Show extra features

DUNGEONS & DRAGONS®

CHARACTER NAME

LEVEL & CLASS | PLAYER NAME

BACKGROUND | RACE | EXPERIENCE (Add:) | Next Level

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

PROF. STR INT DEX WIS CON CHA

RESISTANCES

SAVING THROWS

Set Max HP

MAXIMUM HIT POINTS

PROFICIENCY BONUS

ARMOR CLASS

Temporary Hit Points:

CURRENT HIT POINTS (Heal)

INITIATIVE

SUCCESSES

FAILURES

DEATH SAVES

LEVEL DIE USED

HIT DICE

ENCUMBERED

SPEED

AC DESCRIPTION

Armor

Shield

Dex (Medium Armor) (Heavy Armor)

Magic

Misc

Misc

ARMOR

INSPIRATION

Show 2nd DC

ABILITY SAVE DC

PROF. EXP.

Acrobatics (Dex)

Animal Handling (Wis)

Arcana (Int)

Athletics (Str)

Deception (Cha)

History (Int)

Insight (Wis)

Intimidation (Cha)

Investigation (Int)

Medicine (Wis)

Nature (Int)

Perception (Wis)

Performance (Cha)

Persuasion (Cha)

Religion (Int)

Sleight of Hand (Dex)

Stealth (Dex)

Survival (Wis)

Tool

SKILLS

FEATURE MAX RECOVER USED

LIMITED FEATURES (SR) (LR) (Dawn)

PROF.

ARMOR

Light Medium Heavy Shields

WEAPONS

Simple Martial Other Weapons:

LANGUAGES

Common

TOOLS & OTHERS

PROFICIENCIES

ACTIONS BONUS ACTIONS REACTIONS

ACTIONS

PASSIVE WISDOM (PERCEPTION)

SENSES

NAME TOTAL

Reload

AMMUNITION

NAME TOTAL

Reload

AMMUNITION

ATTACK NAME PROF ABILITY RANGE TO HIT DAMAGE DAMAGE TYPE

DESCRIPTION

ATTACKS: WEAPONS & CANTRIPS

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Add Features

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Feature Name:

BACKGROUND FEATURE

CLASS FEATURES

RACIAL TRAITS

ADVENTURING GEAR	#	LB
SUBTOTAL		

ADVENTURING GEAR	#	LB
SUBTOTAL		

ADVENTURING GEAR	#	LB
SUBTOTAL		

ATTUNED MAGICAL ITEMS

CP

SP

EP

GP

PP

WEIGHT CARRIED

CARRYING CAPACITY

PUSH/DRAG/LIFT

Add Equipment

EQUIPMENT

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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

SPELLCASTING ABILITY | ATTACK MODIFIER | SAVING THROW DC

CANTRIPS (0 LEVEL)

