

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

- ☐ ___ Strength
- ☐ ___ Dexterity
- ☐ ___ Constitution
- ☐ ___ Intelligence
- ☐ ___ Wisdom
- ☐ ___ Charisma

SAVING THROWS

- ☐ ___ 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)

SKILLS

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

TREASURE

CHARACTER BACKSTORY



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

5

8

9

SPELLS KNOWN

<div>Level-4 divination</div> <div></div> <div>Arcane Eye</div> <div></div> <div>1 act. 30 ft V,S,M Conc, 1 hr</div> <div><p>You create an invisible, magical eye within range that hovers in the air for the duration. You mentally receive visual information from the eye, which has normal vision and darkvision out to 30 feet. The eye can look in every direction. As an action, you can move the eye up to 30 feet in any direction. There is no limit to how far away from you the eye can move, but it can't enter another plane of existence. A solid barrier blocks the eye's movement, but the eye can pass through an opening as small as 1 inch in diameter.</p></div> <div>Wizard Summoner DC 20 Mod +12</div>	<div>Level-9 conjuration</div> <div></div> <div>Arcane Tunnel</div> <div></div> <div>1 act. Up to 1,000 ft Conc, 10 min.</div> <div><p>You open up a wormhole between your current location and an area that is well known to you and that is no more than 10,000 miles away. If anyone else comes within 5 feet of either opening, that creature may make a Dexterity saving throw or get sucked through and instantly expelled at the other end. You may enter the tunnel (or not) as you wish. The arcane tunnel can stay open for as long as 10 minutes, but you can dismiss it as a bonus action. You can create a permanent arcane tunnel if you cast this spell in both locations every day for one year. If you do so, you may specify a triggering circumstance or password that will cause the tunnel to open. This trigger may be as general or detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the object.</p></div> <div>Wizard Summoner DC 20 Mod +12</div>	<div>Level-5 evocation</div> <div></div> <div>B.'s Hand (Arcane Hand)</div> <div></div> <div>1 act. 120 ft V,S,M Conc, 1 min</div> <div><p>You create a Large hand of shimmering, translucent force in an unoccupied space that you can see within range. The hand lasts for the spell's duration, and it moves at your command, mimicking the movements of your own hand. The hand is an object that has AC 20 and hit points equal to your hit point maximum. If it drops to 0 hit points, the spell ends. It has a Strength of 26 (+8) and a Dexterity of 10 (+0). The hand doesn't fill its space. When you cast the spell and as a bonus action on your subsequent turns, you can move the hand up to 60 feet and then cause one of the following effects with it. Clenched Fist. The hand strikes one creature or object within 5 feet of it. Make a melee spell attack for the hand using your game statistics. On a hit, the target takes 4d8 force damage. Forceful Hand. The hand attempts to push a creature within 5 feet of it in a direction you choose. Make a check with the hand's Strength</p></div> <div>Wizard Summoner DC 20 Mod +12</div>
<div>Abjuration cantrip</div> <div></div> <div>Blade Ward</div> <div></div> <div>1 Action Self V,S 1 rnd</div> <div><p>You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.</p></div> <div>Wizard Summoner DC 20 Mod +12</div>	<div>Level-9 conjuration</div> <div></div> <div>Call</div> <div></div> <div>1 act. Special V,S,M Inst</div> <div><p>You call a specific intelligent by name, and if that target is on the same plane as you, then it becomes aware of your call and may choose to accept or reject it. If the target accepts, it is instantly teleported to any safe location within 30 feet of you. If there are no safe spaces within 30 feet, the spell fails.</p></div> <div>Wizard Summoner DC 20 Mod +12</div>	<div>Level-8 necromancy</div> <div></div> <div>Clone</div> <div></div> <div>1 hr Touch V,S,M Inst</div> <div><p>This spell grows an inert duplicate of a living creature as a safeguard against death. This clone forms inside a sealed vessel and grows to full size and maturity after 120 days; you can also choose to have the clone be a younger version of the same creature. It remains inert and endures indefinitely, as long as its vessel remains undisturbed. At any time after the clone matures, if the original creature dies, its soul transfers to the clone, provided that the soul is free and willing to return. The clone is physically identical to the original and has the same personality, memories, and abilities, but none of the original's equipment. The original creature's physical remains, if they still exist, become inert and can't thereafter be restored to life, since the creature's soul is elsewhere.</p></div> <div>Wizard Summoner DC 20 Mod +12</div>
<div>Level-6 evocation</div> <div></div> <div>Contingency</div> <div></div> <div>10 mins Self V,S,M 10 days</div> <div><p>Choose a spell of 5th level or lower that you can cast, that has a casting time of 1 action, and that can target you. You cast that spell—called the contingent spell—as part of casting contingency, expending spell slots for both, but the contingent spell doesn't come into effect. Instead, it takes effect when a certain circumstance occurs. You describe that circumstance when you cast the two spells. For example, a contingency cast with water breathing might stipulate that water breathing comes into effect when you are engulfed in water or a similar liquid. The contingent spell takes effect immediately after the circumstance is met for the first time, whether or not you want it to, and then contingency ends. The contingent spell takes effect only on you, even if it can normally target others. You can use only one contingency spell at a time. If you cast this spell again, the effect of another contingency</p></div> <div>Wizard Summoner DC 20 Mod +12</div>	<div>Level-3 abjuration</div> <div></div> <div>Counterspell</div> <div></div> <div>1 react. 60 ft S Inst</div> <div><p>You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect. At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.</p></div> <div>Wizard Summoner DC 20 Mod +12</div>	<div>Level-1 evocation</div> <div></div> <div>Cure Wounds</div> <div></div> <div>1 act. Touch V,S Inst</div> <div><p>A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.</p></div> <div>Wizard Summoner DC 20 Mod +12</div>

