Forgotten Realms

ema's character sheet 1.7

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: _____

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: _____

Combat

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

Initiative
DEX + ___ = ____

2-Hand Attack: ___ / ___ Speed: _____
Notes: _____

Weapons

Name	Modified Attacks	Feat	Misc	Damage	Critical	Range	Sz/Type
Unarmed Strike	___/___/___/___/___						
_____	___/___/___/___/___						
_____	___/___/___/___/___						
_____	___/___/___/___/___						
_____	___/___/___/___/___						
_____	___/___/___/___/___						
_____	___/___/___/___/___						
_____	___/___/___/___/___						
_____	___/___/___/___/___						

Notes: _____

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

Saving Throws

	Total	Base	Ability	Misc	Temp
Fortitude	_____ =	___ +	CON +	___ +	___
Reflexes	_____ =	___ +	DEX +	___ +	___
Will	_____ =	___ +	WIS +	___ +	___

Spell Resistance: _____ Power Resistance: _____
Damage Reduction: _____

Notes: _____

Skills

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

(C) Class Skill ◆ Untrained Skill * Armor Penalty

Max. Rank: ___ / ___

Languages

Literacy ☐

_____
_____
_____

Feats

general feats

- ☐ 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
  _____
  _____
- ☐ Spell Focus
  _____
  _____
  - ☐ 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		___
		___
		___
		___
		___
		___
		___
		___
		___

- ☐ _____ ___
- ☐ _____ ___
- ☐ _____ ___

Henchman/Animal Companion/Familiar

Name: _____ Race: _____ Alignment: _____

Abilities **Temp** **Skills** **Feats**

STR			_____	___	_____	
DEX			_____	___	_____	
CON			_____	___	_____	
INT			_____	___	_____	
WIS			_____	___	_____	
CHA			_____	___	_____	

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** **Skills** **Feats**

STR			_____	___	_____	
DEX			_____	___	_____	
CON			_____	___	_____	
INT			_____	___	_____	
WIS			_____	___	_____	
CHA			_____	___	_____	

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** **Skills** **Feats**

STR			_____	___	_____	
DEX			_____	___	_____	
CON			_____	___	_____	
INT			_____	___	_____	
WIS			_____	___	_____	
CHA			_____	___	_____	

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** **Skills** **Feats**

STR			_____	___	_____	
DEX			_____	___	_____	
CON			_____	___	_____	
INT			_____	___	_____	
WIS			_____	___	_____	
CHA			_____	___	_____	

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: ____ ☐☐☐☐☐

☐	___	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
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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
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☐	___		__	___	_____	_____	_____	_____	__	_____	

Bard Spells

Kn.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
3rd-Level Spells	Spells: ___ + ___ = ____	Cast: ☐☐☐☐☐☐☐☐☐☐	Save DC: ____	Max. known: ____ ☐☐☐☐☐							
☐	___	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 dau/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: ____ ☐☐☐☐☐							
☐	___	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	MoF115
☐	___	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: _____ Domain: _____

Granted Power: Granted Power:

_____ _____
_____ _____
_____ _____
_____ _____

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	PHB255
___	___	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
___	___		__	___	_____	_____	_____	_____	__		
___	___		__	___	_____	_____	_____	_____	__		
___	___		__	___	_____	_____	_____	_____	__		
___	___		__	___	_____	_____	_____	_____	__		
___	___		__	___	_____	_____	_____	_____	__		

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	PHB205
___	___	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	LEoF53
___	___	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.	PHB205
___	___	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	LEoF52
___	___	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	LEoF54
___	___	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	PHB235
___	___	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	PHB225
___	___	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	PHB275
___	___	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	Und65
___	___	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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Cleric Spells

