FORGOTTEN REALMS

**ema's character sheet 1.7**

3e

## Personal Info

Name: ____________________ Player: ____________________

Race: ____________________ Religion: ____________________

Alignment: _____ Looks: ____________________

Age: ______ Weight: ______ Height: ______ Size: ____ Gender: ____

## Classes

| Bbn | Brd | Clr | Drd | Ftr | Mnk | Pal | Rgr | Rog | Sor | Wiz | ______ | ______ | ______ | Total |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| HD:12 BSP:4 | HD:6 BSP:6 | HD:8 BSP:2 | HD:8 BSP:4 | HD:10 BSP:2 | HD:8 BSP:4 | HD:10 BSP:2 | HD:8 BSP:6 | HD:6 BSP:8 | HD:4 BSP:2 | HD:4 BSP:2 | Other/Prestige Classes | | | |

Experience: ____________ XP Penalty: _____ Next Level: ____________

## Saving Throws

| | Total | | Base | | Ability | | Misc | | Temp |
|---|---|---|---|---|---|---|---|---|---|
| Fortitude | _____ | = | ____ | + | CON | + | ____ | + | ____ |
| Reflexes | _____ | = | ____ | + | DEX | + | ____ | + | ____ |
| Will | _____ | = | ____ | + | WIS | + | ____ | + | ____ |

Spell Resistance: _____ Power Resistance: _____

Damage Reduction: ____________________

Notes: ____________________

## Abilities

| | Ability | Modifier | Temp | Modifier |
|---|---|---|---|---|
| STR Strength | | | | |
| DEX Dexterity | | | | |
| CON Constitution | | | | |
| INT Intelligence | | | | |
| WIS Wisdom | | | | |
| CHA Charisma | | | | |

## Armor

AC

Base 10 +

Dexterity ____ +

________ ____ +

________ ____ +

________ ____ +

________ ____ +

________ ____

Flat-footed: ______ vs. Touch Attacks: ______

________ : ______ ________ : ______

| Armor / Shield | AC Value | Max Dex | Check Penalty | Arcane Failure |
|---|---|---|---|---|
| ☐ ____________ | ____ | ____ | ____ | ____ |
| ☐ ____________ | ____ | ____ | ____ | ____ |
| ☐ ____________ | ____ | ____ | ____ | ____ |
| ☐ ____________ | ____ | ____ | ____ | ____ |
| Total: | ____ | ____ | ____ | ____ |

Notes: ____________________

## Hit Points

[ HP ] [ Current ]

Notes: ____________________

## Skills

| Skill Name | | Total | | Rank | | Ability | | Misc |
|---|---|---|---|---|---|---|---|---|
| ◆ Appraise | (C) | ____ | = | ____ | + | INT | + | ____ |
| ◆ Balance | (C) | ____ | = | ____ | + | DEX | + | * |
| ◆ Bluff | (C) | ____ | = | ____ | + | CHA | + | ____ |
| ◆ Climb | (C) | ____ | = | ____ | + | STR | + | * |
| ◆ Concentration | (C) | ____ | = | ____ | + | CON | + | ____ |
| ◆ Craft (__________) | (C) | ____ | = | ____ | + | INT | + | ____ |
| ◆ Craft (__________) | (C) | ____ | = | ____ | + | INT | + | ____ |
| Decipher Script | (C) | ____ | = | ____ | + | INT | + | ____ |
| ◆ Diplomacy | (C) | ____ | = | ____ | + | CHA | + | ____ |
| Disable Device | (C) | ____ | = | ____ | + | INT | + | ____ |
| ◆ Disguise | (C) | ____ | = | ____ | + | CHA | + | ____ |
| ◆ Escape Artist | (C) | ____ | = | ____ | + | DEX | + | * |
| ◆ Forgery | (C) | ____ | = | ____ | + | INT | + | ____ |
| ◆ Gather Information | (C) | ____ | = | ____ | + | CHA | + | ____ |
| Handle Animal | (C) | ____ | = | ____ | + | CHA | + | ____ |
| ◆ Heal | (C) | ____ | = | ____ | + | WIS | + | ____ |
| ◆ Hide | (C) | ____ | = | ____ | + | DEX | + | * |
| ◆ Intimidate | (C) | ____ | = | ____ | + | CHA | + | ____ |
| ◆ Jump | (C) | ____ | = | ____ | + | STR | + | * |
| Knowledge(__________) | (C) | ____ | = | ____ | + | INT | + | ____ |
| Knowledge(__________) | (C) | ____ | = | ____ | + | INT | + | ____ |
| Knowledge(__________) | (C) | ____ | = | ____ | + | INT | + | ____ |
| Knowledge(__________) | (C) | ____ | = | ____ | + | INT | + | ____ |
| ◆ Listen | (C) | ____ | = | ____ | + | WIS | + | ____ |
| ◆ Move Silently | (C) | ____ | = | ____ | + | DEX | + | * |
| Open Lock | (C) | ____ | = | ____ | + | DEX | + | ____ |
| ◆ Perform (__________) | (C) | ____ | = | ____ | + | CHA | + | ____ |
| ◆ Perform (__________) | (C) | ____ | = | ____ | + | CHA | + | ____ |
| Profession (__________) | (C) | ____ | = | ____ | + | WIS | + | ____ |
| Profession (__________) | (C) | ____ | = | ____ | + | WIS | + | ____ |
| ◆ Ride | (C) | ____ | = | ____ | + | DEX | + | ____ |
| ◆ Search | (C) | ____ | = | ____ | + | INT | + | ____ |
| ◆ Sense Motive | (C) | ____ | = | ____ | + | WIS | + | ____ |
| Sleight of Hand | (C) | ____ | = | ____ | + | DEX | + | * |
| Spellcraft | (C) | ____ | = | ____ | + | INT | + | ____ |
| ◆ Spot | (C) | ____ | = | ____ | + | WIS | + | ____ |
| ◆ Survival | (C) | ____ | = | ____ | + | WIS | + | ____ |
| ◆ Swim | (C) | ____ | = | ____ | + | STR | + | ** |
| Tumble | (C) | ____ | = | ____ | + | DEX | + | * |
| Use Magic Device | (C) | ____ | = | ____ | + | CHA | + | ____ |
| ◆ Use Rope | (C) | ____ | = | ____ | + | DEX | + | ____ |
| ____________ | (C) | ____ | = | ____ | + | ____ | + | ____ |
| ____________ | (C) | ____ | = | ____ | + | ____ | + | ____ |
| ____________ | (C) | ____ | = | ____ | + | ____ | + | ____ |

Max. Rank: ____ / ____

(C) Class Skill ◆ Untrained Skill * Armor Penalty

## Combat

| | Ab. | | Misc | | Size | | Base | | Total |
|---|---|---|---|---|---|---|---|---|---|
| Melee | STR | + | ____ | + | ____ | + | 1st | = | ____ |
| | | | | | | | 2nd | = | ____ |
| | | | | | | | 3rd | = | ____ |
| | | | | | | | 4th | = | ____ |
| Ranged | DEX | + | ____ | + | ____ | + | 1st | = | ____ |
| | | | | | | | 2nd | = | ____ |
| | | | | | | | 3rd | = | ____ |
| | | | | | | | 4th | = | ____ |
| Grapple | STR | + | ____ | + (Sz. M.) | ____ | + | ____ | = | ____ |

Initiative

DEX + ____ = ____

2-Hand Attack: ____ / ____ Speed: ____________

Notes: ____________________

## Languages

Literacy ☐

## Weapons

| Name | Modified Attacks | Feat | Misc | Damage | Critical | Range | Sz/Type |
|---|---|---|---|---|---|---|---|
| Unarmed Strike | ___/___/___/___/___ | ____ | ____ | ______ | ______ | ____ | ____ |
| ____________ | ___/___/___/___/___ | ____ | ____ | ______ | ______ | ____ | ____ |
| ____________ | ___/___/___/___/___ | ____ | ____ | ______ | ______ | ____ | ____ |
| ____________ | ___/___/___/___/___ | ____ | ____ | ______ | ______ | ____ | ____ |
| ____________ | ___/___/___/___/___ | ____ | ____ | ______ | ______ | ____ | ____ |
| ____________ | ___/___/___/___/___ | ____ | ____ | ______ | ______ | ____ | ____ |
| ____________ | ___/___/___/___/___ | ____ | ____ | ______ | ______ | ____ | ____ |
| ____________ | ___/___/___/___/___ | ____ | ____ | ______ | ______ | ____ | ____ |
| ____________ | ___/___/___/___/___ | ____ | ____ | ______ | ______ | ____ | ____ |

Notes: ____________________

Ammunition: ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐

## Feats

### general feats
☐ Acrobatic
☐ Agile
☐ Alertness
☐ Animal Affinity
☐ Arcane Preparation
☐ Armor Profic., Light
  ☐ Armor Profic., Med.
    ☐ Armor Profic., H.
☐ Athletic
☐ Blind-Fight*
☐ Combat Casting
☐ Combat Expertise*
  ☐ Improved Disarm*
  ☐ Improved Feint*
  ☐ Improved Trip*
☐ Combat Reflexes*
☐ Deceitful
☐ Deft Hands
☐ Diligent
☐ Dodge*
  ☐ Mobility*
    ☐ Spring Attack*
      ☐ Whirlwind Att.*
☐ Endurance
  ☐ Diehard
☐ Eschew Materials
☐ Exotic Weapon Profic.*
  ________________
  ________________
☐ Extra Turning (☐☐☐)
☐ Great Fortitude
☐ Improved Counterspell
  ☐ React. Counterspell
☐ Improved Critical*
  ________________
  ________________
☐ Improved Familiar
☐ Improved Initiative*
☐ Improved Turning
☐ Improved Un. Strike*
  ☐ Deflect Arrows*
    ☐ Snatch Arrows*
  ☐ Improved Grapple*
  ☐ Stunning Fist*
☐ Investigator
☐ Iron Will
☐ Leadership
☐ Lightning Reflexes
☐ Magical Aptitude
☐ Magical Artisan
  ________________
  ________________
☐ Martial Weapon Profic.
  ________________
  ________________
☐ Mounted Combat*
  ☐ Mounted Archery*
  ☐ Ride-By Attack*
    ☐ Spirited Charge*
  ☐ Trample*
☐ Natural Spell
☐ Negotiator
☐ Nimble Fingers
☐ Persuasive
☐ Point Blank Shot*
  ☐ Far Shot*
  ☐ Precise Shot*
    ☐ Impr. Precise Shot*
  ☐ Rapid Shot*
    ☐ Manyshot*
  ☐ Shot on the Run*
☐ Power Attack*
  ☐ Cleave*
    ☐ Great Cleave*
  ☐ Improved Bull Rush*
  ☐ Improved Overrun*
  ☐ Improved Sunder*
☐ Quick Draw*
☐ Rapid Reload*
  ________________
  ________________
☐ Run
☐ Self-Sufficient
☐ Shadow Weave Magic
  ☐ Tenacious Magic
☐ Shield Proficiency
  ☐ Improved Shield Bash*
  ☐ Tower Shield Profic.
☐ Simple Weapon Profic.
☐ Skill Focus
  ________________
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☐ Spell Focus
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  ________________
  ☐ Augment Summon.
  ☐ Greater Spell Focus
    ________________
    ________________
☐ Spell Mastery (☐☐☐)
  ☐ Signature Spell
    ________________
    ________________
☐ Spell Penetration
  ☐ Greater Spell Penetr.
☐ Spell Thematics
☐ Spellcast. Prodigy (☐☐)
☐ Stealthy
☐ Toughness (☐☐☐)
☐ Track
☐ Two-Weapon Fighting*
  ☐ Two-Weap. Defense*
  ☐ Impr. Two-W. Fight.*
    ☐ Great. Two-W. F.*
☐ Weapon Finesse*
☐ Weapon Focus*
  ________________
  ________________
  ☐ Greater Weap. Focus*
    ________________
    ________________
  ☐ Weapon Specializat.*
    ________________
    ________________
    ☐ Greater Weap. Sp.*
      ________________
      ________________

### item creation feats
☐ Brew Potion
☐ Craft Magic Arms/Arm.
☐ Craft Rod
☐ Craft Staff
☐ Craft Wand
☐ Craft Wondrous Item
  ☐ Portal Master
☐ Forge Ring
☐ Inscribe Rune
☐ Scribe Scroll

### metamagic feats
☐ Delay Spell
☐ Empower Spell
☐ Enlarge Spell
☐ Extend Spell
  ☐ Persistent Spell
☐ Heighten Spell
☐ Insidious Magic
☐ Maximize Spell
☐ Pernicious Magic
☐ Quicken Spell
☐ Silent Spell
  ☐ Innate Spell
☐ Still Spell
☐ Twin Spell
☐ Widen Spell

### other feats
☐ ________________
☐ ________________
☐ ________________
☐ ________________
☐ ________________
☐ ________________
☐ ________________
☐ ________________

### regional feats
☐ Arcane Schooling
☐ Artist
☐ Axethrower
☐ Blooded
☐ Bloodline of Fire
☐ Bullheaded
☐ Cosmopolitan
☐ Dauntless
☐ Daylight Adaptation
☐ Discipline
☐ Dreadful Watch
☐ Education
☐ Ethran
☐ Fearless
☐ Fleet of Foot
☐ Foe Hunter
☐ Forester
☐ Forgeheart
☐ Furious Charge
☐ Horse Nomad
☐ Knifefighter
☐ Luck of Heroes
☐ Magic in the Blood
☐ Magical Training
☐ Mercantile Background
☐ Militia
☐ Mind Over Body
☐ Otherwordly
☐ Resist Poison
☐ Saddleback
☐ Silver Palm
☐ Smooth Talk
☐ Snake Blood
☐ Spellwise
☐ Stormheart
☐ Streetsmart
☐ Strong Soul
☐ Surefooted
☐ Survivor
☐ Swift and Silent
☐ Tattoo Focus
☐ Thug
☐ Thunder Twin
☐ Tireless
☐ Treetopper
☐ Twin Sword Style

* Fighter Bonus Feats

## Equipment

| Item Name | | Weight |
|---|---|---|
| Head | ________________ | ___ |
| Eyes | ________________ | ___ |
| Cloak | ________________ | ___ |
| Amulet | ________________ | ___ |
| Robe | ________________ | ___ |
| Vest | ________________ | ___ |
| Bracers | ________________ | ___ |
| Gloves | ________________ | ___ |
| Rings | ________________ | ___ |
| | ________________ | ___ |
| Belt | ________________ | ___ |
| Boots | ________________ | ___ |
| Armor | ________________ | ___ |
| Shield | ________________ | ___ |
| In Hand | ________________ | ___ |
| | ________________ | ___ |
| Readied | ________________ | ___ |
| | ________________ | ___ |
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| ☐ | ________________ | ___ |
| ☐ | ________________ | ___ |

Total Carried Weight ____

## Race Traits

________________________________________
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## Class Features

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## Carrying Capacity/ Movement

Load: _____ /_____ /_____

| | | | |
|---|---|---|---|
| Over Head | x1 | Current Speed | ____ |
| Off Ground | x2 | Run (x ___) | ____ |
| Push/Drag | x5 | Alternate Move: | |
| Current Load | ____ | ________________ | |
| Max. Dex. | ____ | ________________ | |
| Check Pen. | ____ | ________________ | |

## Wealth

PP: _____ GP: _____ SP: _____ CP: _____
Gems/Jewels: ________________________
________________________________________
Other: ________________________________
________________________________________

## Portrait/Symbol

## Henchman/Animal Companion/Familiar

Name: ________ Race: ________ Alignment: ______

**Abilities** **Temp**

STR
DEX
CON
INT
WIS
CHA

**Skills**

**Feats**

**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**


## Henchman/Animal Companion/Familiar

Name: ________ Race: ________ Alignment: ______

**Abilities** **Temp**

STR
DEX
CON
INT
WIS
CHA

**Skills**

**Feats**

**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**

## Henchman/Animal Companion/Familiar

Name: ________ Race: ________ Alignment: ______

**Abilities** **Temp**

STR
DEX
CON
INT
WIS
CHA

**Skills**

**Feats**

**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**

## Henchman/Animal Companion/Familiar

Name: ________ Race: ________ Alignment: ______

**Abilities** **Temp**

STR
DEX
CON
INT
WIS
CHA

**Skills**

**Feats**

**Combat**

HD: ______ Hit Points: ____ Current: __________

Initiative: ____ Speed: ______ Base Att./Grapple: ____/____

AC: ____ Touch: ____ Flat-footed: ____ Sp./Reach: ___/___

**Attacks**

______ ___/___/___/___ (__________)

______ ___/___/___/___ (__________)

______ ___/___/___/___ (__________)

______ ___/___/___/___ (__________)

______ ___/___/___/___ (__________)

______ ___/___/___/___ (__________)

**Saves**

Fort: _____

Ref: _____

Will: _____

SR: _____

**Special Attacks**

**Special Qualities**

**Notes/Equipment**

## Bard Powers

Bardic Knowledge: INT + Lev + ___ = ____

Bardic Music: _____/day

| | | | | | |
|---|---|---|---|---|---|
| Countersong: | ☑ | Inspire Competence: | ☐ | Song of Freedom: | ☐ |
| Fascinate: | ☑ | Suggestion: | ☐ | Inspire Heroics: | ☐ |
| Inspire Courage +___: | ☑ | Inspire Greatness: | ☐ | Mass Suggestion: | ☐ |

## Bard Spells

### 0-Level spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐☐

| Kn. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| ☐ | ___ | Dancing Lights *[Light]* | Ev | VS | 1 act | Medium | 1 min (D) | – | N | Creates torches or other lights | PHB216 |
| ☐ | ___ | Daze *[Mind-Affecting]* | En | VSM | 1 act | Close | 1 round | Will n. | Y | Humanoid creat. up to 4HD loses next action | PHB217 |
| ☐ | ___ | Detect Crossroads | Di | VS | 1 act | 60 ft/1 mile | 10 min/lev | – | N | Detect fey crossroads within 60 ft | MoF88 |
| ☐ | ___ | Detect Magic | Di | VS | 1 act | 60 ft | 1 min/lev (D) | – | N | Detects spells and magic items within 60 ft | PHB219 |
| ☐ | ___ | Flare *[Light]* | Ev | V | 1 act | Close | Instantaneous | For n. | Y | Dazzles one creature (-1 to attack) | PHB232 |
| ☐ | ___ | Ghost Sound | Il | VSM | 1 act | Close | 1 round/lev (D) | Will dis. | N | Figments sounds | PHB235 |
| ☐ | ___ | Ghostharp | Di | VS | 1 min | Touch | 5 min/lev (D) | – | N | Object records, plays a song at your command | MoF97 |
| ☐ | ___ | Know Direction | Di | VS | 1 act | Personal | Instantaneous | – | N | You discern north | PHB246 |
| ☐ | ___ | Light *[Light]* | Ev | VM | 1 act | Touch | 10 min/lev (D) | – | N | Object shines like a torch | PHB248 |
| ☐ | ___ | Lullaby *[Mind-Affecting]* | En | VS | 1 act | Medium | Conc. +1 rd/lev | Will n. | Y | Makes subject drowsy | PHB249 |
| ☐ | ___ | Mage Hand | Tr | VS | 1 act | Close | Concentration | – | N | 5-pound telekinesis | PHB249 |
| ☐ | ___ | Mending | Tr | VS | 1 act | 10 ft | Instantaneous | Will n. | Y | Makes minor repairs to an object | PHB253 |
| ☐ | ___ | Message *[Language-Dependant]* | Tr | VSF | 1 act | Medium | 10 min/lev | – | N | Whispered conversation at distance | PHB253 |
| ☐ | ___ | Minor Disguise | Tr | VS | 1 act | Personal | 1 hour | – | N | Gives +2 bonus on Disguise checks | MoF108 |
| ☐ | ___ | Open/Close | Tr | VSF | 1 act | Close | Instantaneous | Will n. | Y | Opens or closes small or light things | PHB258 |
| ☐ | ___ | Prestidigitation | Un | VS | 1 act | 10 ft | 1 hour | – | N | Performs minor tricks | PHB264 |
| ☐ | ___ | Read Magic | Di | VSF | 1 act | Personal | 10 min/lev | – | N | Read scrolls and spellbooks | PHB269 |
| ☐ | ___ | Resistance | Ab | VSM | 1 act | Touch | 1 min | Will n. | Y | Subject gains +1 on saving throws | PHB272 |
| ☐ | ___ | Songbird | Tr | VS | 1 round | Personal | Special | – | N | Perform and gain +1 on your next Cha check | MoF120 |
| ☐ | ___ | Stick | Tr | VSM | 1 act | Touch | Instantaneous | Will n. | Y | Glues an object up to 5 lb. to a larger one | Und61 |
| ☐ | ___ | Summon Instrument | Co | VS | 1 round | 0 ft | 1 min/lev (D) | – | N | Summons one instrument (caster's choice) | PHB285 |
| ☐ | ___ | | | | | | | | | | |
| ☐ | ___ | | | | | | | | | | |
| ☐ | ___ | | | | | | | | | | |
| ☐ | ___ | | | | | | | | | | |
| ☐ | ___ | | | | | | | | | | |

### 1st-Level spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐

| Kn. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| ☐ | ___ | Alarm | Ab | VSF | 1 act | Close | 2 hrs/lev (D) | – | N | Wards an area, with mental or audible alarm | PHB197 |
| ☐ | ___ | Amplify *[Sonic]* | Tr | VS | 1 act | Long | 1 min/lev | Will n. | Y/N | Lowers listeners' DC by 20 | MoF77 |
| ☐ | ___ | Animate Rope | Tr | VS | 1 act | Medium | 1 round/lev | – | N | Masks a rope move at your command | PHB199 |
| ☐ | ___ | Balagarn's Iron Horn *[Sonic]* | Tr | VS | 1 act | Close | Instantaneous | – | Y | Intense vibrations trip those in area | MoF79 |
| ☐ | ___ | Cause Fear *[Fear, Mind-Affecting]* | Ne | VS | 1 act | Close | 1d4 rounds | Will part. | Y | One creat. with up to 5 HD flees | PHB208 |
| ☐ | ___ | Charm Person *[Mind-Affecting]* | En | VS | 1 act | Close | 1 hr/lev | Will n. | Y | Makes one person your friend | PHB209 |
| ☐ | ___ | Comprehend Languages | Di | VSM | 1 act | Personal | 10 min/lev | – | N | You understand all spoken/written languages | PHB212 |
| ☐ | ___ | Confusion, Lesser *[Mind-Affecting]* | En | VS | 1 act | Close | 1 round | Will n. | Y | One creature is *confused* for 1 round | PHB212 |
| ☐ | ___ | Cure Light Wounds | Co | VS | 1 act | Touch | Instantaneous | Will ½ | Y | Cures 1d8 hp +1 per level (max. +5) | PHB215 |
| ☐ | ___ | Detect Secret Doors | Di | VS | 1 act | 60 ft | 1 min/lev (D) | – | N | Reveals hidden doors within 60 ft | PHB220 |
| ☐ | ___ | Disguise Self | Il | VS | 1 act | Personal | 10 min/lev (D) | – | N | Changes your appearance | PHB222 |
| ☐ | ___ | Disquietude *[Sonic]* | Ab | VS | 1 act | Close | 1 round/lev | Will n. | Y | Target avoids physical contact with others | MoF90 |
| ☐ | ___ | Distort Speech | Tr | VS | 1 act | Close | 1 round/lev | Will n. | Y | Target's speech becomes untelligible | MoF90 |
| ☐ | ___ | Erase | Tr | VS | 1 act | Close | Instantaneous | Special | N | Mundane or magical writing vanishes | PHB227 |
| ☐ | ___ | Expeditious Retreat | Tr | VS | 1 act | Personal | 1 min/lev (D) | – | N | Your speed increases by 30 feet | PHB228 |
| ☐ | ___ | Feather Fall | Tr | V | Free | Close | 1 round/lev | Will n. | Y | Objects or creatures fall slowly | PHB229 |
| ☐ | ___ | Ghost Pipes | Tr | VF | 1 act | Touch | 1 min/lev (D) | Will n. | Y | An instruments floats and plays itself | LEoF31 |
| ☐ | ___ | Grease | Co | VSM | 1 act | Close | 1 round/lev (D) | Special | N | Makes 10-ft square or 1 object slippery | PHB237 |
| ☐ | ___ | Harmony *[Mind-Affecting, Sonic]* | En | VS | 1 act | Personal | Special | – | N | Increases inspire courage effect by +2/+1 | PGtF104 |
| ☐ | ___ | Herald's Call *[Mind-Affecting, Sonic]* | En | VS | 1 act | 30 ft. | 1 round | Will n. | Y | Shout dazes those within 30 ft | MoF100 |
| ☐ | ___ | Hypnotism *[Mind-Affecting]* | En | VS | 1 round | Close | 2d4 rounds (D) | Will n. | Y | Fascinates 2d4 HD of creatures | PHB242 |
| ☐ | ___ | Identify | Di | VSM | 1 hour | Touch | Instantaneous | – | N | Determines properties of magic item | PHB243 |
| ☐ | ___ | Know Protections | Di | VS | 1 act | Close | Instantaneous | Will n. | Y | Determine target's defences | MoF104 |
| ☐ | ___ | Magic Mouth | Il | VSM | 1 act | Close | Until discharge | Will n. | Y | Speaks once when triggered | PHB251 |
| ☐ | ___ | Nystul's Magic Aura | Il | VSF | 1 act | Touch | 1 day/lev (D) | – | N | Alters object's magic aura | PHB257 |
| ☐ | ___ | Obscure Object | Ab | VSM | 1 act | Touch | 8 hours (D) | Will n. | Y | Masks object against scrying | PHB258 |
| ☐ | ___ | Remove Fear | Ab | VS | 1 act | Close | 10 min | Will n. | Y | Suppresses fear or gives +4 on saves | PHB271 |
| ☐ | ___ | Sea Legs | Tr | VS | 1 act | Touch | 1 hour/lev (D) | Will n. | Y | Target creature can maneuver easily on a ship | ShS49 |
| ☐ | ___ | Silent Image | Il | VSF | 1 act | Long | Concentration | Will dis. | N | Creates minor illusion of your design | PHB279 |
| ☐ | ___ | Sleep *[Mind-Affecting]* | En | VSM | 1 round | Medium | 1 min/lev | Will n. | Y | Puts 4 HD of creatues into magical slumber | PHB280 |
| ☐ | ___ | Summon Monster I | Co | VSF | 1 round | Close | 1 round/lev (D) | – | N | Calls extraplanar creature (1 1st-lev) | PHB285 |
| ☐ | ___ | Tasha's Hideous Laughter *[Mind-Aff.]* | En | VSM | 1 act | Close | 1 round/lev | Will n. | Y | Subject loses action for 1 round/lev | PHB292 |
| ☐ | ___ | Undetectable Alignment | Ab | VS | 1 act | Close | 24 hours | Will n. | Y | Conceals alignment for 24 hours | PHB297 |
| ☐ | ___ | Unseen Servant | Co | VSM | 1 act | Close | 1 hour/lev | – | N | Invisible force obeys your commands | PHB297 |
| ☐ | ___ | Ventriloquism | Il | VF | 1 act | Close | 1 min/lev (D) | Will dis. | N | Throws voice for 1 min/lev | PHB298 |
| ☐ | ___ | | | | | | | | | | |
| ☐ | ___ | | | | | | | | | | |
| ☐ | ___ | | | | | | | | | | |
| ☐ | ___ | | | | | | | | | | |
| ☐ | ___ | | | | | | | | | | |

# Bard Spells

2nd-Level spells Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐

| Kn. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| ☐ | ___ | Alter Self | Tr | VS | 1 act | Personal | 10 min/lev (D) | – | N | Assume form of a similar creature | PHB197 |
| ☐ | ___ | 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 |
| ☐ | ___ | Blindness/Deafness | Ne | V | 1 act | Medium | Permanent (D) | For n. | Y | Makes subject blinded or deafened | PHB206 |
| ☐ | ___ | Blur | Il | V | 1 act | Touch | 1 min/lev (D) | Will n. | Y | Attacks miss subject 20% of the time | PHB206 |
| ☐ | ___ | Calm Emotions [Mind-Affecting] | En | VS | 1 act | Medium | 1 round/lev (D) | Will n. | Y | Calms creatures, negating emotion effects | PHB207 |
| ☐ | ___ | Cat's Grace | Tr | VSM | 1 act | Touch | 1 min/lev | Will n. | Y | Subject gains +4 Dex for 1 min/lev | PHB208 |
| ☐ | ___ | Circle Dance | Di | VS | 1 min | Personal | Instantaneous | – | N | Indicates direction to known target | MoF84 |
| ☐ | ___ | Cloud of Bewilderment | Ev | VS | 1 act | 10 ft | Instantaneous | For n. | Y | Generates a nauseating 10-ft cone | PGtF101 |
| ☐ | ___ | Cure Moderate Wounds | Co | VS | 1 act | Touch | Instantaneous | Will ½ | Y | Cures 2d8 damage +1/lev (max. +10) | PHB216 |
| ☐ | ___ | Darkness [Darkness] | Ev | VM | 1 act | Touch | 10 min/lev (D) | – | N | 20-ft radius of supernatural shadow | PHB216 |
| ☐ | ___ | Daze Monster [Mind-Affecting] | En | VSM | 1 act | Medium | 1 round | Will n. | Y | Living creature up to 6 HD loses next action | PHB217 |
| ☐ | ___ | Delay Poison | Co | VS | 1 act | Touch | 1 hour/lev | For n. | Y | Stops poison from harming subject | PHB217 |
| ☐ | ___ | Detect Thoughts [Mind-Affecting] | Di | VSF | 1 act | 60 ft | 1 min/lev (D) | Will n. | N | Allows "listening" to surface thoughts | PHB220 |
| ☐ | ___ | Eagle's Splendor | Tr | VSM | 1 act | Touch | 1 min/lev | Will n. | Y | Subject gains +4 Cha for 1 min/lev | PHB225 |
| ☐ | ___ | Enthrall [Language-Dep., Mind-Aff., Sonic] | En | VS | 1 round | Medium | Up to 1 hour | Will n. | Y | Captivates all within range | PHB227 |
| ☐ | ___ | Fox's Cunning | Tr | VSM | 1 act | Touch | 1 min/lev | Will n. | Y | Subject gains +4 Int for 1 min/lev | PHB233 |
| ☐ | ___ | Glitterdust | Co | VSM | 1 act | Medium | 1 round/lev | Will n. | N | Blinds creatures, outlines invisible creatures | PHB236 |
| ☐ | ___ | Glossolalia [Sonic, Mind-Affecting] | Ev | V | 1 act | 60 ft | Instantaneous | For part. | Y | Cone-shaped shriek distracts smart foes | EPsi220 |
| ☐ | ___ | Heroism [Mind-Affecting] | En | VS | 1 act | Touch | 10 min/lev | Will n. | Y | Gives +2 on attacks, saves, skill checks | PHB240 |
| ☐ | ___ | Hold Person [Mind-Affecting] | En | VSF | 1 act | Medium | 1 round/lev (D) | Will n. | Y | Paralyzes one humanoid for 1 round/lev | PHB241 |
| ☐ | ___ | Hypnotic Pattern [Mind-Affecting] | Il | VSM | 1 act | Medium | Conc.+2 rds | Will n. | Y | Fascinates 2d4+1 HD/lev of creatures | PHB242 |
| ☐ | ___ | Invisibility | Il | VSM | 1 act | Touch | 1 min/lev (D) | Will n. | Y | Subject is invisible until it attacks | PHB245 |
| ☐ | ___ | Lively Step | Tr | VSF | 1 act | 0 ft | Special | Will n. | Y | You and allies gain +10 to speed | PGtF106 |
| ☐ | ___ | Locate Object | Di | VSF | 1 act | Long | 1 min/lev | – | N | Senses direction toward object | PHB249 |
| ☐ | ___ | Minor Image | Il | VSF | 1 act | Long | Conc.+2 rds | Will dis. | N | Creates minor illusion with some sound | PHB254 |
| ☐ | ___ | Mirror Image | Il | VS | 1 act | Personal | 1 min/lev (D) | – | N | Creates 1d4+1/3 lev decoys of you (max 8) | PHB254 |
| ☐ | ___ | Misdirection | Il | VS | 1 act | Close | 1 hour/lev | –/Will n. | N | Misleads divinations for one creature/object | PHB254 |
| ☐ | ___ | Nightmare Lullaby [Mind-Affecting, Sonic] | En | VS | 1 round | Long | Conc.+2 rds | Will n. | Y | Target is confused | MoF110 |
| ☐ | ___ | Pyrotechnics | Tr | VSM | 1 act | Long | Special | Special | Sp. | Turns fire to blinding light or choking smoke | PHB267 |
| ☐ | ___ | Rage [Mind-Affecting] | En | VS | 1 act | Medium | Conc.+1 rd/lev | – | Y | Gives +2 Str, +2 Con, -2 AC, +1 to Will saves | PHB268 |
| ☐ | ___ | Reflective Disguise | Il | VS | 1 act | Personal | 10 min/lev | – | N | Viewers see you as their own species/gender | Und60 |
| ☐ | ___ | Scare [Fear, Mind-Affecting] | Ne | VSM | 1 act | Medium | 1 round/lev | Will part. | Y | Panics creatures of less than 6 HD | PHB274 |
| ☐ | ___ | Shatter [Sonic] | Ev | VSM | 1 act | Close | Instantaneous | Special | Y | Sonic vibration damages objects or creatures | PHB278 |
| ☐ | ___ | Silence | Il | VS | 1 act | Long | 1 min/lev (D) | –/Will n. | Sp. | Negates sound in 15-ft radius | PHB279 |
| ☐ | ___ | Sound Burst [Sonic] | Ev | VSF | 1 act | Close | Instantaneous | For part. | Y | Deals 1d8 sonic damage to subjects, may stun | PHB281 |
| ☐ | ___ | Suggestion [Language-Dep., Mind-Affecting] | En | VM | 1 act | Close | 1 hour/lev | Will n. | Y | Compels subject to follow course of action | PHB285 |
| ☐ | ___ | Summon Monster II | Co | VSF | 1 round | Close | 1 round/lev (D) | – | N | Calls extraplanar creature (1 2nd or 1d3 1st) | PHB286 |
| ☐ | ___ | Summon Swarm | Co | VSM | 1 round | Close | Conc. +2 rds | – | N | Summons swarm of bats, rats, or spiders | PHB289 |
| ☐ | ___ | Tongues | Di | VM | 1 act | Touch | 10 min/lev | Will n. | N | Speak any language | PHB294 |
| ☐ | ___ | Whispering Wind [Air] | Tr | VS | 1 act | 1 mile/lv | 1 hour/lev | – | N | Sends a short message up to 1 mile/lev | PHB301 |
| ☐ | ___ | | | | | | | | | | |
| ☐ | ___ | | | | | | | | | | |
| ☐ | ___ | | | | | | | | | | |
| ☐ | ___ | | | | | | | | | | |
| ☐ | ___ | | | | | | | | | | |

# Bard Spells

## 3rd-Level spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐

| Kn. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect |
|---|---|---|---|---|---|---|---|---|---|---|
| ☐ | | Analyze Portal | Di | VSM | 1 min | 60 ft | 1 round/lev (D) | Special | N | You can tell if an area contains a magical portal MoP33 |
| ☐ | | Blink | Tr | VS | 1 act | Personal | 1 round/lev (D) | – | N | You randomly vanish and reappear PHB206 |
| ☐ | | Charm Monster *[Mind-Affecting]* | En | VS | 1 act | Close | 1 day/lev | Will n. | Y | Makes monster believe it is your ally PHB209 |
| ☐ | | Clairaudience/Clairvoyance | Di | VSF | 10 min | Long | 1 min/lev (D) | – | N | Hear or see at a distance for 1 min/lev PHB209 |
| ☐ | | Confusion *[Mind-Affecting]* | En | VSM | 1 act | Medium | 1 round/lev | Will n. | Y | Subject behave oddly for 1 round/lev PHB212 |
| ☐ | | 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 |
| ☐ | | Cure Serious Wounds | Co | VS | 1 act | Touch | Instantaneous | Will ½ | Y | Cures 3d8 damage +1/lev (max. +15) PHB216 |
| ☐ | | Daylight *[Light]* | Ev | VS | 1 act | Touch | 10 min/lev (D) | – | N | 60-ft radius of bright light PHB216 |
| ☐ | | Deep Slumber *[Mind-Affecting]* | En | VSM | 1 round | Close | 1 min/lev | Will n. | Y | Puts 10 HD of creatures to sleep PHB217 |
| ☐ | | Dispel Magic | Ab | VS | 1 act | Medium | Instantaneous | – | N | Cancels magical spells and effects PHB223 |
| ☐ | | Displacement | Il | VM | 1 act | Touch | 1 round/lev (D) | Will n. | Y | Attacks miss subject 50% PHB223 |
| ☐ | | Fear *[Fear, Mind-Affecting]* | Ne | VSM | 1 act | 30 ft | 1 round/lev | Will part. | Y | Subjects in cone flee for 1 round/lev PHB229 |
| ☐ | | G'elsewhere Chant *[Sonic]* | Tr | VS | 1 act | Touch | Instantaneous | Will n. | Y | Teleport to random safe place within 100 ft MoF96 |
| ☐ | | Gaseous Form | Tr | SM | 1 act | Touch | 2 min/lev (D) | – | N | Subject gets insubstantial and can fly slowly PHB234 |
| ☐ | | 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 |
| ☐ | | Glibness | Tr | S | 1 act | Personal | 10 min/lev (D) | – | N | +30 to Bluff, lies can escape discernment PHB235 |
| ☐ | | Good Hope *[Mind-Affecting]* | En | VS | 1 act | Medium | 1 min/lev | Will n. | Y | Subject gets +2 to attack, damage, saves, checks PHB237 |
| ☐ | | Haste | Tr | VSM | 1 act | Close | 1 round/lev | For n. | Y | One creat/lev is faster, +1 to attack, saves, AC PHB239 |
| ☐ | | Haunting Tune *[Mind-Affecting, Sonic]* | En | VS | 1 round | Medium | 10 min/lev | Will n. | Y | 1 creature/lev becomes shaken MoF99 |
| ☐ | | Illusory Script *[Mind-Affecting]* | Il | VSM | 1 min+ | Touch | 1 day/lev (D) | Will n. | Y | Only intended reader can decipher PHB243 |
| ☐ | | Invisibility Sphere | Il | VSM | 1 act | Touch | 1 min/lev (D) | Will n. | Y | Makes everyone within 10 ft invisible PHB245 |
| ☐ | | Leomund's Tiny Hut *[Force]* | Ev | VSM | 1 act | 20 ft | 2 hrs/lev (D) | – | N | Creates shelter for 10 creatures PHB247 |
| ☐ | | Major Image | Il | VSF | 1 act | Long | Conc.+3 rds. | Will dis. | N | Visual,sound, olfactory, thermal illusion PHB252 |
| ☐ | | Phantom Steed | Co | VS | 10 min | 0 ft | 1 hr/lev (D) | – | N | Magic horse appears for 1 hr/lev PHB260 |
| ☐ | | Puppeteer *[Mind-Affecting]* | En | VS | 1 act | Medium | 1 round/lev (D) | Will n. | Y | Target mimics your actions MoF112 |
| ☐ | | Remove Curse | Ab | VS | 1 act | Touch | Instantaneous | Will n. | Y | Frees object or person from curse PHB270 |
| ☐ | | Reveille *[Language-Dependent]* | Ne | VS | 1 round | Touch | 1 round/lev | None | N | Target dead creature says what caused its death MoF113 |
| ☐ | | Scrying | Di | VSMF | 1 hour | Special | 1 min/lev | Will n. | Y | Spies on subject from a distance PHB274 |
| ☐ | | Sculpt Sound | Tr | VS | 1 act | Close | 1 hour/lev (D) | Will n. | Y | Creates new sounds or changes existing ones PHB275 |
| ☐ | | Secret Page | Tr | VSM | 10 min | Touch | Permanent | – | N | Changes one page to hide its real content PHB275 |
| ☐ | | See Invisibility | Di | VSM | 1 act | Personal | 10 min/lev (D) | – | N | Reveals invisible creatures or objects PHB275 |
| ☐ | | Sepia Snake Sigil *[Force]* | Co | VSM | 10 min | Touch | Special | Ref n. | N | Creates text symbol that immobilizes reader PHB276 |
| ☐ | | Slow | Tr | VSM | 1 act | Close | 1 round/lev | Will n. | Y | 1 subj./lev takes 1 act/round., -2 AC and attack PHB280 |
| ☐ | | Speak with Animals | Di | VS | 1 act | Personal | 1 min/lev | – | N | You can communicate with animals PHB281 |
| ☐ | | Summon Monster III | Co | VSF | 1 round | Close | 1 round/lev (D) | – | N | Calls extraplanar (1 3rd, 1d3 2nd or 1d4+1 1st) PHB286 |
| ☐ | | Verraketh's Shadow Crown *[Mind-Aff]* | En | V | 1 act | Personal | 1 round/lev | – | N | Bardic abilities tap the Shadow Weave RoF191 |
| ☐ | | Weapon of Impact | Tr | VS | 1 act | Close | 10 min/lev | Will n. | Y | Doubles a normal blunt weapon's threat range MoF134 |
| ☐ | | Wounding Whispers *[Sonic]* | Ab | VS | 1 act | Personal | 1 round/lev (D) | – | N | Sonic aura damages foes 1d6+1/levevel MoF134 |
| ☐ | | | | | | | | | | |
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## 4th-Level spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐

| Kn. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect |
|---|---|---|---|---|---|---|---|---|---|---|
| ☐ | | Break Enchantment | Ab | VS | 1 min | Close | Instantaneous | Special | N | Frees subject from magical effects PHB207 |
| ☐ | | Celebration *[Mind-Affecting, Sonic]* | En | VS | 1 act | Close | Instantaneous | Will n. | Y | Intoxicates subject MoF84 |
| ☐ | | Cure Critical Wounds | Co | VS | 1 act | Touch | Instantaneous | Will ½ | Y | Cures 4d8 damage +1/lev (max +20) PHB215 |
| ☐ | | Detect Scrying | Di | VSM | 1 act | 40 ft | 24 hrs | – | N | Alerts you of magical eavesdropping PHB219 |
| ☐ | | Dimension Door *[Teleportation]* | Co | V | 1 act | Long | Instantaneous | –/Will n. | Sp. | Teleports you short distance PHB221 |
| ☐ | | Dominate Person *[Mind-Affecting]* | En | VS | 1 round | Close | 1 day/lev | Will n. | Y | Controls humanoid telepathically PHB224 |
| ☐ | | Freedom of Movement | Ab | VSM | 1 act | Touch | 10 min/lev | Will n. | Y | Subject moves normally despite impediments PHB233 |
| ☐ | | Hallucinatory Terrain | Il | VSM | 10 min | Long | 2 hrs/lev (D) | Will dis. | N | Makes one type of terrain appear like another PHB238 |
| ☐ | | Hold Monster *[Mind-Affecting]* | En | VSM | 1 act | Medium | 1 round/lev (D) | Will n. | Y | Paralyzes one creature for 1 round/lev PHB241 |
| ☐ | | Invisibility, Greater | Il | VS | 1 act | Touch | 1 round/lev (D) | Will n. | Y | Subject is invisible even if it attacks PHB245 |
| ☐ | | Know Vulnerabilities | Di | VS | 1 act | Close | Instantaneous | Will n. | Y | Determine target's vulnerabilities/resistances MoF104 |
| ☐ | | Legend Lore | Di | VSMF | Special | Personal | Special | – | N | Learn tales about a person, place, or thing PHB246 |
| ☐ | | Leomund's Secure Shelter | Co | VSMF | 10 min | Close | 2 hrs/lev (D) | – | N | Creates sturdy cottage PHB247 |
| ☐ | | Locate Creature | Di | VSM | 1 act | Long | 10 min/lev | – | N | Indicates direction to familiar creature PHB249 |
| ☐ | | Modify Memory *[Mind-Affecting]* | En | VS | 1 round | Close | Permanent | Will n. | Y | Changes 5 minutes of subject's memories PHB255 |
| ☐ | | Neutralize Poison | Co | VSM | 1 act | Touch | 10 min/lev | Will n. | Y | Detoxifies venom in or on subject PHB257 |
| ☐ | | Portal View | Di | VSF | 10 min | Close | 1 min/lev | – | N | Turns target portal transparent Und60 |
| ☐ | | Rainbow Pattern *[Mind-Affecting]* | Il | VSMF | 1 act | Medium | Conc. + 1r/lev | Will n. | Y | Lights fascinate 24 HD of creatures PHB268 |
| ☐ | | Repel Vermin | Ab | VS | 1 act | 10 ft | 10 min/lev (D) | –/Will n. | Y | Insects, spiders, and vermin stay 10 ft away PHB271 |
| ☐ | | Shadow Conjuration | Il | VS | 1 act | Special | Special | Will dis. | Y | Mimics conjuring below 4th lev., 20% real PHB276 |
| ☐ | | Shout *[Sonic]* | Ev | V | 1 act | 30 ft | Instantaneous | Special | Y | Deafens all within cone and deals 5d6 damage PHB279 |
| ☐ | | Speak with Plants | Di | VS | 1 act | Personal | 1 min/lev | – | N | You can talk to plants and plant creatures PHB282 |
| ☐ | | Speechlink | Di | VS | 1 act | Touch | 10 min/lev (D) | Will n. | Y | Can communicate with target at any distance MoF121 |
| ☐ | | Stone Shatter *[Sonic]* | Ev | VS | 1 act | Close | Instantaneous | Will n. | Y | Shatter a stone object, deals 1d6/lev MoF124 |
| ☐ | | Summon Monster IV | Co | VSF | 1 round | Close | 1 round/lev (D) | – | N | Calls extraplanar (1 4th, 1d3 3rd or 1d4+1 2nd) PHB286 |
| ☐ | | Wall of Dispel Magic | Ab | VS | 1 act | Close | 1 min/lev | – | N | Creatures passing through are subject to dispel Und63 |
| ☐ | | War Cry *[Mind-Affecting, Sonic]* | En | VS | 1 act | Personal | 1 round/lev | Will n. | Y | +2 bonus on attacks and damage, panic foes MoF132 |
| ☐ | | Zone of Silence | Il | VS | 1 round | Personal | 1 hour/lev (D) | – | N | Keeps eavesdroppers from overhearing PHB303 |
| ☐ | | | | | | | | | | |
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# Bard Spells