<p>B.'s Hand (Arcane Hand) <i>(reverse)</i></p> <p>contested by the Strength (Athletics) check of the target. If the target is Medium or smaller, you have advantage on the check. If you succeed, the hand pushes the target up to 5 feet plus a number of feet equal to five times your spellcasting ability modifier. The hand moves with the target to remain within 5 feet of it. Grasping Hand. The hand attempts to grapple a Huge or smaller creature within 5 feet of it. You use the hand's Strength score to resolve the grapple. If the target is Medium or smaller, you have advantage on the check. While the hand is grappling the target, you can use a bonus action to have the hand crush it. When you do so, the target takes bludgeoning damage equal to 2d6 + your spellcasting ability modifier. Interposing Hand. The hand interposes itself between you and a creature you choose until you give the hand a different command. The hand moves to stay between you and the target, providing you with half cover against the target. The target can't move through the hand's space if its Strength score is less than or equal to the hand's Strength score. If its Strength score is higher than the hand's Strength score, the</p>		
		<p>Contingency <i>(reverse)</i></p> <p>spell on you ends. Also, contingency ends on you if its material component is ever not on your person.</p>

Level-8 conjuration

**Demiplane**

1 act. 60 ft S 1 hr

You create a shadowy door on a flat solid surface that you can see within range. The door is large enough to allow Medium creatures to pass through unhindered. When opened, the door leads to a demiplane that appears to be an empty room 30 feet in each dimension, made of wood or stone. When the spell ends, the door disappears, and any creatures or objects inside the demiplane remain trapped there, as the door also disappears from the other side. Each time you cast this spell, you can create a new demiplane, or have the shadowy door connect to a demiplane you created with a previous casting of this spell. Additionally, if you know the nature and contents of a demiplane created by a casting of this spell by another creature, you can have the shadowy door connect to its demiplane instead.

Wizard Summoner DC20 Mod +12

Level-1 conjuration

**Find Familiar**

1 hr 10 ft V,S,M Inst

Summon a familiar that obeys your commands.