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
6th-Level Spells					Spells: ___ + ___ = ____			Save DC: ____			
___	___	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	PHB205
___	___	Bear's Endurance, Mass	Tr	VSD	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gets +4 Con	PHB205
___	___	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	PHB225
___	___	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	VSMP	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	PHB305
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7th-Level Spells					Spells: ___ + ___ = ____			Save DC: ____			
___	___	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	VSMP	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	PHB305
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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	PGtF105
___	___	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 (18th, 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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___	___										
Dom.☐											
Dom.☐											

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	PHB245
___	___	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 (19th, 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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___	___										
___	___										
Dom.☐											
Dom.☐											

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	Elemental	☐	_____ times/day
Plant	☐	_____ times/day	Small	☐	
Tiny	☐		Medium	☐	
Small	☐		Large	☐	
Medium	☐		Huge	☐	
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	PHB205
___	___	Bear's Endurance	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 to Con for 1 min/lev	PHB205
___	___	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	MoF115
___	___	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
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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	PHB215
___	___	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	PHB275
___	___	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
___	___										
___	___										
___	___										
___	___										
___	___										

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	PHB205
___	___	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	Sh549
___	___	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

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
7th-Level Spells					Spells: ___ + ___ = ____			Save DC: ____			
___	___	Animate Plants	Tr	V	1 act	Close	Special	–	N	One or more plants animate and fight	PHB199
___	___	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 (17th/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
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___	___										
___	___										
___	___										
___	___										
8th-Level Spells					Spells: ___ + ___ = ____			Save DC: ____			
___	___	Animal Shapes	Tr	VSD	1 act	Close	1 hour/lev (D)	–	Y	One ally/lev *polymorphs* into chosen animal	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 (18th/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
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___	___										
___	___										
___	___										
___	___										
9th-Level Spells					Spells: ___ + ___ = ____			Save DC: ____			
___	___	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 (19th/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:	☑	Lay on Hands:	_____ hp/day
Detect Evil:	☑	Smite Evil:	_____ times/day
Divine Grace:	☐		+CHA to attack
Divine Health:	☐		+Lev to damage
Aura of Courage:	☐	Remove Disease:	_____ times/week
Special Mount:	☐		

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
___	___										
___	___										
___	___										
___	___										
___	___										

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	PHB305
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___	___										
___	___										
___	___										

Paladin Spells

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
3rd-Level Spells		Spells: ___ + ___ = ____						Save DC: ____			
___	___	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	PHB225
___	___	Forceward	Ab	VSD	1 round	10 ft	1 min/lev	–	Y	Sphere of force prevents entry, +2 on ST	PGtF105
___	___	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
___	___										
___	___										
___	___										
___	___										
___	___										
4th-Level Spells		Spells: ___ + ___ = ____						Save DC: ____			
___	___	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

Disc.	Power Name	Discipline	Display	Man. Time	Range	Duration	Save	PR	Effect	
4th-Level powers							Save DC: ____		Cost: 7 PP	
☐	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.	EPsi115
☐	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	
☐	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	EPsi152
☐	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	
☐	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	Psypor	Men	1 act	Close	Instantaneous	For n.	Y	Remove portion of subject's brain stem	EPsi90
☐	Divert Teleport	Psypor	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	Psypor	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	EPsi152
☐	Ultrablast AUG *[Mind-Affecting]*	Telep	Aud	1 act	15 ft	Instantaneous	Will ½	Y	Deal 15d6 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	Psypor	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	Psypor	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	Psypor	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: _____

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	EPsi115
☐	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	EPsi125
☐	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 enemy'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	EPsi115
☐	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/–	EPsi115
☐	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

Disc.	Power Name	Discipline	Display	Man. Time	Range	Duration	Save	PR	Effect	
5th-level powers						Save DC: ____			Cost: 9 PP	
☐	Adapt Body	Psymet	Vis	1 act	Personal	1 hour/lev (D)	–	N	Your body adapts to hostile environments	EPsi75
☐	Catapsi AUG	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	
☐	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	MoF85
___	___	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	MoF125
___	___	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	PHB205
___	___	Bear's Endurance	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Con for 1 min/lev	PHB205
___	___	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
___	___										
___	___										
___	___										
___	___										
___	___										

