

EMA's 3.5E D&D RECORD SHEET 1.5

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PLAY MORE
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PERSONAL INFO

Name: _____ Player: _____
Race: _____ Religion: _____
Alignment: _____ Looks: _____
Age: _____ Weight: _____ Height: _____ Size: _____ Gender: _____

CLASSE8

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Bbn HD:12 BSP:4	Brd HD:6 BSP:6	Clr HD:8 BSP:2	Drd HD:8 BSP:4	Ftr HD:10 BSP:2	Mnk HD:8 BSP:4	Pal HD:10 BSP:2	Rgr HD:8 BSP:6	Rog HD:6 BSP:8	Sor HD:4 BSP:2	Wiz HD:4 BSP:2				Total	
Other/Prestige Classes															

Experience: _____ XP Penalty: _____ Next Level: _____

Abilities


	ABILITY		MODIFIER		TEMP		MODIFIER	
STR								
Strength								
DEX								
Dexterity								
CON								
Constitution								
INT								
Intelligence								
WIS								
Wisdom								
CHA								
Charisma								

Hit Points

HP Current

Notes: _____

ARMOR



Flat-footed: _____ vs. Touch Attacks: _____

_____ : _____

Base Dexterity	10 +
_____	_____ +
_____	_____ +
_____	_____ +
_____	_____ +
_____	_____ +

Armor / Shield	AC Value	Max Dex	Check Penalty	Arcane Failure
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
Total:	_____	_____	_____	_____

Notes: _____

COMBAT

Ab. Misc Size			Base Total			Ab. Misc Size			Base Total			Ab. Misc Sz. M. Base			Total		
MELEE						RANGED						GRAPPLE					
$\underline{STR} + \underline{\quad} + \underline{\quad} + \left\{ \begin{array}{l} \underline{1st} = \underline{\quad} \\ \underline{2nd} = \underline{\quad} \\ \underline{3rd} = \underline{\quad} \\ \underline{4th} = \underline{\quad} \end{array} \right.$						$\underline{DEX} + \underline{\quad} + \underline{\quad} + \left\{ \begin{array}{l} \underline{1st} = \underline{\quad} \\ \underline{2nd} = \underline{\quad} \\ \underline{3rd} = \underline{\quad} \\ \underline{4th} = \underline{\quad} \end{array} \right.$						$\underline{STR} + \underline{\quad} + \underline{\quad} + \underline{\quad} = \underline{\quad}$					
Initiative						2-Hand Attack: $\underline{\quad} / \underline{\quad}$						Speed: $\underline{\quad}$					
Notes:																	
$\underline{DEX} + \underline{\quad} = \underline{\quad}$																	

WEAPONS

NAME	MODIFIED ATTACKS	FEAT	MISC	DAMAGE	CRITICAL	RANGE	Sz/TYPE
Unarmed Strike	/ / / / /						
	/ / / / /						
	/ / / / /						
	/ / / / /						
	/ / / / /						
	/ / / / /						
	/ / / / /						
	/ / / / /						
Notes:							
Ammunition:	<div style="border: 1px solid black; padding: 2px;"> □□□□□□□□ □□□□□□□□ □□□□□□□□ </div>	<div style="border: 1px solid black; padding: 2px;"> □□□□□□□□ □□□□□□□□ □□□□□□□□ </div>	<div style="border: 1px solid black; padding: 2px;"> □□□□□□□□ □□□□□□□□ □□□□□□□□ </div>				

SAVING THROWS

	TOTAL	BASE	ABILITY	MISC	TEMP
Fortitude	_____	= _____	+ <u>CON</u>	+ _____	+ _____
Reflexes	_____	= _____	+ <u>DEX</u>	+ _____	+ _____
Will	_____	= _____	+ <u>WIS</u>	+ _____	+ _____
Spell Resistance: _____					
Damage Resistance: _____					
Notes: _____					

SKILLS

SKILL NAME	TOTAL	RANK	ABILITY	MISC
◆ Appraise	(C) _____	=	+ INT	+ _____
◆ Balance	(C) _____	=	+ DEX	+ *
◆ Bluff	(C) _____	=	+ CHA	+ _____
◆ Climb	(C) _____	=	+ STR	+ *
◆ Concentration	(C) _____	=	+ CON	+ _____
◆ Craft (_____)	(C) _____	=	+ INT	+ _____
◆ Craft (_____)	(C) _____	=	+ INT	+ _____
◆ Decipher Script	(C) _____	=	+ INT	+ _____
◆ Diplomacy	(C) _____	=	+ CHA	+ _____
◆ Disable Device	(C) _____	=	+ INT	+ _____
◆ Disguise	(C) _____	=	+ CHA	+ _____
◆ Escape Artist	(C) _____	=	+ DEX	+ *
◆ Forgery	(C) _____	=	+ INT	+ _____
◆ Gather Information	(C) _____	=	+ CHA	+ _____
◆ Handle Animal	(C) _____	=	+ CHA	+ _____
◆ Heal	(C) _____	=	+ WIS	+ _____
◆ Hide	(C) _____	=	+ DEX	+ *
◆ Intimidate	(C) _____	=	+ CHA	+ _____
◆ Jump	(C) _____	=	+ STR	+ *
◆ Knowledge(_____)	(C) _____	=	+ INT	+ _____
◆ Knowledge(_____)	(C) _____	=	+ INT	+ _____
◆ Knowledge(_____)	(C) _____	=	+ INT	+ _____
◆ Knowledge(_____)	(C) _____	=	+ INT	+ _____
◆ Listen	(C) _____	=	+ WIS	+ _____
◆ Move Silently	(C) _____	=	+ DEX	+ *
◆ Open Lock	(C) _____	=	+ DEX	+ _____
◆ Perform (_____)	(C) _____	=	+ CHA	+ _____
◆ Perform (_____)	(C) _____	=	+ CHA	+ _____
◆ Profession (_____)	(C) _____	=	+ WIS	+ _____
◆ Profession (_____)	(C) _____	=	+ WIS	+ _____
◆ Ride	(C) _____	=	+ DEX	+ _____
◆ Search	(C) _____	=	+ INT	+ _____
◆ Sense Motive	(C) _____	=	+ WIS	+ _____
◆ Sleight of Hand	(C) _____	=	+ DEX	+ *
◆ Spellcraft	(C) _____	=	+ INT	+ _____
◆ Spot	(C) _____	=	+ WIS	+ _____
◆ Survival	(C) _____	=	+ WIS	+ _____
◆ Swim	(C) _____	=	+ STR	+ **
◆ Tumble	(C) _____	=	+ DEX	+ *
◆ Use Magic Device	(C) _____	=	+ CHA	+ _____
◆ Use Rope	(C) _____	=	+ DEX	+ _____
_____	(C) _____	=	+ _____	+ _____
_____	(C) _____	=	+ _____	+ _____
_____	(C) _____	=	+ _____	+ _____

(C) Class Skill ◆ Untrained Skill
* Armor Penalty

Max. Rank: _____ / _____

LANGUAGES

Literacy ☐

FEATS

GENERAL FEATS

- | | | | |
|---|---|--|--|
| <input type="checkbox"/> Acrobatic | <input type="checkbox"/> Lightning Reflexes | <input type="checkbox"/> Greater Spell Focus | <input type="checkbox"/> Widen Spell |
| <input type="checkbox"/> Agile | <input type="checkbox"/> Magical Aptitude | | |
| <input type="checkbox"/> Alertness | <input type="checkbox"/> Martial Weapon Profic. | <input type="checkbox"/> Spell Mastery (□□□) | EPIC FEATS |
| <input type="checkbox"/> Animal Affinity | | <input type="checkbox"/> Spell Penetration | <input type="checkbox"/> Familiar Spell |
| <input type="checkbox"/> Armor Profic., Light | | <input type="checkbox"/> Greater Spell Penetr. | |
| <input type="checkbox"/> Armor Profic., Med. | <input type="checkbox"/> Mounted Combat* | <input type="checkbox"/> Stealthy | |
| <input type="checkbox"/> Armor Profic., H. | <input type="checkbox"/> Mounted Archery* | <input type="checkbox"/> Toughness (□□□) | <input type="checkbox"/> Great Smiting (□□□) |
| <input type="checkbox"/> Athletic | <input type="checkbox"/> Ride-By Attack* | <input type="checkbox"/> Track | <input type="checkbox"/> Impr. Elemental Shape |
| <input type="checkbox"/> Blind-Fight* | <input type="checkbox"/> Spirited Charge* | <input type="checkbox"/> Two-Weapon Fighting* | <input type="checkbox"/> Impr. Fav. Enemy (□□) |
| <input type="checkbox"/> Combat Casting | <input type="checkbox"/> Trample* | <input type="checkbox"/> Two-Weap. Defense* | <input type="checkbox"/> Impr. Metamagic (□□) |
| <input type="checkbox"/> Combat Expertise* | <input type="checkbox"/> Natural Spell | <input type="checkbox"/> Impr. Two-W. Fight.* | <input type="checkbox"/> Impr. Sneak Att. (□□) |
| <input type="checkbox"/> Improved Disarm* | <input type="checkbox"/> Negotiator | <input type="checkbox"/> Great. Two-W. F.* | <input type="checkbox"/> Impr. Spell Capac. (□□) |
| <input type="checkbox"/> Improved Feint* | <input type="checkbox"/> Nimble Fingers | <input type="checkbox"/> Weapon Finesse* | <input type="checkbox"/> Impr. Stunn. Fist (□□) |
| <input type="checkbox"/> Improved Trip* | <input type="checkbox"/> Persuasive | <input type="checkbox"/> Weapon Focus* | <input type="checkbox"/> Lasting Inspiration |
| <input type="checkbox"/> Combat Reflexes* | <input type="checkbox"/> Point Blank Shot* | | <input type="checkbox"/> Overwhelming Critical |
| <input type="checkbox"/> Deceitful | <input type="checkbox"/> Far Shot* | <input type="checkbox"/> Greater Weap. Focus* | |
| <input type="checkbox"/> Deft Hands | <input type="checkbox"/> Precise Shot* | | <input type="checkbox"/> Planar Turning |
| <input type="checkbox"/> Diligent | <input type="checkbox"/> Impr. Precise Shot* | | <input type="checkbox"/> Spell Knowledge (□□) |
| <input type="checkbox"/> Dodge* | <input type="checkbox"/> Rapid Shot* | <input type="checkbox"/> Weapon Specializat.* | <input type="checkbox"/> Terrifying Rage |
| <input type="checkbox"/> Mobility* | <input type="checkbox"/> Manyshot* | | |
| <input type="checkbox"/> Spring Attack* | <input type="checkbox"/> Shot on the Run* | | |
| <input type="checkbox"/> Whirlwind Att.* | <input type="checkbox"/> Power Attack* | | OTHER FEATS |
| <input type="checkbox"/> Endurance | <input type="checkbox"/> Cleave* | <input type="checkbox"/> Greater Weap. Sp.* | |
| <input type="checkbox"/> Diehard | <input type="checkbox"/> Great Cleave* | | |
| <input type="checkbox"/> Eschew Materials | <input type="checkbox"/> Improved Bull Rush* | | |
| <input type="checkbox"/> Exotic Weapon Profic.* | <input type="checkbox"/> Improved Overrun* | | |
| | <input type="checkbox"/> Improved Sunder* | ITEM CREATION FEATS | |
| | <input type="checkbox"/> Quick Draw* | <input type="checkbox"/> Brew Potion | |
| <input type="checkbox"/> Extra Turning (□□□) | <input type="checkbox"/> Rapid Reload* | <input type="checkbox"/> Craft Magic Arms/Arm. | |
| <input type="checkbox"/> Great Fortitude | | <input type="checkbox"/> Craft Rod | |
| <input type="checkbox"/> Improved Counterspell | | <input type="checkbox"/> Craft Staff | |
| <input type="checkbox"/> Improved Critical* | <input type="checkbox"/> Run | <input type="checkbox"/> Craft Wand | |
| | <input type="checkbox"/> Self-Sufficient | <input type="checkbox"/> Craft Wondrous Item | |
| | <input type="checkbox"/> Shield Proficiency | <input type="checkbox"/> Forge Ring | |
| <input type="checkbox"/> Improved Familiar | <input type="checkbox"/> Improved Shield Bash* | <input type="checkbox"/> Scribe Scroll | |
| <input type="checkbox"/> Improved Initiative* | <input type="checkbox"/> Tower Shield Profic. | | |
| <input type="checkbox"/> Improved Turning | <input type="checkbox"/> Simple Weapon Profic. | METAMAGIC FEATS | |
| <input type="checkbox"/> Improved Un. Strike* | <input type="checkbox"/> Skill Focus | <input type="checkbox"/> Empower Spell | |
| <input type="checkbox"/> Deflect Arrows* | | <input type="checkbox"/> Enlarge Spell | |
| <input type="checkbox"/> Snatch Arrows* | | <input type="checkbox"/> Extend Spell | |
| <input type="checkbox"/> Improved Grapple* | <input type="checkbox"/> Spell Focus | <input type="checkbox"/> Heighten Spell | |
| <input type="checkbox"/> Stunning Fist* | | <input type="checkbox"/> Maximize Spell | |
| <input type="checkbox"/> Investigator | | <input type="checkbox"/> Quicken Spell | |
| <input type="checkbox"/> Iron Will | <input type="checkbox"/> Augment Summon. | <input type="checkbox"/> Silent Spell | |
| | | | * Fighter Bonus Feats |

RACE TRAITS

[illegible]

WEALTH

PP: _____ GP: _____ SP: _____ CP: _____
Gems/Jewels: _____
Other: _____

CLASS FEATURES

[illegible]

EQUIPMENT†

	ITEM NAME	WEIGHT
Head	_____	_____
Eyes	_____	_____
Cloak	_____	_____
Amulet	_____	_____
Robe	_____	_____
Vest	_____	_____
Bracers	_____	_____
Gloves	_____	_____
Rings	_____	_____
Belt	_____	_____
Boots	_____	_____
Armor	_____	_____
Shield	_____	_____
In Hand	_____	_____
Readied	_____	_____
	_____	_____
	_____	_____
	_____	_____
	_____	_____
	_____	_____
	_____	_____
	_____	_____
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<input type="checkbox"/>	_____	_____
<input type="checkbox"/>	_____	_____
<input type="checkbox"/>	_____	_____
<input type="checkbox"/>	_____	_____
Total Carried Weight	_____	_____

CARRYING CAPACITY/ MOVEMENT

Load: _____ / _____ / _____

Over Head	<u> x1 </u>	Current Speed	<u> </u>
Off Ground	<u> x2 </u>	Run (x <u> </u>)	<u> </u>
Push/Drag	<u> x5 </u>	Alternate Move:	
Current Load	<u> </u>		<u> </u>
Max. Dex.	<u> </u>		<u> </u>
Check Pen.	<u> </u>		<u> </u>

HEPCHMEN/ANIMALS

NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	AL	ATTACKS	DAMAGE	FACE/REACH
Notes:										

HERCHMAN/ANIMAL COMPANION/FAMILIAR

Name: _____ Race: _____ Alignment: _____

ABILITIES	TEMP	SKILLS	FEATS
STR	<input type="checkbox"/>	<input type="checkbox"/>	
DEX	<input type="checkbox"/>	<input type="checkbox"/>	
CON	<input type="checkbox"/>	<input type="checkbox"/>	
INT	<input type="checkbox"/>	<input type="checkbox"/>	
WIS	<input type="checkbox"/>	<input type="checkbox"/>	
CHA	<input type="checkbox"/>	<input type="checkbox"/>	

COMBAT

HD: _____ Hit Points: _____ Current: _____
 Initiative: _____ Speed: _____ Base Att./Grapple: _____/
 AC: _____ Touch: _____ Flat-footed: _____ Sp./Reach: _____/_____

ATTACKS	SAVES
_____ / / / / ()	Fort: _____
_____ / / / / ()	Ref: _____
_____ / / / / ()	Will: _____
_____ / / / / ()	SR: _____
_____ / / / / ()	

SPECIAL ATTACKS	SPECIAL QUALITIES
_____	_____
_____	_____
_____	_____
_____	_____

NOTES/EQUIPMENT

HERCHMAN/ANIMAL COMPANION/FAMILIAR

Name: _____ Race: _____ Alignment: _____

ABILITIES	TEMP	SKILLS	FEATS
STR	<input type="checkbox"/>	<input type="checkbox"/>	
DEX	<input type="checkbox"/>	<input type="checkbox"/>	
CON	<input type="checkbox"/>	<input type="checkbox"/>	
INT	<input type="checkbox"/>	<input type="checkbox"/>	
WIS	<input type="checkbox"/>	<input type="checkbox"/>	
CHA	<input type="checkbox"/>	<input type="checkbox"/>	

COMBAT

HD: _____ Hit Points: _____ Current: _____
 Initiative: _____ Speed: _____ Base Att./Grapple: _____/
 AC: _____ Touch: _____ Flat-footed: _____ Sp./Reach: _____/_____

ATTACKS	SAVES
_____ / / / / ()	Fort: _____
_____ / / / / ()	Ref: _____
_____ / / / / ()	Will: _____
_____ / / / / ()	SR: _____
_____ / / / / ()	

SPECIAL ATTACKS	SPECIAL QUALITIES
_____	_____
_____	_____
_____	_____
_____	_____

NOTES/EQUIPMENT

HERCHMAN/ANIMAL COMPANION/FAMILIAR

Name: _____ Race: _____ Alignment: _____

ABILITIES	TEMP	SKILLS	FEATS
STR	<input type="checkbox"/>	<input type="checkbox"/>	
DEX	<input type="checkbox"/>	<input type="checkbox"/>	
CON	<input type="checkbox"/>	<input type="checkbox"/>	
INT	<input type="checkbox"/>	<input type="checkbox"/>	
WIS	<input type="checkbox"/>	<input type="checkbox"/>	
CHA	<input type="checkbox"/>	<input type="checkbox"/>	