KN	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	Blade Ward	For the duration, creatures subtract 1d4 from attack rolls made against me	—	Abjur	1 a	Self	V,S	Conc, 1 min	P4	247
○	Dancing Lights	4 torch-sized lights or 1 humanlike Medium light; each emits 10-ft rad dim light; bns to move 60 ft	—	Illus	1 a	120 ft	V,S,M	Conc, 1 min	P4	259
○	Friends*	1 non-hostile humanoid save or Charmed (once/day); ends if dmged/I atk, dmg, force save; knows after	—	Ench	1 a	10 feet	S,M	Conc, 1 min	P4	277
○	Light	1 unattended obj ≤Large emits 20-ft rad bright light and 20-ft rad dim light; 1 instance only	—	Evoc	1 a	Touch	V,M	1 h	P4	292
○	Mage Hand	Spectral hand does simple task in 30ft; carries up to 10 lb; 1 a to control again; only 1 instance	—	Conj	1 a	30 ft	V,S	1 min	P4	293
○	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	P4	297
○	Message	1 crea I point toward hears whispered message and can reply with a whisper; nobody can overhear	—	Trans	1 a	120 ft	S,M	1 round	P4	298
○	Minor Illusion	5-ft cube illusion includes visual or sound; Int(Investigation) check vs spell DC; see book	—	Illus	1 a	30 ft	S,M	1 min	P4	298
○	Prestidigitation	Harmless sensory effect, snuff/light fire, clean/soil, chill/warm/flavor, small mark, illusion/trinket; up to 3	—	Trans	1 a	10 ft	V,S	1 h	P4	307
○	Starry Wisp	Spell atk crea/obj; 1d8 Radiant; emit 10ft rad dim light & no Invisible to my next EoT; +1d8 CL 5/11/17	—	Evoc	1 a	60 ft	V,S	Instantaneous	P4	320
○	Thunderclap	100-ft rad audible; all creatures but me save or 1d6 Thunder; +1d6 at CL 5, 11, and 17	Con	Evoc	1 a	S:5-ft rad	S	Instantaneous	P4	333
○	True Strike	Atk with prof. weapon using spell ability; deal weapon or Radiant dmg; +1d6 Radiant at CL 5, 11 & 17	—	Div	1 a	Self	S,M	Instantaneous	P4	336
○	Vicious Mockery	1 visible/audible crea save or 1d6 Psychic dmg and disadv. on next attack roll; +1d6 at CL 5, 11, and 17	Wis	Ench	1 a	60 ft	V	Instantaneous	P4	337
○										
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○										

1ST LEVEL

KN	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	Animal Friendship*	1+1/SL beasts save or Charmed. Ends if the beast is damaged by me or my allies.	Wis	Ench	1 a	30 ft	V,S,M	24 h	P4	239
○	Bane*	3+1/SL creatures save or subtract 1d4 on every attack and save for the duration	Cha	Ench	1 a	30 ft	V,S,M	Conc, 1 min	P4	245
○	Charm Person*	1+1/SL humanoids save or Charmed & Friendly; adv. on save if fighting me/ally; ends if we dmg it	Wis	Ench	1 a	30 ft	V,S	1 h	P4	249
○	Color Spray	All creatures in area save or Blinded until my next turn ends	Con	Illus	1 a	S:15ft cone	V,S,M	Instantaneous	P4	251
○	Command*	1+1/SL crea, save or follow one word command: Approach, Drop, Flee, Grovel or Halt; see book	Wis	Ench	1 a	60 ft	V	Instantaneous	P4	251
