
○	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
○	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
○	Silence (R)	20-ft rad no sound propagates; all within deafened, immune to Thunder dmg, can't use verbal comp.	—	Illus	1 a	120 ft	V,S	Conc, 10 min	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
○	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
○	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
○	Zone of Truth	15-ft rad all in or enter save or unable to lie; I'm aware if saved or not; crea aware it cannot lie	Cha	Ench	1 a	60 ft	V,S	10 min	P	289
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3RD LEVEL

KN	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	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
○	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
○	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
○	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
○	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
○	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
○	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
○	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
○	Motivational Speech	5 crea that hear me 5+5/SL temp HP, adv. Wis saves, if hit adv. on next atk; stops when temp HP gone	—	Ench	1 min	60 ft	V	1 h	AI	77
○	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
○	Plant Growth	1 a: 100-ft rad plants overgrow for 1/4 speed; 8h: 1 mile diameter plants yield double food at harvest	—	Trans	1 a/8h	150 ft	V,S	Instantaneous	P	266
○	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
○	Speak with Dead	1 corpse with mouth answers 5 questions with what it knew in life; can cast on same every 10 days	—	Necro	1 a	10 ft	V,S,M	10 min	P	277
○	Speak with Plants	Speak with plants in range about last 24h events; turn difficult plant terrain to normal or vice versa	—	Trans	1 a	S:30-ft rad	V,S	10 min	P	277
○	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
○	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
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Spell Sheet Options

4TH LEVEL

KN	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	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
○	Compulsion	Any crea that hear me save or I can, as bns, have it move fully in one direction; save again after move	Wis	Ench	1 a	30 ft	V,S	Conc, 1 min	P	224
○	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
○	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
○	Freedom of Movement	1 willing crea; magic cannot reduce speed, paralyze, restrain; use 5 ft to escape nonmagical restraints	—	Abjur	1 a	Touch	V,S,M	1 h	P	244
○	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
○	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
○	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
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5TH LEVEL

KN	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
○	Awaken	Give beast or plant Int 10 and ability to move. Follows commands for 30 days (1000gp cons.)	—	Trans	8 h	Touch	V,S,M†	Instantaneous	P	216
○	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
○	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
○	Greater Restoration	Reduce exhaustion or end charm, petrify, curse, stat or max HP reduction (100gp cons.)	—	Abjur	1 a	Touch	V,S,M†	Instantaneous	P	246
○	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
○	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
○	Mass Cure Wounds	6 living creatures within 30-ft rad heal 3d8+1d8/SL+spellcasting ability modifier HP	—	Evoc	1 a	60 ft	V,S	Instantaneous	P	258
○	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
○	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
○	Raise Dead	Restores a creature's body that has died in the last 10 days to life with 1 HP; see book (500gp cons.)	—	Necro	1 h	Touch	V,S,M†	Instantaneous	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
○	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
○	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
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6TH LEVEL

KN	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	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
○	Find the Path	Know the shortest route to a location I am familiar with and are on the same plane with (100gp)	—	Div	1 min	Self	V,S,M*f*	Conc, 1 day	P	240
○	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
○	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
○	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
○	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.
○	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
○	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
○	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
○	Regenerate	1 crea heals 4d8+15 HP now and 1 HP/rnd for rest of duration; restores lost body parts in 2 min	—	Trans	1 min	Touch	V,S,M	1 h	P	271
○	Resurrection	Resurrects a crea that died in the last century to life with whole body and full HP; see B (1000gp cons.)	—	Necro	1 h	Touch	V,S,M†	Instantaneous	P	272
○	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
○										
○										
○										

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

Spell Sheet Options

8TH LEVEL

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

9TH LEVEL

KN	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	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
○	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
○	Power Word Heal	1 crea heals all HP and stops being charmed, frightened, paralyzed, stunned; it can use rea to stand up	—	Evoc	1 a	Touch	V,S	Instantaneous	P	266
○	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
○										
○										
○										

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
1 a	1 action	**dis.**	Disadvantage	**+1d6/SL**	+1d6 for each spell slot level above the spell's level
1 bns / bns a	1 bonus action	**dmg**	Damage	**30-ft rad**	30-foot radius sphere centered on any point within range
1 rea	1 reaction	**h**	Hour(s)	**S:30-ft rad**	Self: 30-foot radius sphere centered on the caster
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
20 sq ft	20 square feet	**Me**	Memorized	**25gp cons.**	The material component, worth 25 gp, is consumed by the spell
adv.	Advantage	**min**	Minute(s)	**all**	All creatures within the spell's area
atk	Attack (roll)	**obj**	Object(s)	**any**	Any creatures of your choosing that are within the spell's area
chk/check	Ablity check	**obsc.**	Obscured	**M*f***	Material component is costly, but is not consumed upon casting
CL	Character Level	**rnd**	Round(s)	**M*ϊ***	Material component is costly and is consumed upon casting
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

SOURCES ('B' COLUMN)

AI	Acquisitions Incorporated
FD	Fizban's Treasury of Dragons
P	Player's Handbook
RF	Rime of the Frostmaiden
SC	Strixhaven: A Curriculum of Chaos
SR	System Reference Document
T	Tasha's Cauldron of Everything
U	Unearthed Arcana
W	Explorer's Guide to Wildemount
X	Xanathar's Guide to Everything

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