



PERSONAL INFO

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

CLASSES

Grid for class selection with columns for Bbn, Brd,Clr,Drd,Ftr,Mar,Mas,Mnk,Mys,Nob,Rgr,Rog,Sor,Wiz and Total. Includes XP Penalty and Next Level fields.

SAVING THROWS

Fortitude _____ = _____ + CON + _____ + _____
Reflexes _____ = _____ + DEX + _____ + _____
Will _____ = _____ + WIS + _____ + _____
Spell Resistance: _____
Damage Reduction: _____
Notes: _____

ABILITIES

Table with columns for Ability (STR, DEX, CON, INT, WIS, CHA) and Modifiers (Ability, Temp). Includes Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma.

ARMOR

AC shield icon and table for AC, Max Dex, Check Penalty, Arcane Failure. Includes Flat-footed vs. Touch Attacks and Notes.

HIT POINTS

HP [] Current []
Notes: _____

SKILLS

Table with columns for Skill Name, Total, Rank, Ability, Misc. Lists skills like Appraise, Balance, Bluff, Climb, Concentration, Craft, Diplomacy, Disguise, Escape Artist, Forgery, Gather Information, Handle Animal, Heal, Hide, Intimidate, Jump, Knowledge, Listen, Move Silently, Open Lock, Perform, Profession, Ride, Search, Sense Motive, Sleight of Hand, Spellcraft, Spot, Survival, Swim, Tumble, Use Magic Device, Use Rope.

COMBAT

MELEE and RANGED attack formulas. Initiative DEX+ = _____. 2-Hand Attack: ____ / ____ Speed: _____

WEAPONS

Table with columns: NAME, MODIFIED ATTACKS, FEAT, MISC, DAMAGE, CRITICAL, RANGE, SZ/TYPE. Includes Unarmed Strike and Ammunition section.

LANGUAGES

Literacy

HEXCHARM/ANIMAL COMPANION/FAMILIAR

Name: _____ Race: _____ Alignment: _____

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

HEXCHARM/ANIMAL COMPANION/FAMILIAR

Name: _____ Race: _____ Alignment: _____

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

HEXCHARM/ANIMAL COMPANION/FAMILIAR

Name: _____ Race: _____ Alignment: _____

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

HEXCHARM/ANIMAL COMPANION/FAMILIAR

Name: _____ Race: _____ Alignment: _____

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



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"/>		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"/>		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"/>		Fox's Cunning	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Int for 1 min/lev	PHB233
<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"/>		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"/>		Shroud from Sight <i>[Mind-Affecting]</i>	En	VS	1 act	Personal	1 round/lev	Will n.	Y	Convince others to look the other way	VoTL49
<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 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"/>		Tongues	Di	VM	1 act	Touch	10 min/lev	Will n.	N	Speak any language	PHB294
<input type="checkbox"/>		Trace Magic	Di	VSF	1 round	Close	1 hour/lev (D)	-	N	You can track lingering threads of magic	AoM76
<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

KN.	SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT	
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"/>		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	Freees 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, 1d3 2nd or 1d4+1 1st)	PHB286

BARO SPELLS

KN.	SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
4TH-LEVEL SPELLS		Spells: ___ + ___ = ___	Cast: □□□□□□□□		Save DC: ___		Max. known: ___ □□□□			
<input type="checkbox"/>		Break Enchantment	Ab	VS	1 min	Close	Instantaneous	Special	N	Frees subject from magical effects PH8207
<input type="checkbox"/>		Detect Scrying	Di	VSM	1 act	40 ft	24 hrs	-	N	Alerts you of magical eavesdropping PH8219
<input type="checkbox"/>		Dimension Door <i>[Teleportation]</i>	Co	V	1 act	Long	Instantaneous	-/Will n.	Sp.	Teleports you short distance PH8221
<input type="checkbox"/>		Dominate Person <i>[Mind-Affecting]</i>	En	VS	1 round	Close	1 day/lev	Will n.	Y	Controls humanoid telepathically PH8224
<input type="checkbox"/>		Emotional Brew <i>[Mind-Affecting]</i>	En	VSF	1 min	Close	Special	Special	Y	A gallon of liquid is infused with emotions AoM70
<input type="checkbox"/>		Freedom of Movement	Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	Subject moves normally despite impediments PH8253
<input type="checkbox"/>		Hallucinatory Terrain	Il	VSM	10 min	Long	2 hrs/lev (D)	Will dis.	N	Makes one type of terrain appear like another PH8238
<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 PH8241
<input type="checkbox"/>		Invisibility, Greater	Il	VS	1 act	Touch	1 round/lev (D)	Will n.	Y	Subject is invisible even if it attacks PH8245
<input type="checkbox"/>		Legend Lore	Di	VSMF	Special	Personal	Special	-	N	Learn tales about a person, place, or thing PH8246
<input type="checkbox"/>		Leomund's Secure Shelter	Co	VSMF	10 min	Close	2 hrs/lev (D)	-	N	Creates sturdy cottage PH8247
<input type="checkbox"/>		Locate Creature	Di	VSM	1 act	Long	10 min/lev	-	N	Indicates direction to familiar creature PH8249
<input type="checkbox"/>		Modify Memory <i>[Mind-Affecting]</i>	En	VS	1 round	Close	Permanent	Will n.	Y	Changes 5 minutes of subject's memories PH8255
<input type="checkbox"/>		Rainbow Pattern <i>[Mind-Affecting]</i>	Il	VSMF	1 act	Medium	Conc. + 1r/lev	Will n.	Y	Lights fascinate 24 HD of creatures PH8268
<input type="checkbox"/>		Repel Vermin	Ab	VS	1 act	10 ft	10 min/lev (D)	-/Will n.	Y	Insects, spiders, and vermin stay 10 ft away PH8271
<input type="checkbox"/>		Shadow Conjunction	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics conjuring below 4th lev. 20% real PH8276
<input type="checkbox"/>		Shout <i>[Sonic]</i>	Ev	V	1 act	30 ft	Instantaneous	Special	Y	Deafens all within cone and deals 5d6 damage PH8279
<input type="checkbox"/>		Speak with Plants	Di	VS	1 act	Personal	1 min/lev	-	N	You can talk to plants and plant creatures PH8282
<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) PH8286
<input type="checkbox"/>		Zone of Silence	Il	VS	1 round	Personal	1 hour/lev (D)	-	N	Keeps eavesdroppers from overhearing PH8505

5TH-LEVEL SPELLS		Spells: ___ + ___ = ___	Cast: □□□□□□□□		Save DC: ___		Max. known: ___ □□□□			
<input type="checkbox"/>		Dispell Magic, Greater	Ab	VS	1 act	Medium	Instantaneous	-	N	Dispels magical effects, +20 on check PH8225
<input type="checkbox"/>		Dream <i>[Mind-Affecting]</i>	Il	VS	1 min	Unlimit.	Special	-	Y	Sends message to anyone sleeping PH8225
<input type="checkbox"/>		Ensnare the Heart <i>[Mind-Affecting]</i>	En	VS	1 act	Close	Permanent	Will n.	Y	Makes one person your friend AoM71
<input type="checkbox"/>		False Vision	Il	VSM	1 act	Touch	1 hour/lev (D)	-	N	Fools scrying with an illusion PH8229
<input type="checkbox"/>		Heroism, Greater <i>[Mind-Affecting]</i>	En	VS	1 act	Touch	1 min/lev	Will n.	Y	+4 to attack, saves, skills; temporary hit points PH8240
<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 PH8253
<input type="checkbox"/>		Mirage Arcana	Il	VS	1 act	Long	Conc. +1 hr/lev	Will dis.	N	Terrain and structures appear like another PH8254
<input type="checkbox"/>		Mislead	Il	S	1 act	Close	1 round/lev (D)	-/Will dis.	N	Turns you invisible and creates illusory double PH8255
<input type="checkbox"/>		Nightmare <i>[Mind-Affecting, Evil]</i>	Il	VS	10 min	Unlimit.	Instantaneous	Will n.	Y	Sends vision dealing 1d10 damage, fatigue PH8257
<input type="checkbox"/>		Persistent Image	Il	VSF	1 act	Long	1 min/lev (D)	Will dis.	N	Creates illusion of your design, no concentr. PH8260
<input type="checkbox"/>		Seeming	Il	VS	1 act	Close	12 hours (D)	Special	Sp.	Changes appearance of 1 person/2 lev PH8275
<input type="checkbox"/>		Shadow Evocation	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics evocation below 5th lev. 20% real PH8277
<input type="checkbox"/>		Shadow Walk	Il	VS	1 act	Touch	1 hour/lev (D)	Will n.	Y	Step into shadow to travel rapidly PH8277
<input type="checkbox"/>		Song of Discord <i>[Mind-Affecting, Sonic]</i>	En	VS	1 act	Medium	1 round/lev	Will n.	Y	Forces targets to attack each other PH8281
<input type="checkbox"/>		Suggestion, Mass <i>[Lang.-Dep., Mind-Aff.]</i>	En	VM	1 act	Medium	1 hour/lev	Will n.	Y	Compels 1 subject/lev to a course of action PH8285
<input type="checkbox"/>		Summon Monster V	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 5th, 1d5 4th or 1d4+1 3rd) PH8286

6TH-LEVEL SPELLS		Spells: ___ + ___ = ___	Cast: □□□□□□□□		Save DC: ___		Max. known: ___ □□□□			
<input type="checkbox"/>		Analyze Dweomer	Di	VSF	1 act	Close	1 round/lev (D)	-/Will n.	N	Reveals magical aspects of subject PH8197
<input type="checkbox"/>		Animate Objects	Tr	VS	1 act	Medium	1 round/lev	-	N	Objects attack your foes PH8199
<input type="checkbox"/>		Bestow Greater Curse	Tr	VS	1 act	Touch	Permanent	Will n.	Y	Places a major curse on touched creature DLCS10-4
<input type="checkbox"/>		Cat's Grace, Mass	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gets +4 to Dex PH8208
<input type="checkbox"/>		Charm Monster, Mass <i>[Mind-Affecting]</i>	En	V	1 act	Close	1 day/lev	Will n.	Y	Monsters in 30 ft believe they are friends PH8209
<input type="checkbox"/>		Eagle's Splendor, Mass	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gets +4 to Cha PH8225
<input type="checkbox"/>		Eyebite <i>[Evil]</i>	Ne	VS	1 act	Close	1 round/3 lev	For n.	Y	Target becomes panicked, sickened, comatose PH8228
<input type="checkbox"/>		Find the Path	Di	VSF	3 rds	Touch	10 min/lev	-/Will n.	Sp.	Shows most direct way to a location PH8250
<input type="checkbox"/>		Fox's Cunning, Mass	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gets +4 to Int PH8255
<input type="checkbox"/>		Geas/Quest <i>[Lang.-Dep., Mind-Affecting]</i>	En	V	10 min	Close	1 day/lev (D)	-	Y	Places a magical command on a creature PH8254
<input type="checkbox"/>		Heroes' Feast	Co	VS	10 min	Close	Special	-	N	Food for 1 creat/lev cures and gives bonuses PH8240
<input type="checkbox"/>		Otto's Irresistible Dance <i>[Mind-Aff.]</i>	En	V	1 act	Touch	1d4+1 rounds	-	Y	Forces subject to dance PH8259
<input type="checkbox"/>		Permanent Image	Il	VSF	1 act	Long	Permanent (D)	Will dis.	N	Includes sight, sound, and smell PH8260
<input type="checkbox"/>		Programmed Image	Il	VSF	1 act	Long	Perm, then 1r/	Will dis.	N	Creates full illusion triggered by event PH8265
<input type="checkbox"/>		Project Image	Il	VSM	1 act	Medium	1 round/lev (D)	Will dis.	N	Illusory double can talk and cast spells PH8265
<input type="checkbox"/>		Scrying, Greater	Di	VS	1 act	Special	1 hour/lev	Will n.	Y	As scrying, but faster and longer PH8274
<input type="checkbox"/>		Shout, Greater <i>[Sonic]</i>	Ev	VSF	1 act	60 ft	Instantaneous	Special	Y	Yell deals 10d6 damage, stuns, damages objects PH8279
<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) PH8287
<input type="checkbox"/>		Sympathetic Vibration <i>[Sonic]</i>	Ev	VSM	10 min	Touch	1 round/lev	-	Y	Deals 2d10 damage/round to a structure PH8291
<input type="checkbox"/>		Veil	Il	VS	1 act	Long	Conc. +1 hr/lev	Will n.	Y	Changes appearance of group of creatures PH8298



CLERIC/MYSTIC POWERS

TURNU/REBUKE UNDEAD

Turning Check: $1d20 + \text{CHA} + \text{---} = \text{---}$
 Times per Day: $3 + \text{CHA} + \text{---} = \text{---}$
 Turning Damage: $2d6 + \text{CHA} + \text{Lev} = \text{---}$

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

Domain: _____ Domain: _____

Granted Power: _____ Granted Power: _____

CLERIC/MYSTIC SPELLS

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

0-LEVEL SPELLS Spells: ___ + ___ = ___ Cast: □□□□□□□□□□ Save DC: ___ Max. known: ___ □□□□□□□□□□