○	Comp. Languages (R)	Understand all spoken and signed languages and writing when touched; doesn't help vs codes	—	Div	1 a	Self	V,S,M	1 h	P4	252
○	Cure Wounds	1 creature heals 2d8+2d8/SL+spellcasting ability modifier HP	—	Abjur	1 a	Touch	V,S	Instantaneous	P4	259
○	Detect Magic (R)	Sense magic effects in 30ft; 1 a to see aura on magical object/creature and determine school	—	Div	1 a	S:30-ft rad	V,S	Conc, 10 min	P4	262
○	Disguise Self	Alter appearance with illusion; Int (Investigation) check vs. spell DC to determine disguise	—	Illus	1 a	Self	V,S	1 h	P4	262
○	Dissonant Whispers*	1 creature 3d6+1d6/SL Psychic dmg and flee via safest route; save for half damage only	Wis	Ench	1 a	60 ft	V	Instantaneous	P4	264
○	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 emit 10 ft dim light and attacks have adv.; no benefit from Invisible	Dex	Evoc	1 a	60 ft	V	Conc, 1 min	P4	271
○	Feather Fall	5 creatures descend only 60 ft/rnd for duration or until land, taking no falling damage	—	Trans	1 rea	60 ft	V,M	1 min	P4	271
○	Healing Word*	1 creature heals 2d4+2d4/SL+spellcasting ability modifier HP	—	Abjur	1 bns	60 ft	V	Instantaneous	P4	284
○	Heroism	1+1/SL willing crea immune to Frightened, gain spellcasting ability modifier temp. HP start of each turn	—	Ench	1 a	Touch	V,S	Conc, 1 min	P4	285
○	Identify (R)	1 crea/obj; if magic or magic-imbued, learn properties, how to use, spells affecting it, see B (100gp)	—	Div	1 min	Touch	V,S,M*ƒ*	Instantaneous	P4	287
○	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	P4	288
○	Longstrider	1+1/SL creature's speed increases by 10 ft for the duration	—	Trans	1 a	Touch	V,S,M	1 h	P4	293
○	Silent Image	15-ft cube visual illusion; 1 a to move, can appear natural; Int(Investigation) check vs spell DC; see book	—	Illus	1 a	60 ft	V,S,M	Conc, 10 min	P4	317
○	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	Any 5-ft radius save or Incapacitated; if fail, save or Unconscious at next EoT. 1 a or dmg to wake	Wis	Ench	1 a	60 ft	V,S,M	1 min	P4	317
○	Speak with Animals (R)	Speak with and understand beasts; gain info on nearby locations/monsters/recent sights; can Influence	—	Div	1 a	Self	V,S	10 min	P4	318
○	T's Hideous Laughter*	1+1/SL crea save or Prone, Incapacitated, can't stand; save at EoT & on dmg; adv if dmg	Wis	Ench	1 a	30 ft	V,S,M	Conc, 1 min	P4	331
○	Thunderwave	All crea/unsecured obj 2d8+1d8/SL Thunder, pushed 10 ft away; save 1/2 dmg only; audible 300ft	Con	Evoc	1 a	S:15ft cube	V,S	Instantaneous	P4	334
○	Unseen Servant (R)	Make Invisible, mindless, shapeless, Med. servant for simple tasks; AC 10, 1 HP; bns mentally command	—	Conj	1 a	60 ft	V,S,M	1 h	P4	336
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Spell Sheet Options

