

CLERIC SPELLS

PREP. SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
3rd-level spells									
Spells: 3 + 1 = 4 Save DC: 18									
	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 <i>bane</i> 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 PGF100
	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 PHB215
	Continual Flame [Light]	Ev	VSM	1 act	Touch	Permanent	-	N	Makes a permanent heatless torch PHB215
	Create Food and Water	Co	VS	10 min	Close	24 hrs	-	N	Feeds 3 humans or 1 horse/level PHB215
	Cure Serious Wounds [Healing]	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 3d8 damage +1/lev (max +15) PHB216
	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 <i>produce flame</i> , 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 PHB225
	Entropic Shield, Mass	Ab	VS	1 act	Close	1 min/lev (D)	Will n.	N	Ranged attacks against recipients miss 20% Sh546
	Glyph of Warding	Ab	VSM	10 min	Touch	Until disch.	Special	Sp	Inscription harms those who pass it PHB256
	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 PHB259
	Inflict Serious Wounds	Ne	VS	1 act	Touch	Instantaneous	Will 1/2	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 LEF32
	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 Sh548
	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
	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 Sh548
	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 PGF111
	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 Sh549
	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 LEF34
	Summon Monster III	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 3rd, 1d5 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 PGF114
	Telepathic Bond, Lesser [Mind-Affecting]	Di	VS	1 act	30 ft	10 min/lev	-	N	Link lets you and target communicate EPs221
	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 MoF154
	Wind Wall [Air]	Ev	VSD	1 act	Medium	1 round/lev	-	Y	Deflects arrows, smaller creatures and gases PHB302

Dom.
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PALADIN POWERS

Casting Level: 6/2

turn undead

Aura of Good: Lay on Hands: 36 hp/day
 Detect Evil: Smite Evil: 3 times/day
 Divine Grace: + 3A to attack
 Divine Health: + 12 to damage
 Aura of Courage: Remove Disease: 3 times/week
 Special Mount:

Turning Check: 1d20 + 3A 0
 Times per Day: 3 + 3A + 12 = 18
 Turning Damage: 2d6 + 3A + L9-5 = 2d6 + 12

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

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

1st-level spells

Spells: 1 + 2 = 3 Save DC: 16

<input checked="" type="checkbox"/>	Bless	<i>[Mind-Affecting]</i>	En	VSD	1 act	50 ft	1 min/lev	-	Y	Allies gain +1 to attacks and saves vs. fear	PHB205
	Bless Water	<i>[Good]</i>	Tr	VSM	1 min	Touch	Instantaneous	Will n.	Y	Makes holy water	PHB205
	Bless Weapon		Tr	VS	1 act	Touch	1 min/lev	-	N	Weapon strikes true against evil foes	PHB205
	Create Water	<i>[Water]</i>	Co	VS	1 act	Close	Instantaneous	-	N	Creates 2 gallons of pure water per level	PHB215
	Cure Light Wounds		Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 1d8 damage +1/level (max +5)	PHB215
	Deafening Clang	<i>[Sonic]</i>	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 5 lev (max +5)	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 1/2	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	<i>[Lawful]</i>	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	<i>[Good]</i>	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	Sh548
	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
<input checked="" type="checkbox"/>	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	MoF151
	Warning Shout	<i>[Sonic]</i>	Tr	V	1 act	Special	1 round	None	N	All creatures within 1/2 mile hear your shout	MoF152

2nd-level spells

Spells: 1 + 1 = 2 Save DC: 17

	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 <i>bane</i> 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, glamor	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	<i>[Good]</i>	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	<i>Bull's Strength</i> 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	<i>[Mind-Affecting]</i>	En	VSD	1 act	Close	1 min/lev	Will n.	Y	Subjects within range cannot lie	PHB305

