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

SORCERER SPELLS

Charisma		
SPELLCASTING ABILITY	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
○	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.
○	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
○	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
○	Chaos Bolt	Spell atk 2d8+1d6+1d6/SL dmg, d8s set dmg type, see B; double on d8s: new atk vs. crea in 30 ft	—	Evoc	1 a	120 ft	V,S	Instantaneous	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
○	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
○	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
○	Jump	1 creature's jump distance is tripled for the duration	—	Trans	1 a	Touch	V,S,M	1 min	P	254
○	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

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

Spell Sheet Options

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
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
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
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

KN	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
	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
	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
	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
	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
	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
	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
	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
	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
	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
	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
	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
	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
	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
	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

KN	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 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
	Daylight	60-ft rad bright light + 60-ft dim light on point or object; only magical darkness of SL 4+ works in it	—	Evoc	1 a	60 ft	V,S	1 h	P	230
	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
	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
	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

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Spell Sheet Options

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
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
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
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
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
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
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
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
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
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
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
Water Walk (R)	10 willing creatures can move across any liquid for the duration; rise to surface if underwater	—	Trans	1 a	30 ft	V,S,M	1 h	P	287

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
	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
	Dominate Beast	1 beast save or charmed, follows telepathic commands, 1 a for complete control; +SL for duration	Wis	Ench	1 a	60 ft	V,S	Conc, 1 min	P	234
	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
	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
	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
	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
	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

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
	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
	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
	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
	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
	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
	Insect Plague	20-ft rad all now/enter/end turn 4d10+1d10/SL Piercing dmg; save half, no cover; light obsc.; dif. ter	Con	Conj	1 a	300 ft	V,S,M	Conc, 10 min	P	254
	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
	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
	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

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

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
○	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
○	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
○	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
○	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
○	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
○	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
○	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
○	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
○	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
○	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
○	Fire Storm	10 connected 10-ft cubes all crea 7d10 Fire dmg; save halves; unattended flammable objects ignite	Dex	Evoc	1 a	150 ft	V,S	Instantaneous	P	241
○	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
○	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
○	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
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8TH LEVEL

KN	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
○	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
○	Earthquake	Cause an earthquake in a 100-ft rad, damaging structures and creating dangerous fissures, see book	—	Evoc	1 a	500 ft	V,S,M	Conc, 1 min	P	236
○	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
○	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
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9TH LEVEL

KN	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	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
○	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
○	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
○	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
○	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
○	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
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Made by Joost Wijnen (mpmb@flapkan.com); Design inspired by Wizards of the Coast character sheet