2ND LEVEL

KN	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	Aid	3 creatures gain 5 + 5/SL current HP and HP max for the duration	—	Abjur	1 a	30 ft	V,S,M	8 h	P4	239
○	Animal Messenger* (R)	Tiny CR0 beast save or delivers 25 word message up to 25 miles (50 miles if flyer); +48h/SL duration	Cha	Ench	1 a	30 ft	V,S,M	24 h	P4	240
○	Blindness/Deafness*	1+1/SL creature save vs Blinded or Deafened; repeat save at end of each turn	Con	Trans	1 a	120 ft	V	1 min	P4	248
○	Borrowed Knowledge	Gain proficiency with one skill; ends early if cast again (25gp)	—	Div	1 a	Self	V,S,M*f*	1 h	SC	37
○	Calm Emotions	20-ft rad all humanoids suppress Charmed & Frightened, or hostility to any crea till it or allies dmged	Cha	Ench	1 a	60 ft	V,S	Conc, 1 min	P4	249
○	Cloud of Daggers	5-ft cube all now/cover/enter/end 4d4+2d4/SL Slashing (1/turn/creature); a to teleport cube 30 ft	—	Conj	1 a	60 ft	V,S,M	Conc, 1 min	P4	251
○	Crown of Madness*	1 humanoid save or Charmed; a to maintain; melee atk crea I choose before move; redo save EoT; see B	Wis	Ench	1 a	120 ft	V,S	Conc, 1 min	P4	259
○	Detect Thoughts	Sense thinking crea/read 1 vis. crea surface thoughts; 1 a switch/probe (save & knows, Int (Arcana) end)	Wis	Div	1 a	S:30-ft rad	V,S,M	Conc, 1 min	P4	262
○	Enhance Ability	1+1/SL creature adv. on checks with 1 stat (choose for each target): Str, Dex, Int, Wis, or Cha	—	Trans	1 a	Touch	V,S,M	Conc, 1 h	P4	268
○	Enlarge/Reduce*	1 crea/obj save or Enlarged (Str adv. +1d4 weapon/unarmed dmg), Reduced (Str disadv; -1d4, min 1)	Con	Trans	1 a	30 ft	V,S,M	Conc, 1 min	P4	268
○	Enthrall*	Any creature save (auto pass if fighting) or -10 on Wis (Perception) chks and Passive Perception	Wis	Ench	1 a	60 ft	V,S	Conc, 1 min	P4	269
○	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†	Instantaneous	AI	76
○	Heat Metal*	1 metal object on touch 2d8+1d8/SL Fire dmg; save or drop obj; if held: dis. atk/chk; bns reheat obj	Con	Trans	1 a	60 ft	V,S,M	Conc, 1 min	P4	284
○	Hold Person*	1+1/SL visible humanoids save or Paralyzed; extra save at end of each turn	Wis	Ench	1 a	60 ft	V,S,M	Conc, 1 min	P4	286
○	Invisibility	1+1/SL creatures become Invisible; attacking, casting, or dealing damage ends the spell	—	Illus	1 a	Touch	V,S,M	Conc, 1 h	P4	289
○	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 unlocked (1 lock), unstuck, unbarred, Arcane Lock suppressed for 10 min; audible 300 ft	—	Trans	1 a	60 ft	V	Instantaneous	P4	290
○	Lesser Restoration	1 creature cured of Blinded, Deafened, Paralyzed, or Poisoned	—	Abjur	1 bns	Touch	V,S	Instantaneous	P4	291
○	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	P4	292
○	Locate Object	Learn direction to closest named or described familiar object (specific or kind) in 1000 ft; see book	—	Div	1 a	Self	V,S,M	Conc, 10 min	P4	293
○	Magic Mouth* (R)	Implant message into object (up to 25 words & 10 min) that is uttered on chosen trigger (10gp cons.)	—	Illus	1 min	30 ft	V,S,M†	Till dispelled	P4	295
○	Mirror Image	3 illusory duplicates; if hit & atker not Blind/Blindsight/Truesight roll 1d6 per; >2 any d6, destroys dup	—	Illus	1 a	Self	V,S	1 min	P4	299
○	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 see 10ft cu illusion; if harmful & in 5ft 2d8 Psychic/rnd; Int(Invest.) vs spell DC ends	Int	Illus	1 a	60 ft	V,S,M	Conc, 1 min	P4	304
○	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 appear ghostly	—	Div	1 a	Self	V,S,M	1 h	P4	314
○	Shatter	10ft rad all crea and nonmagical unattended obj 3d8+1d8/SL Thunder; save halves; constructs dis.	Con	Evoc	1 a	60 ft	V,S,M	Instantaneous	P4	316
○	Silence (R)	20-ft radius no sound; all within Deafened, immune to Thunder dmg, can't use Verbal components	—	Illus	1 a	120 ft	V,S	Conc, 10 min	P4	316
○	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
○	Spray of Cards	All in area 2d10+1d10/SL Force dmg and blinded until their next turn ends; save halves & not blinded	Dex	Conj	1 a	S:15-ft cone	V,S,M	Instantaneous	MT	50
○	Suggestion*	1 crea save or Charmed; attempts achievable action stated in 25 words; ends if done or I/allies dmg it	Wis	Ench	1 a	30 ft	V,M	Conc, 8 h	P4	321
○	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 crea enter/start in area save or can't lie; I'm aware if saved; crea knows it can't lie	Cha	Ench	1 a	60 ft	V,S	10 min	P4	343
○										
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3RD LEVEL