## 5th-Level spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐

| Kn. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| ☐ | ___ | Blink, Improved | Tr | VS | 1 act | Personal | 1 round/lev (D) | – | N | Vanish and reappear for 1 round/lev | UE50 |
| ☐ | ___ | Cure Light Wounds, Mass | Co | VS | 1 act | Close | Instantaneous | Will ½ | Y | Cures 1d8 damage +1/lev for many creatures | PHB216 |
| ☐ | ___ | Dispel Magic, Greater | Ab | VS | 1 act | Medium | Instantaneous | – | N | Dispels magical effects, +20 on check | PHB223 |
| ☐ | ___ | Dream *[Mind-Affecting]* | Il | VS | 1 min | Unlimit. | Special | – | Y | Sends message to anyone sleeping | PHB225 |
| ☐ | ___ | False Vision | Il | VSM | 1 act | Touch | 1 hour/lev (D) | – | N | Fools scrying with an illusion | PHB229 |
| ☐ | ___ | Heroism, Greater *[Mind-Affecting]* | En | VS | 1 act | Touch | 1 min/lev | Will n. | Y | +4 to attack, saves, skills; temporary hit points | PHB240 |
| ☐ | ___ | Mind Fog *[Mind-Affecting]* | En | VS | 1 act | Medium | Special | Will n. | Y | Subjects in fog get -10 Wis and Will checks | PHB253 |
| ☐ | ___ | Mirage Arcana | Il | VS | 1 act | Long | Conc. +1 hr/lev | Will dis. | N | Terrain and structures appear like another | PHB254 |
| ☐ | ___ | Mislead | Il | S | 1 act | Close | 1 round/lev (D) | –/Will dis. | N | Turns you invisible and creates illusory double | PHB255 |
| ☐ | ___ | Nightmare *[Mind-Affecting, Evil]* | Il | VS | 10 min | Unlimit. | Instantaneous | Will n. | Y | Sends vision dealing 1d10 damage, fatigue | PHB257 |
| ☐ | ___ | Persistent Image | Il | VSF | 1 act | Long | 1 min/lev (D) | Will dis. | N | Creates illusion of your design, no concentr. | PHB260 |
| ☐ | ___ | Reflective Disguise, Mass | Il | VS | 1 act | Close | 12 hours (D) | Will n. | Y | Viewers see subj. as their own species/gender | Und61 |
| ☐ | ___ | Revenance | Co | VSMFX | 1 round | Touch | 1 min/lev | None | Y | Slain allied is restored to life for 1 min/lev | MoF113 |
| ☐ | ___ | Seeming | Il | VS | 1 act | Close | 12 hours (D) | Special | Sp. | Changes appearance of 1 person/2 lev | PHB275 |
| ☐ | ___ | Shadow Evocation | Il | VS | 1 act | Special | Special | Will dis. | Y | Mimics evocation below 5th lev, 20% real | PHB277 |
| ☐ | ___ | Shadow Walk | Il | VS | 1 act | Touch | 1 hour/lev (D) | Will n. | Y | Step into shadow to travel rapidly | PHB277 |
| ☐ | ___ | Song of Discord *[Mind-Affecting, Sonic]* | En | VS | 1 act | Medium | 1 round/lev | Will n. | Y | Forces targets to attack each other | PHB281 |
| ☐ | ___ | Suggestion, Mass *[Lang.-Dep., Mind-Aff.]* | En | VM | 1 act | Medium | 1 hour/lev | Will n. | Y | Compels 1 subject/lev to a course of action | PHB285 |
| ☐ | ___ | Summon Monster V | Co | VSF | 1 round | Close | 1 round/lev (D) | – | N | Calls extraplanar (1 5th, 1d3 4th or 1d4+1 3rd) | PHB286 |
| ☐ | ___ | Wall of Greater Dispel Magic | Ab | VS | 1 act | Close | 1 min/lev | – | N | Creatures passing through are subject to dispel | Und63 |
| ☐ | | | | | | | | | | | |
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## 6th-Level spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐

| Kn. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| ☐ | ___ | Analyze Dweomer | Di | VSF | 1 act | Close | 1 round/lev (D) | –/Will n. | N | Reveals magical aspects of subject | PHB197 |
| ☐ | ___ | Animate Objects | Tr | VS | 1 act | Medium | 1 round/lev | – | N | Objects attack your foes | PHB199 |
| ☐ | ___ | Cacophonic Shield *[Sonic]* | Ev | VS | 1 act | 10 ft. | 1 min/lev | For part. | Y | Block sound, defl. missiles, deals 1d6+1/lev | MoF83 |
| ☐ | ___ | Cat's Grace, Mass | Tr | VSM | 1 act | Close | 1 min/lev | Will n. | Y | One subject/lev gets +4 to Dex | PHB208 |
| ☐ | ___ | Charm Monster, Mass *[Mind-Affecting]* | En | V | 1 act | Close | 1 day/lev | Will n. | Y | Monsters in 30 ft believe they are friends | PHB209 |
| ☐ | ___ | Cure Moderate Wounds, Mass | Co | VS | 1 act | Close | Instantaneous | Will ½ | Y | Cures 2d8 damage +1/lev for many creatures | PHB216 |
| ☐ | ___ | Dirge *[Sonic]* | Ev | VS | 1 round | 50 ft. | 1 round/lev | For n. | Y | Enemy suffers -2 Str and Dex per round | MoF89 |
| ☐ | ___ | Eagle's Splendor, Mass | Tr | VSM | 1 act | Close | 1 min/lev | Will n. | Y | One subject/lev gets +4 to Cha | PHB225 |
| ☐ | ___ | Eyebite *[Evil]* | Ne | VS | 1 act | Close | 1 round/3 lev | For n. | Y | Target becomes panicked, sickened, comatose | PHB228 |
| ☐ | ___ | Find the Path | Di | VSF | 3 rds | Touch | 10 min/lev | –/Will n. | Sp. | Shows most direct way to a location | PHB230 |
| ☐ | ___ | Fox's Cunning, Mass | Tr | VSM | 1 act | Close | 1 min/lev | Will n. | Y | One subject/lev gets +4 to Int | PHB233 |
| ☐ | ___ | Gate Seal | Ab | VSM | 1 act | Close | Permanent | None | N | Permanently seals a gate or portal | FRCS70 |
| ☐ | ___ | Geas/Quest *[Lang.-Dep., Mind-Affecting]* | En | V | 10 min | Close | 1 day/lev (D) | – | Y | Places a magical command on a creature | PHB234 |
| ☐ | ___ | Heroes' Feast | Co | VS | 10 min | Close | Special | – | N | Food for 1 creat/lev cures and gives bonuses | PHB240 |
| ☐ | ___ | Otto's Irresistible Dance *[Mind-Aff.]* | En | V | 1 act | Touch | 1d4+1 rounds | – | Y | Forces subject to dance | PHB259 |
| ☐ | ___ | Permanent Image | Il | VSF | 1 act | Long | Permanent (D) | Will dis. | N | Includes sight, sound, and smell | PHB260 |
| ☐ | ___ | Programmed Image | Il | VSF | 1 act | Long | Perm, then 1r/l | Will dis. | N | Creates full illusion triggered by event | PHB265 |
| ☐ | ___ | Project Image | Il | VSM | 1 act | Medium | 1 round/lev (D) | Will dis. | N | Illusory double can talk and cast spells | PHB265 |
| ☐ | ___ | Scrying, Greater | Di | VS | 1 act | Special | 1 hour/lev | Will n. | Y | As *scrying*, but faster and longer | PHB274 |
| ☐ | ___ | Shout, Greater *[Sonic]* | Ev | VSF | 1 act | 60 ft | Instantaneous | Special | Y | Yell deals 10d6 damage, stuns, damages objects | PHB279 |
| ☐ | ___ | Summon Monster VI | Co | VSF | 1 round | Close | 1 round/lev (D) | – | N | Calls extraplanar (1 6th, 1d3 5th or 1d4+1 4th) | PHB287 |
| ☐ | ___ | Sympathetic Vibration *[Sonic]* | Ev | VSM | 10 min | Touch | 1 round/lev | – | Y | Deals 2d10 damage/round to a structure | PHB291 |
| ☐ | ___ | Veil | Il | VS | 1 act | Long | Conc. +1 hr/lev | Will n. | Y | Changes appearance of group of creatures | PHB298 |
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## Cleric Powers

### Turn/Rebuke Undead

Turning Check: 1d20 + ___ (CHA) + ___

Times per Day: 3 + ___ (CHA) + ___ = ____

Turning Damage: 2d6 + ___ (CHA) + ___ (Lev) = ____

| Check Result | Max HD Affected |
|---|---|
| 0 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: ________________

Granted Power:

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Domain: ________________

Granted Power:

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## Cleric Spells

### 0-Level spells

Spells: ___ + ___ = ____ Save DC: ____

| Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | | Create Water *[Water]* | Co | VS | 1 act | Close | Instantaneous | – | N | Creates 2 gallons/lev of pure water | PHB215 |
| | | Cure Minor Wounds *[Healing]* | Co | VS | 1 act | Touch | Instantaneous | Will ½ | 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 |
| | | Guidance | Di | VS | 1 act | Touch | 1 min | Will n. | Y | +1 on one attack, roll, check or save | PHB238 |
| | | Inflict Minor Wounds | Ne | VS | 1 act | Touch | Instantaneous | Will n. | Y | Touch attack, 1 point of damage | PHB244 |
| | | 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 on saving throws | PHB272 |
| | | Virtue | Tr | VSD | 1 act | Touch | 1 min | For n. | Y | Subject gains 1 temporary hit point | PHB298 |
| | | | | | | | | | | | |
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### 1st-Level spells

Spells: ___ + ___ = ____ Save DC: ____

| Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | | 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 | PHB203 |
| | | Bless *[Mind-Affecting]* | En | VSD | 1 act | 50 ft | 1 min/lev | – | Y | Allies gain +1 to attack and saves vs. fear | PHB205 |
| | | Bless Water *[Good]* | Tr | VSM | 1 min | Touch | Instantaneous | Will n. | Y | Makes holy water | PHB205 |
| | | 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 |
| | | Command *[Language-Dep., Mind-Affecting]* | En | V | 1 act | Close | 1 round | Will n. | Y | Subject obeys selected command for 1 round | PHB211 |
| | | Comprehend Languages | Di | VSD | 1 act | Personal | 10 min/lev | – | N | Understand all spoken and written languages | PHB212 |
| | | Cure Light Wounds *[Healing]* | Co | VS | 1 act | Touch | Instantaneous | Will ½ | Y | Cures 1d8 damage +1 per level (max +5) | PHB215 |
| | | Curse Water *[Evil]* | Ne | VSM | 1 min | Touch | Instantaneous | Will n. | Y | Makes unholy water | PHB216 |
| | | Deathwatch *[Evil]* | Ne | VS | 1 act | 30 ft | 10 min/lev | – | N | Reveals how near neath subjects are in 30-ft | PHB217 |
| | | Detect Chaos | Di | VSD | 1 act | 60 ft | 10 min/lev (D) | – | N | Reveals creatures, spells or objects | PHB218 |
| | | Detect Evil | Di | VSD | 1 act | 60 ft | 10 min/lev (D) | – | N | Reveals creatures, spells or objects | PHB218 |
| | | Detect Good | Di | VSD | 1 act | 60 ft | 10 min/lev (D) | – | N | Reveals creatures, spells or objects | PHB219 |
| | | Detect Law | Di | VSD | 1 act | 60 ft | 10 min/lev (D) | – | N | Reveals creatures, spells or objects | PHB219 |
| | | Detect Undead | Di | VSD | 1 act | 60 ft | 1 min/lev (D) | – | N | Reveals undead within 60 ft | PHB220 |
| | | Divine Favor | Ev | VSD | 1 act | Personal | 1 min | – | N | Gain +1 to hit and damage per 3 lev (max +3) | PHB224 |
| | | Doom *[Fear, Mind-Affecting]* | Ne | VSD | 1 act | Medium | 1 min/lev | Will n. | Y | Subject suffers -2 to hit, dmg, checks, saves | PHB225 |
| | | Endure Elements | Ab | VS | 1 act | Touch | 24 hrs | – | Y | Exist comfortably in hot or cold environm. | PHB226 |
| | | Entropic Shield | Ab | VS | 1 act | Personal | 1 min/lev (D) | – | N | Ranged attacks against you miss 20% | PHB227 |
| | | Faith Healing | Co | VS | 1 act | Touch | Instantaneous | Will ½ | Y | Cures 8 +1/lev damage to worshipers of faith | MoF93 |
| | | Hide from Undead | Ab | VSD | 1 act | Touch | 10 min/lev (D) | Will n. | Y | Undead can't perceive one subject/level | PHB241 |
| | | Inflict Light Wounds | Ne | VS | 1 act | Touch | Instantaneous | Will ½ | Y | Touch deals 1d8 damage +1/lev (max +5) | PHB244 |
| | | Magic Stone | Tr | VSD | 1 act | Touch | 30 min | Will n. | Y | 3 stones gain +1 to hit and do 1d6+1 damage | PHB251 |
| | | Magic Weapon | Tr | VSD | 1 act | Touch | 1 min/lev | Will n. | Y | Weapon gains +1 bonus | PHB251 |
| | | Obscuring Mist | Co | VS | 1 act | 20 ft | 1 min/lev | – | N | Fog surrounds you | PHB258 |
| | | Protection from Chaos *[Lawful]* | Ab | VSD | 1 act | Touch | 1 min/lev (D) | Will n. | N | +2 AC and saves; counter mind control | PHB266 |
| | | Protection from Evil *[Good]* | Ab | VSD | 1 act | Touch | 1 min/lev (D) | Will n. | N | +2 AC and saves; counter mind control | PHB266 |
| | | Protection from Good *[Evil]* | Ab | VSD | 1 act | Touch | 1 min/lev (D) | Will n. | N | +2 AC and saves; counter mind control | PHB266 |
| | | Protection from Law *[Chaotic]* | Ab | VSD | 1 act | Touch | 1 min/lev (D) | Will n. | N | +2 AC and saves; counter mind control | PHB266 |
| | | Protection from Winged Flyers | Ab | VSD | 1 act | Touch | 1 min/lev (D) | Will n. | N | +2 AC and saves; counter mind control | ShS48 |
| | | Ray of Resurgence | Ev | VS | 1 act | Close | Instantaneous | For n. | Y | Yellow light restores Str, removes fatigue | LEoF33 |
| | | Remove Fear | Ab | VS | 1 act | Close | 10 min | Will n. | Y | +4 on saves vs. fear for 1 subject +1/4 lev | PHB271 |
| | | Sanctuary | Ab | VSD | 1 act | Touch | 1 round/lev | Will n. | N | Opponents can't attack you, you can't attack | PHB274 |
| | | Sea Legs | Tr | VS | 1 act | Touch | 1 hour/lev (D) | Will n. | Y | Target creature can maneuver easily on a ship | ShS49 |
| | | Shield of Faith | Ab | VSM | 1 act | Touch | 1 min/lev | Will n. | Y | Aura grants +2 or higher deflection bonus | PHB278 |
| | | Summon Monster I | Co | VSD | 1 round | Close | 1 round/lev (D) | – | N | Calls a 1st-level extraplanar creature | PHB285 |
| | | Summon Undead I *[Evil]* | Co | VSF | 1 round | Close | 1 round/lev | – | N | Calls a 1st-level undead | PGtF114 |
| | | Vision of Glory | Di | VSD | 1 act | Touch | 1 min (D) | – | Y | Target gains +1 bonus on next saving throw | MoF131 |
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## Cleric Spells

### 2nd-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

| Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | | Aid [Mind-Affecting] | En | VSD | 1 act | Touch | 1 min/lev | – | Y | +1 to hit and save vs. fear, +1d8 temp. hp +1/lev | PHB196 |
| | | Align Weapon | Tr | VSD | 1 act | Touch | 1 min/lev | Will n. | Y | Weapon becomes good, evil, lawful or chaotic | PHB197 |
| | | Augury | Di | VSMF | 1 min | Personal | Instantaneous | – | N | Learn whether an action will be good or bad | PHB202 |
| | | Aura Against Flame | Ab | VS | 1 act | Personal | 1 round/lev | – | Y | Ignore 12 fire damage per round | MoF78 |
| | | Bear's Endurance | Tr | VSD | 1 act | Touch | 1 min/lev | Will n. | Y | Subject gains +4 Con for 1 min/lev | PHB203 |
| | | Body Blades | Tr | VS | 1 act | Personal | 1 min/lev | – | N | Deal bonus damage, harm grapplers | MoF82 |
| | | Bull's Strength | Tr | VSD | 1 act | Touch | 1 min/lev | Will n. | Y | Subject gains +4 Str for 1 min/lev | PHB207 |
| | | Calm Emotions [Mind-Affecting] | En | VSD | 1 act | Medium | 1 round/lev (D) | Will n. | Y | Calms creatures, negating emotion effects | PHB207 |
| | | Consecrate [Good] | Ev | VSMD | 1 act | Close | 2 hours/lev | – | N | Fills area with positive energy, weakens undead | PHB212 |
| | | Cure Moderate Wounds [Healing] | Co | VS | 1 act | Touch | Instantaneous | Will ½ | Y | Cures 2d8damage +1/lev (max +10) | PHB216 |
| | | Curse of Ill Fortune | Tr | VSD | 1 act | Medium | 1 min/lev | Will n. | Y | Subject suffer -3 on attacks, saves, and checks | MoF86 |
| | | Darkness [Darkness] | Ev | VMD | 1 act | Touch | 10 min/lev (D) | – | N | 20-ft radius of supernatural shadow | PHB216 |
| | | 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 | PHB217 |
| | | Delay Poison [Healing] | Co | VSD | 1 act | Touch | 1 hour/lev | For n. | Y | Stops poison from harming subject for 1 hr/lev | PHB217 |
| | | Desecrate [Evil] | Ev | VSMD | 1 act | Close | 2 hours/lev | – | Y | Fills area with neg. energy, strength. undead | PHB218 |
| | | Dispel Fog | Ab | VS | 1 act | Medium | 1 min/lev | For ½ | Y | Cancels natural and magical fogs in the area | ShS46 |
| | | Eagle's Splendor | Tr | VSD | 1 act | Touch | 1 min/lev | Will n. | Y | Subject gains +4 Cha for 1 min/lev | PHB225 |
| | | Enthrall [Language-Dep., Mind-Aff., Sonic] | En | VS | 1 round | Medium | Up to 1 hour | Will n. | Y | Captivates all within range | PHB227 |
| | | Find Traps | Di | VS | 1 act | Personal | 1 min/lev | – | N | Notice traps as a rogue does | PHB230 |
| | | Gentle Repose | Ne | VSD | 1 act | Touch | 1 day/lev | Will n. | Y | Preserves one corpse | PHB235 |
| | | Hand of Divinity [Special] | Ev | VSD | 1 act | Touch | 1 min/lev | Will n. | Y | Give +2 bonus to worshiper of your patron | MoF98 |
| | | Hold Person [Mind-Affecting] | En | VSD | 1 act | Medium | 1 round/lev (D) | Will n. | Y | Paralyzes one humanoid for 1 round/level | PHB241 |
| | | Inflict Moderate Wounds | Ne | VS | 1 act | Touch | Instantaneous | Will ½ | Y | Touch deals 2d8 damage +1/lev (max +10) | PHB244 |
| | | Lava Missile [Fire] | Co | VSD | 1 act | Medium | Instantaneous | Ref ½ | N | Missile of lava deals 1d4 fire damage | SK156 |
| | | Make Whole | Tr | VS | 1 act | Close | Instantaneous | Will n. | Y | Repairs an object | PHB252 |
| | | Mark of the Outcast | Ne | VSD | 1 act | Close | Permanent | Will n. | Y | Subject has -5 on Bluff/Diplomacy, -2 to AC | Und59 |
| | | Owl's Wisdom | Tr | VSD | 1 act | Touch | 1 min/lev | Will n. | Y | Subject gains +4 Wis for 1 min/lev | PHB259 |
| | | Razorscales | Tr | VD | 1 act | Personal | 1 round/lev (D) | – | N | Your scales beome razor-sharp | SK157 |
| | | Remove Paralysis [Healing] | Co | VS | 1 act | Close | Instantaneous | Will n. | Y | Frees 1 or more creatures from paralysis/slow | PHB271 |
| | | Resist Energy | Ab | VSD | 1 act | Touch | 10 min/lev | For n. | Y | Ignores 10+ damage/attack from energy type | PHB272 |
| | | Restoration, Lesser | Co | VS | 3 rds | Touch | Instantaneous | Will n. | Y | Repairs 1d4 ability damage | PHB272 |
| | | Rock Catch | Tr | VS | 1 act | Touch | 1 round/lev (D) | Will n. | Y | Catch hurled rocks | ShS48 |
| | | Shatter [Sonic] | Ev | VSD | 1 act | Close | Instantaneous | Special | Y | Vibrations damage objects/crystalline creat. | PHB278 |
| | | Shield Other | Ab | VSF | 1 act | Close | 1 hour/lev (D) | Will n. | Y | You take half of subject's damage | PHB278 |
| | | Silence | Il | VS | 1 act | Long | 1 min/lev (D) | Special | Sp. | Negates sound in 15-ft radius | PHB279 |
| | | Sound Burst [Sonic] | Ev | VSD | 1 act | Close | Instantaneous | For part. | Y | Deals 1d8 sonic damage to subjects, may stun | PHB281 |
| | | Spiritual Weapon [Force] | Ev | VSD | 1 act | Medium | 1 round/lev (D) | – | Y | Magic weapon attacks on its own | PHB283 |
| | | Status | Di | VS | 1 act | Touch | 1 hour/lev | Will n. | Y | Monitors condition and position of allies | PHB284 |
| | | Stone Bones | Tr | VSF | 1 act | Touch | 10 min/lev | Will n. | Y | Corporeal undead gains +3 natural armor | MoF123 |
| | | Summon Monster II | Co | VSD | 1 round | Close | 1 round/lev (D) | – | N | Calls extraplanar creature (1 2nd or 1d3 1st) | PHB286 |
| | | Summon Undead II [Evil] | Co | VSF | 1 round | Close | 1 round/lev | – | N | Calls 1 2nd-level or 2 1st-level undead | PGtF114 |
| | | Sun Bolt [Light] | Ev | VS | 1 act | Medium | 1 round | Ref part. | Y | Ray deals 2d6 damage, more vs. undead | ShS51 |
| | | Tyche's Touch | Ab | SD | 1 act | Touch | Special | Will n. | Y | Confers bonuses on next 4 saving throws | LEoF35 |
| | | Undetectable Alignment | Ab | VS | 1 act | Close | 24 hrs | Will n. | Y | Conceals alignment for 24 hrs | PHB297 |
| | | Zone of Truth [Mind-Affecting] | En | VSD | 1 act | Close | 1 min/lev | Will n. | Y | Subjects within range cannot lie | PHB303 |
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# Cleric Spells

## 3rd-Level spells

Spells: ___ + ___ = ____ Save DC: ____

| Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| ___ | ___ | Amanuensis | Tr | VSM | 1 act | Close | 10 min/lev | Will n. | Y | Copy non magical text | MoF77 |
| ___ | ___ | Animate Dead *[Evil]* | Ne | VSM | 1 act | Touch | Instantaneous | – | N | Creates undead skeletons and zombies | PHB198 |
| ___ | ___ | Bestow Curse | Ne | VS | 1 act | Touch | Permanent | Will n. | Y | -6 to ability; -4 to rolls; or 50% lose act. | PHB203 |
| ___ | ___ | Bladebane | Tr | VSM | 1 act | Touch | 1 round/lev | Will n. | Y | Weapon becomes *bane* for enemy | UE48 |
| ___ | ___ | Blindness/Deafness | Ne | V | 1 act | Medium | Permanent (D) | For n. | Y | Makes subject blinded or deafened | PHB206 |
| ___ | ___ | Blindsight | Tr | VS | 1 act | Touch | 1 min/lev | Will n. | Y | Grants blindsight out to 30 ft | PGtF100 |
| ___ | ___ | Burrow | Tr | VSD | 1 act | Touch | 1 min/lev (D) | Will n. | Y | Subject grows claws and gets burrow speed 10 | Und56 |
| ___ | ___ | Circle Dance | Di | VS | 1 min | Personal | Instantaneous | – | N | Indicates direction to known target | MoF84 |
| ___ | ___ | Contagion *[Evil]* | Ne | VS | 1 act | Touch | Instantaneous | For n. | Y | Infects subject with chosen disease | PHB213 |
| ___ | ___ | Continual Flame *[Light]* | Ev | VSM | 1 act | Touch | Permanent | – | N | Makes a permanent heatless torch | PHB213 |
| ___ | ___ | Create Food and Water | Co | VS | 10 min | Close | 24 hrs | – | N | Feeds 3 humans or 1 horse/level | PHB215 |
| ___ | ___ | Cure Serious Wounds *[Healing]* | Co | VS | 1 act | Touch | Instantaneous | Will ½ | Y | Cures 3d8 damage +1/lev (max +15) | PHB216 |
| ___ | ___ | Dark Way | Il | VSD | 1 act | Close | 1 round/lev | – | Y | Temporary bridge supports 200 lbs/lev | MoF87 |
| ___ | ___ | Darkfire *[Fire]* | Ev | VS | 1 act | 0 ft. | 1 round/lev | – | Y | As *produce flame*, but dark flames | MoF86 |
| ___ | ___ | Daylight *[Light]* | Ev | VS | 1 act | Touch | 10 min/lev (D) | – | N | 60-ft radius of bright light | PHB216 |
| ___ | ___ | Deeper Darkness *[Darkness]* | Ev | VD | 1 act | Touch | 1 day/lev (D) | – | N | Object sheds shadow in 60-ft radius | PHB217 |
| ___ | ___ | Detect Metal and Minerals | Di | VSM | 1 act | 60 ft | Up to 10 min/l | – | N | Detects accumulations of metals and minerals | RoF189 |
| ___ | ___ | Dispel Magic | Ab | VS | 1 act | Medium | Instantaneous | – | N | Cancels spells and magical effects | PHB223 |
| ___ | ___ | Entropic Shield, Mass | Ab | VS | 1 act | Close | 1 min/lev (D) | Will n. | N | Ranged attacks against recipients miss 20% | ShS46 |
| ___ | ___ | Glyph of Warding | Ab | VSM | 10 min | Touch | Until disch. | Special | Sp. | Inscription harms those who pass it | PHB236 |
| ___ | ___ | Handfang | Tr | VS | 1 act | Personal | 1 round/lev | – | N | Create a fanged, biting mouth on your hand | SK156 |
| ___ | ___ | Helping Hand | Ev | VSD | 1 act | 5 miles | 1 hour/lev | – | N | Ghostly hand leads subject to you | PHB239 |
| ___ | ___ | Inflict Serious Wounds | Ne | VS | 1 act | Touch | Instantaneous | Will ½ | Y | Touch deals 3d8 damage +1/lev (max +15) | PHB244 |
| ___ | ___ | Invisibility Purge | Ev | VS | 1 act | Personal | 1 min/lev (D) | – | N | Dispels invisibility within 5 ft/level | PHB245 |
| ___ | ___ | Know Bloodline | Di | VSD | 1 act | Close | Instantaneous | Will n. | Y | Reveals target's type, subtype, race, subrace | LEoF32 |
| ___ | ___ | Laogzed's Breath | Co | VSM | 1 act | Close | Instantaneous | For n. | N | Nauseating vapors, 10 rounds | SK156 |
| ___ | ___ | Locate Node *[Earth]* | Di | VSD | 1 act | 1 mile/l | 1 min/lev | – | N | Finds closest earth node | Und58 |
| ___ | ___ | Locate Object | Di | VSD | 1 act | Long | 1 min/lev | – | N | Senses direction towards object | PHB249 |
| ___ | ___ | Magic Circle against Chaos *[Lawful]* | Ab | VSD | 1 act | Touch | 10 min/lev | Will n. | N | +2 AC and saves in 10-ft, no mind control | PHB249 |
| ___ | ___ | Magic Circle against Evil *[Good]* | Ab | VSD | 1 act | Touch | 10 min/lev | Will n. | N | +2 AC and saves in 10-ft, no mind control | PHB249 |
| ___ | ___ | Magic Circle against Good *[Evil]* | Ab | VSD | 1 act | Touch | 10 min/lev | Will n. | N | +2 AC and saves in 10-ft, no mind control | PHB250 |
| ___ | ___ | Magic Circle against Law *[Chaotic]* | Ab | VSD | 1 act | Touch | 10 min/lev | Will n. | N | +2 AC and saves in 10-ft, no mind control | PHB250 |
| ___ | ___ | Magic Vestment | Tr | VSD | 1 act | Touch | 1 hour/lev | Will n. | Y | Armor or shield gains +1/4 levels | PHB251 |
| ___ | ___ | Meld into Stone *[Earth]* | Tr | VSD | 1 act | Personal | 10 min/lev | – | N | You and your gear merge with stone | PHB252 |
| ___ | ___ | Obscure Object | Ab | VSD | 1 act | Touch | 8 hours (D) | Will n. | Y | Masks object against scrying | PHB258 |
| ___ | ___ | Phantom Plow | Ev | VSM | 1 act | Special | Permanent | Special | N | Turns aside raw earth in a furrow | LoD187 |
| ___ | ___ | Plague Carrier | Ne | VS | 1 act | Touch | Special | For n. | Y | Infects subject with chosen disease | RoF190 |
| ___ | ___ | Prayer *[Mind-Affecting]* | En | VSD | 1 act | 40 ft | 1 round/lev | – | Y | Allies gain +1 on most rolls, enemies -1 | PHB264 |
| ___ | ___ | Protection from Energy | Ab | VSD | 1 act | Touch | 10 min/lev | For n. | Y | Absorbs 12 points/lev damage from energy | PHB266 |
| ___ | ___ | Redirect Spell | Ab | VSD | 1 act | Medium | 1 round/lev (D) | Will n. | Y | Spells targeting ally target you instead | ShS48 |
| ___ | ___ | Remedy Moderate Wounds *[Healing]* | Co | VS | 1 act | Touch | 10 r +1 r/2 lev | Will n. | Y | Target gains fast healing 1 for spell duration | MoF113 |
| ___ | ___ | Remove Blindness/Deafness *[Healing]* | Co | VS | 1 act | Touch | Instantaneous | For n. | Y | Cures normal or magical conditions | PHB270 |
| ___ | ___ | Remove Curse | Ab | VS | 1 act | Touch | Instantaneous | Will n. | Y | Frees object or person from curse | PHB270 |
| ___ | ___ | Remove Disease *[Healing]* | Co | VS | 1 act | Touch | Instantaneous | For n. | Y | Cures all diseases affecting subject | PHB271 |
| ___ | ___ | Rockburst | Ev | VS | 1 act | Medium | Instantaneous | Special | N | Stone objects explode, dealing 1d4 +1/lev dmg | ShS48 |
| ___ | ___ | Searing Light | Ev | VS | 1 act | Medium | Instantaneous | – | Y | Ray deals 1d8/2 lev, more if undead | PHB275 |
| ___ | ___ | Skull Watch | Ne | VSF | 1 act | Touch | 1 hour/lev | – | N | Skull shrieks when creature enters area | PGtF111 |
| ___ | ___ | Speak with Dead *[Language-Dependent]* | Ne | VSD | 10 min | 10 ft | 1 min/lev | Will n. | N | Corpse answers one question/2 levels | PHB281 |
| ___ | ___ | Sticks and Stones | Ne | VS | 1 act | Close | 1 round/lev | – | N | Create wood skeleton with energy drain | ShS49 |
| ___ | ___ | Stone Shape *[Earth]* | Tr | VSD | 1 act | Touch | Instantaneous | – | N | Sculpts stone into any shape | PHB284 |
| ___ | ___ | Storm Shield | Ab | VSD | 1 act | Medium | Special | Special | Sp. | 30-ft sphere absorbs 20/lev electricity dmg | LEoF34 |
| ___ | ___ | Summon Monster III | Co | VSD | 1 round | Close | 1 round/lev (D) | – | N | Calls extraplanar (1 3rd, 1d3 2nd or 1d4+1 1st) | PHB286 |
| ___ | ___ | Summon Undead III *[Evil]* | Co | VSF | 1 round | Close | 1 round/lev | – | N | Calls 1 3rd- or 2 2nd- or 4 1st-level undead | PGtF114 |
| ___ | ___ | Telepathic Bond, Lesser *[Mind-Affecting]* | Di | VS | 1 act | 30 ft | 10 min/lev | – | N | Link lets you and target communicate | EPsi221 |
| ___ | ___ | Venomfire *[Acid]* | Tr | VM | 1 act | Touch | 1 hour/lev | For n. | Y | Subject's venom becomes caustic | SK158 |
| ___ | ___ | Water Breathing | Tr | VSD | 1 act | Touch | 2 hours/lev | Will n. | Y | Subjects can breathe underwater | PHB300 |
| ___ | ___ | Water Walk *[Water]* | Tr | VSD | 1 act | Touch | 10 min/lev (D) | Will n. | Y | Subject treads on water as if solid | PHB300 |
| ___ | ___ | Weapon of Impact | Tr | VS | 1 act | Close | 10 min/lev | Will n. | Y | Doubles a blunt weapon's threat range | MoF134 |
| ___ | ___ | Wind Wall *[Air]* | Ev | VSD | 1 act | Medium | 1 round/lev | – | Y | Deflects arrows, smaller creatures and gases | PHB302 |
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# Cleric Spells

### 4th-Level spells

Spells: ___ + ___ = ____ Save DC: ____

| Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| ___ | ___ | Aerial Summoning Dance | Co | VSD | 3 rds | Close | 1 round/lev | – | N | Calls outsiders (1 6th, 1d3 5th or 1d4+1 4th) | RoF189 |
| ___ | ___ | Air Walk *[Air]* | Tr | VSD | 1 act | Touch | 10 min/lev | – | Y | Subject treads on air as if solid (45 deg. climb) | PHB196 |
| ___ | ___ | Aura of the Sun *[Light]* | Ab | VSD | 1 act | 10 ft | 1 round/lev (D) | – | N | 10-ft radius area damages undead, hampers dark | LEoF30 |
| ___ | ___ | Control Water *[Water]* | Tr | VSD | 1 act | Long | 10 min/lev (D) | – | N | Raises or lowers bodies of water | PHB214 |
| ___ | ___ | Cure Critical Wounds *[Healing]* | Co | VS | 1 act | Touch | Instantaneous | Will ½ | 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 |
| ___ | ___ | Dimensional Anchor | Ab | VS | 1 act | Medium | 1 min/lev | – | Y | Bars extradimensional movement | PHB221 |
| ___ | ___ | Discern Lies | Di | VSD | 1 act | Close | Up to 1 rd/lev | Will n. | N | Reveals deliberate falsehood | PHB221 |
| ___ | ___ | Dismissal | Ab | VSD | 1 act | Close | Instantaneous | Will n. | Y | Forces a creature to return to native plane | PHB222 |
| ___ | ___ | Divination | Di | VSM | 10 min | Personal | Instantaneous | – | N | Provides advice for specific proposed actions | PHB224 |
| ___ | ___ | Divine Power | Ev | VSD | 1 act | Personal | 1 round/lev | – | N | You gain attack bonus, +6 Str and 1 hp/level | PHB224 |
| ___ | ___ | Doomtide | Il | VSD | 1 act | 80 ft. | 1 round/lev | Will n. | Y | Black mist oscures vision, dazes creatures | MoF90 |
| ___ | ___ | Dweomer of Transference | Ev | VS | 1 min | Close | 1 round/lev | Will n. | Y | Converts spellcasting into psionic PP | EPsi220 |
| ___ | ___ | Fang Trap | Ab | VSD | 1 act | Touch | Until disch. | For n. | Y | Inscription harms those who pass it | SK155 |
| ___ | ___ | Freedom of Movement | Ab | VSMD | 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 |
| ___ | ___ | Hand of Torm *[Special]* | Ab | VSD | 1 min | 10 ft. | 1 hour/lev | For n. | Y | Zone stuns those of different patrons | MoF99 |
| ___ | ___ | Imbue with Spell Ability | Ev | VSD | 10 min | Touch | Until disch.(D) | Will n. | Y | Transfers spells to subject | PHB243 |
| ___ | ___ | Inflict Critical Wounds | Ne | VS | 1 act | Touch | Instantaneous | Will ½ | Y | Touch deals 4d8 damage +1/lev (max +20) | PHB244 |
| ___ | ___ | Iron Bones | Tr | VSF | 1 act | Touch | 10 min/lev | Will n. | Y | Undead gain +5 natural armor bonus | MoF102 |
| ___ | ___ | Know Vulnerabilities | Di | VS | 1 act | Close | Instantaneous | Will n. | Y | Determine target's vulnerabilities/resistances | MoF104 |
| ___ | ___ | Magic Weapon, Greater | Tr | VSD | 1 act | Close | 1 hour/lev | Will n. | Y | +1 bonus/4 lev (max +5) | PHB251 |
| ___ | ___ | Nchaser's Glowing Orb *[Light]* | Ev | VSF | 1 act | Touch | Permanent | – | N | Creates permanent magical light | PGtF107 |
| ___ | ___ | Neutralize Poison *[Healing]* | Co | VSD | 1 act | Touch | 10 min/lev | Will n. | Y | Detoxifies venom in or on subject | PHB257 |
| ___ | ___ | Night's Mantle | Ab | VS | 1 act | Personal | 10 min/lev (D) | – | N | Protects creature from sunlight effects | LoD187 |
| ___ | ___ | Planar Ally, Lesser | Co | VSDX | 10 min | Close | Instantaneous | – | N | Exchange services with 6-HD extraplanar | PHB261 |
| ___ | ___ | Poison | Ne | VSD | 1 act | Touch | Instantaneous | For n. | Y | Touch deals 1d10 Con damage, repeat in 1 min. | PHB262 |
| ___ | ___ | Repel Vermin | Ab | VSD | 1 act | 10 ft | 10 min/lev (D) | –/Will n. | Y | Insects and vermin stay 10 ft away | PHB271 |
| ___ | ___ | Restoration *[Healing]* | Co | VSM | 3 rds | Touch | Instantaneous | Will n. | Y | Restores level and ability drains | PHB272 |
| ___ | ___ | Revenance | Co | VSMFX | 1 round | Touch | 1 min/lev | None | Y | Slain allied is restored to life for 1 min/lev | MoF113 |
| ___ | ___ | Sending | Ev | VSD | 10 min | Special | 1 round | – | N | Instantly delivers short messages anywhere | PHB275 |
| ___ | ___ | Shape Metal | Tr | VSD | 1 act | Touch | Instantaneous | For n. | Y | Sculpts metal into any form | RoF191 |
| ___ | ___ | Spell Immunity | Ab | VSD | 1 act | Touch | 10 min/lev | Will n. | Y | Subject is immune to 1 spell/4 levels | PHB282 |
| ___ | ___ | Stone Metamorphosis *[Earth]* | Tr | VSD | 1 act | Touch | Instantaneous | – | N | Changes type of stone | Und61 |
| ___ | ___ | Summon Monster IV | Co | VSD | 1 round | Close | 1 round/lev (D) | – | N | Calls extraplanar (1 4th, 1d3 3rd or 1d4+1 2nd) | PHB286 |
| ___ | ___ | Summon Undead IV *[Evil]* | Co | VSF | 1 round | Close | 1 round/lev | – | N | Calls 1 4th- or 2 3rd- or 4 2nd-level undead | PGtF114 |
| ___ | ___ | Tongues | Di | VD | 1 act | Touch | 10 min/lev | Will n. | N | Speak any language | PHB294 |
| ___ | ___ | Venom Bolt *[Acid]* | Ev | VSM | 1 act | 100 ft | Instantaneous | Special | Y | Beam of energy deals 2d8 acid damage | SK158 |
| ___ | ___ | Wall of Chaos *[Chaotic]* | Ab | VSD | 1 act | Close | 10 min/lev | Will n. | Y | One-sided wall: +2 AC and saves | MoF131 |
| ___ | ___ | Wall of Evil *[Evil]* | Ab | VSD | 1 act | Close | 10 min/lev | Will n. | Y | One-sided wall: +2 AC and saves | MoF131 |
| ___ | ___ | Wall of Good *[Good]* | Ab | VSD | 1 act | Close | 10 min/lev | Will n. | Y | One-sided wall: +2 AC and saves | MoF131 |
| ___ | ___ | Wall of Law *[Lawful]* | Ab | VSD | 1 act | Close | 10 min/lev | Will n. | Y | One-sided wall: +2 AC and saves | MoF132 |
| ___ | ___ | Wall of Pain *[Evil]* | Ne | VSF | 1 act | Close | 1 round/lev (D) | Will n. | Y | Wall causes pain to creatures passing through | ShS51 |
| ___ | ___ | Wall of Sand *[Earth]* | Co | VSD | 1 act | Medium | Conc. +1 rd/lev | – | N | Swirling sand blocks ranged att., slows move | PGtF118 |
| ___ | ___ | Weapon of the Deity | Tr | VD | 1 act | Personal | 1 round/lev | – | N | +1 to weapon's att. and dmg, special ability | MoF132 |
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# Cleric Spells