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
___	___										
___	___										
___	___										
___	___										
___	___										

Wizard Schools of Magic

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

Specialization School: _____

Sorcerer/Wizard Spells

Kn.	Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
0-level spells	Spells: ___ + ___ = ____		Cast: ☐☐☐☐☐☐☐☐☐		Save DC: ____		Max. known: ____	☐☐☐☐☐☐☐☐				
☐	___	___	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	PHB225
☐	___	___	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
☐	___	___	_____	__	___	_____	_____	_____	_____	__	_____	
☐	___	___	_____	__	___	_____	_____	_____	_____	__	_____	
☐	___	___	_____	__	___	_____	_____	_____	_____	__	_____	
☐	___	___	_____	__	___	_____	_____	_____	_____	__	_____	
☐	___	___	_____	__	___	_____	_____	_____	_____	__	_____	

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	PHB257
☐	___	___	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	MoF125
☐	___	___	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	5-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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☐	___	___										
☐	___	___										
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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	PHB205
☐	___	___	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	PHB215
☐	___	___	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	PGtF105
☐	___	___	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	PHB273
☐	___	___	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	PHB285
☐	___	___	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	PHB225
☐	___	___	Displacement	Il	VM	1 act	Touch	1 round/lev (D)	Will n.	Y	Attacks miss subject 50%	PHB225
☐	___	___	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	MoF125
☐	___	___	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	MoF125
☐	___	___	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

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Sorcerer/Wizard Spells

Kn.	Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
continued from previous page												
☐	___	___	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	PHB255
☐	___	___	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	PHB265
☐	___	___	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 +3) 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)	–	Y	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 13 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

Kn.	Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
5th-Level Spells	Spells: ___ + ___ = ____		Cast: ☐☐☐☐☐☐☐☐☐☐		Save DC: ____		Max. known: ____ ☐☐☐☐					
☐	___	___	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	PGtF105
☐	___	___	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	LEoF32
☐	___	___	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	LEoF33
☐	___	___	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	LEoF33
☐	___	___	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	MoF85
☐	___	___	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 5d6 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	PHB225
☐	___	___	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	PGtF115
☐	___	___	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 (16th, 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	PHB205
☐	___	___	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	LEoF32
☐	___	___	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	PHB265
☐	___	___	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	Dl	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 (17th, 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	PHB295
☐	___	___	Teleport, Mass	Tr	VS	1 round	P./Touch	Instantaneous	Will n.	Y/N	Teleports up to 100 lbs/ lev anywhere	T&B95
☐	___	___	Teleport Object	Co	V	1 act	Touch	Instantaneous	Will n.	Y	As *teleport*, but affects a touched object	PHB295
☐	___	___	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
☐	___	___										
☐	___	___										
☐	___	___										
☐	___	___										
☐	___	___										
☐	___	___										

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	PHB205
☐	___	___	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	PHB265
☐	___	___	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 (18th, 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	PHB295
☐	___	___	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	PHB205
☐	___	___	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 *contingency* 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	PHB235
☐	___	___	Freedom	Ab	VS	1 act	Close	Instantaneous	Will n.	Y	Releases creature from *imprisonment*	PHB235
☐	___	___	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	LEoF54
☐	___	___	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 (19th, 1d3 8th or 1d4+17th)	PHB288
☐	___	___	Teleportation Circle	Co	VM	10 min	0 ft	10 min/lev (D)	–	Y	Circle teleports creatures inside to place	PHB295
☐	___	___	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
☐	___	___	_____	__	___	_____	_____	_____	_____	__	_____	
☐	___	___	_____	__	___	_____	_____	_____	_____	__	_____	
☐	___	___	_____	__	___	_____	_____	_____	_____	__	_____	
☐	___	___	_____	__	___	_____	_____	_____	_____	__	_____	
☐	___	___	_____	__	___	_____	_____	_____	_____	__	_____	