KN	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	Antagonize	1 crea 4d4+1d4/SL Psychic dmg, use rea to melee atk vs. crea I see (or dis. atk 1 rnd); save half, no rea	Wis	Ench	1 a	30 ft	V,S,M	Instantaneous	MT	50
○	Bestow Curse	1 creature save or cursed, see B; duration SL4: conc, 10 min; SL5: 8h; SL7: 24h; SL9: until dispelled	Wis	Necro	1 a	Touch	V,S	Conc, 1 min	P4	246
○	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 familiar place or obvious location; bns switch between seeing and hearing (100gp)	—	Div	10 min	1 mile	V,S,M*f*	Conc, 10 min	P4	250
○	Dispel Magic	Dispel all spells on crea, obj, or magical effect; if above casting SL, DC 10+SL spellcasting ability chk	—	Abjur	1 a	120 ft	V,S	Instantaneous	P4	264
○	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 held items and Frightened; Dash away; extra save at EoT if no line of sight	Wis	Illus	1 a	S:30ft cone	V,S,M	Conc, 1 min	P4	271
○	Feign Death (R)	Willing crea looks dead: Blinded, Incapacitated, resist. all dmg but Psychic, speed 0, immune Poisoned	—	Necro	1 a	Touch	V,S,M	1 h	P4	271
○	Glyph of Warding	Create glyph that triggers on set condition; Wis(Perception) vs spell DC to notice; see B (200gp cons.)	—	Abjur	1 h	Touch	V,S,M†	Till triggered	P4	279
○	Hypnotic Pattern	30-ft cube all sighted crea save or Charmed; for dur. Incapacitated, speed 0; 1 a or dmg to end for crea	Wis	Illus	1 a	120 ft	S,M	Conc, 1 min	P4	287
○	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)	Immobile barrier; blocks magic & crea/obj not in area when cast; ends if I leave/recast; see B	—	Evoc	1 min	S:10-ft rad	V,S,M	8 h	P4	291
○	Major Image*	20-ft cube illusion includes sight, sounds, smells, temperature; 1 a move; SL4+: no conc; see book	—	Illus	1 a	120 ft	V,S,M	Conc, 10 min	P4	295
○	Mass Healing Word*	6 creatures heal 2d4+1d4/SL+spellcasting ability modifier HP	—	Abjur	1 bns	60 ft	V	Instantaneous	P4	296
○	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 willing creature or object up to 10 cu ft hidden from all Divination spells (25gp cons.)	—	Abjur	1 a	Touch	V,S,M†	8 h	P4	302
○	Plant Growth	1 a: 100ft rad plants overgrow, cause 1/4 move; 8h: 1 mile dia. plants yield double food at harvest	—	Trans	1 a/8h	150 ft	V,S	Instantaneous	P4	305
○	Sending	Send 25 words to familiar crea; it recognizes me and can respond with 25 words and/or block for 8 hrs	—	Div	1 a	Unlimited	V,S,M	Instantaneous	P4	314
○	Slow	40ft cu 6 crea save or 1/2 spd, -2 AC & Dex save, no rea, only a or bns, 1 atk; 25% S spell fails; EoT save	Wis	Trans	1 a	120 ft	V,S,M	Conc, 1 min	P4	318
○	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	P4	318
○	Speak with Plants	Speak with plants & plant crea in fixed 30ft rad about last 24h; dif. plant ter. to normal or vice versa	—	Trans	1 a	S:30-ft rad	V,S	10 min	P4	319
○	Stinking Cloud	20-ft radius; heavily obscures; all in area at start of turn save vs Poisoned or can't act that turn	Con	Conj	1 a	90 ft	V,S,M	Conc, 1 min	P4	321
○	Tongues	1 crea understands all spoken and signed languages, all creatures with a language understand it	—	Div	1 a	Touch	V,M	1 h	P4	334
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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 crea save or Charmed & Friendly; adv. on save if fighting me/ally; ends if we dmg it	Wis	Ench	1 a	30 ft	V,S	1 h	P4	249
○	Compulsion*	Any crea save or Charmed; bns pick horizontal direction; on turn Charmed crea move then redo save	Wis	Ench	1 a	30 ft	V,S	Conc, 1 min	P4	252
○	Confusion	10+5ft/SL rad all crea save or no bns/reactions and confused; see book; repeat save at end of turn	Wis	Ench	1 a	90 ft	V,S,M	Conc, 1 min	P4	253
○	Dimension Door	Teleport myself and 1 willing crea within 5 ft, up to 500 ft to place I can see, visualize or describe	—	Conj	1 a	500 ft	V	Instantaneous	P4	262
○	Fount of Moonlight	20/20 light; resist Rad.; melee atk +2d6 Rad.; 60ft rea if vis. crea dmgs me, save or Blind to my next EoT	Con	Evoc	1 a	Self	V,S	Conc, 10 mins	P4	277
○	Freedom of Movement	1+1/SL crea; swim spd; magic can't lower spd, paralyze, restrain; 5ft to leave nonmagic restraints	—	Abjur	1 a	Touch	V,S,M	1 h	P4	277
○	Greater Invisibility	1 creature becomes Invisible until the spell ends	—	Illus	1 a	Touch	V,S	Conc, 1 min	P4	281
○	Hallucinatory Terrain	150-ft cube of terrain resembles another sort of terrain; Int (Investigation) vs spell DC; see book	—	Illus	10 min	300 ft	V,S,M	24 h	P4	283
○	Locate Creature	Learn direction to closest named or described familiar creature (specific or kind) in 1000 ft; see book	—	Div	1 a	Self	V,S,M	Conc, 1 h	P4	292
○	Phantasmal Killer*	1 crea 4d10+1d10/SL Psychic; dis. on chks & atks; save 1/2 dmg only; EoT save, same dmg or end	Wis	Illus	1 a	120 ft	V,S	Conc, 1 min	P4	304
○	Polymorph*	1 crea save or turned into chosen beast of same CR (or lvl) or lower; gain beast HP as THP; see book	Wis	Trans	1 a	60 ft	V,S,M	Conc, 1 h	P4	306
○	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
○										
○										
○										