## 5th-Level spells

Spells: ___ + ___ = ____ Save DC: ____

| Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | | Atonement | Ab | VSMFDX | 1 hour | Touch | Instantaneous | – | Y | Removes burden of misdeeds from subject | PHB201 |
| | | Break Enchantment | Ab | VS | 1 min | Close | Instantaneous | Special | N | Frees subject from magical effects | PHB207 |
| | | Command, Greater [Lang.-Dep., Mind-Aff.] | En | V | 1 act | Close | 1 round/lev | Will n. | Y | One subject/lev obeys command for 1 round | PHB211 |
| | | Commune | Di | VSMDX | 10 min | Personal | 1 round/lev | – | N | Deity answers one yes-or-no question/level | PHB211 |
| | | Commune with Earth | Di | VS | 10 min | Personal | Instantaneous | – | N | Learn about terrain for 1 mile/level | RoF189 |
| | | Contagion, Mass | Ne | VS | 1 act | Close | Instantaneous | For n. | Y | Infects subject with chosen disease | RoF190 |
| | | Crawling Darkness | Co | VSD | 1 round | Personal | 1 min/lev | – | – | Tentacles give concealment and defenses | MoF86 |
| | | Cure Light Wounds, Mass [Healing] | Co | VS | 1 act | Close | Instantaneous | Will ½ | Y | Cures 1d8 damage +1/lev for many creatures | PHB216 |
| | | Dispel Chaos [Lawful] | Ab | VSD | 1 act | Touch | 1 round/lev | Special | Sp. | +4 bonus vs. attacks made by chaotic creatures | PHB222 |
| | | Dispel Evil [Good] | Ab | VSD | 1 act | Touch | 1 round/lev | Special | Sp. | +4 bonus vs. attacks made by evil creatures | PHB222 |
| | | Dispel Good [Evil] | Ab | VSD | 1 act | Touch | 1 round/lev | Special | Sp. | +4 bonus vs. attacks made by good creatures | PHB222 |
| | | Dispel Law [Chaotic] | Ab | VSD | 1 act | Touch | 1 round/lev | Special | Sp. | +4 bonus vs. attacks made by lawful creatures | PHB223 |
| | | Disrupting Weapon | Tr | VS | 1 act | Touch | 1 round/lev | Will n. | Y | Melee weapon destroys undead | PHB223 |
| | | Flame Strike [Fire] | Ev | VSD | 1 act | Medium | Instantaneous | Ref ½ | Y | Smites foes with fire (1d6/level) | PHB231 |
| | | Hallow [Good] | Ev | VSMD | 1 day | Touch | Instantaneous | Special | Sp. | Designates location as holy | PHB238 |
| | | Inflict Light Wounds, Mass | Ne | VS | 1 act | Close | Instantaneous | Will ½ | Y | Deals 1d8 damage +1/lev to many creatures | PHB244 |
| | | Insect Plague | Co | VSD | 1 round | Long | 1 min/lev | – | N | Locust swarms attack creatures | PHB244 |
| | | Lava Splash [Fire] | Co | VSDF | 1 act | Close | Instantaneous | Ref ½ | N | Wave of lava showers the area | SK156 |
| | | Mark of Justice | Ne | VSD | 10 min | Touch | Permanent | – | Y | Designate action that will trigger *curse* on subj. | PHB252 |
| | | Monstrous Regeneration | Co | VS | 1 act | Touch | 1 round/2 lev. | Will ½ | Y | Grants regeneration ability for 1 round/2 lev | MoF109 |
| | | Plane Shift | Co | VSF | 1 act | Touch | Instantaneous | Will n. | Y | Up to 8 subjects travel to another plane | PHB262 |
| | | Psychic Turmoil | Ab | VSM | 1 act | Close | 1 round/lev | Will part. | Y | Invisible field leeches psionic PP away | EPsi221 |
| | | Raise Dead [Healing] | Co | VSMD | 1 min | Touch | Instantaneous | – | Y | Restores life to subject dead up to 1 day/level | PHB268 |
| | | Righteous Might | Tr | VSD | 1 act | Personal | 1 round/lev (D) | – | N | Your size increases, and you gain bonuses | PHB273 |
| | | Scrying | Di | VSFD | 1 hour | Special | 1 min/lev | Will n. | Y | Spies on subject from a distance | PHB274 |
| | | Slay Living [Death] | Ne | VS | 1 act | Touch | Instantaneous | For part. | Y | Touch attack kills subject | PHB280 |
| | | Soul Scour | Be | VSM | 1 act | Touch | Instantaneous | Will n. | Y | Touch deals temporary Cha and Wis damage | UE52 |
| | | Spell Resistance | Ab | VSD | 1 act | Touch | 1 min/lev | Will n. | Y | Subject gains +12 +1/level Spell Resistance | PHB282 |
| | | Stone Shape, Greater [Earth] | Tr | VSD | 1 act | Touch | Instantaneous | – | N | Sculpts 10 cu.ft+10 cu.ft/lev of stone | Und62 |
| | | Stone fire [Fire] | Ev | VSD | 1 act | Touch | 1 round/lev | – | Y | Natural stone combusts and deals fire damage | ShS50 |
| | | Streamers | Ev | VSM | 1 act | Medium | 1 round/lev | – | Y | Ranged touch attack deals 5d10, +1 str./3 lev | ShS50 |
| | | Summon Monster V | Co | VSD | 1 round | Close | 1 round/lev (D) | – | N | Calls extraplanar (1 5th, 1d3 4th or 1d4+1 3rd) | PHB286 |
| | | Summon Undead V [Evil] | Co | VSF | 1 round | Close | 1 round/lev | – | N | Calls 1 5th- or 2 4th- or 4 3rd-level undead | PGtF114 |
| | | Symbol of Pain [Evil] | Ne | VSM | 10 min | 0 ft | Special | For n. | Y | Triggered rune wracks creatures with pain | PHB290 |
| | | Symbol of Sleep [Mind-Affecting] | En | VSM | 10 min | 0 ft | Special | Will n. | Y | Triggered rune puts creatures into slumber | PHB291 |
| | | True Seeing | Di | VSM | 1 act | Touch | 1 min/lev | Will n. | Y | Lets you see all things as they really are | PHB296 |
| | | Unhallow [Evil] | Ev | VSM | 1 day | Touch | Instantaneous | Special | Sp. | Designates location as unholy | PHB297 |
| | | Wall of Dispel Magic | Ab | VSD | 1 act | Close | 1 min/lev | – | N | Creatures passing through are subject to dispel | Und63 |
| | | Wall of Stone [Earth] | Co | VSD | 1 act | Medium | Instantaneous | Special | N | Creates a stone wall that can be shaped | PHB299 |
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## 6th-Level spells

Spells: ___ + ___ = ____ Save DC: ____

| Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | | Animate Objects | Tr | VS | 1 act | Medium | 1 round/lev | – | N | Objects attack your foes | PHB199 |
| | | Antilife Shell | Ab | VSD | 1 round | 10 ft | 10 min/lev (D) | – | Y | 10-ft field hedges out living creatures | PHB199 |
| | | Azuth's Exalted Triad | Tr | VS | 1 act | Personal | Instantaneous | – | Y | Cast a prepared spell three times | MoF78 |
| | | Banishment | Ab | VSF | 1 act | Close | Instantaneous | Will n. | Y | Banishes 2 HD/lev of extraplanar creatures | PHB203 |
| | | Bear's Endurance, Mass | Tr | VSD | 1 act | Close | 1 min/lev | Will n. | Y | One subject/lev gets +4 Con | PHB203 |
| | | Blade Barrier *[Force]* | Ev | VS | 1 act | Medium | 1 min/lev (D) | Special | Y | Wall of blades deal 1d6 damage/level | PHB205 |
| | | Bull's Strength, Mass | Tr | VSD | 1 act | Close | 1 min/lev | Will n. | Y | One subject/lev gets +4 Str | PHB207 |
| | | Create Undead *[Evil]* | Ne | VSM | 1 hour | Close | Instantaneous | – | N | Creates ghouls, ghasts, mummies or mohrgs | PHB215 |
| | | Cure Moderate Wounds, Mass *[Healing]* | Co | VS | 1 act | Close | Instantaneous | Will ½ | Y | Cures 2d8 damage +1/lev for many creatures | PHB216 |
| | | Dispel Magic, Greater | Ab | VS | 1 act | Medium | Instantaneous | – | N | Dispels magical effects, +20 on check | PHB223 |
| | | Eagle's Splendor, Mass | Tr | VSD | 1 act | Close | 1 min/lev | Will n. | Y | One subject/lev gets +4 Cha | PHB225 |
| | | Fiery Vision *[Fire]* | Ev | VSD | 1 act | Close | 1 round/lev | – | Y | Twin eye rays deal 4d6 damage each | ShS46 |
| | | Find the Path | Di | VSF | 3 rds | Touch | 10 min/lev | –/Will n. | Y | Shows most direct way to a location | PHB230 |
| | | Forbiddance | Ab | VSMD | 6 rds | Medium | Permanent | Special | Y | Blocks planar travel, damages diff. alignments | PHB232 |
| | | Gate Seal | Ab | VSM | 1 act | Close | Permanent | – | N | Permanently seals a gate or portal | FRCS70 |
| | | Geas/Quest *[Lang.-Dep., Mind-Affecting]* | En | V | 10 min | Close | 1 day/lev (D) | – | Y | Places a magical command on a creature | PHB234 |
| | | Glyph of Warding, Greater | Ab | VSM | 10 min | Touch | Unti disch. (D) | Special | Sp. | As *glyph of warding*, up to 10d8 dmg/6th lev | PHB237 |
| | | Harm | Ne | VS | 1 act | Touch | Instantaneous | Will ½ | Y | Deals 10 points/lev damage to target | PHB239 |
| | | Heal *[Healing]* | Co | VS | 1 act | Touch | Instantaneous | Will n. | Y | Cures 10 points/lev of damage and conditions | PHB239 |
| | | Heroes' Feast | Co | VSD | 10 min | Close | 1 hour +12 hrs | – | N | Food for 1 creat./lev cures and gives bonuses | PHB240 |
| | | Inflict Moderate Wounds, Mass | Ne | VS | 1 act | Close | Instantaneous | Will ½ | Y | Deals 2d8 damage +1/lev to many creatures | PHB244 |
| | | Owl's Wisdon, Mass | Tr | VSD | 1 act | Close | 1 min/lev | Will n. | Y | One subject/lev gets +4 Wis | PHB259 |
| | | Planar Ally | Co | VSDX | 10 min | Close | Instantaneous | – | N | Exchange service with a 16 HD extraplanar | PHB261 |
| | | Stone Body | Tr | VSM | 1 act | Personal | 1 min/lev (D) | – | N | Your body becomes living stone | PGtF113 |
| | | Stone Metamorphosis, Greater *[Earth]* | Tr | VSD | 1 act | Touch | Instantaneous | – | N | Changes type of 10 cu.ft+10 cu.ft/lev of stone | Und61 |
| | | Summon Monster VI | Co | VSD | 1 round | Close | 1 round/lev (D) | – | N | Calls extraplanar (1 6th, 1d3 5th or 1d4+1 4th) | PHB287 |
| | | Sun Scepter *[Lawful, Light]* | Co | VSD | 1 act | 0 ft | 1 round/lev (D) | – | N | Axiomatic, disruption, flaming burst weapon | LEoF34 |
| | | Suppress Glyph | Tr | VS | 1 act | 100 ft. | 1 min/lev | Will n. | Y | Notice but don't trigger magical writing traps | MoF126 |
| | | Symbol of Fear *[Fear, Mind-Affecting]* | Ne | VSM | 10 min | 0 ft | Special | Will n. | Y | Triggered rune panics nearby creatures | PHB290 |
| | | Symbol of Persuasion *[Mind-Affecting]* | En | VSM | 10 min | 0 ft | Special | Will n. | Y | Triggered rune charms nearby creatures | PHB290 |
| | | Undeath to Death | Ne | VSD | 1 act | Medium | Instantaneous | Will n. | Y | Destroys 1d4 HD/lev (max 20HD) undead | PHB297 |
| | | Whirl of Fangs *[Force]* | Ev | VS | 1 act | Close | 1 min/lev (D) | Ref ½ | Y | You create a curtain of jaws made of force | SK168 |
| | | Wind Walk *[Air]* | Tr | VSD | 1 act | Touch | 1 hour/lev (D) | –/Will n. | Sp. | You and allies turn vaporous and travel fast | PHB302 |
| | | Word of Recall | Co | V | 1 act | Unlimit. | Instantaneous | –/Will n. | Sp. | Teleports you back to designated place | PHB303 |
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## 7th-Level spells

Spells: ___ + ___ = ____ Save DC: ____

| Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | | Azuth's Spell Shield | Ab | VSD | 1 act | Close | 1 round/lev | Will n. | Y | Subject gains SR 12 +1/lev | MoF79 |
| | | Blasphemy *[Sonic, Evil]* | Ev | V | 1 act | 40 ft | Instantaneous | –/Will n. | Y | Kill/paralyze/weaken/daze nonevil subjects | PHB205 |
| | | Control Weather | Tr | VS | 10 min | 2 miles | 4d12 hours | – | N | Changes weather in local area | PHB214 |
| | | Cure Serious Wounds, Mass *[Healing]* | Co | VS | 1 act | Close | Instantaneous | Will ½ | Y | Cures 3d8 damage +1/lev for many creatures | PHB216 |
| | | Death Dragon *[Evil, Fear, Mind-Affecting]* | Ne | VSD | 1 round | Personal | 1 round/lev | – | N | +4 armor, +4 defl., +1 HP/lev, hands as swords | MoF88 |
| | | Destruction *[Death]* | Ne | VSF | 1 act | Close | Instantaneous | For part. | Y | Kills subject and destroys remains | PHB218 |
| | | Dictum *[Sonic, Lawful]* | Ev | V | 1 act | 40 ft | Instantaneous | –/Will n. | Y | Kill/paralyze/slow/deafen nonlawful subjects | PHB220 |
| | | Ethereal Jaunt | Tr | VS | 1 act | Personal | 1 round/lev (D) | – | N | You become ethereal for 1 round/lev | PHB227 |
| | | Fortunate Fate | Co | VS | 1 min | Touch | 10 min/lev (D) | – | Y | Target is *healed* if killed by damage | MoF95 |
| | | Holy Word *[Sonic, Good]* | Ev | V | 1 act | 40 ft | Instantaneous | –/Will n. | Y | Kill/paralyze/blind/deafen nongood subjects | PHB242 |
| | | Inflict Serious Wounds, Mass | Ne | VS | 1 act | Close | Instantaneous | Will ½ | Y | Deals 3d8 damage +1/lev to many creatures | PHB244 |
| | | Nar Fiendbond | Tr | VSDX | 1 hour | Touch | Instantaneous | Will n. | Y | Grants the subject the half-fiend template | LEoF32 |
| | | Psychic Turmoil, Greater | Ab | VSM | 1 act | Close | 1 round/lev | Will part. | Y | Field leeches psionic PP away, grants hit points | EPsi221 |
| | | Refuge | Co | VSM | 1 act | Touch | Until discharg. | – | N | Alters item to transport its possessor to you | PHB269 |
| | | Regenerate *[Healing]* | Co | VSD | 3 rds | Touch | Instantaneous | For n. | Y | Severed limbs grow back, cures 4d8 dmg +1/lev | PHB270 |
| | | Repulsion | Ab | VSD | 1 act | 10 ft/lev | 1 round/lev (D) | Will n. | Y | Creatures can't approach you | PHB271 |
| | | Restoration, Greater *[Healing]* | Co | VSX | 10 min | Touch | Instantaneous | Will n. | Y | Restores all levels and drained ability scores | PHB272 |
| | | Resurrection *[Healing]* | Co | VSMD | 10 min | Touch | Instantaneous | – | Y | Fully restores dead subjects | PHB272 |
| | | Scrying, Greater | Di | VS | 1 act | Special | 1 hour/lev | Will n. | Y | As *scrying*, but faster and longer | PHB275 |
| | | Stone Trap | Tr | VSD | 1 act | Close | Special | – | N | Invisible, flying stone block falls on condition | ShS49 |
| | | Summon Monster VII | Co | VSD | 1 round | Close | 1 round/lev (D) | – | N | Calls extraplanar (1 7th, 1d3 6th or 1d4+1 5th) | PHB287 |
| | | Symbol of Stunning *[Mind-Affecting]* | En | VSM | 10 min | 0 ft | Special | Will n. | Y | Triggered rune stuns nearby creatures | PHB291 |
| | | Symbol of Weakness | Ne | VSM | 10 min | 0 ft | Special | For n. | Y | Triggered rune weakens nearby creatures | PHB291 |
| | | Word of Chaos *[Sonic, Chaotic]* | Ev | V | 1 act | 40 ft | Instantaneous | –/Will n. | Y | Kill/*confuse*/stun/deafen nonchaotic subjects | PHB303 |
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# Cleric Spells

## 8th-Level spells

Spells: ___ + ___ = ____   Save DC: ____

| Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect |
|---|---|---|---|---|---|---|---|---|---|---|
| | | Antimagic Field | Ab | VSD | 1 act | 10 ft | 10 min/lev | – | Sp. | Negates magic within 10 ft PHB200 |
| | | Brain Spider *[Mind-Affecting]* | Di | VSMD | 1 round | Long | 1 min/lev | Will n. | Y | Listen to thoughts of up to 8 other creatures EPsi219 |
| | | Cloak of Chaos *[Chaotic]* | Ab | VSF | 1 act | 20 ft | 1 round/lev (D) | Special | Y | +4 AC, +4 resistance and SR 25 vs. lawful spells PHB210 |
| | | Create Greater Undead *[Evil]* | Ne | VSM | 1 hour | Close | Instantaneous | – | N | Create shadows, wraiths, spectres, devourers PHB215 |
| | | Cure Critical Wounds, Mass *[Healing]* | Co | VS | 1 act | Close | Instantaneous | Will ½ | Y | Cures 4d8 damage +1/lev for many creatures PHB215 |
| | | Death Pact *[Evil]* | Ne | VSMDX | 10 min | Touch | Until triggered | – | N | -2 to Con, but *word of recall, raise dead, heal* MoF88 |
| | | Dimensional Lock | Ab | VS | 1 act | Medium | 1 day/lev | – | Y | Blocks teleportation and planar travel PHB221 |
| | | Discern Location | Di | VSD | 10 min | Unlimit. | Instantaneous | – | N | Reveals exact location of creature or object PHB222 |
| | | Earthquake *[Earth]* | Ev | VSD | 1 act | Long | 1 round | Special | N | Intense tremors shake 5 ft/level radius PHB225 |
| | | Fire Storm *[Fire]* | Ev | VS | 1 round | Medium | Instantaneous | Ref ½ | Y | Deals 1d6 fire damage/level PHB231 |
| | | General of Undeath *[Evil]* | Ne | VSD | 1 act | Personal | 1 day/lev | – | N | Increases maximum HD of controlled undead PGtF103 |
| | | Holy Aura *[Good]* | Ab | VSF | 1 act | 20 ft | 1 round/lev (D) | Special | Y | +4 AC, +4 resistance and SR 25 vs. evil spells PHB241 |
| | | Inflict Critical Wounds, Mass | Ne | VS | 1 act | Close | Instantaneous | Will ½ | Y | Deals 4d8 damage +1/lev to many creatures PHB244 |
| | | Planar Ally, Greater | Co | VSDX | 10 min | Close | Instantaneous | – | N | Exchange services with 18 HD extraplanar PHB261 |
| | | Shield of Law *[Lawful]* | Ab | VSF | 1 act | 20 ft | 1 round/lev (D) | Special | Y | +4 AC, +4 resist. and SR 25 vs. chaotic spells PHB278 |
| | | Spell Immunity, Greater | Ab | VSD | 1 act | Touch | 10 min/lev | Will n. | Y | As *spell immunity*, up to 8th lev PHB282 |
| | | Stormrage *[Electricity]* | Tr | VSD | 1 act | Personal | 1 min/lev (D) | – | N | *Fly, wind wall,* prot. from winds, electr. attacks MoF125 |
| | | Summon Monster VIII | Co | VSD | 1 round | Close | 1 round/lev (D) | – | N | Calls extraplanar (1 8th, 1d3 7th or 1d4+1 6th) PHB287 |
| | | Symbol, Death Symbol of Bane *[Death]* | Ne | VSM | 10 min | 0 ft | Special | For n. | Y | Slays creatures, plus 1d12 cold and *doom* effect MoF127 |
| | | Symbol of Death *[Death]* | Ne | VSM | 10 min | 0 ft | Special | For n. | Y | Triggered rune slays nearby creatures PHB289 |
| | | Symbol of Insanity *[Mind-Affecting]* | En | VSM | 10 min | 0 ft | Special | Will n. | Y | Triggered rune renders nearby creat. insane PHB290 |
| | | Symbol of Spell Loss *[Mind-Affecting]* | En | VSM | 10 min | 0 ft | Special | Will n. | Y | Spellcasters lose highest-level spell MoF127 |
| | | Unholy Aura *[Evil]* | Ab | VSF | 1 act | 20 ft | 1 round/lev (D) | Special | Y | +4 AC, +4 resistance and SR 25 vs. good spells PHB297 |
| | | Wall of Greater Dispel Magic | Ab | VSD | 1 act | Close | 1 min/lev | – | N | Creatures passing through are subject to dispel Und63 |
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## 9th-Level spells

Spells: ___ + ___ = ____   Save DC: ____

| Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect |
|---|---|---|---|---|---|---|---|---|---|---|
| | | Astral Projection | Ne | VSM | 30 min | Touch | Special | – | Y | Projects you and companion to Astral Plane PHB201 |
| | | Energy Drain | Ne | VS | 1 act | Close | Instantaneous | For part. | Y | Subject gains 2d4 negative levels PHB226 |
| | | Erupt *[Fire]* | Tr | VSD | 1 min | Touch | Instantaneous | For ½ | Y | You draw molten lava up through the ground SK155 |
| | | Etherealness | Tr | VS | 1 act | Touch | 1 min/lev (D) | – | Y | Travel to Ethereal Plane with companions PHB228 |
| | | Gate | Co | VSX | 1 act | Medium | Special | – | N | Connects two planes for travel or summon PHB234 |
| | | Heal, Mass *[Healing]* | Di | VS | 1 act | Close | Instantaneous | Will n. | Y | As *heal*, but with several subjects PHB239 |
| | | Implosion | Ev | VS | 1 act | Close | Up to 4 rounds | For n. | Y | Kills one creature/round PHB243 |
| | | Miracle | Ev | VSX | 1 act | Special | Special | Special | Y | Request a deity's intercession PHB254 |
| | | Soul Bind | Ne | VSF | 1 act | Close | Permanent | Will n. | N | Traps newly dead soul to prevent *resurrection* PHB281 |
| | | Storm of Vengeance | Co | VS | 1 round | Long | Up to 10 r. (D) | Special | Y | Storm rains acid, lightning, and hail PHB285 |
| | | Summon Monster IX | Co | VSD | 1 round | Close | 1 round/lev (D) | – | N | Calls extraplanar (1 9th, 1d3 8th or 1d4+1 7th) PHB288 |
| | | True Resurrection *[Healing]* | Co | VSMD | 10 min | Touch | Instantaneous | – | Y | Fully restores dead subject, without remains PHB296 |
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## Druid Powers

Wild Empathy: ___Lev___ + ___CHA___ + ____ = ____
Animal Companion: ☑
Nature Sense: ☑
Woodland Stride: ☐
Trackless Step: ☐
Resist Nature's Lure: ☐
Venom Immunity: ☐
A Thousand Faces: ☐
Timeless Body: ☐

### wild shape

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

Elemental ☐ _____ times/day
Small ☐
Medium ☐
Large ☐
Huge ☐

## Druid Spells

### 0-Level spells

Spells: ___ + ___ = ____ Save DC: ____

| Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | | 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 ½ | Y | Cures 1 point of damage | PHB216 |
| | | Detect Crossroads | Di | VS | 1 act | 60 ft/1 mile | 10 min/lev | – | N | Detect fey crossroads within 60 ft | MoF88 |
| | | 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) | PHB232 |
| | | 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 |
| | | Naturewatch | Ne | S | 1 act | Close | 10 min/lev | – | N | Sees condition of wounded animals and plants | MoF110 |
| | | Purify Food and Drink | Tr | VS | 1 act | 10 ft | Instantaneous | Will n. | Y | Purifies 1 cubic ft/level of food or water | PHB267 |
| | | Ram's Might | Tr | VS | 1 act | Personal | 1 min/lev | – | N | Your unarmed attacks inflict normal damage | MoF112 |
| | | 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 |
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### 1st-Level spells

Spells: ___ + ___ = ____ Save DC: ____

| Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | | Calm Animals *[Mind-Affecting]* | En | VS | 1 act | Close | 1 min/lev | Will n. | Y | Calms 2d4 +1/level HD of animals | PHB207 |
| | | Camouflage | Tr | VS | 1 act | Personal | 10 min/lev | – | N | Subject gains +10 on Hide checks | Und56 |
| | | Charm Animal *[Mind-Affecting]* | En | VS | 1 act | Close | 1 hour/lev | Will n. | Y | Makes one animal your friend | PHB208 |
| | | Claws of the Beast | Tr | VS | 1 act | Personal | 1 round/lev | – | N | Your hands deal 1d8 damage | PGtF101 |
| | | Cure Light Wounds | Co | VS | 1 act | Touch | Instantaneous | Will ½ | Y | Cures 1d8 damage +1/level (max +5) | PHB215 |
| | | Darsson's Cooling Breeze *[Air]* | Ev | VS | 1 act | 60 ft | 1 hour/lev (D) | – | Y | Create light breeze that travels in 1 direction | ShS45 |
| | | 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 preceive 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 |
| | | Protection from Winged Flyers | Ab | VSD | 1 act | Touch | 1 min/lev (D) | Will n. | N | +2 AC and saves; counter mind control | ShS48 |
| | | 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 |
| | | Speed Swim | Tr | VSF | 1 act | Close | 1 min/lev (D) | For n. | Y | Target gains swim speed 30 | MoF121 |
| | | Summon Nature's Ally I | Co | VSD | 1 round | Close | 1 round/lev (D) | – | N | Calls animal to fight for you (1 1st-level) | PHB288 |
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## Druid Spells

### 2nd-Level spells

Spells: ___ + ___ = ____ Save DC: ____

| Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| ___ | ___ | Animal Messenger *[Mind-Affecting]* | En | VSM | 1 act | Close | 1 day/lev | – | Y | Sends a Tiny animal to a specific place | PHB198 |
| ___ | ___ | Animal Trance *[Mind-Affecting, Sonic]* | En | VS | 1 act | Close | Concentration | Will n. | Y | Fascinates 2d6 HD of animals | PHB198 |
| ___ | ___ | Barkskin | Tr | VSD | 1 act | Touch | 10 min/lev | – | Y | Grants +2 or higher natural armor bonus | PHB203 |
| ___ | ___ | Bear's Endurance | Tr | VSD | 1 act | Touch | 1 min/lev | Will n. | Y | Subject gains +4 to Con for 1 min/lev | PHB203 |
| ___ | ___ | Blinding Spittle | Tr | VS | 1 act | Close | Instantaneous | – | Y | Ranged touch attack makes subject blind | PGtF100 |
| ___ | ___ | Blindsight | Tr | VS | 1 act | Touch | 1 min/lev | Will n. | Y | Grants blindsight out to 30 ft | PGtF100 |
| ___ | ___ | Blood Frenzy | Tr | VS | 1 act | Personal | 1 round/lev | – | N | +2 to Str, Con, +1 on Will saves and -1 to AC | MoF82 |
| ___ | ___ | Bull's Strength | Tr | VSD | 1 act | Touch | 1 min/lev | Will n. | Y | Subject gains +4 to Str for 1 min/lev | PHB207 |
| ___ | ___ | Burrow | Tr | VSD | 1 act | Touch | 1 min/lev (D) | Will n. | Y | Subject grows claws and gets burrow speed 10 | Und56 |
| ___ | ___ | 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 |
| ___ | ___ | Cloudburst | Ev | VS | 1 round | Long | 10 min/lev (D) | – | N | Rain obscures vision, quenches fires | MoF84 |
| ___ | ___ | Delay Poison | Co | VSD | 1 act | Touch | 1 hour/lev | For n. | Y | Stops poison from harming subject for 1 hr/lev | PHB217 |
| ___ | ___ | Dispel Fog | Ab | VS | 1 act | Medium | 1 min/lev | For ½ | Y | Cancels natural and magical fogs in the area | ShS46 |
| ___ | ___ | Earthfast | Tr | VS | 1 act | Close | 10 min/lev (D) | For n. | Y | Double hardness and hp of stone/rock | MoF90 |
| ___ | ___ | Easy Trail | Ab | VS | 1 act | Personal | 1 hour/lev (D) | – | Y | Creates safe passage and hide your tracks | ShS46 |
| ___ | ___ | Fire Trap *[Fire]* | Ab | VSM | 10 min | Touch | Until discharg. | Ref ½ | Y | Opened object deals 1d4 +1/level of damage | PHB231 |
| ___ | ___ | Flame Blade *[Fire]* | Ev | VSD | 1 act | 0 ft | 1 min/lev (D) | – | Y | Touch attack deals 1d8 +1/2 levels of damage | PHB231 |
| ___ | ___ | Flaming Sphere *[Fire]* | Ev | VSD | 1 act | Medium | 1 round/lev | Ref n. | Y | Rolling ball of fire deals 2d6 damage | PHB232 |
| ___ | ___ | Fog Cloud | Co | VS | 1 act | Medium | 10 min/lev | – | N | Fog obscures vision | PHB232 |
| ___ | ___ | Gust of Wind *[Air]* | Ev | VS | 1 act | 60 ft | 1 round | For n. | Y | Blows away or knocks down smaller creatures | PHB238 |
| ___ | ___ | Heat Metal *[Fire]* | Tr | VSD | 1 act | Close | 7 rounds | Will n. | Y | Hot metal damages those who touch it | PHB239 |
| ___ | ___ | Hold Animal *[Mind-Affecting]* | En | VS | 1 act | Medium | 1 round/lev (D) | Will n. | Y | Paralyzes one animal for 1 round/level | PHB241 |
| ___ | ___ | Lava Missile *[Fire]* | Co | VSD | 1 act | Medium | Instantaneous | Ref ½ | N | Missile of lava deals 1d4 fire damage | SK156 |
| ___ | ___ | Locate Node *[Earth]* | Di | VSD | 1 act | 1 mile/l | 1 min/lev | – | N | Finds closest earth node | Und58 |
| ___ | ___ | Mark of the Outcast | Ne | VSD | 1 act | Close | Permanent | Will n. | Y | Subject has -5 on Bluff/Diplomacy, -2 to AC | Und59 |
| ___ | ___ | Master Air | Tr | VSF | 1 act | Personal | 1 round/lev | – | N | You sprout insubstancial wings and can fly | MoF107 |
| ___ | ___ | One with the Land | Tr | VS | 1 act | Personal | 1 hour/lev | – | N | +2 bonus on nature related skill checks | MoF111 |
| ___ | ___ | Owl's Wisdom | Tr | VSD | 1 act | Touch | 1 min/lev | Will n. | Y | Subject gains +4 Wis for 1 min/lev | PHB259 |
| ___ | ___ | Razorscales | Tr | VD | 1 act | Personal | 1 round/lev (D) | – | N | Your scales beome razor-sharp | SK157 |
| ___ | ___ | Reduce Animal | Tr | VS | 1 act | Touch | 1 hour/lev (D) | – | N | Shrinks one willing animal | PHB269 |
| ___ | ___ | Remedy Moderate Wounds *[Healing]* | Co | VS | 1 act | Touch | 10 r +1 r/2 lev | Will n. | Y | Target gains fast healing 1 for spell duration | MoF113 |
| ___ | ___ | 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 |
| ___ | ___ | Rockburst | Ev | VS | 1 act | Medium | Instantaneous | Special | N | Stone objects explode, dealing 1d4 +1/lev dmg | ShS48 |
| ___ | ___ | Scent | Tr | VSM | 1 act | Touch | 10 min/lev | – | Y | Grants the scent ability | SK157 |
| ___ | ___ | Share Husk | Di | VSM | 1 act | Touch | Concentration | Will n. | Y | See and hear through the sense of an animal | MoF116 |
| ___ | ___ | 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 | PHB283 |
| ___ | ___ | 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 |
| ___ | ___ | 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 | PHB303 |
| ___ | ___ | | | | | | | | | | |
| ___ | ___ | | | | | | | | | | |
| ___ | ___ | | | | | | | | | | |
| ___ | ___ | | | | | | | | | | |
| ___ | ___ | | | | | | | | | | |

# Druid Spells

## 3rd-Level spells

Spells: ___ + ___ = ____ Save DC: ____

| Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | | Brittleskin | Tr | VS | 1 act | Medium | 1 round/lev | For n. | Y | Subject's natural armor becomes brittle | ShS44 |
| | | Call Lightning [Electricity] | Ev | VS | 1 round | Medium | 1 min/lev | Ref ½ | Y | Calls down lightning bolts (3d6 per bolt) | PHB207 |
| | | Circle Dance | Di | VS | 1 min | Personal | Instantaneous | – | N | Indicates direction to known target | MoF84 |
| | | Contagion [Evil] | Ne | VS | 1 act | Touch | Instantaneous | For n. | Y | Infects subject with chosen disease | PHB213 |
| | | Coral Growth | Tr | VSM | 1 act | Close | Permanent | – | N | Cause living coral to grow into any shape | ShS45 |
| | | Cure Moderate Wounds | Co | VS | 1 act | Touch | Instantaneous | Will ½ | Y | Cures 2d8 damage +1/lev (max +10) | PHB216 |
| | | Daylight [Light] | Ev | VS | 1 act | Touch | 10 min/lev (D) | – | N | 60-ft radius of bright light | PHB216 |
| | | Diminish Plants | Tr | VSD | 1 act | Special | Instantaneous | – | N | Reduces size or blights growth of plants | PHB221 |
| | | Dominate Animal [Mind-Affecting] | En | VS | 1 round | Close | 1 round/lev | Will n. | Y | Subject animal obeys silent mental commands | PHB224 |
| | | Greenfire [Acid] | Ev | VSD | 1 act | Medium | 1 round | Ref ½ | Y | Energy deals 2d6 +1/lev (max +10) damage | UE50 |
| | | Healing Sting | Ne | VSM | 1 act | Touch | Instantaneous | For n. | Y | Touch deals 1d6+1/2lev; caster gains dmg as hp | MoF100 |
| | | Infestation of Maggots | Ne | VSM | 1 act | Touch | 1 round/2 lev | For n. | Y | Maggotlike creatures deal 1d4 Con dmg/rd | MoF102 |
| | | Jump, Mass | Tr | VSM | 1 act | Close | 1 min/lev (D) | Will n. | Y | Subjects gets bonus on Jump checks | ShS47 |
| | | 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 |
| | | Node Door [Earth] | Co | V | 1 act | Special | Instantaneous | –/Will n. | Sp. | Allows teleportation between known nodes | Und59 |
| | | Phantom Plow | Ev | VSM | 1 act | Special | Permanent | Special | N | Turns aside raw earth in a furrow | LoD187 |
| | | Plague Carrier | Ne | VS | 1 act | Touch | Special | For n. | Y | Infects subject with chosen disease | RoF190 |
| | | 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 |
| | | Quillfire | Tr | VS | 1 act | Personal | 1 round | – | N | Hands sprouts quills dealing 1d8+1/2 lev | MoF112 |
| | | Remove Disease | Co | VS | 1 act | Touch | Instantaneous | For n. | Y | Cures all diseases affecting subject | PHB271 |
| | | Sleet Storm [Cold] | Co | VSD | 1 act | Long | 1 round/lev | – | N | Hampers vision and movement | PHB280 |
| | | Snakebite | Tr | VS | 1 act | Personal | 1 round/lev (D) | Special | N | Arm becomes snake, 1d3 dmg, 1d6 Con pois. | MoF120 |
| | | 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 |
| | | Spiderskin | Tr | VSD | 1 act | Touch | 10 min/lev | Will n. | Y | Grants bonus to natural AC, saves, Hide | Und61 |
| | | Spike Growth | Tr | VSD | 1 act | Medium | 1 hour/lev (D) | Ref part. | Y | Creatures take 1d4 damage and may be *slowed* | PHB283 |
| | | Stone Shape [Earth] | Tr | VSD | 1 act | Touch | Instantaneous | – | N | Sculpts stone into any shape | PHB284 |
| | | Storm Shield | Ab | VSD | 1 act | Medium | Special | Special | Sp. | 30-ft sphere absorbs 20/lev electricity dmg | LEoF34 |
| | | 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 |
| | | Tortoise Shell | Ab | VSF | 1 act | Close | 10 min/lev | None | N | Shell provides shelter 100 hp, hardness 10 | MoF127 |
| | | Venomfire [Acid] | Tr | VM | 1 act | Touch | 1 hour/lev | For n. | Y | Subject's venom becomes caustic | SK158 |
| | | 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 |

## 4th-Level spells

Spells: ___ + ___ = ____ Save DC: ____

| Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | | 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 ½ | Y | Deals 1d6/lev to plant creature, or withers | PHB206 |
| | | Bloodbriars | Ev | VSM | 1 act | Medium | 1 min/lev (D) | Will n. | Y | Invisible briars deal 1d8 dmg/round on move | LEoF30 |
| | | Camouflage, Mass | Tr | VS | 1 act | Medium | 10 min/lev | – | N | +10 bonus on Hide checks to all in range | MoF106 |
| | | 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 ½ | Y | Cures 3d8 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 ½ | Y | Smites foes with fire (1d6/level) | PHB231 |
| | | Freedom of Movement | Ab | VSMD | 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 | PHB243 |
| | | Icelance | Tr | VSM | 1 act | Medium | Instantaneous | Special | Y | Attacks target for 5d6 damage and stun 1d4 rds | PGtF105 |
| | | Jaws of the Wolf | Tr | VSF | 1 act | Close | 1 round/lev (D) | – | N | One carving/2 lev turns into wolf with SR 13 | MoF102 |
| | | Land Womb | Ab | VS | 1 act | Touch | 10 min/lev (D) | Will n. | Y | You and 1 creature/lev hide within the earth | ShS47 |
| | | Lava Splash [Fire] | Co | VSDF | 1 act | Close | Instantaneous | Ref ½ | N | Wave of lava showers the area | SK156 |
| | | Murderous Mist [Fire] | Ev | VS | 1 act | Close | 1 round/lev | Ref ½ | Y | Steam deals 2d6 dmg, 1d6/r thereafter, blinds | MoF109 |
| | | Nature's Balance | Tr | VS | 1 act | Touch | 10 min/lev | For n. | Y | Transfer 4 ability score points to target | PGtF107 |
| | | Reincarnate | Tr | VSMD | 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 | VSFD | 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* | PHB283 |
| | | Stone Metamorphosis [Earth] | Tr | VSD | 1 act | Touch | Instantaneous | – | N | Changes type of stone | Und61 |
| | | 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 |
| | | Wind at Back | Ev | VS | 1 act | Medium | 1 day | – | Y | Doubles overland speed of targets for 1 day | MoF134 |

# Druid Spells

## 5th-Level spells

Spells: ___ + ___ = ____ Save DC: ____

| Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | | Animal Growth | Tr | VS | 1 act | Medium | 1 min/lev | For n. | Y | One animal/2 levels doubles in size | PHB198 |
| | | Atonement | Ab | VSMFDX | 1 hour | Touch | Instantaneous | – | Y | Removes burden of misdeeds from subject | PHB201 |
| | | Awaken | Tr | VSFX | 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 |
| | | Binding Winds | Ev | VS | 1 act | Medium | Concentration | Ref n. | Y | Sound can't get to target, -2 on ranged att. | MoF80 |
| | | Call Lightning Storm [Electricity] | EV | VS | 1 round | Long | 1 min/lev | Ref ½ | Y | Calls down lightning bolts (5d6 per bolt) | PHB207 |
| | | Commune with Earth | Di | VS | 10 min | Personal | Instantaneous | – | N | Learn about terrain for 1 mile/level | RoF189 |
| | | Commune with Nature | Di | VS | 10 min | Personal | Instantaneous | – | N | Learn about terrain for 1 mile/level | PHB211 |
| | | Contagion, Mass | Ne | VS | 1 act | Close | Instantaneous | For n. | Y | Infects subject with chosen disease | RoF190 |
| | | 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 ½ | 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 |
| | | Echo Skull | Di | VSF | 1 act | Touch | 1 hour/lev (D) | – | Y | See, hear, and speak through animal skull | MoF91 |
| | | Fireward | Tr | VSD | 1 act | Medium | 1 hour/lev | – | N | Extinguish magical fires | PGtF102 |
| | | Hallow [Good] | Ev | VSMD | 1 day | Touch | Instantaneous | Special | Sp. | Designates location as holy | PHB238 |
| | | Inferno [Fire] | Tr | VSM | 1 act | Close | 1 round/lev (D) | For n. | Y | Creature takes 6d6 fire damage per round | PGtF105 |
| | | Insect Plague | Co | VSD | 1 round | Long | 1 min/lev | – | N | Locust swarms attack creatures | PHB244 |
| | | Memory Rot | Ev | VS | 1 act | Close | Instantaneous | For n. | Y | Spores deal 1d6 Int drain to target +1 Int/rd | MoF108 |
| | | Owl's Insight | Tr | VS | 1 act | Touch | 1 hour | For n. | Y | Subject gains half his level points of Wisdom | MoF111 |
| | | Rushing Waters [Water] | Co | VSD | 1 act | Medium | Instantaneous | – | N | Wave makes bull rush attack | Und61 |
| | | Spore Cloak | Co | VSM | 1 act | Personal | 1 min/lev | – | N | You are shrouded in a cloud of mold spores | RoF191 |
| | | Stone Shape, Greater [Earth] | Tr | VSD | 1 act | Touch | Instantaneous | – | N | Sculpts 10 cu.ft+10 cu.ft/lev of stone | Und62 |
| | | 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 |
| | | Vine Mine | Co | VSF | 1 act | Medium | 10 min/lev | Special | Y | Vines grow rapidly, giving various effects | MoF130 |
| | | Wall of Dispel Magic | Ab | VSD | 1 act | Close | 1 min/lev | – | N | Creatures passing through are subject to dispel | Und63 |
| | | 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 Sand [Earth] | Co | VSD | 1 act | Medium | Conc. +1 rd/lev | – | N | Swirling sand blocks ranged att., slows move | PGtF118 |
| | | Wall of Thorns | Co | VS | 1 act | Medium | 10 min/lev (D) | – | N | Thorns damage who tries to pass | PHB300 |
| | | Wind Tunnel | Ev | VS | 1 act | Close | 1 round/lev | For n. | Y | Ranged weapons gain +10 bonus and 2x range | MoF134 |
| | | | | | | | | | | | |
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## 6th-Level spells

Spells: ___ + ___ = ____ Save DC: ____

| Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | | 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 | PHB203 |
| | | Bull's Strength, Mass | Tr | VSD | 1 act | Close | 1 min/lev | Will n. | Y | One subject/level gains +4 Str | PHB207 |
| | | Burrow, Mass | Tr | VSD | 1 act | Touch | 1 min/lev (D) | Will n. | Y | 1 subject/lev gets burrow speed 10 | Und56 |
| | | Cat's Grace, Mass | Tr | VSM | 1 act | Close | 1 min/lev | Will n. | Y | One subject/level gains +4 Dex | PHB208 |
| | | Crumble | Tr | VS | 1 act | Medium | Instantaneous | For part. | Y | 1d6/lev (no hardness) to object or structure | MoF86 |
| | | Cure Light Wounds, Mass | Co | VS | 1 act | Close | Instantaneous | Will ½ | 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 |
| | | Drown [Water] | Co | VSD | 1 act | Close | Instantaneous | For n. | Y | Target immediately begins to drown | Und58 |
| | | Find the Path | Di | VSF | 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 ½ | N | Acorns and berries become grenades | PHB230 |
| | | Gate Seal | Ab | VSM | 1 act | Close | Permanent | None | N | Permanently seals a gate or portal | FRCS70 |
| | | 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 |
| | | Shuffle | Co | VS | 1 act | Touch | 1 round/lev (D) | Will n. | Y | Subjects can teleport short distances as a move | ShS49 |
| | | Spellstaff | Tr | VSF | 10 min | Touch | Until discharg. | Will n. | Y | Stores one spell in wooden quarterstaff | PHB282 |
| | | Stone Metamorphosis, Greater [Earth] | Tr | VSD | 1 act | Touch | Instantaneous | – | N | Changes type of 10 cu.ft+10 cu.ft/lev of stone | Und61 |
| | | Stone Tell | Di | VSD | 10 min | Personal | 1 min/lev | – | N | Talk to natural or worked stone | PHB284 |
| | | Stonehold [Earth] | Co | VS | 1 act | Medium | 1 day/lev | Special | Y | Stony arm damages creatures, 1d6+5/r | MoF124 |
| | | 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 | Co | VS | 1 act | Unlimit. | 1 round | – | N | Move from one plant to another | PHB295 |
| | | Wall of Stone [Earth] | Co | VSD | 1 act | Medium | Instantaneous | Special | N | Creates a stone wall that can be shaped | PHB299 |
| | | | | | | | | | | | |
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# Druid Spells

### 7th-Level spells

Spells: ___ + ___ = ____ Save DC: ____

| Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | | Animate Plants | Tr | V | 1 act | Close | Special | – | N | One or more plants animate and fight | PHB199 |
| | | Aura of Vitality | Tr | VS | 1 act | Close | 1 round/lev | Will n. | Y | Subject gains +4 to Str, Dex and Con | MoF78 |
| | | Brilliant Aura [Light] | Tr | VS | 1 act | Close | 1 round/lev | Will n. | Y | Weapons become energy, +1 dmg/2 lev | MoF83 |
| | | Changestaff | Tr | VSF | 1 round | Touch | 1 hour/lev (D) | – | N | Your staff becomes a treant on command | PHB208 |
| | | Changestones | Tr | VSF | 1 round | Touch | 1 hour/lev (D) | – | N | Prepared stones become liths | Und57 |
| | | Control Weather | Tr | VS | 10 min | 2 miles | 4d12 hrs | – | N | Changes weather in local area | PHB214 |
| | | Create Crossroads and Backroad | Co | VSDX | 1 day | Touch | Instantaneous | – | N | Links two locations by magical path | MoF86 |
| | | Creeping Doom | Co | VS | 1 round | Close | 1 min/lev | – | N | Swarms of centipedes attack at your command | PHB215 |
| | | Cure Moderate Wounds, Mass | Co | VS | 1 act | Close | Instantaneous | Will ½ | Y | Cures 2d8 damage +1/lev for many creatures | PHB216 |
| | | Fire Storm [Fire] | Ev | VS | 1 round | Medium | Instantaneous | Ref ½ | Y | Deals 1d6 fire damage/level | PHB231 |
| | | Heal | Co | VS | 1 act | Touch | Instantaneous | Will n. | Y | Cures 10 damage/lev, disease and conditions | PHB239 |
| | | Master Earth | Tr | VSF | 1 act | Personal | Instantaneous | – | – | Travel through the earth to any location | MoF107 |
| | | Poison Vines | Co | VSF | 1 act | Medium | 10 min/lev | For n. | Y | Poison vines grow rapidly, with various effects | MoF111 |
| | | Scrying, Greater | Di | VS | 1 act | Special | 1 hour/lev | Will n. | Y | As *scrying*, but faster and longer | PHB275 |
| | | Storm Tower | Ab | VS | 1 round | Long | 1 round/lev (D) | – | Y | Clouds absorb electricity, prevent movement | MoF125 |
| | | Summon Nature's Ally VII | Co | VSD | 1 round | Close | 1 round/lev (D) | – | N | Calls animals (1 7th/1d3 6th/1d4+1 5th) | PHB289 |
| | | Sunbeam [Light] | Ev | VSD | 1 act | 60 ft | 1 round/lev | Special | Y | Beam blinds and deals 4d6 damage | PHB289 |
| | | Transmute Metal to Wood | Tr | VSD | 1 act | Long | Instantaneous | – | Y | Metal within 40 ft becomes wood | PHB294 |
| | | True Seeing | Di | VSM | 1 act | Touch | 1 min/lev | Will n. | Y | Lets you see all things as they really are | PHB296 |
| | | Wind Walk [Air] | Tr | VSD | 1 act | Touch | 1 hour/lev (D) | –/Will n. | Sp. | You and allies turn vaporous and travel fast | PHB302 |
| | | Word of Balance [Sonic] | Ev | V | 1 act | 30 ft | Instantaneous | –/Will n. | Y | Kills, paralyzes, weakens or nauseates creatures | Und63 |