PALADIN SPELLS

PREP. SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
3rd-level spells									
					Spells: <u>1</u> + <u>1</u> = <u>2</u>		Save DC: <u>18</u>		
---	Cure Moderate Wounds	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 2d8 damage +1/lev(max +10)
---	Daylight <i>[Light]</i>	Ev	VS	1 act	Touch	10 min/lev (D)	-	N	60-ft radius of bright light
---	Discern Lies	Di	VSD	1 act	Close	Up to 1 rd/lev	Will n.	N	Reveals deliberate falsehoods
---	Dispel Magic	Ab	VS	1 act	Medium	Instantaneous	-	N	Cancels spells and magical effects
---	Forceward	Ab	VSD	1 round	10 ft	1 min/lev	-	Y	Sphere of force prevents entry, +2 on ST
---	Heal Mount	Co	VS	1 act	Touch	Instantaneous	Will n.	Y	As <i>heal</i> on warhorse or special mount
---	Know Greatest Enemy	Di	VD	1 act	Close	1 round/lev	None	Y	Determine power level of creatures in area
---	Loyal Vassal <i>[Lawful]</i>	Ab	VSD	1 act	Touch	10 min/lev	Will n.	Y	Allies gains +5 against mind affecting effects
---	Magic Circle against Chaos <i>[Lawful]</i>	Ab	VSD	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in a 10-ft radius
---	Magic Circle against Evil <i>[Good]</i>	Ab	VSD	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in a 10-ft radius
---	Magic Weapon, Greater	Tr	VSD	1 act	Close	1 hour/lev	Will n.	Y	+1 bonus/4 levels (max +5)
---	Prayer <i>[Mind-Affecting]</i>	En	VSD	1 act	40 ft	1 round/lev	-	Y	Allies gain +1 on most rolls, enemies -1
---	Redirect Spell	Ab	VSD	1 act	Medium	1 round/lev (D)	Will n.	Y	Spells targeting ally target you instead
---	Remove Blindness/Deafness	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures normal or magical conditions
---	Remove Curse	Ab	VS	1 act	Touch	Instantaneous	Will n.	Y	Frees object or person from curse
---	Righteous Fury	Tr	VSD	1 act	Personal	1 round/lev	-	N	Gain 1d4/lev hp, +2 nat. armor, +2 Str and Dex
---	Undead Bane Weapon	Tr	VSD	1 act	Touch	1 min/lev	-	N	Weapon is good and gets <i>bane</i> property

4th-level spells									
					Spells: <u> </u> + <u> </u> = <u> </u>		Save DC: <u> </u>		
---	Aura of the Sun <i>[Light]</i>	Ab	VSD	1 act	10 ft	1 round/lev (D)	-	N	10-ft radius area damages undead, hampers dark
---	Break Enchantment	Ab	VS	1 min	Close	Instantaneous	Special	N	Frees subject from enchantments
---	Cure Serious Wounds	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 5d8 damage +1/lev(max +15)
---	Death Ward	Ne	VSD	1 act	Touch	1 min/lev	Will n.	Y	Grants immunity to death spells and effects
---	Dispel Chaos <i>[Lawful]</i>	Ab	VSD	1 act	Touch	1 round/lev	Special	Sp.	+4 bonus against attacks by chaotic creatures
---	Dispel Evil <i>[Good]</i>	Ab	VSD	1 act	Touch	1 round/lev	Special	Sp.	+4 bonus against attacks by evil creatures
---	Favor of Ilmater	Ne	VS	1 act	Medium	1 min/lev	-	Y	Subject resists pain and injury
---	Hand of Torm <i>[Special]</i>	Ab	VSD	1 min	10 ft.	1 hour/lev	For n.	Y	Warding zone stuns those of different patrons
---	Holy Sword <i>[Good]</i>	Ev	VS	1 act	Touch	1 round/lev	-	N	Weapon becomes +5, +2d6 damage vs. evil
---	Lawful Sword	Ev	VS	1 act	Touch	1 round/lev	-	N	Weapon is +5 axiomatic, protects vs. chaos
---	Mark of Justice	Ne	VSD	10 min	Touch	Permanent	-	Y	Action will trigger <i>curse</i> on subject
---	Neutralize Poison	Co	VSD	1 act	Touch	10 min/lev	Will n.	Y	Detoxifies venom in or on subject
---	Restoration	Co	VSM	3 rds	Touch	Instantaneous	Will n.	Y	Restores level and ability scores drain
---	Revenance	Co	VSM/DP	1 round	Touch	1 min/lev	None	Y	Slain ally is restored to life for 1 minute/lev
---	Seek Eternal Rest	Co	VD	1 act	Personal	10 min/lev	-	N	Turn undead as paladin two levels higher
---	Weapon of the Deity	Tr	VD	1 act	Personal	1 round/lev	-	N	+1 to weapon's att. and damage, special ability

RANGER POWERS

Casting Level: L4/2

Wild Empathy: 18v + C3A + 0 = 11

Combat Style: Archery
 Two-Weapon Combat

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

favored enemies

orc _____ Bonus: + 4
 giant _____ Bonus: + 2
 dragon _____ Bonus: + 4
 _____ Bonus: + _____
 _____ Bonus: + _____