COMBAT

HD: _____ Hit Points: _____ Current: _____
 Initiative: _____ Speed: _____ Base Att./Grapple: _____/
 AC: _____ Touch: _____ Flat-footed: _____ Sp./Reach: _____/_____

ATTACKS	SAVES
_____ / / / / ()	Fort: _____
_____ / / / / ()	Ref: _____
_____ / / / / ()	Will: _____
_____ / / / / ()	SR: _____
_____ / / / / ()	

SPECIAL ATTACKS	SPECIAL QUALITIES
_____	_____
_____	_____
_____	_____
_____	_____

NOTES/EQUIPMENT

HERCHMAN/ANIMAL COMPANION/FAMILIAR

Name: _____ Race: _____ Alignment: _____

ABILITIES	TEMP	SKILLS	FEATS
STR	<input type="checkbox"/>	<input type="checkbox"/>	
DEX	<input type="checkbox"/>	<input type="checkbox"/>	
CON	<input type="checkbox"/>	<input type="checkbox"/>	
INT	<input type="checkbox"/>	<input type="checkbox"/>	
WIS	<input type="checkbox"/>	<input type="checkbox"/>	
CHA	<input type="checkbox"/>	<input type="checkbox"/>	

COMBAT

HD: _____ Hit Points: _____ Current: _____
 Initiative: _____ Speed: _____ Base Att./Grapple: _____/
 AC: _____ Touch: _____ Flat-footed: _____ Sp./Reach: _____/_____

ATTACKS	SAVES
_____ / / / / ()	Fort: _____
_____ / / / / ()	Ref: _____
_____ / / / / ()	Will: _____
_____ / / / / ()	SR: _____
_____ / / / / ()	

SPECIAL ATTACKS	SPECIAL QUALITIES
_____	_____
_____	_____
_____	_____
_____	_____

NOTES/EQUIPMENT



BARD POWERS

Bardic Knowledge: INT + Lev + ____ = ____

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BARD SPELLS

[illegible][illegible]

BARO SPELLS

KN.	SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
2ND-LEVEL SPELLS Spells: ___ + ___ = ___ Cast: □□□□□□□□ Save DC: ___ Max. known: ___ □□□□□										
<input type="checkbox"/>		Alter Self	Tr.	VS	1 act	Personal	10 min/lev (D)	-	N	Assume form of a similar creature PHB197
<input type="checkbox"/>		Animal Messenger <i>[Mind-Affecting]</i>	En	VSM	1 act	Close	1 day/lev	-	Y	Sends a Tiny animal to a specific place PHB198
<input type="checkbox"/>		Animal Trance <i>[Mind-Affecting, Sonic]</i>	En	VS	1 act	Close	Concentration	Will n.	Y	Fascinates 2d6 HD of animals PHB198
<input type="checkbox"/>		Blindness/Deafness	Ne	V	1 act	Medium	Permanent (D)	For n.	Y	Makes subject blinded or deafened PHB206
<input type="checkbox"/>		Blur	Il.	V	1 act	Touch	1 min/lev (D)	Will n.	Y	Attacks miss subject 20% of the time PHB206
<input type="checkbox"/>		Calm Emotions <i>[Mind-Affecting]</i>	En	VS	1 act	Medium	1 round/lev (D)	Will n.	Y	Calms creatures, negating emotion effects PHB207
<input type="checkbox"/>		Cat's Grace	Tr.	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Dex for 1 min/lev PHB208
<input type="checkbox"/>		Cure Moderate Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 2d8 damage +1/lev (max. +10) PHB216
<input type="checkbox"/>		Curse of Impending Blades	Ne	VSM	1 act	Medium	1 min/lev	-	Y	Subject takes -2 penalty to AC MHB354
<input type="checkbox"/>		Darkness <i>[Darkness]</i>	Ev.	VM	1 act	Touch	10 min/lev (D)	-	N	20-ft radius of supernatural shadow PHB216
<input type="checkbox"/>		Daze Monster <i>[Mind-Affecting]</i>	En	VSM	1 act	Medium	1 round	Will n.	Y	Living creature up to 6 HD loses next action PHB217
<input type="checkbox"/>		Delay Poison	Co	VS	1 act	Touch	1 hour/lev	For n.	Y	Stops poison from harming subject PHB217
<input type="checkbox"/>		Detect Thoughts <i>[Mind-Affecting]</i>	Di	VSF	1 act	60 ft	1 min/lev (D)	Will n.	N	Allows "listening" to surface thoughts PHB220
<input type="checkbox"/>		Eagle's Splendor	Tr.	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Cha for 1 min/lev PHB225
<input type="checkbox"/>		Enthrall <i>[Language-Dep., Mind-Aff., Sonic]</i>	En	VS	1 round	Medium	Up to 1 hour	Will n.	Y	Captivates all within range PHB227
<input type="checkbox"/>		Fly, Swift	Tr.	V	Swift	Personal	1 round	-	N	You fly for 1 round MHB356
<input type="checkbox"/>		Fox's Cunning	Tr.	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Int for 1 min/lev PHB235
<input type="checkbox"/>		Glitterdust	Co	VSM	1 act	Medium	1 round/lev	Will n.	N	Blinds creatures, outlines invisible creatures PHB236
<input type="checkbox"/>		Heroism <i>[Mind-Affecting]</i>	En	VS	1 act	Touch	10 min/lev	Will n.	Y	Gives +2 on attacks, saves, skill checks PHB240
<input type="checkbox"/>		Hold Person <i>[Mind-Affecting]</i>	En	VSF	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes one humanoid for 1 round/lev PHB241
<input type="checkbox"/>		Hypnotic Pattern <i>[Mind-Affecting]</i>	Il.	VSM	1 act	Medium	Conc.+2 rds	Will n.	Y	Fascinates 2d4+1 HD/lev of creatures PHB242
<input type="checkbox"/>		Invisibility	Il.	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Subject is invisible until it attacks PHB245
<input type="checkbox"/>		Invisibility, Swift	Il.	V	Swift	Personal	1 round	-	N	Invisibility lasts 1 round MHB356
<input type="checkbox"/>		Locate Object	Di	VSF	1 act	Long	1 min/lev	-	N	Senses direction toward object PHB249
<input type="checkbox"/>		Minor Image	Il.	VSF	1 act	Long	Conc.+2 rds	Will dis.	N	Creates minor illusion with some sound PHB254
<input type="checkbox"/>		Mirror Image	Il.	VS	1 act	Personal	1 min/lev (D)	-	N	Creates 1d4+1/3 lev decoys of you (max 8) PHB254
<input type="checkbox"/>		Misdirection	Il.	VS	1 act	Close	1 hour/lev	-/Will n.	N	Misleads divinations for one creature/object PHB254
<input type="checkbox"/>		Pyrotechnics	Tr.	VSM	1 act	Long	Special	Special	Sp.	Turns fire to blinding light or choking smoke PHB267
<input type="checkbox"/>		Rage <i>[Mind-Affecting]</i>	En	VS	1 act	Medium	Conc.+1 rd/lev	-	Y	Gives +2 Str, +2 Con, -2 AC, +1 to Will saves PHB268
<input type="checkbox"/>		Scare <i>[Fear, Mind-Affecting]</i>	Ne	VSM	1 act	Medium	1 round/lev	Will part.	Y	Panics creatures of less than 6 HD PHB274
<input type="checkbox"/>		Shatter <i>[Sonic]</i>	Ev.	VSM	1 act	Close	Instantaneous	Special	Y	Sonic vibration damages objects or creatures PHB278
<input type="checkbox"/>		Silence	Il.	VS	1 act	Long	1 min/lev (D)	-/Will n.	Sp.	Negates sound in 15-ft radius PHB279
<input type="checkbox"/>		Sound Burst <i>[Sonic]</i>	Ev.	VSF	1 act	Close	Instantaneous	For part.	Y	Deals 1d8 sonic damage to subjects, may stun PHB281
<input type="checkbox"/>		Suggestion <i>[Language-Dep., Mind-Affecting]</i>	En	VM	1 act	Close	1 hour/lev	Will n.	Y	Compels subject to follow course of action PHB285
<input type="checkbox"/>		Summon Monster II	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar creature (1 2nd or 1d5 1st) PHB286
<input type="checkbox"/>		Summon Swarm	Co	VSM	1 round	Close	Conc. +2 rds	-	N	Summons swarm of bats, rats, or spiders PHB289
<input type="checkbox"/>		Tongues	Di	VM	1 act	Touch	10 min/lev	Will n.	N	Speak any language PHB294
<input type="checkbox"/>		Undeniable Gravity	Tr.	VSM	1 act	Long	1 min/lev	Will n.	Y	Flying creature loses flying ability MHB40
<input type="checkbox"/>		Whispering Wind <i>[Air]</i>	Tr.	VS	1 act	1 mile/lev	1 hour/lev	-	N	Sends a short message up to 1 mile/lev PHB501

3RD-LEVEL SPELLS Spells: ___ + ___ = ___ Cast: □□□□□□□□ Save DC: ___ Max. known: ___ □□□□□										
<input type="checkbox"/>		Blink	Tr.	VS	1 act	Personal	1 round/lev (D)	-	N	You randomly vanish and reappear PHB206
<input type="checkbox"/>		Charm Monster <i>[Mind-Affecting]</i>	En	VS	1 act	Close	1 day/lev	Will n.	Y	Makes monster believe it is your ally PHB209
<input type="checkbox"/>		Clairaudience/Clairvoyance	Di	VSF	10 min	Long	1 min/lev (D)	-	N	Hear or see at a distance for 1 min/lev PHB209
<input type="checkbox"/>		Confusion <i>[Mind-Affecting]</i>	En	VSM	1 act	Medium	1 round/lev	Will n.	Y	Subject behave oddly for 1 round/lev PHB212
<input type="checkbox"/>		Crushing Despair <i>[Mind-Affecting]</i>	En	VSM	1 act	30 ft	1 min/lev	Will n.	Y	Subjects get -2 to attack, damage, saves, checks PHB215
<input type="checkbox"/>		Cure Serious Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 5d8 damage +1/lev (max. +15) PHB216
<input type="checkbox"/>		Curse of Impending Blades, Legion's	Ne	VSM	1 act	Medium	1 min/lev	-	Y	Subjects take -2 penalty to AC MHB355
<input type="checkbox"/>		Daylight <i>[Light]</i>	Ev.	VS	1 act	Touch	10 min/lev (D)	-	N	60-ft radius of bright light PHB216
<input type="checkbox"/>		Deep Slumber <i>[Mind-Affecting]</i>	En	VSM	1 round	Close	1 min/lev	Will n.	Y	Puts 10 HD of creatures to sleep PHB217
<input type="checkbox"/>		Dispel Magic	Ab	VS	1 act	Medium	Instantaneous	-	N	Cancels magical spells and effects PHB223
<input type="checkbox"/>		Displacement	Il.	VM	1 act	Touch	1 round/lev (D)	Will n.	Y	Attacks miss subject 50% PHB223
<input type="checkbox"/>		Fear <i>[Fear, Mind-Affecting]</i>	Ne	VSM	1 act	30 ft	1 round/lev	Will part.	Y	Subjects in cone flee for 1 round/lev PHB229
<input type="checkbox"/>		Gaseous Form	Tr.	SM	1 act	Touch	2 min/lev (D)	-	N	Subject gets insubstantial and can fly slowly PHB234
<input type="checkbox"/>		Geas, Lesser <i>[Language-Dep., Mind-Affecting]</i>	En	V	1 round	Close	1 day/lev (D)	Will n.	Y	Commands subject of 7 HD or less PHB235
<input type="checkbox"/>		Glibness	Tr.	S	1 act	Personal	10 min/lev (D)	-	N	+30 to Bluff, lies can escape discernment PHB235
<input type="checkbox"/>		Good Hope <i>[Mind-Affecting]</i>	En	VS	1 act	Medium	1 min/lev	Will n.	Y	Subject gets +2 to attack, damage, saves, checks PHB237
<input type="checkbox"/>		Haste	Tr.	VSM	1 act	Close	1 round/lev	For n.	Y	One creat/lev is faster, +1 to attack, saves, AC PHB239
<input type="checkbox"/>		Illusory Script <i>[Mind-Affecting]</i>	Il.	VSM	1 min+	Touch	1 day/lev (D)	Will n.	Y	Only intended reader can decipher PHB243
<input type="checkbox"/>		Invisibility Sphere	Il.	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Makes everyone within 10 ft invisible PHB245
<input type="checkbox"/>		Leomund's Tiny Hut <i>[Force]</i>	Ev.	VSM	1 act	20 ft	2 hrs/lev (D)	-	N	Creates shelter for 10 creatures PHB247
<input type="checkbox"/>		Major Image	Il.	VSF	1 act	Long	Conc.+3 rds	Will dis.	N	Visual, sound, olfactory, thermal illusion PHB252
<input type="checkbox"/>		Phantom Steed	Co	VS	10 min	0 ft	1 hr/lev (D)	-	N	Magic horse appears for 1 hr/lev PHB260
<input type="checkbox"/>		Remove Curse	Ab	VS	1 act	Touch	Instantaneous	Will n.	Y	Frees object or person from curse PHB270
<input type="checkbox"/>		Scrying	Di	VSMF	1 hour	Special	1 min/lev	Will n.	Y	Spies on subject from a distance PHB274
<input type="checkbox"/>		Sculpt Sound	Tr.	VS	1 act	Close	1 hour/lev (D)	Will n.	Y	Creates new sounds or changes existing ones PHB275
<input type="checkbox"/>		Secret Page	Tr.	VSM	10 min	Touch	Permanent	-	N	Changes one page to hide its real content PHB275
<input type="checkbox"/>		See Invisibility	Di	VSM	1 act	Personal	10 min/lev (D)	-	N	Reveals invisible creatures or objects PHB275
<input type="checkbox"/>		Sepia Snake Sigil <i>[Force]</i>	Co	VSM	10 min	Touch	Special	Ref n.	N	Creates text symbol that immobilizes reader PHB276
<input type="checkbox"/>		Slow	Tr.	VSM	1 act	Close	1 round/lev	Will n.	Y	1 subj/lev takes 1 act/round, -2 AC and attack PHB280
<input type="checkbox"/>		Speak with Animals	Di	VS	1 act	Personal	1 min/lev	-	N	You can communicate with animals PHB281
<input type="checkbox"/>		Summon Monster III	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 3rd, 1d5 2nd or 1d4+1 1st) PHB286

KN SCROLL

[illegible][illegible]



Dom. ☐

Dom. ☐

EFFECT

Max. known: _____ □□□□□□

Dom. ☐

Dom. ☐

EFFECT

Max. known:

Dom. ☐

Dom. ☐

Max. known:

Dom. ☐
Dom. ☐

EFFECT

Max. known:

Dom. ☐
Dom. ☐

Max. known:

Dom. ☐

Dom. ☐

EFFECT

Max. known:

[illegible]

Max. known:

[illegible]



Wild Empathy:	<u>Lev</u>	+	<u>CHA</u>	+	<u> </u>	=	<u> </u>
Animal Companion:			<input checked="" type="checkbox"/>				
Nature Sense:			<input checked="" type="checkbox"/>				
Woodland Stride:			<input type="checkbox"/>				
Trackless Step:			<input type="checkbox"/>				
Resist Nature's Lure:			<input type="checkbox"/>				
Venom Immunity:			<input type="checkbox"/>				
A Thousand Faces:			<input type="checkbox"/>				
Timeless Body:			<input type="checkbox"/>				

Animal ☐ _____ times/day Elemental ☐ _____ times/day
 Plant ☐ _____ times/day Small ☐
 Tiny ☐ Medium ☐
 Small ☐ Large ☐
 Medium ☐ Huge ☐
 Large ☐
 Huge ☐

PREP. SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
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Spells: ____ + ____ = ____ Save DC: ____

[illegible]