### 8th-Level spells

Spells: ___ + ___ = ____ Save DC: ____

| Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | | Animal Shapes | Tr | VSD | 1 act | Close | 1 hour/lev (D) | – | Y | One ally/lev *polymorphs* into chosen animal | PHB198 |
| | | Bombardment | Co | VSF | 1 act | Long | Instantaneous | Ref ½ | Y | Rocks deal 1d8 damage/lev and bury target | PGtF100 |
| | | Cocoon | Co | VSMX | 1 round | Close | Instantaneous | For n. | Y | Paralyzes and drains levels from target | MoF85 |
| | | Control Plants | Tr | VSD | 1 act | Close | 1 min/lev | Will n. | N | Control actions of one or more plant creat. | PHB213 |
| | | Cure Serious Wounds, Mass | Co | VS | 1 act | Close | Instantaneous | Will ½ | Y | Cures 3d8 damage +1/lev for many creatures | PHB216 |
| | | Earthquake [Earth] | Ev | VSD | 1 act | Long | 1 round | Special | N | Intense tremor shakes 5-ft/lev radius | PHB225 |
| | | Finger of Death [Death] | Ne | VS | 1 act | Close | Instantaneous | For part. | Y | Kills one subject | PHB230 |
| | | Repel Metal or Stone [Earth] | Ab | VS | 1 act | 60 ft | 1 round/lev (D) | – | N | Pushes away metal and stone | PHB271 |
| | | Reverse Gravity | Tr | VSD | 1 act | Medium | 1 round/lev (D) | – | N | Objects and creatures fall upward | PHB273 |
| | | Summon Nature's Ally VIII | Co | VSD | 1 round | Close | 1 round/lev (D) | – | N | Calls animals (1 8th/1d3 7th/1d4+1 6th) | PHB289 |
| | | Sunburst [Light] | Ev | VSD | 1 act | Long | Instantaneous | Ref part. | Y | Blinds all in 10 ft, deals 6d6 damage | PHB289 |
| | | Whirlwind [Air] | Ev | VSD | 1 act | Long | 1 round/lev (D) | Ref n. | Y | Cyclone deals damage and picks up creatures | PHB301 |
| | | Wall of Greater Dispel Magic | Ab | VSD | 1 act | Close | 1 min/lev | – | N | Creatures passing through are subject to dispel | Und63 |
| | | Word of Recall | Co | V | 1 act | Unlimit. | Instantaneous | –/Will n. | Sp. | Teleports you back to designated place | PHB303 |

### 9th-Level spells

Spells: ___ + ___ = ____ Save DC: ____

| Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | | Antipathy [Mind-Affecting] | En | VSD | 1 hour | Close | 2 hours/lev (D) | Will part. | Y | Object or location repels certain creatures | PHB200 |
| | | Cast in Stone | Tr | VS | 1 act | Close | 1 round/lev (D) | Will n. | Y | Petrifying gaze attack | MoF83 |
| | | Cure Critical Wounds, Mass | Co | VS | 1 act | Close | Instantaneous | Will ½ | Y | Cures 4d8 damage +1/lev for many creatures | PHB215 |
| | | Drown, Mass [Water] | Co | VSD | 1 act | Close | Instantaneous | For n. | Y | 1 target/lev immediately begins to drown | Und58 |
| | | Elemental Swarm | Co | VS | 10 min | Medium | 10 min/lev (D) | – | N | Summons multiple elementals | PHB226 |
| | | Foresight | Di | VSD | 1 act | Touch | 10 min/lev | –/Will n. | Sp. | "Sixth sense" warns of impending danger | PHB233 |
| | | Regenerate | Co | VSD | 3 rds | Touch | Instantaneous | For n. | Y | Limbs grow back, cures 4d8 damage +1/lev | PHB270 |
| | | Shambler | Co | VS | 1 act | Medium | Special | – | N | Summons 1d4+2 shambling mounds to fight | PHB277 |
| | | Shapechange | Tr | VSF | 1 act | Personal | 10 min/lev (D) | – | N | Change into any creature, change once/round | PHB277 |
| | | Storm of Vengeance | Co | VS | 1 round | Long | Concentration | Special | Y | Storm rains acid, lightning, and hail | PHB285 |
| | | Summon Nature's Ally IX | Co | VSD | 1 round | Close | 1 round/lev (D) | – | N | Calls animals (1 9th/1d3 8th/1d4+1 7th) | PHB289 |
| | | Sympathy [Mind-Affecting] | En | VSM | 1 hour | Close | 2 hours/lev (D) | Will n. | Y | Object or location attracts certain creatures | PHB292 |
| | | Undermaster [Earth] | Tr | VX | 1 act | Personal | 1 round/lev | – | N | You gain earth-related spell-like abilities | Und62 |

# Paladin Powers

Casting Level: Lev/2

Aura of Good: ☑
Detect Evil: ☑
Divine Grace: ☐
Divine Health: ☐
Aura of Courage: ☐
Special Mount: ☐

Lay on Hands: _____ hp/day
Smite Evil: _____ times/day
+ CHA to attack
+ Lev to damage
Remove Disease: _____ times/week

## Turn Undead

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

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

# Paladin Spells

## 1st-Level spells

Spells: ___ + ___ = ____ Save DC: ____

| Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | | Bless *[Mind-Affecting]* | En | VSD | 1 act | 50 ft | 1 min/lev | – | Y | Allies gain +1 to attacks and saves vs. fear | PHB205 |
| | | Bless Water *[Good]* | Tr | VSM | 1 min | Touch | Instantaneous | Will n. | Y | Makes holy water | PHB205 |
| | | Bless Weapon | Tr | VS | 1 act | Touch | 1 min/lev | – | N | Weapon strikes true against evil foes | PHB205 |
| | | Create Water *[Water]* | Co | VS | 1 act | Close | Instantaneous | – | N | Creates 2 gallons of pure water per level | PHB215 |
| | | Cure Light Wounds | Co | VS | 1 act | Touch | Instantaneous | Will ½ | Y | Cures 1d8 damage +1/level (max +5) | PHB215 |
| | | Deafening Clang *[Sonic]* | Tr | VSD | 1 act | Touch | 1 round/lev | Will n. | Y | Weapon deafens with a successful touch attack | MoF87 |
| | | Detect Poison | Di | VS | 1 act | Close | Instantaneous | – | N | Detects poison in one creature or object | PHB219 |
| | | Detect Undead | Di | VSD | 1 act | 60 ft | 1 min/lev (D) | – | N | Reveals undead within 60 ft | PHB220 |
| | | Divine Favor | Ev | VSD | 1 act | Personal | 1 min | – | N | Gain +1 to hit and damage per 3 lev (max +3) | PHB224 |
| | | Endure Elements | Ab | VS | 1 act | Touch | 24 hrs | Will n. | Y | Exist comfortably in hot/cold environment | PHB226 |
| | | Faith Healing | Co | VS | 1 act | Touch | Instantaneous | Will ½ | Y | Cures 8 + 1/level dmg to worshippers | MoF99 |
| | | Magic Weapon | Tr | VSD | 1 act | Touch | 1 min/lev | Will n. | Y | Weapon gains +1 bonus | PHB251 |
| | | Protection from Chaos *[Lawful]* | Ab | VSD | 1 act | Touch | 1 min/lev (D) | Will n. | N | +2 AC and saves vs. chaos; no mind control | PHB266 |
| | | Protection from Evil *[Good]* | Ab | VSD | 1 act | Touch | 1 min/lev (D) | Will n. | N | +2 AC and saves vs. evil; no mind control | PHB266 |
| | | Protection from Winged Flyers | Ab | VSD | 1 act | Touch | 1 min/lev (D) | Will n. | N | +2 AC and saves; counter mind control | ShS48 |
| | | 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 on saving throws | PHB272 |
| | | Restoration, Lesser | Co | VS | 3 rds | Touch | Instantaneous | Will n. | Y | Repairs 1d4 ability damage | PHB272 |
| | | Silverbeard | Tr | VD | 1 act | Personal | 1 min/lev | – | – | You grow a hard beard that gives +2 to armor | MoF117 |
| | | Strategic Charge | Ab | VD | 1 act | Personal | 1 round/lev | – | – | You gain the benefits of the Mobility feat | MoF125 |
| | | Virtue | Tr | VSD | 1 act | Touch | 1 min | For n. | Y | Subject gains 1 temporary hp | PHB298 |
| | | Vision of Glory | Di | VSD | 1 act | Touch | 1 min (D) | None | Y | Target gains +1 bonus on next saving throw | MoF131 |
| | | Warning Shout *[Sonic]* | Tr | V | 1 act | Special | 1 round | None | N | All creatures within ½ mile hear your shout | MoF132 |
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## 2nd-Level spells

Spells: ___ + ___ = ____ Save DC: ____

| Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | | Aura of Glory | Tr | VD | 1 act | Personal | 1 min/lev | – | N | Bonus on Cha skills, cure and bolster allies | MoF78 |
| | | Bladebane | Tr | VSM | 1 act | Touch | 1 round/lev | Will n. | Y | Weapon becomes *bane* for enemy | UE48 |
| | | Bull's Strength | Tr | VSD | 1 act | Touch | 1 min/lev | Will n. | Y | Subject gains +4 Str for 1 min/lev | PHB207 |
| | | Clarity of Mind | Ab | VSD | 1 act | Touch | 1 hour/lev | Will n. | Y | +4 to save vs. charm, compulsion, glamer | Und57 |
| | | Delay Poison | Co | VSD | 1 act | Touch | 1 hour/lev | For n. | Y | Stops poison from harming subject for 1 hr/lev | PHB217 |
| | | Eagle's Splendor | Tr | VSD | 1 act | Touch | 1 min/lev | Will n. | Y | Subject gains +4 Cha for 1 min/lev | PHB225 |
| | | Hand of Divinity *[Good]* | Ev | VSD | 1 act | Touch | 1 min/lev | Will n. | Y | +2 sacred bonus to worshiper of your patron | MoF98 |
| | | Owl's Wisdom | Tr | VSD | 1 act | Touch | 1 min/lev | Will n. | Y | Subject gains +4 Wis for 1 min/lev | PHB259 |
| | | Remove Paralysis | Co | VS | 1 act | Close | Instantaneous | Will n. | Y | Frees 1 or more creatures from paralysis/*slow* | PHB271 |
| | | Resist Energy | Ab | VSD | 1 act | Touch | 10 min/lev | For n. | Y | Ignores 10+ damage/attack from one energy | PHB272 |
| | | Shield Other | Ab | VSF | 1 act | Close | 1 hour/lev (D) | Will n. | Y | You take half of subject's damage | PHB278 |
| | | Strength of Stone | Tr | VSD | 1 act | Personal | 1 hour/lev | – | N | *Bull's Strength* lasts until you touch ground | MoF125 |
| | | Undetectable Alignment | Ab | VS | 1 act | Close | 24 hours | Will n. | Y | Conceals alignment for 24 hrs | PHB297 |
| | | Zone of Truth *[Mind-Affecting]* | En | VSD | 1 act | Close | 1 min/lev | Will n. | Y | Subjects within range cannot lie | PHB303 |
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# Paladin Spells

## 3rd-Level spells

Spells: ___ + ___ = ____ Save DC: ____

| Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | | Cure Moderate Wounds | Co | VS | 1 act | Touch | Instantaneous | Will ½ | 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 |
| | | Discern Lies | Di | VSD | 1 act | Close | Up to 1 rd/lev | Will n. | N | Reveals deliberate falsehoods | PHB221 |
| | | Dispel Magic | Ab | VS | 1 act | Medium | Instantaneous | – | N | Cancels spells and magical effects | PHB223 |
| | | Forceward | Ab | VSD | 1 round | 10 ft | 1 min/lev | – | Y | Sphere of force prevents entry, +2 on ST | PGtF103 |
| | | Heal Mount | Co | VS | 1 act | Touch | Instantaneous | Will n. | Y | As *heal* on warhorse or special mount | PHB239 |
| | | Know Greatest Enemy | Di | VD | 1 act | Close | 1 round/lev | None | Y | Determine power level of creatures in area | MoF103 |
| | | Loyal Vassal *[Lawful]* | Ab | VSD | 1 act | Touch | 10 min/lev | Will n. | Y | Allies gains +3 against mind affecting effects | MoF106 |
| | | Magic Circle against Chaos *[Lawful]* | Ab | VSD | 1 act | Touch | 10 min/lev | Will n. | N | +2 AC and saves in a 10-ft radius | PHB249 |
| | | Magic Circle against Evil *[Good]* | Ab | VSD | 1 act | Touch | 10 min/lev | Will n. | N | +2 AC and saves in a 10-ft radius | PHB249 |
| | | Magic Weapon, Greater | Tr | VSD | 1 act | Close | 1 hour/lev | Will n. | Y | +1 bonus/4 levels (max +5) | PHB251 |
| | | Prayer *[Mind-Affecting]* | En | VSD | 1 act | 40 ft | 1 round/lev | – | Y | Allies gain +1 on most rolls, enemies -1 | PHB264 |
| | | Redirect Spell | Ab | VSD | 1 act | Medium | 1 round/lev (D) | Will n. | Y | Spells targeting ally target you instead | ShS48 |
| | | Remove Blindness/Deafness | Co | VS | 1 act | Touch | Instantaneous | For n. | Y | Cures normal or magical conditions | PHB270 |
| | | Remove Curse | Ab | VS | 1 act | Touch | Instantaneous | Will n. | Y | Frees object or person from curse | PHB270 |
| | | Righteous Fury | Tr | VSD | 1 act | Personal | 1 round/lev | – | N | Gain 1d4/lev hp, +2 nat. armor, +2 Str and Dex | MoF114 |
| | | Undead Bane Weapon | Tr | VSD | 1 act | Touch | 1 min/lev | – | N | Weapon is good and gets *bane* property | PGtF117 |
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## 4th-Level spells

Spells: ___ + ___ = ____ Save DC: ____

| Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | | Aura of the Sun *[Light]* | Ab | VSD | 1 act | 10 ft | 1 round/lev (D) | – | N | 10-ft radius area damages undead, hampers dark | LEoF30 |
| | | Break Enchantment | Ab | VS | 1 min | Close | Instantaneous | Special | N | Frees subject from enchantments | PHB207 |
| | | Cure Serious Wounds | Co | VS | 1 act | Touch | Instantaneous | Will ½ | Y | Cures 3d8 damage +1/lev (max +15) | PHB216 |
| | | Death Ward | Ne | VSD | 1 act | Touch | 1 min/lev | Will n. | Y | Grants immunity to death spells and effects | PHB217 |
| | | Dispel Chaos *[Lawful]* | Ab | VSD | 1 act | Touch | 1 round/lev | Special | Sp. | +4 bonus against attacks by chaotic creatures | PHB222 |
| | | Dispel Evil *[Good]* | Ab | VSD | 1 act | Touch | 1 round/lev | Special | Sp. | +4 bonus against attacks by evil creatures | PHB222 |
| | | Favor of Ilmater | Ne | VS | 1 act | Medium | 1 min/lev | – | Y | Subject resists pain and injury | PGtF102 |
| | | Hand of Torm *[Special]* | Ab | VSD | 1 min | 10 ft. | 1 hour/lev | For n. | Y | Warding zone stuns those of different patrons | MoF99 |
| | | Holy Sword *[Good]* | Ev | VS | 1 act | Touch | 1 round/lev | – | N | Weapon becomes +5, +2d6 damage vs. evil | PHB242 |
| | | Lawful Sword | Ev | VS | 1 act | Touch | 1 round/lev | – | N | Weapon is +5 axiomatic, protects vs. chaos | PGtF105 |
| | | Mark of Justice | Ne | VSD | 10 min | Touch | Permanent | – | Y | Action will trigger *curse* on subject | PHB252 |
| | | Neutralize Poison | Co | VSD | 1 act | Touch | 10 min/lev | Will n. | Y | Detoxifies venom in or on subject | PHB257 |
| | | Restoration | Co | VSM | 3 rds | Touch | Instantaneous | Will n. | Y | Restores level and ability scores drain | PHB272 |
| | | Revenance | Co | VSMDX | 1 round | Touch | 1 min/lev | None | Y | Slain ally is restored to life for 1 minute/lev | MoF113 |
| | | Seek Eternal Rest | Co | VD | 1 act | Personal | 10 min/lev | – | N | Turn undead as paladin two levels higher | MoF115 |
| | | Weapon of the Deity | Tr | VD | 1 act | Personal | 1 round/lev | – | N | +1 to weapon's att. and damage, special ability | MoF132 |
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## Psion Powers

Powers Known: _____
Max. Power Level: _____

Discipline: _______________

## Power Points

[ PP/day ] [ Current ]

## Wilder Powers

Powers Known: ________ Max. Power Level: ________

Wild Surge: + ____ Psychic Enervation: ____%
Surging Euphoria: + ____ Volatile Mind: ____ PP
Elude Touch: ☐

## Psicrystal

### abilities

| | |
|---|---|
| STR | 1 |
| DEX | 15 |
| CON | - |
| INT | |
| WIS | 10 |
| CHA | 10 |

HD: _____ HP: _____
Current: ___________
Hardness: 8
Initiative: +2
Speed: 30 ft, 20 climb
Base Att./Grap.: +0/-17
AC: ____ Touch: ____

### saves

Fort: ____
Ref: ____
Will: ____

### skills

Climb ____
Listen ____
Move Silently ____
Search ____
Spot ____
______________ ____
______________ ____
______________ ____
______________ ____
______________ ____

### special qualities

Alertness
Construct Traits
Improved Evasion
Self-propulsion
Share Powers
Sighted

Telepathic Link
☐ Deliver Touch Powers
☐ Telepathic Speech
☐ Flight

☐ Power Res.: ____
☐ Sight Link
☐ Channel Power

Personality: ________________________

## Psionic Feats

### psionic feats

☐ Aligned Attack
☐ Boost Construct
☐ Combat Manifestation
☐ Expanded Knowledge
☐ Focused Sunder
☐ Ghost Attack
☐ Inquisitor
☐ Mental Leap
☐ Metamorphic Transfer
☐ Narrow Mind
☐ Overchannel
 ☐ Talented
 ☐ Body Fuel
☐ Power Penetration
 ☐ Greater Power Penetr.
☐ Power Specialization
 ☐ Greater Power Specializ.
☐ Psicrystal Affinity
 ☐ Improved Psicrystal
 ☐ Psicrystal Containment
☐ Psionic Body
☐ Psionic Dodge
☐ Psionic Endowment
 ☐ Greater Psionic Endow.
☐ Psionic Fist
 ☐ Greater Psionic Fist
 ☐ Unavoidable Strike
☐ Psionic Meditation
☐ Psionic Shot
 ☐ Greater Psionic Shot
 ☐ Fell Shot
 ☐ Return Shot
☐ Psionic Talent
☐ Psionic Weapon
 ☐ Greater Psionic Weapon
 ☐ Deep Impact
☐ Speed of Thought
 ☐ Psionic Charge
☐ Up the Walls
☐ Wounding Attack

### item creation feats

☐ Craft Cognizance Crystal
☐ Craft Dorje
☐ Craft Psicrown
☐ Craft Psi. Arms & Armor
 ☐ Craft Psionic Construct
☐ Craft Universal Item
☐ Imprint Stone
☐ Scribe Tattoo

### metapsionic feats

☐ Burrowing Power
☐ Chain Power
☐ Delay Power
☐ Empower Power
☐ Enlarge Power
☐ Extend Power
☐ Maximize Power
☐ Opportunity Power
☐ Quicken Power
☐ Split Psionic Ray
☐ Twin Power
☐ Unconditional Power
☐ Widen Power

## Psion/Wilder Powers

### 1st-Level powers

Save DC: ____ Cost: 1 PP

| Disc. | Power Name | Discipline | Display | Man. Time | Range | Duration | Save | PR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|
| ☐ | Astral Traveler | Psyport | - | 1 hour | Touch | Special | Will n. | Y | You or another join an astral-caravan trip | EPsi75 |
| ☐ | Attraction AUG [Mind-Affecting] | Telep | Aud | 1 act | Close | 1 hour/lev | Will n. | Y | Subject has an attraction you specify | EPsi75 |
| ☐ | Bolt AUG | Metacr | Mat | 1 act | 0 ft | 1 min/lev | - | N | You create short-lived bolts, arrows or bullets | EPsi81 |
| ☐ | Call to Mind [Mind-Affecting] | Telep | Men | 1 min | Personal | Instantaneous | - | N | Gain additional Knowledge check with +4 | EPsi82 |
| ☐ | Catfall AUG | Psyport | Aud | Immed. | Personal | 1 round/lev | - | N | Instantly save yourself from a fall | EPsi82 |
| ☐ | Conceal Thoughts [Mind-Affecting] | Telep | Men | 1 act | Close | 1 hour/lev | Will n. | Y | You conceal your motives | EPsi85 |
| ☐ | Control Flames AUG [Fire] | Psykin | Aud | 1 act | Medium | 1 min/lev | Special | N | Take control of nearby open flame | EPsi86 |
| ☐ | Control Light [Light] | Psykin | Vis | 1 act | Medium | Special | - | N | Adjust ambient light levels | EPsi87 |
| ☐ | Create Sound [Sonic] | Metacr | Aud | 1 act | Close | 1 round/lev (D) | - | N | Create the sound you desire | EPsi89 |
| ☐ | Crystal Shard AUG | Metacr | Aud, Mat | 1 act | Close | Instantaneous | - | N | Ranged touch attack for 1d6 piercing damage | EPsi89 |
| ☐ | Daze, Psionic AUG [Mind-Affecting] | Telep | Mat, Men | 1 act | Close | 1 round | Will n. | Y | Humanoid creat. of up to 4 HD loses next act. | EPsi90 |
| ☐ | Deceleration AUG | Psyport | Aud, Mat | 1 act | Close | 1 min/lev | Ref n. | Y | Target's speed is halved | EPsi90 |
| ☐ | Déjà Vu AUG [Mind-Affecting] | Telep | Men | 1 act | Medium | 1 round | Will n. | Y | Your target repeats his last action | EPsi91 |
| ☐ | Demoralize AUG [Mind-Affecting] | Telep | Men, Olf | 1 act | 30 ft | 1 min/lev | Will n. | Y | Enemies become shaken | EPsi91 |
| ☐ | Detect Psionics | Clairsen | Aud, Vis | 1 act | 60 ft | 1 min/lev (D) | - | N | You detect the presence of psionics | EPsi91 |
| ☐ | Disable AUG [Mind-Affecting] | Telep | Vis | 1 act | 20 ft | 1 min/lev (D) | Will n. | Y | Subject incorrectly believe they are disabled | EPsi93 |
| ☐ | Dissipating Touch AUG | Psyport | Aud, Vis | 1 act | Touch | Instantaneous | - | Y | Touch deals 1d6 damage | EPsi95 |
| ☐ | Distract [Mind-Affecting] | Telep | Men | 1 act | Close | 1 min/lev (D) | Will n. | Y | Target gets -4 to several checks | EPsi96 |
| ☐ | Ecto Protection AUG | Metacr | Vis | Special | Close | 1 min/lev | - | N | Astral construct gains bonus against dismiss | EPsi97 |
| ☐ | Empathy AUG [Mind-Affecting] | Telep | Men | 1 act | 30 ft | 1 min/lev (D) | - | N | You know the subject's surface emotions | EPsi99 |
| ☐ | Empty Mind AUG [Mind-Affecting] | Telep | Aud | Immed. | Personal | 1 round | - | N | You gain +2 on Will saves until next action | EPsi99 |
| ☐ | Energy Ray AUG [Special] | Psykin | Aud | 1 act | Close | Instantaneous | - | Y | Ray deals 1d6 energy damage | EPsi103 |
| ☐ | Entangling Ectoplasm AUG | Metacr | Mat, Vis | 1 act | Close | 5 rounds | - | N | You entangle a foe in sticky goo | EPsi104 |
| ☐ | Far Hand AUG | Psykin | Vis | 1 act | Close | Up to 1 min | - | N | Move small objects at a limited distance | EPsi106 |
| ☐ | Float | Psyport | Aud | 1 act | Personal | 1 round/lev (D) | - | N | You buoy yourself in liquids | EPsi108 |
| ☐ | Force Screen AUG [Force] | Psykin | Aud | 1 act | Personal | 1 min/lev | - | N | Invisible disc gives +4 shield bonus to AC | EPsi108 |
| ☐ | Grease, Psionic | Metacr | Vis, Olf | 1 act | Close | 1 round/lev (D) | Special | N | Makes 10-ft square or one object slippery | EPsi111 |
| ☐ | Hammer AUG | Psymet | Aud, Mat | Swift | Touch | 1 round | - | Y | Melee touch attack deals 1d8/round | EPsi111 |
| ☐ | Inertial Armor AUG | Psykin | Vis | 1 act | Personal | 1 hour/lev (D) | - | N | Field of force gives +4 armor bonus to AC | EPsi113 |
| ☐ | Know Direction and Location | Clairsen | Men | 1 act | Personal | Instantaneous | - | N | Discover where you are and where you face | EPsi114 |
| ☐ | Matter Agitation | Psykin | Aud, Mat | 1 act | Close | Concentration | - | Y | You heat a creature or object | EPsi114 |
| ☐ | Mind Thrust AUG [Mind-Affecting] | Telep | Aud | 1 act | Close | Instantaneous | Will n. | Y | Deal 1d10 damage | EPsi120 |
| ☐ | Missive AUG [Mind-Affecting, Lang.-Dep.] | Telep | Men | 1 act | Close | Instantaneous | - | Y | Send a one-way telepathic message to subject | EPsi121 |
| ☐ | My Light AUG [Light] | Psykin | Aud, Vis | 1 act | Personal | 10 min/lev (D) | - | N | Your eyes emit 20-ft cone of light | EPsi122 |
| ☐ | Precognition, Defensive AUG | Clairsen | Mat, Vis | 1 act | Personal | 1 min/lev (D) | - | N | Gain +1 insight bonus to AC and ST | EPsi124 |
| ☐ | Precognition, Offensive AUG | Clairsen | Mat, Vis | Special | Personal | 1 min/lev (D) | - | N | Gain +1 insight bonus to attack rolls | EPsi124 |
| ☐ | Prescience, Offensive AUG | Calirsen | Mat, Vis | 1 act | Personal | 1 min/lev (D) | - | N | Gain +2 insight bonus to damage rolls | EPsi125 |
| ☐ | Sense Link AUG [Mind-Affecting] | Telep | Vis | 1 act | Medium | Concentration | - | N | Sense what the subject senses (single sense) | EPsi131 |
| ☐ | Skate | Psyport | Mat, Vis | 1 act | Touch | 1 min/lev (D) | - | Y | Subject slides skillfully along the ground | EPsi132 |
| ☐ | Synesthete | Psymet | Mat | 1 act | Personal | 10 min/lev (D) | - | N | You get one kind of sense instead of another | EPsi134 |
| ☐ | Telempathic Projection [Mind-Aff.] | Telep | Vis | 1 act | Medium | 1 min/lev | Will n. | Y | Alter the subject's mood | EPsi136 |
| ☐ | Vigor AUG | Psymet | Mat, Olf | 1 act | Personal | 1 min/lev | - | N | Gain 5 temporary hit points | EPsi140 |
| ☐ | | | | | | | | | | |
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# Psion/Wilder Powers

## 2nd-Level powers

Save DC: ____ Cost: 3 PP

| Disc. | Power Name | Discipline | Display | Man. Time | Range | Duration | Save | PR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|
| ☐ | Bestow Power AUG [Mind-Affecting] | Telep | Men | 1 act | 20 ft | Instantaneous | – | N | Subject receives 2 power points | EPsi80 |
| ☐ | Biofeedback AUG | Psymet | Mat, Vis | 1 act | Personal | 1 min/lev (D) | – | N | Gain damage reduction 2/– | EPsi80 |
| ☐ | Body Equilibrium | Psymet | Mat, Vis | 1 act | Personal | 10 min/lev (D) | – | N | You can walk on non-solid surfaces | EPsi81 |
| ☐ | Cloud Mind [Mind-Affecting] | Telep | – | 1 act | Close | 1 min/lev | Will n. | Y | Erase knowledge of your presence from target | EPsi84 |
| ☐ | Concealing Amorpha | Metacr | Mat | 1 act | 0 ft | 1 min/lev (D) | – | N | Quasi-real membrane grants concealment | EPsi85 |
| ☐ | Concussion Blast AUG [Force] | Psykin | Aud | 1 act | Medium | Instantaneous | – | Y | Deal 1d6 force damage to target | EPsi85 |
| ☐ | Control Sound [Sonic] | Psykin | Aud | 1 act | Medium | Concentration | – | N | Create very specific sounds | EPsi88 |
| ☐ | Detect Hostile Intent [Mind-Affecting] | Telep | Olf | 1 act | 30 ft | 10 min/lev (D) | – | N | You can detect hostile creatures | EPsi91 |
| ☐ | Ego Whip AUG [Mind-Affecting] | Telep | Aud | 1 act | Medium | Instantaneous | Will ½ | Y | Deal 1d4 Cha damage and daze for 1 round | EPsi98 |
| ☐ | Elfsight | Psymet | Vis | 1 act | Personal | 1 hour/lev | – | N | Gain low-light vision, +2 on Search and Spot | EPsi98 |
| ☐ | Energy Adaptation, Specified AUG | Psymet | Vis | 1 act | Personal | 10 min/lev | – | N | Gain resistance 10 against one energy type | EPsi100 |
| ☐ | Energy Push AUG [Special] | Psykin | Aud, Vis | 1 act | Medium | Instantaneous | Special | Y | Deal 2d6 damage and knock subject back | EPsi102 |
| ☐ | Energy Stun AUG [Special] | Psykin | Aud | 1 act | Close | Instantaneous | Special | Y | Deal 1d6 damage and stun target | EPsi104 |
| ☐ | Feat Leech AUG | Clairsen | Men, Vis | 1 act | Touch | 1 min/lev | Will n. | Y | Borrow another's psionic feats | EPsi107 |
| ☐ | Id Insinuation AUG [Mind-Affecting] | Telep | Aud | 1 act | Close | Conc. +1 round | Will n. | Y | Tendrils of thought disrupt and confuse target | EPsi112 |
| ☐ | Identify, Psionic | Clairsen | Mat, Men | 1 day | Touch | Instantaneous | – | N | Learn the properties of a psionic item | EPsi112 |
| ☐ | Inflict Pain AUG [Mind-Affecting] | Telep | Men | 1 act | Close | 1 round/lev | Will part. | Y | Give your foe -4 or -2 on attack rolls | EPsi113 |
| ☐ | Knock, Psionic | Psyport | Mat | 1 act | Medium | Instantaneous | – | N | Opens locked or psionically sealed door | EPsi114 |
| ☐ | Levitate, Psionic | Psyport | Olf | 1 act | Special | 10 min/lev (D) | – | Y | Move up and down, forward and back | EPsi114 |
| ☐ | Mental Disruption AUG [Mind-Affecting] | Telep | Men | 1 act | 10 ft | Instantaneous | Will n. | Y | Daze creatures within 10 ft for 1 round | EPsi115 |
| ☐ | Missive, Mass AUG [Mind-Aff, Lang.-Dep.] | Telep | Men | 1 act | Long | Instantaneous | Will n. | Y | Send a one-way telepathic message to an area | EPsi121 |
| ☐ | Psionic Lock | Psyport | Mat | 1 act | Touch | Permanent | – | N | Secure a door, chest, or portal | EPsi125 |
| ☐ | Recall Agony AUG [Mind-Affecting] | Clairsen | Mat | 1 act | Medium | Instantaneous | Will ½ | Y | Foe takes 2d6 damage | EPsi129 |
| ☐ | Sense Link, Forced [Mind-Affecting] | Telep | Vis | 1 act | Medium | Concentration | Will n. | Y | Sense what subject senses | EPsi131 |
| ☐ | Share Pain | Psymet | Mat, Men | 1 act | Touch | 1 hour/lev (D) | – | N | Willing subject takes some of your damage | EPsi132 |
| ☐ | Sustenance | Psymet | Mat | 1 act | Personal | Instantaneous | – | N | Go without food and water for 1 day | EPsi134 |
| ☐ | Swarm of Crystals AUG | Metacr | Mat | 1 act | 15 ft | Instantaneous | – | N | Crystal shards do 3d4 slashing damage | EPsi134 |
| ☐ | Thought Shield AUG [Mind-Affecting] | Telep | Aud | Immed. | Personal | 1 round | – | N | Gain PR 13 against mind-affecting powers | EPsi137 |
| ☐ | Tongues, Psionic [Mind-Affecting] | Telep | – | 1 act | Personal | 10 min/lev | – | N | You can communicate with intelligent creat. | EPsi138 |
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## 3rd-Level powers

Save DC: ____ Cost: 5 PP

| Disc. | Power Name | Discipline | Display | Man. Time | Range | Duration | Save | PR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|
| ☐ | Body Adjustment AUG | Psymet | Aud, Mat | 1 round | Personal | Instantaneous | – | N | You heal 1d12 damage | EPsi80 |
| ☐ | Body Purification AUG | Psymet | Aud, Mat | 1 round | Personal | Instantaneous | – | N | You restore 2 points of ability damage | EPsi81 |
| ☐ | Danger Sense AUG | Clairsen | Vis | 1 act | Personal | 1 hour/lev (D) | – | N | You gain +4 bonus against traps | EPsi90 |
| ☐ | Darkvision, Psionic | Clairsen | Vis | 1 act | Personal | 1 hour/lev | – | N | See 60 ft in total darkness | EPsi90 |
| ☐ | Dismiss Ectoplasm | Metacr | Aud, Vis | 1 act | Medium | Instantaneous | Will n. | N | Dissipates ectoplasmic targets and effects | EPsi94 |
| ☐ | Dispel Psionics AUG | Psykin | Vis | 1 act | Medium | Special | – | N | Cancels psionic powers and effects | EPsi94 |
| ☐ | Energy Bolt AUG [Special] | Psykin | Aud | 1 act | 120 ft | Instantaneous | Special | Y | Deals 5d6 energy damage in 120-ft line | EPsi100 |
| ☐ | Energy Burst AUG [Special] | Psykin | Aud | 1 act | 40 ft | Instantaneous | Special | Y | Deals 5d6 energy damage in 40-ft burst | EPsi101 |
| ☐ | Energy Retort AUG [Special] | Psykin | Vis | 1 act | Special | 1 min/lev | Special | Y | Attacker takes 4d6 damage/round | EPsi103 |
| ☐ | Energy Wall [Special] | Metacr | Aud | 1 act | Medium | Conc. +1 rd/lev | Special | N | Create wall of your chosen energy type | EPsi104 |
| ☐ | Eradicate Invisibility AUG | Psykin | Vis | 1 act | 50 ft | Instantaneous | Ref n. | N | Negate invisibility in 50-ft burst | EPsi105 |
| ☐ | Keen Edge, Psionic | Metacr | Vis | 1 act | Close | 10 min/lev | Will n. | Y | Doubles normal weapon's threat range | EPsi113 |
| ☐ | Mental Barrier AUG | Clairsen | Aud | Immed. | Personal | 1 round | – | N | Gain +4 defl. bonus to AC until next action | EPsi115 |
| ☐ | Mind Trap AUG [Mind-Affecting] | Telep | Aud | Immed. | Personal | 1 round | – | Y | Drain 1d6 power points from psionic attacker | EPsi120 |
| ☐ | Psionic Blast AUG [Mind-Affecting] | Telep | Aud | 1 act | 30 ft | Instantaneous | Will n. | Y | Stuns creatures in 30-ft cone for 1 round | EPsi125 |
| ☐ | Share Pain, Forced AUG | Psymet | Mat, Men | 1 act | Close | 1 round/lev (D) | For n. | Y | Unwilling subject takes some of your damage | EPsi132 |
| ☐ | Solicit Psicrystal AUG | Telep | Aud | Swift | Close | 1 round/lev (D) | – | N | Psicrystal takes over concentration power | EPsi133 |
| ☐ | Telekinetic Force AUG [Force] | Psykin | Vis | 1 act | Medium | Concentration | Will n. | Y | Move an object with the force of your mind | EPsi135 |
| ☐ | Telekinetic Thrust AUG | Psykin | Vis | 1 act | Medium | Instantaneous | Will n. | Y | Hurl objects with the force of your mind | EPsi135 |
| ☐ | Time Hop AUG | Psyport | Aud, Vis | 1 act | Close | 1 round/lev | Will n. | Y | Subject hops forward in time 1 round/lev | EPsi137 |
| ☐ | Touchsight AUG | Psymet | Vis | 1 act | Personal | 1 min/lev (D) | – | N | Telekinetic field tells you where things are | EPsi138 |
| ☐ | Ubiquitous Vision | Clairsen | Vis | 1 act | Personal | 10 min/lev (D) | – | N | You have all-around vision | EPsi139 |
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# Psion/Wilder Powers

### 4th-Level powers

Save DC: ____ Cost: 7 PP

| Disc. | Power Name | Discipline | Display | Man. Time | Range | Duration | Save | PR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|
| ☐ | Aura Sight AUG | Clairsen | Vis | 1 act | 60 ft | 10 min/lev | – | N | Reveals selected alignment axis | EPsi79 |
| ☐ | Correspond [Mind-Affecting] | Telep | Men | 10 min | Special | 1 round/lev | – | N | Hold mental conversation with another creat. | EPsi88 |
| ☐ | Death Urge AUG [Mind-Affecting] | Telep | Men | 1 act | Medium | 1 round | Will n. | Y | Implant a self-destructive compulsion | EPsi90 |
| ☐ | Detect Remote Viewing | Clairsen | Men, Vis | 1 act | 40 ft | 24 hours | – | N | You know when others spy on you remotely | EPsi92 |
| ☐ | Dimension Door, Psionic AUG | Psyport | Vis | 1 act | Long | Instantaneous | –/Will n. | Sp. | Teleports you short distance | EPsi92 |
| ☐ | Divination, Psionic | Clairsen | Men, Vis | 10 min | Personal | Instantaneous | – | N | Provides useful advice for proposed action | EPsi96 |
| ☐ | Empathic Feedback AUG [Mind-Affecting] | Telep | Aud, Mat | 1 act | Personal | 10 min/lev | – | N | Attacker takes damage when you are hit | EPsi98 |
| ☐ | Energy Adaptation AUG [Special] | Psymet | Vis | 1 act | Personal | 10 min/lev | – | N | Your body converts energy to harmless light | EPsi99 |
| ☐ | Freedom of Movement, Psionic | Psyport | Aud | 1 act | Personal | 10 min/lev | – | N | You cannot be held or rendered immobile | EPsi109 |
| ☐ | Intellect Fortress AUG | Psykin | Aud | 1 act | 20 ft | 1 round | – | Y | Take half damage from all powers till next act. | EPsi113 |
| ☐ | Mindwipe AUG [Mind-Affecting] | Telep | Aud, Men, Vis | 1 act | Close | Instantaneous | For n. | Y | Bestows negative levels on target | EPsi121 |
| ☐ | Personality Parasite [Mind-Affecting] | Telep | Aud, Vis | 1 act | Medium | 1 round/lev (D) | Will n. | Y | Subject's mind becomes self-antagonistic | EPsi123 |
| ☐ | Power Leech [Mind-Affecting] | Telep | Vis | 1 act | Close | Concentration | Will n. | Y | Drain 1d6 power points/round, gain 1/round | EPsi124 |
| ☐ | Psychic Reformation [Mind-Affecting] | Telep | Aud, Men, Vis | 10 min | Close | Instantaneous | – | N | Subject chooses skills, feats, and powers anew | EPsi127 |
| ☐ | Telekinetic Maneuver AUG [Force] | Psykin | Vis | 1 act | Medium | Concentration | – | Y | Telekinetically bull rush, trip, disarm, grapple | EPsi135 |
| ☐ | Trace Teleport AUG | Clairsen | Vis | 1 act | Close | Instantaneous | – | N | Learn destination of subject's *teleport* | EPsi139 |
| ☐ | Wall of Ectoplasm | Metacr | Vis | 1 act | Close | 1 min/lev (D) | – | N | You create a protective barrier | EPsi140 |
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### 5th-Level powers

Save DC: ____ Cost: 9 PP

| Disc. | Power Name | Discipline | Display | Man. Time | Range | Duration | Save | PR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|
| ☐ | Adapt Body | Psymet | Vis | 1 act | Personal | 1 hour/lev (D) | – | N | Your body adapts to hostile environments | EPsi75 |
| ☐ | Catapsi AUG [Mind-Affecting] | Telep | Men, Vis | 1 act | 30 ft | 1 round/lev | Will n. | Y | Psychic static inhibits power manifestation | EPsi82 |
| ☐ | Ectoplasmic Shambler | Metacr | Aud, Mat, Olf | 1 round | Long | 1 min/lev | – | N | Deals 1 damage/2 lev per round to an area | EPsi98 |
| ☐ | Incarnate | Metacr | Mat | 2 rds | Special | Permanent | – | N | Make some powers permanent | EPsi112 |
| ☐ | Leech Field AUG | Psymet | Vis | 1 act | Personal | 1 min | – | N | Leech power points when you make a ST | EPsi114 |
| ☐ | Major Creation, Psionic | Metacr | Mat | 10 min | Close | Special | – | N | Creates one object | EPsi114 |
| ☐ | Plane Shift, Psionic | Psyport | Vis | 1 act | Touch | Instantaneous | – | N | Travel to other planes | EPsi124 |
| ☐ | Power Resistance | Clairsen | Mat, Vis | 1 act | Touch | 1 min/lev | Will n. | Y | Grants PR equal to 12 + level | EPsi124 |
| ☐ | Psychic Crush AUG [Mind-Affecting] | Telep | Aud | 1 act | Close | Instantaneous | Will part. | Y | Reduces subject to -1 hit points | EPsi127 |
| ☐ | Shatter Mind Blank | Telep | Olf | 1 act | 30 ft | Instantaneous | Will n. | Y | Cancels target's *mind blank* effect | EPsi132 |
| ☐ | Tower of Iron Will AUG [Mind-Affecting] | Telep | Aud | Immed. | 10 ft | 1 round | – | Y | Grants PR 19 within 10 ft until next action | EPsi138 |
| ☐ | True Seeing, Psionic | Clairsen | Vis | 1 act | Personal | 1 min/lev | – | N | See all things as they really are | EPsi139 |
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### 6th-Level powers

Save DC: ____ Cost: 11 PP

| Disc. | Power Name | Discipline | Display | Man. Time | Range | Duration | Save | PR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|
| ☐ | Aura Alteration AUG [Mind-Affecting] | Telep | Mat | 1 act | Medium | Special | – | N | Repairs psyche or masks subject's psyche | EPsi78 |
| ☐ | Breath of the Black Dragon AUG [Acid] | Psymet | Vis | 1 act | Close | Instantaneous | Ref ½ | Y | Breathe acid for 11d6 damage | EPsi81 |
| ☐ | Cloud Mind, Mass [Mind-Affecting] | Telep | – | 1 act | Close | 1 min/lev | Will n. | Y | Erase knowledge of your presence, 1 creat/lev | EPsi84 |
| ☐ | Contingency, Psionic | Clairsen | Olf | Special | Personal | 1 day/lev (D) | – | N | Sets trigger condition for another power | EPsi86 |
| ☐ | Co-Opt Concentration [Mind-Affecting] | Telep | Men | 1 act | Medium | Concentration | Will n. | Y | Take control of foe's concentration power | EPsi88 |
| ☐ | Disintegrate, Psionic AUG | Psyport | Aud, Mat, Vis | 1 act | Medium | Instantaneous | For part. | Y | Turn one creature or object to dust | EPsi93 |
| ☐ | Fuse Flesh AUG | Psymet | Vis | 1 act | Touch | 1 round/lev | Special | Y | Fuse subject's flesh into a helpless mass | EPsi109 |
| ☐ | Overland Flight, Psionic | Psyport | Aud | 1 act | Personal | 1 hour/lev (D) | – | N | You fly at a speed of 40 ft | EPsi123 |
| ☐ | Remote View Trap [Electricity] | Clairsen | Men, Vis | 1 act | Personal | 24 hrs +1 hr/lev | Will ½ | N | Deals 8d6 damage to remote viewers | EPsi129 |
| ☐ | Retrieve AUG | Psyport | Vis | 1 act | Medium | Instantaneous | Will n. | N | Teleport to your hand an item you can see | EPsi130 |
| ☐ | Suspend Life | Psymet | Olf | 1 act | Personal | Until dismissed | – | N | Puts yourself into suspended animation | EPsi134 |
| ☐ | Temporal Acceleration AUG | Psyport | – | Swift | Personal | 1 round | – | N | Your time frame accelerates for 1 round | EPsi136 |
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# Psion/Wilder Powers