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

RANGER SPELLS

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

1st-level spells

Spells: 1 + 2 = 3 Save DC: 16

<input checked="" type="checkbox"/>	Alarm	Ab	VSD	1 act	Close	2 hrs/lev (D)	-	N	Wards an area for 2 hrs/lev	PHB197
	Animal Messenger	En	VSM	1 act	Close	1 day/lev	-	Y	Sends a Tiny animal to a specific place	PHB198
	Branch to Branch	Tr	VS	1 act	Personal	1 min/lev	-	N	+10 to Climb checks and normal move in trees	MoF85
	Calm Animals	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	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)	-	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
<input checked="" type="checkbox"/>	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
<input checked="" type="checkbox"/>	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

2nd-level spells

Spells: 0 + 2 = 2 Save DC: 17

<input checked="" type="checkbox"/>	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	PGF101
	Cure Light Wounds	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 1d8 damage +1 per level (max +5)	PHB215
	Dispel Fog	Ab	VS	1 act	Medium	1 min/lev	For 1/2	Y	Cancels natural and magical fogs in the area	Sh546
	Easy Trail	Ab	VS	1 act	Personal	1 hour/lev (D)	-	Y	Creates safe passage and hide your tracks	Sh546
	Hold Animal	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 become razor-sharp	SK157
	Rock Catch	Tr	VS	1 act	Touch	1 round/lev (D)	Will n.	Y	Catch hurled rocks	Sh548
<input checked="" type="checkbox"/>	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	PHB285
	Summon Nature's Ally II	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals to fight (1 2nd or 1d3 1st level)	PHB288
<input checked="" type="checkbox"/>	Wind Wall	Ev	VSD	1 act	Medium	1 round/lev	-	Y	Deflects arrows, smaller creatures, and gases	PHB302

SORCERER/WIZARD SPELLS

KN.	PREP.	SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT	
1st-level spells			Spells: 4 + 1 = 5	Cast: □□□□□□□□□□				Save DC: 12	Max. known: □□□□□			
■	x	x	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	Sh544
□			Burning Hands <i>[Fire]</i>	Ev	VS	1 act	15 ft	Instantaneous	Ref 1/2	Y	1d4 fire damage/lev (max 5d4)	PHB207
□			Cause Fear <i>[Fear, Mind-Affecting]</i>	Ne	VS	1 act	Close	Special	Will part.	Y	One creat. with less than 6 HD flees	PHB208
□			Charm Person <i>[Mind-Affecting]</i>	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 <i>[Mind-Affecting]</i>	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 <i>[Acid]</i>	Co	VS	1 act	Touch	Instantaneous	-	Y	One touch/lev deals 1d6+1 acid damage	MoF85
□			Darsson's Cooling Breeze <i>[Air]</i>	Ev	VS	1 act	60 ft	1 hour/lev (D)	-	Y	Create light breeze that travels in 1 direction	Sh545
□			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	Reveals 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
□	x		Forcewave <i>[Force]</i>	Ev	VSF	1 act	Medium	Instantaneous	For part.	Y	Deals 1d4+1 damage + bull rush	MoF95
□			Grease	Co	VSM	1 act	Close	1 round/lev (D)	Special	N	Makes 10-ft square or 1 object slippery	PHB237
□			Hail of Stone <i>[Earth]</i>	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 <i>[Sonic]</i>	Ev	VS	1 act	Close	Instantaneous	Will part.	Y	Target takes 1d4/2 lev sonic dmg, deafness	MoF101
□			Hypnotism <i>[Mind-Affecting]</i>	En	VS	1 round	Close	2d4 rounds (D)	Will n.	Y	Fascinates 2d4 HD of creatures	PHB242
□			Ice Dagger <i>[Cold]</i>	Ev	VSM	1 act	Close	Instantaneous	Ref 1/2	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
□			Kaupær'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 +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 <i>[Force]</i>	Co	VSF	1 act	Touch	1 hour/lev (D)	Will n.	N	Gives subject +4 armor bonus	PHB249
□			Magic Missile <i>[Force]</i>	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 <i>[Darkness]</i>	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 <i>[Lawful]</i>	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control	PHB266
□			Protection from Evil <i>[Good]</i>	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control	PHB266
□			Protection from Good <i>[Evil]</i>	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control	PHB266
□			Protection from Law <i>[Chaotic]</i>	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	Sh548
□			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	FRC575
□			Sea Legs	Tr	VS	1 act	Touch	1 hour/lev (D)	Will n.	Y	Target creature can maneuver easily on a ship	Sh549
□			Shelgarn's Persistent Blade <i>[Force]</i>	Ev	VSF	1 act	Close	1 round/2 lev	-	Y	Blade of force attacks, automatically flanks	MoF117
□			Shield <i>[Force]</i>	Ab	VS	1 act	Personal	1 min/lev (D)	-	N	Gives +4 AC, blocks magic missiles	PHB278
□			Shocking Grasp <i>[Electricity]</i>	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 <i>[Mind-Affecting]</i>	En	VSM	1 round	Medium	1 min/lev	Will n.	Y	Put 4 HD of creatures into magical slumber	PHB280
□			Snillloc's Snowball <i>[Cold]</i>	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 <i>[Evil]</i>	Co	VSF	1 round	Close	1 round/lev	-	N	Calls a 1st-level undead	PGF114
□			Tenser's Floating Disk <i>[Force]</i>	Ev	VSM	1 act	Close	1 hour/lev	-	N	3-ft diam. disk that holds 100 lbs/lev	PHB294
□			True Strike	Di	VF	1 act	Personal	Special	-	N	+20 on your next attack roll	PHB296
□			Unseen Servant	Co	VSM	1 act	Close	1 hour/lev	-	N	Invisible force obeys your commands	PHB297
□			Ventriloquism	Il	VF	1 act	Close	1 min/lev (D)	Will dis.	N	Throws voice for 1 min/lev	PHB298