Spells: ____ + ____ = ____ Save DC: ____

Calm Animals	<i>[Mind-Affecting]</i>	En	VS	1 act	Close	1 min/lev	Will n.	Y	Calms 2d4 +1/level HD of animals	PHB207
Charm Animal	<i>[Mind-Affecting]</i>	En	VS	1 act	Close	1 hour/lev	Will n.	Y	Makes one animal your friend	PHB208
Cure Light Wounds		Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 1d8 damage +1/level (max +5)	PHB215
Detect Animals or Plants		Di	VS	1 act	Long	10 min/lev (D)	-	N	Detects kinds of animals or plants	PHB218
Detect Snares and Pits		Di	VS	1 act	60 ft	10 min/lev (D)	-	N	Reveals natural or primitive traps	PHB220
Endure Elements		Ab	VS	1 act	Touch	24 hrs	Will n.	Y	Exist comfortably in hot/cold environment	PHB226
Entangle		Tr	VSD	1 act	Long	1 min/lev (D)	Ref part.	N	Plants entangle everyone in 40-ft radius	PHB227
Faerie Fire	<i>[Light]</i>	Ev	VSD	1 act	Long	1 min/lev (D)	-	Y	Outlines subjects with light	PHB229
Goodberry		Tr	VSD	1 act	Touch	1 day/lev	-	Y	2d4 berries cure 1 hp each (max 8 hp/24 hrs)	PHB237
Hide from Animals		Ab	SD	1 act	Touch	10 min/lev (D)	Will n.	Y	Animals can't perceive 1 subject/lev	PHB241
Jump		Tr	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Subject gets bonus on jump checks	PHB246
Longstrider		Tr	VSM	1 act	Personal	1 hour/lev (D)	-	N	Your speed increases by 10 ft	PHB249
Magic Fang		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	One natural weapon gets +1 to hit and damage	PHB250
Magic Stone		Tr	VSD	1 act	Touch	30 min	Will n.	Y	5 stones are +1 to attack and deal 1d6+1 damage	PHB251
Obscuring Mist		Co	VS	1 act	20 ft	1 min/lev	-	N	Fog surrounds you	PHB258
Pass without Trace		Tr	VSD	1 act	Touch	1 hour/lev (D)	Will n.	Y	One subject/level leaves no tracks	PHB259
Produce Flame	<i>[Fire]</i>	Ev	VS	1 act	0 ft	1 min/lev (D)	-	Y	1d6 damage +1/lev. touch or thrown	PHB265
Shillelagh		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Cudgel becomes +1 weapon for 1d10 damage	PHB278
Snake's Swiftess		Tr	VSD	1 act	Close	Instantaneous	Will n.	Y	Subject immediately makes one attack	MHB39
Speak with Animals		Di	VS	1 act	Personal	1 min/lev	-	N	You can communicate with animals	PHB281
Summon Nature's Ally I		Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animal to fight for you (1st-level)	PHB288

DRUID SPELLS

PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

2ND-LEVEL SPELLS

Spells: ____ + ____ = ____ Save DC: ____

Animal Messenger	[Mind-Affecting]	En	VSM	1 act	Close	1 day/lev	-	Y	Sends a Tiny animal to a specific place	PHB198
Animal Trance	[Mind-Affecting, Sonic]	En	VS	1 act	Close	Concentration	Will n.	Y	Fascinates 2d6 HD of animals	PHB198
Barkskin		Tr	VSD	1 act	Touch	10 min/lev	-	Y	Grants +2 or higher natural armor bonus	PHB203
Bear's Endurance		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 to Con for 1 min/lev	PHB203
Bull's Strength		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 to Str for 1 min/lev	PHB207
Cat's Grace		Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 to Dex for 1 min/lev	PHB208
Chill Metal	[Cold]	Tr	VSD	1 act	Close	7 rounds	Will n.	Y	Cold metal damages those who touch it	PHB209
Delay Poison		Co	VSD	1 act	Touch	1 hour/lev	For n.	Y	Stops poison from harming subject for 1 hr/lev	PHB217
Fire Trap	[Fire]	Ab	VSM	10 min	Touch	Until discharg.	Ref 1/2	Y	Opened object deals 1d4 +1/level of damage	PHB231
Flame Blade	[Fire]	Ev	VSD	1 act	0 ft	1 min/lev (D)	-	Y	Touch attack deals 1d8 +1/2 levels of damage	PHB231
Flaming Sphere	[Fire]	Ev	VSD	1 act	Medium	1 round/lev	Ref n.	Y	Rolling ball of fire deals 2d6 damage	PHB232
Fog Cloud		Co	VS	1 act	Medium	10 min/lev	-	N	Fog obscures vision	PHB232
Gust of Wind	[Air]	Ev	VS	1 act	60 ft	1 round	For n.	Y	Blows away or knocks down smaller creatures	PHB238
Heat Metal	[Fire]	Tr	VSD	1 act	Close	7 rounds	Will n.	Y	Hot metal damages those who touch it	PHB239
Hold Animal	[Mind-Affecting]	En	VS	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes one animal for 1 round/level	PHB241
Owl's Wisdom		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Wis for 1 min/lev	PHB259
Reduce Animal		Tr	VS	1 act	Touch	1 hour/lev (D)	-	N	Shrinks one willing animal	PHB269
Resist Energy		Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Ignores 10+ damage/attack from one energy	PHB272
Restoration, Lesser		Co	VS	3 rds	Touch	Instantaneous	Will n.	Y	Repairs 1d4 ability damage	PHB272
Snake's Swiftmess, Legion's		Tr	VSD	1 act	Medium	Instantaneous	Will n.	Y	Allies each immediately make one attack	MHB39
Soften Earth and Stone	[Earth]	Tr	VSD	1 act	Close	Instantaneous	-	N	Turns stone to clay or dirt to sand or mud	PHB280
Spider Climb		Tr	VSM	1 act	Touch	10 min/lev	Will n.	Y	Grants ability to walk on walls and ceilings	PHB285
Summon Nature's Ally II		Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals to fight (1 2nd or 1d3 1st level)	PHB288
Summon Swarm		Co	VSD	1 round	Close	Conc. +2 rds	-	N	Summon swarm of bats, rats, or spiders	PHB289
Tiger's Tooth		Tr	V	Swift	Personal	1 round	-	N	Natural weapon gets +1/4 lev to hit and dmg	MHB40
Tree Shape		Tr	VSD	1 act	Personal	1 hour/lev (D)	-	N	You look exactly like a tree for 1 hr/lev	PHB296
Warp Wood		Tr	VS	1 act	Close	Instantaneous	Will n.	Y	Bends wood	PHB300
Wood Shape		Tr	VSD	1 act	Touch	Instantaneous	Will n.	Y	Rearrange wooden objects to suit you	PHB305

3RD-LEVEL SPELLS

Spells: ____ + ____ = ____ Save DC: ____

Align Fang		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Natural weapon becomes aligned	MHB33
Call Lightning	[Electricity]	Ev	VS	1 round	Medium	1 min/lev	Ref 1/2	Y	Calls down lightning bolts (3d6 per bolt)	PHB207
Contagion	[Evil]	Ne	VS	1 act	Touch	Instantaneous	For n.	Y	Infects subject with chosen disease	PHB213
Cure Moderate Wounds		Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 2d8 damage +1/lev (max +10)	PHB216
Daylight	[Light]	Ev	VS	1 act	Touch	10 min/lev (D)	-	N	60-ft radius of bright light	PHB216
Diminish Plants		Tr	VSD	1 act	Special	Instantaneous	-	N	Reduces size or blights growth of plants	PHB221
Dominate Animal	[Mind-Affecting]	En	VS	1 round	Close	1 round/lev	Will n.	Y	Subject animal obeys silent mental commands	PHB224
Fly, Swift		Tr	V	Swift	Personal	1 round	-	N	You fly for 1 round	MHB36
Lion's Charge		Tr	V	Swift	Personal	1 round	-	N	You can make a full attack on a charge	MHB37
Magic Fang, Greater		Tr	VSD	1 act	Close	1 hour/lev	Will n.	Y	Natural weap. +1 to hit/dmg per 3 lev (max +5)	PHB250
Meld into Stone	[Earth]	Tr	VSD	1 act	Personal	10 min/lev	-	N	You and your gear merge with stone	PHB252
Neutralize Poison		Co	VSD	1 act	Touch	10 min/lev	Will n.	Y	Detoxifies venom in or on subject	PHB257
Plant Growth		Tr	VSD	1 act	Special	Instantaneous	-	N	Grows vegetation and improves crops	PHB262
Poison		Ne	VSD	1 act	Touch	Instantaneous	For n.	Y	Touch deals 1d10 Con damage, repeat in 1 min	PHB262
Protection from Energy		Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Absorbs 12 damage/level from one energy	PHB266
Quench		Tr	VSD	1 act	Medium	Instantaneous	-/Will n.	Sp	Extinguish nonmagical fires or 1 magic item	PHB267
Remove Disease		Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures all diseases affecting subject	PHB271
Sleet Storm	[Cold]	Co	VSD	1 act	Long	1 round/lev	-	N	Hampers vision and movement	PHB280
Snare		Tr	VSD	3 rds	Touch	Until triggered	-	N	Creates a magical booby trap	PHB280
Speak with Plants		Di	VS	1 act	Personal	1 min/lev	-	N	Talk to normal plants and plant creatures	PHB282
Spike Growth		Tr	VSD	1 act	Medium	1 hour/lev (D)	Ref part.	Y	Creatures take 1d4 damage and may be slowed	PHB285
Stone Shape	[Earth]	Tr	VSD	1 act	Touch	Instantaneous	-	N	Sculpts stone into any shape	PHB284
Summon Nature's Ally III		Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals to fight (1 3rd/1d3 2nd/1d4+1 1st)	PHB288
Water Breathing		Tr	VSD	1 act	Touch	2 hours/lev	Will n.	Y	Subject can breathe underwater	PHB300
Wind Wall	[Air]	Ev	VSD	1 act	Medium	1 round/lev	-	Y	Deflects arrows, smaller creatures, gases	PHB302

DRUID SPELLS

PREP. SCROLL

SPELL NAME

SCH.

COMP.

CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

4TH-LEVEL SPELLS

Spells: ____ + ____ = ____ Save DC: ____

___	Air Walk	[Air]	Tr	VSD	1 act	Touch	10 min/lev	-	Y	Subject treads on air as if solid (45-deg. climb)	PHB196
___	Antiplant Shell		Ab	VSD	1 act	10 ft	10 min/lev (D)	-	Y	Keeps animated plants at bay	PHB200
___	Arc of Lightning	[Electricity]	Co	VSD	1 act	Close	Instantaneous	Ref 1/2	N	Line of electricity between 2 creat. (1d6/lev)	MHB35
___	Blight		Ne	VSD	1 act	Touch	Instantaneous	For 1/2	Y	Deals 1d6/lev to plant creature, or withers	PHB206
___	Command Plants		Tr	V	1 act	Close	1 day/lev	Will n.	Y	Sways the actions of one or more plant creat.	PHB211
___	Control Water	[Water]	Tr	VSD	1 act	Long	10 min/lev (D)	-	N	Raises or lowers bodies of water	PHB214
___	Cure Serious Wounds		Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 3d8 damage +1/lev (max +15)	PHB216
___	Dispel Magic		Ab	VS	1 act	Medium	Instantaneous	-	N	Cancels spells and magical effects	PHB225
___	Flame Strike	[Fire]	Ev	VSD	1 act	Medium	Instantaneous	Ref 1/2	Y	Smites foes with fire (1d6/level)	PHB251
___	Freedom of Movement		Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	Subject moves normally despite impediments	PHB255
___	Giant Vermin		Tr	VSD	1 act	Close	1 min/lev	-	Y	Turns insects into giant vermin	PHB255
___	Ice Storm	[Cold]	Ev	VSD	1 act	Long	1 round	-	Y	Hail deals 5d6 damage in cylinder 40 ft across	PHB245
___	Reincarnate		Tr	VSM	10 min	Touch	Instantaneous	-	Y	Brings dead subject back in a random body	PHB270
___	Repel Vermin		Ab	VSD	1 act	10 ft	10 min/lev (D)	-/Will n.	Y	Insects and vermin stay 10 ft away	PHB271
___	Rusting Grasp		Tr	VSD	1 act	Touch	Special	-	N	Your touch corrodes iron and alloys	PHB275
___	Scrying		Di	VSD	1 hour	Special	1 min/lev	Will n.	Y	Spies on subject from a distance	PHB274
___	Spike Stones	[Earth]	Tr	VSD	1 act	Medium	1 hour/lev (D)	Ref part.	Y	Creatures take 1d8 damage and may be slowed	PHB285
___	Summon Nature's Ally IV		Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals (1 4th/1d3 3rd/1d4+1 2nd)	PHB288

5TH-LEVEL SPELLS

Spells: ____ + ____ = ____ Save DC: ____

___	Align Fang, Legion's		Tr	VSD	1 act	Medium	1 min/lev	Will n.	Y	Allies' natural weapons become aligned	MHB35
___	Animal Growth		Tr	VS	1 act	Medium	1 min/lev	For n.	Y	One animal/2 levels doubles in size	PHB198
___	Atonement		Ab	VSM	1 hour	Touch	Instantaneous	-	Y	Removes burden of misdeeds from subject	PHB201
___	Awaken		Tr	VSM	1 day	Touch	Instantaneous	Will n.	Y	Animal or tree gains human intellect	PHB202
___	Baleful Polymorph		Tr	VS	1 act	Close	Permanent	Special	Y	Transforms subject into harmless animal	PHB202
___	Call Lightning Storm	[Electricity]	Ev	VS	1 round	Long	1 min/lev	Ref 1/2	Y	Calls down lightning bolts (5d6 per bolt)	PHB207
___	Commune with Nature		Di	VS	10 min	Personal	Instantaneous	-	N	Learn about terrain for 1 mile/level	PHB211
___	Control Winds	[Air]	Tr	VS	1 act	40 ft/lev	10 min/lev	For n.	N	Change wind direction and speed	PHB214
___	Cure Critical Wounds		Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 4d8 damage +1/lev (max +20)	PHB215
___	Death Ward		Ne	VSD	1 act	Touch	1 min/lev	Will n.	Y	Grants immunity to death spells and effects	PHB217
___	Hallow	[Good]	Ev	VSM	1 day	Touch	Instantaneous	Special	Sp.	Designates location as holy	PHB238
___	Insect Plague		Co	VSD	1 round	Long	1 min/lev	-	N	Locust swarms attack creatures	PHB244
___	Panacea	[Healing]	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Removes most afflictions	MHB37
___	Stoneskin		Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	Ignore 10 points of damage per attack	PHB284
___	Summon Nature's Ally V		Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals (1 5th/1d5 4th/1d4+1 3rd)	PHB289
___	Transmute Mud to Rock	[Earth]	Tr	VSD	1 act	Medium	Permanent	Special	N	Transforms two 10-ft cubes/level	PHB295
___	Transmute Rock to Mud	[Earth]	Tr	VSD	1 act	Medium	Permanent	Special	N	Transforms two 10-ft cubes/level	PHB295
___	Tree Stride		Co	VSD	1 act	Personal	1 hour/lev	-	N	Step from one tree to another far away	PHB296
___	Unhallow	[Evil]	Ev	VSM	1 day	Touch	Instantaneous	Special	Sp.	Designates location as unholy	PHB297
___	Wall of Fire	[Fire]	Ev	VSD	1 act	Medium	Conc. +1 r/lev	-	Y	Deals 2d4 or 1d4. Passing is 2d6 +1/lev	PHB298
___	Wall of Thorns		Co	VS	1 act	Medium	10 min/lev (D)	-	N	Thorns damage who tries to pass	PHB300

6TH-LEVEL SPELLS

Spells: ____ + ____ = ____ Save DC: ____

___	Antilife Shell		Ab	VSD	1 round	10 ft	10 min/lev (D)	-	Y	10-ft field hedges out living creatures	PHB199
___	Bear's Endurance, Mass		Tr	VSD	1 act	Close	1 min/lev	Will n.	Y	One subject/level gains +4 Con	PHB205
___	Bull's Strength, Mass		Tr	VSD	1 act	Close	1 min/lev	Will n.	Y	One subject/level gains +4 Str	PHB207
___	Cat's Grace, Mass		Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/level gains +4 Dex	PHB208
___	Cure Light Wounds, Mass		Co	VS	1 act	Close	Instantaneous	Will 1/2	Y	Cures 1d8 damage +1/lev for many creatures	PHB216
___	Dispel Magic, Greater		Ab	VS	1 act	Medium	Instantaneous	-	N	Cancels magic effects, +20 on check	PHB225
___	Find the Path		Di	VSD	3 rds	Touch	10 min/lev	-/Will n.	Sp.	Shows most direct way to a location	PHB230
___	Fire Seeds	[Fire]	Co	VSM	1 act	Touch	10 min/lev	-/Ref 1/2	N	Acorns and berries become grenades	PHB230
___	Ironwood		Tr	VSM	1 min/lb	0 ft	1 day/lev (D)	-	N	Magic wood is strong as steel	PHB246
___	Liveoak		Tr	VS	10 min	Touch	1 day/lev (D)	-	N	Oak becomes treant guardian	PHB248
___	Move Earth	[Earth]	Tr	VSM	Special	Long	Instantaneous	-	N	Digs trenches and builds hills	PHB257
___	Owl's Wisdom, Mass		Tr	VSD	1 act	Close	1 min/lev	Will n.	Y	One subject/level gains +4 Wis	PHB259
___	Repel Wood		Tr	VS	1 act	60 ft	1 min/lev (D)	-	N	Pushes away wooden objects	PHB271
___	Spellstaff		Tr	VSD	10 min	Touch	Until discharg.	Will n.	Y	Stores one spell in wooden quarterstaff	PHB282
___	Stone Tell		Di	VSD	10 min	Personal	1 min/lev	-	N	Talk to natural or worked stone	PHB284
___	Summon Nature's Ally VI		Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals (1 6th/1d5 5th/1d4+1 4th)	PHB289
___	Transport via Plants		Co	VS	1 act	Unlimit.	1 round	-	N	Move from one plant to another	PHB295
___	Wall of Stone	[Earth]	Co	VSD	1 act	Medium	Instantaneous	Special	N	Creates a stone wall that can be shaped	PHB299