Wizard Summoner DC20 Mod +12

Level-6 abjuration

**Globe of Invulnerability**

1 act. Self V,S,M Conc, 1 min

An immobile, faintly shimmering barrier springs into existence in a 10-foot radius around you and remains for the duration. Any spell of 5th level or lower cast from outside the barrier can't affect creatures or objects within it, even if the spell is cast using a higher level spell slot. Such a spell can target creatures and objects within the barrier, but the spell has no effect on them. Similarly, the area within the barrier is excluded from the areas affected by such spells. At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the barrier blocks spells of one level higher for each slot level above 6th.

Wizard Summoner DC20 Mod +12

Level-6 transmutation

**Disintegrate**

1 act. 60 ft V,S,M Inst

A thin green ray springs from your pointing finger to a target that you can see within range. The target can be a creature, an object, or a creation of magical force, such as the wall created by wall of force. A creature targeted by this spell must make a Dexterity saving throw. On a failed save, the target takes 10d6 + 40 force damage. If this damage reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a true resurrection or a wish spell. This spell automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this spell disintegrates a 10-footcube portion of it. A magic item is unaffected by this spell. At Higher Levels. When you cast this spell using a spell slot of

Wizard Summoner DC20 Mod +12

Level-3 transmutation

**Fly**

1 act. Touch V,S,M Conc, 10 mins

You touch a willing creature. The target gains a flying speed of 60 feet for the duration. When the spell ends, the target falls if it is still aloft, unless it can stop the fall. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

Wizard Summoner DC20 Mod +12

Level-4 illusion

**Greater Invisibility**

1 act. Touch V,S Conc, 1 min

You or a creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person.

Wizard Summoner DC20 Mod +12

Level-2 transmutation

**Enhance Ability**

1 act. Touch V,S,M Conc, 1 hr.

You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects; the target gains that effect until the spell ends. Bear's Endurance. The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the spell ends. Bull's Strength. The target has advantage on Strength checks, and his or her carrying capacity doubles. Cat's Grace. The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated. Eagle's Splendor. The target has advantage on Charisma checks. Fox's Cunning. The target has advantage on Intelligence checks. Owl's Wisdom. The target has advantage on Wisdom checks. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Wizard Summoner DC20 Mod +12

Level-7 evocation

**Forcecage**

1 act. 100 ft V,S,M 1 hr

An immobile, invisible, cube-shaped prison composed of magical force springs into existence around an area you choose within range. The prison can be a cage or a solid box, as you choose. A prison in the shape of a cage can be up to 20 feet on a side and is made from 1/2-inch diameter bars spaced 1/2 inch apart. A prison in the shape of a box can be up to 10 feet on a side, creating a solid barrier that prevents any matter from passing through it and blocking any spells cast into or out from the area. When you cast the spell, any creature that is completely inside the cage's area is trapped. Creatures only partially within the area, or those too large to fit inside the area, are pushed away from the center of the area until they are completely outside the area. A creature inside the cage can't leave it by nonmagical means. If the creature tries to use teleportation or interplanar travel to leave the cage, it must first make a Charisma saving

Wizard Summoner DC20 Mod +12

Level-1 evocation

**Guiding Bolt**

1 act. 120 ft V,S 1 rnd

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Wizard Summoner DC20 Mod +12

	<p>Disintegrate (<i>reverse</i>)</p> <p>7th level or higher, the damage increases by 3d6 for each slot level above 6th.</p>	
<p>Forcecage (<i>reverse</i>)</p> <p>throw. On a success, the creature can use that magic to exit the cage. On a failure, the creature can't exit the cage and wastes the use of the spell or effect. The cage also extends into the Ethereal Plane, blocking ethereal travel. This spell can't be dispelled by dispel magic.</p>		