## 7th-Level powers

Save DC: ____ Cost: 13 PP

| Disc. | Power Name | Discipline | Display | Man. Time | Range | Duration | Save | PR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|
| ☐ | Decerebrate | Psyport | Men | 1 act | Close | Instantaneous | For n. | Y | Remove portion of subject's brain stem | EPsi90 |
| ☐ | Divert Teleport | Psyport | Vis | Immed. | Medium | 10 min/lev (D) | Will n. | Y | Choose destination for another's *teleport* | EPsi96 |
| ☐ | Energy Conversion *[Special]* | Psymet | Men | 1 act | Special | 10 min/lev | – | Y | Offensively channel energy you've absorbed | EPsi101 |
| ☐ | Energy Wave AUG *[Special]* | Psykin | Aud | 1 act | 120 ft | Instantaneous | Special | Y | Deal 13d4 damage in a 120-ft cone | EPsi104 |
| ☐ | Evade Burst AUG | Psymet | Mat | Immed. | Personal | Instantaneous | – | N | No damage from a burst on a Ref save | EPsi105 |
| ☐ | Insanity AUG *[Mind-Affecting]* | Telep | Men | 1 act | Medium | Instantaneous | Will n. | Y | Subject is permanently *confused* | EPsi113 |
| ☐ | Mind Blank, Personal *[Mind-Affecting]* | Telep | Olf | 1 act | Personal | 1 day | – | N | You are immune to scrying and mental effects | EPsi118 |
| ☐ | Moment of Prescience, Psionic | Clairsen | Vis | 1 act | Personal | Special | – | N | You gain insight bonus on a single roll | EPsi122 |
| ☐ | Oak Body AUG | Psymet | Aud | 1 act | Personal | 1 min/lev (D) | – | N | Your body becomes as hard as an oak | EPsi122 |
| ☐ | Phase Door, Psionic | Psyport | Vis | 1 act | 0 ft | 1 usage/2 lev | – | N | Invisible passage through wood or stone | EPsi124 |
| ☐ | Sequester, Psionic | Clairsen | – | 1 act | Touch | 1 day/lev (D) | –/Will n. | Sp. | Subject comatose and invisible | EPsi132 |
| ☐ | Ultrablast AUG *[Mind-Affecting]* | Telep | Aud | 1 act | 15 ft | Instantaneous | Will ½ | Y | Deal 13d6 damage in 15-ft radius | EPsi140 |
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## 8th-Level powers

Save DC: ____ Cost: 15 PP

| Disc. | Power Name | Discipline | Display | Man. Time | Range | Duration | Save | PR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|
| ☐ | Bend Reality | Clairsen | Vis | 1 act | Special | Special | – | Y | Alters reality within power limits | EPsi80 |
| ☐ | Iron Body, Psionic | Metacr | Aud | 1 act | Personal | 1 min/lev (D) | – | N | Your body becomes living iron | EPsi113 |
| ☐ | Matter Manipulation | Metacr | Aud, Men | 1 act | Close | Instantaneous | – | Y | Increase or decrease an object's hardness by 5 | EPsi115 |
| ☐ | Mind Blank, Psionic *[Mind-Affecting]* | Telep | Olf | 1 act | Close | 1 day | Will n. | Y | Subject immune to mental effects and scrying | EPsi119 |
| ☐ | Recall Death *[Death, Mind-Affecting]* | Clairsen | Mat | 1 act | Medium | Instantaneous | Will part. | Y | Subject dies or takes 5d6 damage | EPsi129 |
| ☐ | Shadow Body | Psymet | Aud | 1 act | Personal | 1 min/lev (D) | – | N | You become a living shadow | EPsi132 |
| ☐ | Teleport, Psionic Greater | Psyport | Vis | 1 act | Touch | Instantaneous | Will n. | Y | Teleports with no range limits | EPsi136 |
| ☐ | True Metabolism | Psymet | Mat | 1 round | Personal | 1 min/lev | – | N | You regenerate 10 hp/round | EPsi139 |
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## 9th-Level powers

Save DC: ____ Cost: 17 PP

| Disc. | Power Name | Discipline | Display | Man. Time | Range | Duration | Save | PR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|
| ☐ | Affinity Field | Psymet | Mat, Vis | 1 act | 20 ft | 1 round/lev (D) | For n. | Y | Effects that affect you also affect others | EPsi75 |
| ☐ | Apopsi *[Mind-Affecting]* | Telep | Aud, Mat, Vis | 1 round | Close | Instantaneous | For n. | Y | You delete target's psionic powers | EPsi76 |
| ☐ | Assimilate | Psymet | Aud, Vis | 1 act | Touch | Special | For ½ | Y | Incorporate creature into your own body | EPsi76 |
| ☐ | Etherealness, Psionic | Psyport | Vis | 1 act | Touch | 1 min/lev (D) | – | Y | You become ethereal | EPsi105 |
| ☐ | Microcosm AUG *[Mind-Affecting]* | Telep | Mat | 1 act | Close | Instantaneous | – | Y | Creature lives forevermore in own world | EPsi118 |
| ☐ | Reality Revision | Clairsen | Vis | 1 act | Special | Special | Special | Sp. | Alters reality | EPsi128 |
| ☐ | Timeless Body | Psyport | Mat | 1 act | Personal | 1 round | – | N | Ignore all harmful and helpful effects for 1 rd | EPsi138 |
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## Psychic Warrior Powers

Powers Known: _____
Max. Power Level: _____

Notes: ___________________
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## Power Points

[ PP/day ] [ Current ]

## Psionic Feats

**psionic feats**
- ☐ Aligned Attack
- ☐ Boost Construct
- ☐ Combat Manifestation
- ☐ Expanded Knowledge
- ☐ Focused Sunder
- ☐ Ghost Attack
- ☐ Inquisitor
- ☐ Mental Leap
- ☐ Metamorphic Transfer
- ☐ Narrow Mind
- ☐ Overchannel
  - ☐ Talented
    - ☐ Body Fuel
- ☐ Power Penetration
  - ☐ Greater Power Penetr.
- ☐ Power Specialization
  - ☐ Greater Power Specializ.
- ☐ Psicrystal Affinity
  - ☐ Improved Psicrystal
  - ☐ Psicrystal Containment
- ☐ Psionic Body
- ☐ Psionic Dodge
- ☐ Psionic Endowment
  - ☐ Greater Psionic Endow.
- ☐ Psionic Fist
  - ☐ Greater Psionic Fist
  - ☐ Unavoidable Strike
- ☐ Psionic Meditation
- ☐ Psionic Shot
  - ☐ Greater Psionic Shot
  - ☐ Fell Shot
    - ☐ Return Shot
- ☐ Psionic Talent
- ☐ Psionic Weapon
  - ☐ Greater Psionic Weapon
  - ☐ Deep Impact
- ☐ Speed of Thought
  - ☐ Psionic Charge
- ☐ Up the Walls
- ☐ Wounding Attack

**item creation feats**
- ☐ Craft Cognizance Crystal
- ☐ Craft Dorje
- ☐ Craft Psicrown
- ☐ Craft Psi. Arms & Armor
  - ☐ Craft Psionic Construct
- ☐ Craft Universal Item
- ☐ Imprint Stone
- ☐ Scribe Tattoo

**metapsionic feats**
- ☐ Burrowing Power
- ☐ Chain Power
- ☐ Delay Power
- ☐ Empower Power
- ☐ Enlarge Power
- ☐ Extend Power
- ☐ Maximize Power
- ☐ Opportunity Power
- ☐ Quicken Power
- ☐ Split Psionic Ray
- ☐ Twin Power
- ☐ Unconditional Power
- ☐ Widen Power

## Psychic Warrior Powers

### 1st-Level powers

Save DC: ____ Cost: 1 PP

| Disc. | Power Name | Discipline | Display | Man. Time | Range | Duration | Save | PR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|
| ☐ | Astral Traveler | Psyport | – | 1 hour | Touch | Special | Will n. | Y | You or another join an astral-caravan trip | EPsi75 |
| ☐ | Biofeedback AUG | Psymet | Mat, Vis | 1 act | Personal | 1 min/lev (D) | – | N | Gain damage reduction 2/- | EPsi80 |
| ☐ | Bite of the Wolf | Psymet | Vis | 1 act | Personal | 1 min/lev | – | N | Gain bite attack for 1d8 damage | EPsi80 |
| ☐ | Burst | Psyport | Aud | Swift | Personal | 1 round | – | N | Gain +10 ft speed this round | EPsi81 |
| ☐ | Call Weaponry AUG | Psyport | Mat | 1 round | 0 ft | 1 min/lev (D) | – | N | Create temporary weapon | EPsi82 |
| ☐ | Catfall AUG | Psyport | Aud | Immed. | Personal | 1 round/lev | – | N | Instantly save yourself from a fall | EPsi82 |
| ☐ | Chameleon | Psymet | Olf | 1 act | Personal | 10 min/lev (D) | – | N | Gain +10 enhancement bonus on Hide | EPsi82 |
| ☐ | Claws of the Beast AUG | Psymet | Vis | Swift | Personal | 1 hour/lev | – | N | Your hands become deadly claws | EPsi83 |
| ☐ | Compression AUG | Psymet | Olf | 1 act | Personal | 1 round/lev (D) | – | N | You grow smaller | EPsi84 |
| ☐ | Conceal Thoughts [Mind-Affecting] | Telep | Men | 1 act | Close | 1 hour/lev | Will n. | Y | You conceal your motives | EPsi85 |
| ☐ | Detect Psionics | Clairsen | Aud, Vis | 1 act | 60 ft | 1 min/lev (D) | – | N | You detect the presence of psionics | EPsi91 |
| ☐ | Dissipating Touch AUG | Psyport | Aud, Vis | 1 act | Touch | Instantaneous | – | Y | Touch deals 1d6 damage | EPsi95 |
| ☐ | Distract [Mind-Affecting] | Telep | Men | 1 act | Close | 1 min/lev (D) | Will n. | Y | Target gets -4 to several checks | EPsi96 |
| ☐ | Elfsight | Psymet | Vis | 1 act | Personal | 1 hour/lev | – | N | Gain low-light vision, +2 on Search and Spot | EPsi98 |
| ☐ | Empty Mind AUG [Mind-Affecting] | Telep | Aud | Immed. | Personal | 1 round | – | N | You gain +2 on Will saves until next action | EPsi99 |
| ☐ | Expansion AUG | Psymet | Olf | 1 act | Personal | 1 min/lev (D) | – | N | Become one size category larger | EPsi105 |
| ☐ | Float | Psyport | Aud | 1 act | Personal | 1 round/lev (D) | – | N | You buoy yourself in liquids | EPsi108 |
| ☐ | Force Screen AUG [Force] | Psykin | Aud | 1 act | Personal | 1 min/lev | – | N | Invisible disc gives +4 shield bonus to AC | EPsi108 |
| ☐ | Grip of Iron AUG | Psymet | Vis | Immed. | Personal | 1 round/lev | – | N | You get +4 bonus to grapple checks | EPsi111 |
| ☐ | Hammer AUG | Psymet | Aud, Mat | Swift | Touch | 1 round | – | Y | Melee touch attack deals 1d8/round | EPsi111 |
| ☐ | Inertial Armor AUG | Psykin | Vis | 1 act | Personal | 1 hour/lev (D) | – | N | Field of force gives +4 armor bonus to AC | EPsi113 |
| ☐ | Metaphysical Claw AUG | Psymet | Aud | 1 act | Personal | 1 min/lev | – | N | Your natural weapon gains +1 bonus | EPsi118 |
| ☐ | Metaphysical Weapon AUG | Metacr | Aud | 1 act | Touch | 1 min/lev | Will n. | Y | Weapon gains +1 bonus | EPsi118 |
| ☐ | My Light AUG [Light] | Psykin | Aud, Vis | 1 act | Personal | 10 min/lev (D) | – | N | Your eyes emit 20-ft cone of light | EPsi122 |
| ☐ | Precognition, Defensive AUG | Clairsen | Mat, Vis | 1 act | Personal | 1 min/lev (D) | – | N | Gain +1 insight bonus to AC and ST | EPsi124 |
| ☐ | Precognition, Offensive AUG | Clairsen | Mat, Vis | Special | Personal | 1 min/lev (D) | – | N | Gain +1 insight bonus to attack rolls | EPsi124 |
| ☐ | Prescience, Offensive AUG | Calirsen | Mat, Vis | 1 act | Personal | 1 min/lev (D) | – | N | Gain +2 insight bonus to damage rolls | EPsi125 |
| ☐ | Prevenom AUG | Psymet | Mat | 1 act | Personal | 1 min/lev | – | N | Your claws gain a poison coating | EPsi125 |
| ☐ | Prevenom Weapon AUG | Psymet | Mat | 1 act | Touch | 1 min/lev | – | N | Your weapon is mildly venomous | EPsi125 |
| ☐ | Skate | Psyport | Mat, Vis | 1 act | Touch | 1 min/lev (D) | – | Y | Subject slides skillfully along the ground | EPsi132 |
| ☐ | Stomp AUG | Psykin | Aud, Vis | 1 act | 20 ft | Instantaneous | Ref n. | N | Subject falls prone and takes 1d4 nonlethal | EPsi133 |
| ☐ | Synesthete | Psymet | Mat | 1 act | Personal | 10 min/lev (D) | – | N | You get one kind of sense instead of another | EPsi134 |
| ☐ | Thicken Skin AUG | Psymet | Mat, Olf | 1 act | Personal | 10 min/lev | – | N | Gain +1 enhancement bonus to your AC | EPsi137 |
| ☐ | Vigor AUG | Psymet | Mat, Olf | 1 act | Personal | 1 min/lev | – | N | Gain 5 temporary hit points | EPsi140 |
| ☐ | | | | | | | | | | |
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## Psychic Warrior Powers

### 2nd-Level powers

Save DC: ____ Cost: 3 PP

| Disc. | Power Name | Discipline | Display | Man. Time | Range | Duration | Save | PR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|
| ☐ | Animal Affinity AUG | Psymet | Mat | 1 act | Personal | 1 min/lev | – | N | Gain +4 enhancement to one ability | EPsi76 |
| ☐ | Body Adjustment AUG | Psymet | Aud, Mat | 1 round | Personal | Instantaneous | – | N | You heal 1d12 damage | EPsi80 |
| ☐ | Body Equilibrium | Psymet | Mat, Vis | 1 act | Personal | 10 min/lev (D) | – | N | You can walk on non-solid surfaces | EPsi81 |
| ☐ | Body Purification AUG | Psymet | Aud, Mat | 1 round | Personal | Instantaneous | – | N | Restore 2 points of ability damage | EPsi81 |
| ☐ | Concealing Amorpha | Metacr | Mat | 1 act | 0 ft | 1 min/lev (D) | – | N | Quasi-real membrane grants concealment | EPsi85 |
| ☐ | Darkvision, Psionic | Clairsen | Vis | 1 act | Personal | 1 hour/lev | – | N | See 60 ft in total darkness | EPsi90 |
| ☐ | Detect Hostile Intent [Mind-Affecting] | Telep | Olf | 1 act | 30 ft | 10 min/lev (D) | – | N | You can detect hostile creatures | EPsi91 |
| ☐ | Dimension Swap AUG | Psyport | Vis | 1 act | Close | Instantaneous | Will n. | Y | You and an ally switch positions | EPsi93 |
| ☐ | Dissolving Touch AUG [Acid] | Psymet | Vis | 1 act | Touch | Instantaneous | – | N | Your touch deals 4d6 acid damage | EPsi95 |
| ☐ | Dissolving Weapon AUG [Acid] | Psymet | Vis | 1 act | Personal | Instantaneous | – | N | Your weapon deals 4d6 acid damage | EPsi95 |
| ☐ | Empathic Transfer AUG | Psymet | Aud, Mat | 1 act | Touch | Instantaneous | – | N | Transfer another's wounds to yourself | EPsi98 |
| ☐ | Energy Adaptation, Specified AUG | Psymet | Vis | 1 act | Personal | 10 min/lev | – | N | Gain resistance 10 against one energy type | EPsi100 |
| ☐ | Feat Leech AUG | Clairsen | Men, Vis | 1 act | Touch | 1 min/lev | Will n. | Y | Borrow another's psionic feats | EPsi107 |
| ☐ | Hustle | Psymet | Aud | Swift | Personal | Instantaneous | – | N | Instantly gain a move action | EPsi111 |
| ☐ | Levitate, Psionic | Psyport | Olf | 1 act | Special | 10 min/lev (D) | – | Y | Move up and down, forward and back | EPsi114 |
| ☐ | Painful Strike AUG | Psymet | Mat, Vis | 1 act | Personal | 1 round/lev | – | N | Your natural weapons deal 1d6 extra nonlethal | EPsi123 |
| ☐ | Prowess | Clairsen | Men | Immed. | Personal | Instantaneous | – | N | Instantly gain another attack of opportunity | EPsi125 |
| ☐ | Psionic Lion's Charge AUG | Psymet | Men | Swift | Personal | Instantaneous | – | N | You can charge and make a full attack | EPsi125 |
| ☐ | Psionic Scent | Psymet | Men | 1 act | Personal | 1 round/lev | – | N | Gain the scent ability | EPsi126 |
| ☐ | Strength of My Enemy AUG | Psymet | Vis | 1 act | Personal | 1 round/lev (D) | – | N | Siphon your enemiy's strength and gain it | EPsi133 |
| ☐ | Sustenance | Psymet | Mat | 1 act | Personal | Instantaneous | – | N | Go without food and water for 1 day | EPsi134 |
| ☐ | Thought Shield AUG [Mind-Affecting] | Telep | Aud | Immed. | Personal | 1 round | – | N | Gain PR 13 against mind-affecting powers | EPsi137 |
| ☐ | Wall Walker | Psyport | Mat | 1 act | Personal | 1 min/lev | – | N | Grants ability to walk on walls and ceilings | EPsi140 |
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### 3rd-Level powers

Save DC: ____ Cost: 5 PP

| Disc. | Power Name | Discipline | Display | Man. Time | Range | Duration | Save | PR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|
| ☐ | Claws of the Vampire | Psymet | Mat, Vis | 1 act | Personal | 1 round/lev | – | N | Heal half of your claw's base damage | EPsi84 |
| ☐ | Concealing Amorpha, Greater | Metacr | Mat | 1 act | 0 ft | 1 round/lev (D) | – | N | Quasi-real membrane grants total concealm. | EPsi85 |
| ☐ | Danger Sense AUG | Clairsen | Vis | 1 act | Personal | 1 hour/lev (D) | – | N | You gain +4 bonus against traps | EPsi90 |
| ☐ | Dimension Slide AUG | Psyport | Vis | 1 act | Close | Instantaneous | – | N | Teleports you very short distance | EPsi92 |
| ☐ | Duodimensional Claw | Psymet | Mat | 1 act | Personal | 10 min/lev | – | N | Increases natural weapon's threat range | EPsi97 |
| ☐ | Ectoplasmic Form | Psymet | Olf | 1 act | Personal | 1 min/lev (D) | – | N | You become insubstantial and can fly slowly | EPsi97 |
| ☐ | Empathic Feedback AUG [Mind-Affecting] | Telep | Aud, Mat | 1 act | Personal | 10 min/lev | – | N | Attacker takes damage when you are hit | EPsi98 |
| ☐ | Empathic Transfer, Hostile AUG [M.-Aff.] | Telep | Aud, Mat | 1 act | Touch | Instantaneous | Will ½ | Y | Transfer your hurt to another | EPsi99 |
| ☐ | Escape Detection | Clairsen | – | 1 act | Personal | 1 hour/lev | – | N | You become difficult to detect | EPsi105 |
| ☐ | Evade Burst AUG | Psymet | Mat | Immed. | Personal | Instantaneous | – | N | No damage from a burst on a Ref save | EPsi105 |
| ☐ | Exhalation of the Black Dragon AUG [Ac] | Psymet | Vis | 1 act | Close | Instantaneous | – | Y | Your acid breath deals 3d6 damage | EPsi105 |
| ☐ | Graft Weapon | Psymet | Olf | 1 act | Personal | 24 hours (D) | – | N | Your hand is replaced by your weapon | EPsi110 |
| ☐ | Keen Edge, Psionic | Metacr | Vis | 1 act | Close | 10 min/lev | Will n. | Y | Doubles normal weapon's threat range | EPsi113 |
| ☐ | Mental Barrier AUG | Clairsen | Aud | Immed. | Personal | 1 round | – | N | Gain +4 deflection bonus to AC till next act. | EPsi115 |
| ☐ | Ubiquitous Vision | Clairsen | Vis | 1 act | Personal | 10 min/lev (D) | – | N | You have all-around vision | EPsi139 |
| ☐ | Vampiric Blade | Psymet | Mat, Vis | 1 act | 0 ft | 1 round/lev | – | N | Heal half of your weapon's base damage | EPsi140 |
| ☐ | | | | | | | | | | |
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### 4th-Level powers

Save DC: ____ Cost: 7 PP

| Disc. | Power Name | Discipline | Display | Man. Time | Range | Duration | Save | PR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|
| ☐ | Claw of Energy [Special] | Psykin | Vis | 1 act | Personal | 1 round/lev | – | N | Your claws deal additional energy damage | EPsi83 |
| ☐ | Dimension Door, Psionic AUG | Psyport | Vis | 1 act | Long | Instantaneous | –/Will n. | Sp. | Teleports you short distance | EPsi92 |
| ☐ | Energy Adaptation AUG [Special] | Psymet | Vis | 1 act | Personal | 10 min/lev | – | N | Your body converts energy to harmless light | EPsi99 |
| ☐ | Freedom of Movement, Psionic | Psyport | Aud | 1 act | Personal | 10 min/lev | – | N | You cannot be held or rendered immobile | EPsi109 |
| ☐ | Immovability AUG | Psymet | Vis | 1 act | Personal | Concentration | – | N | You are almost immovable, gain DR 15/– | EPsi112 |
| ☐ | Inertial Barrier | Psykin | Aud, Men | 1 act | Personal | 10 min/lev | – | N | Gain DR 5/– | EPsi113 |
| ☐ | Psychic Vampire | Psymet | Men | 1 act | Touch | Instantaneous | For n. | Y | Touch attack drains 2 power points/lev | EPsi127 |
| ☐ | Steadfast Perception | Clairsen | Vis | 1 act | Personal | 10 min/lev (D) | – | N | Gain immunity to illusions, +6 to Spot/Search | EPsi133 |
| ☐ | Truevenom | Psymet | Mat | Swift | Personal | 1 min/lev | –/For n. | N | Your natural weapons are covered in poison | EPsi139 |
| ☐ | Truevenom Weapon | Psymet | Mat | Swift | Touch | 1 min/lev | –/For n. | N | Your weapon is horribly poisonous | EPsi139 |
| ☐ | Weapon of Energy [Special] | Psykin | Vis | 1 act | Touch | 1 round/lev | For n. | N | Your weapon deals additional energy damage | EPsi140 |
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## Psychic Warrior Powers

### 5th-Level powers

Save DC: ____ Cost: 9 PP

| Disc. | Power Name | Discipline | Display | Man. Time | Range | Duration | Save | PR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|
| ☐ | Adapt Body | Psymet | Vis | 1 act | Personal | 1 hour/lev (D) | – | N | Your body adapts to hostile environments | EPsi75 |
| ☐ | Catapsi AUG [Mind-Affecting] | Telep | Men, Vis | 1 act | 30 ft | 1 round/lev | Will n. | Y | Psychic static inhibits power manifestation | EPsi82 |
| ☐ | Metaconcert AUG [Mind-Affecting] | Telep | Vis | 1 min | 20 ft | 1 min/lev | – | N | Mental concerto of two or more | EPsi115 |
| ☐ | Oak Body AUG | Psymet | Aud | 1 act | Personal | 1 min/lev (D) | – | N | Your body becomes as hard as an oak | EPsi122 |
| ☐ | Psychofeedback | Psymet | Vis | 1 act | Personal | 1 round/lev (D) | – | N | Boost Str, Dex, or Con, reduce other scores | EPsi127 |
| ☐ | | | | | | | | | | |
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### 6th-Level powers

Save DC: ____ Cost: 11 PP

| Disc. | Power Name | Discipline | Display | Man. Time | Range | Duration | Save | PR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|
| ☐ | Breath of the Black Dragon AUG [Acid] | Psymet | Vis | 1 act | Close | Instantaneous | Ref ½ | Y | Breathe acid for 11d6 damage | EPsi81 |
| ☐ | Dispelling Buffer | Psykin | Mat, Olf | 1 act | Personal | 1 hour/lev (D) | – | Y | You are buffered from one *dispel psionics* | EPsi95 |
| ☐ | Form of Doom AUG | Psymet | Vis | 1 act | Personal | 1 round/lev (D) | – | N | You transform into a frightening beast | EPsi108 |
| ☐ | Mind Blank, Personal [Mind-Affecting] | Telep | Olf | 1 act | Personal | 1 day | – | N | You are immune to scrying and mental effects | EPsi118 |
| ☐ | Suspend Life | Psymet | Olf | 1 act | Personal | Until dismissed | – | N | Puts yourself into suspended animation | EPsi134 |
| ☐ | | | | | | | | | | |
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## 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: +_____

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

## Ranger Spells

### 1st-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

| Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | | Alarm | Ab | VSD | 1 act | Close | 2 hrs/lev (D) | – | N | Wards an area for 2 hrs/lev | PHB197 |
| | | Animal Messenger *[Mind-Affecting]* | En | VSM | 1 act | Close | 1 day/lev | – | Y | Sends a Tiny animal to a specific place | PHB198 |
| | | Branch to Branch | Tr | VS | 1 act | Personal | 1 min/lev | – | N | +10 to Climb checks and normal movein trees | MoF83 |
| | | Calm Animals *[Mind-Affecting]* | En | VS | 1 act | Close | 1 min/lev | Will n. | Y | Calms 2d4 HD + 1 HD/lev of animals | PHB207 |
| | | Camouflage | Tr | VS | 1 act | Personal | 10 min/lev | – | N | Subject gains +10 on Hide checks | Und56 |
| | | Charm Animal *[Mind-Affecting]* | 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 | SD | 1 act | Touch | 10 min/lev (D) | Will n. | Y | Animals can't perceive one subject/lev | PHB241 |
| | | Hunter's Mercy | Tr | VS | 1 act | Personal | Special | – | N | Next hit with bow threatens critical hit | MoF101 |
| | | 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 |
| | | Low-Light Vision | Tr | VS | 1 act | Touch | 1 hour/lev | – | Y | Target gains low light vision | MoF106 |
| | | Magic Fang | Tr | VSD | 1 act | Touch | 1 min/lev | Will n. | Y | One natural weapon gets +1 to hit and damage | PHB250 |
| | | Naturewatch | Ne | S | 1 act | Close | 10 min/lev | – | N | Sees condition of wounded animals and plants | MoF110 |
| | | Pass without Trace | Tr | VSD | 1 act | Touch | 1 hour/lev (D) | Will n. | Y | One subject/level leaves no tracks | PHB259 |
| | | Ram's Might | Tr | VS | 1 act | Personal | 1 min/lev | – | N | Your unarmed attacks inflict normal damage | MoF112 |
| | | 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 |
| | | Smell of Fear | Tr | VS | 1 act | Touch | 1 min/lev | Will n. | Y | Target's aroma triples chance of encounters | MoF119 |
| | | Speed Swim | Tr | VSF | 1 act | Close | 1 min/lev (D) | For n. | Y | Target gains swim speed 30 | MoF121 |
| | | Stalking Brand | Tr | VS | 1 act | Touch | 1 day/lev | – | Y | You can see target marked with symbol | MoF123 |
| | | 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 |
| | | Surefoot | Ab | VS | 1 act | Personal | 10 min/lev | – | N | +10 bonus on Balance checks | MoF127 |
| | | Towering Oak | Il | VS | 1 act | Personal | 3 rounds/lev | – | N | +10 bonus on Intimidate checks | MoF128 |
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### 2nd-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

| Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | | Barkskin | Tr | VSD | 1 act | Touch | 10 min/lev | – | Y | Grants +2 or higher to natural armor | PHB203 |
| | | Bear's Endurance | Tr | VSD | 1 act | Touch | 1 min/lev | Will n. | Y | Subject gains +4 Con for 1 min/lev | PHB203 |
| | | Burrow | Tr | VSD | 1 act | Touch | 1 min/lev (D) | Will n. | Y | Subject grows claws and gets burrow speed 10 | Und56 |
| | | Cat's Grace | Tr | VSM | 1 act | Touch | 1 min/lev | Will n. | Y | Subject gains +4 Dex for 1 min/lev | PHB208 |
| | | Claws of the Beast | Tr | VS | 1 act | Personal | 1 round/lev | – | N | Your hands deal 1d8 damage | PGtF101 |
| | | Cure Light Wounds | Co | VS | 1 act | Touch | Instantaneous | Will ½ | Y | Cures 1d8 damage +1 per level (max +5) | PHB215 |
| | | Dispel Fog | Ab | VS | 1 act | Medium | 1 min/lev | For ½ | Y | Cancels natural and magical fogs in the area | ShS46 |
| | | Easy Trail | Ab | VS | 1 act | Personal | 1 hour/lev (D) | – | Y | Creates safe passage and hide your tracks | ShS46 |
| | | Hold Animal *[Mind-Affecting]* | En | VS | 1 act | Medium | 1 round/lev (D) | Will n. | Y | Paralyzes one animal for 1 round/level | PHB241 |
| | | One with the Land | Tr | VS | 1 act | Personal | 1 hour/lev | – | N | +2 bonus on nature related skill checks | MoF111 |
| | | 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 |
| | | Razorscales | Tr | VD | 1 act | Personal | 1 round/lev (D) | – | N | Your scales beome razor-sharp | SK157 |
| | | Rock Catch | Tr | VS | 1 act | Touch | 1 round/lev (D) | Will n. | Y | Catch hurled rocks | ShS48 |
| | | Scent | Tr | VSM | 1 act | Touch | 10 min/lev | – | Y | Grants the scent ability | SK157 |
| | | 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* | PHB283 |
| | | 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 *[Air]* | Ev | VSD | 1 act | Medium | 1 round/lev | – | Y | Deflects arrows, smaller creatures, and gases | PHB302 |
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# Ranger Spells

### 3rd-Level spells

Spells: ___ + ___ = ____ Save DC: ____

| Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | | Blade Thirst | Tr | VS | 1 act | Touch | 1 round/lev | – | Y | Slashing weapon glows and gains +3 bonus | MoF82 |
| | | Brittleskin | Tr | VS | 1 act | Medium | 1 round/lev | For n. | Y | Subject's natural armor becomes brittle | ShS44 |
| | | 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 ½ | 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 |
| | | Decoy Image | Il | VS | 1 round | Long | 10 min/lev (D) | – | N | Duplicate people within 50 ft radius | MoF88 |
| | | Diminish Plants | Tr | VSD | 1 act | Special | Instantaneous | – | N | Reduces size or blights growth of norm. plants | PHB221 |
| | | Easy Climb | Tr | VS | 1 act | Medium | 10 min/lev (D) | – | Y | Changes vertical surface Climb DC to 10 | MoF90 |
| | | Jump, Mass | Tr | VSM | 1 act | Close | 1 min/lev (D) | Will n. | Y | Subjects gets bonus on Jump checks | ShS47 |
| | | Living Prints | Di | VS | 1 act | Personal | 1 hour/lev | – | N | Perceive tracks as if they had just been made | MoF106 |
| | | 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 |
| | | Safe Clearing | Ab | VS | 1 round | Touch | 1 hour/lev | Will n. | Y | Area becomes safe, as if protected by sanctuary | ShS48 |
| | | 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 |
| | | Tremorsense | Tr | VSD | 1 act | Personal | 10 min/lev (D) | Will n. | Y | Grants tremorsense out to 30 ft | Und62 |
| | | Water Walk *[Water]* | Tr | VSD | 1 act | Touch | 10 min/lev (D) | Will n. | Y | Subject treads on water as if solid | PHB300 |
| | | | | | | | | | | | |
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### 4th-Level spells

Spells: ___ + ___ = ____ Save DC: ____

| Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | | Animal Growth | Tr | VS | 1 act | Medium | 1 min/lev | For n. | Y | One animal/2 lev doubles in size | PHB198 |
| | | Burrow, Mass | Tr | VSD | 1 act | Touch | 1 min/lev (D) | Will n. | Y | 1 subject/lev gets burrow speed 10 | Und56 |
| | | Camouflage, Mass | Tr | VS | 1 act | Medium | 10 min/lev | – | N | +10 bonus on Hide checks to all in range | MoF106 |
| | | 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 ½ | Y | Cures 3d8 damage +1/lev (max +15) | PHB216 |
| | | Darkvision, Mass | Tr | VSM | 1 act | Touch | 1 hour/lev | – | Y | 1 subject/lev can see 60 ft in total darkness | Und57 |
| | | Deeper Darkvision | Tr | VSM | 1 act | Touch | 1 hour/lev | Will n. | Y | Subject can see 60 ft in magical darkness | Und58 |
| | | Freedom of Movement | Ab | VSMD | 1 act | Touch | 10 min/lev | Will n. | Y | Subject moves normally despite impediments | PHB233 |
| | | Land Womb | Ab | VS | 1 act | Touch | 10 min/lev (D) | Will n. | Y | You and 1 creature/lev hide within the earth | ShS47 |
| | | Nondetection | Ab | VSM | 1 act | Touch | 1 hour/lev | Will n. | Y | Hides subject from divination and scrying | PHB257 |
| | | Snakebite | Tr | VS | 1 act | Personal | 1 round/lev (D) | Special | N | Arm becomes snake, 1d3 dmg, 1d6 Con | MoF120 |
| | | 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 |
| | | Superior Darkvision | Tr | VSM | 1 act | Touch | 1 hour/lev | Will n. | Y | Subject can see in total darkness | UE53 |
| | | Tree Stride | Tr | VSD | 1 act | Personal | 1 hour/lev | – | N | Step from one tree to another far away | PHB296 |
| | | Venomfire *[Acid]* | Tr | VM | 1 act | Touch | 1 hour/lev | For n. | Y | Subject's venom becomes caustic | SK158 |
| | | | | | | | | | | | |
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## Wizard Schools of Magic

| Access to Schools: | | | | | |
|---|---|---|---|---|---|
| | ☐Abjuration | ☑Divination | ☐Evocation | ☐Necromancy | ☑Universal |
| | ☐Conjuration | ☐Enchantment | ☐Illusion | ☐Transmutation | |

Specialization School: ____________________

## Sorcerer/Wizard Spells

**0-Level spells** Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐☐☐☐☐☐

| Kn. | Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| ☐ | | | Acid Splash *[Acid]* | Co | VS | 1 act | Close | Instantaneous | – | N | Orb deals 1d3 acid damage | PHB196 |
| ☐ | | | Arcane Mark | Un | VS | 1 act | 0 ft | Permanent | – | N | Inscribe a personal rune (visible or invisible) | PHB201 |
| ☐ | | | Dancing Lights *[Light]* | Ev | VS | 1 act | Medium | 1 min (D) | – | N | Creates torches or other lights | PHB216 |
| ☐ | | | Daze *[Mind-Affecting]* | En | VSM | 1 act | Close | 1 round | Will n. | Y | Humanoid creat. up to 4 HD loses next action | PHB217 |
| ☐ | | | Detect Magic | Di | VS | 1 act | 60 ft | 1 min/lev (D) | – | N | Detect spells and magic items within 60 ft | PHB219 |
| ☐ | | | Detect Poison | Di | VS | 1 act | Close | Instantaneous | – | N | Detects poison in one creature or small object | PHB219 |
| ☐ | | | Disrupt Undead | Ne | VS | 1 act | Close | Instantaneous | – | Y | Deals 1d6 damage to one undead | PHB223 |
| ☐ | | | Electric Jolt *[Electricity]* | Ev | VS | 1 act | Close | Instantaneous | – | Y | Ranged touch attack deals 1d3 electricity dmg | MoF91 |
| ☐ | | | Flare *[Light]* | Ev | V | 1 act | Close | Instantaneous | For n. | Y | Dazzles one creature (-1 to attack rolls) | PHB232 |
| ☐ | | | Ghost Sound | Il | VSM | 1 act | Close | 1 round/lev (D) | Will dis. | N | Figments sound | PHB235 |
| ☐ | | | Horizikaul's Cough *[Sonic]* | Ev | VS | 1 act | Close | Instantaneous | Will part. | Y | Target takes 1 dmg and deafened 1 round | MoF101 |
| ☐ | | | Launch Bolt | Tr | VS | 1 act | Medium | Instantaneous | – | N | Launches a crossbow bolt up to medium range | MoF105 |
| ☐ | | | Light *[Light]* | Ev | VM | 1 act | Touch | 10 min/lev (D) | – | N | Object shines like a torch | PHB248 |
| ☐ | | | Mage Hand | Tr | VS | 1 act | Close | Concentration | – | N | 5-pound telekinesis | PHB249 |
| ☐ | | | Mending | Tr | VS | 1 act | 10 ft | Instantaneous | Will n. | Y | Makes minor repairs on an object | PHB253 |
| ☐ | | | Message *[Language-Dependent]* | Tr | VSF | 1 act | Medium | 10 min/lev | – | N | Whispered conversation at distance | PHB253 |
| ☐ | | | Open/Close | Tr | VSF | 1 act | Close | Instantaneous | Will n. | Y | Opens or closes small or light things | PHB258 |
| ☐ | | | Prestidigitation | Un | VS | 1 act | 10 ft | 1 hour | Special | N | Performs minor tricks | PHB264 |
| ☐ | | | Ray of Frost *[Cold]* | Ev | VS | 1 act | Close | Instantaneous | – | Y | Ray deals 1d3 cold damage | PHB269 |
| ☐ | | | Read Magic | Di | VSF | 1 act | Personal | 10 min/lev | – | N | Read scrolls and spellbooks | PHB269 |
| ☐ | | | Resistance | Ab | VSM | 1 act | Touch | 1 min | Will n. | Y | Subject gains +1 on saving throws | PHB272 |
| ☐ | | | Silent Portal | Il | S | 1 act | Close | 1 hour/lev | Will n. | Y | Negates sound from door or window | MoF117 |
| ☐ | | | Stick | Tr | VSM | 1 act | Touch | Instantaneous | Will n. | Y | Glues an object up to 5 lb. to a larger one | Und61 |
| ☐ | | | Touch of Fatigue | Ne | VSM | 1 act | Touch | 1 round/lev | For n. | Y | Touch attack fatigues target | PHB294 |
| ☐ | | | | | | | | | | | | |
| ☐ | | | | | | | | | | | | |
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## Sorcerer/Wizard Spells

**1st-Level spells** Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐

| Kn. | Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| ☐ | | | Alarm | Ab | VSF | 1 act | Close | 2 hours/lev (D) | – | N | Wards an area, for 2 hours/lev | PHB197 |
| ☐ | | | Animate Rope | Tr | VS | 1 act | Medium | 1 round/lev | – | N | Makes a rope move at your command | PHB199 |
| ☐ | | | Arcane Sensitivity | Di | VS | 1 act | Touch | Instantaneous | – | N | Discover subject's casting abilities and power | ShS44 |
| ☐ | | | Burning Hands *[Fire]* | Ev | VS | 1 act | 15 ft | Instantaneous | Ref ½ | Y | 1d4 fire damage/lev (max 5d4) | PHB207 |
| ☐ | | | Cause Fear *[Fear, Mind-Affecting]* | Ne | VS | 1 act | Close | Special | Will part. | Y | One creat. with less than 6 HD flees | PHB208 |
| ☐ | | | Charm Person *[Mind-Affecting]* | En | VS | 1 act | Close | 1 hour/lev | Will n. | Y | Makes one person your friend | PHB209 |
| ☐ | | | Chill Touch | Ne | VS | 1 act | Touch | Instantaneous | Special | Y | 1 touch/lev deals 1d6 damage and possibly 1 Str | PHB209 |
| ☐ | | | Color Spray *[Mind-Affecting]* | Il | VSM | 1 act | 15 ft | Instantaneous | Will n. | Y | Knocks unconscious, blinds or stun 1d6 creat. | PHB210 |
| ☐ | | | Comprehend Languages | Di | VSM | 1 act | Personal | 10 min/lev | – | N | Understand all spoken and written languages | PHB212 |
| ☐ | | | Corrosive Grasp *[Acid]* | Co | VS | 1 act | Touch | Instantaneous | – | Y | One touch/lev deals 1d6+1 acid damage | MoF85 |
| ☐ | | | Darsson's Cooling Breeze *[Air]* | Ev | VS | 1 act | 60 ft | 1 hour/lev (D) | – | Y | Create light breeze that travels in 1 direction | ShS45 |
| ☐ | | | Detect Secret Doors | Di | VS | 1 act | 60 ft | 1 min/lev (D) | – | N | Reveals hidden doors within 60 ft | PHB220 |
| ☐ | | | Detect Undead | Di | VSM | 1 act | 60 ft | 1 min/lev (D) | – | N | Reveaks undead within 60 ft | PHB220 |
| ☐ | | | Disguise Self | Il | VS | 1 act | Personal | 10 min/lev (D) | – | N | Changes your appearance | PHB222 |
| ☐ | | | Endure Elements | Ab | VS | 1 act | Touch | 24 hrs | Will n. | Y | Exist comfortably in hot/cold environment | PHB226 |
| ☐ | | | Enlarge Person | Tr | VSM | 1 round | Close | 1 min/lev (D) | For n. | Y | Humanoid creature doubles in size | PHB226 |
| ☐ | | | Erase | Tr | VS | 1 act | Close | Instantaneous | Special | N | Mundane or magical writing vanishes | PHB227 |
| ☐ | | | Expeditious Retreat | Tr | VS | 1 act | Personal | 1 min/lev (D) | – | N | Your speed increases by 30 ft | PHB228 |
| ☐ | | | Feather Fall | Tr | V | Free | Close | 1 round/lev | Will n. | Y | Objects or creatures fall slowly | PHB229 |
| ☐ | | | Forcewave *[Force]* | Ev | VSF | 1 act | Medium | Instantaneous | For part. | Y | Deals 1d4+1 damage + bull rush | MoF95 |
| ☐ | | | Grease | Co | VSM | 1 act | Close | 1 round/lev (D) | Special | N | Makes 10-ft square or 1 object slippery | PHB237 |
| ☐ | | | Hail of Stone *[Earth]* | Co | VSM | 1 round | Medium | Instantaneous | – | Y | Stones deal 1d4/lev (max 5d4) in 5-ft radius | Und58 |
| ☐ | | | Hold Portal | Ab | V | 1 act | Medium | 1 min/lev (D) | – | N | Holds door shut | PHB241 |
| ☐ | | | Horizikaul's Boom *[Sonic]* | Ev | VS | 1 act | Close | Instantaneous | Will part. | Y | Target takes 1d4/2 lev sonic dmg, deafness | MoF101 |
| ☐ | | | Hypnotism *[Mind-Affecting]* | En | VS | 1 round | Close | 2d4 rounds (D) | Will n. | Y | Fascinates 2d4 HD of creatures | PHB242 |
| ☐ | | | Ice Dagger *[Cold]* | Ev | VSM | 1 act | Close | Instantaneous | Ref ½ | Y | 1d4 cold dmg/lev (1 in 5 ft.) | MoF101 |
| ☐ | | | Identify | Di | VSM | 1 hour | Touch | Instantaneous | – | N | Determines properties of magic item | PHB243 |
| ☐ | | | Ironguts | Ab | VSM | 1 act | Touch | 10 min/lev | Will n. | Y | +4 bonus on saving throws against poison | MoF102 |
| ☐ | | | Jump | Tr | VSM | 1 act | Touch | 1 min/lev (D) | Will n. | Y | Subject gets bonus on Jump checks | PHB246 |
| ☐ | | | Kaupaer's Skittish Nerves | Tr | VS | 1 act | Touch | 1 min/lev | – | Y | Target gains +5 bonus on initiative checks | MoF103 |
| ☐ | | | Know Protections | Di | VS | 1 act | Close | Instantaneous | Will n. | Y | Determine target's defences | MoF104 |
| ☐ | | | Laeral's Cutting Hand | Tr | VS | 1 act | Personal | 1 round/lev | – | N | Hands gain a +2 bonus and considered armed | MoF104 |
| ☐ | | | Launch Item | Tr | S | 1 act | Long | Instantaneous | – | N | Hurls fine items up to long range | MoF105 |
| ☐ | | | Low-Light Vision | Tr | VS | 1 act | Touch | 1 hour/lev | – | Y | Target gains low light vision | MoF106 |
| ☐ | | | Mage Armor *[Force]* | Co | VSF | 1 act | Touch | 1 hour/lev (D) | Will n. | N | Gives subject +4 armor bonus | PHB249 |
| ☐ | | | Magic Missile *[Force]* | Ev | VS | 1 act | Medium | Instantaneous | – | Y | 1d4+1 dmg missile, 1/2 lev. above 1st (max 5) | PHB251 |
| ☐ | | | Magic Weapon | Tr | VS | 1 act | Touch | 1 min/lev | Will n. | Y | Weapon gains +1 bonus | PHB251 |
| ☐ | | | Mount | Co | VSM | 1 round | Close | 2 hours/lev | – | N | Summons riding horse for 2 hours/lev | PHB256 |
| ☐ | | | Net of Shadows *[Darkness]* | Il | VS | 1 act | Close | 3 rounds | Will n. | Y | Shadow conceals those in area | MoF110 |
| ☐ | | | Nystul's Magic Aura | Il | VSF | 1 act | Touch | 1 day/lev (D) | – | N | Alters object's magic aura | PHB257 |
| ☐ | | | Obscuring Mist | Co | VS | 1 act | 20 ft | 1 min/lev | – | N | Fog surrounds you | PHB258 |
| ☐ | | | Protection from Chaos *[Lawful]* | Ab | VSM | 1 act | Touch | 1 min/lev (D) | Will n. | N | +2 AC and saves, counters mind control | PHB266 |
| ☐ | | | Protection from Evil *[Good]* | Ab | VSM | 1 act | Touch | 1 min/lev (D) | Will n. | N | +2 AC and saves, counters mind control | PHB266 |
| ☐ | | | Protection from Good *[Evil]* | Ab | VSM | 1 act | Touch | 1 min/lev (D) | Will n. | N | +2 AC and saves, counters mind control | PHB266 |
| ☐ | | | Protection from Law *[Chaotic]* | Ab | VSM | 1 act | Touch | 1 min/lev (D) | Will n. | N | +2 AC and saves, counters mind control | PHB266 |
| ☐ | | | Protection from Winged Flyers | Ab | VSM | 1 act | Touch | 1 min/lev (D) | Will n. | N | +2 AC and saves; counter mind control | ShS48 |
| ☐ | | | Ray of Enfeeblement | Ne | VS | 1 act | Close | 1 min/lev | – | Y | Ray deals 1d6 +1/2 lev Str damage | PHB269 |
| ☐ | | | Reduce Person | Tr | VSM | 1 round | Close | 1 min/lev (D) | For n. | Y | Humanoid creature halves in size | PHB269 |
| ☐ | | | Scatterspray | Tr | VS | 1 act | Close | Instantaneous | – | N | Items scatter in a burst dealing 1d8 damage | FRCS73 |
| ☐ | | | Sea Legs | Tr | VS | 1 act | Touch | 1 hour/lev (D) | Will n. | Y | Target creature can maneuver easily on a ship | ShS49 |
| ☐ | | | Shelgarn's Persistent Blade *[Force]* | Ev | VSF | 1 act | Close | 1 round/2 lev | – | Y | Blade of force attacks, automatically flanks | MoF117 |
| ☐ | | | Shield *[Force]* | Ab | VS | 1 act | Personal | 1 min/lev (D) | – | N | Gives +4 AC, blocks *magic missiles* | PHB278 |
| ☐ | | | Shocking Grasp *[Electricity]* | Ev | VS | 1 act | Touch | Instantaneous | – | Y | Touch deals 1d6/lev electricity (max 5d6) | PHB279 |
| ☐ | | | Silent Image | Il | VSF | 1 act | Long | Concentration | Will dis. | N | Creates minor illusion of your design | PHB279 |
| ☐ | | | Sleep *[Mind-Affecting]* | En | VSM | 1 round | Medium | 1 min/lev | Will n. | Y | Put 4 HD of creatures into magical slumber | PHB280 |
| ☐ | | | Snilloc's Snowball *[Cold]* | Ev | VSM | 1 act | 0 ft | 1 round/lev (D) | – | Y | Cold sphere deals 1d6 +1/lev (max +5) damage | UE52 |
| ☐ | | | Speed Swim | Tr | VSF | 1 act | Close | 1 min/lev (D) | For n. | Y | Target gains swim speed 30 | MoF121 |
| ☐ | | | Spirit Worm | Ne | VSM | 1 act | Touch | 1 round/lev | For part. | Y | Target takes 1 point Con damage every round | MoF123 |
| ☐ | | | Summon Monster I | Co | VSF | 1 round | Close | 1 round/lev (D) | – | N | Calls extraplanar creature to fight (1 1st-lev) | PHB285 |
| ☐ | | | Summon Undead I *[Evil]* | Co | VSF | 1 round | Close | 1 round/lev | – | N | Calls a 1st-level undead | PGtF114 |
| ☐ | | | Tenser's Floating Disk *[Force]* | Ev | VSM | 1 act | Close | 1 hour/lev | – | N | 3-ft diam. disk that holds 100 lbs/lev | PHB294 |
| ☐ | | | True Strike | Di | VF | 1 act | Personal | Special | – | N | +20 on your next attack roll | PHB296 |
| ☐ | | | Unseen Servant | Co | VSM | 1 act | Close | 1 hour/lev | – | N | Invisible force obeys your commands | PHB297 |
| ☐ | | | Ventriloquism | Il | VF | 1 act | Close | 1 min/lev (D) | Will dis. | N | Throws voice for 1 min/lev | PHB298 |
| ☐ | | | | | | | | | | | | |
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# Sorcerer/Wizard Spells