DRUID SPELLS

PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

7TH-LEVEL SPELLS

Spells: ____ + ____ = ____ Save DC: ____

Animate Plants	Tr	V	1 act	Close	Special	-	N	One or more plants animate and fight	PHB199
Changestaff	Tr	VSF	1 round	Touch	1 hour/lev (D)	-	N	Your staff becomes a treant on command	PHB208
Control Weather	Tr	VS	10 min	2 miles	4d12 hrs	-	N	Changes weather in local area	PHB214
Creeping Doom	Co	VS	1 round	Close	1 min/lev	-	N	Swarms of centipedes attack at your command	PHB215
Cure Moderate Wounds, Mass	Co	VS	1 act	Close	Instantaneous	Will 1/2	Y	Cures 2d8 damage +1/lev for many creatures	PHB216
Fire Storm	Ev	VS	1 round	Medium	Instantaneous	Ref 1/2	Y	Deals 1d6 fire damage/level	PHB251
Heal	Co	VS	1 act	Touch	Instantaneous	Will n.	Y	Cures 10 damage/lev, disease, and conditions	PHB239
Screaming, Greater	Di	VS	1 act	Special	1 hour/lev	Will n.	Y	As <i>screaming</i> , but faster and longer	PHB275
Summon Nature's Ally VII	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals (17th/1d3 6th/1d4+1 5th)	PHB289
Sunbeam	Ev	VSD	1 act	60 ft	1 round/lev	Special	Y	Beam blinds and deals 4d6 damage	PHB289
Transmute Metal to Wood	Tr	VSD	1 act	Long	Instantaneous	-	Y	Metal within 40 ft becomes wood	PHB294
True Seeing	Di	VSM	1 act	Touch	1 min/lev	Will n.	Y	Lets you see all things as they really are	PHB296
Wind Walk	Tr	VSD	1 act	Touch	1 hour/lev (D)	-/Will n.	Sp.	You and allies turn vaporous and travel fast	PHB302

8TH-LEVEL SPELLS

Spells: ____ + ____ = ____ Save DC: ____

Animal Shapes	Tr	VSD	1 act	Close	1 hour/lev (D)	-	Y	One ally/lev <i>polymorphs</i> into chosen animal	PHB198
Control Plants	Tr	VSD	1 act	Close	1 min/lev	Will n.	N	Control actions of one or more plant creat.	PHB215
Cure Serious Wounds, Mass	Co	VS	1 act	Close	Instantaneous	Will 1/2	Y	Cures 5d8 damage +1/lev for many creatures	PHB216
Earthquake	Ev	VSD	1 act	Long	1 round	Special	N	Intense tremor shakes 5-ft/lev radius	PHB225
Finger of Death	Ne	VS	1 act	Close	Instantaneous	For part.	Y	Kills one subject	PHB230
Repel Metal or Stone	Ab	VS	1 act	60 ft	1 round/lev (D)	-	N	Pushes away metal and stone	PHB271
Reverse Gravity	Tr	VSD	1 act	Medium	1 round/lev (D)	-	N	Objects and creatures fall upward	PHB273
Summon Nature's Ally VIII	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals (18th/1d3 7th/1d4+1 6th)	PHB289
Sunburst	Ev	VSD	1 act	Long	Instantaneous	Ref part.	Y	Blinds all in 10 ft, deals 6d6 damage	PHB289
Whirlwind	Ev	VSD	1 act	Long	1 round/lev (D)	Ref n.	Y	Cyclone deals damage and picks up creatures	PHB301
Word of Recall	Co	V	1 act	Unlimit.	Instantaneous	-/Will n.	Sp.	Teleports you back to designated place	PHB303

9TH-LEVEL SPELLS

Spells: ____ + ____ = ____ Save DC: ____

Antipathy	En	VSD	1 hour	Close	2 hours/lev (D)	Will part.	Y	Object or location repels certain creatures	PHB200
Cure Critical Wounds, Mass	Co	VS	1 act	Close	Instantaneous	Will 1/2	Y	Cures 4d8 damage +1/lev for many creatures	PHB215
Elemental Swarm	Co	VS	10 min	Medium	10 min/lev (D)	-	N	Summons multiple elementals	PHB226
Foresight	Di	VSD	1 act	Touch	10 min/lev	-/Will n.	Sp.	"Sixth sense" warns of impending danger	PHB235
Regenerate	Co	VSD	3 rds	Touch	Instantaneous	For n.	Y	Limbs grow back, cures 4d8 damage +1/lev	PHB270
Shambler	Co	VS	1 act	Medium	Special	-	N	Summons 1d4+2 shambling mounds to fight	PHB277
Shapechange	Tr	VSF	1 act	Personal	10 min/lev (D)	-	N	Change into any creature, change once/round	PHB277
Storm of Vengeance	Co	VS	1 round	Long	Concentration	Special	Y	Storm rains acid, lightning, and hail	PHB285
Summon Nature's Ally IX	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals (19th/1d3 8th/1d4+1 7th)	PHB289
Sympathy	En	VSM	1 hour	Close	2 hours/lev (D)	Will n.	Y	Object or location attracts certain creatures	PHB292

HEALER POWERS

Healing Hands: ☒ + CHA
 Cleanse Paralysis: ☐
 Cleanse Disease: ☐
 Cleanse Fear: ☐

Cleanse Poison: ☐
 Effortless Healing: ☐
 Unicorn Companion: ☐
 Cleanse Blindness: ☐

Cleanse Spirit: ☐
 Cleanse Petrification: ☐
 New Limb: ☐
 New Life: ☐

HEALER SPELLS

PREP. SCROLL SPELL NAME SCH. COMP. CAST TIME RANGE DURATION SAVE SR EFFECT

0-LEVEL SPELLS

Spells: ____ + ____ = ____ Save DC: ____

___	___	Create Water	[Water]	Co	VS	1 act	Close	Instantaneous	-	N	Creates 2 gallons/lev of pure water	PHB215
___	___	Cure Minor Wounds	[Healing]	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 1 point of damage	PHB216
___	___	Deathwatch	[Evil]	Ne	VS	1 act	30 ft	10 min/lev	-	N	Reveals how near neath subjects are in 30-ft	PHB217
___	___	Detect Magic		Di	VS	1 act	60 ft	1 min/lev (D)	-	N	Detect spells and magic items within 60 ft	PHB219
___	___	Detect Poison		Di	VS	1 act	Close	Instantaneous	-	N	Detects poison in one creature or object	PHB219
___	___	Light	[Light]	Ev	VD	1 act	Touch	10 min/lev (D)	-	N	Object shines like a torch	PHB248
___	___	Mending		Tr	VS	1 act	10 ft	Instantaneous	Will n.	Y	Makes minor repairs on an object	PHB253
___	___	Purify Food and Drink		Tr	VS	1 act	10 ft	Instantaneous	Will n.	Y	Purifies 1 cubic ft/level of food or water	PHB267
___	___	Read Magic		Di	VSF	1 act	Personal	10 min/lev	-	N	Read scrolls and spellbooks	PHB269

1st-LEVEL SPELLS

Spells: ____ + ____ = ____ Save DC: ____

___	___	Bless Water	[Good]	Tr	VSM	1 min	Touch	Instantaneous	Will n.	Y	Makes holy water	PHB205
___	___	Cure Light Wounds	[Healing]	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 1d8 damage +1 per level (max +5)	PHB215
___	___	Goodberry		Tr	VSD	1 act	Touch	1 day/lev	-	Y	2d4 berries cure 1 hp each (max 8 hp/24 hrs)	PHB237
___	___	Protection from Evil	[Good]	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves; counter mind control	PHB266
___	___	Remove Fear		Ab	VS	1 act	Close	10 min	Will n.	Y	+4 on saves vs. fear for 1 subject +1/4 lev	PHB271
___	___	Remove Paralysis	[Healing]	Co	VS	1 act	Close	Instantaneous	Will n.	Y	Frees 1 or more creatures from paralysis/slow	PHB271
___	___	Sanctuary		Ab	VSD	1 act	Touch	1 round/lev	Will n.	N	Opponents can't attack you, you can't attack	PHB274
___	___	Speak with Animals		Di	VS	1 act	Personal	1 min/lev	-	N	You can communicate with animals	PHB281

2nd-LEVEL SPELLS

Spells: ____ + ____ = ____ Save DC: ____

___	___	Calm Emotions	[Mind-Affecting]	En	VSD	1 act	Medium	1 round/lev (D)	Will n.	Y	Calms creatures, negating emotion effects	PHB207
___	___	Cure Moderate Wounds	[Healing]	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 2d8 damage +1/lev (max +10)	PHB216
___	___	Delay Poison	[Healing]	Co	VSD	1 act	Touch	1 hour/lev	For n.	Y	Stops poison from harming subject for 1 hr/lev	PHB217
___	___	Gentle Repose		Ne	VSD	1 act	Touch	1 day/lev	Will n.	Y	Preserves one corpse	PHB235
___	___	Remove Blindness/Deafness	[Healing]	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures normal or magical conditions	PHB270
___	___	Remove Disease	[Healing]	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures all diseases affecting subject	PHB271
___	___	Restoration, Lesser		Co	VS	3 rds	Touch	Instantaneous	Will n.	Y	Repairs 1d4 ability damage	PHB272

3rd-LEVEL SPELLS

Spells: ____ + ____ = ____ Save DC: ____

___	___	Close Wounds	[Healing]	Co	V	Swift	Close	Instantaneous	Will 1/2	Y	Cure 2d4 damage, even on another's turn	MHB34
___	___	Create Food and Water		Co	VS	10 min	Close	24 hrs	-	N	Feeds 3 humans or 1 horse/level	PHB215
___	___	Cure Serious Wounds	[Healing]	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 3d8 damage +1/lev (max +15)	PHB216
___	___	Neutralize Poison	[Healing]	Co	VSD	1 act	Touch	10 min/lev	Will n.	Y	Detoxifies venom in or on subject	PHB237
___	___	Remove Curse		Ab	VS	1 act	Touch	Instantaneous	Will n.	Y	Frees object or person from curse	PHB270
___	___	Restoration	[Healing]	Co	VSM	3 rds	Touch	Instantaneous	Will n.	Y	Restores level and ability drains	PHB272
___	___	Status		Di	VS	1 act	Touch	1 hour/lev	Will n.	Y	Monitors condition and position of allies	PHB284

PREP. SCROLL

[illegible]

Greater Hexblade's Curse: ☐
Dire Hexblade's Curse: ☐

[illegible]

KN.	SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
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[illegible][illegible]

PALAÐIN POWERS

Casting Level: Lev/2

TURN UNDEAD

Aura of Good: ☒ Lay on Hands: _____ hp/day
 Detect Evil: ☒ Smite Evil: _____ times/day
 Divine Grace: ☐ + CHA to attack
 Divine Health: ☐ + Lev to damage
 Aura of Courage: ☐ Remove Disease: _____ times/week
 Special Mount: ☐

Turning Check: 1d20 + CHA
 Times per Day: 3 + CHA + _____ = _____
 Turning Damage: 2d6 + CHA + Lev-3 = _____

Check	Result	Max	HD	Affected
0 or lower				Level -7
1-3				Level -6
4-6				Level -5
7-9				Level -4
10-12				Level -3
13-15				Level -2
16-18				Level -1
19-21				Level
22+				Level +1

PALAÐIN SPELLS

PREP. SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
1st-LEVEL SPELLS									
Spells: ____ + ____ = ____ Save DC: ____									
___	Bless <i>[Mind-Affecting]</i>	En	VSP	1 act	50 ft	1 min/lev	-	Y	Allies gain +1 to attacks and saves vs. fear PHB205
___	Bless Water <i>[Good]</i>	Tr	VSM	1 min	Touch	Instantaneous	Will n.	Y	Makes holy water PHB205
___	Bless Weapon	Tr	VS	1 act	Touch	1 min/lev	-	N	Weapon strikes true against evil foes PHB205
___	Bless Weapon, Swift	Tr	V	Swift	Touch	1 round	-	N	Weapon strikes true against evil foes MHB34
___	Create Water <i>[Water]</i>	Co	VS	1 act	Close	Instantaneous	-	N	Creates 2 gallons of pure water per level PHB215
___	Cure Light Wounds	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 1d8 damage +1/level (max +5) PHB215
___	Detect Poison	Di	VS	1 act	Close	Instantaneous	-	N	Detects poison in one creature or object PHB219
___	Detect Undead	Di	VSP	1 act	60 ft	1 min/lev (D)	-	N	Reveals undead within 60 ft PHB220
___	Divine Favor	Ev	VSP	1 act	Personal	1 min	-	N	You gain +1 to hit and damage per 3 levels PHB224
___	Endure Elements	Ab	VS	1 act	Touch	24 hrs	Will n.	Y	Exist comfortably in hot/cold environment PHB226
___	Lionheart <i>[Mind-Affecting]</i>	Ab	VSM	1 act	Touch	1 round/lev	Will n.	Y	Subject gains immunity to fear MHB37
___	Magic Weapon	Tr	VSP	1 act	Touch	1 min/lev	Will n.	Y	Weapon gains +1 bonus PHB251
___	Protection from Chaos <i>[Lawful]</i>	Ab	VSP	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves vs. chaos; no mind control PHB266
___	Protection from Evil <i>[Good]</i>	Ab	VSP	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves vs. evil; no mind control PHB266
___	Read Magic	Di	VSF	1 act	Personal	10 min/lev	-	N	Read scrolls and spellbooks PHB269
___	Resistance	Ab	VSP	1 act	Touch	1 min	Will n.	Y	Subject gains +1 on saving throws PHB272
___	Restoration, Lesser	Co	VS	3 rds	Touch	Instantaneous	Will n.	Y	Repairs 1d4 ability damage PHB272
___	Virtue	Tr	VSP	1 act	Touch	1 min	For n.	Y	Subject gains 1 temporary hp PHB298

2nd-LEVEL SPELLS									
Spells: ____ + ____ = ____ Save DC: ____									
___	Bull's Strength	Tr	VSP	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Str for 1 min/lev PHB207
___	Cloak of Bravery <i>[Mind-Affecting]</i>	Ab	VS	1 act	60 ft	10 min/lev	Will n.	Y	You and allies gain a bonus on saves vs. fear CWI17
___	Delay Poison	Co	VSP	1 act	Touch	1 hour/lev	For n.	Y	Stops poison from harming subject for 1 hr/lev PHB217
___	Divine Protection <i>[Mind-Affecting]</i>	En	VSP	1 act	Medium	1 min/lev	Will n.	Y	Allies gain +1 to AC and saves MHB35
___	Eagle's Splendor	Tr	VSP	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Cha for 1 min/lev PHB225
___	Holy Spurs	Tr	V	Swift	Close	1 round	Will n.	Y	Special mount's speed increases by 40 ft MHB36
___	Owl's Wisdom	Tr	VSP	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Wis for 1 min/lev PHB259
___	Quick March	Tr	VSP	1 act	Medium	1 round	Will n.	Y	Allies' speed increases by 30 ft for 1 round MHB37
___	Remove Paralysis	Co	VS	1 act	Close	Instantaneous	Will n.	Y	Frees 1 or more creatures from paralysis/slow PHB271
___	Resist Energy	Ab	VSP	1 act	Touch	10 min/lev	For n.	Y	Ignores 10+ damage/attack from one energy PHB272
___	Righteous Fury <i>[Good]</i>	Ev	VS	1 act	Touch	1 round/lev	Will n.	Y	Subject deals double damage on charges MHB38
___	Shield Other	Ab	VSF	1 act	Close	1 hour/lev (D)	Will n.	Y	You take half of subject's damage PHB278
___	Undetectable Alignment	Ab	VS	1 act	Close	24 hours	Will n.	Y	Conceals alignment for 24 hrs PHB297
___	Zone of Truth <i>[Mind-Affecting]</i>	En	VSP	1 act	Close	1 min/lev	Will n.	Y	Subjects within range cannot lie PHB305

3rd-LEVEL SPELLS									
Spells: ____ + ____ = ____ Save DC: ____									
___	Angelskin <i>[Good]</i>	Ab	VSP	1 act	Touch	1 round/lev	Will n.	Y	Lawful good creature gets DR 10/silver and evil MHB35
___	Cure Moderate Wounds	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 2d8 damage +1/lev (max +10) PHB216
___	Daylight <i>[Light]</i>	Ev	VS	1 act	Touch	10 min/lev (D)	-	N	60-ft radius of bright light PHB216
___	Discern Lies	Di	VSP	1 act	Close	Up to 1 rd/lev	Will n.	N	Reveals deliberate falsehoods PHB221
___	Dispel Magic	Ab	VS	1 act	Medium	Instantaneous	-	N	Cancels spells and magical effects PHB223
___	Heal Mount	Co	VS	1 act	Touch	Instantaneous	Will n.	Y	As heal/on warhorse or special mount PHB239
___	Magic Circle against Chaos <i>[Lawful]</i>	Ab	VSP	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in a 10-ft radius PHB249
___	Magic Circle against Evil <i>[Good]</i>	Ab	VSP	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in a 10-ft radius PHB249
___	Magic Weapon, Greater	Tr	VSP	1 act	Close	1 hour/lev	Will n.	Y	+1 bonus/4 levels (max +5) PHB251
___	Prayer <i>[Mind-Affecting]</i>	En	VSP	1 act	40 ft	1 round/lev	-	Y	Allies gain +1 on most rolls, enemies -1 PHB264
___	Remove Blindness/Deafness	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures normal or magical conditions PHB270
___	Remove Curse	Ab	VS	1 act	Touch	Instantaneous	Will n.	Y	Frees object or person from curse PHB270

EFFECT

Save DC: _____

[illegible]