SORCERER/WIZARD SPELLS

KN.	PREP.	SCROLL	SPELL NAME	SCH.	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT	
and-level spells			Spells: 4 + 1 = 5	Cast: □□□□□□□□□□			Save DC: 13	Max. known: □□□□□				
□	---	---	Aganazzar's Scorchers <i>[Fire]</i>	Ev	VSF	1 act	Close	Instantaneous	Ref 1/2	Y	Path of fire deals 1d8 damage/2 levels	FRC566
□	---	---	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
□	---	---	Balagorn's Iron Horn <i>[Sonic]</i>	Tr	VS	1 act	Close	Instantaneous	-	Y	Intense vibrations trip those in area	MoF79
□	---	---	Battering Ram <i>[Force]</i>	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	PGF100
□	---	---	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 <i>[Darkness]</i>	Il	VS	1 act	Personal	1 round/lev (D)	For part.	Y	Reach melee touch attacks deal 1d4 cold, slow	FRC567
□	---	---	Cloud of Bewilderment	Ev	VS	1 act	10 ft	Instantaneous	For n.	Y	Generates a nauseating 10-ft cone	PGF101
□	---	---	Combust <i>[Fire]</i>	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 <i>[Light]</i>	Ev	VSM	1 act	Touch	Permanent	-	N	Makes a permanent, heatless torch	PHB213
□	---	---	Create Magic Tattoo	Co	VSMF	10 min	Touch	1 day	-	Y	Subject receives a magic tattoo	PGF101
□	---	---	Darkness <i>[Darkness]</i>	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 <i>[Cold]</i>	Ev	VS	1 act	Close	1 hour/lev (D)	Special	Y	Lower temperature in area to extreme cold	ShS45
□	---	---	Darsson's Fiery Furnace <i>[Fire]</i>	Ev	VS	1 act	Close	1 hour/lev (D)	Special	Y	Raise temperature in area to extreme heat	ShS46
□	---	---	Daze Monster <i>[Mind-Affecting]</i>	En	VSM	1 act	Medium	1 round	Will n.	Y	Living creature up to 6 HD loses next action	PHB217
□	---	---	Death Armor	Ne	VSM	1 act	Personal	1 round/lev	Will n.	Y	Attackers take 1d4 + 1/2 levels (max +5)	MoF87
□	---	---	Decastave <i>[Force]</i>	Co	VSM	1 act	0 ft	1 round/lev (D)	-	Y	Conjures quarterstaff of force	VE49
□	---	---	Detect Thoughts <i>[Mind-Affecting]</i>	Di	VSF	1 act	60 ft	1 min/lev (D)	Will n.	N	Allows "listening" to surface thoughts	PHB220
□	---	---	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 1/2	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 <i>[Fire]</i>	Ev	VSM	1 act	0 ft	1 min/lev	-	Y	As flame blade but 1d4+1/level	MoF94
□	---	---	Flaming Sphere <i>[Fire]</i>	Ev	VSM	1 act	Medium	1 round/lev	Ref n.	Y	Rolling ball of fire, 2d6 dmg, lasts 1 round/lev	PHB252
□	---	---	Fog Cloud	Co	VS	1 act	Medium	10 min/lev	-	N	Fog obscures vision	PHB252
□	---	---	Force Ladder <i>[Force]</i>	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	PHB255
□	---	---	Gedlee's Electric Loop <i>[Electricity]</i>	Ev	VSM	1 act	Close	Instantaneous	Ref 1/2	Y	Deals 1d6/2 lev damage plus stun	PGF105
□	---	---	Ghoul Touch	Ne	VSM	1 act	Touch	1d6+2 rounds	For n.	Y	Paralyzes one subject, who exudes stench	PHB255
□	---	---	Glitterdust	Co	VSM	1 act	Medium	1 round/lev	Will n.	N	Blinds creatures, outlines invisible creatures	PHB256
□	---	---	Gust of Wind <i>[Air]</i>	Ev	VS	1 act	60 ft	1 round	For n.	Y	Blows away or knocks down smaller creatures	PHB258
□	---	---	Hypnotic Pattern <i>[Mind-Affecting]</i>	Il	SM	1 act	Medium	Conc.+2 rds	Will n.	Y	Fascinates 2d4+1 HD/lev of creatures	PHB242
□	---	---	Igdrazaar'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	PGF106
□	---	---	Locate Node <i>[Earth]</i>	Di	VSF	1 act	1 mile/1	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 <i>[Acid]</i>	Co	VSMF	1 act	Long	1 r. + 1 r./3 lev	-	N	Ranged touch attack, 2d4 for 1 round +1/3 lev	PHB253
□	---	---	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 <i>[Earth]</i>	Ab	VS	1 act	Close	Permanent	-	N	Deters others from using an earth node	UnD60
□	---	---	Nybor's Gentle Reminder <i>[Mind-Aff.]</i>	En	VSF	1 act	Close	1 round/lev	For n.	Y	Target is dazed 1 round, then -2 to rolls	PGF107
□	---	---	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	LEoF55
□	---	---	Razorscales	Tr	VM	1 act	Personal	1 round/lev (D)	-	N	Your scales become 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 <i>[Fear, Mind-Affecting]</i>	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 <i>[Fire]</i>	Ev	VS	1 act	Close	Instantaneous	-	Y	Ray deals 4d6 damage, +1 ray/4 lev (max 5)	PHB274
□	---	---	See Invisibility	Di	VSM	1 act	Personal	10 min/lev (D)	-	N	Reveals invisible creatures or objects	PHB275
□	---	---	Shadow Mask	Il	VSM	1 act	Personal	10 min/lev (D)	-	N	Hide face and protect vs. darkness, light, gazes	FRC573
□	---	---	Shadow Spray	Il	VSM	1 act	Medium	1 round/lev	For n.	Y	Targets dazed and 2 points of Str damage	FRC574
□	---	---	Shatter <i>[Sonic]</i>	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 <i>[Cold]</i>	Ev	VSM	1 act	Medium	Instantaneous	Ref 1/2	Y	Deals 1d6 cold/2 levels to a 10-ft. radius	FRC574
□	---	---	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 +5 natural armor	MoF125
□	---	---	Summon Monster II	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar to fight (1 2nd or 1d5 1st)	PHB286
□	---	---	Summon Undead II <i>[Evil]</i>	Co	VSF	1 round	Close	1 round/lev	-	N	Calls 1 2nd-level or 2 1st-level undead	PGF114
□	---	---	Summon Swarm	Co	VSM	1 round	Close	Conc. +2 rds	-	N	Summons swarm of bats, rats, or spiders	PHB289
□	---	---	Sun Bolt <i>[Light]</i>	Ev	VS	1 act	Medium	1 round	Ref part.	Y	Ray deals 2d6 damage, more vs. undead	ShS51