## 2nd-Level spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐

| Kn. | Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| ☐ | | | Aganazzar's Scorcher [Fire] | Ev | VSF | 1 act | Close | Instantaneous | Ref ½ | Y | Path of fire deals 1d8 damage/2 levels | FRCS66 |
| ☐ | | | Alter Self | Tr | VS | 1 act | Personal | 10 min/lev (D) | – | N | Assume form of a similar creature | PHB197 |
| ☐ | | | Arcane Lock | Ab | VSM | 1 act | Touch | Permanent | – | N | Magically locks a portal or chest | PHB200 |
| ☐ | | | Balagarn's Iron Horn [Sonic] | Tr | VS | 1 act | Close | Instantaneous | – | Y | Intense vibrations trip those in area | MoF79 |
| ☐ | | | Battering Ram [Force] | Ev | VSF | 1 act | Close | Instantaneous | – | Y | Deals 1d6 damage plus bull rush | MoF80 |
| ☐ | | | Bear's Endurance | Tr | VS | 1 act | Touch | 1 min/lev | Will n. | Y | Subject gains +4 Con for 1 min/lev | PHB203 |
| ☐ | | | Blindness/Deafness | Ne | V | 1 act | Medium | Permanent (D) | For n. | Y | Makes subject blinded or deafened | PHB206 |
| ☐ | | | Blindsight | Tr | VS | 1 act | Touch | 1 min/lev | Will n. | Y | Grants blindsight out to 30 ft | PGtF100 |
| ☐ | | | Blur | Il | V | 1 act | Touch | 1 min/lev (D) | Will n. | Y | Attacks miss subject 20% of the time | PHB206 |
| ☐ | | | Bull's Strength | Tr | VSM | 1 act | Touch | 1 min/lev | Will n. | Y | Subject gains +4 Str for 1 min/lev | PHB207 |
| ☐ | | | Cat's Grace | Tr | VSM | 1 act | Touch | 1 min/lev | Will n. | Y | Subject gains +4 Dex for 1 min/lev | PHB208 |
| ☐ | | | Claws of Darkness [Darkness] | Il | VS | 1 act | Personal | 1 round/lev (D) | For part. | Y | Reach melee touch attacks deal 1d4 cold, slow | FRCS67 |
| ☐ | | | Cloud of Bewilderment | Ev | VS | 1 act | 10 ft | Instantaneous | For n. | Y | Generates a nauseating 10-ft cone | PGtF101 |
| ☐ | | | Combust [Fire] | Ev | VSM | 1 act | Touch | Instantaneous | Ref part. | Y | Target takes 2d6+1/level fire damage | MoF85 |
| ☐ | | | Command Undead | Ne | VSM | 1 act | Close | 1 day/lev | Will n. | Y | Undead creature obeys your commands | PHB211 |
| ☐ | | | Continual Flame [Light] | Ev | VSM | 1 act | Touch | Permanent | – | N | Makes a permanent, heatless torch | PHB213 |
| ☐ | | | Create Magic Tattoo | Co | VSMF | 10 min | Touch | 1 day | – | Y | Subject receives a magic tattoo | PGtF101 |
| ☐ | | | Darkness [Darkness] | Ev | VM | 1 act | Touch | 10 min/lev (D) | – | N | 20-ft radius of supernatural shadow | PHB216 |
| ☐ | | | Darkvision | Tr | VSM | 1 act | Touch | 1 hour/lev | – | Y | See 60 ft in total darkness | PHB216 |
| ☐ | | | Darsson's Chilling Chamber [Cold] | Ev | VS | 1 act | Close | 1 hour/lev (D) | Special | Y | Lower temperature in area to extreme cold | ShS45 |
| ☐ | | | Darsson's Fiery Furnace [Fire] | Ev | VS | 1 act | Close | 1 hour/lev (D) | Special | Y | Raise temperature in area to extreme heat | ShS46 |
| ☐ | | | Daze Monster [Mind-Affecting] | En | VSM | 1 act | Medium | 1 round | Will n. | Y | Living creature up to 6 HD loses next action | PHB217 |
| ☐ | | | Death Armor | Ne | VSM | 1 act | Personal | 1 round/lev | Will n. | Y | Attackers take 1d4 + 1/2 levels (max +5) | MoF87 |
| ☐ | | | Decastave [Force] | Co | VSM | 1 act | 0 ft | 1 round/lev (D) | – | Y | Conjures quarterstaff of force | UE49 |
| ☐ | | | Detect Thoughts [Mind-Affecting] | Di | VSF | 1 act | 60 ft | 1 min/lev (D) | Will n. | N | Allows "listening" to surface thoughts | PHB220 |
| ☐ | | | Disguise Undead | Il | VSF | 1 act | Touch | 10 min/lev (D) | – | N | Changes the appearance of one corp. undead | T&B87 |
| ☐ | | | Dispel Fog | Ab | VS | 1 act | Medium | 1 min/lev | For ½ | Y | Cancels natural and magical fogs in the area | ShS46 |
| ☐ | | | Eagle's Splendor | Tr | VSM | 1 act | Touch | 1 min/lev | Will n. | Y | Subject gains +4 Cha for 1 min/lev | PHB225 |
| ☐ | | | False Life | Ne | VSM | 1 act | Personal | 1 hour/lev | – | Y | Subject gains 1d10+1/lev (max. +10) temp. hp | PHB229 |
| ☐ | | | Flame Dagger [Fire] | Ev | VSM | 1 act | 0 ft | 1 min/lev | – | Y | As *flame blade* but 1d4+1/levevel | MoF94 |
| ☐ | | | Flaming Sphere [Fire] | Ev | VSM | 1 act | Medium | 1 round/lev | Ref n. | Y | Rolling ball of fire, 2d6 dmg, lasts 1 round/lev | PHB232 |
| ☐ | | | Fog Cloud | Co | VS | 1 act | Medium | 10 min/lev | – | N | Fog obscures vision | PHB232 |
| ☐ | | | Force Ladder [Force] | Ev | VSF | 1 act | Close | 1 min/lev | – | N | Creates a moveable ladder of force up to 60 ft | MoF95 |
| ☐ | | | Fox's Cunning | Tr | VSM | 1 act | Touch | 1 min/lev | Will n. | Y | Subject gains +4 Int for 1 min/lev | PHB233 |
| ☐ | | | Gedlee's Electric Loop [Electricity] | Ev | VSM | 1 act | Close | Instantaneous | Ref ½ | Y | Deals 1d6/2 lev damage plus stun | PGtF103 |
| ☐ | | | Ghoul Touch | Ne | VSM | 1 act | Touch | 1d6+2 rounds | For n. | Y | Paralyzes one subject, who exudes stench | PHB235 |
| ☐ | | | Glitterdust | Co | VSM | 1 act | Medium | 1 round/lev | Will n. | N | Blinds creatures, outlines invisible creatures | PHB236 |
| ☐ | | | Gust of Wind [Air] | Ev | VS | 1 act | 60 ft | 1 round | For n. | Y | Blows away or knocks down smaller creatures | PHB238 |
| ☐ | | | Hypnotic Pattern [Mind-Affecting] | Il | SM | 1 act | Medium | Conc.+2 rds | Will n. | Y | Fascinates 2d4+1 HD/lev of creatures | PHB242 |
| ☐ | | | Igedrazaar's Miasma | Co | VSF | 1 act | Close | 1 round | For n. | Y | Cloud of fog deals 1d4 subdual damage/lev | MoF101 |
| ☐ | | | Invisibility | Il | VSM | 1 act | Touch | 1 min/lev (D) | Will n. | Y | Subject invisible for 1 min/lev or until attacks | PHB245 |
| ☐ | | | Knock | Tr | V | 1 act | Medium | Instantaneous | – | N | Opens locked or magically sealed doors | PHB246 |
| ☐ | | | Leomund's Trap | Il | VSM | 1 act | Touch | Permanent (D) | – | N | Makes item seem trapped | PHB247 |
| ☐ | | | Levitate | Tr | VSF | 1 act | Close | 1 min/lev (D) | – | N | Subject moves up and down at your direction | PHB248 |
| ☐ | | | Life Bolt | Ne | VS | 1 act | Medium | Instantaneous | – | Y | One ray/2 lev deals 1d4 to undead, 1 to you | MoF105 |
| ☐ | | | Lively Step | Tr | VSF | 1 act | 0 ft | Special | Will n. | Y | You and allies gain +10 to speed | PGtF106 |
| ☐ | | | Locate Node [Earth] | Di | VSF | 1 act | 1 mile/l | 1 min/lev | – | N | Finds closest earth node | Und58 |
| ☐ | | | Locate Object | Di | VSF | 1 act | Long | 1 min/lev | – | N | Senses direction towards object | PHB249 |
| ☐ | | | Magic Mouth | Il | VSM | 1 act | Close | Until discharg. | Will n. | Y | Speaks once when triggered | PHB251 |
| ☐ | | | Melf's Acid Arrow [Acid] | Co | VSMF | 1 act | Long | 1 r. + 1 r./3 lev | – | N | Ranged touch attack, 2d4 for 1 round +1/3 lev | PHB253 |
| ☐ | | | Minor Image | Il | VSF | 1 act | Long | Conc.+2 rds | Will dis. | N | Creates visual and sound minor illusion | PHB254 |
| ☐ | | | Mirror Image | Il | VS | 1 act | Personal | 1 min/lev (D) | – | N | Creates 1d4+1/3 lev decoys of you (max 8) | PHB254 |
| ☐ | | | Misdirection | Il | VS | 1 act | Close | 1 hour/lev | –/Will n. | N | Misleads divinations for a creature or object | PHB254 |
| ☐ | | | Node Lock [Earth] | Ab | VS | 1 act | Close | Permanent | – | N | Deters others from using an earth node | Und60 |
| ☐ | | | Nybor's Gentle Reminder [Mind-Aff] | En | VSF | 1 act | Close | 1 round/lev | For n. | Y | Target is dazed 1 round, then -2 to rolls | PGtF107 |
| ☐ | | | Obscure Object | Ab | VSM | 1 act | Touch | 8 hours (D) | Will n. | Y | Masks object against scrying | PHB258 |
| ☐ | | | Owl's Wisdom | Tr | VSM | 1 act | Touch | 1 min/lev | Will n. | Y | Subject gains +4 Wis for 1 min/lev | PHB259 |
| ☐ | | | Protection from Arrows | Ab | VSF | 1 act | Touch | 1 hour/lev | Will n. | Y | Subject immune to most ranged attacks | PHB266 |
| ☐ | | | Pyrotechnics | Tr | VSM | 1 act | Long | Special | Special | Sp. | Turns fire into blinding light or smoke | PHB267 |
| ☐ | | | Ray of Resurgence | Ev | VS | 1 act | Close | Instantaneous | For n. | Y | Yellow light restores Str, removes fatigue | LEoF33 |
| ☐ | | | Razorscales | Tr | VM | 1 act | Personal | 1 round/lev (D) | – | N | Your scales beome razor-sharp | SK157 |
| ☐ | | | Reflective Disguise | Il | VS | 1 act | Personal | 10 min/lev | – | N | Viewers see you as their own species/gender | Und60 |
| ☐ | | | Resist Energy | Ab | VS | 1 act | Touch | 10 min/lev | For n. | Y | Ignores 10+ damage/attack from one energy | PHB272 |
| ☐ | | | Rope Trick | Tr | VSM | 1 act | Touch | 1 hour/lev (D) | – | N | Up to 8 creat. hide in extradimensional space | PHB273 |
| ☐ | | | Scare [Fear, Mind-Affecting] | Ne | VSM | 1 act | Medium | Special | Will part. | Y | Panics creatures of less than 6 HD | PHB274 |
| ☐ | | | Scent | Tr | VSM | 1 act | Touch | 10 min/lev | – | Y | Grants the scent ability | SK157 |
| ☐ | | | Scorching Ray [Fire] | Ev | VS | 1 act | Close | Instantaneous | – | Y | Ray deals 4d6 damage, +1 ray/4 lev (max 3) | PHB274 |
| ☐ | | | See Invisibility | Di | VSM | 1 act | Personal | 10 min/lev (D) | – | N | Reveals invisible creatures or objects | PHB275 |
| ☐ | | | Shadow Mask | Il | VSM | 1 act | Personal | 10 min/lev (D) | – | N | Hide face and protect vs. darkness, light, gazes | FRCS73 |
| ☐ | | | Shadow Spray | Il | VSM | 1 act | Medium | 1 round/lev | For n. | Y | Targets dazed and 2 points of Str damage | FRCS74 |
| ☐ | | | Shatter [Sonic] | Ev | VSM | 1 act | Close | Instantaneous | Special | Y | Sonic vibration damages objects or creatures | PHB278 |
| ☐ | | | Shroud of Undeath | Ne | VSM | 1 act | Personal | 10 min/lev (D) | – | N | Makes undead perceive you as undead | MoF117 |
| ☐ | | | Snilloc's Snowball Swarm [Cold] | Ev | VSM | 1 act | Medium | Instantaneous | Ref ½ | Y | Deals 1d6 cold/2 levels to a 10-ft. radius | FRCS74 |
| ☐ | | | Spectral Hand | Ne | VS | 1 act | Medium | 1 min/lev (D) | – | N | Disembodied hand delivers touch attacks | PHB282 |
| ☐ | | | Spider Climb | Tr | VSM | 1 act | Touch | 10 min/lev | Will n. | N | Grants ability to walk on walls and ceilings | PHB283 |
| ☐ | | | Stone Bones | Tr | VSF | 1 act | Touch | 10 min/lev | Will n. | Y | Corporeal undead gains +3 natural armor | MoF123 |
| ☐ | | | Summon Monster II | Co | VSF | 1 round | Close | 1 round/lev (D) | – | N | Calls extraplanar to fight (1 2nd or 1d3 1st) | PHB286 |
| ☐ | | | Summon Undead II [Evil] | Co | VSF | 1 round | Close | 1 round/lev | – | N | Calls 1 2nd-level or 2 1st-level undead | PGtF114 |
| ☐ | | | Summon Swarm | Co | VSM | 1 round | Close | Conc. +2 rds | – | N | Summons swarm of bats, rats, or spiders | PHB289 |
| ☐ | | | Sun Bolt [Light] | Ev | VS | 1 act | Medium | 1 round | Ref part. | Y | Ray deals 2d6 damage, more vs. undead | ShS51 |

continues on next page

## Sorcerer/Wizard Spells

continued from previous page

| Kn. | Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| ☐ | | | Tasha's Hideous Laughter *[Mind-Aff.]* | En | VSM | 1 act | Close | 1 round/lev | Will n. | Y | Subject loses actions for 1 round/lev | PHB292 |
| ☐ | | | Theskyn's Hearty Heave *[Force]* | Ev | VS | 1 act | 10 ft | Instantaneous | - | Y | Pushes away creatures with Str of 20 + lev | LEoF35 |
| ☐ | | | Toothed Tentacle | Ev | VSM | 1 act | Personal | 1 round/lev | - | N | Shadowy tentacle projects from your hand | LEoF35 |
| ☐ | | | Touch of Idiocy *[Mind-Affecting]* | En | VS | 1 act | Touch | 10 min/lev | - | Y | Subject takes 1d6 points of Int, Wis, Cha | PHB294 |
| ☐ | | | Web | Co | VSM | 1 act | Medium | 10 min/lev (D) | Ref n. | N | Fills 20-ft radius with sticky spider webs | PHB301 |
| ☐ | | | Whispering Wind *[Air]* | Tr | VS | 1 act | 1 mile/lv | 1 hour/lev | - | N | Sends a short message up to 1 mile/lev | PHB301 |
| ☐ | | | | | | | | | | | | |
| ☐ | | | | | | | | | | | | |
| ☐ | | | | | | | | | | | | |
| ☐ | | | | | | | | | | | | |
| ☐ | | | | | | | | | | | | |

# Sorcerer/Wizard Spells

## 3rd-Level spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐

| Kn. | Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| ☐ | | | Abolish Shadows | Ab | VSM | 1 act | 30 ft | Instantaneous | For ½ | Y | Burst of energy disrupts shadows | UE47 |
| ☐ | | | Amanuensis | Tr | VSM | 1 act | Close | 10 min/lev | Will n. | Y | Copy non magical text | MoF77 |
| ☐ | | | Amorphous Form | Tr | SM | 1 act | Touch | 1 min/lev (D) | Will n. | Y | Subject becomes puddlelike | Und56 |
| ☐ | | | Analyze Portal | Di | VSM | 1 min | 60 ft | 1 round/lev (D) | Special | N | You can tell if area contains a magical portal | MoP33 |
| ☐ | | | Arcane Sight | Di | VS | 1 act | Personal | 1 min/lev (D) | – | N | Magical auras become visible to you | PHB201 |
| ☐ | | | Backblast [Fire] | Ab | VS | 1 act | Personal | 10 min/lev (D) | – | N | Grants fire resistance 10, fire spell turning | LEoF30 |
| ☐ | | | Blacklight [Darkness] | Ev | VSM | 1 act | Close | 1 round/lev (D) | Will n./- | Y/N | Creates area of impenetrable darkness | D&D216 |
| ☐ | | | Blink | Tr | VS | 1 act | Personal | 1 round/lev (D) | – | N | Randomly vanish and reappear for 1 round/lev | PHB206 |
| ☐ | | | Brittleskin | Tr | VS | 1 act | Medium | 1 round/lev | For n. | Y | Subject's natural armor becomes brittle | ShS44 |
| ☐ | | | Burrow | Tr | VSF | 1 act | Touch | 1 min/lev (D) | Will n. | Y | Subject grows claws and gets burrow speed 10 | Und56 |
| ☐ | | | Clairaudience/Clairvoyance | Di | VSF | 10 min | Long | 1 min/lev (D) | – | N | Hear or see at a distance for 1 min/lev | PHB209 |
| ☐ | | | Clearstone [Earth] | Tr | VSM | 1 act | Touch | 1 min/lev (D) | – | N | Makes rock or stone transparent | LEoF31 |
| ☐ | | | Daylight [Light] | Ev | VS | 1 act | Touch | 10 min/lev (D) | – | N | 60-ft radius of bright light | PHB216 |
| ☐ | | | Deep Slumber [Mind-Affecting] | En | VSM | 1 round | Close | 1 min/lev | Will n. | Y | Put 10 HD of creatures to sleep | PHB217 |
| ☐ | | | Deeper Darkvision | Tr | VSM | 1 act | Touch | 1 hour/lev | Will n. | Y | Subject can see 60 ft in magical darkness | Und58 |
| ☐ | | | Detect Metal and Minerals | Di | VSM | 1 act | 60 ft | Up to 10 min/l | – | N | Detects accumulations of metals and minerals | RoF189 |
| ☐ | | | Dispel Magic | Ab | VS | 1 act | Medium | Instantaneous | – | N | Cancels magical spells and effects | PHB223 |
| ☐ | | | Displacement | Il | VM | 1 act | Touch | 1 round/lev (D) | Will n. | Y | Attacks miss subject 50% | PHB223 |
| ☐ | | | Eradicate Earth [Earth] | Ab | VSM | 1 act | 40 ft | Instantaneous | For ½ | Y | Deals 1d8 dmg/lev (max 10d8) to earth creat. | Und58 |
| ☐ | | | Explosive Runes [Force] | Ab | VS | 1 act | Touch | Until disc. (D) | Special | Y | Deals 6d6 damage when read | PHB228 |
| ☐ | | | Fireball [Fire] | Ev | VSM | 1 act | Long | Instantaneous | Ref ½ | Y | 20-ft radius, 1d6 damage per level | PHB231 |
| ☐ | | | Flame Arrow [Fire] | Tr | VSM | 1 act | Close | 10 min/lev | – | N | Up to 50 arrows deal +1d6 fire damage | PHB231 |
| ☐ | | | Flashburst [Fire] | Ev | VSM | 1 act | Long | Instantaneous | Will part. | Y | Flash of light dazzles and blinds in 20-ft | FRCS70 |
| ☐ | | | Fly | Tr | VSF | 1 act | Touch | 1 min/lev | Will n. | Y | Subject flies at speed of 60 ft | PHB232 |
| ☐ | | | Gaseous Form | Tr | SM | 1 act | Touch | 2 min/lev (D) | – | N | Subject is insubstantial and can fly slowly | PHB234 |
| ☐ | | | Gentle Repose | Ne | VSM | 1 act | Touch | 1 day/lev | Will n. | Y | Preserves one corpse | PHB235 |
| ☐ | | | Halt Undead | Ne | VSM | 1 act | Medium | 1 round/lev | Will n. | Y | Immobilizes undead for 1 round/lev | PHB238 |
| ☐ | | | Handfang | Tr | VS | 1 act | Personal | 1 round/lev | – | N | Create a fanged, biting mouth on your hand | SK156 |
| ☐ | | | Haste | Tr | VSM | 1 act | Close | 1 round/lev | For n. | Y | One creat./lev is faster, +1 to AC, Ref, attack | PHB239 |
| ☐ | | | Healing Touch | Ne | VS | 1 act | Touch | Instantaneous | Will ½ | Y | Take up to 1d6/2 lev and heal target | MoF100 |
| ☐ | | | Heroism [Mind-Affecting] | En | VS | 1 act | Touch | 10 min/lev | Will n. | Y | Gives +2 bonus on attacks, saves, and skills | PHB240 |
| ☐ | | | Hold Person [Mind-Affecting] | En | VSF | 1 act | Medium | 1 round/lev (D) | Will n. | Y | Paralyzes one humanoid for 1 round/lev | PHB241 |
| ☐ | | | Icelance | Tr | VSM | 1 act | Medium | Instantaneous | Special | Y | Attacks target for 5d6 damage and stun 1d4 rds | PGtF105 |
| ☐ | | | Illusory Script [Mind-Affecting] | Il | VSM | 1 min+ | Touch | 1 day/lev (D) | Will n. | Y | Only intended reader can decipher | PHB243 |
| ☐ | | | Invisibility Sphere | Il | VSM | 1 act | Touch | 1 min/lev (D) | Will n. | Y | Makes everyone within 10 ft invisible | PHB245 |
| ☐ | | | Jump, Mass | Tr | VSM | 1 act | Close | 1 min/lev (D) | Will n. | Y | Subjects gets bonus on Jump checks | ShS47 |
| ☐ | | | Keen Edge | Tr | VS | 1 act | Close | 10 min/lev | Will n. | Y | Doubles a normal weapon's threat range | PHB246 |
| ☐ | | | Khelben's Suspended Silence | Il | VSM | 1 act | Touch | Special | – | N | Object programmed to create *silence* area | MoF103 |
| ☐ | | | Leomund's Tiny Hut [Force] | Ev | VSM | 1 act | 20 ft | 2 hours/lev (D) | – | N | Creates shelter for 10 creatures | PHB247 |
| ☐ | | | Lightning Bolt [Electricity] | Ev | VSM | 1 act | 120 ft | Instantaneous | Ref ½ | Y | Electricity deals 1d6/level | PHB248 |
| ☐ | | | Mage Armor, Improved [Force] | Co | VSF | 1 act | Touch | 1 min/lev (D) | Will n. | Y | Gives +3 +1/2 lev armor bonus (max +8) | UE51 |
| ☐ | | | Mage Hand, Greater | Tr | VS | 1 act | Medium | Concentration | Will n. | Y | As *mage hand*, but 10 lbs/caster level | MoF97 |
| ☐ | | | Magic Circle against Chaos [Lawful] | Ab | VSM | 1 act | Touch | 10 min/lev | Will n. | N | +2 AC and saves in 10-ft,no mind control | PHB249 |
| ☐ | | | Magic Circle against Evil [Good] | Ab | VSM | 1 act | Touch | 10 min/lev | Will n. | N | +2 AC and saves in 10-ft, no mind control | PHB249 |
| ☐ | | | Magic Circle against Good [Evil] | Ab | VSM | 1 act | Touch | 10 min/lev | Will n. | N | +2 AC and saves in 10-ft, no mind control | PHB250 |
| ☐ | | | Magic Circle against Law [Chaotic] | Ab | VSM | 1 act | Touch | 10 min/lev | Will n. | N | +2 AC and saves in 10-ft, no mind control | PHB250 |
| ☐ | | | Magic Weapon, Greater | Tr | VSM | 1 act | Close | 1 hour/lev | Will n. | Y | +1/4 levels (max +5) | PHB251 |
| ☐ | | | Major Image | Il | VSF | 1 act | Long | Conc.+3 rds. | Will dis. | N | Creates visual,sound, smell, thermal illusion | PHB252 |
| ☐ | | | Manyjaws [Force] | Ev | VSM | 1 act | Medium | 3 rounds | Ref ½ | Y | One jaw/lev attacks enemy, dealing 1d4 dmg | PGtF106 |
| ☐ | | | Mestil's Acid Breath [Acid] | Co | VSM | 1 act | Close | Instantaneous | Ref ½ | Y | Cone of acid deals 1d6 damage per level | MoF108 |
| ☐ | | | Nchaser's Glowing Orb [Light] | Ev | VSF | 1 act | Touch | Permanent | – | N | Creates permanent magical light | PGtF107 |
| ☐ | | | Nezram's Amethyst Aura | Ab | VSM | 1 act | Touch | 10 min/lev (D) | – | N | Prevents poison and disease | LEoF32 |
| ☐ | | | Node Door [Earth] | Co | V | 1 act | Special | Instantaneous | –/Will n. | Sp. | Allows teleportation between known nodes | Und59 |
| ☐ | | | Nondetection | Ab | VSM | 1 act | Touch | 1 hour/lev | Will n. | Y | Hides subject from divination and scrying | PHB257 |
| ☐ | | | Nybor's Mild Admonishment [M.-Aff] | En | VSF | 1 act | Close | 1 round/lev | For n. | Y | Target is dazed 1d4 rounds, then -2 to rolls | PGtF107 |
| ☐ | | | Phantom Steed | Co | VS | 10 min | 0 ft | 1 hour/lev (D) | – | N | Magic horse appears for 1 hr/lev | PHB260 |
| ☐ | | | Protection from Energy | Ab | VS | 1 act | Touch | 10 min/lev | For n. | Y | Absorbs 12 damage/lev from one energy | PHB266 |
| ☐ | | | Rage [Mind-Affecting] | En | VS | 1 act | Medium | Conc.+1 rd/lev | – | Y | Gives +2 Str, +2 Con, +1 Will, -2 AC | PHB268 |
| ☐ | | | Ray of Exhaustion | Ne | VSM | 1 act | Close | 1 min/lev | For part. | Y | Ray makes subject exhausted | PHB269 |
| ☐ | | | Reverse Arrows | Ab | VSF | 1 act | Personal | 10 min/lev (D) | – | N | Protects from arrows, which return to source | MoF114 |
| ☐ | | | Rockburst | Ev | VS | 1 act | Medium | Instantaneous | Special | N | Stone objects explode, dealing 1d4 +1/lev dmg | ShS48 |
| ☐ | | | Scintillating Sphere [Electricity] | Ev | VSM | 1 act | Long | Instantaneous | Ref ½ | Y | 20 ft. radius deals 1d6 electricity/lev | MoF115 |
| ☐ | | | Secret Page | Tr | VSM | 10 min | Touch | Permanent | – | N | Changes one page to hide its real content | PHB275 |
| ☐ | | | Sepia Snake Sigil [Force] | Co | VSM | 10 min | Touch | Special | Ref n. | N | Creates text symbol that immobilizes reader | PHB276 |
| ☐ | | | Shadow Tentacle, Lesser | Ab | S | 1 act | Medium | 1 round/lev | – | N | Animate shadows into a ropelike tentacle | LoD187 |
| ☐ | | | Shatterfloor [Sonic] | Ev | VSF | 1 act | Medium | Instantaneous | Will ½ | Y | Deals 1d4 sonic/lev, damages floor surface | MoF116 |
| ☐ | | | Shrink Item | Tr | VS | 1 act | Touch | 1 day/lev | Will n. | Y | Object shrinks to one-sixteenth size | PHB279 |
| ☐ | | | Skull Watch | Ne | VSF | 1 act | Touch | 1 hour/lev | – | N | Skull shrieks when creature enters area | PGtF111 |
| ☐ | | | Sleet Storm [Cold] | Co | VSM | 1 act | Long | 1 round/lev | – | N | Hampers vision and movement | PHB280 |
| ☐ | | | 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 |
| ☐ | | | Spider Poison | Ne | VSM | 1 act | Touch | Instantaneous | For n. | Y | Touch deals 1d6 Str damage, repeat in 1 min | MoF123 |
| ☐ | | | Spiderskin | Tr | VSM | 1 act | Touch | 10 min/lev | Will n. | Y | Grants bonus to natural AC, saves, Hide | Und61 |
| ☐ | | | Steeldance | Ev | VSF | 1 act | Touch | 1 round/lev | – | N | Daggers animate and attack foes | MoF123 |
| ☐ | | | Sticks and Stones | Ne | VS | 1 act | Close | 1 round/lev | – | N | Create wood skeleton with energy drain | ShS49 |
| ☐ | | | Stinking Cloud | Co | VSM | 1 act | Medium | 1 round/lev | For n. | N | Nauseating vapors, 1 round/lev | PHB284 |
| ☐ | | | Suggestion [Language-Dep., Mind-Affecting] | En | VM | 1 act | Close | 1 hour/lev | Will n. | Y | Compels subject to follow course of action | PHB285 |
| ☐ | | | Summon Monster III | Co | VSF | 1 round | Close | 1 round/lev (D) | – | N | Calls extraplanar (1 3rd, 1d3 2nd or 1d4+1 1st) | PHB286 |
| ☐ | | | Summon Undead III [Evil] | Co | VSF | 1 round | Close | 1 round/lev | – | N | Calls 1 3rd- or 2 2nd- or 4 1st-level undead | PGtF114 |
| ☐ | | | Telepathic Bond, Lesser [Mind-Affecting] | Di | VS | 1 act | 30 ft | 10 min/lev | – | N | Link lets you and target communicate | EPsi221 |
| ☐ | | | Tongues | Di | VM | 1 act | Touch | 10 min/lev | Will n. | N | Speak any language | PHB294 |
| ☐ | | | Tremorsense | Tr | VSF | 1 act | Personal | 10 min/lev (D) | Will n. | Y | Grants tremorsense out to 30 ft | Und62 |

continues on Next page

## Sorcerer/Wizard Spells

continued from previous page

| Kn. | Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| ☐ | | | Undead Lieutenant | Ne | VS | 1 act | Close | 1 min/lev | Will n. | Y | Target can command undead you control | MoF129 |
| ☐ | | | Undead Torch | Ne | VSM | 1 act | Close | 1 round/lev | Will n. | Y | Aura that gives +2d4 damage vs. living | MoF129 |
| ☐ | | | Vampiric Touch | Ne | VS | 1 act | Touch | Special | - | Y | Touch deals 1d6/2 lev, caster gains dmg as hp | PHB298 |
| ☐ | | | Water Breathing | Tr | VSM | 1 act | Touch | 2 hours/lev | Will n. | Y | Subject can breathe underwater | PHB300 |
| ☐ | | | Weapon of Impact | Tr | VS | 1 act | Close | 10 min/lev | Will n. | Y | Doubles normal blunt weapon's threat range | MoF134 |
| ☐ | | | Wind Wall [Air] | Ev | VSM | 1 act | Medium | 1 round/lev | - | Y | Deflects arrows, smaller creatures, and gases | PHB302 |
| ☐ | | | | | | | | | | | | |
| ☐ | | | | | | | | | | | | |
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| ☐ | | | | | | | | | | | | |
| ☐ | | | | | | | | | | | | |

# Sorcerer/Wizard Spells

## 4th-Level spells

Spells: ___ + ___ = ____   Cast: ☐☐☐☐☐☐☐☐☐☐   Save DC: ____   Max. known: ____ ☐☐☐☐

| Kn. | Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| ☐ | | | Animate Dead [Evil] | Ne | VSM | 1 act | Touch | Instantaneous | – | N | Creates undead skeletons and zombies | PHB198 |
| ☐ | | | Arcane Eye | Di | VSM | 10 min | Unlimit. | 1 min/lev (D) | – | N | Invisible floating eye moves 30 ft/round | PHB200 |
| ☐ | | | Backlash | Tr | VS | 1 act | Touch | Until dispelled | Will n. | Y | Target cursed if it uses spells against others | MoF79 |
| ☐ | | | Bestow Curse | Ne | VS | 1 act | Touch | Permanent | Will n. | Y | -6 to ability; -4 on rolls; or 50% losing action | PHB203 |
| ☐ | | | Bladebane | Tr | VSM | 1 act | Touch | 1 round/lev | Will n. | Y | Weapon becomes *bane* for enemy | UE48 |
| ☐ | | | Bloodbriars | Ev | VSM | 1 act | Medium | 1 min/lev (D) | Will n. | Y | Invisible briars deal 1d8 dmg/round on move | LEoF30 |
| ☐ | | | Caligarde's Claw [Force] | Ev | VSM | 1 act | Medium | 1 round/lev (D) | – | Y | Claw of force attacks or guards area | PGtF100 |
| ☐ | | | Charm Monster [Mind-Affecting] | En | VS | 1 act | Close | 1 day/lev | Will n. | Y | Makes monster believe it is your ally | PHB209 |
| ☐ | | | Confusion [Mind-Affecting] | En | VSM | 1 act | Medium | 1 round/lev | Will n. | Y | Subject behaves oddly for 1 round/lev | PHB212 |
| ☐ | | | Contagion [Evil] | Ne | VS | 1 act | Touch | Instantaneous | For n. | Y | Infects subject with chosen disease | PHB213 |
| ☐ | | | Coral Growth | Tr | VSM | 1 act | Close | Permanent | – | N | Cause living coral to grow into any shape | ShS45 |
| ☐ | | | 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 |
| ☐ | | | Darsson's Potion | Tr | VS | 1 round | Touch | 1 hour/lev | Will n. | Y | Potion that must be used within 1 hour/lev | MoF87 |
| ☐ | | | Detect Scrying | Di | VSM | 1 act | 40 ft | 24 hours | – | N | Alerts you of magical eavesdropping | PHB219 |
| ☐ | | | Dimension Door | Co | V | 1 act | Long | Instantaneous | –/Will n. | Sp. | Teleports you short distance | PHB221 |
| ☐ | | | Dimensional Anchor | Ab | VS | 1 act | Medium | 1 min/lev | – | Y | Bars extradimensional movement | PHB221 |
| ☐ | | | Dweomer of Transference | Ev | VS | 1 min | Close | 1 round/lev | Will n. | Y | Converts spellcasting into psionic PP | EPsi220 |
| ☐ | | | Ebon Ray of Doom | Ne | VS | 1 act | Close | 1 round/lev | For part. | Y | Black energy prevents magical healing | LEoF31 |
| ☐ | | | Enervation | Ne | VS | 1 act | Close | Instantaneous | – | Y | Subject gains 1d4 negative levels | PHB226 |
| ☐ | | | Enlarge Person, Mass | Tr | VSM | 1 round | Close | 1 min/lev (D) | For n. | Y | Enlarges several creatures | PHB227 |
| ☐ | | | Evard's Black Tentacles | Co | VSM | 1 act | Medium | 1 round/lev (D) | – | N | Tentacles grapple all within 20 ft | PHB228 |
| ☐ | | | Explosive Cascade [Fire] | Ev | VSM | 1 act | Close | Instantaneous | Ref ½ | Y | Bouncing flameball deals 1d6/lev fire damage | MoF93 |
| ☐ | | | Fang Trap | Ab | VSM | 1 act | Touch | Until disch. | For n. | Y | Inscription harms those who pass it | SK155 |
| ☐ | | | Fear [Fear, Mind-Affecting] | Ne | VSM | 1 act | 30 ft | Special | Will part. | Y | Subjects within cone flee for 1 round/lev | PHB229 |
| ☐ | | | Fire Shield [Fire/Cold] | Ev | VSM | 1 act | Personal | 1 round/lev (D) | – | N | Attackers take dmg; protected from heat/cold | PHB230 |
| ☐ | | | Fire Stride | Tr | VS | 1 act | Personal | 10 min/lev | – | N | Multi-use *dimension door* through fires. | FRCS69 |
| ☐ | | | Fire Trap [Fire] | Ab | VSM | 10 min | Touch | Until discharg. | Ref ½ | Y | Opened object deals 1d4 +1/lev damage | PHB231 |
| ☐ | | | Force Orb [Force] | Ev | VS | 1 act | Medium | Instantaneous | Special | Y | Ranged touch, 1d6/lev (max 10d6) damage | UE49 |
| ☐ | | | 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 |
| ☐ | | | Ghorus Toth's Metal Melt [Fire] | Tr | VSM | 1 act | Close | 1 round | Will n. | Y | Melts metal object without heat | MoF96 |
| ☐ | | | Globe of Invulnerability, Lesser | Ab | VSM | 1 act | 10 ft | 1 round/lev (D) | – | N | Stops 1st- through 3rd-level spell effects | PHB236 |
| ☐ | | | Gutsnake | Tr | VSF | 1 act | Personal | 1 round/lev | – | N | 15-ft tentacle grows from stomach and attacks | MoF98 |
| ☐ | | | Hallucinatory Terrain | Il | VSM | 10 min | Long | 2 hours/lev (D) | Will dis. | N | Makes one type of terrain appear like another | PHB238 |
| ☐ | | | Ice Storm [Cold] | Ev | VSM | 1 act | Long | 1 round | – | Y | Hail deals 5d6 damage in cylinder 40 ft across | PHB243 |
| ☐ | | | Illusory Wall | Il | VS | 1 act | Close | Permanent | Will dis. | N | Wall, floor or ceiling looks real but is illusory | PHB243 |
| ☐ | | | Ilyykur's Mantle | Ab | VSM | 1 act | Personal | 1 round/lev (D) | – | N | Aura protects you against hostile magic | UE50 |
| ☐ | | | Invisibility, Greater | Il | VS | 1 act | Touch | 1 round/lev (D) | Will n. | Y | Subject is invisible even if it attacks | PHB245 |
| ☐ | | | Iron Bones | Tr | VSF | 1 act | Touch | 10 min/lev | Will n. | Y | Undead gain +5 natural armor bonus | MoF102 |
| ☐ | | | Laogzed's Breath | Co | VSM | 1 act | Close | Instantaneous | For n. | N | Nauseating vapors, 10 rounds | SK156 |
| ☐ | | | Leomund's Secure Shelter | Co | VSMF | 10 min | Close | 2 hours/lev (D) | – | N | Creates sturdy cottage | PHB247 |
| ☐ | | | Lightning Fog [Electricity] | Co | VS | 1 act | Medium | 1 round/lev | Ref ½ | N | Create fog that deals lightning damage | ShS47 |
| ☐ | | | Locate Creature | Di | VSM | 1 act | Long | 10 min/lev | – | N | Indicates direction to familiar creature | PHB249 |
| ☐ | | | Minor Creation | Co | VSM | 1 min | 0 ft | 1 hour/lev (D) | – | N | Creates one cloth or wood object | PHB253 |
| ☐ | | | Nezram's Emerald Energy Shield | Ab | VSM | 1 act | Touch | 1 min/lev (D) | Will n. | Y | Grants sonic- and mind-related immunities | LEoF32 |
| ☐ | | | 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 |
| ☐ | | | Phantasmal Killer [Fear, Mind-Affecting] | Il | VS | 1 act | Medium | Instantaneous | Special | Y | Illusion kills subject or deals 3d6 damage | PHB260 |
| ☐ | | | Plague Carrier | Ne | VS | 1 act | Touch | Special | For n. | Y | Infects subject with chosen disease | RoF190 |
| ☐ | | | Polymorph | Tr | VSM | 1 act | Touch | 1 min/lev (D) | – | N | Gives one willing subject a new form | PHB263 |
| ☐ | | | Portal View | Di | VSF | 10 min | Close | 1 min/lev | – | N | Turns target portal transparent | Und60 |
| ☐ | | | Rainbow Pattern [Mind-Affecting] | Il | SMF | 1 act | Medium | Conc. + 1r/lev | Will n. | Y | Lights fascinate 24 HD of creatures | PHB268 |
| ☐ | | | Rary's Mnemonic Enhancer [Wizard] | Tr | VSMF | 10 min | Personal | Instantaneous | – | N | Prepares extra spells or retains one just cast | PHB268 |
| ☐ | | | Reduce Person, Mass | Tr | VSM | 1 round | Close | 1 min/lev (D) | For n. | Y | Reduces several creatures | PHB269 |
| ☐ | | | Remove Curse | Ab | VS | 1 act | Touch | Instantaneous | Will n. | Y | Frees object or person from curse | PHB270 |
| ☐ | | | Scrying | Di | VSMF | 1 hour | Special | 1 min/lev | Will n. | Y | Spies on subject from a distance | PHB274 |
| ☐ | | | Serpent Arrow | Tr | VSM | 1 act | Close | 10 min/lev | – | N | Wooden arrows turn into Tiny vipers | SK157 |
| ☐ | | | Shadow Conjuration | Il | VS | 1 act | Special | Special | Will dis. | Y | Mimics conjuring below 4th level, 20% real | PHB276 |
| ☐ | | | Shadow Well | Il | VS | 1 act | Close | 1 round/lev | Will n. | Y | Target enters gloomy plane and is frightened | MoF116 |
| ☐ | | | Shout [Sonic] | Ev | V | 1 act | 30 ft | Instantaneous | Special | Y | Deafens all within cone and deals 5d6 damage | PHB279 |
| ☐ | | | Sinsabur's Baleful Bolt | Ne | VS | 1 act | Medium | Instantaneous | Ref ½ | Y | Bolt deals 1d3 +1/4 lev (max +5) Str and Con | UE52 |
| ☐ | | | Solid Fog | Co | VSM | 1 act | Medium | 1 min/lev | – | N | Blocks vision, slows movement | PHB281 |
| ☐ | | | Sparkles | Co | VSM | 1 act | Long | 1 min/lev | – | N | Sparkling motes outline invisible creatures | ShS49 |
| ☐ | | | Spell Enhancer | Tr | V | 1 act | Personal | 1 round | – | N | Cast another spell in same round at +2 lev | PGtF112 |
| ☐ | | | Stone Shape [Earth] | Tr | VSM | 1 act | Touch | Instantaneous | – | N | Sculpts stone into any shape | PHB284 |
| ☐ | | | Stoneskin | Ab | VSM | 1 act | Touch | 10 min/lev | Will n. | Y | Ignore 10 points of damage per attack | PHB284 |
| ☐ | | | Summon Monster IV | Co | VSF | 1 round | Close | 1 round/lev (D) | – | N | Calls extraplanar (1 4th, 1d3 3rd or 1d4+1 2nd) | PHB285 |
| ☐ | | | Summon Undead IV [Evil] | Co | VSF | 1 round | Close | 1 round/lev | – | N | Calls 1 4th- or 2 3rd- or 4 2nd-level undead | PGtF114 |
| ☐ | | | Superior Darkvision | Tr | VSM | 1 act | Touch | 1 hour/lev | Will n. | Y | Subject can see in total darkness | UE53 |
| ☐ | | | Suspension | Tr | VSM | 1 act | Touch | Special | – | N | Touched object remains in place for days | ShS51 |
| ☐ | | | Thunderlance [Force] | Ev | VSM | 1 act | 0 ft | 1 round/lev (D) | – | N | Lance deals 2d6 damage, plus dispel force eff. | FRCS75 |
| ☐ | | | Tirumael's Energy Spheres [Special] | Ev | VSM | 1 act | Close | 1 round/lev | Ref ½ | Y | Five spheres attack with/negate energy types | MoF127 |
| ☐ | | | Venom Bolt [Acid] | Ev | VSM | 1 act | 100 ft | Instantaneous | Special | Y | Beam of energy deals 2d8 acid damage | SK158 |
| ☐ | | | Viscid Glob | Co | VSM | 1 act | Medium | 1 hour/lev | Ref n. | Y | Hurls 5-ft diameter glob of glue to target | Und63 |
| ☐ | | | Wall of Chaos [Chaotic] | Ab | VSD | 1 act | Close | 10 min/lev | Will n. | Y | One-sided wall: +2 AC and saves | MoF131 |
| ☐ | | | Wall of Evil [Evil] | Ab | VSD | 1 act | Close | 10 min/lev | Will n. | Y | One-sided wall: +2 AC and saves | MoF131 |
| ☐ | | | 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 |
| ☐ | | | Wall of Good [Good] | Ab | VSD | 1 act | Close | 10 min/lev | Will n. | Y | One-sided wall: +2 AC and saves | MoF131 |
| ☐ | | | 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 |
| ☐ | | | Wall of Law [Lawful] | Ab | VSD | 1 act | Close | 10 min/lev | Will n. | Y | One-sided wall: +2 AC and saves | MoF132 |
| ☐ | | | Wall of Pain [Evil] | Ne | VSF | 1 act | Close | 1 round/lev (D) | Will n. | Y | Wall causes pain to creatures passing through | ShS51 |
| ☐ | | | Wall of Sand [Earth] | Co | VSM | 1 act | Medium | Conc. +1 rd/lev | – | N | Swirling sand blocks ranged att., slows move | PGtF118 |
| ☐ | | | | | | | | | | | | |
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## Sorcerer/Wizard Spells