<input type="checkbox"/>	___	Create Water	[Water]	Co	VS	1 act	Close	Instantaneous	-	N	Creates 2 gallons/lev of pure water	PHB215
<input type="checkbox"/>	___	Cure Minor Wounds	[Healing]	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 1 point of damage	PHB216
<input type="checkbox"/>	___	Detect Magic		Di	VS	1 act	60 ft	1 min/lev (D)	-	N	Detects spells and magic items within 60 ft	PHB219
<input type="checkbox"/>	___	Detect Poison		Di	VS	1 act	Close	Instantaneous	-	N	Detects poison in one creature or object	PHB219
<input type="checkbox"/>	___	Guidance		Di	VS	1 act	Touch	1 min	Will n.	Y	+1 on one attack, roll, check or save	PHB238
<input type="checkbox"/>	___	Inflict Minor Wounds		Ne	VS	1 act	Touch	Instantaneous	Will n.	Y	Touch attack, 1 point of damage	PHB244
<input type="checkbox"/>	___	Light	[Light]	Ev	VD	1 act	Touch	10 min/lev (D)	-	N	Object shines like a torch	PHB248
<input type="checkbox"/>	___	Mending		Tr	VS	1 act	10 ft	Instantaneous	Will n.	Y	Makes minor repairs on an object	PHB255
<input type="checkbox"/>	___	Purify Food and Drink		Tr	VS	1 act	10 ft	Instantaneous	Will n.	Y	Purifies 1 cubic ft/level of food or water	PHB267
<input type="checkbox"/>	___	Read Magic		Di	VSD	1 act	Personal	10 min/lev	-	N	Read scrolls and spellbooks	PHB269
<input type="checkbox"/>	___	Resistance		Ab	VSD	1 act	Touch	1 min	Will n.	Y	Subject gains +1 on saving throws	PHB272
<input type="checkbox"/>	___	Virtue		Tr	VSD	1 act	Touch	1 min	For n.	Y	Subject gains 1 temporary hit point	PHB298

1st-LEVEL SPELLS Spells: ___ + ___ = ___ Cast: □□□□□□□□□□ Save DC: ___ Max. known: ___ □□□□□

<input type="checkbox"/>	___	Bane	[Fear, Mind-Affecting]	En	VSD	1 act	50 ft	1 min/lev	Will n.	Y	Enemies suffer -1 to attacks and saves vs. fear	PHB205
<input type="checkbox"/>	___	Bless	[Mind-Affecting]	En	VSD	1 act	50 ft	1 min/lev	-	Y	Allies gain +1 to attack and saves vs. fear	PHB205
<input type="checkbox"/>	___	Bless Water	[Good]	Tr	VSM	1 min	Touch	Instantaneous	Will n.	Y	Makes holy water	PHB205
<input type="checkbox"/>	___	Call Undead I		Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls a 1st-level undead	AoM67
<input type="checkbox"/>	___	Cause Fear	[Fear, Mind-Affecting]	Ne	VS	1 act	Close	Special	Will part.	Y	One creature up to 5 HD flees for 1d4 rounds	PHB208
<input type="checkbox"/>	___	Command	[Language-Dep., Mind-Affecting]	En	V	1 act	Close	1 round	Will n.	Y	Subject obeys selected command for 1 round	PHB211
<input type="checkbox"/>	___	Comprehend Languages		Di	VSD	1 act	Personal	10 min/lev	-	N	Understand all spoken and written languages	PHB212
<input type="checkbox"/>	___	Cure Light Wounds	[Healing]	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 1d8 damage +1 per level (max +5)	PHB215
<input type="checkbox"/>	___	Curse Water	[Evil]	Ne	VSM	1 min	Touch	Instantaneous	Will n.	Y	Makes unholy water	PHB216
<input type="checkbox"/>	___	Deathwatch	[Evil]	Ne	VS	1 act	30 ft	10 min/lev	-	N	Reveals how near death subjects are in 30-ft	PHB217
<input type="checkbox"/>	___	Detect Chaos		Di	VSD	1 act	60 ft	10 min/lev (D)	-	N	Reveals creatures, spells or objects	PHB218
<input type="checkbox"/>	___	Detect Evil		Di	VSD	1 act	60 ft	10 min/lev (D)	-	N	Reveals creatures, spells or objects	PHB218
<input type="checkbox"/>	___	Detect Good		Di	VSD	1 act	60 ft	10 min/lev (D)	-	N	Reveals creatures, spells or objects	PHB219
<input type="checkbox"/>	___	Detect Law		Di	VSD	1 act	60 ft	10 min/lev (D)	-	N	Reveals creatures, spells or objects	PHB219
<input type="checkbox"/>	___	Detect Undead		Di	VSD	1 act	60 ft	1 min/lev (D)	-	N	Reveals undead within 60 ft	PHB220
<input type="checkbox"/>	___	Divine Favor		Ev	VSD	1 act	Personal	1 min	-	N	Gain +1 to hit and damage per 3 levels	PHB224
<input type="checkbox"/>	___	Doom	[Fear, Mind-Affecting]	Ne	VSD	1 act	Medium	1 min/lev	Will n.	Y	Subject suffers -2 to hit, dmg, checks, saves	PHB225
<input type="checkbox"/>	___	Endure Elements		Ab	VS	1 act	Touch	24 hrs	-	Y	Exist comfortably in hot or cold environm.	PHB226
<input type="checkbox"/>	___	Entropic Shield		Ab	VS	1 act	Personal	1 min/lev (D)	-	N	Ranged attacks against you miss 20%	PHB227
<input type="checkbox"/>	___	Hide from Undead		Ab	VSD	1 act	Touch	10 min/lev (D)	Will n.	Y	Undead can't perceive one subject/level	PHB241
<input type="checkbox"/>	___	Inflict Light Wounds		Ne	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Touch deals 1d8 damage +1/lev (max +5)	PHB244
<input type="checkbox"/>	___	Magic Stone		Tr	VSD	1 act	Touch	30 min	Will n.	Y	3 stones gain +1 to hit and do 1d6+1 damage	PHB251
<input type="checkbox"/>	___	Magic Weapon		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Weapon gains +1 bonus	PHB251
<input type="checkbox"/>	___	Obscuring Mist		Co	VS	1 act	20 ft	1 min/lev	-	N	Fog surrounds you	PHB258
<input type="checkbox"/>	___	Protection from Chaos	[Lawful]	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves; counter mind control	PHB266
<input type="checkbox"/>	___	Protection from Evil	[Good]	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves; counter mind control	PHB266
<input type="checkbox"/>	___	Protection from Good	[Evil]	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves; counter mind control	PHB266
<input type="checkbox"/>	___	Protection from Law	[Chaotic]	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves; counter mind control	PHB266
<input type="checkbox"/>	___	Remove Fear		Ab	VS	1 act	Close	10 min	Will n.	Y	+4 on saves vs. fear for 1 subject +1/4 lev	PHB271
<input type="checkbox"/>	___	Sanctuary		Ab	VSD	1 act	Touch	1 round/lev	Will n.	N	Opponents can't attack you, you can't attack	PHB274
<input type="checkbox"/>	___	Shield of Faith		Ab	VSM	1 act	Touch	1 min/lev	Will n.	Y	Aura grants +2 or higher deflection bonus	PHB278
<input type="checkbox"/>	___	Summon Monster I		Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls a 1st-level extraplanar creature	PHB285
<input type="checkbox"/>	___	Talons		Tr	VS	1 act	Personal	1 min/lev (D)	-	Y	Your hands become claws dealing 1d6 damage	DLC5112

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CLERIC/MYSTIC 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"/>	Aid	[Mind-Affecting]	En	VSD	1 act	Touch	1 min/lev	-	Y	+1 to hit and save vs. fear, +1d8 temp. hp +1/lev PH8196
<input type="checkbox"/>	Align Weapon		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Weapon becomes good, evil, lawful or chaotic PH8197
<input type="checkbox"/>	Augury		Di	VSMF	1 min	Personal	Instantaneous	-	N	Learn whether an action will be good or bad PH8202
<input type="checkbox"/>	Bear's Endurance		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Con for 1 min/lev PH8205
<input type="checkbox"/>	Bull's Strength		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Str for 1 min/lev PH8207
<input type="checkbox"/>	Call Undead II		Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls undead creature (1 2nd or 1d5 1st) AoM68
<input type="checkbox"/>	Calm Emotions	[Mind-Affecting]	En	VSD	1 act	Medium	1 round/lev (D)	Will n.	Y	Calms creatures, negating emotion effects PH8207
<input type="checkbox"/>	Consecrate	[Good]	Ev	VSMD	1 act	Close	2 hours/lev	-	N	Fills area with positive energy, weakens undead PH8212
<input type="checkbox"/>	Cure Moderate Wounds	[Healing]	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 2d8 damage +1/lev (max +10) PH8216
<input type="checkbox"/>	Darkness	[Darkness]	Ev	VMD	1 act	Touch	10 min/lev (D)	-	N	20-ft radius of supernatural shadow PH8216
<input type="checkbox"/>	Death Knell	[Death, Evil]	Ne	VS	1 act	Touch	10 min/HD	Will n.	Y	Kills 1 creature, gain 1d8 hp, +2 Str and 1 level PH8217
<input type="checkbox"/>	Delay Poison	[Healing]	Co	VSD	1 act	Touch	1 hour/lev	For n.	Y	Stops poison from harming subject for 1 hr/lev PH8217
<input type="checkbox"/>	Desecrate	[Evil]	Ev	VSMD	1 act	Close	2 hours/lev	-	Y	Fills area with neg. energy, strength, undead PH8218
<input type="checkbox"/>	Divine Lock		Ab	VSD	1 act	Touch	Permanent	-	N	Magically locks a door, chest, or portal KoDE12
<input type="checkbox"/>	Eagle's Splendor		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Cha for 1 min/lev PH8225
<input type="checkbox"/>	Enthrall [Language-Dep., Mind-Affecting, Sonic]		En	VS	1 round	Medium	Up to 1 hour	Will n.	Y	Captivates all within range PH8227
<input type="checkbox"/>	Find Traps		Di	VS	1 act	Personal	1 min/lev	-	N	Notice traps as a rogue does PH8230
<input type="checkbox"/>	Gentle Repose		Ne	VSD	1 act	Touch	1 day/lev	Will n.	Y	Preserves one corpse PH8235
<input type="checkbox"/>	Healing Hands	[Healing]	Co	VS	1 act	Touch	1 round/lev (D)	Will n.	Y	Your touch restores a little bit of health WoTL47
<input type="checkbox"/>	Hold Person	[Mind-Affecting]	En	VSD	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes one humanoid for 1 round/level PH8241
<input type="checkbox"/>	Inflict Moderate Wounds		Ne	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Touch deals 2d8 damage +1/lev (max +10) PH8244
<input type="checkbox"/>	Lifesight		Ne	VSD	1 act	30 ft	10 min/lev	-	N	Detect health of creatures in range WoTL47
<input type="checkbox"/>	Make Whole		Tr	VS	1 act	Close	Instantaneous	Will n.	Y	Repairs an object PH8252
<input type="checkbox"/>	Owl's Wisdom		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Wis for 1 min/lev PH8259
<input type="checkbox"/>	Remove Paralysis	[Healing]	Co	VS	1 act	Close	Instantaneous	Will n.	Y	Frees 1 or more creatures from paralysis/slow PH8271
<input type="checkbox"/>	Resist Energy		Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Ignores 10+ damage/attack from energy type PH8272
<input type="checkbox"/>	Restoration, Lesser		Co	VS	3 rds	Touch	Instantaneous	Will n.	Y	Repairs 1d4 ability damage PH8272
<input type="checkbox"/>	Shatter	[Sonic]	Ev	VSD	1 act	Close	Instantaneous	Special	Y	Vibrations damage objects/crystalline creat. PH8278
<input type="checkbox"/>	Shield Other		Ab	VSF	1 act	Close	1 hour/lev (D)	Will n.	Y	You take half of subject's damage PH8278
<input type="checkbox"/>	Silence		Il	VS	1 act	Long	1 min/lev (D)	Special	Sp	Negates sound in 15-ft radius PH8279
<input type="checkbox"/>	Sound Burst	[Sonic]	Ev	VSD	1 act	Close	Instantaneous	For part.	Y	Deals 1d8 sonic damage to subjects, may stun PH8281
<input type="checkbox"/>	Spiritual Weapon	[Force]	Ev	VSD	1 act	Medium	1 round/lev (D)	-	Y	Magic weapon attacks on its own AoM75
<input type="checkbox"/>	Status		Di	VS	1 act	Touch	1 hour/lev	Will n.	Y	Monitors condition and position of allies PH8284
<input type="checkbox"/>	Summon Monster II		Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar creature (1 2nd or 1d5 1st) PH8286
<input type="checkbox"/>	Touch of Agony		Ne	VSD	1 act	Touch	1 round/lev	For n.	Y	Your touch inflicts great pain WoTL49
<input type="checkbox"/>	Trace Magic		Di	VSD	1 round	Close	1 hour/lev (D)	-	N	You can track lingering threads of magic AoM76
<input type="checkbox"/>	Undetectable Alignment		Ab	VS	1 act	Close	24 hrs	Will n.	Y	Conceals alignment for 24 hrs PH8297
<input type="checkbox"/>	Zone of Truth	[Mind-Affecting]	En	VSD	1 act	Close	1 min/lev	Will n.	Y	Subjects within range cannot lie PH8305
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CLERIC/MYSTIC SPELLS

3RD-LEVEL SPELLS Spells: + = Cast: Save DC: Max. known:

KN. PREP. SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
<input type="checkbox"/>	<i>Animate Dead</i> [Evil]	Ne	VSM	1 act	Touch	Instantaneous	-	N	Creates undead skeletons and zombies PHB198
<input type="checkbox"/>	<i>Barrier of Deflection</i> [Force]	Ev	VSM	1 act	Touch	1 round/lev	-	N	Create personal shield against physical attacks WotL45
<input type="checkbox"/>	Bestow Curse	Ne	VS	1 act	Touch	Permanent	Will n.	Y	-6 to ability; -4 to rolls; or 50% lose act. PHB205
<input type="checkbox"/>	Blindness/Deafness	Ne	V	1 act	Medium	Permanent (D)	For n.	Y	Makes subject blinded or deafened PHB206
<input type="checkbox"/>	Call Undead III	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls undead (1 5rd, 1d5 2nd or 1d4+1 1st) AoM68
<input type="checkbox"/>	Chitinskin	Tr	VSD	1 act	Touch	10 min/lev	-	Y	Toughens a creature's skin WotL45
<input type="checkbox"/>	<i>Contagion</i> [Evil]	Ne	VS	1 act	Touch	Instantaneous	For n.	Y	Infects subject with chosen disease PHB215
<input type="checkbox"/>	<i>Continual Flame</i> [Light]	Ev	VSM	1 act	Touch	Permanent	-	N	Makes a permanent heatless torch PHB215
<input type="checkbox"/>	Create Food and Water	Co	VS	10 min	Close	24 hrs	-	N	Feeds 3 humans or 1 horse/level PHB215
<input type="checkbox"/>	<i>Cure Serious Wounds</i> [Healing]	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 3d8 damage +1/lev (max +15) PHB216
<input type="checkbox"/>	Daylight [Light]	Ev	VS	1 act	Touch	10 min/lev (D)	-	N	60-ft radius of bright light PHB216
<input type="checkbox"/>	<i>Deeper Darkness</i> [Darkness]	Ev	VD	1 act	Touch	1 day/lev (D)	-	N	Object sheds shadow in 60-ft radius PHB217
<input type="checkbox"/>	Detect Dragon	Di	VSD	1 act	Long	1 min/lev (D)	-	N	You can detect creatures of the dragon subtype WotL45
<input type="checkbox"/>	Dispel Magic	Ab	VS	1 act	Medium	Instantaneous	-	N	Cancels spells and magical effects PHB225
<input type="checkbox"/>	Dragon's Blood	Tr	VS	1 act	Touch	1 round/lev	For n.	Y	Take on the characteristics of a dragon AoM69
<input type="checkbox"/>	Earthen Shield	Co	VS	1 act	Close	1 min/lev (D)	-	N	Localized wall of earth rises from the ground DLCS107
<input type="checkbox"/>	Glyph of Warding	Ab	VSM	10 min	Touch	Until disch.	Special	Sp.	Inscription harms those who pass it PHB256
<input type="checkbox"/>	Greed [Mind-Affecting]	En	VS	1 act	Close	1 min/lev (D)	Will n.	Y	Living creatures in range succumb to greed AoM72
<input type="checkbox"/>	Helping Hand	Ev	VSD	1 act	5 miles	1 hour/lev	-	N	Ghostly hand leads subject to you PHB239
<input type="checkbox"/>	Inflict Serious Wounds	Ne	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Touch deals 3d8 damage +1/lev (max +15) PHB244
<input type="checkbox"/>	Invisibility Purge	Ev	VS	1 act	Personal	1 min/lev (D)	-	N	Dispels invisibility within 5 ft/level PHB245
<input type="checkbox"/>	Locate Object	Di	VSD	1 act	Long	1 min/lev	-	N	Senses direction towards object PHB249
<input type="checkbox"/>	<i>Magic Circle against Chaos</i> [Lawful]	Ab	VSD	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft. no mind control PHB249
<input type="checkbox"/>	<i>Magic Circle against Evil</i> [Good]	Ab	VSD	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft. no mind control PHB249
<input type="checkbox"/>	<i>Magic Circle against Good</i> [Evil]	Ab	VSD	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft. no mind control PHB250
<input type="checkbox"/>	<i>Magic Circle against Law</i> [Chaotic]	Ab	VSD	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft. no mind control PHB250
<input type="checkbox"/>	Magic Vestment	Tr	VSD	1 act	Touch	1 hour/lev	Will n.	Y	Armor or shield gains +1/4 levels PHB251
<input type="checkbox"/>	Meld into Stone [Earth]	Tr	VSD	1 act	Personal	10 min/lev	-	N	You and your gear merge with stone PHB252
<input type="checkbox"/>	Mistshackles	Co	VSM	1 act	Medium	1 round/lev	Ref part.	Y	Heavy mist ensnares the unwary AoM72
<input type="checkbox"/>	Obscure Object	Ab	VSD	1 act	Touch	8 hours (D)	Will n.	Y	Masks object against scrying PHB258
<input type="checkbox"/>	Prayer [Mind-Affecting]	En	VSD	1 act	40 ft	1 round/lev	-	Y	Allies gain +1 on most rolls, enemies -1 PHB264
<input type="checkbox"/>	Protection from Energy	Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Absorbs 12 points/lev damage from energy PHB266
<input type="checkbox"/>	Remove Blindness/Deafness [Healing]	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures normal or magical conditions PHB270
<input type="checkbox"/>	Remove Curse	Ab	VS	1 act	Touch	Instantaneous	Will n.	Y	Frees object or person from curse PHB270
<input type="checkbox"/>	Remove Disease [Healing]	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures all diseases affecting subject PHB271
<input type="checkbox"/>	Rotting Grasp	Ne	VSD	1 act	Touch	Special	-	N	Formerly living material you touch rots WotL48
<input type="checkbox"/>	Searing Light	Ev	VS	1 act	Medium	Instantaneous	-	Y	Ray deals 1d8/2 lev, more if undead PHB275
<input type="checkbox"/>	Share Animal's Mind [Mind-Affecting]	En	VSF	1 round	Medium	1 min/lev	Will n.	Y	You take control of the target animal's body DLCS111
<input type="checkbox"/>	<i>Speak with Dead</i> [Language-Dependent]	Ne	VSD	10 min	10 ft	1 min/lev	Will n.	N	Corpse answers one question/2 levels PHB281
<input type="checkbox"/>	Stone Shape [Earth]	Tr	VSD	1 act	Touch	Instantaneous	-	N	Sculpts stone into any shape PHB284
<input type="checkbox"/>	Stone Tentacles [Earth]	Co	VSD	1 act	Medium	1 round/lev (D)	-	N	You conjure tentacles of solid stone WotL49
<input type="checkbox"/>	Stonesight	Di	VSD	1 act	Medium	1 round/lev (D)	-	N	You can see through earth and stone AoM76
<input type="checkbox"/>	Summon Monster III	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 5rd, 1d5 2nd or 1d4+1 1st) PHB286
<input type="checkbox"/>	Touch of Weakness	Ne	VSD	1 act	Touch	1 min/lev	For n.	Y	You physically weaken creatures you touch WotL50
<input type="checkbox"/>	Water Breathing	Tr	VSD	1 act	Touch	2 hours/lev	Will n.	Y	Subjects can breathe underwater PHB300
<input type="checkbox"/>	Water Walk [Water]	Tr	VSD	1 act	Touch	10 min/lev (D)	Will n.	Y	Subject treads on water as if solid PHB300
<input type="checkbox"/>	Wind Wall [Air]	Ev	VSD	1 act	Medium	1 round/lev	-	Y	Deflects arrows, smaller creatures and gases PHB302
<input type="checkbox"/>	Zone of Air [Air]	Ev	VSD	1 act	Close	10 min/lev (D)	Will n.	Y	Sphere of air allows you to breathe KoD157

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CLERIC/MYSTIC 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"/>	Animate Objects	Tr.	VS	1 act	Medium	1 round/lev	-	N	Objects attack your foes	PHB199	
<input type="checkbox"/>	Antilife Shell	Ab.	VSD	1 round	10 ft	10 min/lev (D)	-	Y	10-ft field hedges out living creatures	PHB199	
<input type="checkbox"/>	Banishment	Ab.	VSF	1 act	Close	Instantaneous	Will n.	Y	Banishes 2 HD/lev of extraplanar creatures	PHB205	
<input type="checkbox"/>	Bear's Endurance, Mass	Tr.	VSD	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gets +4 Con	PHB205	
<input type="checkbox"/>	Blade Barrier		Ev.	VS	1 act	Medium	1 min/lev (D)	Special	Y	Wall of blades deal 1d6 damage/level	PHB205
<input type="checkbox"/>	Bull's Strength, Mass	Tr.	VSD	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gets +4 Str	PHB207	
<input type="checkbox"/>	Call Undead VI	Co.	VSD	1 round	Close	1 round/lev (D)	-	N	Calls undead (16th, 1d5 5th or 1d4+1 4th)	AoM68	
<input type="checkbox"/>	Create Undead		Ne	VSM	1 hour	Close	Instantaneous	-	N	Creates ghouls, ghosts, mummies or mohrgs	PHB215
<input type="checkbox"/>	Cure Moderate Wounds, Mass [Healing]	Co.	VS	1 act	Close	Instantaneous	Will 1/2	Y	Cures 2d8 damage +1/lev for many creatures	PHB216	
<input type="checkbox"/>	Disjoin	Ab.	VSX	1 act	Close	Instantaneous	Will n.	N	Separate spell or magic item into components	DLC5106	
<input type="checkbox"/>	Dispel Magic, Greater	Ab.	VS	1 act	Medium	Instantaneous	-	N	Dispels magical effects, +20 on check	PHB225	
<input type="checkbox"/>	Eagle's Splendor, Mass	Tr.	VSD	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gets +4 Cha	PHB225	
<input type="checkbox"/>	Find the Path	Di.	VSF	3 rds	Touch	10 min/lev	-/Will n.	Y	Shows most direct way to a location	PHB230	
<input type="checkbox"/>	Forbiddance	Ab.	VSPD	6 rds	Medium	Permanent	Special	Y	Blocks planar travel, damages diff. alignments	PHB252	
<input type="checkbox"/>	Geas/Quest [Language-Dep., Mind-Affecting]	En.	V	10 min	Close	1 day/lev (D)	-	Y	Places a magical command on a creature	PHB254	
<input type="checkbox"/>	Glyph of Warding, Greater	Ab.	VSM	10 min	Touch	Unlimited (D)	Special	Sp	As glyph of warding, up to 10d4 dmg/6th lev	PHB257	
<input type="checkbox"/>	Harm	Ne	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Deals 10 points/lev damage to target	PHB259	
<input type="checkbox"/>	Heal [Healing]	Co.	VS	1 act	Touch	Instantaneous	Will n.	Y	Cures 10 points/lev of damage and conditions	PHB259	
<input type="checkbox"/>	Heroes' Feast	Co.	VSD	10 min	Close	1 hour +12 hrs	-	N	Food for 1 creat./lev cures and gives bonuses	PHB240	
<input type="checkbox"/>	Inflict Moderate Wounds, Mass	Ne	VS	1 act	Close	Instantaneous	Will 1/2	Y	Deals 2d8 damage +1/lev to many creatures	PHB244	
<input type="checkbox"/>	Owl's Wisdom, Mass	Tr.	VSD	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gets +4 Wis	PHB259	
<input type="checkbox"/>	Planar Ally	Co.	VSDX	10 min	Close	Instantaneous	-	N	Exchange service with a 16 HD extraplanar	PHB261	
<input type="checkbox"/>	Second Life	Ne	VSPD	10 min	Touch	1 day/lev	-	N	Protects target from unexpected death	AoM73	
<input type="checkbox"/>	Spirit Walk	Ne	VSD	1 hour	Personal	1 round/lev (D)	-	N	You separate your spirit from your body	DLC5112	
<input type="checkbox"/>	Spiritward	Ab.	VSD	10 min	Close	24 hours	-	N	Barrier block ethereal creatures	AoM76	
<input type="checkbox"/>	Summon Monster VI	Co.	VSD	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (16th, 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"/>	Undeath to Death	Ne	VSD	1 act	Medium	Instantaneous	Will n.	Y	Destroys 1d4 HD/lev (max 20HD) undead	PHB297	
<input type="checkbox"/>	Wind Walk [Air]	Tr.	VSD	1 act	Touch	1 hour/lev (D)	-/Will n.	Sp	You and allies turn vaporous and travel fast	PHB302	
<input type="checkbox"/>	Word of Recall	Co.	V	1 act	Unlimited	Instantaneous	-/Will n.	Sp	Teleports you back to designated place	PHB305	

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7TH-LEVEL SPELLS

Spells: ___ + ___ = ___

Cast: □□□□□□□□

Save DC: ___

Max. known: ___ □□□

<input type="checkbox"/>	Bestow Greater Curse	Tr.	VS	1 act	Touch	Permanent	Will n.	Y	Places a major curse on touched creature	DLC5104	
<input type="checkbox"/>	Bind Spirit	Ne	VSF	1 min	Touch	10 years/lev	Will n.	Y	Ties a spirit to an item	AoM66	
<input type="checkbox"/>	Blasphemy		Ev.	V	1 act	40 ft	Instantaneous	-/Will n.	Y	Kill/paralyze/weaken/daze nonevil subjects	PHB205
<input type="checkbox"/>	Call Undead VII	Co.	VSD	1 round	Close	1 round/lev (D)	-	N	Calls undead (17th, 1d5 6th or 1d4+1 5th)	AoM69	
<input type="checkbox"/>	Control Weather	Tr.	VS	10 min	2 miles	4d12 hours	-	N	Changes weather in local area	PHB214	
<input type="checkbox"/>	Cure Serious Wounds, Mass [Healing]	Co.	VS	1 act	Close	Instantaneous	Will 1/2	Y	Cures 3d8 damage +1/lev for many creatures	PHB216	
<input type="checkbox"/>	Destruction		Ne	VSF	1 act	Close	Instantaneous	For part.	Y	Kills subject and destroys remains	PHB218
<input type="checkbox"/>	Dictum		Ev.	V	1 act	40 ft	Instantaneous	-/Will n.	Y	Kill/paralyze/slow/deafen nonlawful subjects	PHB220
<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"/>	Holy Word		Ev.	V	1 act	40 ft	Instantaneous	-/Will n.	Y	Kill/paralyze/blind/deafen nongood subjects	PHB242
<input type="checkbox"/>	Inflict Serious Wounds, Mass	Ne	VS	1 act	Close	Instantaneous	Will 1/2	Y	Deals 3d8 damage +1/lev to many creatures	PHB244	
<input type="checkbox"/>	Refuge	Co.	VSM	1 act	Touch	Until discharg.	-	N	Alters item to transport its possessor to you	PHB269	
<input type="checkbox"/>	Regenerate		Co.	VSD	3 rds	Touch	Instantaneous	For n.	Y	Severed limbs grow back, cures 4d8 dmg +1/lev	PHB270
<input type="checkbox"/>	Repulsion	Ab.	VSD	1 act	10 ft/lev	1 round/lev (D)	Will n.	Y	Creatures can't approach you	PHB271	
<input type="checkbox"/>	Restoration, Greater [Healing]	Co.	VSX	10 min	Touch	Instantaneous	Will n.	Y	Restores all levels and drained ability scores	PHB272	
<input type="checkbox"/>	Resurrection [Healing]	Co.	VSPD	10 min	Touch	Instantaneous	-	Y	Fully restores dead subjects	PHB272	
<input type="checkbox"/>	Reveal the True Form	Ab.	VS	1 act	Medium	Instantaneous	For n.	Y	Shapeshifters in 10-ft revert to natural form	AoM73	
<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"/>	Summon Monster VII	Co.	VSD	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (17th, 1d5 6th or 1d4+1 5th)	PHB287	
<input type="checkbox"/>	Symbol of Stunning [Mind-Affecting]	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"/>	Word of Chaos		Ev.	V	1 act	40 ft	Instantaneous	-/Will n.	Y	Kill/confuse/stun/deafen nonchaotic subjects	PHB305