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
☐	___										
☐	___										
☐	___										
☐	___										
☐	___										

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
☐	___										
☐	___										
☐	___										
☐	___										
☐	___										

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
☐	___										
☐	___										
☐	___										
☐	___										
☐	___										

Blackguard Powers

Aura of Evil: ☑
Detect Good: ☑
Poison Use: ☑
Dark Blessing: ☐
Aura of Despair: ☐
Fiendish Servant: ☐

Smite Good: _____ times/day
+ CHA to attack
+ Lev to damage
Sneak Attack: +_____ d6

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	MoF95
___	___	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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___	___										
___	___										
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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

- ☐ _____
- ☐ _____
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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	ELH874
☐	___	78	Animus Blizzard [Cold]	Ev	VS	1 min	300 ft	Instantaneous	Ref ½	Y	20d6 damage; victims animate as wights	ELH874
☐	___	52	Contingent Resurrection [Healing]	Co	VSD	1 min	Touch	Until expended	–	Y	Subject automatically *resurrected* if slain	ELH874
☐	___	58	Create Living Vault	Co	VSX	100 days	0 ft	Instantaneous	–	N	You fashion a living vault attuned to you	ELH875
☐	___	56	Crown of Vermin	Co	VS	1 min	Personal	20 rounds (D)	–	N	You have an aura of 1,000 venomous vermin	ELH875
☐	___	97	Damnation [Mind-Affecting]	En	VSX	1 act	Touch	Instantaneous	Will n.	Y	Melee touch attack sends your foe to hell	ELH876
☐	___	82	Demise Unseen [Death, Evil]	Ne/Il	VS	1 act	300 ft	Instantaneous	For n.	Y	Ghoul of slain victim fools its companions	ELH876
☐	___	319	Dire Winter [Cold]	Ev	VSX	1 min	1000 ft	20 hours	–	N	Emanation deals 2d6 damage in 1000-ft radius	ELH876
☐	___	38	Dragon Knight (Ritual) [Fire]	Co	VSR	1 act	75 ft	20 rounds (D)	–	N	Adult red dragon appears and attacks enemies	ELH877
☐	___	50	Dragon Strike (Ritual) [Fire]	Co	VSRX	1 act	75 ft	20 rounds (D)	–	N	10 adult red dragons attack enemies	ELH877
☐	___	29	Dreamscape	Tr	VS	1 min	Touch	Instant. (D)	Will n.	Y	You physically travel the region of dreams	ELH877
☐	___	42	Eclipse	Co	VSX	10 min	200 mi.	Up to 8 hrs (D)	–	N	Solar eclipse follows you	ELH878
☐	___	79	Eidolon	Co	VSX	1 min	5 ft	8 hours	–	N	Creates duplicate that shares your soul	ELH878
☐	___	80	Enslave [Mind-Affecting]	En	VMX	1 act	75 ft	Permanent	Will n.	Y	Subject is a permanent thrall	ELH879
☐	___	69	Epic Counterspell	Ab	VS	1 act	300 ft	Instantaneous	–	N	Cancel another's epic spell	ELH879
☐	___	46	Epic Mage Armor [Force]	Co	VS	1 min	Touch	24 hours (D)	Will n.	Y	Subject gains +20 armor bonus to AC	ELH879
☐	___	52	Epic Repulsion	Ab	VS	10 min	Touch	Permanent	–	Y	Creature or object warded vs. type of creatures	ELH879
☐	___	68	Epic Spell Reflection	Ab	VSX	41 days	Touch	Permanent	–	Y	Creature or object warded against spells	ELH880