Barkskin	Tr	VSD	1 act	Touch	10 min/lev	-	Y	Grants +2 or higher to natural armor	PHB203
Bear's Endurance	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Con for 1 min/lev	PHB203
Blades of Fire	Co	V	Swift	Touch	1 round	-	N	Your melee weapons deal +1d6 fire damage	MH854
Cat's Grace	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Dex for 1 min/lev	PHB208
Cure Light Wounds	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 1d8 damage +1 per level (max +5)	PHB215
Curse of Impending Blades	Ne	VSD	1 act	Medium	1 min/lev	-	Y	Subject takes -2 penalty to AC	MH854
Haste, Swift	Tr	V	Swift	Personal	1 round	-	N	You are <i>hasted</i> for 1 round	MH856
Hold Animal	En	VS	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes one animal for 1 round/level	PHB241
Owl's Wisdom	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Wis for 1 min/lev	PHB259
Protection from Energy	Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Absorbs 12 dmg/lev from one kind of energy	PHB266
Snare	Tr	VSD	3 rds	Touch	Until triggered	-	N	Creates a magical booby trap	PHB280
Speak with Plants	Di	VS	1 act	Personal	1 min/lev	-	N	You can talk to plants and plant creatures	PHB282
Spike Growth	Tr	VSD	1 act	Medium	1 hours/lev (D)	Ref part.	Y	Creatures in area take 1d4 damage, <i>slow</i>	PHB283
Summon Nature's Ally II	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals to fight (12nd or 1d5 1st level)	PHB288
Wind Wall	Ev	VSD	1 act	Medium	1 round/lev	-	Y	Deflects arrows, smaller creatures, and gases	PHB302

WIZARD SCHOOLS OF MAGIC

Access to Schools:

☐ Abjuration
☐ Conjuraction

- ☒ Divination
- ☐ Enchantment

- ☐Evocation
- ☐Illusion

- ☐ Necromancy
- ☐ Transmutation

☒ Universal

Specialization School: _____

SORCERER/WIZARD SPELLS

[illegible]

SORCERER/WIZARD SPELLS

KN. PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

18th-LEVEL SPELLS

Spells: ___ + ___ = ___

Cast: □□□□□□□□

Save DC: ___

Max. known: ___ □□□□

<input type="checkbox"/>	Acid Orb, Lesser	[Acid]	Co	VS	1 act	Close	Instantaneous	-	N	Ranged touch attack deals 1d8 +1d8/2 lev	MH833
<input type="checkbox"/>	Alarm		Ab	VSF	1 act	Close	2 hours/lev (D)	-	N	Wards an area, for 2 hours/lev	PH8197
<input type="checkbox"/>	Animate Rope		Tr	VS	1 act	Medium	1 round/lev	-	N	Makes a rope move at your command	PH8199
<input type="checkbox"/>	Benign Transposition		Co	V	1 act	Close	Instantaneous	-	N	Two willing subject switch places	MH834
<input type="checkbox"/>	Burning Hands	[Fire]	Ev	VS	1 act	15 ft	Instantaneous	Ref 1/2	Y	1d4 fire damage/lev (max 5d4)	PH8207
<input type="checkbox"/>	Cause Fear	[Fear, Mind-Affecting]	Ne	VS	1 act	Close	Special	Will part.	Y	One creat. with less than 6 HD flees	PH8208
<input type="checkbox"/>	Charm Person	[Mind-Affecting]	En	VS	1 act	Close	1 hour/lev	Will n.	Y	Makes one person your friend	PH8209
<input type="checkbox"/>	Chill Touch		Ne	VS	1 act	Touch	Instantaneous	Special	Y	1 touch/lev deals 1d6 damage and possibly 1 Str	PH8209
<input type="checkbox"/>	Cold Orb, Lesser	[Cold]	Co	VS	1 act	Close	Instantaneous	-	N	Ranged touch attack deals 1d8 +1d8/2 lev	MH834
<input type="checkbox"/>	Color Spray	[Mind-Affecting]	Il	VSM	1 act	15 ft	Instantaneous	Will n.	Y	Knocks unconscious, blinds or stun 1d6 creat.	PH8210
<input type="checkbox"/>	Comprehend Languages		Di	VSM	1 act	Personal	10 min/lev	-	N	Understand all spoken and written languages	PH8212
<input type="checkbox"/>	Detect Secret Doors		Di	VS	1 act	60 ft	1 min/lev (D)	-	N	Reveals hidden doors within 60 ft	PH8220
<input type="checkbox"/>	Detect Undead		Di	VSM	1 act	60 ft	1 min/lev (D)	-	N	Reveals undead within 60 ft	PH8220
<input type="checkbox"/>	Disguise Self		Il	VS	1 act	Personal	10 min/lev (D)	-	N	Changes your appearance	PH8222
<input type="checkbox"/>	Electric Orb, Lesser	[Electricity]	Co	VS	1 act	Close	Instantaneous	-	N	Ranged touch attack deals 1d8 +1d8/2 lev	MH835
<input type="checkbox"/>	Endure Elements		Ab	VS	1 act	Touch	24 hrs	Will n.	Y	Exist comfortably in hot/cold environment	PH8226
<input type="checkbox"/>	Enlarge Person		Tr	VSM	1 round	Close	1 min/lev (D)	For n.	Y	Humanoid creature doubles in size	PH8226
<input type="checkbox"/>	Erase		Tr	VS	1 act	Close	Instantaneous	Special	N	Mundane or magical writing vanishes	PH8227
<input type="checkbox"/>	Expeditious Retreat		Tr	VS	1 act	Personal	1 min/lev (D)	-	N	Your speed increases by 30 ft	PH8228
<input type="checkbox"/>	Feather Fall		Tr	V	Swift	Close	1 round/lev	Will n.	Y	Objects or creatures fall slowly	PH8229
<input type="checkbox"/>	Fire Orb, Lesser	[Fire]	Co	VS	1 act	Close	Instantaneous	-	N	Ranged touch attack deals 1d8 +1d8/2 lev	MH836
<input type="checkbox"/>	Grease		Co	VSM	1 act	Close	1 round/lev (D)	Special	N	Makes 10-ft square or 1 object slippery	PH8237
<input type="checkbox"/>	Guiding Light	[Light]	Ev	VS	1 act	Long	1 min/lev (D)	-	Y	+1 on ranged attacks vs. creatures in the light	MH836
<input type="checkbox"/>	Hold Portal		Ab	V	1 act	Medium	1 min/lev (D)	-	N	Holds door shut	PH8241
<input type="checkbox"/>	Hypnotism	[Mind-Affecting]	En	VS	1 round	Close	2d4 rounds (D)	Will n.	Y	Fascinates 2d4 HD of creatures	PH8242
<input type="checkbox"/>	Identify		Di	VSM	1 hour	Touch	Instantaneous	-	N	Determines properties of magic item	PH8243
<input type="checkbox"/>	Incite	[Mind-Affecting]	En	VS	1 act	Close	1 min/lev	Will n.	Y	Subject can't ready actions or delay	MH836
<input type="checkbox"/>	Inhibit	[Mind-Affecting]	En	VS	1 act	Medium	Instantaneous	Will n.	Y	Subject delays until next round	MH836
<input type="checkbox"/>	Jump		Tr	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Subject gets bonus on Jump checks	PH8246
<input type="checkbox"/>	Mage Armor	[Force]	Co	VSF	1 act	Touch	1 hour/lev (D)	Will n.	N	Gives subject +4 armor bonus	PH8249
<input type="checkbox"/>	Magic Missile	[Force]	Ev	VS	1 act	Medium	Instantaneous	-	Y	1d4+1 dmg missile, 1/2 lev. above 1st (max 5)	PH8251
<input type="checkbox"/>	Magic Weapon		Tr	VS	1 act	Touch	1 min/lev	Will n.	Y	Weapon gains +1 bonus	PH8251
<input type="checkbox"/>	Mount		Co	VSM	1 round	Close	2 hours/lev	-	N	Summons riding horse for 2 hours/lev	PH8256
<input type="checkbox"/>	Mordenkainen's Buzzing Bee		Co	VSM	1 act	Medium	1 min/lev (D)	-	N	-10 to Concentration and Move Silently	MH837
<input type="checkbox"/>	Nystul's Magic Aura		Il	VSF	1 act	Touch	1 day/lev (D)	-	N	Alters object's magic aura	PH8257
<input type="checkbox"/>	Obscuring Mist		Co	VS	1 act	20 ft	1 min/lev	-	N	Fog surrounds you	PH8258
<input type="checkbox"/>	Protection from Chaos	[Lawful]	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control	PH8266
<input type="checkbox"/>	Protection from Evil	[Good]	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control	PH8266
<input type="checkbox"/>	Protection from Good	[Evil]	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control	PH8266
<input type="checkbox"/>	Protection from Law	[Chaotic]	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control	PH8266
<input type="checkbox"/>	Ray of Enfeeblement		Ne	VS	1 act	Close	1 min/lev	-	Y	Ray deals 1d6 +1/2 lev Str damage	PH8269
<input type="checkbox"/>	Reduce Person		Tr	VSM	1 round	Close	1 min/lev (D)	For n.	Y	Humanoid creature halves in size	PH8269
<input type="checkbox"/>	Repair Light Damage		Tr	VS	1 act	Touch	Instantaneous	-	Y	"Cures" 1d8 +1/lev (max +5) dmg to construct	MH838
<input type="checkbox"/>	Shield	[Force]	Ab	VS	1 act	Personal	1 min/lev (D)	-	N	Gives +4 AC, blocks magic missiles	PH8278
<input type="checkbox"/>	Shocking Grasp	[Electricity]	Ev	VS	1 act	Touch	Instantaneous	-	Y	Touch deals 1d6/lev electricity (max 5d6)	PH8279
<input type="checkbox"/>	Silent Image		Il	VSF	1 act	Long	Concentration	Will dis.	N	Creates minor illusion of your design	PH8279
<input type="checkbox"/>	Sleep	[Mind-Affecting]	En	VSM	1 round	Medium	1 min/lev	Will n.	Y	Put 4 HD of creatures into magical slumber	PH8280
<input type="checkbox"/>	Slide		Tr	V	1 act	Close	Instantaneous	Will n.	Y	Move subject 5 feet	MH839
<input type="checkbox"/>	Sonic Orb, Lesser	[Sonic]	Co	VS	1 act	Close	Instantaneous	-	N	Ranged touch attack deals 1d8 +1d8/2 lev	MH839
<input type="checkbox"/>	Summon Monster I		Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar creature to fight (1 1st-lev)	PH8285
<input type="checkbox"/>	Tenser's Floating Disk	[Force]	Ev	VSM	1 act	Close	1 hour/lev	-	N	3-ft diam. disk that holds 100 lbs/lev	PH8294
<input type="checkbox"/>	True Strike		Di	VF	1 act	Personal	Special	-	N	+20 on your next attack roll	PH8296
<input type="checkbox"/>	Unseen Servant		Co	VSM	1 act	Close	1 hour/lev	-	N	Invisible force obeys your commands	PH8297
<input type="checkbox"/>	Ventriloquism		Il	VF	1 act	Close	1 min/lev (D)	Will dis.	N	Throws voice for 1 min/lev	PH8298

SORCERER/WIZARD SPELLS

KN. PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

2ND-LEVEL SPELLS

Spells: ___ + ___ = ___

Cast: □□□□□□□□

Save DC: ___

Max. known: ___ □□□□

<input type="checkbox"/>	Alter Self	Tr.	VS	1 act	Personal	10 min/lev (D)	-	N	Assume form of a similar creature	PHB197
<input type="checkbox"/>	Arcane Lock	Ab.	VSM	1 act	Touch	Permanent	-	N	Magically locks a portal or chest	PHB200
<input type="checkbox"/>	Augment Familiar	Tr.	VS	1 act	Close	Conc.+1 rd/lev	For n.	Y	Your familiar becomes more powerful	CW116
<input type="checkbox"/>	Baleful Transposition	Co	V	1 act	Close	Instantaneous	Will n.	Y	Two subject switch places	MHB34
<input type="checkbox"/>	Bear's Endurance	Tr.	VS	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Con for 1 min/lev	PHB205
<input type="checkbox"/>	Bigby's Slapping Hand <i>[Force]</i>	Ev.	VSF	1 act	Medium	Instantaneous	-	Y	Hand makes creature provoke att. of opp.	MHB34
<input type="checkbox"/>	Blades of Fire <i>[Fire]</i>	Co	V	Swift	Touch	1 round	-	N	Your melee weapons deal +1d6 fire damage	MHB34
<input type="checkbox"/>	Blindness/Deafness	Ne	V	1 act	Medium	Permanent (D)	For n.	Y	Makes subject blinded or deafened	PHB206
<input type="checkbox"/>	Blur	Il	V	1 act	Touch	1 min/lev (D)	Will n.	Y	Attacks miss subject 20% of the time	PHB206
<input type="checkbox"/>	Bull's Strength	Tr.	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Str for 1 min/lev	PHB207
<input type="checkbox"/>	Cat's Grace	Tr.	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Dex for 1 min/lev	PHB208
<input type="checkbox"/>	Command Undead	Ne	VSM	1 act	Close	1 day/lev	Will n.	Y	Undead creature obeys your commands	PHB211
<input type="checkbox"/>	Continual Flame <i>[Light]</i>	Ev.	VSM	1 act	Touch	Permanent	-	N	Makes a permanent, heatless torch	PHB215
<input type="checkbox"/>	Curse of Impending Blades	Ne	VSM	1 act	Medium	1 min/lev	-	Y	Subject takes -2 penalty to AC	MHB34
<input type="checkbox"/>	Darkness <i>[Darkness]</i>	Ev.	VM	1 act	Touch	10 min/lev (D)	-	N	20-ft radius of supernatural shadow	PHB216
<input type="checkbox"/>	Darkvision	Tr.	VSM	1 act	Touch	1 hour/lev	-	Y	See 60 ft in total darkness	PHB216
<input type="checkbox"/>	Daze Monster <i>[Mind-Affecting]</i>	En.	VSM	1 act	Medium	1 round	Will n.	Y	Living creature up to 6 HD loses next action	PHB217
<input type="checkbox"/>	Detect Thoughts <i>[Mind-Affecting]</i>	Di.	VSF	1 act	60 ft	1 min/lev (D)	Will n.	N	Allows "listening" to surface thoughts	PHB220
<input type="checkbox"/>	Eagle's Splendor	Tr.	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Cha for 1 min/lev	PHB225
<input type="checkbox"/>	False Life	Ne	VSM	1 act	Personal	1 hour/lev	-	Y	Subject gains 1d10+1/lev (max. +10) temp. hp	PHB229
<input type="checkbox"/>	Fireburst <i>[Fire]</i>	Ev.	VSM	1 act	5 ft	Instantaneous	Ref 1/2	Y	Adjacent subjects take 1d8/lev (max 5d8) dmg	MHB56
<input type="checkbox"/>	Flaming Sphere <i>[Fire]</i>	Ev.	VSM	1 act	Medium	1 round/lev	Ref n.	Y	Rolling ball of fire, 2d6 dmg, lasts 1 round/lev	PHB232
<input type="checkbox"/>	Fog Cloud	Co	VS	1 act	Medium	10 min/lev	-	N	Fog obscures vision	PHB232
<input type="checkbox"/>	Fox's Cunning	Tr.	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Int for 1 min/lev	PHB235
<input type="checkbox"/>	Ghoul Touch	Ne	VSM	1 act	Touch	1d6+2 rounds	For n.	Y	Paralyzes one subject, who exudes stench	PHB235
<input type="checkbox"/>	Glitterdust	Co	VSM	1 act	Medium	1 round/lev	Will n.	N	Blinds creatures, outlines invisible creatures	PHB236
<input type="checkbox"/>	Gust of Wind <i>[Air]</i>	Ev.	VS	1 act	60 ft	1 round	For n.	Y	Blows away or knocks down smaller creatures	PHB238
<input type="checkbox"/>	Hypnotic Pattern <i>[Mind-Affecting]</i>	Il	SM	1 act	Medium	Conc.+2 rds	Will n.	Y	Fascinates 2d4+1 HD/lev of creatures	PHB242
<input type="checkbox"/>	Invisibility	Il	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Subject invisible for 1 min/lev or until attacks	PHB245
<input type="checkbox"/>	Knock	Tr.	V	1 act	Medium	Instantaneous	-	N	Opens locked or magically sealed doors	PHB246
<input type="checkbox"/>	Leomund's Trap	Il	VSM	1 act	Touch	Permanent (D)	-	N	Makes item seem trapped	PHB247
<input type="checkbox"/>	Levitate	Tr.	VSF	1 act	Close	1 min/lev (D)	-	N	Subject moves up and down at your direction	PHB248
<input type="checkbox"/>	Locate Object	Di.	VSF	1 act	Long	1 min/lev	-	N	Senses direction towards object	PHB249
<input type="checkbox"/>	Magic Mouth	Il	VSM	1 act	Close	Until discharg.	Will n.	Y	Speaks once when triggered	PHB251
<input type="checkbox"/>	Melf's Acid Arrow <i>[Acid]</i>	Co	VSMF	1 act	Long	1 r. + 1 r./3 lev	-	N	Ranged touch attack, 2d4 for 1 round +1/3 lev	PHB253
<input type="checkbox"/>	Minor Image	Il	VSF	1 act	Long	Conc.+2 rds	Will dis.	N	Creates visual and sound minor illusion	PHB254
<input type="checkbox"/>	Mirror Image	Il	VS	1 act	Personal	1 min/lev (D)	-	N	Creates 1d4+1/3 lev decoys of you (max 8)	PHB254
<input type="checkbox"/>	Misdirection	Il	VS	1 act	Close	1 hour/lev	-/Will n.	N	Misleads divinations for a creature or object	PHB254
<input type="checkbox"/>	Obscure Object	Ab.	VSM	1 act	Touch	8 hours (D)	Will n.	Y	Masks object against scrying	PHB258
<input type="checkbox"/>	Owl's Wisdom	Tr.	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Wis for 1 min/lev	PHB259
<input type="checkbox"/>	Protection from Arrows	Ab.	VSF	1 act	Touch	1 hour/lev	Will n.	Y	Subject immune to most ranged attacks	PHB266
<input type="checkbox"/>	Pyrotechnics	Tr.	VSM	1 act	Long	Special	Special	Sp.	Turns fire into blinding light or smoke	PHB267
<input type="checkbox"/>	Repair Moderate Damage	Tr.	VS	1 act	Touch	Instantaneous	-	Y	"Cures" construct for 2d8 +1/lev (max +10) hp	MHB38
<input type="checkbox"/>	Resist Energy	Ab.	VS	1 act	Touch	10 min/lev	For n.	Y	Ignores 10+ damage/attack from one energy	PHB272
<input type="checkbox"/>	Rope Trick	Tr.	VSM	1 act	Touch	1 hour/lev (D)	-	N	Up to 8 creat. hide in extradimensional space	PHB273
<input type="checkbox"/>	Scare <i>[Fear, Mind-Affecting]</i>	Ne	VSM	1 act	Medium	Special	Will part.	Y	Panics creatures of less than 6 HD	PHB274
<input type="checkbox"/>	Scorching Ray <i>[Fire]</i>	Ev.	VS	1 act	Close	Instantaneous	-	Y	Ray deals 4d6 damage, +1 ray/4 lev (max 3)	PHB274
<input type="checkbox"/>	See Invisibility	Di.	VSM	1 act	Personal	10 min/lev (D)	-	N	Reveals invisible creatures or objects	PHB275
<input type="checkbox"/>	Shatter <i>[Sonic]</i>	Ev.	VSM	1 act	Close	Instantaneous	Special	Y	Sonic vibration damages objects or creatures	PHB278
<input type="checkbox"/>	Slide, Greater	Tr.	V	1 act	Medium	Instantaneous	Will n.	Y	Move subject 20 feet	MHB39
<input type="checkbox"/>	Snake's Swiftess	Tr.	VSD	1 act	Close	Instantaneous	Will n.	Y	Subject immediately makes one attack	MHB39
<input type="checkbox"/>	Spectral Hand	Ne	VS	1 act	Medium	1 min/lev (D)	-	N	Disembodied hand delivers touch attacks	PHB282
<input type="checkbox"/>	Spider Climb	Tr.	VSM	1 act	Touch	10 min/lev	Will n.	N	Grants ability to walk on walls and ceilings	PHB285
<input type="checkbox"/>	Summon Monster II	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar to fight (1 2nd or 1d3 1st)	PHB286
<input type="checkbox"/>	Summon Swarm	Co	VSM	1 round	Close	Conc. +2 rds	-	N	Summons swarm of bats, rats, or spiders	PHB289
<input type="checkbox"/>	Tasha's Hideous Laughter <i>[Mind-Aff.]</i>	En.	VSM	1 act	Close	1 round/lev	Will n.	Y	Subject loses actions for 1 round/lev	PHB292
<input type="checkbox"/>	Touch of Idiocy <i>[Mind-Affecting]</i>	En.	VS	1 act	Touch	10 min/lev	-	Y	Subject takes 1d6 points of Int, Wis, Cha	PHB294
<input type="checkbox"/>	Udeniable Gravity	Tr.	VSM	1 act	Long	1 min/lev	Will n.	Y	Flying creature loses flying ability	MHB40
<input type="checkbox"/>	Veil of Shadow <i>[Darkness]</i>	Ev.	VS	1 act	Personal	1 min/lev	-	N	Darkness grants you concealment	MHB40
<input type="checkbox"/>	Web	Co	VSM	1 act	Medium	10 min/lev (D)	Ref n.	N	Fills 20-ft radius with sticky spider webs	PHB301
<input type="checkbox"/>	Whispering Wind <i>[Air]</i>	Tr.	VS	1 act	1 mile/lev	1 hour/lev	-	N	Sends a short message up to 1 mile/lev	PHB301