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CLERIC/MYSTIC SPELLS

KN. PREP. SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
8TH-LEVEL SPELLS Spells: ___ + ___ = ___ Cast: □□□□□□□□□□ Save DC: ___ Max. known: ___ □□□									
<input type="checkbox"/>	Antimagic Field	Ab	VSD	1 act	10 ft	10 min/lev	-	Sp	Negates magic within 10 ft PH8200
<input type="checkbox"/>	Call Undead VIII	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls undead (18th, 1d3 7th or 1d4+16th) AoM69
<input type="checkbox"/>	Cloak of Chaos <i>[Chaotic]</i>	Ab	VSF	1 act	20 ft	1 round/lev (D)	Special	Y	+4 AC, +4 resistance and SR 25 vs. lawful spells PH8210
<input type="checkbox"/>	Create Greater Undead <i>[Evil]</i>	Ne	VSM	1 hour	Close	Instantaneous	-	N	Create shadows, wraiths, spectres, devourers PH8215
<input type="checkbox"/>	Create Undead Beast <i>[Evil]</i>	Ne	VSD	2 hours	Close	Instantaneous	-	N	Create an undead beast BoK150
<input type="checkbox"/>	Cure Critical Wounds, Mass <i>[Healing]</i>	Co	VS	1 act	Close	Instantaneous	Will 1/2	Y	Cures 4d8 damage +1/lev for many creatures PH8215
<input type="checkbox"/>	Dimensional Lock	Ab	VS	1 act	Medium	1 day/lev	-	Y	Blocks teleportation and planar travel PH8221
<input type="checkbox"/>	Discern Location	Di	VSD	10 min	Unlimit.	Instantaneous	-	N	Reveals exact location of creature or object PH8222
<input type="checkbox"/>	Earthquake <i>[Earth]</i>	Ev	VSD	1 act	Long	1 round	Special	N	Intense tremors shake 5 ft/level radius PH8225
<input type="checkbox"/>	Eternal Repose	Ne	VSD	1 act	Touch	Permanent	-	N	Corpse is protected in amber coffin AoM71
<input type="checkbox"/>	Fire Storm <i>[Fire]</i>	Ev	VS	1 round	Medium	Instantaneous	Ref 1/2	Y	Deals 1d6 fire damage/level PH8251
<input type="checkbox"/>	Holy Aura <i>[Good]</i>	Ab	VSF	1 act	20 ft	1 round/lev (D)	Special	Y	+4 AC, +4 resistance and SR 25 vs. evil spells PH8241
<input type="checkbox"/>	Inflict Critical Wounds, Mass	Ne	VS	1 act	Close	Instantaneous	Will 1/2	Y	Deals 4d8 damage +1/lev to many creatures PH8244
<input type="checkbox"/>	Planar Ally, Greater	Co	VSDX	10 min	Close	Instantaneous	-	N	Exchange services with 18 HD extraplanar PH8261
<input type="checkbox"/>	Shield of Law <i>[Lawful]</i>	Ab	VSF	1 act	20 ft	1 round/lev (D)	Special	Y	+4 AC, +4 resist. and SR 25 vs. chaotic spells PH8278
<input type="checkbox"/>	Spell Immunity, Greater	Ab	VSD	1 act	Touch	10 min/lev	Will n.	Y	As <i>spell immunity</i> , up to 8th lev PH8282
<input type="checkbox"/>	Summon Monster VIII	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (18th, 1d5 7th or 1d4+16th) PH8287
<input type="checkbox"/>	Symbol of Death <i>[Death]</i>	Ne	VSM	10 min	0 ft	Special	For n.	Y	Triggered rune slays nearby creatures PH8289
<input type="checkbox"/>	Symbol of Insanity <i>[Mind-Affecting]</i>	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune renders nearby creat. insane PH8290
<input type="checkbox"/>	Unholy Aura <i>[Evil]</i>	Ab	VSF	1 act	20 ft	1 round/lev (D)	Special	Y	+4 AC, +4 resistance and SR 25 vs. good spells PH8297
<input type="checkbox"/>									
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9TH-LEVEL SPELLS Spells: ___ + ___ = ___ Cast: □□□□□□□□□□ Save DC: ___ Max. known: ___ □□□									
<input type="checkbox"/>	Astral Projection	Ne	VSM	30 min	Touch	Special	-	Y	Projects you and companion to Astral Plane PH8201
<input type="checkbox"/>	Call Undead IX	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls undead (19th, 1d3 8th or 1d4+17th) AoM69
<input type="checkbox"/>	Divine Retribution	Ab	VSD	1 act	Personal	10 min/lev	-	N	Absorbs attacks based on chosen element DLCS106
<input type="checkbox"/>	Energy Drain	Ne	VS	1 act	Close	Instantaneous	For part.	Y	Subject gains 2d4 negative levels PH8226
<input type="checkbox"/>	Etherealness	Tr	VS	1 act	Touch	1 min/lev (D)	-	Y	Travel to Ethereal Plane with companions PH8228
<input type="checkbox"/>	Gate	Co	VSDX	1 act	Medium	Special	-	N	Connects two planes for travel or summon PH8254
<input type="checkbox"/>	Heal, Mass <i>[Healing]</i>	Di	VS	1 act	Close	Instantaneous	Will n.	Y	As <i>heal</i> , but with several subjects PH8259
<input type="checkbox"/>	Implosion	Ev	VS	1 act	Close	Up to 4 rounds	For n.	Y	Kills one creature/round PH8245
<input type="checkbox"/>	Miracle	Ev	VSDX	1 act	Special	Special	Special	Y	Request a deity's intercession PH8254
<input type="checkbox"/>	Soul Bind	Ne	VSF	1 act	Close	Permanent	Will n.	N	Traps newly dead soul to prevent <i>resurrection</i> PH8281
<input type="checkbox"/>	Spiritual Horde	Ne	VSM DX	10 min	Long	10 min/lev	Special	N	You summon forth a horde of spirits AoM75
<input type="checkbox"/>	Storm of Vengeance	Co	VS	1 round	Long	Up to 10 r. (D)	Special	Y	Storm rains acid, lightning, and hail PH8285
<input type="checkbox"/>	Summon Monster IX	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (19th, 1d3 8th or 1d4+17th) PH8288
<input type="checkbox"/>	True Resurrection <i>[Healing]</i>	Co	VSD	10 min	Touch	Instantaneous	-	Y	Fully restores dead subject, without remains PH8296
<input type="checkbox"/>									
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Dom. <input type="checkbox"/>									



DRUID POWERS

Wild Empathy: Lev. + CHA + ____ = ____

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"/>

WILD SHAPE

Animal	<input type="checkbox"/>	_____ times/day	Elemental	<input type="checkbox"/>	_____ times/day
Plant	<input type="checkbox"/>	_____ times/day	Small	<input type="checkbox"/>	
Tiny	<input type="checkbox"/>		Medium	<input type="checkbox"/>	
Small	<input type="checkbox"/>		Large	<input type="checkbox"/>	
Medium	<input type="checkbox"/>		Huge	<input type="checkbox"/>	
Large	<input type="checkbox"/>				
Huge	<input type="checkbox"/>				

DRUID 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		Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 1 point of damage	PHB216
___	___	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
___	___	Flare	[Light]	Ev	V	1 act	Close	Instantaneous	For n.	Y	Dazzles one creature (-1 to attacks)	PHB252
___	___	Guidance		Di	VS	1 act	Touch	1 min	Will n.	Y	+1 on one attack roll, check or save	PHB238
___	___	Know Direction		Di	VS	1 act	Personal	Instantaneous	-	N	You discern north	PHB246
___	___	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
___	___	Resistance		Ab	VSD	1 act	Touch	1 min	Will n.	Y	Subject gains +1 bonus on saving throws	PHB272
___	___	Virtue		Tr	VSD	1 act	Touch	1 min	For n.	Y	Subject gains 1 temporary hp	PHB298

1st-LEVEL SPELLS

Spells: ____ + ____ = ____ Save DC: ____

___	___	Calm Animals	[Mind-Affecting]	En	VS	1 act	Close	1 min/lev	Will n.	Y	Calms 2d4 +1/level HD of animals	PHB207
___	___	Charm Animal	[Mind-Affecting]	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	[Light]	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	3 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	[Fire]	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
___	___	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
___	___	Talons		Tr	VS	1 act	Personal	1 min/lev (D)	-	Y	Your hands become claws dealing 1d6 damage	DLC5112

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	PHB205
Bear's Endurance		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 to Con for 1 min/lev	PHB205
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	PHB251
Flame Blade	[Fire]	Ev	VSD	1 act	0 ft	1 min/lev (D)	-	Y	Touch attack deals 1d8 +1/2 levels of damage	PHB251
Flaming Sphere	[Fire]	Ev	VSD	1 act	Medium	1 round/lev	Ref n.	Y	Rolling ball of fire deals 2d6 damage	PHB252
Fog Cloud		Co	VS	1 act	Medium	10 min/lev	-	N	Fog obscures vision	PHB252
Gust of Wind	[Air]	Ev	VS	1 act	60 ft	1 round	For n.	Y	Blows away or knocks down smaller creatures	PHB258
Heat Metal	[Fire]	Tr	VSD	1 act	Close	7 rounds	Will n.	Y	Hot metal damages those who touch it	PHB259
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
Rotting Grasp		Ne	VSD	1 act	Touch	Special	-	N	Formerly living material you touch rots	WoTL48
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
Stonesight		Di	VSD	1 act	Medium	1 round/lev (D)	-	N	You can see through earth and stone	AoM76
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
Trace Magic		Di	VSD	1 round	Close	1 hour/lev (D)	-	N	You can track lingering threads of magic	AoM76
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
Zone of Air	[Air]	Ev	VSD	1 act	Close	10 min/lev (D)	Will n.	Y	Sphere of air allows you to breathe	KoD157

3RD-LEVEL SPELLS

Spells: ___ + ___ = ___ Save DC: ___

Call Lightning	[Electricity]	Ev	VS	1 round	Medium	1 min/lev	Ref 1/2	Y	Calls down lightning bolts (3d6 per bolt)	PHB207
Chitinskin		Tr	VSD	1 act	Touch	10 min/lev	-	Y	Toughens a creature's skin	WoTL45
Contagion	[Evil]	Ne	VS	1 act	Touch	Instantaneous	For n.	Y	Infects subject with chosen disease	PHB215
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
Detect Dragon		Di	VSD	1 act	Long	1 min/lev (D)	-	N	You can detect creatures of the dragon subtype	WoTL45
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
Elemental Blade	[Special]	Ev	VSD	1 act	0 ft	1 round/lev	Special	Y	Create a sword composed of energy	WoTL46
Energy Barrier		Ab	VSD	1 act	Medium	Conc. + 1 rd/1	-	Y	Creates protective barrier against energy	KoD156
Magic Fang, Greater		Tr	VSD	1 act	Close	1 hour/lev	Will n.	Y	Natural weap. +1 to hit/dmg per 4 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
Share Animal's Mind	[Mind-Affecting]	En	VSD	1 round	Medium	1 min/lev	Will n.	Y	You take control of the target animal's body	DLC5111
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
Stone Tentacles	[Earth]	Co	VSD	1 act	Medium	1 round/lev (D)	-	N	You conjure tentacles of solid stone	WoTL49
Summon Nature's Ally III		Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals to fight (1 3rd/1d5 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
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 5d8 damage +1/lev (max +15)	PHB216
Dispel Magic		Ab	VS	1 act	Medium	Instantaneous	-	N	Cancels spells and magical effects	PHB223
Flame Strike	[Fire]	Ev	VSD	1 act	Medium	Instantaneous	Ref 1/2	Y	Smites foes with fire (1d6/level)	PHB231
Flamewave	[Fire]	Ev	VSD	1 act	Medium	1 round/lev	Ref 1/2	Y	Sheet of flames scorches everything in its path	WotL47
Freedom of Movement		Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	Subject moves normally despite impediments	PHB233
Giant Vermin		Tr	VSD	1 act	Close	1 min/lev	-	Y	Turns insects into giant vermin	PHB235
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	PHB273
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: ___

Animal Growth		Tr	VS	1 act	Medium	1 min/lev	For n.	Y	One animal/2 levels doubles in size	PHB198
Atonement		Ab	VSMDEX	1 hour	Touch	Instantaneous	-	Y	Removes burden of misdeeds from subject	PHB201
Awaken		Tr	VSD	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	VSD	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
Drown		Co	VSM	1 act	Close	Concentration	For part.	Y	Water fills the breathing passages of the target	DLC107
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
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/1d3 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	PHB223
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/1d3 5th/1d4+1 4th)	PHB289
Transport via Plants		Tr	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	PH8199
Changestaff	Tr	VSF	1 round	Touch	1 hour/lev (D)	-	N	Your staff becomes a treant on command	PH8208
Control Weather	Tr	VS	10 min	2 miles	4d12 hrs	-	N	Changes weather in local area	PH8214
Creeping Doom	Co	VS	1 round	Close	1 min/lev	-	N	Swarms of centipedes attack at your command	PH8215
Cure Moderate Wounds, Mass	Co	VS	1 act	Close	Instantaneous	Will 1/2	Y	Cures 2d8 damage +1/lev for many creatures	PH8216
Fire Storm	Ev	VS	1 round	Medium	Instantaneous	Ref 1/2	Y	Deals 1d6 fire damage/level	PH8251
Heal	Co	VS	1 act	Touch	Instantaneous	Will n.	Y	Cures 10 damage/lev, disease and conditions	PH8239
Scrying, Greater	Di	VS	1 act	Special	1 hour/lev	Will n.	Y	As scrying, but faster and longer	PH8275
Summon Nature's Ally VII	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals (17th/1d5 6th/1d4+1 5th)	PH8289
Sunbeam	Ev	VSD	1 act	60 ft	1 round/lev	Special	Y	Beam blinds and deals 4d6 damage	PH8289
Transmute Metal to Wood	Tr	VSD	1 act	Long	Instantaneous	-	Y	Metal within 40 ft becomes wood	PH8294
True Seeing	Di	VSM	1 act	Touch	1 min/lev	Will n.	Y	Lets you see all things as they really are	PH8296
Wind Walk	Tr	VSD	1 act	Touch	1 hour/lev (D)	-/Will n.	Sp.	You and allies turn vaporous and travel fast	PH8302