<p>Level-6 evocation</p> <p>Heal</p> <p>1 act. 60 ft V,S Inst</p> <p>Choose a creature that you can see within range. A surge of positive energy washes through the creature, causing it to regain 70 hit points. This spell also ends blindness, deafness, and any diseases affecting the target. This spell has no effect on constructs or undead. At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the amount of healing increases by 10 for each slot level above 6th.</p> <p>Wizard Summoner DC20 Mod +12</p>	<p>Level-9 conjuration</p> <p>Heart Call</p> <p>1 act. 30 ft V,S,M Inst</p> <p>You hold out your hand and choose a Small, Medium, or Large humanoid within range you can see. That creature must then make a Constitution saving throw. On a failure, that creature's heart is literally ripped out of its chest and flies to your hand, instantly killing that creature. On a success, the creature takes 15d10 force damage instead. If this is enough damage to kill the target, its heart leaps out of its chest.</p> <p>Wizard Summoner DC20 Mod +12</p>	<p>Level-1 divination</p> <p>Identify</p> <p>1 min Touch V,S,M Inst</p> <p>You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it. If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.</p> <p>Wizard Summoner DC20 Mod +12</p>
<p>Level-9 abjuration</p> <p>Imprisonment</p> <p>1 min 30 ft V,S,M Until dispelled</p> <p>When you cast the spell, you choose one of the following forms of imprisonment. Burial. The target is entombed far beneath the earth in a sphere of magical force that is just large enough to contain the target. Nothing can pass through the sphere, nor can any creature teleport or use planar travel to get into or out of it. The special component for this version of the spell is a small mithral orb. Chaining. Heavy chains, firmly rooted in the ground, hold the target in place. The target is restrained until the spell ends, and it can't move or be moved by any means until then. The special component for this version of the spell is a fine chain of precious metal. Hedged Prison. The spell transports the target into a tiny demiplane that is warded against teleportation and planar travel. The demiplane can be a labyrinth, a cage, a tower, or any similar confined structure or area of your choice. The special component for this</p> <p>Wizard Summoner DC20 Mod +12</p>	<p>Level-3 evocation</p> <p>Leo's Tiny Hut</p> <p>1 min Self V,S,M 8 hrs</p> <p>A 10-foot-radius immobile dome of force springs into existence around and above you and remains stationary for the duration. The spell ends if you leave its area. Nine creatures of Medium size or smaller can fit inside the dome with you. The spell fails if its area includes a larger creature or more than nine creatures. Creatures and objects within the dome when you cast this spell can move through it freely. All other creatures and objects are barred from passing through it. Spells and other magical effects can't extend through the dome or be cast through it. The atmosphere inside the space is comfortable and dry, regardless of the weather outside. Until the spell ends, you can command the interior to become dimly lit or dark. The dome is opaque from the outside, of any color you choose, but it is transparent from the inside.</p> <p>Wizard Summoner DC20 Mod +12</p>	<p>Evocation cantrip</p> <p>Light</p> <p>1 act. Touch V,M 1 hr</p> <p>You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action. If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.</p> <p>Wizard Summoner DC20 Mod +12</p>
<p>Level-3 evocation</p> <p>Lightning Bolt</p> <p>1 act. Self V,S,M Inst</p> <p>A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren't being worn or carried. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.</p> <p>Wizard Summoner DC20 Mod +12</p>	<p>Level-1 abjuration</p> <p>Mage Armor</p> <p>1 act. Touch V,S,M 8 hrs</p> <p>You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.</p> <p>Wizard Summoner DC20 Mod +12</p>	<p>Conjuration cantrip</p> <p>Mage Hand</p> <p>1 act. 30 ft V,S 1 min</p> <p>A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.</p> <p>Wizard Summoner DC20 Mod +12</p>

		<p>Imprisonment (<i>reverse</i>)</p> <p>version of the spell is a miniature representation of the prison made from jade. Minimus Containment. The target shrinks to a height of 1 inch and is imprisoned inside a gemstone or similar object. Light can pass through the gemstone normally (allowing the target to see out and other creatures to see in), but nothing else can pass through, even by means of teleportation or planar travel. The gemstone can't be cut or broken while the spell remains in effect. The special component for this version of the spell is a large, transparent gemstone, such as a corundum, diamond, or ruby. Slumber. The target falls asleep and can't be awoken. The special component for this version of the spell consists of rare soporific herbs. Ending the Spell. During the casting of the spell, in any of its versions, you can specify a condition that will cause the spell to end and release the target. The condition can be as specific or as elaborate as you choose, but the GM must agree that the condition is reasonable and has a likelihood of coming to pass. The conditions can be based on a creature's name, identity, or deity but otherwise must be based on observable actions</p>

Level-1 evocation

MORCPUB

Magic Missile

1 act. 120 ft V,S Inst

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.