EFFECT

Max. known:

SORCERER/WIZARD SPELLS

KN. PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

4TH-LEVEL SPELLS

Spells: ___ + ___ = ___

Cast: □□□□□□□□

Save DC: ___

Max. known: ___ □□□□

<input type="checkbox"/>	Animate Dead	[Evil]	Ne	VSM	1 act	Touch	Instantaneous	-	N	Creates undead skeletons and zombies	PHB198
<input type="checkbox"/>	Arcane Eye		Di	VSM	10 min	Unlimit.	1 min/lev (D)	-	N	Invisible floating eye moves 30 ft/round	PHB200
<input type="checkbox"/>	Bestow Curse		Ne	VS	1 act	Touch	Permanent	Will n.	Y	-6 to ability; -4 on rolls; or 50% losing action	PHB205
<input type="checkbox"/>	Blast of Flame	[Fire]	Co	VSM	1 act	60 ft	Instantaneous	Ref 1/2	N	Cone of fire deals 1d6/lev dmg (max 10d6)	MHB34
<input type="checkbox"/>	Charm Monster	[Mind-Affecting]	En	VS	1 act	Close	1 day/lev	Will n.	Y	Makes monster believe it is your ally	PHB209
<input type="checkbox"/>	Confusion	[Mind-Affecting]	En	VSM	1 act	Medium	1 round/lev	Will n.	Y	Subject behaves oddly for 1 round/lev	PHB212
<input type="checkbox"/>	Contagion	[Evil]	Ne	VS	1 act	Touch	Instantaneous	For n.	Y	Infects subject with chosen disease	PHB215
<input type="checkbox"/>	Crushing Despair	[Mind-Affecting]	En	VSM	1 act	30 ft	1 min/lev	Will n.	Y	Subjects get -2 to attack, damage, saves, checks	PHB215
<input type="checkbox"/>	Detect Scrying		Di	VSM	1 act	40 ft	24 hours	-	N	Alerts you of magical eavesdropping	PHB219
<input type="checkbox"/>	Dimension Door		Co	V	1 act	Long	Instantaneous	-/Will n.	Sp.	Teleports you short distance	PHB221
<input type="checkbox"/>	Dimensional Anchor		Ab	VS	1 act	Medium	1 min/lev	-	Y	Bars extradimensional movement	PHB221
<input type="checkbox"/>	Enervation		Ne	VS	1 act	Close	Instantaneous	-	Y	Subject gains 1d4 negative levels	PHB226
<input type="checkbox"/>	Enlarge Person, Mass		Tr	VSM	1 round	Close	1 min/lev (D)	For n.	Y	Enlarges several creatures	PHB227
<input type="checkbox"/>	Evard's Black Tentacles		Co	VSM	1 act	Medium	1 round/lev (D)	-	N	Tentacles grapple all within 15 ft	PHB228
<input type="checkbox"/>	Fear	[Fear, Mind-Affecting]	Ne	VSM	1 act	30 ft	Special	Will part.	Y	Subjects within cone flee for 1 round/lev	PHB229
<input type="checkbox"/>	Fire Shield	[Fire/Cold]	Ev	VSM	1 act	Personal	1 round/lev (D)	-	N	Attackers take dmg; protected from heat/cold	PHB230
<input type="checkbox"/>	Fire Trap	[Fire]	Ab	VSM	10 min	Touch	Until discharg.	Ref 1/2	Y	Opened object deals 1d4 +1/lev damage	PHB231
<input type="checkbox"/>	Geas, Lesser	[Language-Dep., Mind-Affecting]	En	V	1 round	Close	1 day/lev (D)	Will n.	Y	Commands subject of 7 HD or less	PHB235
<input type="checkbox"/>	Globe of Invulnerability, Lesser		Ab	VSM	1 act	10 ft	1 round/lev (D)	-	N	Stops 1st- through 3rd-level spell effects	PHB236
<input type="checkbox"/>	Hallucinatory Terrain		Il	VSM	10 min	Long	2 hours/lev (D)	Will dis.	N	Makes one type of terrain appear like another	PHB238
<input type="checkbox"/>	Ice Storm	[Cold]	Ev	VSM	1 act	Long	1 round	-	Y	Hail deals 5d6 damage in cylinder 40 ft across	PHB243
<input type="checkbox"/>	Illusory Wall		Il	VS	1 act	Close	Permanent	Will dis.	N	Wall, floor or ceiling looks real but is illusory	PHB245
<input type="checkbox"/>	Invisibility, Greater		Il	VS	1 act	Touch	1 min/lev (D)	Will n.	Y	Subject is invisible even if it attacks	PHB245
<input type="checkbox"/>	Leomund's Secure Shelter		Co	VSMF	10 min	Close	2 hours/lev (D)	-	N	Creates sturdy cottage	PHB247
<input type="checkbox"/>	Locate Creature		Di	VSM	1 act	Long	10 min/lev	-	N	Indicates direction to familiar creature	PHB249
<input type="checkbox"/>	Minor Creation		Co	VSM	1 min	0 ft	1 hour/lev (D)	-	N	Creates one cloth or wood object	PHB253
<input type="checkbox"/>	Otiluke's Resilient Sphere	[Force]	Ev	VSM	1 act	Close	1 min/lev (D)	Ref n.	Y	Force globe protects but traps one subject	PHB258
<input type="checkbox"/>	Phantasmal Killer	[Fear, Mind-Affecting]	Il	VS	1 act	Medium	Instantaneous	Special	Y	Illusion kills subject or deals 3d6 damage	PHB260
<input type="checkbox"/>	Polymorph		Tr	VSM	1 act	Touch	1 min/lev (D)	-	N	Gives one willing subject a new form	PHB265
<input type="checkbox"/>	Rainbow Pattern	[Mind-Affecting]	Il	SMF	1 act	Medium	Conc. + 1r/lev	Will n.	Y	Lights fascinate 24 HD of creatures	PHB268
<input type="checkbox"/>	Rary's Mnemonic Enhancer	[Wizard]	Tr	VSMF	10 min	Personal	Instantaneous	-	N	Prepares extra spells or retains one just cast	PHB268
<input type="checkbox"/>	Reduce Person, Mass		Tr	VSM	1 round	Close	1 min/lev (D)	For n.	Y	Reduces several creatures	PHB269
<input type="checkbox"/>	Remove Curse		Ab	VS	1 act	Touch	Instantaneous	Will n.	Y	Frees object or person from curse	PHB270
<input type="checkbox"/>	Repair Critical Damage		Tr	VS	1 act	Touch	Instantaneous	-	Y	"Cures" construct for 4d8 +1/lev (max +20) hp	MHB38
<input type="checkbox"/>	Scrying		Di	VSMF	1 hour	Special	1 min/lev	Will n.	Y	Spies on subject from a distance	PHB274
<input type="checkbox"/>	Shadow Conjuration		Il	VS	1 act	Special	Special	Will dis.	Y	Mimics conjuring below 4th level, 20% real	PHB276
<input type="checkbox"/>	Shout	[Sonic]	Ev	V	1 act	30 ft	Instantaneous	Special	Y	Deafens all within cone and deals 5d6 damage	PHB279
<input type="checkbox"/>	Solid Fog		Co	VSM	1 act	Medium	1 min/lev	-	N	Blocks vision, slows movement	PHB281
<input type="checkbox"/>	Stone Shape	[Earth]	Tr	VSM	1 act	Touch	Instantaneous	-	N	Sculpts stone into any shape	PHB284
<input type="checkbox"/>	Stoneskin		Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	Ignore 10 points of damage per attack	PHB284
<input type="checkbox"/>	Summon Monster IV		Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 4th, 1d3 3rd or 1d4+1 2nd)	PHB285
<input type="checkbox"/>	Undeniable Gravity, Legion's		Tr	VSM	1 act	Long	1 min/lev	Will n.	Y	Flying creatures lose flying ability	MHB40
<input type="checkbox"/>	Wall of Fire	[Fire]	Ev	VSM	1 act	Medium	Conc. + 1 r/lev	-	Y	2d4 dmg (10 ft), 1d4 (20), 2d6+1/lev passing	PHB298
<input type="checkbox"/>	Wall of Ice	[Cold]	Ev	VSM	1 act	Medium	1 min/lev	Ref n.	Y	Creates wall with 15 hp+1/lev or hemisphere	PHB299

SORCERER/WIZARD SPELLS

KN. PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

5TH-LEVEL SPELLS

Spells: ___ + ___ = ___

Cast: □□□□□□□□

Save DC: ___

Max. known: ___ □□□□

<input type="checkbox"/>	Animal Growth	Tr.	VS	1 act	Medium	1 min/lev	For n.	Y	One animal/2 lev doubles in size	PHB198
<input type="checkbox"/>	Arc of Lightning <i>[Electricity]</i>	Co	VSM	1 act	Close	Instantaneous	Ref 1/2	N	Line of electricity between 2 creat. (1d6/lev)	MHB53
<input type="checkbox"/>	Baleful Polymorph	Tr.	VS	1 act	Close	Permanent	Special	Y	Transforms subject into harmless animal	PHB202
<input type="checkbox"/>	Bigby's Interposing Hand <i>[Force]</i>	Ev	VSF	1 act	Medium	1 round/lev (D)	-	Y	Hand provides cover vs. one opponent	PHB204
<input type="checkbox"/>	Blight	Ne	VS	1 act	Touch	Instantaneous	For 1/2	Y	1d6 damage/lev to plant creature, or wither	PHB206
<input type="checkbox"/>	Break Enchantment	Ab	VS	1 min	Close	Instantaneous	Special	N	Frees subject from enchantments	PHB207
<input type="checkbox"/>	Cloudkill	Co	VS	1 act	Medium	1 min/lev	For part.	N	Up to 3 HD die, 4-6 HD save or die, 6+ dmg	PHB210
<input type="checkbox"/>	Cone of Cold <i>[Cold]</i>	Ev	VSM	1 act	60 ft	Instantaneous	Ref 1/2	Y	1d6 cold damage/level	PHB212
<input type="checkbox"/>	Contact Other Plane	Di	V	10 min	Personal	Concentration	-	N	Ask questions to extraplanar entity	PHB212
<input type="checkbox"/>	Dismissal	Ab	VS	1 act	Close	Instantaneous	Will n.	Y	Forces a creature to return to native plane	PHB222
<input type="checkbox"/>	Dominate Person <i>[Mind-Affecting]</i>	En	VS	1 round	Close	1 day/lev	Will n.	Y	Controls humanoid telepathically	PHB224
<input type="checkbox"/>	Dream <i>[Mind-Affecting]</i>	Il	VS	1 min	Unlimit.	Special	-	Y	Sends message to anyone sleeping	PHB225
<input type="checkbox"/>	Fabricate	Tr.	VSM	Special	Close	Instantaneous	-	N	Transforms raw materials into finished items	PHB229
<input type="checkbox"/>	False Vision	Il	VSM	1 act	Touch	1 hour/lev (D)	-	N	Fools scrying with an illusion	PHB229
<input type="checkbox"/>	Feeblemind <i>[Mind-Affecting]</i>	En	VSM	1 act	Medium	Instantaneous	Will n.	Y	Subject's Int and Cha drop to 1	PHB229
<input type="checkbox"/>	Fire Shield, Legion's <i>[Fire/Cold]</i>	Ev	VSM	1 act	Medium	1 round/lev (D)	-	N	Attackers take dmg; protected from heat/cold	MHB56
<input type="checkbox"/>	Fireburst, Greater <i>[Fire]</i>	Ev	VSM	1 act	5 ft	Instantaneous	Ref 1/2	Y	Subjects in 10 ft take 1d8/lev (max 5d8) dmg	MHB56
<input type="checkbox"/>	Hold Monster <i>[Mind-Affecting]</i>	En	VSM	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes one creature for 1 round/lev	PHB241
<input type="checkbox"/>	Leomund's Secret Chest	Co	VSF	10 min	Special	60 days	-	N	Hides expensive chest on Ethereal Plane	PHB247
<input type="checkbox"/>	Magic Jar	Ne	VSF	1 act	Medium	1 hour/lev	Will n.	Y	Enables possession of another creature	PHB250
<input type="checkbox"/>	Major Creation	Co	VSM	10 min	Close	Special	-	N	Creates a cloth, wood, stone or metal object	PHB252
<input type="checkbox"/>	Mind Fog <i>[Mind-Affecting]</i>	En	VS	1 act	Medium	Special	Will n.	Y	Subjects in fog get -10 Wis and Will checks	PHB255
<input type="checkbox"/>	Mirage Arcana	Il	VS	1 act	Long	Conc. + 1 hr/lev	Will dis.	N	Terrain and structure appear like another	PHB254
<input type="checkbox"/>	Mordenkainen's Faithful Hound	Co	VSM	1 act	Close	Special	-	N	Phantom dog can guard and attack	PHB255
<input type="checkbox"/>	Mordenkainen's Private Sanctum	Ab	VSM	10 min	Close	24 hours (D)	-	N	Prevents anyone from viewing/scrying	PHB256
<input type="checkbox"/>	Nightmare <i>[Mind-Affecting, Evil]</i>	Il	VS	10 min	Unlimit.	Instantaneous	Will n.	Y	Sends vision dealing 1d10 damage, fatigue	PHB257
<input type="checkbox"/>	Overland Flight	Tr.	VS	1 act	Personal	1 hour/lev	-	N	Fly at a speed of 40 ft over long distances	PHB259
<input type="checkbox"/>	Passwall	Tr.	VSM	1 act	Touch	1 hour/lev (D)	-	N	Creates passage through wood or stone wall	PHB259
<input type="checkbox"/>	Permanency	Un	VSX	2 rds	Special	Permanent	-	N	Makes certain spells permanent	PHB259
<input type="checkbox"/>	Persistent Image	Il	VSF	1 act	Long	1 min/lev (D)	Will dis.	N	Creates illusion of your design, no concentr.	PHB260
<input type="checkbox"/>	Planar Binding, Lesser	Co	VS	10 min	Close	Instantaneous	Will n.	Sp.	Traps extraplanar up to 6 HD to perform a task	PHB261
<input type="checkbox"/>	Prying Eyes	Di	VSM	1 min	1 mile	1 hour/lev (D)	-	N	1d4 floating eyes +1/lev scout for you	PHB266
<input type="checkbox"/>	Rary's Telepathic Bond	Di	VSM	1 act	Close	10 min/lev (D)	-	N	Link lets allies communicate	PHB268
<input type="checkbox"/>	Seeming	Il	VS	1 act	Close	12 hours (D)	Special	Sp.	Changes appearance of one person/2 lev.	PHB275
<input type="checkbox"/>	Sending	Ev	VSM	10 min	Special	1 round	-	N	Instantly delivers short message anywhere	PHB275
<input type="checkbox"/>	Shadow Evocation	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics evocation less than 5th level, 20% real	PHB277
<input type="checkbox"/>	Summon Monster V	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (15th, 1d5 4th or 1d4+15rd)	PHB286
<input type="checkbox"/>	Symbol of Pain <i>[Evil]</i>	Ne	VSM	10 min	0 ft	Special	For n.	Y	Triggered rune wracks creatures with pain	PHB290
<input type="checkbox"/>	Symbol of Sleep <i>[Mind-Affecting]</i>	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune puts nearby creatures to sleep	PHB291
<input type="checkbox"/>	Telekinesis	Tr.	VS	1 act	Long	Special	-/Will n.	Y	Moves object, attacks creat., or hurls object	PHB292
<input type="checkbox"/>	Teleport	Co	V	1 act	Touch	Instantaneous	-/Will n.	Sp.	Instantly transports you up to 100 miles/lev	PHB292
<input type="checkbox"/>	Transmute Mud to Rock <i>[Earth]</i>	Tr.	VSM	1 act	Medium	Permanent	Special	N	Transforms two 10-ft cubes/lev	PHB295
<input type="checkbox"/>	Transmute Rock to Mud <i>[Earth]</i>	Tr.	VSM	1 act	Medium	Permanent	Special	N	Transforms two 10-ft cubes/lev	PHB295
<input type="checkbox"/>	Wall of Force <i>[Force]</i>	Ev	VSM	1 act	Close	1 round/lev (D)	-	N	Wall is immune to damage	PHB298
<input type="checkbox"/>	Wall of Stone <i>[Earth]</i>	Co	VSM	1 act	Medium	Instantaneous	Special	N	Creates a stone wall that can be shaped	PHB299
<input type="checkbox"/>	Waves of Fatigue	Ne	VS	1 act	30 ft	Instantaneous	-	Y	Several targets become fatigued	PHB301