8TH-LEVEL SPELLS

Spells: ___ + ___ = ___ Save DC: ___

Animal Shapes	Tr	VSD	1 act	Close	1 hour/lev (D)	-	Y	One ally/lev polymorphs into chosen animal	PH8198
Control Plants	Tr	VSD	1 act	Close	1 min/lev	Will n.	N	Control actions of one or more plant creat.	PH8215
Cure Serious Wounds, Mass	Co	VS	1 act	Close	Instantaneous	Will 1/2	Y	Cures 5d8 damage +1/lev for many creatures	PH8216
Earthquake	Ev	VSD	1 act	Long	1 round	Special	N	Intense tremor shakes 5-ft/lev radius	PH8225
Finger of Death	Ne	VS	1 act	Close	Instantaneous	For part.	Y	Kills one subject	PH8230
Repel Metal or Stone	Ab	VS	1 act	60 ft	1 round/lev (D)	-	N	Pushes away metal and stone	PH8271
Reverse Gravity	Tr	VSD	1 act	Medium	1 round/lev (D)	-	N	Objects and creatures fall upward	PH8275
Summon Nature's Ally VIII	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals (18th/1d5 7th/1d4+1 6th)	PH8289
Sunburst	Ev	VSD	1 act	Long	Instantaneous	Ref part.	Y	Blinds all in 10 ft, deals 6d6 damage	PH8289
Whirlwind	Ev	VSD	1 act	Long	1 round/lev (D)	Ref n.	Y	Cyclone deals damage and picks up creatures	PH8301
Word of Recall	Co	V	1 act	Unlimit.	Instantaneous	-/Will n.	Sp.	Teleports you back to designated place	PH8303

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	PH8200
Cure Critical Wounds, Mass	Co	VS	1 act	Close	Instantaneous	Will 1/2	Y	Cures 4d8 damage +1/lev for many creatures	PH8215
Elemental Swarm	Co	VS	10 min	Medium	10 min/lev (D)	-	N	Summons multiple elementals	PH8226
Foresight	Di	VSD	1 act	Touch	10 min/lev	-/Will n.	Sp.	"Sixth sense" warns of impending danger	PH8235
Regenerate	Co	VSD	3 rds	Touch	Instantaneous	For n.	Y	Limbs grow back, cures 4d8 damage +1/lev	PH8270
Shambler	Co	VS	1 act	Medium	Special	-	N	Summons 1d4+2 shambling mounds to fight	PH8277
Shapechange	Tr	VSF	1 act	Personal	10 min/lev (D)	-	N	Change into any creature, change once/round	PH8277
Storm of Vengeance	Co	VS	1 round	Long	Concentration	Special	Y	Storm rains acid, lightning, and hail	PH8285
Summon Nature's Ally IX	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals (19th/1d5 8th/1d4+1 7th)	PH8289
Sympathy	En	VSM	1 hour	Close	2 hours/lev (D)	Will n.	Y	Object or location attracts certain creatures	PH8292



RANGER POWERS

Casting Level: Lev/2

Wild Empathy: Lev + CHA + =

Combat Style: Archery
 Two-Weapon Combat

Track:
 Endurance:
 Animal Companion:
 Woodland Stride:
 Swift Tracker:
 Evasion:
 Camouflage:
 Hide in Plain Sight:

FAVORED ENEMIES

 Bonus: + _____

 Bonus: + _____

 Bonus: + _____

 Bonus: + _____

Bonus to Bluff, Listen, Sense Motive, Spot, Survival and damage rolls

RANGER SPELLS

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

1ST-LEVEL SPELLS

Spells: + = Save DC:

Alarm	Ab	VSD	1 act	Close	2 hrs/lev (D)	-	N	Wards an area for 2 hrs/lev	PHB197
Animal Messenger	En	VSM	1 act	Close	1 day/lev	-	Y	Sends a Tiny animal to a specific place	PHB198
Calm Animals	En	VS	1 act	Close	1 min/lev	Will n.	Y	Calms 2d4 HD + 1 HD/lev of animals	PHB207
Charm Animal	En	VS	1 act	Close	1 hour/lev	Will n.	Y	Makes one animal your friend	PHB208
Delay Poison	Co	VSD	1 act	Touch	1 hour/lev	For n.	Y	Stops poison from harming subject for 1 hr/lev	PHB217
Detect Animals or Plants	Di	VS	1 act	Long	10 min/lev (D)	-	N	Detects kinds of animals or plants	PHB218
Detect Poison	Di	VS	1 act	Close	Instantaneous	-	N	Detects poison in one creature or object	PHB219
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 hours	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 rad. circle	PHB227
Hide from Animals	Ab	SP	1 act	Touch	10 min/lev (D)	Will n.	Y	Animals can't perceive one 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	Increases your speed	PHB249
Magic Fang	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	One natural weapon gets +1 to hit and damage	PHB250
Pass without Trace	Tr	VSD	1 act	Touch	1 hour/lev (D)	Will n.	Y	One subject/level leaves no tracks	PHB259
Read Magic	Di	VSF	1 act	Personal	10 min/lev	-	N	Read scrolls and spellbooks	PHB269
Resist Energy	Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Ignores 10+ damage/attack from one energy	PHB272
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 animals to fight for you (1 1st-level)	PHB288

2ND-LEVEL SPELLS

Spells: + = Save DC:

Barkskin	Tr	VSD	1 act	Touch	10 min/lev	-	Y	Grants +2 or higher to natural armor	PHB205
Bear's Endurance	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Con for 1 min/lev	PHB205
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
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, slow	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
Wind Wall	Ev	VSD	1 act	Medium	1 round/lev	-	Y	Deflects arrows, smaller creatures, and gases	PHB302
Zone of Air	Ev	VSD	1 act	Close	10 min/lev (D)	Will n.	Y	Sphere of air allows you to breathe	KoD157

3RD-LEVEL SPELLS

Spells: + = Save DC:

Command Plants	Tr	V	1 act	Close	1 day/lev	Will n.	Y	Sway the actions of 1 or more plant creatures	PHB211
Cure Moderate Wounds	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 2d8 damage +1 per level (max +10)	PHB216
Darkvision	Tr	VSM	1 act	Touch	1 hour/lev	-	Y	See 60 ft in total darkness	PHB216
Detect Dragon	Di	VSD	1 act	Long	1 min/lev (D)	-	N	You can detect creatures of the dragon subtype	WotL45
Diminish Plants	Tr	VSD	1 act	Special	Instantaneous	-	N	Reduces size or blights growth of norm. plants	PHB221
Magic Fang, Greater	Tr	VSD	1 act	Close	1 hour/lev	Will n.	Y	1 nat. weap. +1 to hit/dmg per 4 lev (max +5)	PHB250
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
Reduce Animal	Tr	VS	1 act	Touch	1 hour/lev (D)	-	N	Shrinks one willing animal	PHB269
Remove Disease	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures all diseases affecting subject	PHB271
Repel Vermin	Ab	VSD	1 act	10 ft	10 min/lev (D)	-/Will n.	Y	Insects and vermin stay 10 ft away	PHB271
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
Tree Shape	Tr	VSD	1 act	Personal	1 hour/lev (D)	-	N	You look exactly like a tree for 1 hr/lev	PHB296
Water Walk	Tr	VSD	1 act	Touch	10 min/lev (D)	Will n.	Y	Subject treads on water as if solid	PHB300

RANGER SPELLS

PREP. SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
4TH-LEVEL SPELLS		Spells: ___ + ___ = ___				Save DC: ___			
—	Animal Growth	Tr	VS	1 act	Medium	1 min/lev	For n.	Y	One animal/2 lev doubles in size PHB198
—	Commune with Nature	Di	VS	10 min	Personal	Instantaneous	—	N	Learn about terrain for 1 mile/lev PHB211
—	Cure Serious Wounds	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 5d8 damage +1/lev (max +15) PHB216
—	Freedom of Movement	Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	Subject moves normally despite impediments PHB253
—	Nondetection	Ab	VSM	1 act	Touch	1 hour/lev	Will n.	Y	Hides subject from divination and scrying PHB257
—	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
—	Tree Stride	Tr	VSD	1 act	Personal	1 hour/lev	—	N	Step from one tree to another far away PHB296
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—		—	—	—	—	—	—	—	—



SORCERER/WIZARD SPELLS

KN. PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

181-LEVEL SPELLS

Spells: ___ + ___ = ___

Cast: □□□□□□□□□□

Save DC: ___

Max. known: ___ □□□□□

<input type="checkbox"/>	Alarm	Ab	VSF	1 act	Close	2 hours/lev (D)	-	N	Wards an area, for 2 hours/lev	PHB197
<input type="checkbox"/>	Animate Rope	Tr	VS	1 act	Medium	1 round/lev	-	N	Makes a rope move at your command	PHB199
<input type="checkbox"/>	Burning Hands	Ev	VS	1 act	15 ft	Instantaneous	Ref 1/2	Y	1d4 fire damage/lev (max 5d4)	PHB207
<input type="checkbox"/>	Call Undead I	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls a 1st-level undead	AoM67
<input type="checkbox"/>	Cause Fear	Ne	VS	1 act	Close	Special	Will part.	Y	One creat. with less than 6 HD flees	PHB208
<input type="checkbox"/>	Charm Person	En	VS	1 act	Close	1 hour/lev	Will n.	Y	Makes one person your friend	PHB209
<input type="checkbox"/>	Chill Touch	Ne	VS	1 act	Touch	Instantaneous	Special	Y	1 touch/lev deals 1d6 damage and possibly 1 Str	PHB209
<input type="checkbox"/>	Color Spray	Il	VSM	1 act	15 ft	Instantaneous	Will n.	Y	Knocks unconscious, blinds or stun 1d6 creat.	PHB210
<input type="checkbox"/>	Comprehend Languages	Di	VSM	1 act	Personal	10 min/lev	-	N	Understand all spoken and written languages	PHB212
<input type="checkbox"/>	Detect Familiar	Di	VS	1 act	60 ft	1 min/lev (D)	-	N	Detect the presence of familiars	ToHS46
<input type="checkbox"/>	Detect Secret Doors	Di	VS	1 act	60 ft	1 min/lev (D)	-	N	Reveals hidden doors within 60 ft	PHB220
<input type="checkbox"/>	Detect Undead	Di	VSM	1 act	60 ft	1 min/lev (D)	-	N	Reveals undead within 60 ft	PHB220
<input type="checkbox"/>	Disguise Self	Il	VS	1 act	Personal	10 min/lev (D)	-	N	Changes your appearance	PHB222
<input type="checkbox"/>	Endure Elements	Ab	VS	1 act	Touch	24 hrs	Will n.	Y	Exist comfortably in hot/cold environment	PHB226
<input type="checkbox"/>	Enlarge Person	Tr	VSM	1 round	Close	1 min/lev (D)	For n.	Y	Humanoid creature doubles in size	PHB226
<input type="checkbox"/>	Erase	Tr	VS	1 act	Close	Instantaneous	Special	N	Mundane or magical writing vanishes	PHB227
<input type="checkbox"/>	Expeditious Retreat	Tr	VS	1 act	Personal	1 min/lev (D)	-	N	Your speed increases by 30 ft	PHB228
<input type="checkbox"/>	Feather Fall	Tr	V	Free	Close	1 round/lev	Will n.	Y	Objects or creatures fall slowly	PHB229
<input type="checkbox"/>	Grease	Co	VSM	1 act	Close	1 round/lev (D)	Special	N	Makes 10-ft square or 1 object slippery	PHB237
<input type="checkbox"/>	Hold Portal	Ab	V	1 act	Medium	1 min/lev (D)	-	N	Holds door shut	PHB241
<input type="checkbox"/>	Hypnotism	Ab	VS	1 round	Close	2d4 rounds (D)	Will n.	Y	Fascinates 2d4 HD of creatures	PHB242
<input type="checkbox"/>	Identify	Di	VSM	1 hour	Touch	Instantaneous	-	N	Determines properties of magic item	PHB245
<input type="checkbox"/>	Jump	Tr	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Subject gets bonus on Jump checks	PHB246
<input type="checkbox"/>	Mage Armor	Co	VSF	1 act	Touch	1 hour/lev (D)	Will n.	N	Gives subject +4 armor bonus	PHB249
<input type="checkbox"/>	Magic Missile	Ev	VS	1 act	Medium	Instantaneous	-	Y	1d4+1 dmg missile, 1/2 lev. above 1st (max 5)	PHB251
<input type="checkbox"/>	Magic Weapon	Tr	VS	1 act	Touch	1 min/lev	Will n.	Y	Weapon gains +1 bonus	PHB251
<input type="checkbox"/>	Mount	Co	VSM	1 round	Close	2 hours/lev	-	N	Summons riding horse for 2 hours/lev	PHB256
<input type="checkbox"/>	Nystul's Magic Aura	Il	VSF	1 act	Touch	1 day/lev (D)	-	N	Alters object's magic aura	PHB257
<input type="checkbox"/>	Obscuring Mist	Co	VS	1 act	20 ft	1 min/lev	-	N	Fog surrounds you	PHB258
<input type="checkbox"/>	Protection from Chaos	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control	PHB266
<input type="checkbox"/>	Protection from Evil	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control	PHB266
<input type="checkbox"/>	Protection from Good	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control	PHB266
<input type="checkbox"/>	Protection from Law	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control	PHB266
<input type="checkbox"/>	Ray of Enfeeblement	Ne	VS	1 act	Close	1 min/lev	-	Y	Ray deals 1d6 +1/2 lev Str damage	PHB269
<input type="checkbox"/>	Reduce Person	Tr	VSM	1 round	Close	1 min/lev (D)	For n.	Y	Humanoid creature halves in size	PHB269
<input type="checkbox"/>	Shield	Ab	VS	1 act	Personal	1 min/lev (D)	-	N	Gives +4 AC, blocks magic missiles	PHB278
<input type="checkbox"/>	Shocking Grasp	Ev	VS	1 act	Touch	Instantaneous	-	Y	Touch deals 1d6/lev electricity (max 5d6)	PHB279
<input type="checkbox"/>	Silent Image	Il	VSF	1 act	Long	Concentration	Will dis.	N	Creates minor illusion of your design	PHB279
<input type="checkbox"/>	Sleep	En	VSM	1 round	Medium	1 min/lev	Will n.	Y	Put 4 HD of creatures into magical slumber	PHB280
<input type="checkbox"/>	Summon Monster I	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar creature to fight (1 1st-lev)	PHB285
<input type="checkbox"/>	Tenser's Floating Disk	Ev	VSM	1 act	Close	1 hour/lev	-	N	5-ft diam. disk that holds 100 lbs/lev	PHB294
<input type="checkbox"/>	True Strike	Di	VF	1 act	Personal	Special	-	N	+20 on your next attack roll	PHB296
<input type="checkbox"/>	Unseen Servant	Co	VSM	1 act	Close	1 hour/lev	-	N	Invisible force obeys your commands	PHB297
<input type="checkbox"/>	Ventriloquism	Il	VF	1 act	Close	1 min/lev (D)	Will dis.	N	Throws voice for 1 min/lev	PHB298