☐	___	150	Eternal Freedom (Ritual)	Ab	VSRX	1 min	Touch	Permanent	Will n.	Y	Immunity to *hold*, stun, stasis, other effects	ELH880
☐	___	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	ELH880
☐	___	59	Greater Ruin	Tr	VSX	1 round	12000 ft	Instantaneous	For ½	Y	Object or target takes 35d6 damage	ELH880
☐	___	90	Hellball [Acid, Fire, Electricity, Sonic]	Ev	VSX	1 act	300 ft	Instantaneous	Ref ½	Y	Deals 10d6 per type (40d6), you take 10d6	ELH880
☐	___	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	ELH881
☐	___	43	Let Go of Me	Tr	–	Free	Touch	Instantaneous	For ½	Y	Grappler takes 20d6 damage, you take 10d6	ELH881
☐	___	140	Living Lightning [Electricity]	Ev	–	1 act	300/150 ft	Instantaneous	Ref ½	Y	Spell casts itself, 10d6 damage to foe	ELH882
☐	___	50	Lord of Nightmares	Co	VSX	1 act	75 ft	20 rounds	–	N	You are possessed by a dream larva, take 12d6	ELH882
☐	___	55	Mass Frog	Tr	VS	1 act	300 ft	Permanent	For n.	Y	All in 40-ft radius are transformed into frogs	ELH882
☐	___	86	Momento Mori [Death]	Ne	–	1 quick.	300 ft	Instantaneous	For part.	Y	A thought that kills	ELH883
☐	___	35	Mummy Dust [Evil]	Ne	VSMX	1 act	Touch	Instantaneous	–	N	Creates two large 18-HD mummies	ELH883
☐	___	62	Nailed to the Sky	Tr	VSX	1 act	300 ft	Instantaneous	Will n.	Y	Affix foe to the heavens	ELH883
☐	___	38	Origin of Species: Achaierai [Healing]	Co	VSDX	100 days	0 ft	Permanent	–	N	Create a true-breeding creature	ELH884
☐	___	27	Peripety	Ab	VS	1 min	Personal	12 hours	–	N	Ranged attacks are reflected back on attacker	ELH884
☐	___	104	Pestilence (Ritual)	Co/Ne	VSRX	10 min	0 ft	Instantaneous	For n.	Y	Inflicts slimy doom in a ½-mile diameter	ELH884
☐	___	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	ELH885
☐	___	38	Raise Island	Co	VSX	65 days	0 ft	Permanent	–	N	You create a small island in the sea	ELH885
☐	___	27	Ruin	Tr	VSX	1 round	12000 ft	Instantaneous	For ½	Y	Object or target takes 20d6 damage	ELH885
☐	___	64	Safe Time	Tr	VS	1 min	Touch	Until expended	–	N	Duck damage in static time stream	ELH885
☐	___	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	ELH886
☐	___	55	Soul Scry	Di	VS	10 min	Special	20 min (D)	Will n.	N	You experience everything the target does	ELH886
☐	___	45	Spell Worm [Mind-Affecting]	En	VM	1 min	75 ft	20 hours	Will n.	Y	Subject abandons all his spells	ELH886
☐	___	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	ELH886
☐	___	59	Superb Dispelling	Ab	VS	1 act	300 ft	Instantaneous	–	N	As *greater dispelling*, with +40 on check	ELH887
☐	___	71	Time Duplicate	Tr	VS	Free	Personal	1 round	–	N	You and future self exist together for 1 round	ELH887
☐	___	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	ELH887
☐	___	58	Verdigris	Tr	VS	1 min	300 ft	24 hours	Ref ½	N	100-ft area overrun by plants dealing 10d6	ELH888
☐	___	170	Verdigris Tsunami (Ritual)	Tr	VSRX	10 min	1500 ft	Permanent	Ref ½	N	1000-ft area overrun by plants dealing 40d6	ELH888
☐	___	___		___	___	___	___	___	___	___	___	___

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: ____ ☐☐☐☐☐☐☐☐☐