SORCERER/WIZARD SPELLS

KN. PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

6TH-LEVEL SPELLS

Spells: ___ + ___ = ___

Cast: □□□□□□□□

Save DC: ___

Max. known: ___ □□□

<input type="checkbox"/>	Acid Fog	[Acid]	Co	VSM	1 act	Medium	1 round/lev	-	N	Fog deals acid damage	PHB196
<input type="checkbox"/>	Analyze Dweomer		Di	VSF	1 act	Close	1 round/lev (D)	-/Will n.	N	Reveals magical aspects of subject	PHB197
<input type="checkbox"/>	Antimagical Field		Ab	VSM	1 act	10 ft	10 min/lev (D)	-	Sp	Negates magic within 10 ft	PHB200
<input type="checkbox"/>	Bear's Endurance, Mass		Tr	VS	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gains +4 Con	PHB203
<input type="checkbox"/>	Bigby's Forceful Hand	[Force]	Ev	VSF	1 act	Medium	1 round/lev (D)	-	Y	Hand pushes creatures away	PHB204
<input type="checkbox"/>	Bull's Strength, Mass		Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gains +4 Str	PHB207
<input type="checkbox"/>	Cat's Grace, Mass		Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gains +4 Dex	PHB208
<input type="checkbox"/>	Chain Lightning	[Electricity]	Ev	VSF	1 act	Long	Instantaneous	Ref 1/2	Y	1d6 dmg/lev, secondary bolts half damage	PHB208
<input type="checkbox"/>	Circle of Death	[Death]	Ne	VSM	1 act	Medium	Instantaneous	For n.	Y	Kills 1d4 HD of creatures per level	PHB209
<input type="checkbox"/>	Contingency		Ev	VSMF	10 min	Personal	1 day/lev (D)	-	N	Sets trigger condition for another spell	PHB215
<input type="checkbox"/>	Control Water	[Water]	Tr	VSM	1 act	Long	10 min/lev (D)	-	N	Raises or lowers bodies of water	PHB214
<input type="checkbox"/>	Create Undead	[Evil]	Ne	VSM	1 hour	Close	Instantaneous	-	N	Creates ghouls, ghosts, mummies, mohrgs	PHB215
<input type="checkbox"/>	Disintegrate		Tr	VSM	1 act	Medium	Instantaneous	For part.	Y	Makes one creature or object vanish	PHB222
<input type="checkbox"/>	Dispel Magic, Greater		Ab	VS	1 act	Medium	Instantaneous	-	N	Cancels magical spells and effects, +20 on check	PHB223
<input type="checkbox"/>	Eagle's Splendor, Mass		Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gains +4 Cha	PHB225
<input type="checkbox"/>	Eyebite	[Evil]	Ne	VS	1 act	Close	1 round/3 lev	For n.	Y	Target becomes panicked, sickened, comatose	PHB228
<input type="checkbox"/>	Flesh to Stone		Tr	VSM	1 act	Medium	Instantaneous	For n.	Y	Turn subject creature into statue	PHB232
<input type="checkbox"/>	Fox's Cunning, Mass		Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gains +4 Int	PHB233
<input type="checkbox"/>	Geas/Quest	[Lang.-Dep., Mind-Affecting]	En	V	10 min	Close	1 day/lev (D)	-	Y	Places a magical command on a creature	PHB234
<input type="checkbox"/>	Globe of Invulnerability		Ab	VSM	1 act	10 ft	1 round/lev (D)	-	N	Stops 1st- through 4th-level spell effects	PHB236
<input type="checkbox"/>	Guards and Wards		Ab	VSMF	30 min	Special	2 hours/lev	Special	Sp	Array of magic effects protects area	PHB237
<input type="checkbox"/>	Heroism, Greater	[Mind-Affecting]	En	VS	1 act	Touch	1 min/lev	Will n.	Y	+ 4 to attack, saves, skills, temporary hp	PHB240
<input type="checkbox"/>	Legend Lore		Di	VSMF	Special	Personal	Special	-	N	Learn tales about a person, place, or thing	PHB246
<input type="checkbox"/>	Mislead		Il	S	1 act	Close	Special	-/Will dis.	N	Turns you invisible and creates illusory double	PHB255
<input type="checkbox"/>	Mordenkainen's Lucubration	[Wizard]	Tr	VS	1 act	Personal	Instantaneous	-	N	Recalls spell of 5th level or lower	PHB256
<input type="checkbox"/>	Move Earth	[Earth]	Tr	VSM	Special	Long	Instantaneous	-	N	Dig trenches and build hills	PHB257
<input type="checkbox"/>	Otiluke's Freezing Sphere	[Cold]	Ev	VSF	1 act	Long	Special	Ref 1/2	Y	Freezes water or deals cold damage	PHB258
<input type="checkbox"/>	Owl's Wisdom, Mass		Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gains +4 Wis	PHB259
<input type="checkbox"/>	Permanent Image		Il	VSF	1 act	Long	Permanent (D)	Will dis.	N	Includes sight, sound, and smell	PHB260
<input type="checkbox"/>	Planar Binding		Co	VS	10 min	Close	Instantaneous	Will n.	Sp	Extraplanar up to 12 HD must perform a task	PHB261
<input type="checkbox"/>	Programmed Image		Il	VSF	1 act	Long	Special	Will dis.	N	Creates full illusion triggered by event	PHB265
<input type="checkbox"/>	Repulsion		Ab	VSF	1 act	10 ft/lev	1 round/lev (D)	Will n.	Y	Creatures can't approach you	PHB271
<input type="checkbox"/>	Shadow Walk		Il	VS	1 act	Touch	1 hour/lev (D)	Will n.	Y	Step into shadow to travel rapidly	PHB277
<input type="checkbox"/>	Stone to Flesh		Tr	VSM	1 act	Medium	Instantaneous	For n.	Y	Restores petrified creature	PHB285
<input type="checkbox"/>	Suggestion, Mass	[Lang.-Dep., Mind-Aff.]	En	VM	1 act	Medium	1 hour/lev	Will n.	Y	Compels one subject/lev to course of action	PHB285
<input type="checkbox"/>	Summon Monster VI		Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 6th, 1d5 5th or 1d4+1 4th)	PHB287
<input type="checkbox"/>	Symbol of Fear	[Fear, Mind-Affecting]	Ne	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune panics nearby creatures	PHB290
<input type="checkbox"/>	Symbol of Persuasion	[Mind-Affecting]	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune charms nearby creatures	PHB290
<input type="checkbox"/>	Tenser's Transformation		Tr	VSM	1 act	Personal	1 round/lev	-	N	You gain combat bonuses	PHB294
<input type="checkbox"/>	True Seeing		Di	VSM	1 act	Touch	1 min/lev	Will n.	Y	Lets you see all things as they really are	PHB296
<input type="checkbox"/>	Undeath to Death		Ne	VSM	1 act	Medium	Instantaneous	Will n.	Y	Destroys 1d4 HD/lev (max 20d4) undead	PHB297
<input type="checkbox"/>	Veil		Il	VS	1 act	Long	Conc. + 1 hr/l.	Will n.	Y	Changes appearance of group of creatures	PHB298
<input type="checkbox"/>	Wall of Iron		Co	VSF	1 act	Medium	Instantaneous	Special	N	30 hp/4 lev, can topple onto foes	PHB299

SORCERER/WIZARD SPELLS

KN. PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

7TH-LEVEL SPELLS

Spells: ___ + ___ = ___

Cast: □□□□□□□□□□

Save DC: ___

Max. known: ___ □□□

<input type="checkbox"/>	Arcane Sight, Greater	Di	VS	1 act	Personal	1 min/lev (D)	-	N	Magical auras and effects become visible	PHB201
<input type="checkbox"/>	Banishment	Ab	VSF	1 act	Close	Instantaneous	Will n.	Y	Banishes 2 HD/lev of extraplanar creatures	PHB205
<input type="checkbox"/>	Bigby's Grasping Hand <i>[Force]</i>	Ev	VSF	1 act	Medium	1 round/lev (D)	-	Y	Hand provides cover, pushes, or grapples	PHB204
<input type="checkbox"/>	Control Undead	Ne	VSM	1 act	Close	1 min/lev	Will n.	Y	Undead don't attack you while under effect	PHB214
<input type="checkbox"/>	Control Weather	Tr	VS	10 min	2 miles	4d12 hours	-	N	Changes weather in local area	PHB214
<input type="checkbox"/>	Delayed Blast Fireball <i>[Fire]</i>	Ev	VSM	1 act	Long	Up to 5 rounds	Ref 1/2	Y	1d6 damage/lev, delay up to 5 rounds	PHB217
<input type="checkbox"/>	Drawmij's Instant Summons	Co	VSM	1 act	Special	Until discharg.	-	N	Prepared object appears in your hand	PHB225
<input type="checkbox"/>	Ethereal Jaunt	Tr	VS	1 act	Personal	1 round/lev (D)	-	N	You become ethereal for 1 round/lev	PHB227
<input type="checkbox"/>	Finger of Death <i>[Death]</i>	Ne	VS	1 act	Close	Instantaneous	For part.	Y	Kills one subject	PHB230
<input type="checkbox"/>	Forcecage <i>[Force]</i>	Ev	VSM	1 act	Close	2 hours/lev (D)	-	N	Cube or cage of force imprisons those inside	PHB235
<input type="checkbox"/>	Hold Person, Mass <i>[Mind-Affecting]</i>	En	VSF	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes all humanoid within 30 ft	PHB241
<input type="checkbox"/>	Insanity <i>[Mind-Affecting]</i>	En	VS	1 act	Medium	Instantaneous	Will n.	Y	Subject suffers continuous confusion	PHB244
<input type="checkbox"/>	Invisibility, Mass	Il	VSM	1 act	Long	1 min/lev (D)	Will n.	Y	All subjects in range invisible until they attack	PHB245
<input type="checkbox"/>	Limited Wish	Vn	VSX	1 act	Special	Special	-	Y	Alters reality within spell limits	PHB248
<input type="checkbox"/>	Mordenkainen's Magnificent Mansion	Co	VSF	1 act	Close	2 hours/lev (D)	-	N	Door leads to extradimensional mansion	PHB256
<input type="checkbox"/>	Mordenkainen's Sword <i>[Force]</i>	Ev	VSF	1 act	Close	1 round/lev (D)	-	Y	Floating magic blade strikes opponents	PHB256
<input type="checkbox"/>	Phase Door	Co	V	1 act	0 ft	1 usage/2 lev	-	N	Invisible passage through wood or stone	PHB261
<input type="checkbox"/>	Plane Shift	Co	VSF	1 act	Touch	Instantaneous	Will n.	Y	Up to 8 subjects travel to another plane	PHB262
<input type="checkbox"/>	Power Word Blind <i>[Mind-Affecting]</i>	En	V	1 act	Close	Special	-	Y	Blinds creature with 200 hp or less	PHB265
<input type="checkbox"/>	Prismatic Spray	Ev	VS	1 act	60 ft	Instantaneous	Special	Y	Rays hit subjects with variety of effects	PHB264
<input type="checkbox"/>	Project Image	Il	VSM	1 act	Medium	1 round/lev (D)	Will dis.	N	Illusory double can talk and cast spells	PHB265
<input type="checkbox"/>	Reverse Gravity	Tr	VSM	1 act	Medium	1 round/lev (D)	-	N	Objects and creatures fall upwards	PHB275
<input type="checkbox"/>	Scrying, Greater	Di	VS	1 act	Special	1 hour/lev	Will n.	Y	As scrying, but faster and longer	PHB275
<input type="checkbox"/>	Sequester	Ab	VSM	1 act	Touch	1 day/lev (D)	-/Will n.	Sp.	Subject is invisible to sight and scrying	PHB276
<input type="checkbox"/>	Shadow Conjuration, Greater	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics conjuration up to 6th level, 60% real	PHB276
<input type="checkbox"/>	Simulacrum	Il	VSMX	12 hrs	0 ft	Instantaneous	-	N	Creates partially real double of a creature	PHB279
<input type="checkbox"/>	Spell Turning	Ab	VSM	1 act	Personal	10 min/lev	-	N	Reflects 1d4+6 spell levels back at caster	PHB282
<input type="checkbox"/>	Statue	Tr	VSM	1 round	Touch	1 hour/lev (D)	Will n.	Y	Subject can become a statue at will	PHB284
<input type="checkbox"/>	Summon Monster VII	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (17th, 1d5 6th or 1d4+1 5th)	PHB287
<input type="checkbox"/>	Symbol of Stunning <i>[Mind-Affecting]</i>	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune stuns nearby creatures	PHB291
<input type="checkbox"/>	Symbol of Weakness	Ne	VSM	10 min	0 ft	Special	For n.	Y	Triggered rune weakens nearby creatures	PHB291
<input type="checkbox"/>	Teleport, Greater	Co	V	1 act	Touch	Instantaneous	-/Will n.	Sp.	As teleport, no range limit and always precise	PHB295
<input type="checkbox"/>	Teleport Object	Co	V	1 act	Touch	Instantaneous	Will n.	Y	As teleport, but affects a touched object	PHB295
<input type="checkbox"/>	Vision	Di	VSMX	1 act	Personal	Special	-	N	Learn tales about a person, place, or thing	PHB298
<input type="checkbox"/>	Waves of Exhaustion	Ne	VS	1 act	60 ft	Instantaneous	-	Y	Several targets become exhausted	PHB301