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"/>	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"/>	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"/>	Call Undead II	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls undead to fight (12nd or 1d5 1st)	AoM68
<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	Ev	VSM	1 act	Touch	Permanent	-	N	Makes a permanent, heatless torch	PHB215
<input type="checkbox"/>	Crackling Sphere	Ev	VSM	1 act	Medium	1 round/lev (D)	Ref n.	Y	Globe of electricity deals 1d5 damage/2 lev	DLC5105
<input type="checkbox"/>	Darkness	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	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	Di	VSM	1 act	60 ft	1 min/lev (D)	Will n.	N	Allows "listening" to surface thoughts	PHB220
<input type="checkbox"/>	Disarm	En	VS	1 act	Close	1 rd +1 rd/lev	Will n.	Y	Creature finds it difficult to hold a weapon	ToH546
<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"/>	Elemental Dart	Co	VS	1 act	Medium	Instantaneous	For 1/2	Y	Magical dart deals 1d6 damage +1 lev (max +10)	DLC5108
<input type="checkbox"/>	Falling Feathers	Co	VSM	1 act	Medium	Instantaneous	-	N	Feathers create a massive pile on the ground	WotL47
<input type="checkbox"/>	Faise Life	Ne	VSM	1 act	Personal	1 hour/lev	-	Y	Subject gains 1d10+1/lev (max. +10) temp. hp	PHB229
<input type="checkbox"/>	Feign Life	Ne	VS	1 act	Touch	1 day/lev	-	N	Gives the illusion of life to a corpse	ToH546
<input type="checkbox"/>	Flaming Sphere	Ev	VSM	1 act	Medium	1 round/lev	Ref n.	Y	Rolling ball of fire, 2d6 dmg, lasts 1 round/lev	PHB252
<input type="checkbox"/>	Fog Cloud	Co	VS	1 act	Medium	10 min/lev	-	N	Fog obscures vision	PHB252
<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	PHB255
<input type="checkbox"/>	Ghoul Touch	Ne	VSM	1 act	Touch	1d6+2 rounds	For n.	Y	Paralyzes one subject, who exudes stench	PHB255
<input type="checkbox"/>	Glitterdust	Co	VSM	1 act	Medium	1 round/lev	Will n.	N	Blinds creatures, outlines invisible creatures	PHB256
<input type="checkbox"/>	Gust of Wind	Ev	VS	1 act	60 ft	1 round	For n.	Y	Blows away or knocks down smaller creatures	PHB258
<input type="checkbox"/>	Hypnotic Pattern	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	Co	VSMF	1 act	Long	1 r. + 1 r./3 lev	-	N	Ranged touch attack, 2d4 for 1 round +1/5 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"/>	Radiant Dart	Ev	VS	1 act	Medium	Instantaneous	Special	Y	Missile of energy strikes its target	WotL47
<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	Ne	VSM	1 act	Medium	Special	Will part.	Y	Panics creatures of less than 6 HD	PHB274
<input type="checkbox"/>	Scorching Ray	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	Ev	VSM	1 act	Close	Instantaneous	Special	Y	Sonic vibration damages objects or creatures	PHB278
<input type="checkbox"/>	Shocking Spark	Ev	VSM	1 act	Close	Instantaneous	-	Y	Ranged touch attack deals 4d6 damage	DLC5111
<input type="checkbox"/>	Shroud from Sight	En	VS	1 act	Personal	1 round/lev	Will n.	Y	Convince others to look the other way	WotL49
<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"/>	Stone Shards	Tr	VS	1 act	Touch	1 min/lev	Ref n.	N	Ordinary stones turn into grenades	DLC5112
<input type="checkbox"/>	Summon Monster II	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar to fight (12nd 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"/>	Tasha's Hideous Laughter	En	VSM	1 act	Close	1 round/lev	Will n.	Y	Subject loses actions for 1 round/lev	PHB292
<input type="checkbox"/>	Touch of Agony	Ne	VS	1 act	Touch	1 round/lev	For n.	Y	Your touch inflicts great pain	WotL49
<input type="checkbox"/>	Touch of Idiocy	En	VS	1 act	Touch	10 min/lev	-	Y	Subject takes 1d6 points of Int, Wis, Cha	PHB294
<input type="checkbox"/>	Trace Magic	Di	VSF	1 round	Close	1 hour/lev (D)	-	N	You can track lingering threads of magic	AoM76
<input type="checkbox"/>	Truth-Testing	Di	VSM	1 act	Close	1 round/lev	Will n.	N	Detects if the target is lying	ToH555
<input type="checkbox"/>	Web	Co	VSM	1 act	Medium	10 min/lev (D)	Ref n.	N	Fills 20-ft radius with sticky spider webs	PHB501
<input type="checkbox"/>	Whispering Wind	Tr	VS	1 act	1 mile/lev	1 hour/lev	-	N	Sends a short message up to 1 mile/lev	PHB501



KN. PREP. SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

3RD-LEVEL SPELLS

Spells: ___ + ___ = ___

Cast: □□□□□□□□□□

Save DC: ___

Max. known: ___ □□□□

<input type="checkbox"/>	Arcane Sight	Di	VS	1 act	Personal	1 min/lev (D)	-	N	Magical auras become visible to you	PHB201
<input type="checkbox"/>	Arcane Staff, Lesser	Tr	VSF	10 min	Touch	Until disc. (D)	Will n.	Y	Spells may be placed into normal quarterstaff	ToH544
<input type="checkbox"/>	Barrier of Deflection	Ev	VSM	1 act	Touch	1 round/lev	-	N	Create a personal shield against physical attacks	WotL45
<input type="checkbox"/>	Billim's Bifrost Bridge	Co	VSM	1 act	Medium	1 min/lev (D)	-	N	Causes a bridge of solid crystal to form	DLC5105
<input type="checkbox"/>	Blink	Tr	VS	1 act	Personal	1 round/lev (D)	-	N	Randomly vanish and reappear for 1 round/lev	PHB206
<input type="checkbox"/>	Call Undead III	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls undead (1 3rd, 1d3 2nd or 1d4+1 1st)	AoM68
<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"/>	Daylight	Ev	VS	1 act	Touch	10 min/lev (D)	-	N	60-ft radius of bright light	PHB216
<input type="checkbox"/>	Deep Slumber	En	VSM	1 round	Close	1 min/lev	Will n.	Y	Put 10 HD of creatures to sleep	PHB217
<input type="checkbox"/>	Detect Dragon	Di	VSM	1 act	Long	1 min/lev (D)	-	N	You can detect creatures of the dragon subtype	WotL45
<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%	PHB225
<input type="checkbox"/>	Dragon's Blood	Tr	VSM	1 act	Touch	1 round/lev	For n.	Y	Take on the characteristics of a dragon	AoM69
<input type="checkbox"/>	Dragonbane	Tr	VSM	1 act	Touch	1 round/lev	For n.	N	Weapon inflicts increased harm vs. dragons	AoM70
<input type="checkbox"/>	Earthen Shield	Co	VS	1 act	Close	1 min/lev (D)	-	N	Localized wall of earth rises from the ground	DLC5107
<input type="checkbox"/>	Elemental Blade	Ev	VSF	1 act	0 ft	1 round/lev	Special	Y	Create a sword composed of energy	WotL46
<input type="checkbox"/>	Explosive Runes	Ab	VS	1 act	Touch	Until disc. (D)	Special	Y	Deals 6d6 damage when read	PHB228
<input type="checkbox"/>	Fireball	Ev	VSM	1 act	Long	Instantaneous	Ref 1/2	Y	20-ft radius, 1d6 damage per level	PHB231
<input type="checkbox"/>	Flame Arrow	Tr	VSM	1 act	Close	10 min/lev	-	N	Up to 50 arrows deal +1d6 fire damage	PHB231
<input type="checkbox"/>	Fly	Tr	VSF	1 act	Touch	1 min/lev	Will n.	Y	Subject flies at speed of 60 ft	PHB232
<input type="checkbox"/>	Gaseous Form	Tr	VSM	1 act	Touch	2 min/lev (D)	-	N	Subject is insubstantial and can fly slowly	PHB234
<input type="checkbox"/>	Gentle Repose	Ne	VSM	1 act	Touch	1 day/lev	Will n.	Y	Preserves one corpse	PHB235
<input type="checkbox"/>	Greed	En	VS	1 act	Close	1 min/lev (D)	Will n.	Y	Living creatures in range succumb to greed	AoM72
<input type="checkbox"/>	Halt Undead	Ne	VSM	1 act	Medium	1 round/lev	Will n.	Y	Immobilizes undead for 1 round/lev	PHB238
<input type="checkbox"/>	Haste	Tr	VSM	1 act	Close	1 round/lev	For n.	Y	One creat./lev is faster, +1 to AC, Ref, attack	PHB239
<input type="checkbox"/>	Heroism	En	VS	1 act	Touch	10 min/lev	Will n.	Y	Gives +2 bonus on attacks, saves, and skills	PHB240
<input type="checkbox"/>	Hold Person	En	VSF	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes one humanoid for 1 round/lev	PHB241
<input type="checkbox"/>	Illusory Script	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"/>	Keen Edge	Tr	VS	1 act	Close	10 min/lev	Will n.	Y	Doubles a normal weapon's threat range	PHB246
<input type="checkbox"/>	Leomund's Tiny Hut	Ev	VSM	1 act	20 ft	2 hours/lev (D)	-	N	Creates shelter for 10 creatures	PHB247
<input type="checkbox"/>	Lightning Bolt	Ev	VSM	1 act	120 ft	Instantaneous	Ref 1/2	Y	Electricity deals 1d6/level	PHB248
<input type="checkbox"/>	Magic Circle against Chaos	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft. no mind control	PHB249
<input type="checkbox"/>	Magic Circle against Evil	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft. no mind control	PHB249
<input type="checkbox"/>	Magic Circle against Good	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft. no mind control	PHB250
<input type="checkbox"/>	Magic Circle against Law	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft. no mind control	PHB250
<input type="checkbox"/>	Magic Weapon, Greater	Tr	VSM	1 act	Close	1 hour/lev	Will n.	Y	+1/4 levels (max +5)	PHB251
<input type="checkbox"/>	Major Image	Il	VSF	1 act	Long	Conc.+3 rds.	Will dis.	N	Creates visual, sound, smell, thermal illusion	PHB252
<input type="checkbox"/>	Misthacles	Co	VSM	1 act	Medium	1 round/lev	Ref part.	Y	Heavy mist ensnares the unwary	AoM72
<input type="checkbox"/>	Nondetection	Ab	VSM	1 act	Touch	1 hour/lev	Will n.	Y	Hides subject from divination and scrying	PHB257
<input type="checkbox"/>	Palin's Pyre	Ev	VSM	1 act	Close	Instantaneous	-	Y	Gouts of flame deal 3d6 damage	DLC5110
<input type="checkbox"/>	Phantom Steed	Co	VS	10 min	0 ft	1 hour/lev (D)	-	N	Magic horse appears for 1 hr/lev	PHB260
<input type="checkbox"/>	Protection from Energy	Ab	VS	1 act	Touch	10 min/lev	For n.	Y	Absorbs 12 damage/lev from one energy	PHB266
<input type="checkbox"/>	Rage	En	VS	1 act	Medium	Conc.+1 rd/lev	For n.	Y	Gives +2 Str, +2 Con, +1 Will, -2 AC	PHB268
<input type="checkbox"/>	Ray of Exhaustion	Ne	VSM	1 act	Close	1 min/lev	For part.	Y	Ray makes subject exhausted	PHB269
<input type="checkbox"/>	Rotting Grasp	Ne	VSM	1 act	Touch	Special	-	N	Formerly living material you touch rots	WotL48
<input type="checkbox"/>	Secret Page	Tr	VSM	10 min	Touch	Permanent	-	N	Changes one page to hide its real content	PHB275
<input type="checkbox"/>	Sepia Snake Sigil	Co	VSM	10 min	Touch	Special	Ref n.	N	Creates text symbol that immobilizes reader	PHB276
<input type="checkbox"/>	Shape of the Beasts	Tr	VSM	1 act	Touch	1 hour/lev (D)	Will n.	N	Temporarily give a humanoid an animal form	TpH549
<input type="checkbox"/>	Shrink Item	Tr	VS	1 act	Touch	1 day/lev	Will n.	Y	Object shrinks to one-sixteenth size	PHB279
<input type="checkbox"/>	Sleet Storm	Co	VSM	1 act	Long	1 round/lev	-	N	Hampers vision and movement	PHB280
<input type="checkbox"/>	Slow	Tr	VSM	1 act	Close	1 round/lev	Will n.	Y	1 subj./lev takes only 1 action/r, -2 AC and hit	PHB280
<input type="checkbox"/>	Stinking Cloud	Co	VSM	1 act	Medium	1 round/lev	For n.	N	Nauseating vapors, 1 round/lev	PHB284
<input type="checkbox"/>	Stone Guardian	Co	VSM	1 min	Close	1 round/lev	-	N	Creates a stone warrior to fight for you	ToH550
<input type="checkbox"/>	Stone Tentacles	Co	VSM	1 act	Medium	1 round/lev (D)	-	N	You conjure tentacles of solid stone	WotL49
<input type="checkbox"/>	Stonesight	Di	VSF	1 act	Medium	1 round/lev (D)	-	N	You can see through earth and stone	AoM76
<input type="checkbox"/>	Suggestion	En	VM	1 act	Close	1 hour/lev	Will n.	Y	Compels subject to follow course of action	PHB285
<input type="checkbox"/>	Summon Monster III	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 3rd, 1d3 2nd or 1d4+1 1st)	PHB286
<input type="checkbox"/>	Tongues	Di	VM	1 act	Touch	10 min/lev	Will n.	N	Speak any language	PHB294
<input type="checkbox"/>	Touch of Weakness	Ne	VS	1 act	Touch	1 min/lev	For n.	Y	You physically weaken creatures you touch	WotL50
<input type="checkbox"/>	Vampiric Touch	Ne	VS	1 act	Touch	Special	-	Y	Touch deals 1d6/2 lev, caster gains dmg as hp	PHB298
<input type="checkbox"/>	Water Breathing	Tr	VSM	1 act	Touch	2 hours/lev	Will n.	Y	Subject can breathe underwater	PHB300
<input type="checkbox"/>	Wind Wall	Ev	VSM	1 act	Medium	1 round/lev	-	Y	Deflects arrows, smaller creatures, and gases	PHB302
<input type="checkbox"/>	Zone of Air	Ev	VSM	1 act	Close	10 min/lev (D)	Will n.	Y	Sphere of air allows you to breathe	KoD157