5TH LEVEL

KN	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	Animate Objects	Spell modifier nonmagical unattended loose objects (M=1/L=2/H=3); bns command in 500 ft; see B	—	Trans	1 a	120 ft	V,S	Conc, 1 min	P4	240
○	Awaken	Give beast or plant speech, Int 10 and ability to move. Charmed for 30 days; see book (1000gp cons.)	—	Trans	8 h	Touch	V,S,M†	Instantaneous	P4	244
○	Dominate Person*	1 humanoid save or Charmed; redo on dmg; follows telepathic commands; rea to use rea; +SL for dur.	Wis	Ench	1 a	60 ft	V,S	Conc, 1 min	P4	266
○	Dream	Me/willing crea enters 1 crea dream; communicate for dur. or terrify (save or 3d6 Psych, no LR benefit)	Wis	Illus	1 min	Special	V,S,M	8 h	P4	266
○	Geas*	1 crea save or Charmed; obey nonlethal commands or 5d10 Psychic (1/day); SL7: 1 year, SL9: until disp.	Wis	Ench	1 min	60 ft	V	30 days	P4	278
○	Greater Restoration	Remove 1 lvl Exhaustion, Charmed, Petrified, curse, stat or max HP reduction (100gp cons.)	—	Abjur	1 a	Touch	V,S,M†	Instantaneous	P4	281
○	Hold Monster*	1+1/SL visible creature, save or Paralyzed; extra save at end of each turn	Wis	Ench	1 a	90 ft	V,S,M	Conc, 1 min	P4	285
○	Legend Lore	Receive lore summary of famous person, place, or object; spell fails if not famous (200gp; 250gp cons.)	—	Div	10 min	Self	V,S,M†	Instantaneous	P4	290
○	Mass Cure Wounds*	6 creatures within 30-ft rad of visible point heal 5d8+1d8/SL+spellcasting ability modifier HP	—	Abjur	1 a	60 ft	V,S	Instantaneous	P4	296
○	Mislead	I go Invisible (till atk/dmg/cast) & create illusory duplicate; see/hear through it; 1 a manipulate	—	Illus	1 a	Self	S	Conc, 1 h	P4	299
○	Modify Memory*	1 creature save or Charmed; alter 1 memory in last (SL6: 7, SL7: 30, SL8: 365, SL9: any) day; see B	Wis	Ench	1 a	30 ft	V,S	Conc, 1 min	P4	299
○	Planar Binding	1 celes./elem./fey/fiend save or bound; SL6: 10, SL7: 30, SL8: 180, SL9: 366 days (1000gp cons.); see B	Cha	Abjur	1 h	60 ft	V,S,M†	24 h	P4	305
○	Raise Dead	Restores corpse that died within the last 10 days to life with 1 HP; see book (500gp cons.)	—	Necro	1 h	Touch	V,S,M†	Instantaneous	P4	310
○	Rary's Telepath. Bond (R)	8 willing crea gain a telepathic bond across any distance on same plane; must know a language	—	Div	1 a	30 ft	V,S,M	1 h	P4	311
○	Scrying	1 creature save or followed by sensor; or create immobile sensor in familiar location; see B (1000gp)	Wis	Div	10 min	Self	V,S,M*f*	Conc, 10 min	P4	299
○	Seeming*	Any crea save or disguised by illusory appearance; Int(Investigation) check vs spell DC; see book	Cha	Illus	1 a	30 ft	V,S	8 h	P4	314
○	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 save or 8d6 Psychic, 1 min -1d6 on atk/chk/conc. save; save 1/2, no -1d6; redo save EoT	Int	Ench	1 a	120 ft	V,S	Instantaneous	P4	330
○	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 round	P4	332
○	Yolande's Regal Presence*	Any crea covers/enter/end (1/turn/crea) 4d6 Psychic & Prone, can push to 10ft; save 1/2 dmg only	Wis	Ench	1 a	S:10-ft rad	V,S,M	Conc, 1 min	P4	343
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6TH LEVEL