Wizard Summoner DC 20 Mod +12

Transmutation cantrip

MORCPUB

Message

1 act. 120 ft V,S,M 1 rnd

You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear. You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.

Wizard Summoner DC 20 Mod +12

Level-7 conjuration

MORCPUB

Mord.'s Magnificent Mansion

1 min 300 ft V,S,M 24 hrs

You conjure an extradimensional dwelling in range that lasts for the duration. You choose where its one entrance is located. The entrance shimmers faintly and is 5 feet wide and 10 feet tall. You and any creature you designate when you cast the spell can enter the extradimensional dwelling as long as the portal remains open. You can open or close the portal if you are within 30 feet of it. While closed, the portal is invisible. Beyond the portal is a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm. You can create any floor plan you like, but the space can't exceed 50 cubes, each cube being 10 feet on each side. The place is furnished and decorated as you choose. It contains sufficient food to serve a nine-course banquet for up to 100 people. A staff of 100 near-transparent servants attends all who enter. You decide the visual appearance of these servants and their attire. They are

Wizard Summoner DC 20 Mod +12

Level-8 conjuration

MORCPUB

Maze

1 act. 60 ft V,S Conc, 10 mins

You banish a creature that you can see within range into a labyrinthine demiplane. The target remains there for the duration or until it escapes the maze. The target can use its action to attempt to escape. When it does so, it makes a DC 20 Intelligence check. If it succeeds, it escapes, and the spell ends (a minotaur or goristro demon automatically succeeds). When the spell ends, the target reappears in the space it left or, if that space is occupied, in the nearest unoccupied space.

Wizard Summoner DC 20 Mod +12

Level-8 abjuration

MORCPUB

Mind Blank

1 act. Touch V,S 24 hrs

Until the spell ends, one willing creature you touch is immune to psychic damage, any effect that would sense its emotions or read its thoughts, divination spells, and the charmed condition. The spell even foils wish spells and spells or effects of similar power used to affect the target's mind or to gain information about the target.

Wizard Summoner DC 20 Mod +12

Level-6 transmutation

MORCPUB

Move Earth

1 act. 120 ft V,S,M Conc, 2 hrs

Choose an area of terrain no larger than 40 feet on a side within range. You can reshape dirt, sand, or clay in the area in any manner you choose for the duration. You can raise or lower the area's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such changes can't exceed half the area's largest dimension. So, if you affect a 40-foot square, you can create a pillar up to 20 feet high, raise or lower the square's elevation by up to 20 feet, dig a trench up to 20 feet deep, and so on. It takes 10 minutes for these changes to complete. At the end of every 10 minutes you spend concentrating on the spell, you can choose a new area of terrain to affect. Because the terrain's transformation occurs slowly, creatures in the area can't usually be trapped or injured by the ground's movement. This spell can't manipulate natural stone or stone construction. Rocks and structures shift to accommodate the new

