



SPELLCASTING ABILITY

TO PREPARE

ATTACK MODIFIER

SAVING THROW DC

CANTRIPS (0 LEVEL)

1ST LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL TIME	RANGE	COMP	DURATION	B	PG
○ Absorb Elements	Acid, Cold, Fire, Lightning, or Thunder resistance till next turn start; first melee hit +1d6+1d6/SL dmg	—	Abjur 1 rea	Self	S	1 rnd	X	150

MorePurpleMoreBetter's D&D 5th edition Character Record Sheet v13.2.3 (Printer Friendly); Spell Sheet 1/3

2ND LEVEL

ME 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
○ Air Bubble	Create spectral globe of fresh air around a head of 1+2/SL willing creatures, lasts for the duration	—	Conj	1 a	60 ft	S	24 h	SJ	22
○ Alter Self	Alter appearance, gain natural wea (1d6, use spell ability), or water breathing & swim spd; a to switch	—	Trans	1 a	Self	V,S	Conc, 1 h	P4	239
○ Arcane Lock	Entryway/lid locked; only password, designated creature or magic opens (25gp cons.)	—	Abjur	1 a	Touch	V,S,M†	Till dispelled	P4	242
○ Arcane Vigor	Roll 1-2+1/SL unused hit dice and regain roll + spellcasting mod HP. Hit dice then expended.	—	Abjur	1 bns	Self	V,S	Instantaneous	P4	242
○ Blur	Creatures have disadvantage on attacks vs me unless creature has Blindsight or Truesight	—	Illus	1 a	Self	V	Conc, 1 min	P4	248
○ Continual Flame	Create a permanent magical flame on obj that emits 20-ft rad bright light & 20-ft dim (50gp cons.)	—	Evoc	1 a	Touch	V,S,M†	Till dispelled	P4	256
○ Darkvision	1 willing creature has Darkvision 150 ft for the duration	—	Trans	1 a	Touch	V,S,M	8 h	P4	260
○ 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
○ 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
○ 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
○ Levitate*	1 crea/≤500 lb object save or rise vertically, up to 20 ft; 1 a move target up/down 20 ft (move a if me)	Con	Trans	1 a	60 ft	V,S,M	Conc, 10 min	P4	291
○ 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
○ Protection from Poison	1 creature cured of Poisoned, gains resistance to Poison damage, and adv on saves vs Poisoned	—	Abjur	1 a	Touch	V,S	1 h	P4	310
○ 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
○ Rope Trick	Rope stands vertical; at top extradimens. space with invisible 3×5 ft entrance, holds 8 Medium crea	—	Trans	1 a	Touch	V,S,M	1 h	P4	312
○ 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
○ Skywrite (R)	Write up to 10 words with clouds in a part of the sky I can see; strong wind can disperse the clouds	—	Trans	1 a	Sight	V,S	Conc, 1 h	X	165
○ Spider Climb	1+1/SL crea gains climb speed equal to speed; can move on walls and ceilings without using hands	—	Trans	1 a	Touch	V,S,M	Conc, 1 h	P4	319
○ 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
○ Web	20ft cu flammable web; enter/start save or Restr.; dif. ter.; lightly obsc.; Str(Ath.) chk vs DC to free	Dex	Conj	1 a	60 ft	V,S,M	Conc, 1 h	P4	340
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3RD LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○ 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
○ Blink	50% chance to travel to Ethereal Plane each EoT; return to an empty space within 10ft next turn	—	Trans	1 a	Self	V,S	1 min	P4	248
○ 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
○ Create Food and Water	Create 45 pounds of food and 30 gallons of fresh water on ground/in containers; food lasts 24 hrs	—	Conj	1 a	30 ft	V,S	Instantaneous	P4	258
○ 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
○ Elemental Weapon	Mundane wea to +1 magic wea; +1d4 Acid/Cold/Fire/Lightn./Thndr dmg; SL5: +2/+2d4, SL7: +3/+3d4	—	Trans	1 a	Touch	V,S	Conc, 1 h	P4	268
○ 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 60 feet fly speed and hover	—	Trans	1 a	Touch	V,S,M	Conc, 10 min	P4	276
○ 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
○ Haste*	1 crea +2 AC, speed ×2, adv. on Dex saves, extra action: Atk (1 only), Dash, Diseng., Hide, or Utilize	—	Trans	1 a	30 ft	V,S,M	Conc, 1 min	P4	284
○ 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
○ Protection from Energy	1 willing creature gains resistance to Acid, Cold, Fire, Lightning, or Thunder damage	—	Abjur	1 a	Touch	V,S	Conc, 1 h	P4	309
○ Revivify	Restore a corpse that died within the last minute to life with 1 HP (300gp cons.)	—	Necro	1 a	Touch	V,S,M†	Instantaneous	P4	312
○ 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
○ Water Breathing (R)	10 willing creatures can breathe underwater for the duration	—	Trans	1 a	30 ft	V,S,M	24 h	P4	340
○ Water Walk (R)	10 crea can move across any liquid for duration; bns move between liquid/surface; if fall enter liquid	—	Trans	1 a	30 ft	V,S,M	1 h	P4	340
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4TH LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○ Arcane Eye	Create Invisible 1" magic eye I see through; 30ft Darkvision; bns to move (unlimited range, 30 ft/rnd)	—	Div	1 a	30 ft	V,S,M	Conc, 1 h	P4	242
○ 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
○ Fabricate	Create ≤Large object from raw materials (10 ft cu or 8 5ft cu); or complex obj if prof. in right tools	—	Trans	10 min	120 ft	V,S	Instantaneous	P4	271
○ 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
○ Leomund's Secret Chest	Hide chest with contents in Ethereal Plane for 60 days, after that chance of loss; 1 a to recall (5050gp)	—	Conj	1 a	Touch	V,S,Mf	Till dispelled	P4	290
○ Mor. Faithful Hound*	Invisible dog; Truesight, barks at crea in 30ft; my turn 1 crea in 5ft save or 4d8 Force; 1 a move 30ft	Dex	Conj	1 a	30 ft	V,S,M	8 h	P4	300
○ Mor. Private Sanctum	Up to 100+100/SL sq ft cube is magically secured in chosen way; see book	—	Abjur	10 min	120 ft	V,S,M	24 h	P4	301
○ Otiluke's Resilient Sphere	1 ≤Large crea/obj save or enclosed in impenetrable sphere; can move as hamster ball at half speed	Dex	Abjur	1 a	30 ft	V,S,M	Conc, 1 min	P4	303
○ 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	P4	321
○ Stoneskin	1 willing crea has resistance to Bludgeoning, Piercing, and Slashing damage (100gp cons.)	—	Trans	1 a	Touch	V,S,M†	Conc, 1 h	P4	321
○ 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,Mf	Conc, 1 h	P4	324
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5TH LEVEL

ME 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
○ Bigby's Hand*	Large hand attacks, pushes, grapples or protects; see B; AC 20, my max HP; bns move 60 ft & act	—	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P4	246
○ Create spelljamming helm	One Large or smaller unoccupied chair I touch transforms into a spelljamming helm (5000gp cons.)	—	Trans	1 a	Touch	V,S,M†	Instantaneous	SJ	22
○ Creation	Create familiar object up to 5+5ft/SL cube of plant matter, stone, metal, gems or rare metals; see B	—	Illus	1 min	30 ft	V,S,M	Special	P4	259
○ 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
○ 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
○ 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 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	P4	339
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(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	Ability check	obsc.	Obscured	Mf	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

GLOSSARY OF ABBREVIATIONS USED IN THIS SPELL SHEET