KN	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	Eyebite*	1 crea in 60 ft save vs Unconscious, Frightened, or Poisoned. 1 a target another crea that hasn't saved	Wis	Necro	1 a	Self	V,S	Conc, 1 min	P4	270
○	Find the Path	I know the direction, distance & shortest route to familiar immobile location on same plane (100gp)	—	Div	1 min	Self	V,S,M*f*	Conc, 1 day	P4	273
○	Guards and Wards	Protect an area with multiple effects including fog, webs, illusions and locks; see book (10gp)	—	Abjur	10 h	Touch	V,S,M*f*	24 h	P4	282
○	Heroes' Feast	12 crea eat in 1h; 24h: resist Poison, immune Fright. & Poisoned, +2d10 max+current HP (1000gp cons.)	—	Conj	10 min	Self	V,S,M†	Instantaneous	P4	284
○	Mass Suggestion*	12 crea save or Charmed; do action said in 25 wrds; SL7: 10 days; SL8: 30 days; SL9: 366 days; see B	Wis	Ench	1 a	60 ft	V,M	24 h	P4	296
○	Otto's Irresistible Dance*	1 crea pass: dance to next EoT; fail: Charmed, no move, dis. atk/Dex saves, adv. atk vs it; 1 a save to end	—	Ench	1 a	30 ft	V	Conc, 1 min	P4	303
○	Programmed Illusion	30-ft cube illusion includes visual, audible; activates on set trigger; Int(Invest.) vs spell DC; see B (25gp)	—	Illus	1 a	120 ft	V,S,M*f*	Till dispelled	P4	309
○	True Seeing	1 crea gains Truesight 120 ft; pierces darkness, illusions, invisible, ethereal, magic trans. (25gp cons.)	—	Div	1 a	Touch	V,S,M†	1 h	P4	336
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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 crea in 10ft to Ethereal Plane for duration; can perceive 60ft into source plane	—	Conj	1 a	Self	V,S	8 h	P4	269
○	Forcecage	20-ft cu cage or 10-ft cu solid box; blocks spells; teleport or extraplanar travel in/out if save (1500gp)	Cha	Evoc	1 a	100 ft	V,S,M*f*	Conc, 1 h	P4	276
○	Mirage Arcane	1 sq mile terrain illusion includes visual, audible, olfactory, tactile; add/remove difficult terrain.; see B	—	Illus	10 min	Sight	V,S	10 days	P4	299
○	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	P4	300
○	Mordenkainen's Sword	Hovering sword makes melee spell attack for 4d12 Force; bns to move 30 ft and attack again	—	Evoc	1 a	90 ft	V,S,M*f*	Conc, 1 min	P4	302
○	Power Word Fortify*	Divide 120 Temporary HP equally among up to 6 visible creatures in range	—	Ench	1 a	60 ft	V	instantaneous	P4	306
○	Prismatic Spray	All creatures random effect each: 12d6 damage, Restrained, or Blinded; save halves/negates; see B	Dex	Evoc	1 a	S:60ft cone	V,S	Instantaneous	P4	307
○	Project Image	Project image of me to familiar place; see/hear through it; 1 a manipulate; Int(Invest.) vs spell DC (5gp)	—	Illus	1 a	500 miles	V,S,M*f*	Conc, 1 day	P4	309
○	Regenerate	1 crea heals 4d8+15 HP now and gains 1 HP each turn for duration; restores lost body parts in 2 min	—	Trans	1 min	Touch	V,S,M	1 h	P4	311