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"/>	Awaken the Mind		Tr	VSM	1 act	Touch	1 hour	Will n.	Y	Imbues animal with increased intellect	ToHS44
<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"/>	Call Undead IV		Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls undead (1 4th, 1d5 5rd or 1d4+1 2nd)	AoM68
<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"/>	Chitinskin		Tr	VSM	1 act	Touch	10 min/lev	-	Y	Toughens a creature's skin	WoTL45
<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	PHB213
<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"/>	Dalamar's Lightning Lance	[Electricity]	Ev	VSM	1 act	Medium	Instantaneous	For 1/2	Y	Lance of lightning deals 5d6 damage +1d6/lev	DLC5105
<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"/>	Energy Barrier		Ab	VSM	1 act	Medium	Conc. + 1 rd/1	-	Y	Creates protective barrier against energy	KoD156
<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"/>	Ethereal Flame		Ne	VSM	1 act	Long	Instantaneous	For part.	Y	You summon a blast of spectral flame	AoM71
<input type="checkbox"/>	Evard's Black Tentacles		Co	VSM	1 act	Medium	1 round/lev (D)	-	N	Tentacles grapple all within 20 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"/>	Flamewave	[Fire]	Ev	VSM	1 act	Medium	1 round/lev	Ref 1/2	Y	Sheet of flames scorches everything in its path	WoTL47
<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 5rd-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	PHB243
<input type="checkbox"/>	Invisibility, Greater		Il	VS	1 act	Touch	1 round/lev (D)	Will n.	Y	Subject is invisible even if it attacks	PHB245
<input type="checkbox"/>	Immolation		Ev	VSM	1 act	Medium	Concentration	Special	Y	You cause a creature to burn from within	KoD156
<input type="checkbox"/>	Leomund's Secure Shelter		Co	VSMF	10 min	Close	2 hours/lev (D)	-	N	Creates sturdy cottage	PHB247
<input type="checkbox"/>	Life Transfer		Ne	VS	1 act	Touch	Special	For n.	Y	Transfer life between creatures	ToHS47
<input type="checkbox"/>	Locate Creature		Di	VSM	1 act	Long	10 min/lev	-	N	Indicates direction to familiar creature	PHB249
<input type="checkbox"/>	Mindweb	[Mind-Affecting]	En	VSM	1 act	Medium	1 round/lev (D)	Special	Y	Intangible web ensnares minds	AoM72
<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"/>	Part Death's Shroud		Di	VSM	1 act	Medium	1 min/lev (D)	-	N	Ethereal creatures/objects become visible	AoM73
<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. + 1 r/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"/>	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"/>	Spark Shield	[Electricity]	Ev	VSD	1 act	Personal	1 round/lev (D)	-	N	You are surrounded in an aura of electricity	DLC5111
<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"/>	Storm Wall	[Electricity]	Ev	VSM	1 act	Medium	Conc. +1 rd/lev	Special	Y	Immobile curtain of electricity deals damage	DLC5112
<input type="checkbox"/>	Summon Monster IV		Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 4th, 1d5 3rd or 1d4+1 2nd)	PHB285
<input type="checkbox"/>	Suppress Magic		Ab	VSM	1 act	Close	1 round/lev	Will n.	N	Suppress magic found in magic items	ToHS50
<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	PH8198
<input type="checkbox"/>	Arcane Staff	Tr	VSF	10 min	Touch	Until disc. (D)	Will n.	Y	Spells may be placed into normal quarterstaff	ToH544
<input type="checkbox"/>	Baleful Polymorph	Tr	VS	1 act	Close	Permanent	Special	Y	Transforms subject into harmless animal	PH8202
<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	PH8204
<input type="checkbox"/>	Blight	Ne	VS	1 act	Touch	Instantaneous	For 1/2	Y	1d6 damage/lev to plant creature, or wither	PH8206
<input type="checkbox"/>	Break Enchantment	Ab	VS	1 min	Close	Instantaneous	Special	N	Frees subject from enchantments	PH8207
<input type="checkbox"/>	Call Undead V	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls undead (15th, 1d3 4th or 1d4+1 3rd)	AoM68
<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	PH8210
<input type="checkbox"/>	Cone of Cold <i>[Cold]</i>	Ev	VSM	1 act	60 ft	Instantaneous	Ref 1/2	Y	1d6 cold damage/level	PH8212
<input type="checkbox"/>	Contact Other Plane	Di	V	10 min	Personal	Concentration	-	N	Ask questions to extraplanar entity	PH8212
<input type="checkbox"/>	Create Dread Beast <i>[Evil]</i>	Ne	VSM	1 hour	Close	Instantaneous	-	N	Create a dread beast	ToH5144
<input type="checkbox"/>	Curse of the Magi	Ne	VSM	1 act	Touch	Special	Will n.	Y	Makes another caster unable to cast	ToH545
<input type="checkbox"/>	Dismissal	Ab	VS	1 act	Close	Instantaneous	Will n.	Y	Forces a creature to return to native plane	PH8222
<input type="checkbox"/>	Dominate Person <i>[Mind-Affecting]</i>	En	VS	1 round	Close	1 day/lev	Will n.	Y	Controls humanoid telepathically	PH8224
<input type="checkbox"/>	Dream <i>[Mind-Affecting]</i>	Il	VS	1 min	Unlimit.	Special	-	Y	Sends message to anyone sleeping	PH8225
<input type="checkbox"/>	Emotional Brew <i>[Mind-Affecting]</i>	En	VSF	1 min	Close	Special	Special	Y	A gallon of liquid is infused with emotions	AoM70
<input type="checkbox"/>	Fabricate	Tr	VSM	Special	Close	Instantaneous	-	N	Transforms raw materials into finished items	PH8229
<input type="checkbox"/>	False Vision	Il	VSM	1 act	Touch	1 hour/lev (D)	-	N	Fools scrying with an illusion	PH8229
<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	PH8229
<input type="checkbox"/>	Fog of Fear <i>[Fear, Mind-Affecting]</i>	Ne	VSM	1 act	Medium	1 min/lev	Special	Y	Bank of fog causes fear	AoM71
<input type="checkbox"/>	Giant's Guise <i>[Mind-Affecting]</i>	Il	VSM	1 act	Close	Special	Will n.	N	Creature appears as large as a giant	ToH547
<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	PH8241
<input type="checkbox"/>	Leomund's Secret Chest	Co	VSF	10 min	Special	60 days	-	N	Hides expensive chest on Ethereal Plane	PH8247
<input type="checkbox"/>	Magic Jar	Ne	VSF	1 act	Medium	1 hour/lev	Will n.	Y	Enables possession of another creature	PH8250
<input type="checkbox"/>	Major Creation	Co	VSM	10 min	Close	Special	-	N	Creates a cloth, wood, stone or metal object	PH8252
<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	PH8255
<input type="checkbox"/>	Mirage Arcana	Il	VS	1 act	Long	Conc. + 1 hr/lev	Will dis.	N	Terrain and structure appear like another	PH8254
<input type="checkbox"/>	Mordenkainen's Faithful Hound	Co	VSM	1 act	Close	Special	-	N	Phantom dog can guard and attack	PH8255
<input type="checkbox"/>	Mordenkainen's Private Sanctum	Ab	VSM	10 min	Close	24 hours (D)	-	N	Prevents anyone from viewing/scrying	PH8256
<input type="checkbox"/>	Nightmare <i>[Mind-Affecting, Evil]</i>	Il	VS	10 min	Unlimit.	Instantaneous	Will n.	Y	Sends vision dealing 1d10 damage, fatigue	PH8257
<input type="checkbox"/>	Overland Flight	Tr	VS	1 act	Personal	1 hour/lev	-	N	Fly at a speed of 40 ft over long distances	PH8259
<input type="checkbox"/>	Passwall	Tr	VSM	1 act	Touch	1 hour/lev (D)	-	N	Creates passage through wood or stone wall	PH8259
<input type="checkbox"/>	Permanency	Vn	VSX	2 rds	Special	Permanent	-	N	Makes certain spells permanent	PH8259
<input type="checkbox"/>	Persistent Image	Il	VSF	1 act	Long	1 min/lev (D)	Will dis.	N	Creates illusion of your design, no concentr.	PH8260
<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	PH8261
<input type="checkbox"/>	Prying Eyes	Di	VSM	1 min	1 mile	1 hour/lev (D)	-	N	1d4 floating eyes +1/lev scout for you	PH8266
<input type="checkbox"/>	Rary's Telepathic Bond	Di	VSM	1 act	Close	10 min/lev (D)	-	N	Link lets allies communicate	PH8268
<input type="checkbox"/>	Seeming	Il	VS	1 act	Close	12 hours (D)	Special	Sp.	Changes appearance of one person/2 lev.	PH8275
<input type="checkbox"/>	Sending	Ev	VSM	10 min	Special	1 round	-	N	Instantly delivers short message anywhere	PH8275
<input type="checkbox"/>	Shadow Evocation	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics evocation less than 5th level, 20% real	PH8277
<input type="checkbox"/>	Share Sight	Di	VSF	1 act	Touch	1 hour/lev	Will n.	Y	You and a creature see through other's eyes	WotL48
<input type="checkbox"/>	Stirge Swarm	Co	VSM	1 round	Long	1 min/lev	-	N	You summon 1d4+4 stirges	AoM76
<input type="checkbox"/>	Summon Monster V	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (15th, 1d3 4th or 1d4+1 3rd)	PH8286
<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	PH8290
<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	PH8291
<input type="checkbox"/>	Telekinesis	Tr	VS	1 act	Long	Special	-/Will n.	Y	Moves object, attacks creat., or hurls object	PH8292
<input type="checkbox"/>	Teleport	Co	V	1 act	Touch	Instantaneous	-/Will n.	Sp.	Instantly transports you up to 100 miles/lev	PH8292
<input type="checkbox"/>	Traitor's Death <i>[Evil]</i>	Ne	VSF	1 min	Close	Special	Special	Y	Target creature must fulfill a promise or die	WotL50
<input type="checkbox"/>	Transfer Essence	Ne	VSM	1 min	Close	1 min/lev	Will n.	Y	Transfer the energies of one wizard to another	ToH552
<input type="checkbox"/>	Transmute Mud to Rock <i>[Earth]</i>	Tr	VSM	1 act	Medium	Permanent	Special	N	Transforms two 10-ft cubes/lev	PH8295
<input type="checkbox"/>	Transmute Rock to Mud <i>[Earth]</i>	Tr	VSM	1 act	Medium	Permanent	Special	N	Transforms two 10-ft cubes/lev	PH8295
<input type="checkbox"/>	Wall of Force <i>[Force]</i>	Ev	VSM	1 act	Close	1 round/lev (D)	-	N	Wall is immune to damage	PH8298
<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	PH8299
<input type="checkbox"/>	Waves of Fatigue	Ne	VS	1 act	30 ft	Instantaneous	-	Y	Several targets become fatigued	PH8301