Wizard Summoner DC 20 Mod +12

Transmutation cantrip

MORCPUB

Mending

1 min Touch V,S,M Inst

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

Wizard Summoner DC 20 Mod +12

Level-2 conjuration

MORCPUB

Misty Step

1 b.a. Self V Inst

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

Wizard Summoner DC 20 Mod +12

Level-7 conjuration

MORCPUB

Plane Shift

1 act. Touch V,S,M Inst

You and up to eight willing creatures who link hands in a circle are transported to a different plane of existence. You can specify a target destination in general terms, such as the City of Brass on the Elemental Plane of Fire or the palace of Dispaten on the second level of the Nine Hells, and you appear in or near that destination. If you are trying to reach the City of Brass, for example, you might arrive in its Street of Steel, before its Gate of Ashes, or looking at the city from across the Sea of Fire, at the GM's discretion. Alternatively, if you know the sigil sequence of a teleportation circle on another plane of existence, this spell can take you to that circle. If the teleportation circle is too small to hold all the creatures you transported, they appear in the closest unoccupied spaces next to the circle. You can use this spell to banish an unwilling creature to another plane. Choose a creature within your reach and make a melee spell attack

Wizard Summoner DC 20 Mod +12

<p>Plane Shift <i>(reverse)</i> against it. On a hit, the creature must make a Charisma saving throw. If the creature fails this save, it is transported to a random location on the plane of existence you specify. A creature so transported must find its own way back to your current plane of existence.</p>	<p>Move Earth <i>(reverse)</i> terrain. If the way you shape the terrain would make a structure unstable, it might collapse. Similarly, this spell doesn't directly affect plant growth. The moved earth carries any plants along with it.</p>	<p>Mord.'s Magnificent Mansion <i>(reverse)</i> completely obedient to your orders. Each servant can perform any task a normal human servant could perform, but they can't attack or take any action that would directly harm another creature. Thus the servants can fetch things, clean, mend, fold clothes, light fires, serve food, pour wine, and so on. The servants can go anywhere in the mansion but can't leave it. Furnishings and other objects created by this spell dissipate into smoke if removed from the mansion. When the spell ends, any creatures inside the extradimensional space are expelled into the open spaces nearest to the entrance.</p>

<div>Level-4 transmutation</div> <div><div>MORCPUB</div></div> <div>Polymorph</div> <div>1 act. 60 ft V,S,M Conc, 1 hr</div> <div><p>This spell transforms a creature that you can see within range into a new form. An unwilling creature must make a Wisdom saving throw to avoid the effect. The spell has no effect on a shapechanger or a creature with 0 hit points. The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality. The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the</p></div> <div>Wizard Summoner DC20 Mod +12</div>	<div>Transmutation cantrip</div> <div><div>MORCPUB</div></div> <div>Prestidigitation</div> <div>1 act. 10 ft V,S Up to 1 hr</div> <div><p>This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range: • You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor. • You instantaneously light or snuff out a candle, a torch, or a small campfire. • You instantaneously clean or soil an object no larger than 1 cubic foot. • You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour. • You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour. • You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn. If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.</p></div> <div>Wizard Summoner DC20 Mod +12</div>	<div>Transmutation cantrip</div> <div><div>MORCPUB</div></div> <div>Prestidigitation (New Variants)</div> <div>1 act. 10 ft V,S Up to 1 hr</div> <div><p>These are new variants of the spell prestidigitation that appears in the Player's Handbook, pg.267. You cause a page of a book to appear blank for 1 hour. You cause a glowing green arrow to appear; it will point in a cardinal direction you choose for 1 round. You can cause one willing creature you touch to become sterile for one hour. You count the number of objects of one type that are no smaller than a grain-of-rice size that are within a single pile or container, or that are in a 5-yard square. Sort small objects (none of which may be heavier than half an ounce) into discrete piles based on one criterion of your choice (such as color or shape). You touch a plate of food or cup of drink and learn it's quality: rotten, poor, average, good, or gourmet. This does not reveal the existence of poison or other containments. Your hair or beard is neatly trimmed or grows by 1 inch. You shape a Medium-sized or smaller patch of</p></div> <div>Wizard Summoner DC20 Mod +12</div>
<div>Level-9 evocation</div> <div><div>MORCPUB</div></div> <div>Prismatic Beam</div> <div>1 act. Self V,S Inst</div> <div><p>Five rays of multicolored light flash from your hand and strike a single target within range. Make a ranged spell attack to hit. If successful, the target takes 3d10 each of fire, acid, lightning, poison, and cold damage, for a total of 15d10 damage.</p></div> <div>Wizard Summoner DC20 Mod +12</div>	<div>Level-2 abjuration</div> <div><div>MORCPUB</div></div> <div>Protection from Poison</div> <div>1 act. Touch V,S 1 hr</div> <div><p>You touch a creature. If it is poisoned, you neutralize the poison. If more than one poison afflicts the target, you neutralize one poison that you know is present, or you neutralize one at random. For the duration, the target has advantage on saving throws against being poisoned, and it has resistance to poison damage.</p></div> <div>Wizard Summoner DC20 Mod +12</div>	<div>Abjuration cantrip</div> <div><div>MORCPUB</div></div> <div>Resistance</div> <div>1 act. Touch V,S,M Conc, 1 min</div> <div><p>You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one saving throw of its choice. It can roll the die before or after making the saving throw. The spell then ends.</p></div> <div>Wizard Summoner DC20 Mod +12</div>
<div>Level-2 divination</div> <div><div>MORCPUB</div></div> <div>See Invisibility</div> <div>1 act. Self V,S,M 1 hr</div> <div><p>For the duration, you see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.</p></div> <div>Wizard Summoner DC20 Mod +12</div>	<div>Level-1 abjuration</div> <div><div>MORCPUB</div></div> <div>Shield</div> <div>1 react. Self V,S 1 rnd</div> <div><p>An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.</p></div> <div>Wizard Summoner DC20 Mod +12</div>	<div>Evocation cantrip</div> <div><div>MORCPUB</div></div> <div>Shocking Grasp</div> <div>1 act. Touch V,S Inst</div> <div><p>Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).</p></div> <div>Wizard Summoner DC20 Mod +12</div>