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○ Resurrection	Bring corpse 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	P4	312
○ 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	P4	329
○ Teleport*	Me + 8 willing crea, or 1 unattended obj teleport to a place I know, have seen, or can describe; see B	—	Conj	1 a	10 ft	V	Instantaneous	P4	331
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8TH LEVEL

KN	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	Antipathy/Sympathy	1 creature or object (≤Huge) attracts (save vs Charm) or repels (save vs Fear) chosen crea type; see B	Wis	Ench	1 h	60 ft	V,S,M	10 days	P4	242
○	Befuddlement*	1 crea 10d12 Psychic & can't cast spells/take Magic action; save 1/2 dmg only; resave every 30 days	Int	Ench	1 a	150 ft	V,S,M	Instantaneous	P4	245
○	Dominate Monster*	1 crea save or Charmed; redo on dmg; follows telepathic commands; rea to use rea; SL9: conc, 8h	Wis	Ench	1 a	60 ft	V,S	Conc, 1 h	P4	265
○	Glibness	I can choose to replace roll with 15 on any Charisma check; magic cannot detect if I am lying	—	Ench	1 a	Self	V	1 h	P4	279
○	Mind Blank	1 crea immune to Psychic, Charmed, mind reading, magical observation, mind control, divination	—	Abjur	1 a	Touch	V,S	24 h	P4	298
○	Power Word Stun*	1 crea Stunned if 150 or less current HP, else Speed is 0 until my next turn; repeat save at end of turn	Con	Ench	1 a	60 ft	V	Instantaneous	P4	306
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9TH LEVEL

KN	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	Foresight	1 willing creature adv. on attacks, checks and saves; attackers dis. vs. them; ends if cast again	—	Div	1 min	Touch	V,S,M	8 h	P4	276
○	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 & cured of Charmed, Frightened, Paralyzed, Poisoned, Stunned; can use rea to stand	—	Ench	1 a	60 ft	V	Instantaneous	P4	306
○	Power Word Kill*	1 creature dies if it has 100 or less current HP, else takes 12d12 Psychic damage	—	Ench	1 a	60 ft	V	Instantaneous	P4	306
○	Prismatic Wall	Up to 90 ft long 30 ft high 5 inch thick; all in 20 ft save or Blinded; 7 layers with dif. effects, see book	Con	Abjur	1 a	60 ft	V,S	10 min	P4	308
○	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 save or becomes other crea/obj of ≤CR/CL; or obj turned into crea (CR≤9); see B	Wis	Trans	1 a	30 ft	V,S,M	Conc, 1 h	P4	335
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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*†***	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
MT	The Book of Many Things
P	Player's Handbook
PS	Planescape - Sigil and the Outlands
RF	Rime of the Frostmaiden
SC	Strixhaven: A Curriculum of Chaos
SJ	Spelljammer - Astral Adventure Guide
SR	System Reference Document
T	Tasha's Cauldron of Everything
UA	Unearthed Arcana
W	Explorer's Guide to Wildemount
X	Xanathar's Guide to Everything

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