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"/>	Antimagic 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"/>	Call Undead VI		Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls undead (1 6th, 1d3 5th or 1d4+1 4th)	AoM68
<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	PHB213
<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"/>	Disjoin		Ab	VXS	1 act	Close	Instantaneous	Will n.	N	Separate spell or magic item into components	DLC106
<input type="checkbox"/>	Dispell Magic, Greater		Ab	VS	1 act	Medium	Instantaneous	-	N	Cancels magical spells and effects, +20 on check	PHB223
<input type="checkbox"/>	Displace Memory	[Mind-Affecting]	En	VSM	1 min	Touch	1 day/lev	Will n.	Y	You remove a memory from one creature	ToHS46
<input type="checkbox"/>	Drown		Co	VSM	1 act	Close	Concentration	For part.	Y	Water fills the breathing passages of the target	DLC107
<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"/>	Ensnare the Heart	[Mind-Affecting]	En	VS	1 act	Close	Permanent	Will n.	Y	Makes one person your friend	AoM71
<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"/>	Hardening		Tr	VSM	1 act	Touch	Instantaneous	-	Y	Increases the hardness of materials	DLC108
<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"/>	Raistlin's Wheel of Fire	[Fire]	Ev	VSM	1 act	Medium	1 round/lev	Ref 1/2	Y	Circle of fire consumes everything in range	ToHS49
<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"/>	Reshape Metal	[Earth]	Tr	VSM	1 act	Touch	Instantaneous	-	N	You can form a piece of metal into any shape	AoM73
<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, 1d3 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 Eye, Greater	Di	VSM	10 min	Unlimit.	1 min/lev (D)	-	N	Invisible floating eye moves 30 ft./round ToHS42
<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"/>	Arcane Staff, Greater	Tr	VSF	10 min	Touch	Until disc. (D)	Will n.	Y	Spells may be placed into normal quarterstaff ToHS44
<input type="checkbox"/>	Banishment	Ab	VSF	1 act	Close	Instantaneous	Will n.	Y	Banishes 2 HD/lev of extraplanar creatures PHB203
<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"/>	Bind Spirit	Ne	VSF	1 min	Touch	10 years/lev	Will n.	Y	Ties a spirit to an item AoM66
<input type="checkbox"/>	Call Undead VII	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls undead (17th, 1d3 6th or 1d4+1 5th) AoM69
<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"/>	Deep Freeze <i>[Cold]</i>	Ev	VSM	1 act	Touch	1 round/lev	For n.	Y	Touched creature slowly freezes into ice DLC5106
<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"/>	Electrical Storm <i>[Electricity]</i>	Ev	VSM	1 act	Close	1 round/lev (D)	For 1/2	Y	Bolts of electricity deal 4d6 in 20-ft radius DLC5107
<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>	En	VS	1 act	Close	Instantaneous	For part.	Y	Kills one subject PHB220
<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 PHB233
<input type="checkbox"/>	Hold Person, Mass <i>[Mind-Affecting]</i>	En	VSF	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes all humanoids within 30 ft PHB241
<input type="checkbox"/>	Insanity <i>[Mind-Affecting]</i>	En	VSM	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"/>	Kiss of Night's Guardian <i>[Wizard only]</i>	Ne	VS	1 act	Touch	Special	-	N	Allows passage through the grove in Palanthas ToHS47
<input type="checkbox"/>	Limited Wish	Un	VXS	1 act	Special	Special	-	Y	Alters reality within spell limits PHB248
<input type="checkbox"/>	Mindspin <i>[Mind-Affecting]</i>	Il	VSMX	10 min	Medium	Concentr. (D)	Special	Y	Innerness fears of a creature come to life ToHS48
<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"/>	Reveal the True Form	Ab	VS	1 act	Medium	Instantaneous	For n.	Y	Shapeshifters in 10-ft revert to natural form AoM73
<input type="checkbox"/>	Reverse Gravity	Tr	VSM	1 act	Medium	1 round/lev (D)	-	N	Objects and creatures fall upwards PHB273
<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"/>	Song of Day's Clarity <i>[Wizard only]</i>	Av	VS	1 act	Touch	Special	-	N	Allows passage through the grove in Losarcum ToHS50
<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"/>	Spirit Walk	Ne	VSD	1 hour	Personal	1 round/lev (D)	-	N	You separate your spirit from your body DLC5112
<input type="checkbox"/>	Spiritward	Ab	VSM	10 min	Close	24 hours	-	N	Barrier block ethereal creatures AoM76
<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, 1d3 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 it 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"/>	Timeheal	Tr	VSMX	1 min	Touch	Instantaneous	Special	Y	Target's body moves back in time to heal ToHS50
<input type="checkbox"/>	Touch of Guiding Light <i>[Wizard only]</i>	Tr	VS	1 act	Touch	Special	-	N	Allows passage through the grove in Wayreth ToHS52
<input type="checkbox"/>	Vision	Di	VSMX	1 act	Personal	Special	-	N	Learn tales about a person, place, or thing PHB298
<input type="checkbox"/>	Vision of Dusk's Eye <i>[Wizard only]</i>	Ab	VS	1 act	Touch	Special	-	N	Allows passage through the grove of Istar ToHS55
<input type="checkbox"/>	Waves of Exhaustion	Ne	VS	1 act	60 ft	Instantaneous	-	Y	Several targets become exhausted PHB301
<input type="checkbox"/>	Whisper of Dawn's Song <i>[Wizard only]</i>	Ab	VS	1 act	Touch	Special	-	N	Allows passage through the grove of Daltigoth ToHS55



SORCERER/WIZARD SPELLS

8TH-LEVEL SPELLS Spells: ___ + ___ = ___ Cast: □□□□□□□□□□ Save DC: ___ Max. known: ___ □□□

KN. PREP. SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
<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 PH8200
<input type="checkbox"/>	Bestow Greater Curse	Tr	VS	1 act	Touch	Permanent	Will n.	Y	Places a major curse on touched creature DLCS104
<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 PH8205
<input type="checkbox"/>	Binding <i>[Mind-Affecting]</i>	En	VSM	1 min	Close	Special	Will n.	Y	Array of techniques to imprison a creature PH8204
<input type="checkbox"/>	Call Undead VIII	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls undead (18th, 1d5 7th or 1d4+1 6th) AoM69
<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 PH8209
<input type="checkbox"/>	Clone	Ne	VSMF	10 min	0 ft	Instantaneous	-	N	Duplicate awakens when original dies PH8210
<input type="checkbox"/>	Create Greater Undead <i>[Evil]</i>	Ne	VSM	1 hour	Close	Instantaneous	-	N	Create shadows, waiths, spectres, devourers PH8215
<input type="checkbox"/>	Demand <i>[Mind-Affecting]</i>	En	VSM	10 min	Special	1 round	Will part.	Y	Delivers short message/suggestion anywhere PH8217
<input type="checkbox"/>	Dimensional Lock	Ab	VS	1 act	Medium	1 day/lev	-	Y	Blocks teleport/dimensional travel PH8221
<input type="checkbox"/>	Discern Location	Di	VS	10 min	Unlimit.	Instantaneous	-	N	Reveals exact location of creature or object PH8222
<input type="checkbox"/>	Eternal Repose	Ne	VSM	1 act	Touch	Permanent	-	N	Corpse is protected in amber coffin AoM71
<input type="checkbox"/>	Fistandantilus's Portal	Co	VSMX	3 rds	Close	Conc. + 1 rd	-	N	Opens a connection between two places DLCS108
<input type="checkbox"/>	Horrid Wilting	Ne	VSM	1 act	Long	Instantaneous	For 1/2	Y	Deals 1d6 damage/level within 30 ft PH8242
<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 PH8244
<input type="checkbox"/>	Iron Body	Tr	VSM	1 act	Personal	1 min/lev (D)	-	N	Body becomes iron PH8245
<input type="checkbox"/>	Maze	Co	VS	1 act	Close	Special	-	Y	Traps subject in extradimensional maze PH8252
<input type="checkbox"/>	Mind Blank	Ab	VS	1 act	Close	24 hours	Will n.	Y	Subject is immune to mental magic/scrying PH8253
<input type="checkbox"/>	Moment of Prescience	Di	VS	1 act	Personal	1 hour/lev	-	N	Gain bonus on single attack, save, or check PH8255
<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 PH8259
<input type="checkbox"/>	Otto's Irresistible Dance <i>[Mind-Aff.]</i>	En	V	1 act	Touch	1d4+1 rounds	-	Y	Forces subject to dance PH8259
<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 PH8261
<input type="checkbox"/>	Polar Ray <i>[Cold]</i>	Ev	VSF	1 act	Close	Instantaneous	-	Y	Ranged touch attack deals 1d6/lev cold damage PH8262
<input type="checkbox"/>	Polymorph Any Object	Tr	VSM	1 act	Close	Special	For n.	Y	Changes any subject into anything else PH8265
<input type="checkbox"/>	Power Word Stun <i>[Mind-Affecting]</i>	En	V	1 act	Close	Special	-	Y	Stuns creature with 150 hp or less PH8265
<input type="checkbox"/>	Prismatic Wall	Ab	VS	1 act	Close	10 min/lev (D)	Special	Sp.	Wall's colors have array of effects PH8264
<input type="checkbox"/>	Protection from Spells	Ab	VSMF	1 act	Touch	10 min/lev	Will n.	Y	Confers a +8 resistance bonus PH8266
<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 PH8267
<input type="checkbox"/>	Scintillating Pattern <i>[Mind-Affecting]</i>	Il	VSM	1 act	Close	Conc. +2 rds	-	Y	Twisting colors confuse, stun, render unconsc. PH8274
<input type="checkbox"/>	Screen	Il	VS	10 min	Close	24 hours	-/Will dis.	N	Illusion hides area from vision and scrying PH8274
<input type="checkbox"/>	Shadow Evocation, Greater	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics evocation up to 7th level, 60% real PH8277
<input type="checkbox"/>	Shout, Greater <i>[Sonic]</i>	Ev	VSF	1 act	60 ft	Instantaneous	Special	Y	Yell deals 10d6 dmg, stuns, damages objects PH8279
<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) PH8287
<input type="checkbox"/>	Sunburst <i>[Light]</i>	Ev	VSM	1 act	Long	Instantaneous	Ref part.	Y	Blinds all within 10 ft, deals 6d6 damage PH8289
<input type="checkbox"/>	Symbol of Death <i>[Death]</i>	Ne	VSM	10 min	0 ft	Special	For n.	Y	Triggered rune slays nearby creatures PH8289
<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 PH8290
<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 PH8292
<input type="checkbox"/>	Temporal Stasis	Tr	VSM	1 act	Touch	Permanent	For n.	Y	Puts subject into suspended animation PH8295
<input type="checkbox"/>	Trap the Soul	Co	VSMF	Special	Close	Permanent	Special	Y	Imprisons subject within gem PH8295

9TH-LEVEL SPELLS Spells: ___ + ___ = ___ Cast: □□□□□□□□□□ Save DC: ___ Max. known: ___ □□□

<input type="checkbox"/>	Astral Projection	Ne	VSM	30 min	Touch	Special	-	Y	Projects you and companions onto Astral Pl. PH8201
<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 PH8205
<input type="checkbox"/>	Call Undead IX	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls undead (19th, 1d5 8th or 1d4+1 7th) AoM69
<input type="checkbox"/>	Consensus <i>[Wizard only]</i>	Di	VS	1 act	Special	Special	-	N	Elect a new Master of the Conclave ToH545
<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"/>	Energy Drain	Ne	VS	1 act	Close	Instantaneous	For part.	Y	Subject gains 2d4 negative levels PH8226
<input type="checkbox"/>	Etherealness	Tr	VS	1 act	Touch	1 min/lev (D)	-	Y	Travel to Ethereal Plane with companions PH8228
<input type="checkbox"/>	Foresight	Di	VSM	1 act	Touch	10 min/lev	-/Will n.	Sp.	"Sixth sense" warns of impending danger PH8235
<input type="checkbox"/>	Freedom	Ab	VS	1 act	Close	Instantaneous	Will n.	Y	Releases creature from imprisonment PH8235
<input type="checkbox"/>	Gate	Co	VSM	1 act	Medium	Special	-	N	Connects two planes to travel or summon PH8234
<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"/>	Imprisonment	Ab	VS	1 act	Touch	Instantaneous	Will n.	Y	Entombs creature beneath the earth PH8244
<input type="checkbox"/>	Magius's Light of Truth <i>[Lawful, Light]</i>	Ev	VSM	1 act	Medium	Instantaneous	Will part.	Y	Cone of light affects creatures by alignment DLCS109
<input type="checkbox"/>	Meteor Swarm <i>[Fire]</i>	Ev	VS	1 act	Long	Instantaneous	-/Ref 1/2	Y	4 spheres deal 6d6 fire damage PH8255
<input type="checkbox"/>	Mindspin, Greater <i>[Mind-Affecting]</i>	Il	VSMX	10 min	Close	Concentr. (D)	Special	Y	Innmost fears of creatures come to life ToH548
<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"/>	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"/>	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"/>	Refuge	Co	VSM	1 act	Touch	Until discharg.	-	N	Alters item to transport its possessor to you PH8269
<input type="checkbox"/>	Reverse Death <i>[Death]</i>	Ne	VSMX	1 act	Touch	Instantaneous	Special	N	Return one creature to life ToH549
<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"/>	Shapechange	Tr	VSF	1 act	Personal	10 min/lev (D)	-	N	Change into any creature once/round PH8277
<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"/>	Summon Monster IX	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (19th, 1d5 8th or 1d4+1 7th) PH8288
<input type="checkbox"/>	Teleportation Circle	Co	VM	10 min	0 ft	10 min/lev (D)	-	Y	Circle teleports creatures inside to place PH8295
<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"/>	Timereaver	Tr	VSMFX	1 hour	Close	Instantaneous	-	N	Create a portal through time ToH550
<input type="checkbox"/>	Travel the Paths of the Mind	Tr	VSMX	10 min	Touch	Special (D)	Will n.	N	Travel into the target's memories ToH552
<input type="checkbox"/>	Unbinding	Ab	VSM	1 round	180 ft	Instantaneous	-	N	Burst of energy disrupts containment spells DLCS115
<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"/>	Weird <i>[Fear, Mind-Affecting]</i>	Il	VS	1 act	Medium	Instantaneous	Special	Y	Illusion kills subjects within 30 ft, or deals 3d6 PH8501
<input type="checkbox"/>	Wish	Un	VX	1 act	Special	Special	Special	Y	Alters reality PH8502