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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											
<input type="checkbox"/>	---	---	Tasha's Hideous Laughter <i>[Mind-Aff]</i>	En.	VSM	1 act	Close	1 round/lev	Will n.	Y	Subject loses actions for 1 round/lev PH8292
<input type="checkbox"/>	---	---	Thesky's Hearty Heave <i>[Force]</i>	Ev.	VS	1 act	10 ft	Instantaneous	-	Y	Pushes away creatures with Str of 20 + lev LEoF35
<input type="checkbox"/>	---	---	Toothed Tentacle	Ev.	VSM	1 act	Personal	1 round/lev	-	N	Shadowy tentacle projects from your hand LEoF35
<input type="checkbox"/>	---	---	Touch of Idiocy <i>[Mind-Affecting]</i>	En.	VS	1 act	Touch	10 min/lev	-	Y	Subject takes 1d6 points of Int, Wis, Cha PH8294
<input type="checkbox"/>	---	---	Web	Co.	VSM	1 act	Medium	10 min/lev (D)	Ref n.	N	Fills 20-ft radius with sticky spider webs PH8501
<input type="checkbox"/>	---	---	Whispering Wind <i>[Air]</i>	Tr.	VS	1 act	1 mile/lev	1 hour/lev	-	N	Sends a short message up to 1 mile/lev PH8501
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