<p>Prestidigitation (New Variants) <i>(reverse)</i></p> <p>nonmagical smoke or fog into any shape you wish, although you're incapable of fine detail. You can even cause it to move slightly. You make an unliving object no larger than waterproof for the duration, although fully immersing it in liquid for 1 minute or more will end the spell. This object can be no longer than 3 feet on a side and weigh no more than 10 pounds. You create an umbrella of magical force. You can choose its appearance or make it invisible. It won't protect you from rain created by a spell of 1st level or higher. You can alter the pitch, tone, and accent of your voice. You can even give yourself a slight speech impediment (such as a minor lisp or stutter) or change your voice so you sound like a member of a different race or sex.</p>		<p>Polymorph <i>(reverse)</i></p> <p>creature's normal form to 0 hit points, it isn't knocked unconscious. The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech. The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.</p>

Level-7 illusion

**Simulacrum**

12 hrs Touch V,S,M Until dispelled

You shape an illusory duplicate of one beast or humanoid that is within range for the entire casting time of the spell. The duplicate is a creature, partially real and formed from ice or snow, and it can take actions and otherwise be affected as a normal creature. It appears to be the same as the original, but it has half the creature's hit point maximum and is formed without any equipment. Otherwise, the illusion uses all the statistics of the creature it duplicates. The simulacrum is friendly to you and creatures you designate. It obeys your spoken commands, moving and acting in accordance with your wishes and acting on your turn in combat. The simulacrum lacks the ability to learn or become more powerful, so it never increases its level or other abilities, nor can it regain expended spell slots. If the simulacrum is damaged, you can repair it in an alchemical laboratory, using rare herbs and minerals worth 100 gp per hit point it regains.

Wizard Summoner DC20 Mod +12

Level-2 transmutation

**Skywrite**

1 act. Sight V,S Conc, 1 hr

You cause up to ten words to form in a part of the sky you can see. The words appear to be made of cloud and remain in place for the spell's duration. The words dissipate when the spell ends. A strong wind can disperse the clouds and end the spell early.