5th-Level spells Spells: ___ + ___ = ____ Cast: □□□□□□□□□□□ Save DC: ____ Max. known: ____ □□□□

| Kn. | Prep. | Scroll | Spell Name | | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| ☐ | | | Animal Growth | | Tr | VS | 1 act | Medium | 1 min/lev | For n. | Y | One animal/2 lev doubles in size | PHB198 |
| ☐ | | | Baleful Polymorph | | Tr | VS | 1 act | Close | Permanent | Special | Y | Transforms subject into harmless animal | PHB202 |
| ☐ | | | Ball Lightning | [Electricity] | Ev | VSM | 1 act | Medium | 1 round/lev | Ref ½ | Y | Ball deals 1d6/lev electricity damage | PGtF99 |
| ☐ | | | Beltyn's Burning Blood | | Ne | VSM | 1 act | Medium | 1 round/lev (D) | For part. | Y | Creature's blood deals 1d8 acid +1d8 fire dmg | UE48 |
| ☐ | | | Bigby's Interposing Hand | [Force] | Ev | VSF | 1 act | Medium | 1 round/lev (D) | – | Y | Hand provides cover vs. one opponent | PHB204 |
| ☐ | | | Blight | | Ne | VS | 1 act | Touch | Instantaneous | For ½ | Y | 1d6 damage/lev to plant creature, or wither | PHB206 |
| ☐ | | | Blink, Improved | | Tr | VS | 1 act | Personal | 1 round/lev (D) | – | N | Vanish and reappear for 1 round/lev | UE50 |
| ☐ | | | Break Enchantment | | Ab | VS | 1 min | Close | Instantaneous | Special | N | Frees subject from enchantments | PHB207 |
| ☐ | | | Circlet of Enervation | | Ne | VSF | 1 act | Close | 1 round/lev (D) | For part. | Y | Subject takes damage and gains 1 negative level | ShS44 |
| ☐ | | | Cloudkill | | Co | VS | 1 act | Medium | 1 min/lev | For part. | N | Up to 3 HD die, 4-6 HD save or die, 6+ dmg | PHB210 |
| ☐ | | | Cone of Cold | [Cold] | Ev | VSM | 1 act | 60 ft | Instantaneous | Ref ½ | Y | 1d6 cold damage/level | PHB212 |
| ☐ | | | Contact Other Plane | | Di | V | 10 min | Personal | Concentration | – | N | Ask questions to extraplanar entity | PHB212 |
| ☐ | | | Create Chosen One | | Al | VSM | 1 hour | Touch | Instantaneous | Will n. | Y | Turns a normal human into a chosen one | Mon28 |
| ☐ | | | Create Darkenbeast | [Evil] | Tr | VSM | 1 hour | Close | Instantaneous | –/Will n. | Y | Turns an animal up to 2 HD into darkenbeast | Mon31 |
| ☐ | | | Daltim's Fiery Tentacles | [Fire] | Co | VSM | 1 act | Medium | 1 round/lev (D) | Special | N | Fiery tentacles grapple all within 20 ft | ShS45 |
| ☐ | | | Dismissal | | Ab | VS | 1 act | Close | Instantaneous | Will n. | Y | Forces a creature to return to native plane | PHB222 |
| ☐ | | | Dominate Person | [Mind-Affecting] | En | VS | 1 round | Close | 1 day/lev | Will n. | Y | Controls humanoid telepathically | PHB224 |
| ☐ | | | Dream | [Mind-Affecting] | Il | VS | 1 min | Unlimit. | Special | – | Y | Sends message to anyone sleeping | PHB225 |
| ☐ | | | Fabricate | | Tr | VSM | Special | Close | Instantaneous | – | N | Transforms raw materials into finished items | PHB229 |
| ☐ | | | False Vision | | Il | VSM | 1 act | Touch | 1 hour/lev (D) | – | N | Fools scrying with an illusion | PHB229 |
| ☐ | | | Feeblemind | [Mind-Affecting] | En | VSM | 1 act | Medium | Instantaneous | Will n. | Y | Subject's Int and Cha drop to 1 | PHB229 |
| ☐ | | | Firebrand | [Fire] | Ev | VSM | 1 act | Medium | Instantaneous | Ref ½ | Y | One 5 ft burst/lev deals 1d6 fire/lev | MoF94 |
| ☐ | | | Fleshshiver | | Ne | VSM | 1 act | Close | Instantaneous | For part. | Y | Target is stunned, takes damage and nauseated | PGtF103 |
| ☐ | | | Grimwald's Graymantle | | Ne | VSM | 1 act | Medium | 1 round/lev | For n. | Y | Target is prevented from regaining hit points | FRCS71 |
| ☐ | | | Hold Monster | [Mind-Affecting] | En | VSM | 1 act | Medium | 1 round/lev (D) | Will n. | Y | Paralyzes one creature for 1 round/lev | PHB241 |
| ☐ | | | Horizikaul's Versatile Vibration | [Sonic] | Ev | VSF | 1 act | Close | Max 1 rd/lev | Ref ½ | Y | Cone of sound deals 1/2 lev damage/round | MoF101 |
| ☐ | | | Ironguard, Lesser | | Ab | VSM | 1 act | Touch | 1 round/lev | Will n. | Y | Subject immune to nonmagical metal | FRCS71 |
| ☐ | | | Kiss of the Vampire | [Evil] | Ne | VSM | 1 act | Personal | 1 round/lev | – | N | Gain vampirelike ability and vulnerabilities | MoF103 |
| ☐ | | | Leomund's Secret Chest | | Co | VSF | 10 min | Special | 60 days | – | N | Hides expensive chest on Ethereal Plane | PHB247 |
| ☐ | | | Lutzaen's Frequent Jaunt | | Tr | V | 1 act | Close | 1 round/2 lev | – | Y/N | Short range multiple use *dimension door* | MoF106 |
| ☐ | | | Magic Jar | | Ne | VSF | 1 act | Medium | 1 hour/lev | Will n. | Y | Enables possession of another creature | PHB250 |
| ☐ | | | Mailed Might of the Magelords | [Force] | Co | VSM | 1 act | Touch | 1 min/lev | Will n. | Y | +8 AC, DR 5/magic, immune to 2nd-lev force | LEoF52 |
| ☐ | | | Major Creation | | Co | VSM | 10 min | Close | Special | – | N | Creates a cloth, wood, stone or metal object | PHB252 |
| ☐ | | | Mestil's Acid Sheath | [Acid] | Co | VSMF | 1 act | Personal | 1 round/lev (D) | – | N | Acid deals 1d6+2/lev damage to attackers | MoF108 |
| ☐ | | | Mind Fog | [Mind-Affecting] | En | VS | 1 act | Medium | Special | Will n. | Y | Subjects in fog get -10 Wis and Will checks | PHB253 |
| ☐ | | | Mirage Arcana | | Il | VS | 1 act | Long | Conc. + 1 hr/lv | Will dis. | N | Terrain and structure appear like another | PHB254 |
| ☐ | | | Mordenkainen's Faithful Hound | | Co | VSM | 1 act | Close | Special | – | N | Phantom dog can guard and attack | PHB255 |
| ☐ | | | Mordenkainen's Private Sanctum | | Ab | VSM | 10 min | Close | 24 hours (D) | – | N | Prevents anyone from viewing/scrying | PHB256 |
| ☐ | | | Nezram's Sapp. Screen of Shield. | [Force] | Ab | VSF | 1 act | Personal | 1 round/lev (D) | – | N | Grants +4 to AC, DR 10/magic | LEoF53 |
| ☐ | | | Nightmare | [Mind-Affecting, Evil] | Il | VS | 10 min | Unlimit. | Instantaneous | Will n. | Y | Sends vision dealing 1d10 damage, fatigue | PHB257 |
| ☐ | | | Overland Flight | | Tr | VS | 1 act | Personal | 1 hour/lev | – | N | Fly at a speed of 40 ft over long distances | PHB259 |
| ☐ | | | Passwall | | Tr | VSM | 1 act | Touch | 1 hour/lev (D) | – | N | Creates passage through wood or stone wall | PHB259 |
| ☐ | | | Permanency | | Un | VSX | 2 rds | Special | Permanent | – | N | Makes certain spells permanent | PHB259 |
| ☐ | | | Persistent Image | | Il | VSF | 1 act | Long | 1 min/lev (D) | Will dis. | N | Creates illusion of your design, no concentr. | PHB260 |
| ☐ | | | Planar Binding, Lesser | | Co | VS | 10 min | Close | Instantaneous | Will n. | Sp. | Traps extraplanar up to 6 HD to perform a task | PHB261 |
| ☐ | | | Presper's Moonbow | [Electricity] | Ev | VSM | 1 act | Medium | Special | – | Y | Creates 1d4 motes of light that attack enemies | PGtF108 |
| ☐ | | | Prying Eyes | | Di | VSM | 1 min | 1 mile | 1 hour/lev (D) | – | N | 1d4 floating eyes +1/lev scout for you | PHB266 |
| ☐ | | | Psychic Turmoil | | Ab | VSM | 1 act | Close | 1 round/lev | Will part. | Y | Invisible field leeches psionic PP away | EPsi221 |
| ☐ | | | Rary's Telepathic Bond | | Di | VSM | 1 act | Close | 10 min/lev (D) | – | N | Link lets allies communicate | PHB268 |
| ☐ | | | Sakkratar's Triple Strike | | Tr | VSM | 1 act | Close | 1 round | For n. | Y | Grants 2 extra attacks, keen and fire burst | LEoF53 |
| ☐ | | | Seeming | | Il | VS | 1 act | Close | 12 hours (D) | Special | Sp. | Changes appearance of one person/2 lev. | PHB275 |
| ☐ | | | Sending | | Ev | VSM | 10 min | Special | 1 round | – | N | Instantly delivers short message anywhere | PHB275 |
| ☐ | | | Shadow Evocation | | Il | VS | 1 act | Special | Special | Will dis. | Y | Mimics evocation less than 5th level, 20% real | PHB277 |
| ☐ | | | Shadow Hand | | Il | VS | 1 act | Close | 1 round/lev (D) | – | Y | Hand attacs, blocks opponents, carries items | MoF115 |
| ☐ | | | Shadow Tentacle, Greater | | Ab | S | 1 act | Medium | 1 round/lev | – | N | Animate shadows into a ropelike tentacle | LoD186 |
| ☐ | | | Shape Metal | | Tr | VSM | 1 act | Touch | Instantaneous | For n. | Y | Sculpts metal into any form | RoF191 |
| ☐ | | | Shroud of Flame | [Fire] | Ev | VSM | 1 act | Close | 1 round/lev | Ref n. | Y | Target bursts into flames | PGtF110 |
| ☐ | | | Simbul's Spell Matrix | | Tr | VSF | 1 act | Personal | 10 min/lev (D) | – | N | Stores a 3rd-lev or lower spell, cast quickened | PGtF110 |
| ☐ | | | Stone Shape | [Earth] | Tr | VSM | 1 act | Touch | Instantaneous | – | N | Sculpts stone into any shape | PHB284 |
| ☐ | | | Stone Sphere | [Earth] | Ev | VSM | 1 act | Medium | 1 round/lev | Ref n. | Y | 5-ft stone sphere rolls over your enemies | Und62 |
| ☐ | | | Streamers | | Ev | VSM | 1 act | Medium | 1 round/lev | – | Y | Ranged touch attack deals 5d10, +1 str./3 lev | ShS50 |
| ☐ | | | Summon Monster V | | Co | VSF | 1 round | Close | 1 round/lev (D) | – | N | Calls extraplanar (1 5th, 1d3 4th or 1d4+1 3rd) | PHB286 |
| ☐ | | | Summon Undead V | [Evil] | Co | VSF | 1 round | Close | 1 round/lev | – | N | Calls 1 5th- or 2 4th- or 4 3rd-level undead | PGtF114 |
| ☐ | | | Symbol of Pain | [Evil] | Ne | VSM | 10 min | 0 ft | Special | For n. | Y | Triggered rune wracks creatures with pain | PHB290 |
| ☐ | | | Symbol of Sleep | [Mind-Affecting] | En | VSM | 10 min | 0 ft | Special | Will n. | Y | Triggered rune puts nearby creatures to sleep | PHB291 |
| ☐ | | | Telekinesis | | Tr | VS | 1 act | Long | Special | –/Will n. | Y | Moves object, attacks creat., or hurls object | PHB292 |
| ☐ | | | Teleport | | Co | V | 1 act | Touch | Instantaneous | –/Will n. | Sp. | Instantly transports you up to 100 miles/lev | PHB292 |
| ☐ | | | Trait Removal | | Tr | VSM | 1 hour | Touch | 1 hour/lev | For n. | Y | Temporarily remove an ability from target | SK158 |
| ☐ | | | Transmute Mud to Rock | [Earth] | Tr | VSM | 1 act | Medium | Permanent | Special | N | Transforms two 10-ft cubes/lev | PHB295 |
| ☐ | | | Transmute Rock to Mud | [Earth] | Tr | VSM | 1 act | Medium | Permanent | Special | N | Transforms two 10-ft cubes/lev | PHB295 |
| ☐ | | | Wall of Dispel Magic | | Ab | VS | 1 act | Close | 1 min/lev | – | N | Creatures passing through are subject to dispel | Und63 |
| ☐ | | | Wall of Force | [Force] | Ev | VSM | 1 act | Close | 1 round/lev (D) | – | N | Wall is immune to damage | PHB298 |
| ☐ | | | Wall of Stone | [Earth] | Co | VSM | 1 act | Medium | Instantaneous | Special | N | Creates a stone wall that can be shaped | PHB299 |
| ☐ | | | Watchware | | Ab | VSM | 1 round | Touch | Permanent | – | N | Creates awareness connection with object | UE53 |
| ☐ | | | Waves of Fatigue | | Ne | VS | 1 act | 30 ft | Instantaneous | – | Y | Several targets become fatigued | PHB301 |
| ☐ | | | | | | | | | | | | | |
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## Sorcerer/Wizard Spells

### 6th-Level spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐

| Kn. | Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| ☐ | | | Acid Fog [Acid] | Co | VSM | 1 act | Medium | 1 round/lev | – | N | Fog deals acid damage | PHB196 |
| ☐ | | | Acid Storm [Acid] | Ev | VSM | 1 act | Medium | Instantaneous | Ref ½ | Y | Deals 1d8/lev acid damage in 20-ft radius | PGtF99 |
| ☐ | | | Analyze Dweomer | Di | VSF | 1 act | Close | 1 round/lev (D) | –/Will n. | N | Reveals magical aspects of subject | PHB197 |
| ☐ | | | Antimagic Field | Ab | VSM | 1 act | 10 ft | 10 min/lev (D) | – | Sp. | Negates magic within 10 ft | PHB200 |
| ☐ | | | Bear's Endurance, Mass | Tr | VS | 1 act | Close | 1 min/lev | Will n. | Y | One subject/lev gains +4 Con | PHB203 |
| ☐ | | | Bigby's Forceful Hand [Force] | Ev | VSF | 1 act | Medium | 1 round/lev (D) | – | Y | Hand pushes creatures away | PHB204 |
| ☐ | | | Bull's Strength, Mass | Tr | VSM | 1 act | Close | 1 min/lev | Will n. | Y | One subject/lev gains +4 Str | PHB207 |
| ☐ | | | Burrow, Mass | Tr | VSF | 1 act | Touch | 1 min/lev (D) | Will n. | Y | 1 subject/lev gets burrow speed 10 | Und56 |
| ☐ | | | Cacophonic Shield [Sonic] | Ev | VS | 1 act | 10 ft. | 1 min/lev | For part. | Y | Block sound, defl. missiles, deals 1d6+1/lev | MoF83 |
| ☐ | | | Cat's Grace, Mass | Tr | VSM | 1 act | Close | 1 min/lev | Will n. | Y | One subject/lev gains +4 Dex | PHB208 |
| ☐ | | | Chain Lightning [Electricity] | Ev | VSF | 1 act | Long | Instantaneous | Ref ½ | Y | 1d6 dmg/lev, secondary bolts half damage | PHB208 |
| ☐ | | | Circle of Death [Death] | Ne | VSM | 1 act | Medium | Instantaneous | For n. | Y | Kills 1d4 HD of creatures per level | PHB209 |
| ☐ | | | Contagion, Mass | Ne | VS | 1 act | Close | Instantaneous | For n. | Y | Infects subject with chosen disease | RoF190 |
| ☐ | | | Contingency | Ev | VSMF | 10 min+ | Personal | 1 day/lev (D) | – | N | Sets trigger condition for another spell | PHB213 |
| ☐ | | | Control Water [Water] | Tr | VSM | 1 act | Long | 10 min/lev (D) | – | N | Raises or lowers bodies of water | PHB214 |
| ☐ | | | Create Undead [Evil] | Ne | VSM | 1 hour | Close | Instantaneous | – | N | Creates ghouls, ghasts, mummies, mohrgs | PHB215 |
| ☐ | | | Crushing Sphere [Force] | Ev | VSM | 1 act | Medium | 1 round/lev (D) | Ref n. | Y | Force globe deals 3d6 nonlethal dmr/round | LEoF31 |
| ☐ | | | Darkvision, Mass | Tr | VSM | 1 act | Touch | 1 hour/lev | – | Y | 1 subject/lev can see 60 ft in total darkness | Und57 |
| ☐ | | | Dhukarks Glasstrike | Tr | VSF | 1 act | Close | 1 hour/lev | For n. | Y | Turns object into glass | MoF89 |
| ☐ | | | Disintegrate | Tr | VSM | 1 act | Medium | Instantaneous | For part. | Y | Makes one creature or object vanish | PHB222 |
| ☐ | | | Dispel Magic, Greater | Ab | VS | 1 act | Medium | Instantaneous | – | N | Cancels magical spells and effects, +20 on check | PHB223 |
| ☐ | | | Eagle's Splendor, Mass | Tr | VSM | 1 act | Close | 1 min/lev | Will n. | Y | One subject/lev gains +4 Cha | PHB225 |
| ☐ | | | Energy Transformation Field | Tr | VSMX | 4 rds | Close | Permanent | – | Y | Area absorbs magic energy to power spell | MoF92 |
| ☐ | | | Eyebite [Evil] | Ne | VS | 1 act | Close | 1 round/3 lev | For n. | Y | Target becomes panicked, sickened, comatose | PHB228 |
| ☐ | | | Fiendform [Evil] | Tr | VM | 1 act | Touch | 1 min/lev | – | N | You gain the form and powers of evil outsoder | PGtF102 |
| ☐ | | | Fire Spiders [Fire] | Co | VSM | 1 act | Close | 1 round/lev | Ref ½ | Y | 240 fine fire elementals attack,1 dmg/spider | MoF94 |
| ☐ | | | Flesh to Stone | Tr | VSM | 1 act | Medium | Instantaneous | For n. | Y | Turn subject creature into statue | PHB232 |
| ☐ | | | Fox's Cunning, Mass | Tr | VSM | 1 act | Close | 1 min/lev | Will n. | Y | One subject/lev gains +4 Int | PHB233 |
| ☐ | | | Gate Seal | Ab | VSM | 1 act | Close | Permanent | – | N | Permanently seals a gate or portal | FRCS70 |
| ☐ | | | Geas/Quest [Lang.-Dep., Mind-Affecting] | En | V | 10 min | Close | 1 day/lev (D) | – | Y | Places a magical command on a creature | PHB234 |
| ☐ | | | Ghorus Toth's Magnetism | Tr | VSM | 1 act | Medium | 1 min/lev (D) | – | Y | Charge the target with magnetic effect | UE49 |
| ☐ | | | Globe of Invulnerability | Ab | VSM | 1 act | 10 ft | 1 round/lev (D) | – | N | Stops 1st- through 4th-level spell effects | PHB236 |
| ☐ | | | Guards and Wards | Ab | VSMF | 30 min | Special | 2 hours/lev | Special | Sp. | Array of magic effects protects area | PHB237 |
| ☐ | | | Hardening | Tr | VS | 1 act | Touch | Permanent | – | Y | Increases object's hardness by ½ level | MoF99 |
| ☐ | | | Heroism, Greater [Mind-Affecting] | En | VS | 1 act | Touch | 1 min/lev | Will n. | Y | + 4 to attack, saves, skills, temporary hp | PHB240 |
| ☐ | | | Howling Chain [Force] | Ev | VSF | 1 act | Medium | 1 round/lev | Special | Y | Chain of force entangles and attacks enemies | PGtF104 |
| ☐ | | | Kyristan's Malevolent Tentacles | Co | VSM | 1 act | Medium | 1 round/lev (D) | Special | Y | Tentacles grapple all within 20 ft, give neg. lev. | ShS47 |
| ☐ | | | Legend Lore | Di | VSMF | Special | Personal | Special | – | N | Learn tales about a person, place, or thing | PHB246 |
| ☐ | | | Mental Pinnacle | Tr | VSM | 1 act | Personal | 1 round/lev | – | N | You gain the mental powers of a psion | EPsi220 |
| ☐ | | | Mineralize Warrior [Earth] | Tr | VSMX | 1 hour | Touch | Instantaneous | – | N | Grants the mineral warrior template | Und59 |
| ☐ | | | Mislead | Il | S | 1 act | Close | Special | –/Will dis. | N | Turns you invisible and creates illusory double | PHB255 |
| ☐ | | | Mordenkainen's Lucubration [Wizard] | Tr | VS | 1 act | Personal | Instantaneous | – | N | Recalls spell of 5th level or lower | PHB256 |
| ☐ | | | Move Earth [Earth] | Tr | VSM | Special | Long | Instantaneous | – | N | Dig trenches and build hills | PHB257 |
| ☐ | | | Otiluke's Freezing Sphere [Cold] | Ev | VSF | 1 act | Long | Special | Ref ½ | Y | Freezes water or deals cold damage | PHB258 |
| ☐ | | | Owl's Wisdom, Mass | Tr | VSM | 1 act | Close | 1 min/lev | Will n. | Y | One subject/lev gains +4 Wis | PHB259 |
| ☐ | | | Permanent Image | Il | VSF | 1 act | Long | Permanent (D) | Will dis. | N | Includes sight, sound, and smell | PHB260 |
| ☐ | | | Prismatic Eye | Ev | VSF | 1 act | Medium | 1 round/lev | Special | Y | Orb produces individual prismatic rays | PGtF109 |
| ☐ | | | Probe Thoughts [Mind-Affecting] | Di | VS | 1 min | Close | Concentration | For n. | Y | Read subject's memory, one question/round | EPsi221 |
| ☐ | | | Programmed Image | Il | VSF | 1 act | Long | Special | Will dis. | N | Creates full illusion triggered by event | PHB265 |
| ☐ | | | Reflective Disguise, Mass | Il | VS | 1 act | Close | 12 hours (D) | Will n. | Y | Viewers see subj. as their own species/gender | Und61 |
| ☐ | | | Repulsion | Ab | VSF | 1 act | 10 ft/lev | 1 round/lev (D) | Will n. | Y | Creatures can't approach you | PHB271 |
| ☐ | | | Sandblast [Earth] | Ev | VSM | 1 act | 60 ft | Instantaneous | For part. | Y | COne of sand deals 6d8 dmg, blows away foes | LEoF33 |
| ☐ | | | Shadow Canopy [Darkness] | Ev | VSM | 1 round | Medium | 2 hours/lev | Will n./– | Sp. | Creates a dome of shadow | LoD188 |
| ☐ | | | Shadow Walk | Il | VS | 1 act | Touch | 1 hour/lev (D) | Will n. | Y | Step into shadow to travel rapidly | PHB277 |
| ☐ | | | Shalantha's Delicate Disk | Co | VSM | 1 act | Touch | Until discharg. | Special | Sp. | Disk stores spell up to 5th level | LEoF33 |
| ☐ | | | Shuffle | Co | VS | 1 act | Touch | 1 round/lev (D) | Will n. | Y | Subjects can teleport short distances as a move | ShS49 |
| ☐ | | | Spore Cloak | Co | VSM | 1 act | Personal | 1 min/lev | – | N | You are shrouded in a cloud of mold spores | RoF191 |
| ☐ | | | Stone Body | Tr | VSM | 1 act | Personal | 1 min/lev (D) | – | N | Your body becomes living stone | PGtF113 |
| ☐ | | | Stone Metamorphosis [Earth] | Tr | VSM | 1 act | Touch | Instantaneous | – | N | Changes type of stone | Und61 |
| ☐ | | | Stone to Flesh | Tr | VSM | 1 act | Medium | Instantaneous | For n. | Y | Restores petrified creature | PHB285 |
| ☐ | | | 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 |
| ☐ | | | Summon Monster VI | Co | VSF | 1 round | Close | 1 round/lev (D) | – | N | Calls extraplanar (1 6th, 1d3 5th or 1d4+1 4th) | PHB287 |
| ☐ | | | Symbol of Fear [Fear, Mind-Affecting] | Ne | VSM | 10 min | 0 ft | Special | Will n. | Y | Triggered rune panics nearby creatures | PHB290 |
| ☐ | | | Symbol of Persuasion [Mind-Affecting] | En | VSM | 10 min | 0 ft | Special | Will n. | Y | Triggered rune charms nearby creatures | PHB290 |
| ☐ | | | Tenser's Transformation | Tr | VSM | 1 act | Personal | 1 round/lev | – | N | You gain combat bonuses | PHB294 |
| ☐ | | | Translocation Trick | Tr | V | 1 act | Medium | 10 min/lev | Will n. | Y | You and target switch places | MoF128 |
| ☐ | | | True Seeing | Di | VSM | 1 act | Touch | 1 min/lev | Will n. | Y | Lets you see all things as they really are | PHB296 |
| ☐ | | | Tunnel Swallow [Earth] | Co | VSM | 1 act | Medium | Instantaneous | Ref part. | N | Tunnel's convulsions deal 1d6 damage/lev | Und62 |
| ☐ | | | Undeath to Death | Ne | VSM | 1 act | Medium | Instantaneous | Will n. | Y | Destroys 1d4 HD/lev (max 20d4) undead | PHB297 |
| ☐ | | | Veil | Il | VS | 1 act | Long | Conc. + 1 hr/l. | Will n. | Y | Changes appearance of group of creatures | PHB298 |
| ☐ | | | Wall of Iron | Co | VSF | 1 act | Medium | Instantaneous | Special | N | 30 hp/4 lev, can topple onto foes | PHB299 |
| ☐ | | | | | | | | | | | | |
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| ☐ | | | | | | | | | | | | |

# Sorcerer/Wizard Spells

7th-Level spells Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐

| Kn. | Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect |
|---|---|---|---|---|---|---|---|---|---|---|---|
| ☐ | | | Ability Rip | Tr | VSM | 1 hour | Touch | 1 hour/lev | For n. | Y | Transfer a supernatural ability SK155 |
| ☐ | | | Antimagic Aura | Ab | VSM | 1 act | Touch | 1 round/lev | Will n. | Y | Antimagic field that effects one creature MoF78 |
| ☐ | | | Arcane Sight, Greater | Di | VS | 1 act | Personal | 1 min/lev (D) | – | N | Magical auras and effects become visible PHB201 |
| ☐ | | | Banishment | Ab | VSF | 1 act | Close | Instantaneous | Will n. | Y | Banishes 2 HD/lev of extraplanar creatures PHB203 |
| ☐ | | | Bigby's Grasping Hand [Force] | Ev | VSF | 1 act | Medium | 1 round/lev (D) | – | Y | Hand provides cover, pushes, or grapples PHB204 |
| ☐ | | | Changestones | Tr | VSF | 1 round | Touch | 1 hour/lev (D) | – | N | Prepared stones become liths Und57 |
| ☐ | | | Control Undead | Ne | VSM | 1 act | Close | 1 min/lev | Will n. | Y | Undead don't attack you while under effect PHB214 |
| ☐ | | | Control Weather | Tr | VS | 10 min | 2 miles | 4d12 hours | – | N | Changes weather in local area PHB214 |
| ☐ | | | Delayed Blast Fireball [Fire] | Ev | VSM | 1 act | Long | Up to 5 rounds | Ref ½ | Y | 1d6 damage/lev, delay up to 5 rounds PHB217 |
| ☐ | | | Drawmij's Instant Summons | Co | VSM | 1 act | Special | Until discharg. | – | N | Prepared object appears in your hand PHB225 |
| ☐ | | | Ethereal Jaunt | Tr | VS | 1 act | Personal | 1 round/lev (D) | – | N | You become ethereal for 1 round/lev PHB227 |
| ☐ | | | Finger of Death [Death] | Ne | VS | 1 act | Close | Instantaneous | For part. | Y | Kills one subject PHB230 |
| ☐ | | | Forcecage [Force] | Ev | VSM | 1 act | Close | 2 hours/lev (D) | – | N | Cube or cage of force imprisons those inside PHB233 |
| ☐ | | | Gemjump | Tr | VSF | 1 round | Unlimit. | Until triggered | Will n./- | Y | Teleport to the location of a prepared gem MoF96 |
| ☐ | | | Great Thunderclap [Sonic] | Ev | VSF | 1 act | Medium | Instantaneous | Special | N | Causes stunning, deafness and knocks prone MoF98 |
| ☐ | | | Hold Person, Mass [Mind-Affecting] | En | VSF | 1 act | Medium | 1 round/lev (D) | Will n. | Y | Paralyzes all humanoids within 30 ft PHB241 |
| ☐ | | | Insanity [Mind-Affecting] | En | VS | 1 act | Medium | Instantaneous | Will n. | Y | Subject suffers continuous *confusion* PHB244 |
| ☐ | | | Invisibility, Mass | Il | VSM | 1 act | Long | 1 min/lev (D) | Will n. | Y | All subjects in range invisible until they attack PHB245 |
| ☐ | | | Ironguard, Greater | Ab | VSMF | 1 act | Touch | 1 round/lev | Will n. | Y | Subject immune to metal less than +3 MoF97 |
| ☐ | | | Limited Wish | Un | VSX | 1 act | Special | Special | – | Y | Alters reality within spell limits PHB248 |
| ☐ | | | Mordenkainen's Magnificent Mansion | Co | VSF | 1 act | Close | 2 hours/lev (D) | – | N | Door leads to extradimensional mansion PHB256 |
| ☐ | | | Mordenkainen's Sword [Force] | Ev | VSF | 1 act | Close | 1 round/lev (D) | – | Y | Floating magic blade strikes opponents PHB256 |
| ☐ | | | Nar Fiendbond | Tr | VSMX | 1 hour | Touch | Instantaneous | Will n. | Y | Grants the subject the half-fiend template LEoF52 |
| ☐ | | | Nybor's Stern Reproof [Mind-Affecting] | En | VSF | 1 act | Close | 1 round/lev | Special | Y | Target is dazed 1d4 rounds, save or die PGtF107 |
| ☐ | | | Phase Door | Co | V | 1 act | 0 ft | 1 usage/2 lev | – | N | Invisible passage through wood or stone PHB261 |
| ☐ | | | Plane Shift | Co | VSF | 1 act | Touch | Instantaneous | Will n. | Y | Up to 8 subjects travel to another plane PHB262 |
| ☐ | | | Power Word Blind [Mind-Affecting] | En | V | 1 act | Close | Special | – | Y | Blinds creature with 200 hp or less PHB263 |
| ☐ | | | Prismatic Spray | Ev | VS | 1 act | 60 ft | Instantaneous | Special | Y | Rays hit subjects with variety of effects PHB264 |
| ☐ | | | Project Image | Il | VSM | 1 act | Medium | 1 round/lev (D) | Will dis. | N | Illusory double can talk and cast spells PHB265 |
| ☐ | | | Psychic Turmoil, Greater | Ab | VSM | 1 act | Close | 1 round/lev | Will part. | Y | Field leeches psionic PP away, grants hit points EPsi221 |
| ☐ | | | Reverse Gravity | Tr | VSM | 1 act | Medium | 1 round/lev (D) | – | N | Objects and creatures fall upwards PHB273 |
| ☐ | | | Ruby Ray of Reversal | Ab | VSM | 1 act | Medium | Instantaneous | – | N | Ray negates magical or mundane hazards PGtF110 |
| ☐ | | | Scrying, Greater | Di | VS | 1 act | Special | 1 hour/lev | Will n. | Y | As *scrying*, but faster and longer PHB275 |
| ☐ | | | Sequester | Ab | VSM | 1 act | Touch | 1 day/lev (D) | –/Will n. | Sp. | Subject is invisible to sight and scrying PHB276 |
| ☐ | | | Shadow Conjuration, Greater | Il | VS | 1 act | Special | Special | Will dis. | Y | Mimics conjuration up to 6th level, 60% real PHB276 |
| ☐ | | | Simbul's Spell Sequencer | Tr | VSF | 1 act | Personal | 10 min/lev (D) | – | N | Stores 2 3rd-lev or lower spells, cast quickened PGtF111 |
| ☐ | | | Simbul's Synostodweomer | Tr | VS | 1 round | Personal | 1 round | – | Y | Channel spell into cure 1d6/spell lev MoF119 |
| ☐ | | | Simulacrum | Il | VSMX | 12 hrs | 0 ft | Instantaneous | – | N | Creates partially real double of a creature PHB279 |
| ☐ | | | Spell Turning | Ab | VSM | 1 act | Personal | 10 min/lev | – | N | Reflects 1d4+6 spell levels back at caster PHB282 |
| ☐ | | | Statue | Tr | VSM | 1 round | Touch | 1 hour/lev (D) | Will n. | Y | Subject can become a statue at will PHB284 |
| ☐ | | | Stone Shape, Greater [Earth] | Tr | VSM | 1 act | Touch | Instantaneous | – | N | Sculpts 10 cu.ft+10 cu.ft/lev of stone Und62 |
| ☐ | | | Stone Trap | Tr | VSM | 1 act | Close | Special | – | N | Invisible, flying stone block falls on condition ShS49 |
| ☐ | | | Summon Monster VII | Co | VSF | 1 round | Close | 1 round/lev (D) | – | N | Calls extraplanar (1 7th, 1d3 6th or 1d4+1 5th) PHB287 |
| ☐ | | | Symbol of Stunning [Mind-Affecting] | En | VSM | 10 min | 0 ft | Special | Will n. | Y | Triggered rune stuns nearby creatures PHB291 |
| ☐ | | | Symbol of Weakness | Ne | VSM | 10 min | 0 ft | Special | For n. | Y | Triggered rune weakens nearby creatures PHB291 |
| ☐ | | | Teleport, Greater | Co | V | 1 act | Touch | Instantaneous | –/Will n. | Sp. | As *teleport*, no range limit and always precise PHB293 |
| ☐ | | | Teleport, Mass | Tr | VS | 1 round | P./Touch | Instantaneous | Will n. | Y/N | Teleports up to 100 lbs/ lev anywhere T&B93 |
| ☐ | | | Teleport Object | Co | V | 1 act | Touch | Instantaneous | Will n. | Y | As *teleport*, but affects a touched object PHB293 |
| ☐ | | | Vipergout | Co | VSM | 1 act | Close | 1 round/lev | – | Y | You spit forth vipers that attack your foes PGtF117 |
| ☐ | | | Vision | Di | VSMX | 1 act | Personal | Special | – | N | Learn tales about a person, place, or thing PHB298 |
| ☐ | | | Waves of Exhaustion | Ne | VS | 1 act | 60 ft | Instantaneous | – | Y | Several targets become exhausted PHB301 |
| ☐ | | | Whirl of Fangs [Force] | Ev | VS | 1 act | Close | 1 min/lev (D) | Ref ½ | Y | You create a curtain of jaws made of force SK168 |
| ☐ | | | Zajimarn's Ice Claw Prison [Cold] | Ev | VSF | 1 act | Medium | 1 round/lev (D) | – | Y | Claw grapples: 1d3+Str dmg + 1d8 cold dmg MoF135 |
| ☐ | | | | | | | | | | | |
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## 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 | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| ☐ | | | Antipathy [Mind-Affecting] | En | VSM | 1 hour | Close | 2 hours/lev | Will part. | Y | Object or location repels certain creatures | PHB200 |
| ☐ | | | Bigby's Clenched Fist [Force] | Ev | VSF | 1 act | Medium | 1 round/lev (D) | – | Y | Large hand provides cover, attacks your foes | PHB203 |
| ☐ | | | Binding [Mind-Affecting] | En | VSM | 1 min | Close | Special | Will n. | Y | Array of techniques to imprison a creature | PHB204 |
| ☐ | | | Blackstaff | Tr | VSF | 1 act | Touch | 1 round/lev | Special | Y | Greatly enhances staff or quarterstaff | MoF81 |
| ☐ | | | Charm Monster, Mass [Mind-Affecting] | En | V | 1 act | Close | 1 day/lev | Will n. | Y | Make monsters in 30 ft believe they're friends | PHB209 |
| ☐ | | | Clone | Ne | VSMF | 10 min | 0 ft | Instantaneous | – | N | Duplicate awakens when original dies | PHB210 |
| ☐ | | | Create Greater Undead [Evil] | Ne | VSM | 1 hour | Close | Instantaneous | – | N | Create shadows, wraiths, spectres, devourers | PHB215 |
| ☐ | | | Demand [Mind-Affecting] | En | VSM | 10 min | Special | 1 round | Will part. | Y | Delivers short message/suggestion anywhere | PHB217 |
| ☐ | | | Devastate Undead | Ne | VSF | 1 act | Close | Instantaneous | For n. | Y | Destroys undead creatures | LoD186 |
| ☐ | | | Dimensional Lock | Ab | VS | 1 act | Medium | 1 day/lev | – | Y | Blocks teleport/dimensional travel | PHB221 |
| ☐ | | | Discern Location | Di | VS | 10 min | Unlimit. | Instantaneous | – | N | Reveals exact location of creature or object | PHB222 |
| ☐ | | | Excavate | Tr | VSM | 1 act | Close | Instantaneous | – | N | Creates a permanent passage in earth/stone | Und58 |
| ☐ | | | Flensing | Ev | VSM | 1 act | Close | Up to 4 rounds | For part. | Y | 2d6 hp damage and 1d6 Cha and Con | FRCS70 |
| ☐ | | | Horrid Wilting | Ne | VSM | 1 act | Long | Instantaneous | For ½ | Y | Deals 1d6 damage/level within 30 ft | PHB242 |
| ☐ | | | Incendiary Cloud [Fire] | Co | VS | 1 act | Medium | 1 round/lev | Ref ½ | N | Cloud deals 4d6 fire damage/round | PHB244 |
| ☐ | | | Iron Body | Tr | VSM | 1 act | Personal | 1 min/lev (D) | – | N | Body becomes iron | PHB245 |
| ☐ | | | Lightning Ring [Electricity] | Ev | VSM | 1 act | Personal | Special | Ref ½ | Y | You are surrounded by a ring of lightning | PGtF105 |
| ☐ | | | Maze | Co | VS | 1 act | Close | Special | – | Y | Traps subject in extradimensional maze | PHB252 |
| ☐ | | | Mind Blank | Ab | VS | 1 act | Close | 24 hours | Will n. | Y | Subject is immune to mental magic/scrying | PHB253 |
| ☐ | | | Moment of Prescience | Di | VS | 1 act | Personal | 1 hour/lev | – | N | Gain bonus on single attack, save, or check | PHB255 |
| ☐ | | | Nybor's Wrathful Castigation [M-Aff] | En | VSF | 1 act | Close | 1 round/lev (D) | Special | Y | Target dies or dazed with -4 on all saves | MoF111 |
| ☐ | | | Otiluke's Telekinetic Sphere [Force] | Ev | VSM | 1 act | Close | 1 min/lev (D) | Ref n. | Y | Movable force globe protects one subject | PHB259 |
| ☐ | | | Otto's Irresistable Dance [Mind-Aff] | En | V | 1 act | Touch | 1d4+1 rounds | – | Y | Forces subject to dance | PHB259 |
| ☐ | | | Planar Binding, Greater | Co | VS | 10 min | Close | Instantaneous | Will n. | Sp. | Traps extraplanar up to 18 HD to perform a task | PHB261 |
| ☐ | | | Polar Ray [Cold] | Ev | VSF | 1 act | Close | Instantaneous | – | Y | Ranged touch attack deals 1d6/lev cold damage | PHB262 |
| ☐ | | | Polymorph Any Object | Tr | VSM | 1 act | Close | Special | For n. | Y | Changes any subject into anything else | PHB263 |
| ☐ | | | Power Word Stun [Mind-Affecting] | En | V | 1 act | Close | Special | – | Y | Stuns creature with 150 hp or less | PHB263 |
| ☐ | | | Prismatic Wall | Ab | VS | 1 act | Close | 10 min/lev (D) | Special | Sp. | Wall's colors have array of effects | PHB264 |
| ☐ | | | Protection from Spells | Ab | VSMF | 1 act | Touch | 10 min/lev | Will n. | Y | Confers a +8 resistance bonus | PHB266 |
| ☐ | | | Prying Eyes, Greater | Di | VSM | 1 min | 1 mile | 1 hour/lev (D) | – | N | As *prying eyes*, but eyes have *true seeing* | PHB267 |
| ☐ | | | Scintillating Pattern [Mind-Affecting] | Il | VSM | 1 act | Close | Conc. +2 rds | – | Y | Twisting colors *confuse*, stun, render unconsc. | PHB274 |
| ☐ | | | Screen | Il | VS | 10 min | Close | 24 hours | –/Will dis. | N | Illusion hides area from vision and scrying | PHB274 |
| ☐ | | | Shadow Evocation, Greater | Il | VS | 1 act | Special | Special | Will dis. | Y | Mimics evocation up to 7th level, 60% real | PHB277 |
| ☐ | | | Shout, Greater [Sonic] | Ev | VSF | 1 act | 60 ft | Instantaneous | Special | Y | Yell deals 10d6 dmg, stuns, damages objects | PHB279 |
| ☐ | | | Simbul's Skeletal Deliquescence | Tr | VS | 1 act | Touch | 1 day/lev | For n. | Y | Target becomes oozelike creature | MoF118 |
| ☐ | | | Skeletal Guard [Evil] | Ne | VSM | 1 act | Touch | Instantaneous | – | N | Creates one skeleton/lev resistant to turning | MoF119 |
| ☐ | | | Spell Engine [Force] | Ab | VSMX | 10 min | Close | Special | – | Y | Magical energy disk absorbs incoming spells | MoF121 |
| ☐ | | | Stone Metamorphosis, Greater [Earth] | Tr | VSM | 1 act | Touch | Instantaneous | – | N | Changes type of 10 cu.ft+10 cu.ft/lev of stone | Und61 |
| ☐ | | | Summon Monster VIII | Co | VSF | 1 round | Close | 1 round/lev (D) | – | N | Calls extraplanar (1 8th, 1d3 7th or 1d4+1 6th) | PHB287 |
| ☐ | | | Sunburst [Light] | Ev | VSM | 1 act | Long | Instantaneous | Ref part. | Y | Blinds all within 10 ft, deals 6d6 damage | PHB289 |
| ☐ | | | Symbol, Death Symbol of Bane [Death] | Ne | VSM | 10 min | 0 ft | Special | For n. | Y | Slays creatures, plus 1d12 cold and *doom* effect | MoF127 |
| ☐ | | | Symbol of Death [Death] | Ne | VSM | 10 min | 0 ft | Special | For n. | Y | Triggered rune slays nearby creatures | PHB289 |
| ☐ | | | Symbol of Insanity [Mind-Affecting] | En | VSM | 10 min | 0 ft | Special | Will n. | Y | Triggered rune renders creatures insane | PHB290 |
| ☐ | | | Symbol of Spell Loss [Mind-Affecting] | En | VSM | 10 min | 0 ft | Special | Will n. | Y | Spellcasters lose highest-level spell | MoF127 |
| ☐ | | | Sympathy [Mind-Affecting] | En | VSM | 1 hour | Close | 2 hours/lev (D) | Will n. | Y | Object or location attracts certain creatures | PHB292 |
| ☐ | | | Temporal Stasis | Tr | VSM | 1 act | Touch | Permanent | For n. | Y | Puts subject into suspended animation | PHB293 |
| ☐ | | | Transcribe Symbol | Ab | VSF | 1 act | Touch | 10 min | – | N | Safely moves an untriggered magical symbol | PGtF116 |
| ☐ | | | Trap the Soul | Co | VSMF | Special | Close | Permanent | Special | Y | Imprisons subject within gem | PHB295 |
| ☐ | | | Wall of Greater Dispel Magic | Ab | VS | 1 act | Close | 1 min/lev | – | N | Creatures passing through are subject to dispel | Und63 |
| ☐ | | | Zajimarn's Field of Icy Razors [Cold] | Ev | VSF | 1 act | Medium | 1 min/lev | Ref part. | Y | Creatures in area take 2d4 dmg +1d6+1/lev cold | MoF135 |
| ☐ | | | | | | | | | | | | |
| ☐ | | | | | | | | | | | | |
| ☐ | | | | | | | | | | | | |
| ☐ | | | | | | | | | | | | |
| ☐ | | | | | | | | | | | | |