8TH-LEVEL SPELLS

Spells: ___ + ___ = ___

Cast: □□□□□□□□□□

Save DC: ___

Max. known: ___ □□□

<input type="checkbox"/>	Antipathy <i>[Mind-Affecting]</i>	En	VSM	1 hour	Close	2 hours/lev	Will part.	Y	Object or location repels certain creatures	PHB200
<input type="checkbox"/>	Bigby's Clenched Fist <i>[Force]</i>	Ev	VSF	1 act	Medium	1 round/lev (D)	-	Y	Large hand provides cover, attacks your foes	PHB205
<input type="checkbox"/>	Binding <i>[Mind-Affecting]</i>	En	VSM	1 min	Close	Special	Will n.	Y	Array of techniques to imprison a creature	PHB204
<input type="checkbox"/>	Charm Monster, Mass <i>[Mind-Affecting]</i>	En	V	1 act	Close	1 day/lev	Will n.	Y	Make monsters in 30 ft believe they're friends	PHB209
<input type="checkbox"/>	Clone	Co	VSMF	10 min	0 ft	Instantaneous	-	N	Duplicate awakens when original dies	PHB210
<input type="checkbox"/>	Create Greater Undead <i>[Evil]</i>	Ne	VSM	1 hour	Close	Instantaneous	-	N	Create shadows, wraiths, spectres, devourers	PHB215
<input type="checkbox"/>	Demand <i>[Mind-Affecting]</i>	En	VSM	10 min	Special	1 round	Will part.	Y	Delivers short message/suggestion anywhere	PHB217
<input type="checkbox"/>	Dimensional Lock	Ab	VS	1 act	Medium	1 day/lev	-	Y	Blocks teleport/dimensional travel	PHB221
<input type="checkbox"/>	Discern Location	Di	VS	10 min	Unlimit.	Instantaneous	-	N	Reveals exact location of creature or object	PHB222
<input type="checkbox"/>	Horrid Wilting	Ne	VSM	1 act	Long	Instantaneous	For 1/2	Y	Deals 1d6 damage/level within 30 ft	PHB242
<input type="checkbox"/>	Incendiary Cloud <i>[Fire]</i>	Co	VS	1 act	Medium	1 round/lev	Ref 1/2	N	Cloud deals 4d6 fire damage/round	PHB244
<input type="checkbox"/>	Iron Body	Tr	VSM	1 act	Personal	1 min/lev (D)	-	N	Body becomes iron	PHB245
<input type="checkbox"/>	Maze	Co	VS	1 act	Close	Special	-	Y	Traps subject in extradimensional maze	PHB252
<input type="checkbox"/>	Mind Blank	Ab	VS	1 act	Close	24 hours	Will n.	Y	Subject is immune to mental magic/scrying	PHB255
<input type="checkbox"/>	Moment of Prescience	Di	VS	1 act	Personal	1 hour/lev	-	N	Gain bonus on single attack, save, or check	PHB255
<input type="checkbox"/>	Otiluke's Telekinetic Sphere <i>[Force]</i>	Ev	VSM	1 act	Close	1 min/lev (D)	Ref n.	Y	Movable force globe protects one subject	PHB259
<input type="checkbox"/>	Otto's Irresistible Dance <i>[Mind-Aff]</i>	En	V	1 act	Touch	1d4+1 rounds	-	Y	Forces subject to dance	PHB259
<input type="checkbox"/>	Planar Binding, Greater	Co	VS	10 min	Close	Instantaneous	Will n.	Sp.	Traps extraplanar up to 18 HD to perform a task	PHB261
<input type="checkbox"/>	Polar Ray <i>[Cold]</i>	Ev	VSF	1 act	Close	Instantaneous	-	Y	Ranged touch attack deals 1d6/lev cold damage	PHB262
<input type="checkbox"/>	Polymorph Any Object	Tr	VSM	1 act	Close	Special	For n.	Y	Changes any subject into anything else	PHB265
<input type="checkbox"/>	Power Word Stun <i>[Mind-Affecting]</i>	En	V	1 act	Close	Special	-	Y	Stuns creature with 150 hp or less	PHB265
<input type="checkbox"/>	Prismatic Wall	Ab	VS	1 act	Close	10 min/lev (D)	Special	Sp.	Wall's colors have array of effects	PHB264
<input type="checkbox"/>	Protection from Spells	Ab	VSMF	1 act	Touch	10 min/lev	Will n.	Y	Confers a +8 resistance bonus	PHB266
<input type="checkbox"/>	Prying Eyes, Greater	Di	VSM	1 min	1 mile	1 hour/lev (D)	-	N	As prying eyes, but eyes have true seeing	PHB267
<input type="checkbox"/>	Scintillating Pattern <i>[Mind-Affecting]</i>	Il	VSM	1 act	Close	Conc. +2 rds	-	Y	Twisting colors confuse, stun, render unconsc.	PHB274
<input type="checkbox"/>	Screen	Il	VS	10 min	Close	24 hours	-/Will dis.	N	Illusion hides area from vision and scrying	PHB274
<input type="checkbox"/>	Shadow Evocation, Greater	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics evocation up to 7th level, 60% real	PHB277
<input type="checkbox"/>	Shout, Greater <i>[Sonic]</i>	Ev	VSF	1 act	60 ft	Instantaneous	Special	Y	Yell deals 10d6 dmg, stuns, damages objects	PHB279
<input type="checkbox"/>	Summon Monster VIII	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (18th, 1d5 7th or 1d4+1 6th)	PHB287
<input type="checkbox"/>	Sunburst <i>[Light]</i>	Ev	VSM	1 act	Long	Instantaneous	Ref part.	Y	Blinds all within 10 ft, deals 6d6 damage	PHB289
<input type="checkbox"/>	Symbol of Death <i>[Death]</i>	Ne	VSM	10 min	0 ft	Special	For n.	Y	Triggered rune slays nearby creatures	PHB289
<input type="checkbox"/>	Symbol of Insanity <i>[Mind-Affecting]</i>	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune renders creatures insane	PHB290
<input type="checkbox"/>	Sympathy <i>[Mind-Affecting]</i>	En	VSM	1 hour	Close	2 hours/lev (D)	Will n.	Y	Object or location attracts certain creatures	PHB292
<input type="checkbox"/>	Temporal Stasis	Tr	VSM	1 act	Touch	Permanent	For n.	Y	Puts subject into suspended animation	PHB295
<input type="checkbox"/>	Trap the Soul	Co	VSMF	Special	Close	Permanent	Special	Y	Imprisons subject within gem	PHB295

EFFECT

Max. known:

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Astral Projection	Ne	VSM	30 min	Touch	Special	=	Y	Projects you and companions onto Astral Pl.	PH8201
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Bigby's Crushing Hand <i>[Force]</i>	Ev	VSMF	1 act	Medium	1 round/lev (D)	=	Y	Hand provides cover, pushes/crushes foes	PH8203
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Dominate Monster <i>[Mind-Affecting]</i>	En	VS	1 round	Close	1 day/lev	Will n.	Y	Controls monster telepathically	PH8224
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Energy Drain	Ne	VS	1 act	Close	Instantaneous	For part.	Y	Subject gains 2d4 negative levels	PH8226
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Etherealness	Tr	VS	1 act	Touch	1 minn/lev (D)	=	Y	Travel to Ethereal Plane with companions	PH8228
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Foresight	Di	VSM	1 act	Touch	10 min/lev	-/Will n.	Sp.	"Sixth sense" warns of impending danger	PH8253
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Freedom	Ab	VS	1 act	Close	Instantaneous	Will n.	Y	Releases creature from imprisonment	PH8255
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Gate	Co	VXS	1 act	Medium	Special	=	N	Connects two planes to travel or summon	PH8254
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Hold Monster, Mass <i>[Mind-Affecting]</i>	En	VSF	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes creatures within 30 ft	PH8241
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Imprisonment	Ab	VS	1 act	Touch	Instantaneous	Will n.	Y	Entombs creature beneath the earth	PH8244
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Meteor Swarm <i>[Fire]</i>	Ev	VS	1 act	Long	Instantaneous	-/Ref 1/2	Y	4 spheres deal 6d6 fire damage	PH8253
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Mordenkainen's Disjunction	Ab	V	1 act	Close	Instantaneous	Will n.	N	Dispels magic and disenchant magic items	PH8255
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Power Word Kill <i>[Death, Mind-Affecting]</i>	En	V	1 act	Close	Instantaneous	=	Y	Kills one creature with up to 100 hp	PH8265
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Prismatic Sphere	Ab	V	1 act	10 ft	10 min/lev (D)	Special	Sp.	Sphere's colors have array of effects	PH8264
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Refuge	Co	VSM	1 act	Touch	Until discharg.	=	N	Alters item to transport its possessor to you	PH8269
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Shades	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics conjuration up to 8th level, 80% real	PH8276
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Shapechange	Tr	VSF	1 act	Personal	10 min/lev (D)	=	N	Change into any creature once/round	PH8277
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Soul Bind	Ne	VSF	1 act	Close	Permanent	Will n.	N	Traps newly dead soul to prevent resurrection	PH8281
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Summon Monster IX	Co	VSF	1 round	Close	1 round/lev (D)	=	N	Calls extraplanar (19th, 1d5 8th or 1d4+17th)	PH8288
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Teleportation Circle	Co	VM	10 min	0 ft	10 min/lev (D)	=	Y	Circle teleports creatures inside to place	PH8293
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Time Stop	Tr	V	1 act	Personal	1d4+1 rounds	=	N	You act freely for 1d4+1 rounds	PH8294
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Wail of the Banshee <i>[Death, Sonic]</i>	Ne	V	1 act	Close	Instantaneous	For n.	Y	Kills one creature/level	PH8298
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Weird <i>[Fear, Mind-Affecting]</i>	Il	VS	1 act	Medium	Instantaneous	Special	Y	Illusion kills subjects within 30 ft, or deals 3d6	PH8301
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Wish	Un	VX	1 act	Special	Special	Special	Y	Alters reality	PH8302
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		--						--		
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		--						--		
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		--						--		
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		--						--		
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		--						--		



WARMAGE SPELLS

KN.	SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
5TH-LEVEL SPELLS Spells: ___ + ___ = ___ Cast: □□□□□□□□ Save DC: ___										
<input checked="" type="checkbox"/>		Arc of Lightning	[Electricity]	Co	VSM	1 act	Close	Instantaneous	Ref 1/2	N Line of electricity between 2 creat. (1d6/lev) MH833
<input checked="" type="checkbox"/>		Cloudkill		Co	VS	1 act	Medium	1 min/lev	For part.	N Up to 3 HD die, 4-6 HD save or die, 6+ dmg PH8210
<input checked="" type="checkbox"/>		Cone of Cold	[Cold]	Ev	VSM	1 act	60 ft	Instantaneous	Ref 1/2	Y 1d6 cold damage/level PH8212
<input checked="" type="checkbox"/>		Fire Shield, Legion's	[Fire/Cold]	Ev	VSM	1 act	Medium	1 round/lev (D)	-	N Attackers take dmg; protected from heat/cold MH836
<input checked="" type="checkbox"/>		Fireburst, Greater	[Fire]	Ev	VSM	1 act	5 ft	Instantaneous	Ref 1/2	Y Subjects in 10 ft take 1d8/lev (max 5d8) dmg MH836
<input checked="" type="checkbox"/>		Flame Strike	[Fire]	Ev	VSD	1 act	Medium	Instantaneous	Ref 1/2	Y Smites foes with fire (1d6/level) PH8231
<input type="checkbox"/>										
<input type="checkbox"/>										
6TH-LEVEL SPELLS Spells: ___ + ___ = ___ Cast: □□□□□□□□ Save DC: ___										
<input checked="" type="checkbox"/>		Acid Fog	[Acid]	Co	VSM	1 act	Medium	1 round/lev	-	N Fog deals acid damage PH8196
<input checked="" type="checkbox"/>		Blade Barrier	[Force]	Ev	VS	1 act	Medium	1 min/lev (D)	Special	Y Wall of blades deal 1d6 damage/level PH8205
<input checked="" type="checkbox"/>		Chain Lightning	[Electricity]	Ev	VSF	1 act	Long	Instantaneous	Ref 1/2	Y 1d6 dmg/lev, secondary bolts half damage PH8208
<input checked="" type="checkbox"/>		Circle of Death	[Death]	Ne	VSM	1 act	Medium	Instantaneous	For n.	Y Kills 1d4 HD of creatures per level PH8209
<input checked="" type="checkbox"/>		Disintegrate		Tr	VSM	1 act	Medium	Instantaneous	For part.	Y Makes one creature or object vanish PH8222
<input checked="" type="checkbox"/>		Fire Seeds	[Fire]	Co	VSM	1 act	Touch	10 min/lev	-/Ref 1/2	N Acorns and berries become grenades PH8230
<input checked="" type="checkbox"/>		Otiluke's Freezing Sphere	[Cold]	Ev	VSF	1 act	Long	Special	Ref 1/2	Y Freezes water or deals cold damage PH8238
<input checked="" type="checkbox"/>		Tenser's Transformation		Tr	VSM	1 act	Personal	1 round/lev	-	N You gain combat bonuses PH8294
<input type="checkbox"/>										
<input type="checkbox"/>										
7TH-LEVEL SPELLS Spells: ___ + ___ = ___ Cast: □□□□□□□□ Save DC: ___										
<input checked="" type="checkbox"/>		Delayed Blast Fireball	[Fire]	Ev	VSM	1 act	Long	Up to 5 rounds	Ref 1/2	Y 1d6 damage/lev, delay up to 5 rounds PH8217
<input checked="" type="checkbox"/>		Earthquake	[Earth]	Ev	VSD	1 act	Long	1 round	Special	N Intense tremors shake 5 ft/level radius PH8225
<input checked="" type="checkbox"/>		Finger of Death	[Death]	Ne	VSF	1 act	Close	Instantaneous	For part.	Y Kills one subject PH8230
<input checked="" type="checkbox"/>		Fire Storm	[Fire]	Ev	VS	1 round	Medium	Instantaneous	Ref 1/2	Y Deals 1d6 fire damage/level PH8231
<input checked="" type="checkbox"/>		Mordenkainen's Sword	[Force]	Ev	VSF	1 act	Close	1 round/lev (D)	-	Y Floating magic blade strikes opponents PH8236
<input checked="" type="checkbox"/>		Prismatic Spray		Ev	VS	1 act	60 ft	Instantaneous	Special	Y Rays hit subjects with variety of effects PH8264
<input checked="" type="checkbox"/>		Sunbeam	[Light]	Ev	VSD	1 act	60 ft	1 round/lev	Special	Y Beam blinds and deals 4d6 damage PH8289
<input checked="" type="checkbox"/>		Waves of Exhaustion		Ne	VS	1 act	60 ft	Instantaneous	-	Y Several targets become exhausted PH8301
<input type="checkbox"/>										
<input type="checkbox"/>										
8TH-LEVEL SPELLS Spells: ___ + ___ = ___ Cast: □□□□□□□□ Save DC: ___										
<input checked="" type="checkbox"/>		Horrid Wilting		Ne	VSM	1 act	Long	Instantaneous	For 1/2	Y Deals 1d6 damage/level within 30 ft PH8242
<input checked="" type="checkbox"/>		Incendiary Cloud	[Fire]	Co	VS	1 act	Medium	1 round/lev	Ref 1/2	N Cloud deals 4d6 fire damage/round PH8244
<input checked="" type="checkbox"/>		Polar Ray	[Cold]	Ev	VSF	1 act	Close	Instantaneous	-	Y Ranged touch attack deals 1d6/lev cold damage PH8262
<input checked="" type="checkbox"/>		Prismatic Wall		Ab	VS	1 act	Close	10 min/lev (D)	Special	Sp. Wall's colors have array of effects PH8264
<input checked="" type="checkbox"/>		Scintillating Pattern	[Mind-Affecting]	Il	VSM	1 act	Close	Conc. +2 rds	-	Y Twisting colors confuse, stun, render uncons. PH8274
<input checked="" type="checkbox"/>		Shout, Greater	[Sonic]	Ev	VSF	1 act	60 ft	Instantaneous	Special	Y Yell deals 10d6 dmg, stuns, damages objects PH8279
<input checked="" type="checkbox"/>		Summon Monster VIII		Co	VSF	1 round	Close	1 round/lev (D)	-	N Calls extraplanar (18th, 1d3 7th or 1d4+1 6th) PH8287
<input checked="" type="checkbox"/>		Sunburst	[Light]	Ev	VSM	1 act	Long	Instantaneous	Ref part.	Y Blinds all within 10 ft, deals 6d6 damage PH8289
<input type="checkbox"/>										
<input type="checkbox"/>										
9TH-LEVEL SPELLS Spells: ___ + ___ = ___ Cast: □□□□□□□□ Save DC: ___										
<input checked="" type="checkbox"/>		Elemental Swarm		Co	VS	10 min	Medium	10 min/lev (D)	-	N Summons multiple elementals PH8226
<input checked="" type="checkbox"/>		Implosion		Ev	VS	1 act	Close	Up to 4 rounds	For n.	Y Kills one creature/round PH8245
<input checked="" type="checkbox"/>		Meteor Swarm	[Fire]	Ev	VS	1 act	Long	Instantaneous	-/Ref 1/2	Y 4 spheres deal 6d6 fire damage PH8253
<input checked="" type="checkbox"/>		Prismatic Sphere		Ab	V	1 act	10 ft	10 min/lev (D)	Special	Sp. Sphere's colors have array of effects PH8264
<input checked="" type="checkbox"/>		Wail of the Banshee	[Death, Sonic]	Ne	V	1 act	Close	Instantaneous	For n.	Y Kills one creature/level PH8298
<input checked="" type="checkbox"/>		Weird	[Fear, Mind-Affecting]	Il	VS	1 act	Medium	Instantaneous	Special	Y Illusion kills subjects within 30 ft, or deals 3d6 PH8301

Uncanny Dodge: ☐
Improved Uncanny Dodge: ☐
Hide in Plain Sight: ☐

[illegible][illegible][illegible][illegible]



Check	Result	Max	HD	Affected
	0 or lower		Level -6	
	1-3		Level -5	
	4-6		Level -4	
	7-9		Level -3	
	10-12		Level -2	
	13-15		Level -1	
	16-18		Level	
	19-21		Level +1	
	22+		Level +2	

[illegible]



Smite Undead: _____ /day Detect Undead: ☒ True Death: ☐ Sealed Life: ☐
 Spurn Death's Touch: ☐ Positive Energy Burst: ☐

[illegible]





SPELL NAME

SCH.	COMP.	CAST TIME	RANGE
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4
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100	100	100	100

DURATION

SAVE

SR

EFFECT

[illegible][illegible][illegible]

SPELL NAME

SCH.	COMP.	CAST TIME	RANGE
1	1	1	1
2	2	2	2
3	3	3	3
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100	100	100	100

DURATION

SAVE

SR

EFFECT

[illegible][illegible][illegible]