Wizard Summoner DC20 Mod +12

Level-3 conjuration

**Spirit Guardians**

1 act. Self V,S,M Conc, 10 mins

You call forth spirits to protect you. They flit around you to a distance of 15 feet for the duration. If you are good or neutral, their spectral form appears angelic or fey (your choice). If you are evil, they appear fiendish. When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Wisdom saving throw. On a failed save, the creature takes 3d8 radiant damage (if you are good or neutral) or 3d8 necrotic damage (if you are evil). On a successful save, the creature takes half as much damage. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

Wizard Summoner DC20 Mod +12

Level-9 conjuration

**Storm of Vengeance**

1 act. Sight V,S Conc, 1 min

A churning storm cloud forms, centered on a point you can see and spreading to a radius of 360 feet. Lightning flashes in the area, thunder booms, and strong winds roar. Each creature under the cloud (no more than 5,000 feet beneath the cloud) when it appears must make a Constitution saving throw. On a failed save, a creature takes 2d6 thunder damage and becomes deafened for 5 minutes. Each round you maintain concentration on this spell, the storm produces additional effects on your turn. Round 2. Acidic rain falls from the cloud. Each creature and object under the cloud takes 1d6 acid damage. Round 3. You call six bolts of lightning from the cloud to strike six creatures or objects of your choice beneath the cloud. A given creature or object can't be struck by more than one bolt. A struck creature must make a Dexterity saving throw. The creature takes 10d6 lightning damage on a failed save, or half as much damage on a successful one.

Wizard Summoner DC20 Mod +12

Level-6 evocation

**Sunbeam**

1 act. Self V,S,M Conc, 1 min

A beam of brilliant light flashes out from your hand in a 5-foot-wide, 60-foot-long line. Each creature in the line must make a Constitution saving throw. On a failed save, a creature takes 6d8 radiant damage and is blinded until your next turn. On a successful save, it takes half as much damage and isn't blinded by this spell. Undead and oozes have disadvantage on this saving throw. You can create a new line of radiance as your action on any turn until the spell ends. For the duration, a mote of brilliant radiance shines in your hand. It sheds bright light in a 30-foot radius and dim light for an additional 30 feet. This light is sunlight.

Wizard Summoner DC20 Mod +12

Level-3 transmutation

**Transmute Gold and Gems**

1 round Touch V,S,M Permanent

Choose one of the following options when casting this spell: Transmute Gold Into Gems. You convert up to 10 pound of coins or trade bars of any denomination (roughly 500 coins) into gemstones of equal value. You cannot specify the type of gem you get and none of the gemstones will be worth more than 500 gp. Transmute Gems Into Gold. You can convert a gemstone into gold coins of equal value. The gold coin used as the material coin is used as the template; all the gold coins produced by this spell will appear to have been issued by the same country or mint.

Wizard Summoner DC20 Mod +12

Level-5 evocation

**Wall of Force**

1 act. 120 ft V,S,M Conc, 10 mins

An invisible wall of force springs into existence at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is 1/4 inch thick. It lasts for the duration. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side). Nothing can physically pass through the wall. It is immune to all damage and can't be dispelled by dispel magic. A disintegrate spell destroys the wall instantly, however. The wall also extends into the Ethereal Plane, blocking ethereal travel through the wall.

Wizard Summoner DC20 Mod +12

		<p>Simulacrum <i>(reverse)</i></p> <p>The simulacrum lasts until it drops to 0 hit points, at which point it reverts to snow and melts instantly. If you cast this spell again, any currently active duplicates you created with this spell are instantly destroyed.</p>
		<p>Storm of Vengeance <i>(reverse)</i></p> <p>Round 4. Hailstones rain down from the cloud. Each creature under the cloud takes 2d6 bludgeoning damage. Round 5–10. Gusts and freezing rain assail the area under the cloud. The area becomes difficult terrain and is heavily obscured. Each creature there takes 1d6 cold damage. Ranged weapon attacks in the area are impossible. The wind and rain count as a severe distraction for the purposes of maintaining concentration on spells. Finally, gusts of strong wind (ranging from 20 to 50 miles per hour) automatically disperse fog, mists, and similar phenomena in the area, whether mundane or magical.</p>