# Sorcerer/Wizard Spells

## 9th-Level spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐

| Kn. | Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| ☐ | | | Alamanther's Return *[Special]* | Tr | VSMX | 1 round | Special | Special | Special | Sp. | Duplicate observed spell or spell like ability | MoF76 |
| ☐ | | | Astral Projection | Ne | VSM | 30 min | Touch | Special | – | Y | Projects you and companions onto Astral Pl. | PHB201 |
| ☐ | | | Bigby's Crushing Hand *[Force]* | Ev | VSMF | 1 act | Medium | 1 round/lev (D) | – | Y | Hand provides cover, pushes/crushes foes | PHB203 |
| ☐ | | | Black Blade of Disaster | Co | VS | 1 act | Close | Max 1 rd/lev | – | Y | Floating weapon damages, may *disintegrate* | MoF81 |
| ☐ | | | Dominate Monster *[Mind-Affecting]* | En | VS | 1 round | Close | 1 day/lev | Will n. | Y | Controls monster telepathically | PHB224 |
| ☐ | | | Elminster's Effulgent Epuration | AB | VS | 1 act | Close | 1 round/lev | Will n. | Y | 1 sphere/lev negates hostile magic | PGtF102 |
| ☐ | | | Elminster's Evasion | Ev | VSMFX | 10 min | Personal | Until disch. | – | N | Enhanced *contngency* spell with 6 conditions | FRCS69 |
| ☐ | | | Energy Drain | Ne | VS | 1 act | Close | Instantaneous | For part. | Y | Subject gains 2d4 negative levels | PHB226 |
| ☐ | | | Etherealness | Tr | VS | 1 act | Touch | 1 minn/lev (D) | – | Y | Travel to Ethereal Plane with companions | PHB228 |
| ☐ | | | Eye of Power | Ev | VSM | 10 min | Unlimit. | 1 min/lev (D) | – | N | Invisible floating eye moves 30 ft/round | PGtF102 |
| ☐ | | | Foresight | Di | VSM | 1 act | Touch | 10 min/lev | –/Will n. | Sp. | "Sixth sense" warns of impending danger | PHB233 |
| ☐ | | | Freedom | Ab | VS | 1 act | Close | Instantaneous | Will n. | Y | Releases creature from *imprisonment* | PHB233 |
| ☐ | | | Gate | Co | VSX | 1 act | Medium | Special | – | N | Connects two planes to travel or summon | PHB234 |
| ☐ | | | Hold Monster, Mass *[Mind-Affecting]* | En | VSF | 1 act | Medium | 1 round/lev (D) | Will n. | Y | Paralyzes creatures within 30 ft | PHB241 |
| ☐ | | | Imprisonment | Ab | VS | 1 act | Touch | Instantaneous | Will n. | Y | Entombs creature beneath the earth | PHB244 |
| ☐ | | | Meteor Swarm *[Fire]* | Ev | VS | 1 act | Long | Instantaneous | –/Ref ½ | Y | 4 spheres deal 6d6 fire damage | PHB253 |
| ☐ | | | Mordenkainen's Disjunction | Ab | V | 1 act | Close | Instantaneous | Will n. | N | Dispels magic and disenchants magic items | PHB255 |
| ☐ | | | Mycontil's Last Resort | Ev | VSM | 1 act | Personal | Instantaneous | Ref ½ | Y | Sacrifice spells to unleash devastating explosion | ShS48 |
| ☐ | | | Mystra's Miasma | Ab | VSM | 1 act | Medium | 1 round/lev | Will part. | N | *Solid fog* reduces caster level by -4 | PGtF107 |
| ☐ | | | Node Genesis *[Earth]* | Co | VSX | 10 days | Touch | Instantaneous | – | N | Creates a Class 1 earth node | Und59 |
| ☐ | | | Power Word Kill *[Death, Mind-Affecting]* | En | V | 1 act | Close | Instantaneous | – | Y | Kills one creature with up to 100 hp | PHB263 |
| ☐ | | | Prismatic Sphere | Ab | V | 1 act | 10 ft | 10 min/lev (D) | Special | Sp. | Sphere's colors have array of effects | PHB264 |
| ☐ | | | Refuge | Co | VSM | 1 act | Touch | Until discharg. | – | N | Alters item to transport its possessor to you | PHB269 |
| ☐ | | | Shades | Il | VS | 1 act | Special | Special | Will dis. | Y | Mimics conjuration up to 8th level, 80% real | PHB276 |
| ☐ | | | Shapechange | Tr | VSF | 1 act | Personal | 10 min/lev (D) | – | N | Change into any creature once/round | PHB277 |
| ☐ | | | Simbul's Spell Trigger | Tr | VSF | 1 act | Personal | 10 min/lev (D) | – | N | Stores 3 3rd-lev or lower spells, cast quickened | PGtF111 |
| ☐ | | | Soul Bind | Ne | VSF | 1 act | Close | Permanent | Will n. | N | Traps newly dead soul to prevent *resurrection* | PHB281 |
| ☐ | | | Sphere of Ultimate Destruction | Co | VSM | 1 act | Medium | 1 round/lev (D) | For part. | Y | Black sphere *disintegrates* on contact | UE52 |
| ☐ | | | Srinshee's Spell Shift | Ab | VSM | 1 act | Personal | 1 round/lev (D) | – | N | Manipulate another's spell, or stuns the caster | LEoF34 |
| ☐ | | | Stasis Clone | Ne | VSMF | 10 min | 0 ft | Instantaneous | – | N | Clone in stasis if subject is alive | LoD189 |
| ☐ | | | Summon Monster IX | Co | VSF | 1 round | Close | 1 round/lev (D) | – | N | Calls extraplanar (1 9th, 1d3 8th or 1d4+1 7th) | PHB288 |
| ☐ | | | Teleportation Circle | Co | VM | 10 min | 0 ft | 10 min/lev (D) | – | Y | Circle teleports creatures inside to place | PHB293 |
| ☐ | | | Tidal Wave | Ev | VSMX | 10 min | Long | 1 min/lev | – | N | Massive wave crashes on the coast | ShS51 |
| ☐ | | | Time Stop | Tr | V | 1 act | Personal | 1d4+1 rounds | – | N | You act freely for 1d4+1 rounds | PHB294 |
| ☐ | | | Undermaster *[Earth]* | Tr | VX | 1 act | Personal | 1 round/lev | – | N | You gain earth-related spell-like abilities | Und62 |
| ☐ | | | Wail of the Banshee *[Death, Sonic]* | Ne | V | 1 act | Close | Instantaneous | For n. | Y | Kills one creature/level | PHB298 |
| ☐ | | | Weird *[Fear, Mind-Affecting]* | Il | VS | 1 act | Medium | Instantaneous | Special | Y | Illusion kills subjects within 30 ft, or deals 3d6 | PHB301 |
| ☐ | | | Wish | Un | VX | 1 act | Special | Special | Special | Y | Alters reality | PHB302 |
| ☐ | | | Zajimarn's Avalanche *[Cold]* | Co | VS | 1 act | Long | Instantaneous | Ref part. | Y | Slush deals 1d4 cold/lev and moves targets | MoF134 |
| ☐ | | | | | | | | | | | | |
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## Assassin Powers

| | | | | | |
|---|---|---|---|---|---|
| Sneak Attack: | +___ d6 | Death Attack: | ☑ | Uncanny Dodge: | ☐ |
| Save Bonus vs. Poison: | +___ | Poison Use: | ☑ | Improved Uncanny Dodge: | ☐ |
| | | | | Hide in Plain Sight: | ☐ |

## Assassin Spells

### 1st-Level spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐

| Kn. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| ☐ | ___ | Detect Poison | Di | VS | 1 act | Close | Instantaneous | – | N | Detects poison in one creature or object | PHB219 |
| ☐ | ___ | Disguise Self | Il | VS | 1 act | Personal | 10 min/lev (D) | – | N | Changes your appearance | PHB222 |
| ☐ | ___ | Feather Fall | Tr | V | Free | Close | 1 round/lev | Will n. | Y | Objects or creatures fall slowly | PHB229 |
| ☐ | ___ | Ghost Sound | Il | VSM | 1 act | Close | 1 round/lev (D) | Will dis. | N | Figments sounds | PHB235 |
| ☐ | ___ | Jump | Tr | VSM | 1 act | Touch | 1 min/lev (D) | Will n. | Y | Subject gets bonus on Jump checks | PHB246 |
| ☐ | ___ | Low-Light Vision | Tr | VS | 1 act | Touch | 1 hour/lev | – | Y | Target gains low light vision | MoF106 |
| ☐ | ___ | Obscuring Mist | Co | VS | 1 act | 20 ft | 1 min/lev | – | N | Fog surrounds you | PHB258 |
| ☐ | ___ | Silent Portal | Il | S | 1 act | Close | 1 hour/lev | Will n. | Y | Negates sound from door or window | MoF117 |
| ☐ | ___ | Sleep *[Mind-Affecting]* | En | VSM | 1 round | Medium | 1 min/lev | Will n. | Y | Puts 4 HD of creatues into magical slumber | PHB280 |
| ☐ | ___ | True Strike | Di | VF | 1 act | Personal | Special | – | N | +20 on your next attack roll | PHB296 |
| ☐ | | | | | | | | | | | |
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### 2nd-Level spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐

| Kn. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| ☐ | ___ | Alter Self | Tr | VS | 1 act | Personal | 10 min/lev (D) | – | N | Assume form of a similar creature | PHB197 |
| ☐ | ___ | Cat's Grace | Tr | VSM | 1 act | Touch | 1 min/lev | Will n. | Y | Subject gains +4 Dex for 1 min/lev | PHB208 |
| ☐ | ___ | Darkness *[Darkness]* | Ev | VM | 1 act | Touch | 10 min/lev (D) | – | N | 20-ft radius of supernatural shadow | PHB216 |
| ☐ | ___ | Fox's Cunning | Tr | VSM | 1 act | Touch | 1 min/lev | Will n. | Y | Subject gains +4 Int for 1 min/lev | PHB233 |
| ☐ | ___ | Illusory Script *[Mind-Affecting]* | Il | VSM | 1 min+ | Touch | 1 day/lev (D) | Will n. | Y | Only intended reader can decipher | PHB243 |
| ☐ | ___ | Invisibility | Il | VSM | 1 act | Touch | 1 min/lev (D) | Will n. | Y | Subject invisible for 1 min/lev or until attacks | PHB245 |
| ☐ | ___ | Pass without Trace | Tr | VSD | 1 act | Touch | 1 hour/lev (D) | Will n. | Y | One subject/level leaves no tracks | PHB259 |
| ☐ | ___ | Spider Climb | Tr | VSM | 1 act | Touch | 10 min/lev | Will n. | N | Grants ability to walk on walls and ceilings | PHB283 |
| ☐ | ___ | Undetectable Alignment | Ab | VS | 1 act | Close | 24 hours | Will n. | Y | Conceals alignment for 24 hrs | PHB297 |
| ☐ | | | | | | | | | | | |
| ☐ | | | | | | | | | | | |
| ☐ | | | | | | | | | | | |
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| ☐ | | | | | | | | | | | |

### 3rd-Level spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐

| Kn. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| ☐ | ___ | Amorphous Form | Tr | SM | 1 act | Touch | 1 min/lev (D) | Will n. | Y | Subject becomes puddlelike | Und56 |
| ☐ | ___ | Deep Slumber *[Mind-Affecting]* | En | VSM | 1 round | Close | 1 min/lev | Will n. | Y | Put 10 HD of creatures to sleep | PHB217 |
| ☐ | ___ | Deeper Darkness *[Darkness]* | Ev | VD | 1 act | Touch | 1 day/lev (D) | – | N | Object sheds shadow in 60-ft radius | PHB217 |
| ☐ | ___ | Ebon Ray of Doom | Ne | VS | 1 act | Close | 1 round/lev | For part. | Y | Black energy prevents magical healing | LEoF31 |
| ☐ | ___ | False Life | Ne | VSM | 1 act | Personal | 1 hour/lev | – | Y | Subject gains 1d10+1/lev (max. +10) temp. hp | PHB229 |
| ☐ | ___ | Magic Circle against Good *[Evil]* | Ab | VSM | 1 act | Touch | 10 min/lev | Will n. | N | +2 AC and saves in 10-ft, no mind control | PHB250 |
| ☐ | ___ | Misdirection | Il | VS | 1 act | Close | 1 hour/lev | –/Will n. | N | Misleads divinations for a creature or object | PHB254 |
| ☐ | ___ | Nondetection | Ab | VSM | 1 act | Touch | 1 hour/lev | Will n. | Y | Hides subject from divination and scrying | PHB257 |
| ☐ | ___ | Spider Poison | Ne | VSM | 1 act | Touch | Instantaneous | For n. | Y | Touch deals 1d6 Str damage, repeat in 1 min | MoF123 |
| ☐ | | | | | | | | | | | |
| ☐ | | | | | | | | | | | |
| ☐ | | | | | | | | | | | |
| ☐ | | | | | | | | | | | |
| ☐ | | | | | | | | | | | |

### 4th-Level spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐

| Kn. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| ☐ | ___ | Clairaudience/Clairvoyance | Di | VSF | 10 min | Long | 1 min/lev (D) | – | N | Hear or see at a distance for 1 min/lev | PHB209 |
| ☐ | ___ | Dimension Door | Co | V | 1 act | Long | Instantaneous | –/Will n. | Sp. | Teleports you short distance | PHB221 |
| ☐ | ___ | Freedom of Movement | Ab | VSMD | 1 act | Touch | 10 min/lev | Will n. | Y | Subject moves normally despite impediments | PHB233 |
| ☐ | ___ | Glibness | Tr | S | 1 act | Personal | 10 min/lev (D) | – | N | +30 to Bluff, lies can escape discernment | PHB235 |
| ☐ | ___ | Invisibility, Greater | Il | VS | 1 act | Touch | 1 min/lev (D) | Will n. | Y | Subject is invisible even if it attacks | PHB245 |
| ☐ | ___ | Locate Creature | Di | VSM | 1 act | Long | 10 min/lev | – | N | Indicates direction to familiar creature | PHB249 |
| ☐ | ___ | Modify Memory *[Mind-Affecting]* | En | VS | 1 round | Close | Permanent | Will n. | Y | Changes 5 minutes of subject's memories | PHB255 |
| ☐ | ___ | Poison | Ne | VSD | 1 act | Touch | Instantaneous | For n. | Y | Touch deals 1d10 Con damage, repeat in 1 min. | PHB262 |
| ☐ | | | | | | | | | | | |
| ☐ | | | | | | | | | | | |
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# Blackguard Powers

| | | | |
|---|---|---|---|
| Aura of Evil: | ☑ | Smite Good: | _____ times/day |
| Detect Good: | ☑ | | +CHA to attack |
| Poison Use: | ☑ | | +Lev to damage |
| Dark Blessing: | ☐ | Sneak Attack: | +_____ d6 |
| Aura of Despair: | ☐ | | |
| Fiendish Servant: | ☐ | | |

## Command Undead

Turning Check: 1d20 + CHA

Times per Day: 3 + CHA + ___ = ____

Turning Damage: 2d6 + CHA + Lev-2 = ____

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

# Blackguard Spells

## 1st-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

| Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect |
|---|---|---|---|---|---|---|---|---|---|---|
| | | 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 |
| | | Corrupt Weapon | Tr | VS | 1 act | Touch | 1 min/lev | – | N | Weapon strikes true against good foes DMG182 |
| | | Cure Light Wounds [Healing] | Co | VS | 1 act | Touch | Instantaneous | Will ½ | Y | Cures 1d8 damage +1 per level (max +5) PHB215 |
| | | Doom [Fear, Mind-Affecting] | Ne | VSD | 1 act | Medium | 1 min/lev | Will n. | Y | Subject suffers -2 to hit, dmg, checks, saves PHB225 |
| | | Faith Healing | Co | VS | 1 act | Touch | Instantaneous | Will ½ | Y | Cures 8 +1/lev damage to worshipers of faith MoF93 |
| | | Inflict Light Wounds | Ne | VS | 1 act | Touch | Instantaneous | Will ½ | Y | Touch deals 1d8 damage +1/lev (max +5) PHB244 |
| | | Magic Weapon | Tr | VSD | 1 act | Touch | 1 min/lev | Will n. | Y | Weapon gains +1 bonus PHB251 |
| | | Mark of the Outcast | Ne | VSD | 1 act | Close | Permanent | Will n. | Y | Subject has -5 on Bluff/Diplomacy, -2 to AC Und59 |
| | | Strategic Charge | Ab | VD | 1 act | Personal | 1 round/lev | – | – | You gain the benefits of the Mobility feat MoF125 |
| | | Summon Monster I | Co | VSD | 1 round | Close | 1 round/lev (D) | – | N | Calls a 1st-level extraplanar creature PHB285 |
| | | Summon Undead I [Evil] | Co | VSF | 1 round | Close | 1 round/lev | – | N | Calls a 1st-level undead PGtF114 |
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## 2nd-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

| Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect |
|---|---|---|---|---|---|---|---|---|---|---|
| | | Bull's Strength | Tr | VSD | 1 act | Touch | 1 min/lev | Will n. | Y | Subject gains +4 Str for 1 min/lev PHB207 |
| | | Clarity of Mind | Ab | VSD | 1 act | Touch | 1 hour/lev | Will n. | Y | +4 to save vs. charm, compulsion, glamer Und57 |
| | | Cure Moderate Wounds [Healing] | Co | VS | 1 act | Touch | Instantaneous | Will ½ | Y | Cures 2d8damage +1/lev (max +10) PHB216 |
| | | Darkness [Darkness] | Ev | VMD | 1 act | Touch | 10 min/lev (D) | – | N | 20-ft radius of supernatural shadow PHB216 |
| | | 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 PHB217 |
| | | Eagle's Splendor | Tr | VSD | 1 act | Touch | 1 min/lev | Will n. | Y | Subject gains +4 Cha for 1 min/lev PHB225 |
| | | Hand of Divinity [Evil] | Ev | VSD | 1 act | Touch | 1 min/lev | Will n. | Y | +2 profane bonus to worshiper of your patron MoF98 |
| | | Inflict Moderate Wounds | Ne | VS | 1 act | Touch | Instantaneous | Will ½ | Y | Touch deals 2d8 damage +1/lev (max +10) PHB244 |
| | | Shatter [Sonic] | Ev | VSD | 1 act | Close | Instantaneous | Special | Y | Vibrations damage objects/crystalline creat. PHB278 |
| | | Summon Monster II | Co | VSD | 1 round | Close | 1 round/lev (D) | – | N | Calls extraplanar creature (1 2nd or 1d3 1st) PHB286 |
| | | Summon Undead II [Evil] | Co | VSF | 1 round | Close | 1 round/lev | – | N | Calls 1 2nd-level or 2 1st-level undead PGtF114 |
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## 3rd-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

| Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect |
|---|---|---|---|---|---|---|---|---|---|---|
| | | Contagion [Evil] | Ne | VS | 1 act | Touch | Instantaneous | For n. | Y | Infects subject with chosen disease PHB213 |
| | | Cure Serious Wounds [Healing] | Co | VS | 1 act | Touch | Instantaneous | Will ½ | Y | Cures 3d8 damage +1/lev (max +15) PHB216 |
| | | Deeper Darkness [Darkness] | Ev | VD | 1 act | Touch | 1 day/lev (D) | – | N | Object sheds shadow in 60-ft radius PHB217 |
| | | Inflict Serious Wounds | Ne | VS | 1 act | Touch | Instantaneous | Will ½ | Y | Touch deals 3d8 damage +1/lev (max +15) PHB244 |
| | | Know Greatest Enemy | Di | VD | 1 act | Close | 1 round/lev | None | Y | Determine power level of creatures in area MoF103 |
| | | Protection from Energy | Ab | VSD | 1 act | Touch | 10 min/lev | For n. | Y | Absorbs 12 points/lev damage from energy PHB266 |
| | | Summon Monster III | Co | VSD | 1 round | Close | 1 round/lev (D) | – | N | Calls extraplanar (1 3rd, 1d3 2nd or 1d4+1 1st) PHB286 |
| | | Summon Undead III [Evil] | Co | VSF | 1 round | Close | 1 round/lev | – | N | Calls 1 3rd- or 2 2nd- or 4 1st-level undead PGtF114 |
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## 4th-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

| Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect |
|---|---|---|---|---|---|---|---|---|---|---|
| | | Cure Critical Wounds [Healing] | Co | VS | 1 act | Touch | Instantaneous | Will ½ | Y | Cures 4d8 damage +1/lev (max +20) PHB215 |
| | | Freedom of Movement | Ab | VSMD | 1 act | Touch | 10 min/lev | Will n. | Y | Subject moves normally despite impediments PHB233 |
| | | Inflict Critical Wounds | Ne | VS | 1 act | Touch | Instantaneous | Will ½ | Y | Touch deals 4d8 damage +1/lev (max +20) PHB244 |
| | | Poison | Ne | VSD | 1 act | Touch | Instantaneous | For n. | Y | Touch deals 1d10 Con damage, repeat in 1 min. PHB262 |
| | | Summon Monster IV | Co | VSD | 1 round | Close | 1 round/lev (D) | – | N | Calls extraplanar (1 4th, 1d3 3rd or 1d4+1 2nd) PHB286 |
| | | Summon Undead IV [Evil] | Co | VSF | 1 round | Close | 1 round/lev | – | N | Calls 1 4th- or 2 3rd- or 4 2nd-level undead PGtF114 |
| | | Weapon of the Deity | Tr | VD | 1 act | Personal | 1 round/lev | – | N | +1 to weapon's att. and damage, special ability MoF132 |
| | | | | | | | | | | |
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## Epic Feats

- ☐ Additional Magic Item Space
- ☐ Armor Skin (☐☐☐)
- ☐ Augmented Alchemy
- ☐ Aut. Quicken Spell (☐☐☐)
- ☐ Aut. Silent Spell (☐☐☐)
- ☐ Aut. Still Spell (☐☐☐)
- ☐ Axiomatic Strike
- ☐ Bane of Enemies
- ☐ Blinding Speed (☐☐☐)
- ☐ Bonus Domain
- ☐ Bulwark of Defense
- ☐ Chaotic Rage
- ☐ Chosen Weap. Specialization
- ☐ Colossal Wild Shape
- ☐ Combat Archery
- ☐ Craft Epic Mag. Arms & Arm.
- ☐ Craft Epic Rod
- ☐ Craft Epic Staff
- ☐ Craft Epic Wondrous Items
- ☐ Damage Reduction (☐☐☐)
- ☐ Deafening Song
- ☐ Death of Enemies
- ☐ Devastating Critical
- ☐ Dextrous Fortitude
- ☐ Dextrous Will
- ☐ Diminutive Wild Shape
- ☐ Dire Charge
- ☐ Distant Shot
- ☐ Divine Spell Penetration
- ☐ Dragon Wild Shape
- ☐ Efficient Item Creation
- ☐ Energy Resistance
- ☐ Enhance Effect
- ☐ Enhance Spell (☐☐☐)
- ☐ Epic Counterspell
- ☐ Epic Devotion
- ☐ Epic Dodge
- ☐ Epic Endurance
- ☐ Epic Exp. Knowl. (☐☐☐)
- ☐ Epic Fortitude
- ☐ Epic Inspiration (☐☐☐)
- ☐ Epic Leadership
- ☐ Epic Prowess
- ☐ Epic Psionic Focus (☐☐☐)
- ☐ Epic Reflexes
- ☐ Epic Reputation
- ☐ Epic Skill Focus
- ☐ Epic Speed
- ☐ Epic Spell Focus
- ☐ Epic Spell Penetration
- ☐ Epic Spellcasting
- ☐ Epic Spellfire Wield. (☐☐☐)
- ☐ Epic Toughness
- ☐ Epic Weapon Focus
- ☐ Epic Weapon Specialization
- ☐ Epic Will
- ☐ Exceptional Deflection
- ☐ Extended Life Span (☐☐☐)
- ☐ Familiar Spell
- ☐ Fast healing
- ☐ Fine Wild Shape
- ☐ Forge Epic Ring
- ☐ Gargantuan Wild Shape
- ☐ Great Charisma (☐☐☐)
- ☐ Great Constitution (☐☐☐)
- ☐ Great Dexterity (☐☐☐)
- ☐ Great Intelligence (☐☐☐)
- ☐ Great Smiting (☐☐☐)
- ☐ Great Strength (☐☐☐)
- ☐ Great Wisdom (☐☐☐)
- ☐ Group Inspiration (☐☐☐)
- ☐ Hindering Song
- ☐ Holy Strike
- ☐ Ignore Material Components
- ☐ Impr. Align.-Based Casting
- ☐ Impr. Arrow of Death
- ☐ Impr. Aura of Courage
- ☐ Impr. Aura of Despair
- ☐ Impr. Combat Casting
- ☐ Impr. Combat Reflexes
- ☐ Impr. Cooperat. Metamagic
- ☐ Impr. Darkvision (☐☐☐)
- ☐ Impr. Death Attack (☐☐☐)
- ☐ Impr. Elemental Wild Shape
- ☐ Impr. Favor. Enemy (☐☐☐)
- ☐ Impr. Heighten Spell
- ☐ Impr. Ki Strike
- ☐ Impr. Low-L. Vision (☐☐☐)
- ☐ Impr. Manifestation (☐☐☐)
- ☐ Impr. Manyshot
- ☐ Impr. Metamagic (☐☐☐)
- ☐ Impr. Metapsionics (☐☐☐)
- ☐ Impr. Snatch Spell
- ☐ Impr. Sneak Attack (☐☐☐)
- ☐ Impr. Spell Capacity (☐☐☐)
- ☐ Impr. Spell Resist. (☐☐☐)
- ☐ Impr. Spellpool Access
- ☐ Impr. Stunning Fist (☐☐☐)
- ☐ Impr. Whirlwind Attack
- ☐ Incite Rage
- ☐ Infinite Deflection
- ☐ Inscribe Epic Rune
- ☐ Inspire Excellence
- ☐ Instant Reload
- ☐ Intensify Spell
- ☐ Keen Strike
- ☐ Lasting Inspiration
- ☐ Legendary Climber
- ☐ Legendary Commander
- ☐ Legendary Leaper
- ☐ Legendary Rider
- ☐ Legendary Tracker
- ☐ Legendary Wrestler
- ☐ Lingering Damage
- ☐ Magical Beast Companion
- ☐ Magical Beast Wild Shape
- ☐ Master Staff
- ☐ Master Wand
- ☐ Mighty Rage
- ☐ Mobile Defense
- ☐ Multispell (☐☐☐)
- ☐ Multiweapon Rend
- ☐ Music of the Gods
- ☐ Negative Energy Burst
- ☐ Overwhelming Critical
- ☐ Penetrate Damage Reduction
- ☐ Perfect Health
- ☐ Perfect Multiweap. Fighting
- ☐ Perfect Two-Weap. Fighting
- ☐ Permanent Emanation
- ☐ Planar Turning
- ☐ Plant Wild Shape
- ☐ Polyglot
- ☐ Positive Energy Aura
- ☐ Power Knowledge (☐☐☐)
- ☐ Psicrystal Power (☐☐☐)
- ☐ Ranged Inspiration (☐☐☐)
- ☐ Rapid Inspiration
- ☐ Reactive Countersong
- ☐ Reflect Arrows
- ☐ Righteous Strike
- ☐ Ruinous Rage
- ☐ Scribe Epic Scroll
- ☐ Self-Concealment (☐☐☐)
- ☐ Shattering Strike
- ☐ Sneak Attack of Opportunity
- ☐ Spectral Strike
- ☐ Spell Knowledge (☐☐☐)
- ☐ Spell Opportunity
- ☐ Spell Stowaway
- ☐ Spellcasting Harrier
- ☐ Spontaneous Domain Access
- ☐ Spontaneous Spell
- ☐ Storm of Throws
- ☐ Superior Initiative
- ☐ Swarm of Arrows
- ☐ Terrifying Rage
- ☐ Tenacious Magic
- ☐ Thundering Rage
- ☐ Trap Sense
- ☐ Two-Weapon Rend
- ☐ Uncanny Accuracy
- ☐ Undead Mastery
- ☐ Unholy Strike
- ☐ Vermin Wild Shape
- ☐ Vorpal Strike
- ☐ Widen Aura of Courage
- ☐ Widen Aura of Despair
- ☐ Zone of Animation

### other epic feats

## Notes

# Epic Spells

Arcane Spells: ____ Cast: ☐☐☐☐☐☐☐☐☐☐☐ Divine Spells: ____ Cast: ☐☐☐☐☐☐☐☐☐☐☐ Save DC: 20+ ____/____

| Kn. | Prep. | DC | Spell Name | | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| ☐ | | 50 | Animus Blast | *[Cold]* | Ev | VS | 1 act | 300 ft | Instantaneous | Ref ½ | Y | 10d6 damage; victims animate as skeletons | ELHB74 |
| ☐ | | 78 | Animus Blizzard | *[Cold]* | Ev | VS | 1 min | 300 ft | Instantaneous | Ref ½ | Y | 20d6 damage; victims animate as wights | ELHB74 |
| ☐ | | 52 | Contingent Resurrection | *[Healing]* | Co | VSD | 1 min | Touch | Until expended | – | Y | Subject automatically *resurrected* if slain | ELHB74 |
| ☐ | | 58 | Create Living Vault | | Co | VSX | 100 days | 0 ft | Instantaneous | – | N | You fashion a living vault attuned to you | ELHB75 |
| ☐ | | 56 | Crown of Vermin | | Co | VS | 1 min | Personal | 20 rounds (D) | – | N | You have an aura of 1,000 venomous vermin | ELHB75 |
| ☐ | | 97 | Damnation | *[Mind-Affecting]* | En | VSX | 1 act | Touch | Instantaneous | Will n. | Y | Melee touch attack sends your foe to hell | ELHB76 |
| ☐ | | 82 | Demise Unseen | *[Death, Evil]* | Ne/Il | VS | 1 act | 300 ft | Instantaneous | For n. | Y | Ghoul of slain victim fools its companions | ELHB76 |
| ☐ | | 319 | Dire Winter | *[Cold]* | Ev | VSX | 1 min | 1000 ft | 20 hours | – | N | Emanation deals 2d6 damage in 1000-ft radius | ELHB76 |
| ☐ | | 38 | Dragon Knight (Ritual) | *[Fire]* | Co | VSR | 1 act | 75 ft | 20 rounds (D) | – | N | Adult red dragon appears and attacks enemies | ELHB77 |
| ☐ | | 50 | Dragon Strike (Ritual) | *[Fire]* | Co | VSRX | 1 act | 75 ft | 20 rounds (D) | – | N | 10 adult red dragons attack enemies | ELHB77 |
| ☐ | | 29 | Dreamscape | | Tr | VS | 1 min | Touch | Instant. (D) | Will n. | Y | You physically travel the region of dreams | ELHB77 |
| ☐ | | 42 | Eclipse | | Co | VSX | 10 min | 200 mi. | Up to 8 hrs (D) | – | N | Solar eclipse follows you | ELHB78 |
| ☐ | | 79 | Eidolon | | Co | VSX | 1 min | 5 ft | 8 hours | – | N | Creates duplicate that shares your soul | ELHB78 |
| ☐ | | 80 | Enslave | *[Mind-Affecting]* | En | VMX | 1 act | 75 ft | Permanent | Will n. | Y | Subject is a permanent thrall | ELHB79 |
| ☐ | | 69 | Epic Counterspell | | Ab | VS | 1 act | 300 ft | Instantaneous | – | N | Cancel another's epic spell | ELHB79 |
| ☐ | | 46 | Epic Mage Armor | *[Force]* | Co | VS | 1 min | Touch | 24 hours (D) | Will n. | Y | Subject gains +20 armor bonus to AC | ELHB79 |
| ☐ | | 52 | Epic Repulsion | | Ab | VS | 10 min | Touch | Permanent | – | Y | Creature or object warded vs. type of creatures | ELHB79 |
| ☐ | | 68 | Epic Spell Reflection | | Ab | VSX | 41 days | Touch | Permanent | – | Y | Creature or object warded against spells | ELHB80 |
| ☐ | | 150 | Eternal Freedom (Ritual) | | Ab | VSRX | 1 min | Touch | Permanent | Will n. | Y | Immunity to *hold*, stun, stasis, other effects | ELHB80 |
| ☐ | | 80 | Gift of Alliance | | Co | VSX | 10 min | 75 ft | Permanent | Will n. | Y | Summons any creature up to 12 HD | PGtF137 |
| ☐ | | 80 | Glorious Light of Renewal | *[Healing]* | Co | VSD | 1 min | 100 ft | Instantaneous | – | Y | Restores up to 5 dead creatures to life | PGtF137 |
| ☐ | | 45 | Greater Spell Resistance (Ritual) | | Tr | VSR | 1 min | Touch | 20 hours | Will n. | Y | Subject gains SR 35 | ELHB80 |
| ☐ | | 59 | Greater Ruin | | Tr | VSX | 1 round | 12000 ft | Instantaneous | For ½ | Y | Object or target takes 35d6 damage | ELHB80 |
| ☐ | | 90 | Hellball | *[Acid, Fire, Electricity, Sonic]* | Ev | VSX | 1 act | 300 ft | Instantaneous | Ref ½ | Y | Deals 10d6 per type (40d6), you take 10d6 | ELHB80 |
| ☐ | | 112 | Horrible Army of the Dead | *[Death, Evil]* | Ne | VSX | 1 round | 300 ft | Instantaneous | For n. | Y | Slays and reanimate up to 80 HD of creatures | PGtF137 |
| ☐ | | 152 | Iolaum's Longevity | | Tr | VS | 1 round | 12000 ft | Special | For ½ | Y | Deals 20d6 to creatures in 120-ft. radius | LEoF43 |
| ☐ | | 103 | Kinetic Control | | Ab | VS | 1 min | Touch | 12 hrs/unt. dis. | – | N | You store and redirect damage | ELHB81 |
| ☐ | | 43 | Let Go of Me | | Tr | – | Free | Touch | Instantaneous | For ½ | Y | Grappler takes 20d6 damage, you take 10d6 | ELHB81 |
| ☐ | | 140 | Living Lightning | *[Electricity]* | Ev | – | 1 act | 300/150 ft | Instantaneous | Ref ½ | Y | Spell casts itself, 10d6 damage to foe | ELHB82 |
| ☐ | | 50 | Lord of Nightmares | | Co | VSX | 1 act | 75 ft | 20 rounds | – | N | You are possessed by a dream larva, take 12d6 | ELHB82 |
| ☐ | | 55 | Mass Frog | | Tr | VS | 1 act | 300 ft | Permanent | For n. | Y | All in 40-ft radius are transformed into frogs | ELHB82 |
| ☐ | | 86 | Momento Mori | *[Death]* | Ne | – | 1 quick. | 300 ft | Instantaneous | For part. | Y | A thought that kills | ELHB83 |
| ☐ | | 35 | Mummy Dust | *[Evil]* | Ne | VSMX | 1 act | Touch | Instantaneous | – | N | Creates two large 18-HD mummies | ELHB83 |
| ☐ | | 62 | Nailed to the Sky | | Tr | VSX | 1 act | 300 ft | Instantaneous | Will n. | Y | Affix foe to the heavens | ELHB83 |
| ☐ | | 38 | Origin of Species: Achaierai | *[Healing]* | Co | VSDX | 100 days | 0 ft | Permanent | – | N | Create a true-breeding creature | ELHB84 |
| ☐ | | 27 | Peripety | | Ab | VS | 1 min | Personal | 12 hours | – | N | Ranged attacks are reflected back on attacker | ELHB84 |
| ☐ | | 104 | Pestilence (Ritual) | | Co/Ne | VSRX | 10 min | 0 ft | Instantaneous | For n. | Y | Inflicts slimy doom in a ½-mile diameter | ELHB84 |
| ☐ | | 280 | Proctiv's Move Mountain | | Tr | VSX | 1 day | 1 mile | Permanent | – | N | Shear off, invert, and levitate a mountaintop | PGtF137 |
| ☐ | | 50 | Rain of Fire | *[Fire]* | Ev | VS | 1 min | 0 ft | 20 hours | Ref n. | Y | 2-miles radius fire storm deals 1 damage/rd | ELHB85 |
| ☐ | | 38 | Raise Island | | Co | VSX | 65 days | 0 ft | Permanent | – | N | You create a small island in the sea | ELHB85 |
| ☐ | | 27 | Ruin | | Tr | VSX | 1 round | 12000 ft | Instantaneous | For ½ | Y | Object or target takes 20d6 damage | ELHB85 |
| ☐ | | 64 | Safe Time | | Tr | VS | 1 min | Touch | Until expended | – | N | Duck damage in static time stream | ELHB85 |
| ☐ | | 39 | Song of Enevahr | *[Mind-Affecting]* | En | VS | 1 act | 300 ft | 20 min | Will n. | Y | Allies get +3 to Will, enemies -2 to rolls | PGtF138 |
| ☐ | | 72 | Soul Dominion | *[Mind-Affecting]* | Di/En | VS | 10 min | Special | 20 min (D) | Will n. | N | You achieve remote control of the target | ELHB86 |
| ☐ | | 55 | Soul Scry | | Di | VS | 10 min | Special | 20 min (D) | Will n. | N | You experience everything the target does | ELHB86 |
| ☐ | | 45 | Spell Worm | *[Mind-Affecting]* | En | VM | 1 min | 75 ft | 20 hours | Will n. | Y | Subject abandons all his spells | ELHB86 |
| ☐ | | 44 | Starshine Upon the People | *[Healing]* | Co | VS | 1 min | 40 ft | Special | Will n. | Y | Cures all creature in range and grants +1 to hit | PGtF138 |
| ☐ | | 72 | Summon Behemoth | | Co | VS | 1 act | 75 ft | 20 rounds (D) | – | N | A behemoth appears and attacks enemies | ELHB86 |
| ☐ | | 59 | Superb Dispelling | | Ab | VS | 1 act | 300 ft | Instantaneous | – | N | As *greater dispelling*, with +40 on check | ELHB87 |
| ☐ | | 71 | Time Duplicate | | Tr | VS | Free | Personal | 1 round | – | N | You and future self exist together for 1 round | ELHB87 |
| ☐ | | 70 | Tolodine's Killing Wind | *[Acid]* | Ev | VX | 1 round | 1000 ft | 20 hours (D) | Ref ½ | Y | Cloud deals 20d6 of acid damage | PGtF138 |
| ☐ | | 419 | Vengeful Gaze of God | | Tr | VS | 1 act | 12000 ft | Instantaneous | For ½ | Y | Target takes 305d6 damage, you take 200d6 | ELHB87 |
| ☐ | | 58 | Verdigris | | Tr | VS | 1 min | 300 ft | 24 hours | Ref ½ | N | 100-ft area overrun by plants dealing 10d6 | ELHB88 |
| ☐ | | 170 | Verdigris Tsunami (Ritual) | | Tr | VSRX | 10 min | 1500 ft | Permanent | Ref ½ | N | 1000-ft area overrun by plants dealing 40d6 | ELHB88 |

# Spells

| Kn. | Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect |
|---|---|---|---|---|---|---|---|---|---|---|---|

__ Level spells Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐☐☐☐☐

__ Level spells Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐☐☐☐☐

__ Level spells Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐☐☐☐☐

## Spells

| Kn. | Prep. | Scroll | Spell Name | Sch. | Comp. | Cast Time | Range | Duration | Save | SR | Effect |
|---|---|---|---|---|---|---|---|---|---|---|---|

___ Level spells   Spells: ___ + ___ = ____   Cast: ☐☐☐☐☐☐☐☐☐☐   Save DC: ____   Max. known: ____ ☐☐☐☐☐☐☐☐☐

___ Level spells   Spells: ___ + ___ = ____   Cast: ☐☐☐☐☐☐☐☐☐☐   Save DC: ____   Max. known: ____ ☐☐☐☐☐☐☐☐☐

___ Level spells   Spells: ___ + ___ = ____   Cast: ☐☐☐☐☐☐☐☐☐☐   Save DC: ____   Max. known: ____ ☐☐☐☐☐☐☐☐☐