A LITTLE LESS PREP. A LITTLE MORE WONDER.

Spell scrolls

Fifty named spells to tuck into treasure, a scholar’s satchel or a sealed case in a ruined tower.



How to use. Roll d100; read 00 as 100. Each result is a scroll of the named spell. The spell must be on your spell list. If above your normal spell level, a spellcasting ability check is required (DC 10 + spell level). Failure erases the spell. Open the linked spell for its full effect.

d100	Spell on the scroll	Level	Effect at a glance
01	**Acid Splash**	Cantrip	Burst an acidic bubble in a small Sphere.
02	**Chill Touch**	Cantrip	A melee spell attack channels necrotic magic.
03	**Dancing Lights**	Cantrip	Create up to four floating lights.
04	**Fire Bolt**	Cantrip	Hurl fire at a creature or object.
05	**Guidance**	Cantrip	Help a willing creature with a chosen skill.
06	**Light**	Cantrip	Make a touched object shine.
07	**Mage Hand**	Cantrip	Create a spectral hand to manipulate objects.
08	**Mending**	Cantrip	Repair a single break or tear in an object.
09	**Ray of Frost**	Cantrip	A cold ray damages and slows its target.
10	**Sacred Flame**	Cantrip	Radiant fire descends on a visible creature.
11-12	**Alarm**	Level 1	Ward an area against intrusion.
13-14	**Burning Hands**	Level 1	Project a cone of flame.
15-16	**Charm Person**	Level 1	Attempt to charm a Humanoid.
17-18	**Comprehend Languages**	Level 1	Understand languages and decipher literal written meaning.
19-20	**Cure Wounds**	Level 1	Restore Hit Points to a touched creature.
21-22	**Detect Magic**	Level 1	Sense nearby magical effects.
23-24	**Feather Fall**	Level 1	Slow the descent of up to five falling creatures.
25-26	**Identify**	Level 1	Learn the properties of a touched object.
27-28	**Magic Missile**	Level 1	Create three darts of magical force.
29-30	**Shield**	Level 1	A Reaction grants a brief protective barrier.
31-33	**Arcane Lock**	Level 2	Magically lock a door, window or container.
34-36	**Darkness**	Level 2	Fill an area with magical Darkness.
37-39	**Darkvision**	Level 2	Grant a willing creature 150-foot Darkvision.
40-42	**Invisibility**	Level 2	Turn a touched creature invisible, subject to the spell’s limits.
43-44	**Knock**	Level 2	Open a locked or barred object, with a loud knock.

Your table, your treasure. Custom odds: cantrip 10%, levels 1/2 20% each, level 3 15%, levels 4/5 10% each, levels 6/7 5% each, level 8 3%, level 9 2%. Rarity: levels 0-1 common, 2-3 uncommon, 4-5 rare, 6-8 very rare, 9 legendary. Scrolls use normal casting time and no Material components; successful casting consumes the scroll, interruption does not.

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Item summaries, selection and roll ranges adapted by justroll. Not affiliated with Wizards of the Coast.

d100	Spell on the scroll	Level	Effect at a glance
45-46	**Lesser Restoration**	Level 2	End one listed condition on a touched creature.
47-48	**Misty Step**	Level 2	Teleport up to 30 feet to a visible empty space.
49-50	**Web**	Level 2	Conjure sticky webs to hinder creatures.
51-53	**Counterspell**	Level 3	Attempt to interrupt another creature's spellcasting.
54-56	**Dispel Magic**	Level 3	Attempt to end spells on a creature, object or effect.
57-59	**Fireball**	Level 3	Create an explosive Sphere of fire.
60-61	**Fly**	Level 3	Grant a willing creature magical flight.
62-63	**Revivify**	Level 3	Revive a creature that died within the last minute.
64-65	**Water Breathing**	Level 3	Let up to ten willing creatures breathe underwater.
66-67	**Banishment**	Level 4	Attempt to send a creature to a harmless demiplane.
68-69	**Dimension Door**	Level 4	Teleport yourself and an eligible companion.
70-71	**Greater Invisibility**	Level 4	Keep a touched creature invisible for the spell's duration.
72-73	**Polymorph**	Level 4	Attempt to transform a creature into a Beast.
74-75	**Stone Shape**	Level 4	Reshape a touched section of stone.
76-78	**Greater Restoration**	Level 5	Remove one listed debilitating effect.
79-81	**Hold Monster**	Level 5	Attempt to paralyze a creature.
82-83	**Raise Dead**	Level 5	Revive an eligible creature dead no longer than 10 days.
84-85	**Telekinesis**	Level 5	Move or manipulate creatures and objects by thought.
86-87	**Disintegrate**	Level 6	Launch a destructive green ray.
88-89	**Heal**	Level 6	Restore 70 HP and end listed conditions.
90	**True Seeing**	Level 6	Grant a willing creature 120-foot Truesight.
91-93	**Plane Shift**	Level 7	Transport a linked group to another plane.
94-95	**Teleport**	Level 7	Transport creatures or an object to a chosen destination.
96-98	**Mind Blank**	Level 8	Protect a willing creature against psychic intrusion.
99-00	**Wish**	Level 9	Duplicate a lower-level spell or attempt a greater wish.

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